Santa Claus

Medium humanoid, lawful good

Armor Class 20 (big red suit)
Hit Points 237 (25d8 + 125)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	20 (+5)	18 (+4)	20 (+5)	22 (+6)

Saving Throws Str +13, Con +11, Wis +11, Cha +12
Skills Animal Handling +11, History +10, Insight +11, Nature +10, Perception +11, Persuasion +12
Damage Immunities cold
Condition Immunities charmed, exhaustion, frightened
Senses passive Perception 15
Languages All Languages
Challenge 20 (25000 XP)

Divine Awareness. Santa Claus knows if he hears a lie.

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

Magic Weapons. Santa Claus's weapon attacks are magical. When Santa hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).

Spellcasting. Santa Claus is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *Guidance, Light, Bless, Cure Wounds, Calm Emotions, Remove Curse, Banishment, Freedom of Movement, Regenerate, Control Weather*
1/day each: *True Resurrection*

Actions

Multiattack. Santa Claus makes two cane attacks.

Cane. *Melee Weapon Attack:* +13 to hit, reach 5 ft., *Hit:* 14 (2d6+7) bludgeoning damage. plus 27 (6d8) radiant damage.

Judgement. Santa Claus declares a target within 60 feet. The target's true alignment is revealed to Santa. If the target is Evil, All of Santa's attacks that hit this target are considered critical hits. If the target is good, Santa's attacks that hit this target do not deal any damage.