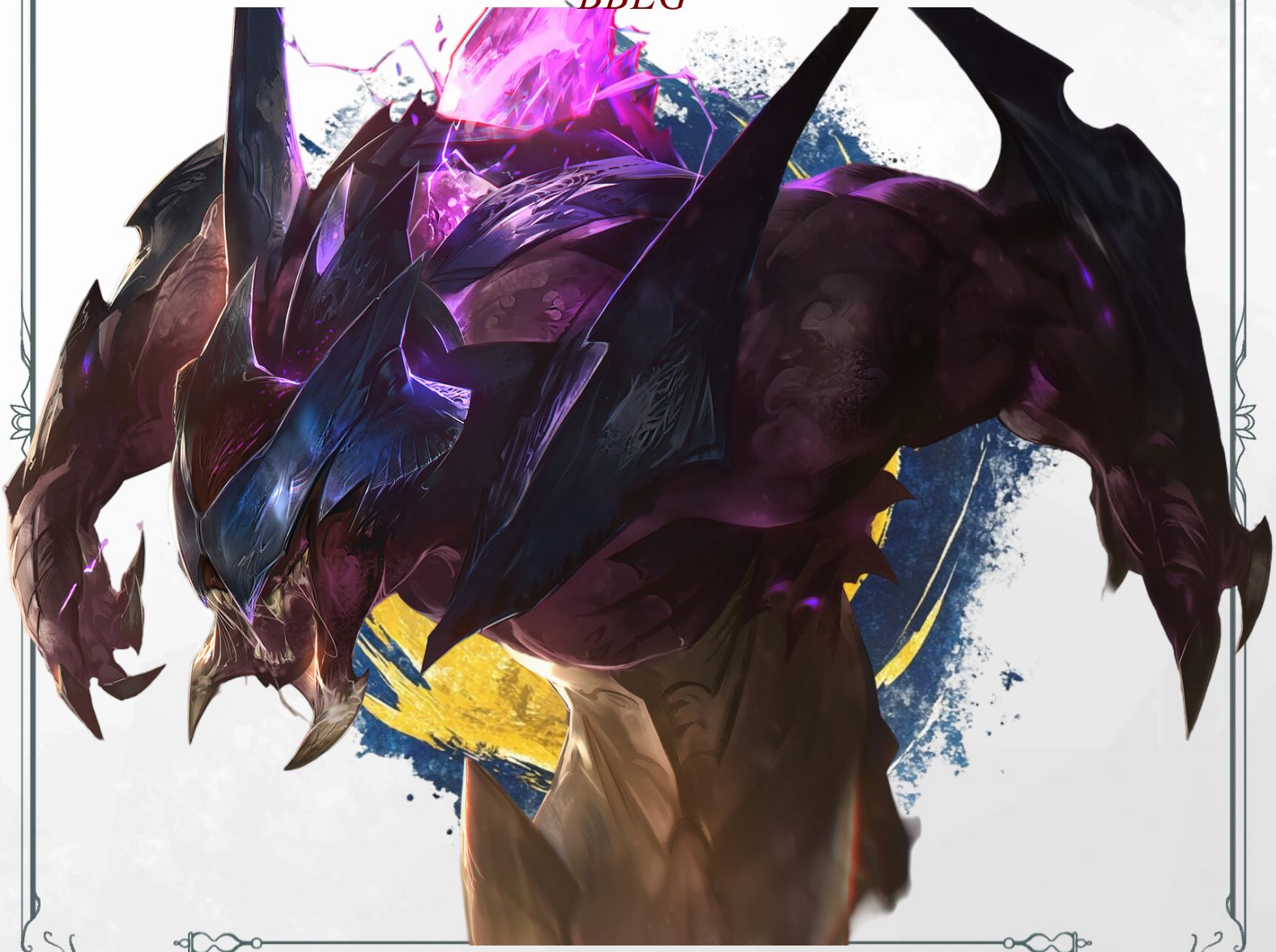
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Rek’Sai, the Xer’sai Queen

BBEG



Runeterra Edition

Rek'Sai, the Xer'sai Queen

Gargantuan Monstrosity (Void), Chaotic Neutral

Armor Class: 17 (natural armor; 20 while burrowed)

Hit Points: 400 (20d20 + 200)

Speed:40 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	16 (+3)

Saving Throws: Str +12, Con +10, Wis +9

Skills: Perception +9, Stealth +7, Intimidation +8

Damage Resistances: Bludgeoning, Necrotic, Slashing, Piercing, Acid, Force, Fire

Damage Vulnerabilities: Psychic

Condition Immunities: Blinded, Charmed, Frightened (while burrowed)

Senses: Tremorsense 120 ft., Darkvision 60 ft., Passive Perception 19

Languages: Deep Speech, understands Undercommon but does not speak

Challenge: 17 (18,000 XP)

Call of the Herd. At the start of every other round (beginning on initiative count 20, losing initiative ties), roll a d6:

- 1–2: 4 Xer'sai Hatchlings and 1 Xer'sai Caller erupt from the ground within 30 feet of enemy creatures.
- 3–5: 2 Xer'sai Dunebreakers emerge from beneath the battlefield.
- 6: Either a Dune Swallower or Xerxa'Reth, the Undertitan bursts forth. Once summoned, that unique creature cannot be summoned again. If rolled again, reroll and double the summoned number from the 3–5 result.

