DUALINK

Solaire of Astora

BBEG



Dark Souls Edition

Solaire of Astora

Medium humanoid (undead), neutral good

Armor Class 18 (chain mail, sun-painted shield)
Hit Points 255 (30d8 + 120)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	10 (+0)	14 (+2)	18 (+4)

Saving Throws Con +9, Wis +7, Cha +9
Skills Athletics +9, Perception +7
Senses passive Perception 17
Languages Common
Challenge 14 (11,500 XP)

Golden Phantom. A creature that touches Solaire's golden summon sign can summon him. He appears within 5 feet of the creature as a friendly golden phantom with half his hit points, acts on his own initiative count, and stays until the end of the current battle or for 1 hour. If the phantom drops to 0 hit points, it fades without harming Solaire, and he can't be summoned again until the next dawn. If the phantom is still standing when the battle is won, each ally who fought beside it receives a Sunlight Medal. A creature can crush its medal after rolling a d20 to add 1d4 to the roll.

Undead Curse. If Solaire dies, his body crumbles to ash. At the next dawn, he returns to life with all his hit points at the last place he rested. This trait doesn't function while he is Maggot-Bound.

Maggot-Bound. When a Sunlight

Maggot fastens onto Solaire's helmet, he turns hostile to all other creatures. He loses Golden Phantom and Jolly Cooperation, and he can take legendary actions.

Actions

Multiattack. Solaire makes three attacks, using Sunlight Straight Sword or Lightning Spear in any combination.

Sunlight Straight Sword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Lightning Spear. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 13 (3d8) lightning damage.

Great Lightning Spear (Recharge 5–6). Solaire hurls a blazing spear in a 120-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 38 (7d10) lightning damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Jolly Cooperation. Solaire chooses one ally he can see within 60 feet of him. Until the start of his next turn, the first time that ally hits a creature with an attack, the attack deals an extra 7 (2d6) lightning damage.

Reactions

Iron and Sun. When Solaire or a creature he can see within 5 feet of him is hit by an attack, he raises his shield and adds 3 to the target's AC against that attack, possibly causing it to miss.

Legendary Actions

While Maggot-Bound, Solaire 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. Solaire regains spent legendary actions at the start of his turn.

Advance. Solaire moves up to half his speed. This movement doesn't provoke opportunity attacks.

Strike. Solaire makes one Sunlight Straight Sword or Lightning Spear attack.

Blinding Sun (Costs 2 Actions). The maggot flares. Each creature of Solaire's choice within 15 feet of him must succeed on a DC 17 Constitution saving throw or be blinded until the end of its next turn.

Special Weakness: Crush the Maggot

Discovery Mechanism. As an action, a creature that can see Solaire can make a DC 16 Wisdom (Perception) check. On a success, it notices the maggot pulsing on his helmet and his movements following its rhythm.

Triggering Mechanism. A creature that knows this weakness can target the maggot with an attack. The maggot has AC 18 and 40 hit points, regains all its hit points at the start of Solaire's turn, and damage dealt to it doesn't harm Solaire.

Consequence. The maggot dies. Solaire is incapacitated until the end of his next turn and is no longer Maggot-Bound. He regains Golden

Phantom and Jolly Cooperation, and he stops being hostile.

Recovery. This weakness can't be triggered again unless another Sunlight Maggot fastens onto him.

