

## HOW DOES THIS BOSS WORK ?

This monster is two monsters combined into one. We have a **flameskull** and a **helmed horror** in a single body. The Paragon Monster traits gives it a pseudo-legendary action, where it can move after another creature, but it gets everything, action, bonus action and regains its reaction.

If you look at the CR you can see that its worth 3300 XP, instead of the normal 1100 XP for a CR 4 creature, that's because this boss is really 3 CR 4 creatures into 1. Which means this encounter would represent a boss fight for a level 6 party. DO NOT THROW THIS AT A LEVEL 4 PARTY!

## COMBAT FLOW

The first phase is the stat block that you see above, where the party has to fight this monster, which gets 2 turns every round. It can cast spells or attack with its sword, and is overall a defensive monster. Once it is dropped to 0 hit points, the armor falls, and the flameskull below is revealed. This is the second phase. It is of course a lot easier than the first phase of the fight.



## ARMORED GHOST RIDER

Medium construct, unaligned

**Armor Class** 20 (plate, shield)

**Hit Points** 60 (8d8 + 24)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	16 (+3)	10 (+0)	11 (+0)

**Skills** Arcana +5, Perception +2

**Damage Resistances** lightning, piercing

**Damage Immunities** cold, force, necrotic, poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 12

**Languages** Common

**Challenge** 4 (3,300 XP)

**Armor Break.** When the Armored Ghost Rider is reduced to 0 hit points or lower, it sheds its armor. It assumes the statistics of a **flameskull**, regaining all hit points and spells and all conditions previously affecting it are lifted.

**Illumination.** The Armored Ghost Rider sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

**Magic Resistance.** The Armored Ghost Rider has advantage on saving throws against spells and other magical effects.

**Rejuvenation.** If the Armored Ghost Rider is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a *dispel magic* or *remove curse* spell is cast on them.

**Spellcasting.** The Armored Ghost Rider is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The Armored Ghost Rider has the following wizard spells prepared:

Cantrips (at will): *mage hand*

1st level (4 slots): *magic missile*, *shield*

2nd level (3 slots): *blur*, *flaming sphere*

3rd level (2 slots): *fireball*

**Spell Immunity.** The Armored Ghost Rider is immune to the *fireball*, *heat metal*, and *lightning bolt* spells.

**Paragon Monster.** The Armored Ghost Rider rolls initiative with advantage. The paragon creature starts with 1 paragon action. If the Armor Break trait activates, it loses its paragon action. The paragon creature may use a paragon action after any other creature takes a turn. If the paragon creature does so, it regains its reaction. A paragon action is a complete turn. They have an action, bonus action and may move up to their full speed. The paragon actions refresh at the start of the paragon creature's turn and any remaining actions from the previous turn are lost.

## Actions

**Multiattack.** The Armored Ghost Rider makes two longsword attacks or uses two Fire Ray.

**Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

**Fire Ray.** *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 13 (3d6 + 3) fire damage.

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