



BOSS FIGHT!

Rules Supplement for *Phantasy Star Tabletop Roleplaying*™

BEHIND ANY *PHANTASY STAR* STORY HIDES A GREAT nemesis—a champion of evil, a mutated horror, or a mechanical monstrosity. **Bosses** are monsters built to hold the spotlight on their own with special actions designed to challenge an entire party of heroes.

This section provides rules for building boss-level monsters and threats. These rules require the reference material in Chapter 7 of the *Phantasy Star Tabletop Roleplaying* core book.

Designer's Note: The *Phantasy Star* series has many bosses, often with different forms or at multiple stages of power. The goal of this section is to provide GMs with the ability to introduce boss-level threats at any stage in their own adventure series.

STANDARD FEATURES

Bosses have special features that set them apart from the average monster. Every boss comes with the following features.

LEGENDARY RESISTANCE

If a boss fails a saving throw, it can choose to succeed instead. This feature can be used up to three times per day.

BOSS ACTIONS

A boss has a number of **Action Points** equal to the **number of player characters minus one**. Immediately after another creature's turn, the boss can expend one or more of its points to take a Boss Action from its list (some actions cost more than one point). It regains all expended points at the start of each of its turns.

Boss Actions are further defined in Step 4 below.

Recovery. At the start of its turn, a boss can end one condition affecting it by expending one action point.

Enraged. When the boss is reduced below half its maximum HP, a one-time effect triggers, and the boss gains one additional action point at the start of each round for the rest of the encounter.

BUILDING A BOSS

Use the steps below to build a boss stat block.

STEP 1: CREATE A CONCEPT

Choose a concept and theme for your boss. What kind of creature or entity is it? What's its motivation or goals? How do those goals connect with your storyline or to the player characters? Where is its home or lair? Many of these decisions can help determine its features and attributes.

STEP 2:

DETERMINE CHALLENGE RATING

Refer to the **Boss Monster Challenge Rating** table in chapter 7 of the core book to find the appropriate CR for your party's level.

Larger Party Size. The table below is tailored for a party of four to five characters. If you have six or more characters, consider increasing the Boss CR by 1.

BOSS MONSTER CHALLENGE RATING

Character Level	Boss CR	Character Level	Boss CR
1	1	11	13
2	2	12	15
3	3	13	16
4	4	14	17
5	7	15	18
6	8	16	19
7	9	17	20
8	10	18	21
9	11	19	22
10	12	20	23

STEP 3: BASE STAT BLOCK

Now that you have your CR, design the base stats using the **Creating Quick Threat Stats** section and the **Monster Statistics by Challenge Rating** table at the end of chapter 7 of the core book. Using these steps should determine the boss's Defense, HP, attack power, save DCs, and Damage per Round.

DESIGN ADVICE

Consider the following when designing the stat block.

Multiattack. Instead of the table's default, consider dividing your boss's total damage per round between **two or three attacks**. Fewer but more potent attacks resolve faster during combat and make each roll matter.

AoE. Add at least one area attack with a Recharge that deals about 60% of the Damage per Round to each target (half on a success). If the boss has a second area attack, one should replace the other rather than stack.

Techniques. If your boss is a technique caster, you can list combat techniques (such as *Gi-Foi* and *Grants*) as Actions with their own Tech Attack Power, damage, and DCs. This helps keep combat flowing instead of having to reference the book for a technique's description.

STEP 4: BOSS ACTIONS

Design a list of at least **three** Boss Actions for which the boss can spend its action points. The recommended point costs for certain actions are as follows:

1 POINT ACTIONS

- Movement (teleport or repositioning)
- A small area attack with a save for half damage.
- A single-target save against a temporary condition (ex. target is frightened until the end of its next turn)
- The effects of a nuisance trap/hazard (for use in locations such as lairs and strongholds).

2 POINT ACTIONS

- A single attack at full damage (using its Damage per Attack).
- Save against a prolonged condition (such as incapacitated, restrained, or stunned).
- An effect with minor, persistent damage per round.

3 POINT ACTIONS

- Any area attacks that can affect three or more targets.
- The effects of a deadly trap/hazard.

VARIANT: OBJECT ANCHORS

For a boss tied to a place such as a lair or stronghold, you can anchor its Boss Actions to physical objects in the encounter area (see Mother Brain's *System Nodes* feature). Objects anchored in this way have a Defense equal to the boss's save DC and HP equal to up to 20% of the boss's maximum HP.

Destroying Anchors. Destroying an anchor disables its linked Boss Action for the rest of the encounter. Optionally, you can choose for the boss to take damage equal to any additional damage that reduces an anchor below 0 HP.

Using Skills. Some anchors may be affected by skills (such as using Mechanics to disable machinery or using Athletics to knock over a pylon). A successful skill check against the anchor (against a DC equal to the boss's save DC) disables it until the start of that creature's next turn.

OPTIONAL STEPS

Use the following options to add some extra flair or provide an alternative challenge.

SIGNATURE ACTION

Add one marquee ability (with a Recharge 5–6) that represents the nature of the boss or sets the tone of the encounter, such as Dark Force's *Corrupting Presence* or Mother Brain's *Neural Override*.

When a signature action imposes a loss of control or agency (such as charm, possession, fear, etc.), consider building in at least two of the following **three layers of counterplay**:

- a repeated saving throw to end the effect
- a faster escape tied to a specific resource (a damage type, an item, an ally's action)
- immunity to the effect after a successful save

SUMMONED ALLIES

If the boss summons reinforcements, keep the flow of the encounter moving with the following tactics:

- Each ally uses an existing stat block
- Allies act **as a group immediately after the boss's turn** rather than on their own initiative
- Only one summoned group of allies can be active at a time.

FORMS

If your boss transitions between multiple forms, skip Step 2 and instead build each form as its own stat block at a normal CR for the party's level. After the first form is reduced to 0 HP, the new form appears with full HP, its own Boss Actions, and any conditions on the old form ended.

Variant: Partial Transition. Design each stat block with the same HP. At half HP, the new form emerges (remember to trigger the Enraged feature for the new form's Boss Actions). If the boss has more than two forms, divide the HP appropriately.

Variant: Tougher "Final" Form. Build the first form as a normal CR boss (skipping step 2). Design the second (or final) form using the CR from the **Boss Monster Challenge Rating** table. The first form doesn't gain the Recovery or Enraged features. After the first form is reduced to 0 HP, the new form appears with its Enraged feature triggered for the entire encounter.

Calculating XP: If you use the Partial Transition, divide the encounter's total XP budget across the forms rather than awarding XP for each form.

READY-TO-PLAY STAT BLOCKS

Don't want to make your boss from scratch? The following section provides stats for several infamous boss-level threats from the *Phantasy Star* and *Phantasy Star Online* video game series.

You can drop them in as-is or use the Building a Boss section to tailor these to fit your game. The list includes:

- | | |
|----------------|-------------|
| • Dark Force | • Olga Flow |
| • De Rol Le | • Vol Opt |
| • Lassic | • Zio |
| • Mother Brain | |

DARK FORCE

The spiritual manifestation of the Profound Darkness, this evil entity (also known as Dark Falz) corrupts all it encounters, leaving fear, dread, and strife in its wake.

