

Rage Wyrms

Huge Magical Beast, chaotic evil

Armor Class 18 (Natural armor)

Hit Points 255 (28d12+108)

Speed 30 ft., Teleport 120 ft

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	22 (+6)	24 (+7)	20 (+5)	10 (+0)

Saving Throws. Dex +5, Con +11, Int + 12, Wisdom +10

Skills Religion +12, History +12,

Damage Immunities psionic

Condition immunities Charm

Senses truesight 60 ft., darkvision 120ft., passive perception 12

Languages -

Challenge 16 (15,000 XP)

Aura of Confusion. Any hostile creature that starts its turn within 10 feet of the rage demon must succeed on a DC 20 wisdom check or have disadvantage on all attack rolls and ability checks. On a successful saving throw, the creature is immune to the aura of confusion for 24 hours.

Legendary Resistance (3/day). If the rage demon fails a saving throw, it can choose to succeed instead.

Actions

Multi attack. The rage wyrm can make two claw and a tail attack.

Claw. Melee weapon attack: +12 to hit, reach 5ft., one target. Hit 14 (2d6+7)

Tail. Melee weapon attack: +12 to hit, reach 15ft., one target. Hit: 20 (3d8+7)

Psionic Pulse (recharges on a 5 or 6): The rage wyrm emits a 60-foot cone of psychic energy. Each creature in the cone must make a DC 20 Intelligence saving throw or take 25 (4d8+7) psychic damage and be stunned for its next turn or half as much damage and no stun on a successful save.

Legendary Actions

The rage wyrm can take 2 legendary actions 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. The rage wyrm regains spent legendary actions at the start of its turn.

Psionic attack (Costs 2 Actions): The rage worm targets a single creature with a burst of psychic energy. The creature must make a DC 20 Intelligence saving throw or take 25 (4d8+7) psychic damage and be stunned for its next turn or half as much damage and no stun on a successful save.

Claw: The rage wyrm makes a claw attack

Teleport attack (Costs 2 Actions): The rage wyrm can teleport 60ft and make a tail attack before or after it teleports.

Lair Actions

A rage wyrm's lair is often a large building in a destroyed city. Here the creature leeches off the residual psychic energy of the city's past inhabitants.

On an initiative count of 20 (losing initiative ties) the rage wyrm takes a lair action to cause one of the following effects:

- The rage wyrm creates a phantasmal beast at a point it can see.
- The rage wyrm can temporarily draw psychic energy from the lair. Ending at the end of its next turn, the rage wyrm's claw and tail attacks are considered magical weapons, gain a +2 bonus to attack, and do an additional 5 (1d10) psychic damage.

Phantasmal Beast

Medium Magical Beast, chaotic evil

Armor Class 11

Hit Points 72 (16d8)

Speed 40 ft., Hover 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	10 (+0)	10 (+0)	10 (+0)	15 (+2)

Damage Resistances acid, fire, lightning, thunder; bludgeoning; piercing, and slashing from non magical weapons

Damage Immunities cold, necrotic, poison

Condition immunities Charm

Senses darkvision 60ft., passive perception 10

Languages -

Challenge 4 (1,100 XP)

Incorporeal movement. The phantasmal beast can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10 damage) if it ends its turn inside an object.

Pack Tactics. The phantasmal beast has advantage on attack rolls against a creature if at least one of the phantasmal beast's allies is within 5 ft and that ally isn't incapacitated.

Actions

Multi attack. The phantasmal beast can make two phantasmal weapon attacks

Phantasmal Weapon. +6 to hit, reach 5ft., one target. Hit: 8 (1d8+4). The target must succeed on a DC 14 constitution check or take 10 (3d6) necrotic damage.

Consume Soul (recharges on a 5 or 6). The phantasmal beast expands to envelop a creature within 5ft. The target must succeed on a DC 14 Charisma check or take 21 (6d6) and lose 3 hit dice. If the creature does not have enough hit dice remaining, it takes 5 (1d10) additional damage for each dice missing.