Summoned Xer'sai act on Rek'Sai's initiative (immediately after her turn) and remain until slain.

The Xer'sai Queen Herself. All Xer'sai allies within 120 feet of Rek'Sai deal an additional 1d10 slashing damage with their attacks and cannot be Frightened while she is conscious. If Rek'Sai is ever reduced to 0 HP, all Xer'sai immediately take 4d10 psychic damage and become Frightened for 1 minute (no save).

Burrow Sovereign. Rek'Sai can burrow through solid earth and stone without reducing her movement. While burrowed:

- She gains advantage on Dexterity saving throws.
- Melee attacks against her are made with disadvantage.
- She ignores difficult terrain and can sense all creatures in contact with the ground via Tremorsense.

Giant of the Sands. Rek'Sai must use a bonus action to either Burrow or Un-Burrow, unless otherwise stated. While burrowed, she cannot be targeted by ranged attacks unless the attacker can sense through solid earth (such as via Tremorsense, Earth Glide, or True Seeing).

Queen's Instinct. When an ally Xer'sai within 60 feet is reduced to 0 HP, Rek'Sai immediately gains 10 temporary hit points, and can move up to 20 feet (no reaction triggered) as a free reaction.

Actions

Multiattack. Rek'Sai makes three attacks: one with Jaws and two with Tail.

Jaws. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit*: 38 (6d12 + 2) slashing damage.

Tail. *Melee Weapon Attack*: +12 to hit, reach 15 ft., one target. *Hit*: 28 (4d10 + 7) piercing damage.

Burrowing Slam. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit*: 36 (6d10 + 5) bludgeoning damage. The target must succeed on a DC 18 Strength saving throw or be knocked prone and restrained in shifting ground. The creature may repeat the save at the end of each of its turns to end the effect.

Furious Bite (*Recharge 5–6; Requires Burrowed*) Rek'Sai lunges upward in a horrific eruption. Melee Weapon Attack: +12 to hit, reach 20 ft., one target. Hit: 60 (8d12 + 12) slashing damage.

All other creatures in a 20-foot square she erupts into must make a DC 18 Strength saving throw or be Squished.

Squished. Speed is reduced to 5 ft., cannot take actions except to attempt a DC 18 Strength check or receive outside help. Ends if Rek'Sai leaves the square.

"*You feel the sand shift beneath your feet. The queen is no longer hunting she's here.*"

Bonus Actions

Burrow / Un-Burrow. Rek'Sai burrows up to 30 feet into the ground or emerges from any location within range of her Tremorsense. This movement ignores opportunity attacks and does not count against her movement.

Stillness in the Sand (*Requires Burrowed*). Rek'Sai becomes motionless and begins to regenerate. She regains 18 (4d8) hit points and gains advantage on Stealth checks until the start of her next turn.

Abnormal Shriek (*Recharge 4–6*). Rek'Sai emits a deep, resonating scream. All creatures of her choice within 60 feet that can hear her must make a DC 18 Wisdom saving throw or become Frightened until the end of their next turn. Xer'sai are unaffected.

"*You don't track Rek'Sai. You survive her. The tunnels shift overnight, the ground hums with her rage, and then... nothing. Just silence… until your squad screams from below. She's not a predator. She's a catastrophe with teeth.*"

Legendary Actions

Rek'Sai can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. She regains spent legendary actions at the start of her turn.

Jaws or Tail. Rek'Sai makes a Jaws or Tail attack.

Command the Swarm. One Xer'sai ally within 60 feet may immediately use its movement to move and make one attack. If the ally is a Hatchling, it gains advantage on the attack roll.

Burrowed Doom. Rek'Sai instantly burrows up to 30 feet and then erupts in a 10-foot-radius area she can detect. All creatures in that area must succeed on a DC 19 Dexterity saving throw or take 45 (10d8) bludgeoning.

The Apex Awakens

When Rek'Sai is reduced to 200 HP or fewer, she lets out a deafening roar and tremors crack the battlefield.

Instantaneous Effect: Tectonic Wrath. As the ground buckles beneath her fury, Rek'Sai unleashes a devastating slam.
Each creature within 60 feet that is touching the ground must succeed on a DC 18 Strength saving throw or: take 36 (8d8) force damage, be knocked prone, and the terrain becomes difficult terrain for them until cleared (DC 15 Strength check per 10-ft square). On a success, the creature takes half damage and isn't knocked prone.

