DUALINK

Thragg

BBEG



Invincible Edition

Thragg

Large humanoid (Viltrumite), lawful evil

Armor Class: 20
Hit Points: 432 (32d10 + 256)
Speed: 50 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	20 (+5)	26 (+8)	16 (+3)	18 (+4)	22 (+6)

Saving Throws: Str +15, Dex +12, Con +15, Wis +11, Cha +13
Skills: Athletics +15, Insight +11, Intimidation +13, Perception +11
Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: charmed, frightened, prone
Senses: passive Perception 21
Languages: Common, Viltrumite
Challenge: 24 (62,000 XP)

Viltrumite Physiology. Thragg has advantage on Strength, Dexterity, and Constitution saving throws. He ignores difficult terrain, and opportunity attacks against him are made with disadvantage. Thragg does not need to breathe.

Void-Born Predator. Thragg suffers no harmful effects from vacuum, atmospheric pressure, or nonmagical environmental cold. He also has resistance to damage caused by extreme environmental heat.

Conqueror of Worlds. Thragg's melee attacks are magical and ignore resistance to bludgeoning damage.

When a creature grappled by

Thragg attempts to teleport, it must succeed on a DC 21 Charisma saving throw or the teleportation fails and the use of the effect is wasted.

Viltrumite Healing. At the start of each of Thragg's turns, he regains 15 hit points if he has at least 1 hit point. This regeneration is suppressed until the start of his next turn if Thragg suffers a critical hit.

Relentless Predator. When a creature Thragg can see within 60 feet of him teleports or willingly moves at least 15 feet farther away from him during its turn, Thragg can immediately move up to half his flying speed toward it without provoking opportunity attacks.

This movement does not require a reaction, but Thragg can use it only once per round.

Viltrumite Shockwave. When Thragg reduces a creature to 0 hit points, creatures of his choice within 10 feet of that creature must succeed on a DC 21 Wisdom saving throw or become frightened of Thragg until the end of their next turn.

Legendary Resistance (3/Day). If Thragg fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Thragg makes four attacks, using any combination of Tyrant's Fist and Executioner's Grip. He can have no more than two creatures grappled at once.

Tyrant's Fist. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target.

Hit: 19 (2d10 + 8) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 23 Strength saving throw or be knocked prone or pushed up to 20 feet, Thragg's choice.

Executioner's Grip. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one creature. *Hit:* 17 (2d8 + 8) bludgeoning damage, and the target is grappled (escape DC 23). Until this grapple ends, the target is restrained and takes 13 (3d8) bludgeoning damage at the start of each of Thragg's turns. Thragg's speed is not reduced while moving with a creature grappled in this way.

Meteoric Rush (Recharge 5–6). Thragg flies up to 120 feet in a straight line without provoking opportunity attacks. He can pass through other creatures' spaces during this movement but cannot end his movement there.

Each creature in a 10-foot-wide line along Thragg's path must make a DC 23 Dexterity saving throw. On a failed save, a creature takes 44 (8d10) bludgeoning damage and is knocked prone. On a successful save, it takes half as much damage and is not knocked prone.

If Thragg ends this movement within reach of a creature, he can make one Tyrant's Fist attack against it.

Spinebreaker (Recharge 6). Thragg attempts to crush one creature grappled by him. The creature must make a DC 23 Constitution saving throw. On a failed save, it takes 54 (12d8) bludgeoning damage, is

stunned until the start of Thragg's next turn, and cannot regain hit points until then. On a successful save, it takes half as much damage and suffers no additional effects.

Bonus Actions

Imperial Pursuit. Thragg moves up to half his speed without provoking opportunity attacks. If he moves at least 30 feet directly toward a hostile creature and ends this movement within reach of it, he can make one Tyrant's Fist attack against that creature.

Reactions

Thragg has one reaction per round, which he can use for either No-Sell or Punish Weakness.

No-Sell. When Thragg takes damage, he reduces that damage by 20 after applying any resistance. If this reduces the damage to 0, Thragg can make one Tyrant's Fist attack against a creature within his reach.

Punish Weakness. When a creature within 10 feet of Thragg misses him with an attack, Thragg makes one Tyrant's Fist attack against that creature.

Legendary Actions

Thragg 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. Thragg regains spent legendary actions at the start of his turn.

Strike. Thragg makes one Tyrant's Fist attack.

Move. Thragg moves up to half his flying speed without provoking opportunity attacks.

Crushing Grip. One creature grappled by Thragg takes 13 (3d8) bludgeoning damage.

Royal Blitz (Costs 2 Actions). Thragg moves up to 60 feet without provoking opportunity attacks and makes one Tyrant's Fist attack.

Make an Example (Costs 3 Actions). Thragg makes one Tyrant's Fist attack against each creature of his choice within his reach, making a separate attack roll for each target.

Viltrumite Ascendancy

The first time Thragg is reduced to 0 hit points, he does not die or fall unconscious. Instead, his injuries push his Viltrumite physiology beyond its natural limits.

Thragg ends all conditions affecting him, regains 140 hit points, and immediately moves up to his flying speed without provoking opportunity attacks. For the remainder of the encounter:

- His flying speed increases to 180 feet.
- His melee attacks deal an additional 3 (1d6) bludgeoning damage.
- He has resistance to all damage.
- Viltrumite Healing restores 10 hit points instead of 15.
- No-Sell reduces damage by 10 instead of 20.
- He can take 4 legendary actions per round instead of 3.