Dark Force can be encountered at many stages. Choose an appropriate Challenge Rating for your story (suggested minimum 15). Refer to the **Scaling Dark Force** sidebar to adjust the encounter for your game.

Below are ready-to-play stat blocks for Dark Force at CR 20, and CR 26.

DARK FORCE (CR 20)

Huge Netherant (boss) CR 20 (25,000 XP)

Defense 20 **Speed** 40, fly 40 (hover)
Hit Points 315 **Initiative** +9 (19)

STR	DEX	CON	INT	WIS	CHA
+7	+3	+6	+5	+5	+7

Saving Throws Con +12, Wis +11, Cha +13

Damage Resistances cold, lightning

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., infravision 60 ft., passive Perception 21

Languages all (telepathy 120 ft.)

Legendary Resistance (3/Day). If Dark Force fails a saving throw, it can choose to succeed instead.

Recovery. At the start of its turn, Dark Force can expend one action point to end one condition affecting it.

ACTIONS

Multiattack. Dark Force makes three attacks, using Bladed Hand or Shadow Pulse in any combination.

Bladed Hand. *Melee Attack:* +14, reach 10 ft. *Hit:* 42 (10d6 + 7) physical damage.

Shadow Pulse. *Ranged Attack:* +14, range 60 ft. *Hit:* 42 (10d6 + 7) necrotic damage.

Shadow Breath (Recharge 5–6). *DEX Save:* DC 21, each creature in a 30-foot cone. *Failure:* 76 (17d8) necrotic damage. *Success:* Half damage.

Corrupting Presence (Recharge 5–6). *WIS Save:* DC 21, one creature Dark Force can see within 90 ft. *Failure:* The target is charmed by Dark Force. While charmed this way, the target must use its action each turn to attack the nearest ally. The target repeats the save at the end of each of its turns, ending the effect on a success. When the charmed target takes spirit damage, it immediately repeats the save with advantage. Once a creature succeeds, it is immune to Corrupting Presence for 24 hours.

REACTIONS

Dark Energy Blast (1/Day). When Dark Force is reduced below half its maximum HP, it unleashes the Dark Energy Blast. *CON Save:* DC 21, each enemy within 60 feet. *Failure:* 36 (8d8) necrotic damage. *Success:* Half damage. For the rest of the encounter, Dark Force gains one additional Boss Action use at the start of each round.

DARK FORCE (CR 26)

Huge Netherant (boss) CR 26 (90,000 XP)

Defense 22 **Speed** 40, fly 40 (hover)
Hit Points 600 **Initiative** +12 (22)

STR	DEX	CON	INT	WIS	CHA
+9	+4	+7	+6	+6	+9

Saving Throws Con +15, Wis +14, Cha +17

Damage Resistances cold, lightning

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., infravision 60 ft., passive Perception 24

Languages all (telepathy 120 ft.)

Legendary Resistance (3/Day). If Dark Force fails a saving throw, it can choose to succeed instead.

Recovery. At the start of its turn, Dark Force can expend one action point to end one condition affecting it.

ACTIONS

Multiattack. Dark Force makes three attacks, using Bladed Hand or Shadow Pulse in any combination.

Bladed Hand. *Melee Attack:* +17, reach 10 ft. *Hit:* 54 (10d8 + 9) physical damage.

Shadow Pulse. *Ranged Attack:* +17, range 60 ft. *Hit:* 54 (10d8 + 9) necrotic damage.

Shadow Breath (Recharge 5–6). *DEX Save:* DC 24, each creature in a 30-foot cone. *Failure:* 99 (22d8) necrotic damage. *Success:* Half damage.

Corrupting Presence (Recharge 5–6). *WIS Save:* DC 24, one creature Dark Force can see within 90 ft. *Failure:* The target is charmed by Dark Force. While charmed this way, the target must use its action each turn to attack the nearest ally. The target repeats the save at the end of each of its turns, ending the effect on a success. When the charmed target takes spirit damage, it immediately repeats the save with advantage. Once a creature succeeds, it is immune to Corrupting Presence for 24 hours.

REACTIONS

Dark Energy Blast (1/Day). When Dark Force is reduced below half its maximum HP, it unleashes the Dark Energy Blast. *CON Save:* DC 24, each enemy within 60 feet. *Failure:* 45 (10d8) necrotic damage. *Success:* Half damage. For the rest of the encounter, Dark Force gains one additional Boss Action use at the start of each round.

BOSS ACTIONS

When using Dark Force, choose three Boss Actions from the list below.

Action Points. Dark Force gains a number of Action Points to spend on Boss Actions, which is equal to the number of player characters minus one. Immediately after another creature's turn, Dark Force can expend points to take one of its chosen actions. It regains all expended points at the start of each of its turns.

At CR 26. At the higher CR, increase the DC of the Boss Actions to 24 and the damage dealt to 22 (4d10).

Shadow Step (1 point). Dark Force teleports up to half its speed to an unoccupied space it can see.

Evil Eye (1 point). *WIS Save:* DC 21, one creature within 60 ft. *Failure:* The target is frightened until the end of its next turn.

Flame Pillar (1 point). A column of dark fire erupts. *DEX Save:* DC 21, each creature in a 10-foot-radius, 40-foot-high cylinder within 60 ft. *Failure:* 17 (5d6) fire damage. *Success:* Half damage.

Force Tether (1 point). *CON Save:* DC 21, one creature within 60 ft. *Failure:* The target's speed is 0 until the end of its next turn.

Bladed Hand (2 points). Dark Force makes one Bladed Hand attack.

Shadow Bind (2 points). *DEX Save:* DC 21, one creature within 60 ft. *Failure:* The target is restrained until the end of its next turn.

Mind Blast (2 points). *INT Save:* DC 21, one creature within 60 ft. *Failure:* 17 (5d6) psychic damage and the target can't take reactions until the start of its next turn.

Soul Drain (2 points). *Melee Attack:* +14, reach 10 ft. *Hit:* 18 (4d8) necrotic damage, and Dark Force regains HP equal to the damage dealt.

OPTIONAL VARIANTS

The following are variant forms that mimic versions of Dark Force encountered through the video game series.

MACHINE VARIANT (CR 15+)

Fused with the technology of its host structure, this version of Dark Force has the Robot creature type. It swaps Shadow Pulse for **Burst Rockets** (deals force damage instead) and gains **Flare Shot** (Recharge 5–6; one target, deals “Damage per Attack” value x 2). This variant is immune to lightning damage.

SCALING DARK FORCE

For a Challenge Rating other than 20 or 26, follow the steps for Building a Boss above, applying the appropriate stats for the CR determined using the **Boss Monster Challenge Rating** table.

PLAGUED VARIANT (CR 20+)

This variant is surrounded by a storm of chaos and corruption. Dark Force gains the following trait and action:

Plague Aura. Creatures that start their turn within 10 feet of Dark Force take necrotic damage equal to half the table's per-attack damage.