Passive Buffs

Unstoppable Apex. Rek'Sai gains the following permanent bonuses:

- She regains 10 hit points at the start of each of her turns.
- She gains advantage on all Strength and Dexterity saving throws.
- She becomes immune to being restrained, paralyzed, or frightened.
- Rek'Sai gains an additional Bonus Action each turn.

Monarch of Tunnels. While burrowed in Phase 2:

- Rek'Sai can sense through stone and magical barriers as if they were clear terrain.
- She may use Burrowed Doom as a reaction once per round.
- She becomes immune to opportunity attacks altogether.

New Action

Queen's Rampage (*Recharge 6*). Rek'Sai enters a violent frenzy. She makes four attacks, choosing any combination of Jaws, Tail, or Burrowing Slam. She may replace one of these attacks with Furious Bite if she is currently burrowed.

New Bonus Action

Queen's Command (*Recharge 4–6*). Rek'Sai targets one Xer'sai ally within 60 feet. That creature:

- Immediately takes one action of Rek'Sai's choice (Attack, Dash, Disengage, Burrow, etc.),
- Becomes immune to all damage until the start of Rek'Sai's next turn.
- And gains advantage on its next saving throw.

This does not count as the creature's reaction or action on its own turn.

New Legendary Action

Burrowed Doom (*Upgraded*) Rek'Sai immediately burrows without provoking opportunity attacks and moves up to half her burrow speed. She then erupts in a 10-foot-radius space within range. All creatures in that area must make a DC 19 Dexterity saving throw or: take 45 (10d8) bludgeoning damage, be knocked prone, and have their speed halved until the end of their next turn.

On a success, they take half damage and remain standing.

Special Weaknesses

Resonance Disruption

"*The queen is not deaf to the world she is its heartbeat. Shake that rhythm, and she falters.*"

Discovery Mechanism. A creature proficient in Arcana, Insight, or Nature can detect subtle shifts in Rek'Sai's tremorsense when exposed to psychic or sonic effects. This requires a successful DC 18 Intelligence (Arcana), Wisdom (Insight), or Intelligence (Nature) check made as an action after such an effect is used within 60 feet of her.

Triggering Mechanism. If a creature within 60 feet of Rek'Sai deals Psychic damage, casts a Thunder spell, or performs Magical Music (e.g. a Bard's Performance or Enthralling Performance), Rek'Sai must make a DC 18 Constitution saving throw.

Consequence. On a failure, Rek'Sai becomes Disoriented until the end of her next turn. While Disoriented:

- She loses Tremorsense.
- She cannot use Call of the Herd.
- Her aura from The Xer'sai Queen Herself is suppressed, Xer'sai lose their +1d10 damage bonus.

After being affected, Rek'Sai becomes immune to Resonance Disruption for 1 minute.

Collapse the Tunnels

"*A queen needs her throne. Shake the ground beneath it.*"

Discovery Mechanism. A creature proficient in Investigation or Survival may analyze how the terrain supports Rek'Sai's tunneling. This requires a successful DC 18 Wisdom (Survival) or Intelligence (Investigation) check while Rek'Sai is burrowed and visible from afar or sensed via tunneling patterns.

Triggering Mechanism. If three or more creatures on the same turn use their action to target the ground above Rek'Sai with bludgeoning, force, or thunder damage, or use magical terrain disruption (e.g., Move Earth, Mold Earth, Earth Tremor, Erupting Earth) Rek'Sai must make a DC 20 Dexterity saving throw.

Consequence. On a failed save Rek'Sai is forced to un-burrow immediately, while taking 60 (12d10) bludgeoning damage. Additionally she loses access to Burrow speed and Burrow/Un-Burrow actions for the next 3 turns. She also cannot use Furious Bite or Stillness in the Sands during this time. On a success, she takes half damage and retains burrow speed, but it is halved for the next 3 turns.

Hive Severance

"*Cut the head, and the swarm panics.*"

Discovery Mechanism. A character who has spent at least one round observing Xer'sai behavior (or who is proficient in Animal Handling, Insight, or Nature) may attempt a DC 17 Wisdom (Insight or Animal Handling) check. On success, they detect a psychic tether between Rek'Sai and her kin, centralizing hive control.

Triggering Mechanism. If Rek'Sai is grappled, paralyzed, or affected by a mind-affecting condition (e.g., Confusion, Hold Monster, Stun) while at least 3 Xer'sai are within 60 feet, the hive connection weakens briefly.

Consequence. All Xer'sai on the battlefield must make a DC 16 Wisdom saving throw or become Frightened of Rek'Sai for 1 round. They also lose access to Pack Tactics, Call for Support, and any Command effects Rek'Sai grants until the start of her next turn.

This effect can only occur once per encounter.

Behavior

Rek'Sai dominates the battlefield through raw force and relentless hive coordination. She strikes hard and fast, driving enemies into disarray while summoning waves of her brood to isolate stragglers. When threatened, she vanishes beneath the earth, only to erupt elsewhere in a brutal ambush. Rek'Sai does not flee. She tunnels. She waits. She returns.

