DUALINK

Xerxa'Reth

Monsters



Runeterra Edition

Xerxa'Reth, The Undertitan

Gargantuan Monstrosity, Chaotic Neutral

Armor Class: 18 (natural armor)
Hit Points: 210 (20d12 + 80)
Speed: 30 ft., burrow 40 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	18 (+4)	16 (+3)	16 (+3)

Saving Throws: Dex +6, Int +8, Wis +7, Cha +7
Skills: Deception +7, Perception +7, Stealth +6
Damage Resistances: Psychic, Force; Bludgeoning, Piercing, and Slashing from nonmagical attacks
Condition Immunities: Frightened
Senses: Tremorsense 60 ft., Darkvision 120 ft., Passive Perception 17
Languages: Common, Deep Speech, Undercommon
Challenge: 12 (8,400 XP)

Void Damage. Xerxa'Reth's attacks deal void damage. This damage bypasses resistance to force, radiant, and psychic damage. Only immunity to all damage or custom effects negate it.

Legend's Monster. Xerxa'Reth scores a critical hit on a roll of 19–20.

Underhanded Tactics. When Xerxa'Reth makes an attack with advantage, the target must succeed on a DC 16 Wisdom saving throw or become frightened until the end of their next turn.

Defying Nature. While in combat, Xerxa'Reth gains a +2 bonus to Deception checks, and creatures attempting to read its intentions have disadvantage on Insight checks.

Predator's Precision. While burrowed, Xerxa'Reth has advantage on Stealth checks. If he unburrows and attacks in the same turn, his first melee attack deals an additional 2d6 void damage.

Tyrant of the Nest. Xer'sai creatures within 60 feet gain advantage on saving throws against being frightened or charmed. If at least one Xer'sai is within this radius, Xerxa'Reth gains resistance to thunder damage.

Actions

Multiattack. Xerxa'Reth makes two Claw attacks.

Claw. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit*: 16 (2d10 + 5) slashing damage + 5 (1d10) void damage.

Devastating Blow (Recharge 5–6). Xerxa'Reth violently unburrows, slamming into a creature. *Attack*: +9 to hit, reach 10 ft., one target. *Hit*: 27 (6d8) slashing damage + 13 (3d8) void damage. If this attack reduces a creature to 0 hit points, Xerxa'Reth immediately gains advantage on all attacks until the end of his next turn.

Sandpiercer Rush*, *Action (Recharge 4–6). Xerxa'Reth burrows, then erupts violently in a 40 ft. line that is 10 ft. wide. Creatures in the line must succeed on a DC 16 Strength saving throw or take 21 (6d6) bludgeoning damage and be knocked prone. On a success, they take half damage and aren't knocked prone. The affected area becomes unstable terrain for 1 minute, creatures treat it as difficult terrain, and ranged attacks through it are made with disadvantage.

Bonus Actions

Crushing Feint. Choose a creature within 10 feet. That creature must succeed on a DC 16 Wisdom saving throw or grant advantage on the next attack made against it before the end of Xerxa'Reth's next turn.

Stillness (*Requires burrowed*). Xerxa'Reth hides beneath the earth, rolling Deception against the Passive Perception of creatures within 60 feet. On a success, he becomes hidden until he attacks or moves.

Legendary Actions

Xerxa'Reth 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. Xerxa'Reth regains spent legendary actions at the start of his turn.

Voidlash. Xerxa'Reth makes a Claw attack.

Sandshift Mirage (Costs 2 Actions). Xerxa'Reth burrows 15 feet without provoking opportunity attacks and leaves behind a flickering afterimage. Until the start of his next turn, the next attack targeting him is made with disadvantage.

Command the Nest (Costs 2 Actions). Xerxa'Reth emits a subsonic call. One Xer'sai Hatchling or Caller within 60 feet may immediately move up to its speed and make one attack or ability as if it were its turn.



Apex Unbound

When Xerxa'Reth is reduced to half his maximum hit points or lower (105 HP), he enters his second phase. As part of this transformation, he becomes a creature of unrelenting void fury.

Instantaneous Effect: ***Burial Wake***. Xerxa'Reth vanishes beneath the sand and erupts violently in a 30-foot radius around his previous position. Each creature in the area must make a DC 17 Strength saving throw or take 27 (6d8) bludgeoning damage and be knocked prone. On a successful save, creatures take half damage and remain standing.

This detonation leaves behind void-scarred terrain: the affected zone is now difficult terrain for 1 minute, and any creature (other than Xer'sai) that starts its turn there takes 5 void damage.

Passive Buffs

- Xerxa'Reth gains resistance to radiant and thunder damage.
- Xerxa'Reth's Void Damage now bypasses resistance to necrotic as well.

New Bonus Action

Howl of Dissonance (Recharge 5–6). As a bonus action, Xerxa'Reth releases a discordant, void-touched scream that momentarily fractures the minds of nearby creatures. Each creature of his choice within 30 feet that can hear him must succeed on a DC 17 Intelligence saving throw or suffer the following effects until the end of their next turn:

- Disadvantage on concentration checks and Intelligence-based ability checks.

- Their vision fractures. Attack rolls they make beyond 30 feet are made with disadvantage.

- If the target is currently concentrating on a spell, it must immediately make a concentration check or the spell ends.

On a success, the creature is unaffected and is immune to this effect for 1 minute.

New Legendary Action

Voidlash Frenzy (Costs 3 Actions). Xerxa'Reth makes three Claw attacks against one or more creatures. If two or more attacks hit the same creature, that target must succeed on a DC 16 Constitution saving throw or be blinded until the end of its next turn, overwhelmed by alien light seeping into their vision. Creatures that succeed are immune to this effect for 24 hours.

Special Weaknesses

Resonant Vulnerability

The void hums, but resonance shatters its harmony.

Discovery Mechanism. A creature proficient in Arcana or Nature can study the harmonic pulses of Xerxa'Reth's body as it moves or howls. With a successful DC 16 Intelligence (Arcana or Nature) check after it uses Howl of Dissonance or takes thunder damage, they realize he is vulnerable to certain sonic frequencies.

Triggering Mechanism. A creature uses an action to strike a large metal object, such as a gong, armor plate, or enchanted bell, or casts a spell that deals thunder damage.

Consequence. Xerxa'Reth must make a DC 16 Constitution saving throw or become stunned until the end of its next turn. Once he saves successfully, he becomes immune to this effect for 1 minute. If Rek'Sai is present, the DC increases to 18 due to their void resonance synchronizing.

Tectonic Instability

The desert yields, but even titans can slip.

Discovery Mechanism. A character proficient in Survival or Investigation may notice that Xerxa'Reth is unnaturally dependent on stable terrain when attacking. After a successful DC 16 Wisdom (Survival) or Intelligence (Investigation) check while observing his movements near loose, unstable surfaces, this flaw becomes evident.

Triggering Mechanism. A creature casts a spell or uses a feature that causes terrain to shift (e.g., Erupting Earth, Mold Earth, Wall of Sand, or a creative shove/pitfall).

Consequence. Xerxa'Reth's burrow speed is halved and he loses the benefits of Predator's Precision (no stealth advantage or bonus void damage when unburrowing) until the end of his next turn. Additionally, he cannot use Sandshift Mirage on the same turn.

Behavior

Xerxa'Reth, the Undertitan, is a cunning apex predator, a creature of calculated strikes and psychological warfare. Unlike Rek'Sai's overwhelming fury, Xerxa'Reth relies on deception, precision, and strategic retreats to unnerve and isolate his foes.