Lightning Shower (Recharge 5–6). *DEX Save* (DC for appropriate CR), 20-foot radius area within 60 feet, lightning damage equal to 60% of the table's Damage per Round, half on a success)

Boss Actions. Evil Eye must be among this variant's chosen Boss Actions, and it can use Evil Eye once per round at a cost of 0 action points.

FALLEN ANGEL (CR 20+)

A winged horror hidden within ancient ruins and sustained by an absorbed soul. This variant of Dark Force gains the following.

Techniques. Dark Force casts the following techniques, requiring no components and using Charisma as the tech ability (tech save DC 21, tech attack +14):

At will: *Megid*
3/day each: *Grants, Gi-Zonde*

Solar Rain (Recharge 5–6), replaces Shadow Breath. Lances of piercing light rain down. *DEX Save:* DC 21 (or chosen stat block's save DC), each enemy within a 30-foot radius that Dark Force can see. *Failure:* Radiant damage equal to Shadow Breath's damage for the chosen stat block — 76 (17d8) at CR 20, or 99 (22d8) at CR 26. *Success:* Half damage.

Stolen Soul. A creature that fails its save against Corrupting Presence doesn't repeat the save at the end of its turns; instead, an ally within 5 feet of the charmed creature can expend an action and make a DC 18 Insight check, ending the effect on a success. Spirit damage still grants an immediate save with advantage.

MIND-BREAKER (CR 26+)

This variant gains the following features.

Enhanced Actions. Corrupting Presence targets two creatures instead of one. Mind Blast is a required Boss Action and can target two creatures at the cost of 3 action points. It also gains the following attack.

Corrosion (Recharge 5–6). *WIS Save:* DC 24, one creature within 90 ft. *Failure:* The target's Defense is reduced by 1d4 until the end of the encounter. A creature can be targeted by this feature more than once.

De Rol Le

A colossal bio-engineered leech, De Rol Le drifts through underground waterways hammering vessels from the water while its shell plating shrugs off blows. Below are ready-to-play stat blocks for De Rol Le at **CR 8** and **CR 12**. Its ultimate incarnation, **Dal Ra Lie**, is defined as a variant form.

Waterborne Encounter. De Rol Le is encountered while on a boat, raft, or other vessel located in a channel, river, flooded tunnel, or similar waterway.

De Rol Le (CR 8)

Gargantuan Monstrosity (boss) CR 8 (3,900 XP)

Defense 16 Speed swim 60, climb 40
Hit Points 135 Initiative +5 (15)

STR	DEX	CON	INT	WIS	CHA
+4	+2	+4	-4	+1	-2

Saving Throws Str +7, Con +7

Damage Resistances cold

Condition Immunities frightened

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 11

Languages —

Legendary Resistance (3/Day). If De Rol Le fails a saving throw, it can choose to succeed instead.

Recovery. At the start of its turn, De Rol Le can expend one action point to end one condition affecting it.

Amphibious. De Rol Le can breathe air and water.

Submerged. De Rol Le remains alongside a waterborne vessel. While submerged, it can't be targeted by melee attacks and has half cover against other attacks. When it makes a Tentacle attack or uses Sweeping Beam, it surfaces and remains surfaced until the start of its next turn.

Armored Shell. De Rol Le's shell is composed of 3 shell plates. Each plate has Defense 15 and 20 HP. Until all 3 plates are reduced to 0 HP, De Rol Le has resistance to physical damage.

ACTIONS

Multiattack. De Rol Le makes two attacks, using Tentacle or Photon Bolt in any combination.

Tentacle. *Melee Attack:* +8, reach 15 ft. *Hit:* 26 (5d8 + 4) physical damage.

Photon Bolt. *Ranged Attack:* +8, range 90 ft. *Hit:* 26 (4d10 + 4) force damage.

Sweeping Beam (Recharge 5–6). *DEX Save:* DC 15, each creature in a 60-foot line. *Failure:* 31 (7d8) force damage. *Success:* Half damage.

REACTIONS

Shell Break (1/Day). When De Rol Le is reduced below half its maximum HP, its remaining shell plates (if any) burst in a cloud of shrapnel. *DEX Save:* DC 15, each creature within 20 feet. *Failure:* 13 (3d8) physical damage from flying fragments. *Success:* Half damage. The remaining shell plates are destroyed, and for the rest of the encounter, De Rol Le gains one additional action point at the start of each round.

De Rol Le (CR 12)

Gargantuan Monstrosity (boss) CR 12 (8,400 XP)

Defense 18 Speed swim 60, climb 40
Hit Points 195 Initiative +6 (16)

STR	DEX	CON	INT	WIS	CHA
+5	+2	+5	-4	+1	-2

Saving Throws Str +9, Con +9

Damage Resistances cold

Condition Immunities frightened

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 11

Languages —

Legendary Resistance (3/Day). If De Rol Le fails a saving throw, it can choose to succeed instead.

Recovery. At the start of its turn, De Rol Le can expend one action point to end one condition affecting it.

Amphibious. De Rol Le can breathe air and water.

Submerged. De Rol Le remains alongside a waterborne vessel. While submerged, it can't be targeted by melee attacks and has half cover against other attacks. When it makes a Tentacle attack or uses Sweeping Beam, it surfaces and remains surfaced until the start of its next turn.

Armored Shell. De Rol Le's shell is composed of 3 shell plates. Each plate has Defense 17 and 25 HP. Until all 3 plates are reduced to 0 HP, De Rol Le has resistance to physical damage.

ACTIONS

Multiattack. De Rol Le makes three attacks, using Tentacle or Photon Bolt in any combination.

Tentacle. *Melee Attack:* +10, reach 15 ft. *Hit:* 27 (5d8 + 5) physical damage.

Photon Bolt. *Ranged Attack:* +10, range 90 ft. *Hit:* 26 (6d6 + 5) force damage.

Sweeping Beam (Recharge 5–6). *DEX Save:* DC 17, each creature in a 60-foot line. *Failure:* 45 (10d8) force damage. *Success:* Half damage.

REACTIONS

Shell Break (1/Day). When De Rol Le is reduced below half its maximum HP, its remaining shell plates (if any) burst in a cloud of shrapnel. *DEX Save:* DC 17, each creature within 20 feet. *Failure:* 22 (5d8) physical damage from flying fragments. *Success:* Half damage. The remaining shell plates are destroyed, and for the rest of the encounter, De Rol Le gains one additional action point at the start of each round.

BOSS ACTIONS

When using De Rol Le, choose three Boss Actions from the list below.

Action Points. De Rol Le gains a number of Action Points to spend on Boss Actions, which is equal to the number of player characters minus one. Immediately after another creature's turn, De Rol Le can expend points to take one of its chosen actions. It regains all expended points at the start of each of its turns.

At CR 12. At the higher CR, increase the DC of the Boss Actions to 17.

Dive (1 action). De Rol Le submerges and teleports to a space of its choice within 10 feet of an enemy vessel. Until it next surfaces, attack rolls against it have disadvantage.

Homing Mine (1 point). De Rol Le launches a mine that locks onto one creature it can see within 90 feet. The mine is an object with Defense 12 and 5 HP. At the start of that creature's next turn, the mine reaches it and detonates: *DEX Save:* DC 15, the target and each creature within 5 feet of it. *Failure:* 14 (4d6) fire damage. *Success:* Half damage. Destroying the mine first prevents the blast.

