DUALINK

Escanor

BBEG



7 Deadly Sins Edition

Escanor

Large humanoid (human), lawful evil

Armor Class: 21 (natural armor)
Hit Points: 370 (28d10 + 216)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	26 (+8)	12 (+1)	16 (+3)	22 (+6)

Saving Throws: Str +14, Con +14, Wis +9, Cha +12
Skills: Athletics +14, Intimidation +12, Perception +9
Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities: fire
Condition Immunities: frightened
Senses: passive Perception 19
Languages: Common, Celestial
Challenge: 18 (20,000 XP); 21 (33,000 XP) when encountered in his lair

Legendary Resistance (3/Day). If Escanor fails a saving throw, he can choose to succeed instead.

Magic Resistance. Escanor has advantage on saving throws against spells and other magical effects.

Solar Dial. Escanor's power rises and falls with the sun. Escanor has a Solar Step from 0 to 6. The step determines which benefits he has from Sunshine (below).

- Outside a lair, the DM sets Escanor's Solar Step based on the time of day. The Solar Step doesn't change during a combat unless magic alters sunlight.

- In Escanor's lair, the Solar Step changes rapidly (see Lair Actions). Roll a d6 and subtract 1 to determine where the Solar Step is in the lair.

Sunshine. Escanor gains the following benefits based on his current Solar Step:

- Step 0 (Night). Escanor loses his fire immunity and nonmagical weapon resistance, and his Armor Class becomes 17. He can't use Legendary Actions, and he has disadvantage on Strength checks and Strength saving throws.
- Step 1–2 (Dawn). Escanor has resistance to fire (instead of immunity). His attacks deal an extra 7 (2d6) fire damage.
- Step 3–5 (Day). Escanor has immunity to fire. His attacks deal an extra 14 (4d6) fire damage. He can take Legendary Actions.
- Step 6 (High Noon, The One). Escanor enters Phase 2: The One (see below).

Aura of Scorching Pride. At the start of each of Escanor's turns, each creature of his choice within 10 feet of him takes 10 (3d6) fire damage. A creature that hits Escanor with a melee attack while within 10 feet of him takes 10 (3d6) fire damage.

Rhitta, Sacred Treasure. Escanor wields Rhitta, a massive divine axe that stores and releases heat. Escanor's weapon attacks are magical. When Escanor hits a creature with Rhitta, he can choose to deal the extra Sunshine fire damage immediately or store it (no

action required). Escanor can store up to 60 fire damage this way. Stored damage can be released with Radiant Discharge.

Actions

Multiattack. Escanor makes two attacks with Rhitta.

Rhitta. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (2d12 + 8) slashing damage plus Sunshine fire damage (see Sunshine).

Radiant Discharge. Escanor releases stored heat from Rhitta in a blinding flare. Each creature of Escanor's choice within 30 feet of him must make a DC 21 Constitution saving throw. On a failed save, a creature takes radiant damage equal to the heat stored in Rhitta (maximum 60) and is blinded until the end of its next turn. On a successful save, a creature takes half as much damage and isn't blinded. After this action, the stored heat in Rhitta becomes 0.

Pride's Judgment (Recharge 4–6). Escanor roars a condemnation that buckles stone and courage alike. Each enemy of Escanor's choice within 60 feet of him that can hear him must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Pride's Judgment for the next 24

hours.

Cruel Sun (Recharge 5–6). Escanor hurls a miniature sun at a point he can see within 120 feet. Each creature in a 20-foot-radius sphere centered on that point must make a DC 21 Dexterity saving throw, taking 45 (10d8) fire damage on a failed save, or half as much damage on a successful one. Flammable objects in the area that aren't being worn or carried ignite.

Reactions

Solar Parry. When a creature Escanor can see hits him with a melee attack, Escanor adds 3 to his AC against that attack, potentially causing it to miss. If the attack misses, the attacker takes 10 (3d6) fire damage.

Legendary Actions

Escanor can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Escanor regains spent legendary actions at the start of his turn. (Escanor can't use legendary actions at Solar Step 0.)

Move. Escanor moves up to half his speed.

Rhitta Attack. Escanor makes one Rhitta attack.

Solar Burst (Costs 2 Actions). Each creature of Escanor's choice within 10 feet of him must succeed on a DC 21 Dexterity saving throw or take 18 (4d8) fire damage and be knocked prone.

Blazing Pursuit (Costs 2 Actions). Escanor moves up to his speed without provoking opportunity attacks. Each creature whose space he enters for the first time during this movement takes 7 (2d6) fire damage.

The One

When Escanor's Solar Step becomes 6, he becomes The One until the start of his next turn. While The One, Escanor gains the following benefits:

- Escanor's size becomes Huge, and his reach with Rhitta becomes 15 feet.
- Escanor gains temporary hit points equal to 60.
- Escanor's Rhitta attack deals an extra 18 (4d8) radiant damage (in addition to Sunshine fire damage).
- Escanor can take one additional Legendary Action each round (for a total of 4).

The One: Divine Sever (1/Encounter). While The One, Escanor can use this action once. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 65 (8d12 + 13) slashing damage plus 36 (8d8) radiant damage. If the target is a creature, it must succeed on a DC 21 Constitution saving throw or be stunned until the end of Escanor's next turn.

Lair of the Sun King

Lair Actions

On initiative count 20 (losing initiative ties), Escanor can take a lair action to cause one of the

following effects; Escanor can't use the same effect two rounds in a row:

Advance the Solar Dial. The Solar Step increases by 1 (to a maximum of 6). If Escanor is in The Setting Sun (Phase 3), this action instead has no effect unless at least one Solar Mirror is active (see Environmental Features).

Solar Lances. Blades of focused light strike down at up to three points Escanor can see within 120 feet. Each creature in a 5-foot-radius cylinder (40 feet high) centered on each point must make a DC 21 Dexterity saving throw, taking 22 (4d10) radiant damage on a failed save, or half as much damage on a successful one.

Heat Haze. Until initiative count 20 on the next round, the air shimmers with brutal heat. Ranged weapon attacks that pass through more than 30 feet of open air have disadvantage, and creatures other than Escanor treat the ground within 60 feet of him as difficult terrain.

Environmental Features: Solar Mirrors

Solar Mirror. Large object
Armor Class 18
Hit Points 45
Damage Immunities poison, psychic
Damage Vulnerability bludgeoning

Focusing Light. While at least one Solar Mirror is active, Escanor can increase his Solar Step in his lair normally, and Advance the Solar Dial works as written.

Shatter the Focus (Weakness Hook).

If two or more Solar Mirrors are destroyed, Escanor can't reach Solar Step 6 (High Noon) for the rest of the encounter, and Cruel Sun recharges only on a 6.

Mirror Backlash. When a Solar Mirror is destroyed, each creature within 30 feet of it can choose to gain one of the following benefits:

- The creature regains 20 hit points, or
- The creature has advantage on saving throws against Escanor's abilities until initiative count 20 on the next round.

Special Weakness

Stolen Shade. If Escanor is in magical darkness or is in an area of dim light created by a spell or magical effect, his Aura of Scorching Pride is suppressed, and he can't take Legendary Actions until the end of his next turn. In addition, the first time each round Escanor takes cold damage while Stolen Shade is active, he takes an extra 10 cold damage.

A creature that studies Escanor's radiance can anticipate this weakness. A creature can use an action to make a DC 18 Intelligence (Arcana) or Wisdom (Insight) check. On a success, the creature learns about Stolen Shade and the Solar Mirrors