

RUDOLPH THE RED

Large • Celestial • Lawful Good

Armor Class 15

Initiative +8 (18)

Hit Points 102 (12d8 + 48)

Speed 50 ft., fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	18 (+4)	10 (+0)	18 (+4)	15 (+2)

Saving Throws Str +10, Dex +8

Skills Athletics +10, Perception +8, Stealth +8

Damage Resistances fire

Damage Immunities cold, poison, radiant

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Senses darkvision 300 ft., passive Perception 18

Languages understands all but can't speak them

CR 10 (XP 5,900; PB +4)



Flyby. Rudolph doesn't provoke opportunity attacks when he flies out of an enemy's reach.

Legendary Resistance (1/Day). If Rudolph fails a saving throw, he can choose to succeed instead.

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

Pack Leader. Allied creatures have advantage on melee attacks against targets Rudolph is within 5 feet of.

Peerless Orientation. As long as Rudolph knows the name of a location, he knows which direction to go to reach it.

Shiny Nose. Rudolph's nose sheds bright light in a 30-foot cone and dim light for an additional 30 feet. This light dispels all magical darkness it overlaps with. Rudolph can stop emitting the light; no action required.

RUDOLPH THE RED — WEAKER

Armor Class 14

Initiative +6 (16)

Hit Points 75 (10d8 + 30)

Speed 50 ft., fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	10 (+0)	16 (+3)	13 (+1)

Saving Throws Str +8, Dex +5

Skills Athletics +8, Perception +6, Stealth +6

Damage Resistances fire

Damage Immunities cold, poison, radiant

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Senses darkvision 300 ft., passive Perception 16

Languages understands all but can't speak them

CR 7 (XP 2,900; PB +3)



Flyby. Rudolph doesn't provoke opportunity attacks when he flies out of an enemy's reach.

Legendary Resistance (1/Day). If Rudolph fails a saving throw, he can choose to succeed instead.

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

Pack Leader. Allied creatures have advantage on melee attacks against targets Rudolph is within 5 feet of.

Peerless Orientation. As long as Rudolph knows the name of a location, he knows which direction to go to reach it.

Shiny Nose. Rudolph's nose sheds bright light in a 30-foot cone and dim light for an additional 30 feet. This light dispels all magical darkness it overlaps with. Rudolph can stop emitting the light; no action required.

RUDOLPH THE RED — STRONGER

Armor Class 16

Hit Points 161 (17d8 + 85)

Speed 50 ft., fly 100 ft. (hover)

Initiative +10 (20)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	20 (+5)	12 (+1)	20 (+5)	17 (+3)

Saving Throws Str +12, Dex +10

Skills Athletics +12, Perception +10, Stealth +10

Damage Resistances fire

Damage Immunities cold, poison, radiant

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Senses darkvision 300 ft., passive Perception 20

Languages understands all but can't speak them

CR 13 (XP 10,000; PB +5)

Flyby. Rudolph doesn't provoke opportunity attacks when he flies out of an enemy's reach.

Legendary Resistance (1/Day). If Rudolph fails a saving throw, he can choose to succeed instead.

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

Pack Leader. Allied creatures have advantage on melee attacks against targets Rudolph is within 5 feet of.

Peerless Orientation. As long as Rudolph knows the name of a location, he knows which direction to go to reach it.

Shiny Nose. Rudolph's nose sheds bright light in a 30-foot cone and dim light for an additional 30 feet. This light dispels all magical darkness it overlaps with. Rudolph can stop emitting the light; no action required.

ACTIONS

Multiattack. Rudolph makes two attacks, using Ram and Hooves in any combination.

Ram. Melee Weapon Attack: +8, reach 5 ft. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is a Large or smaller creature and Rudolf moved 20+ feet straight toward it immediately before the hit, the target takes an extra 14 (4d6) Piercing damage and is knocked prone.

Hooves. Melee Weapon Attack: +8, reach 5 ft., one prone creature. *Hit:* 15 (3d6 + 5) bludgeoning damage.

BONUS ACTIONS

Blinding Flash. Constitution Saving Throw: DC 14, one creature in the bright light from his Shiny Nose. *Failure:* The target is blinded until the start of Rudolph's next turn.



ACTIONS

Multiattack. Rudolph makes two attacks, using Ram and Hooves in any combination.

Ram. Melee Weapon Attack: +12, reach 5 ft. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the target is a Large or smaller creature and Rudolf moved 20+ feet straight toward it immediately before the hit, the target takes an extra 27 (6d8) Piercing damage and is knocked prone.

Hooves. Melee Weapon Attack: +12, reach 5 ft., one prone creature. *Hit:* 28 (6d6 + 7) bludgeoning damage.

BONUS ACTIONS

Blinding Flash. Constitution Saving Throw: DC 18, one creature in the bright light from his Shiny Nose. *Failure:* The target is blinded until the start of Rudolph's next turn.