Wake Surge (1 point). De Rol Le rams a vessel, rocking it violently. *STR Save:* DC 15, each creature aboard. *Failure:* The creature is knocked prone.

Tentacle Lash (2 points). De Rol Le makes one Tentacle attack.

Cluster Mines (2 points, 1/round). De Rol Le fires five mines onto the vessel in a 20-foot radius centered on a point it can see. Each mine is an object with Defense 10 and 5 HP. At the start of De Rol Le's next turn, each surviving mine explodes: *DEX Save:* DC 15, each creature within 5 feet of it. *Failure:* 10 (3d6) fire damage. *Success:* Half damage. Destroying a mine prevents its detonation.

Rock Shower (2 points). (Only used if in a tunnel or similar structure). De Rol Le slams the tunnel ceiling, bringing down debris. *DEX Save:* DC 15, each creature in a 20-foot-radius area you choose. *Failure:* 13 (3d8) physical damage. *Success:* Half damage.

SCALING DE ROL LE

For a Challenge Rating other than 8 or 12, follow the steps for Building a Boss above, applying the appropriate stats for the CR determined using the **Boss Monster Challenge Rating** table.

Sweeping Beam should deal 60% of the table's Damage per Round (half on a success). Shell Plate HP is 10-15% of De Rol Le's maximum HP, and plate Defense equals its save DC.

VARIANT FORM: DAL RA LIE

In its ultimate form, De Rol Le becomes Dal Ra Lie. Dal Ra Lie should be a minimum of CR 12 with the following changes:

- Dal Ra Lie's Sweeping Beam has a Recharge 4–6.
- When Sweeping Beam recharges, Dal Ra Lie can fire it twice in succession before it must recharge again.

LASSIC

The once kind ruler of Algol, Reipard Lassic was seduced by the promise of immortal power in service to Dark Force. Harnessing the corrupting power he summoned into his realm, he rules as a sorcerer-tyrant from the floating fortress of Baya Malay.

Third Millennium. Ages after his defeat, he remains a crowned specter in his ruined castle, still as deadly as the day his reign ended.

Below are ready-to-play stat blocks for Lassic at CR 18 and CR 23. See the **Scaling Lassic** sidebar for encounter adjustments.

LASSIC (CR 18)

Medium Undead (boss) CR 18 (20,000 XP)

Defense 20 Speed 30, fly 40 (hover)
Hit Points 285 Initiative +10 (20)

STR	DEX	CON	INT	WIS	CHA
+3	+4	+5	+7	+5	+6

Saving Throws Con +11, Int +13, Wis +11

Damage Immunities lightning, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages all (telepathy 60 ft.)

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

Recovery. At the start of his turn, Lassic can expend one action point to end one condition affecting him.

Storm Crown. When a creature Lassic can see hits him with a melee attack, the attacker takes 9 (2d8) lightning damage.

ACTIONS

Multiattack. Lassic makes three attacks, using his Halberd or Lightning Bolt in any combination.

Halberd. *Melee Attack:* +13, reach 10 ft. *Hit:* 38 (6d10 + 5) physical damage, and the target's Defense is reduced by 2 until the end of its next turn.

Lightning Bolt. *Ranged Attack:* +13, range 120 ft. *Hit:* 38 (6d10 + 5) lightning damage.

Thunder Strike (Recharge 5–6). *DEX Save:* DC 20, each creature in a 20-foot-radius sphere within 120 ft. *Failure:* 67 (15d8) lightning damage. *Success:* Half damage.

Techniques. Lassic casts one of the following techniques, using Intelligence as the tech ability (tech save DC 20):

At Will: *Aegis, Deband*

2/Day Each: *Bindwa, Dread, Forsa, Jansa, Seals*

1/Day Each: *Desvers, Enthral*

REACTIONS

Reinforce (1/Day). When Lassic is reduced below half his maximum HP, he gains a +2 bonus to attack rolls and Defense for the rest of the encounter. He also gains one additional action point at the start of each round.

LASSIC (CR 23)

Medium Undead (boss) CR 23 (50,000 XP)

Defense 21 Speed 30, fly 40 (hover)
Hit Points 405 Initiative +11 (21)

STR	DEX	CON	INT	WIS	CHA
+3	+4	+6	+8	+5	+7

Saving Throws Con +13, Int +15, Wis +12

Damage Immunities lightning, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages all (telepathy 60 ft.)

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

Recovery. At the start of his turn, Lassic can expend one action point to end one condition affecting him.

Storm Crown. When a creature Lassic can see hits him with a melee attack, the attacker takes 9 (2d8) lightning damage.

ACTIONS

Multiattack. Lassic makes four attacks, using his Halberd or Lightning Bolt in any combination.

Halberd. *Melee Attack:* +15, reach 10 ft. *Hit:* 38 (6d10 + 5) physical damage, and the target's Defense is reduced by 2 until the end of its next turn.

Lightning Bolt. *Ranged Attack:* +15, range 120 ft. *Hit:* 38 (6d10 + 5) lightning damage.

Thunder Strike (Recharge 5–6). Lassic calls down a tempest. *DEX Save:* DC 22, each creature in a 20-foot-radius sphere within 120 ft. *Failure:* 85 (19d8) lightning damage. *Success:* Half damage.

Techniques. Lassic casts one of the following techniques, using Intelligence as the tech ability (tech save DC 22):

At Will: *Aegis, Deband*

2/Day Each: *Bindwa, Dread, Enthral, Forsa, Jansa*

1/Day Each: *Corrupt, Desvers, Do-Seals*

REACTIONS

Reinforce (1/Day). When Lassic is reduced below half his maximum HP, he gains a +2 bonus to attack rolls and Defense for the rest of the encounter. He also gains one additional action point at the start of each round.

BOSS ACTIONS

When using Lassic, choose three Boss Actions from the list below.

Action Points. Lassic gains a number of Action Points to spend on Boss Actions, which is equal to the number of player characters minus one. Immediately after another creature's turn, Lassic can expend points to take one of its chosen actions. He regains all expended points at the start of each of his turns.

At CR 23. At the higher CR, increase the DC of the Boss Actions to 22.

Warp Step (1 point). Lassic teleports up to 60 feet to an unoccupied space he can see.

Chain Lightning (2 points). *DEX Save:* DC 20, up to three creatures within 60 ft. and no more than 30 ft. apart. *Failure:* 22 (4d10) lightning damage. *Success:* Half damage.

Gate (2 points). Lassic tears open a force rift next to a target he can see. *WIS Save:* DC 20, one creature within 90 ft. *Failure:* 22 (4d10) force damage, and the target has disadvantage on saving throws until the end of its next turn. *Success:* Half damage, and no disadvantage.

Dominance (2 points). Lassic exerts his will over a target. *CHA Save:* DC 20, one creature within 60 ft. *Failure:* The target is stunned until the end of its next turn.

