

Lingering Havoc

Gargantuan undead, chaotic evil

Armor Class 25 (natural armor)

Hit Points 676 (33d20 + 330)

Speed 40 ft., burrow 40ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	11 (+0)	11 (+0)	20 (+5)

Saving Throws Int +9, Wisdom +9

Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Skills Athletics +19, Perception +9

Senses blindsight 120 ft., passive perception 19

Languages The Lingering Havoc does not speak, but understands all which is spoken to it.

Challenge 30 (155,000 XP)

Absorb the Dead. Whenever a creature dies within 120 feet, the dead creature's remains join The Lingering Havoc's form and The Lingering Havoc regains 50 hit points.

Cold Winds. A blizzard is constantly swirling around the The Lingering Havoc. All space in a 120-foot cube centered on The Lingering Havoc is considered difficult terrain.

Ice Walk. The Lingering Havoc can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

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

Limited Magic Immunity. The Lingering Havoc is immune to spells of 7th level or lower which do not deal fire or radiant damage, unless it wishes to be affected. It has advantage on saving throws against all other spells and magical effects, including spells which deal fire and radiant damage.

Magic Weapons. The Lingering Havoc's weapon attacks are magical.

Regeneration. The Lingering Havoc regains 30 hit points at the start of its turn. If The Lingering Havoc takes radiant or fire damage, this trait doesn't function at the start of The Lingering Havoc's next turn. The Lingering Havoc dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The Lingering Havoc can use its Frightful Presence or Hurl Corpse and then makes four attacks, which can be any combination of slam and frozen bone shard attacks.

Slam. Melee Weapon Attack: +19 to hit, reach 15 ft., one target. *Hit:* 32 (4d10 + 10) bludgeoning damage.

Frozen Bone Shard. Ranged Weapon Attack: +19 to hit, range 120/360 ft., one target. *Hit:* The target takes 20 (3d6 + 10) piercing damage, 9 (2d8) cold damage, and has its speed reduced by 10 feet until the start of The Lingering Havoc's next turn.

Hurl Corpse. The Lingering Havoc targets one creature within 120 feet and throws a Medium humanoid corpse at it. The target must succeed on a DC 27 Reflex saving throw, or become prone and grappled by the corpse, which becomes a wight under The Lingering Havoc's control. The wight attacks immediately. If the target succeeds on the saving throw, it is not grappled, but they are adjacent to the corpse, which immediately rises and attacks as a wight under The Lingering Havoc's control. All wights created this way are reabsorbed into The Lingering Havoc at the end of battle and The Lingering Havoc cannot regain hit points from these absorptions.

Frightful Presence. Each creature of The Lingering Havoc's choice within 120 feet of it and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if The Lingering Havoc is within line of sight, ending the effect of itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to The Lingering Havoc's Frightful Presence for the next 24 hours.

Ultimate Death Ray (Recharge 4 - 6). The Lingering Havoc chooses 1 creature to which it has a line of effect within 120 feet. That creature must make a DC 22 Dexterity saving throw. On a success, the target takes 55 (10d10) necrotic damage. On a failed save the target is reduced to 0 hit points.

Corpse Drop (Recharge 5 - 6). The Lingering Havoc shakes its massive form and 3d4 Medium humanoid corpses fall off The Lingering Havoc in a space adjacent to it and rise as wights under The Lingering Havoc's control. All wights created this way are reabsorbed into The Lingering Havoc at the end of battle and The Lingering Havoc cannot regain hit points from these absorptions.

Poison Breath (Recharge 5 - 6). The Lingering Havoc exhales poisonous gas in a 90-foot cone. Each creature in the area must make a DC 27 Constitution saving throw, taking 91 (26d6) poison damage on a failed save, or half as much damage on a successful one. A creature who fails this save is also poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The Lingering Havoc can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Lingering Havoc regains all spent legendary actions at the start of its turn.

Attack. The Lingering Havoc makes one slam or frozen bone shard attack.

Move. The Lingering Havoc moves up to half its speed.

Command Wights. The Lingering Havoc can cause up to four wights under its control to attack.

Ultimate Death Ray (Costs 2 Actions). The Lingering Havoc uses its Ultimate Death Ray.