DUALINK

Thresh

BBEG



Runeterra Edition

Thresh

Medium Ghost, neutral evil

Armor Class: 17 (natural armour)
Hit Points: 297 (33d10 + 132)
Speed: 30 ft.

STR	DEX	CON	WIS	INT	CHA
13 (+1)	14 (+2)	18 (+4)	20 (+5)	22 (+6)	19 (+4)

Saving Throws: Int +11, Wis +10, Cha +9
Skills: History +11, Deception +9
Damage Immunities: Necrotic
Damage Vulnerabilities: Radiant
Condition Immunities: Frightened, Poisoned
Senses: Darkvision 60 ft., Passive Perception 15
Languages: Common, Elvish, Gnomish
Challenge: 16 (15,000 XP)

Soul Collector. Thresh captures and stores the souls of the damned within his lantern. He begins combat with 100 souls. His attack bonus starts at 0, but he gains +1 for every 10 souls collected. His attacks also grow in power, dealing additional necrotic damage equal to (Souls / 10) d4. If Thresh's soul count reaches 0, he vanishes, retreating to the Shadow Isles.

Chains of the Damned. Thresh's spectral chains extend beyond mortal reach. His melee attacks have a 20-foot reach.

Warden's Torment. A dreadful aura surrounds Thresh, sapping the life of those nearby. Creatures that start their turn within 15 feet of Thresh take 2d6 necrotic damage. If the creature is below half HP, this increases to 4d6 necrotic damage.

Shackled by Chains. Thresh cannot make attacks of opportunity.

Dark Passage (1/Day). As a free action, Thresh summons undead from his lamp. He may summon up to 6 undead creatures of CR 4 or lower.

Actions

Death Sentence. *Melee Weapon Attack:* Attack Bonus (0 +1 per 10 souls) [Starts at +10], reach 20 ft., one target. Hit: 6d12 slashing + (Souls / 10) d4 necrotic damage. If this attack hits, the target must make a DC 18 Strength saving throw or be restrained until the end of their next turn.

Come Here! *Ranged Weapon Attack:* Attack Bonus (0 +1 per 10 souls) [Starts at +10], range 30 ft., one target. Hit: 3d12 slashing + (Souls / 10) d4 necrotic damage. If the attack roll is 10 or higher, the target must make a DC 18 Strength saving throw or be pulled adjacent to Thresh. This provokes attacks of opportunity.

Flay (Recharge 5-6). Thresh sweeps his chains in a 20 ft. x 10 ft. area in front of him. All creatures in the area must make a DC 16 Dexterity saving throw or take 4d12 slashing + 6d12 necrotic damage (half on success). Creatures hit are pushed 10 ft. away.

Bonus Actions

Brazen Entertainment. Thresh commands all undead he has summoned to move 5 feet and attack a player.

Cackling (Bonus Action, 3/Encounter). Thresh laughs maniacally, gaining temporary HP equal to (Souls / 3).

Goodbye Gift. If a creature within 20 feet of Thresh is at dying 2 or has just died and is not undead, Thresh instantly captures their soul, killing them outright.

Legendary Actions

Thresh can take 3 legendary actions, choosing from the options below. Only one can be used per turn at the end of another creature's turn.

EnJOYment. *Prerequisite: A creature leaves Thresh's melee range.* Thresh makes an attack roll against the creature. The attack has advantage.

Up the Stakes. Thresh forces three creatures within 30 feet to make a DC 16 Constitution saving throw. On a failure, they cannot heal until the end of their next turn.

Lantern's Grasp (Costs 2 Actions). The spirits in Thresh's lantern lash out, restraining two creatures within 20 feet (DC 18 Strength to break free).

The Box (1/Day). (Costs 3 Actions). Thresh erects a pentagon of spectral walls 10 ft. around him, lasting 5 rounds. A wall breaks upon enemy contact, dealing 15d10 necrotic damage. The target cannot move until the start of their next turn.

Lair Actions

To stop lair actions (except Last Resort), players must target the lamp (AC 14, 78 HP).

A New Friend in My Collection! Each round, Thresh's lamp spawns one random undead that is under CR 3. If the lamp is destroyed, future undead from the lamp turn against Thresh.

Last Resort (Triggers at 0 Souls). If Thresh has no souls left, he teleports away, retreating to the Shadow Isles. Players receive 15,000 XP.