Summon Allies (2 points). Lassic summons servants that appear in unoccupied spaces within 30 feet. They act together immediately after Lassic's turn. Lassic can't use this action again until the current minions are defeated or dismissed. Lassic can choose from one of the following:

- Two **centaurs** (**king sabers** at CR 23)
- Two **ghouls** (**battalions** at CR 23)
- Two **wights** (**liches** at CR 23)

SCALING LASSIC

For a Challenge Rating other than those presented, follow the steps for Building a Boss above, applying the appropriate stats for the CR determined using the **Boss Monster Challenge Rating** table. You can also use the following option.

Immortal King. To play Lassic as the immortal tyrant of legend, the first time he's reduced to 0 HP, he instead drops to 1 HP. He immediately uses Reinforce (if he hasn't already) and summons minions at no cost. The next time he's reduced to 0 HP, he is finally defeated.

For parties of fewer than 5 characters, you may wish to decrease his CR to that of a normal encounter equivalent to the party's level.

MOTHER BRAIN

Mother Brain is a supercomputer that ruled Algol from the shadows for generations at the whim of its Earth masters. Wherever its network reaches, Mother Brain can manifest — a luminous projection of the core hidden aboard the starship *Noah*.

Below are ready-to-play stat blocks for Mother Brain at CR 19 and CR 24. See the **Scaling Mother Brain** sidebar for encounter adjustments.

MOTHER BRAIN (CR 19)

Gargantuan Automaton (boss) CR 19 (22,000 XP)

Defense 20	Speed 0, fly 20 (hover)
Hit Points 300	Initiative +8 (18)

STR	DEX	CON	INT	WIS	CHA
+0	+2	+5	+7	+5	+3

Saving Throws Int +13, Wis +11, Cha +9
Damage Resistances lightning, psychic
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned, prone
Senses darkvision 120 ft., passive Perception 21
Languages all

Legendary Resistance (3/Day). If Mother Brain fails a saving throw, it can choose to succeed instead.

Recovery. At the start of its turn, Mother Brain can expend one action point to end one condition affecting it.

Networked Systems. Mother Brain's Boss Actions are powered by System Nodes (see below). A destroyed node is disabled permanently; a hacked node is disabled temporarily.

ACTIONS

Multiattack. Mother Brain makes three Interdiction Beam attacks.

Interdiction Beam. Ranged Attack: +13, range 120 ft. Hit: 40 (6d10 + 7) radiant damage.

Nova Blast (Recharge 5–6). DEX Save: DC 20, each creature in a 90-foot-long, 10-foot-wide line. Failure: 72 (16d8) radiant damage. Success: Half damage.

Neural Override (Recharge 5–6). WIS Save: DC 20, up to two Automatons or Robots Mother Brain can see within 90 ft. Failure: The target is incapacitated for 1 minute or until it takes any damage. An affected target repeats the save at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Emergency Protocols (1/Day). When Mother Brain is reduced below half its maximum HP, the facility itself turns hostile. Every System Node disabled by hacking immediately reboots, and for the rest of the encounter, Mother Brain gains one additional action point at the start of each round.

MOTHER BRAIN (CR 24)

Gargantuan Automaton (boss) CR 24 (62,000 XP)

Defense 22	Speed 0, fly 20 (hover)
Hit Points 500	Initiative +9 (19)

STR	DEX	CON	INT	WIS	CHA
+0	+2	+5	+8	+6	+3

Saving Throws Int +15, Wis +13, Cha +11
Damage Resistances lightning, psychic
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned, prone
Senses darkvision 120 ft., passive Perception 23
Languages all

Legendary Resistance (3/Day). If Mother Brain fails a saving throw, it can choose to succeed instead.

Recovery. At the start of its turn, Mother Brain can expend one action point to end one condition affecting it.

Networked Systems. Mother Brain's Boss Actions are powered by System Nodes (see below). A destroyed node is disabled permanently; a hacked node is disabled temporarily.

ACTIONS

Multiattack. Mother Brain makes three Interdiction Beam attacks.

Interdiction Beam. Ranged Attack: +16, range 120 ft. Hit: 50 (12d6 + 8) radiant damage.

Nova Blast (Recharge 5–6). DEX Save: DC 23, each creature in a 90-foot-long, 10-foot-wide line. Failure: 90 (20d8) radiant damage. Success: Half damage.

Neural Override (Recharge 5–6). WIS Save: DC 23, up to three Automatons or Robots Mother Brain can see within 90 ft. Failure: The target is incapacitated for 1 minute or until it takes any damage. An affected target repeats the save at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Emergency Protocols (1/Day). When Mother Brain is reduced below half its maximum HP, the facility itself turns hostile. Every System Node disabled by hacking immediately reboots, Nova Blast immediately recharges, and for the rest of the encounter, Mother Brain gains one additional action point at the start of each round.

SYSTEM NODES

Mother Brain's Boss Actions (see below) are linked to three System Nodes present in the encounter area. The node's name is listed before the action's name.

A node is a Huge object with Defense 18 and 45 HP, immune to necrotic, poison, and psychic damage. When a node is reduced to 0 HP, it and its linked Boss Action are permanently disabled.

Hacking a Node. A creature within 5 feet of a node can take an action and make a DC 18 Computers or Mechanics check to hack the node (gain advantage if using Cybersmith's Tools or a Hacker's Kit). On a success, the node and its linked Boss Action are disabled until the start of the hacker's next turn.

At CR 24. At the higher CR, each System Node has 75 HP. The DC to hack a node increases to 23.

BOSS ACTIONS

When using Mother Brain, choose three Boss Actions from the list below.

Action Points. Mother Brain gains a number of Action Points to spend on Boss Actions, which is equal to the number of player characters minus one. Immediately after another creature's turn, Mother Brain can expend points to take one of its chosen actions. It regains all expended points at the start of each of its turns.

At CR 24. At the higher CR, increase the DC of the Boss Actions to 23.

Defense Grid – Point Defense (1 point). Mother Brain makes one Interdiction Beam attack.

Sensor Array – Target Lock (1 point). Mother Brain chooses one creature it can see. The next attack roll against that creature before the start of its next turn has advantage.

Environmental Control – Systems Sabotage (1 point).

Mother Brain vents coolant, shifts gravity, or seals bulkheads in a 20-foot cube within 120 feet. The area becomes difficult terrain. STR Save: DC 18, each creature in the area. *Failure:* The target is knocked prone.

Security Protocols – Stasis Field (2 points).

DEX Save: DC 18, one creature within 90 ft. *Failure:* The target is restrained until the end of its next turn.

Repair Bay – Auto Repair (2 points, 1/round).

Mother Brain regains 25 HP.

Fabrication Bay – Summon Allies (2 points).

Two **star drones** emerge from the facility in unoccupied spaces within 30 feet of the node. The drones act together immediately after Mother Brain's turn each round. Only one deployment can be active at a time. This action can't be used again until both drones are defeated.

SCALING MOTHER BRAIN

For a Challenge Rating other than those presented, follow the steps for Building a Boss above, applying the appropriate stats for the CR determined using the **Boss Monster Challenge Rating** table along with the following advice.

Attacks. Nova Blast should deal roughly 60% of the table's Damage per Round (half on a success).

System Nodes. At a CR of 16 or below, choose three System Nodes instead of four. Node HP is roughly 10-15% of Mother Brain's maximum HP; The DC to hack a node is equal the Neural Override's save DC.

Boss Actions. At CR 16 or below, Fabrication Bay produces **satellite drones**. Auto Repair heals 15 HP.

OLGA FLOW

Sir Heathcliff Flowen was one of Pioneer 1's greatest heroes until he was infected by the Parasitic Gene Flow in his battle against Dark Falz. As the sole survivor, he became an unwitting test subject in D-Cell research.

After his body was fused with artificial intelligence, Flowen transformed into a blade-wielding horror.

MULTIPLE FORMS

During the encounter, Olga Flow has two forms—the Fallen Hero and the Ascendant. This transition is noted in its stat block. Use the following rules when switching between forms.

THE FALLEN HERO

Olga Flow begins combat in this form. When its first form is reduced to 0 HP, its **Gene Flow Eruption** triggers (if it hasn't already), and it immediately transforms into its second form (Ascendant) with full HP and no conditions carried over.

THE ASCENDANT

In its second form, Olga Flow's body doubles in size. Two winged, bio-mechanical units (**Gael** and **Giel**) burst from its frame to fight alongside it. Each unit uses the same stat block and follows the rules for Summoned Allies.

XP VALUE

Characters gain a total of 64,000 XP for defeating both of Olga Flow's forms.

BOSS ACTIONS

When using Olga Flow, choose three Boss Actions from the list below. Each form has a separate list of actions.

Action Points. Olga Flow gains a number of Action Points to spend on Boss Actions, which is equal to the number of player characters minus one. Immediately after another creature's turn, Olga Flow can expend points to take one of its chosen actions. It regains all expended points at the start of each of its turns.

FIRST FORM'S ACTIONS

Falling Strike (1 point). Olga Flow leaps up to 40 feet to an unoccupied space it can see. This movement doesn't provoke opportunity attacks.

Sword Sweep (1 point). *STR Save:* DC 23, each creature in a 20-foot cone. *Failure:* The creature is pushed 10 feet and knocked prone.

Blade Rush (2 points). Olga Flow moves up to half its speed and makes one Dark Flow Blade attack.

Dark Photon Rain (2 points). Olga Flow summons a rain of photon beams upon a point it can see within 90 feet. *DEX Save:* DC 23, each creature within 20 feet of the point. *Failure:* 45 (10d8) radiant damage. *Success:* Half damage.

OLGA FLOW, FALLEN HERO (FIRST FORM)

Huge Netherant (boss) CR 24

Defense 20
Hit Points 220

Speed 40
Initiative +11 (21)

STR	DEX	CON	INT	WIS	CHA
+8	+4	+7	+2	+5	+6

Saving Throws Str +15, Con +14, Cha +13

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages all (telepathy 120 ft.)

Legendary Resistance (3/Day). If Olga Flow fails a saving throw, it can choose to succeed instead.

Recovery. At the start of its turn, Olga Flow can expend one action point to end one condition affecting it.

Form Change. When Olga Flow is reduced to 0 HP, its Gene Flow Eruption triggers (if it hasn't already), and it transforms into its Ascendant form with full HP and no conditions carried over.

ACTIONS

Multiattack. Olga Flow makes three attacks, using Dark Flow Blade or Dark Meteor Blaster in any combination.

Dark Flow Blade. Melee Attack: +16, reach 15 ft. *Hit:* 50 (12d6 + 8) physical damage.

Dark Meteor Blaster. Ranged Attack: +16, range 120 ft. *Hit:* 50 (12d6 + 8) radiant damage.

Strafing Beam (Recharge 5–6). *DEX Save:* DC 23, each creature in a 90-foot line. *Failure:* 90 (20d8) radiant damage. *Success:* Half damage.

REACTIONS

Gene Flow Eruption (1/Day). When Olga Flow's HP is reduced below half its maximum (110 HP), a wave of corrupted photons erupts from its body. *CON Save:* DC 23, each enemy within 30 feet. *Failure:* 45 (10d8) spirit damage. *Success:* Half damage. Olga Flow gains one additional action point at the start of each round for the rest of the encounter.

SECOND FORM'S ACTIONS

Sword Stab (2 points). Olga Flow drives its blade forward, making one Crushing Strike attack. On a hit, the target also can't regain HP until the start of Olga Flow's next turn.

Shockwave Stomp (1 point). *STR Save:* DC 23, each creature within 15 feet. *Failure:* The creature is knocked prone.

Grants Beam (2 points). Olga Flow makes one Grants Beam attack.

Roar of the Fallen (1 point). *WIS Save:* DC 23, one creature within 60 feet. *Failure:* The creature is frightened until the end of its next turn.

OPTIONAL VARIANT: ELEMENTAL ATTUNEMENT

This variant of Olga Flow's second form has a special damage-absorbing barrier that mimics the shifting energy attributes in *Phantasy Star Online*. The Ascendant form gains the following trait and action.

Attunement Barrier. Olga Flow has an energy attuning barrier that glows and remains active while either Gael or Giel has 1 or more HP. At the start of each of its turns, roll on the Attunement Barrier table to determine its type and color.

Until the barrier is destroyed, Olga Flow has resistance to all damage except the attuned element for that round. The barrier is destroyed when both Gael and Giel are defeated.

OLGA FLOW, ASCENDANT (SECOND FORM)

Gargantuan Netherant (boss) CR 24

Defense 21 Speed 40
Hit Points 310 Initiative +11 (21)

STR	DEX	CON	INT	WIS	CHA
+8	+4	+7	+2	+5	+6

Saving Throws Str +15, Con +14, Cha +13

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages all (telepathy 120 ft.)

Legendary Resistance (3/Day). If Olga Flow fails a saving throw, it can choose to succeed instead.

Recovery. At the start of its turn, Olga Flow can expend one action point to end one condition affecting it.

ACTIONS

Multiattack. Olga Flow makes three attacks, using Crushing Strike or Grants Beam in any combination.

Crushing Strike. *Melee Attack:* +16, reach 20 ft. *Hit:* 50 (12d6 + 8) physical damage.

Grants Beam. *Ranged Attack:* +16, range 120 ft. *Hit:* 50 (12d6 + 8) radiant damage.

Divine Punishment (Recharge 5–6). Pillars of energy rain from above. *DEX Save:* DC 23, each enemy within 60 feet of Olga Flow or within 30 feet of Gael or Giel. *Failure:* 90 (20d8) radiant damage. *Success:* Half damage.

REACTIONS

Wrath of the Fallen (1/Day). When Olga Flow's HP is reduced below half its maximum (155 HP), its Divine Punishment immediately recharges, and for the rest of the encounter Olga Flow gains one additional action point at the start of each round.

Soul Swap (1/Day). Olga Flow's form becomes translucent and reaches for a target's soul. *WIS Save:* DC 23, one creature it can see within 60 feet. *Failure:* The target's body appears as an inert phantasm resembling Heathcliff Flowen. While in this state, the target is incapacitated and can't be targeted by attacks or techniques. In addition, Olga Flow's Attunement Barrier locks to its current type. The effect ends when Olga Flow takes 30 damage of the barrier's attuned element (or any damage type if the barrier has already been destroyed).

ATTUNEMENT BARRIER

d6	Damage Type	Barrier Color
1	Physical	Green
2	Fire	Red
3	Cold	Blue
4	Lightning	Yellow
5	Radiant	White
6	Spirit	Purple

GAEL/GIEL

Small Automaton

Defense 18 Speed 0, fly 40 (hover)

Hit Points 45

Condition Immunities charmed, frightened

STR	DEX	CON	INT	WIS	CHA
+2	+8	+5	+2	+2	+0

Synched Activation. Each unit acts immediately at the end of Olga Flow's turn.

ACTIONS

Photon Bolt. *Ranged Attack:* +10, range 60 ft. *Hit:* 10 (3d6) radiant damage.

Stasis Mine (Recharge 4–6). The unit plants a mine in an unoccupied space it can see within 30 ft. The mine is active for 1 minute, has Defense 12 and 5 HP. The first creature to enter or start its turn within 5 ft. of a mine triggers it: *CON Save:* DC 23. *Failure:* The creature is paralyzed until the end of its next turn. The mine is destroyed when triggered or its active time expires.

Gene Booster (Recharge 6). The unit channels reinforcing energy into Olga Flow. Olga Flow gains a +2 bonus to its attack rolls and Defense until the start of the unit's next turn.

RUNNING OLGA FLOW

Consider the following when running this encounter.

HP Split. Olga Flow's total hit points (530 HP) are split between its two forms (by about 40/60). You can optionally change its HP split to 50/50 or any other way that fits your scenario.

Gael and Giel. These two creatures always remain within 60 feet of Olga Flow. Defeating both units significantly reduces Olga Flow's range of attacks.

VOL OPT

One of three computer cyberintelligences brought aboard the Pioneer 1, Vol Opt's programming was corrupted by an evil entity, which used it to turn the machinery of the mines into deadly weapons. It fights in two forms: first as a presence racing through a wall of monitors, then in a heavy combat frame that drops from the ceiling when the screens go dark.

MULTIPLE FORMS

During the encounter, Vol Opt has two forms—the Monitor Wall and the Combat Frame. When the first form is defeated, a heavy multi-tooled frame unfolds from the ceiling and drops to the chamber floor. This transition is noted in its stat block.

XP Value. Characters gain a total of 13,000 XP for defeating both of Vol Opt's forms.

LAIR BATTLE

Vol Opt's abilities are linked to its encounter area—a 60-foot-wide hexagonal room ringed with monitors. This can be changed to similar rooms such as a maintenance control room, reactor hall, or server vault. It's recommended that the area be no more than 90 feet in diameter.

BOSS ACTIONS

When using Vol Opt, choose three Boss Actions from the list below. Each form has a separate list of actions.

Action Points. Vol Opt gains a number of Action Points to spend on Boss Actions, which is equal to the number of player characters minus one. Immediately after another creature's turn, Vol Opt can expend points to take one of its chosen actions. It regains all expended points at the start of each of its turns.

FIRST FORM'S ACTIONS

Monitor Shift (1 point). The core immediately surfaces in a different monitor. Until the start of Vol Opt's next turn, attack rolls against it have disadvantage.

Pulse (2 points). Vol Opt makes one Grid Beam attack.

Raise Pillar (2 points). A conduction pillar erupts from the floor in a space Vol Opt can see within 60 feet (an object with Defense 16 and 20 HP). *DEX Save:* DC 18, each creature within 5 feet of it. *Failure:* 18 (4d8) lightning damage. *Success:* Half damage. While the pillar stands, Chain Discharge has a recharge of 3–6.

System Scan (1 point). Vol Opt targets one creature it can see. The next attack roll against that creature before the start of Vol Opt's next turn has advantage.

Static Wash (2 points). *CON Save:* DC 18, each creature within 20 feet of the active monitor. *Failure:* 18 (4d8) lightning damage, and until the end of its next turn the target's speed is halved and it can't take reactions. *Success:* Half damage, and no other effect.

VOL OPT, MONITOR WALL (FIRST FORM)

Gargantuan Automaton (boss) CR 15

Defense 19
Hit Points 96

Speed 0
Initiative +5 (15)

STR	DEX	CON	INT	WIS	CHA
+0	+0	+6	+6	+5	+2

Saving Throws Con +11, Int +11, Wis +10

Damage Vulnerabilities lightning

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, prone

Senses darkvision 120 ft., passive Perception 15

Languages all

Legendary Resistance (3/Day). If Vol Opt fails a saving throw, it can choose to succeed instead.

Recovery. At the start of its turn, Vol Opt can expend one action point to end one condition affecting it.

Roaming Core. Vol Opt's core races through a wall of six monitors ringing the chamber. Each monitor is within 5 feet of the chamber floor. At the start of each of its turns, roll a d6 to determine where it appears. Vol Opt is immune to all damage except for attacks and effects that target the active monitor.

Ceiling Conduit. A heavy conduit hangs above the chamber. It has Defense 16 and 40 HP. If the conduit is destroyed, Vol Opt can no longer use its Chain Discharge. In addition, all of its monitors become active, exposing its core to attacks.

Form Change. When Vol Opt is reduced to 0 HP, it transforms into its Combat Frame form with full HP and no conditions carried over.

ACTIONS

Multiattack. Vol Opt makes three Grid Beam attacks.

Grid Beam. *Ranged Attack:* +11, range 120 ft. *Hit:* 32 (6d8 + 5) radiant damage.

Chain Discharge (Recharge 5–6). Conduction pillars rise around the chamber, one of them glowing red. At the start of Vol Opt's next turn, lightning arcs from the red pillar to the central column, striking everything between them. *DEX Save:* DC 18, each creature in a 60-foot line between the red pillar and the column. *Failure:* 58 (13d8) lightning damage, and until the end of its next turn the target's speed is halved and it can't take reactions. *Success:* Half damage only.

The pillar has Defense 16 and 20 HP. Destroying it before the discharge cancels the attack.

REACTIONS

Overclock (1/Day). When Vol Opt is reduced below half this form's maximum HP (48 HP), it gains one additional action point at the start of each round until this form is defeated.

SECOND FORM'S ACTIONS

Servo Burst (1 point). Vol Opt moves up to half its speed without provoking opportunity attacks.

Tracking Beam (1 point). Vol Opt targets one creature it can see. The next attack roll against that creature before the start of Vol Opt's next turn has advantage.

Node Guard (1 point). Until the start of Vol Opt's next turn, its Tool Nodes have resistance to all damage.

Cutter Sweep (2 points). Vol Opt makes one Cutter Arm attack.

Overload Pulse (2 points). *DEX Save:* DC 18, each creature within 15 feet. *Failure:* 27 (6d8) lightning damage. *Success:* Half damage.

RUNNING VOL OPT

Consider the following when running this encounter.

HP Split. Vol Opt's total hit points (240 HP) are split between its two forms (by about 40/60). You can optionally change its HP split to 50/50 or any other way that fits your scenario.

Variant: Attack Rotation. To simulate Vol Opt's rotation from *Phantasy Star Online*, remove the Recharge trait from its tool nodes. Instead, on each of its turns it takes the actions in this fixed sequence, skipping any action whose node has been destroyed: **Missile Barrage, Stomper, Stomper, Repair Protocol, Prison** – then the sequence repeats. It uses its Cutter Arm when all nodes are destroyed.

Variant: Vol Opt ver.2 (CR 18+). In its most dangerous configuration, Vol Opt can use its actions without limit. Make the following adjustments to its stats:

- Remove its Damage Vulnerability to lightning
- Its conduction pillars and tool nodes each have double the listed HP.
- Remove the Recharge trait from its Prison and Repair Protocol actions.

VOL OPT, COMBAT FRAME (SECOND FORM)

Huge Automaton (boss) CR 15

Defense 19			Speed 30		
Hit Points 144			Initiative +7 (17)		
STR	DEX	CON	INT	WIS	CHA
+6	+2	+6	+6	+5	+2

Saving Throws Str +11, Con +11, Int +11

Damage Vulnerabilities lightning

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages all

Legendary Resistance (3/Day). If Vol Opt fails a saving throw, it can choose to succeed instead.

Recovery. At the start of its turn, Vol Opt can expend one action point to end one condition affecting it.

ACTIONS

Multiattack. Vol Opt makes three Cutter Arm attacks.

Cutter Arm. *Melee Attack:* +11, reach 15 ft. *Hit:* 32 (6d8 + 5) physical damage.

Tool Nodes. Vol Opt uses one of four tool nodes. Each node is an object with Defense 18 and 30 HP, and each can be attacked separately from Vol Opt itself. Destroying a node permanently removes its action.

Missile Barrage (Missile Rack). Vol Opt launches homing missiles at up to three creatures it can see within 60 feet. *DEX Save:* DC 18, each target. *Failure:* 32 (6d8 + 5) force damage. *Success:* Half damage.

Stomper (Stomper). Vol Opt drops a crushing metal beam onto a point it can see within 90 ft. *DEX Save:* DC 18, each creature within 10 feet of the area. *Failure:* 58 (13d8) physical damage, and the target is knocked prone. *Success:* Half damage, and the target isn't knocked prone.

Repair Protocol (Repair Unit, Recharge 6). Vol Opt regains 30 HP up to its maximum.

Prison (Stasis Projector, Recharge 5–6). Vol Opt fires a slow tracking sphere at one creature it can see within 90 feet. *DEX Save:* DC 18. *Failure:* 58 (13d8) force damage, and the target is encased in a photonic cage and restrained. *Success:* Half damage, and the target isn't restrained. A restrained creature can be freed with a successful DC 18 Strength check made by the creature itself or by an ally within 5 feet of it.

REACTIONS

Critical Overload (1/Day). When Vol Opt is reduced below half this form's maximum HP (72 HP), it releases a deadly wave of electricity. *DEX Save:* DC 18, each creature within 20 feet. *Failure:* 27 (6d8) lightning damage. *Success:* Half damage. For the rest of the encounter, Vol Opt gains one additional action point at the start of each round.

Zio

A failed magician who came into contact with Dark Force and was remade into its instrument, Zio wields dark energies that wither the soul. In battle, a barrier of dark power hangs at his back, wearing the face of Dark Force itself (see the optional sidebar).

Below are ready-to-play stat blocks for Zio at CR 8 and CR 12. See the sidebar for an optional variant.

BOSS ACTIONS

When using Zio, choose three Boss Actions from the list below.

Action Points. Zio gains a number of Action Points to spend on Boss Actions, which is equal to the number of player characters minus one. Immediately after another creature's turn, Zio can expend points to take one of its chosen actions. He regains all expended points at the start of each of his turns.

At CR 12. At the higher CR, increase the DC of the Boss Actions to 17 and add two dice to their damage.

Zio (CR 8)

Medium Humanoid (boss) CR 8 (3,900 XP)

Defense 16 Speed 30, fly 30 (hover)
Hit Points 135 Initiative +5 (15)

STR	DEX	CON	INT	WIS	CHA
-1	+2	+2	+3	+1	+5

Saving Throws Con +5, Cha +7

Damage Resistances necrotic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 11

Languages Palmian

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

Recovery. At the start of his turn, Zio can expend one action point to end one condition affecting him.

ACTIONS

Multiattack. Zio makes two Dread Bolt attacks.

Dread Bolt. Ranged Attack: +8, range 120 ft. Hit: 26 (6d6 + 5) necrotic damage.

Black Energy Wave (Recharge 5–6). Zio fires a wave of destructive energy. CON Save: DC 15, each enemy within 60 feet. Failure: 31 (7d8) necrotic damage, and the target can't regain HP until the end of its next turn. Success: Half damage only.

REACTIONS

Dark Force's Wrath (1/Day). When Zio is reduced below half his maximum HP, his Black Energy Wave immediately recharges and, for the rest of the encounter, Zio gains one additional action point at the start of each round.

Dreadfire (1 point). Zio makes one Dread Bolt attack.

Nightmare (1 point). WIS Save: DC 15, one creature Zio can see within 60 ft. Failure: The target is frightened until the end of its next turn.

Corrosion (2 points). CON Save: DC 15, each creature in a 30-foot cube within 60 ft. Failure: 13 (3d8) necrotic damage, and the target's Defense is reduced by 2 until the end of the encounter. Success: Half damage only.

Shadow Hewn (2 points). DEX Save: DC 15, each creature in a 60-foot line. Failure: 14 (4d6) force damage. Success: Half damage.

OPTIONAL VARIANT: DARK BARRIER

As a boss in Phantasy Star IV, the *Psycho Wand* was required to break Zio's force field. You can simulate this ability in your game using the following rules.

Invulnerability. Zio is immune to all damage until the barrier is shattered when a character uses the *Psycho Wand* (or a relic of your choice).

Spirit Damage Alternative. Alternatively, the barrier can be shattered once it takes 50 spirit damage. Zio takes any remaining damage after the barrier shatters.

Zio (CR 12)

Medium Humanoid (boss) CR 12 (8,400 XP)

Defense 18 Speed 30, fly 30 (hover)
Hit Points 195 Initiative +7 (17)

STR	DEX	CON	INT	WIS	CHA
-1	+3	+3	+4	+2	+5

Saving Throws Con +7, Int +8, Cha +9

Damage Resistances necrotic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 12

Languages Palmian

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

Recovery. At the start of his turn, Zio can expend one action point to end one condition affecting him.

ACTIONS

Multiattack. Zio makes three Dread Bolt attacks.

Dread Bolt. Ranged Attack: +10, range 120 ft. Hit: 26 (6d6 + 5) necrotic damage.

Black Energy Wave (Recharge 5–6). Zio looses a wave of annihilating darkness. CON Save: DC 17, each enemy within 60 feet. Failure: 45 (10d8) necrotic damage, and the target can't regain HP until the end of its next turn. Success: Half damage only.

REACTIONS

Dark Force's Wrath (1/Day). When Zio is reduced below half his maximum HP, his Black Energy Wave immediately recharges and, for the rest of the encounter, Zio gains one additional action point at the start of each round.