

BIG BOSS SOLO INSERTS

(CHEAT SHEET)

CONVERT ANY MONSTER INTO A SOLO BOSS

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5E SOLO BOSS MONSTERS

5e mechanics don't support them.

Either your big baddy dies in two rounds, or it destroys your PCs in two rounds.

Legendary Actions aren't sufficient and *Legendary Resistance* is lame.

For a monster to fight solo, it needs **Mobility, Out of Turn Effects, Condition Mitigation, Forced Movement Capability**, and maybe some **Damage Mitigation**.

It needs some *4e mechanics*, which had *fantastic* Solo Boss Monster design.

It needs **AngryGm's Paragon Monster** mechanics.

This **"Cheat Sheet"** supplies those mechanics.

The linked essay has explanations for each mechanic.

At the end of this document are 6 Big Bad Solo monster examples.

Hope you enjoy.

BIG BAD SOLO MONSTER INSERTS

Insert a mix of the following features into a monster's statblock to transform it into a Solo boss monster capable of taking on a party of PCs without either destroying the PCs within 2 rounds or being destroyed by the PCs within 2 rounds. But before we get into the inserts, do we

NEED MORE EXPLANATION?

Go read the essay on /r/DnDBehindtheScreen [here](#). Skipped it? Then let's look at

ANGRYGM'S PARAGON MONSTERS

Source: [AngryGM's Paragon Monster Features](#). Don't want the theory behind it? Here are the *Paragon Monster Features*:

PARAGON FORTITUDE

The creature has multiple pools of hit points, each of which is tracked separately. All damage and healing must be completely applied to only one pool. When a pool is reduced to zero, all ongoing conditions and effects affecting the creature end. Once a pool is reduced to zero, that pool cannot receive any healing until after a long rest. If all hit point pools are reduced to zero, the creature is killed.

PARAGON EXHAUSTION

The creature may take one complete turn in each round of combat for each hit point pool it has above zero and receives one reaction between each of its turns. When a pool of hit points has been reduced to zero, the creature loses one turn each round thereafter. The creature determines initiative normally for its first turn, though it gains advantage on the roll. Each subsequent turn is inserted immediately after any one PC's turn in the initiative order.

PARAGON FURY

The creature may take one additional turn in each round of combat for each of its hit point pools that have been reduced to zero. The creature determines initiative normally for its first turn, though it gains advantage on the roll. Each subsequent turn the creature gains is inserted immediately after any one PC's turn in the initiative order.

EITHER/OR

Remember, **Paragon Exhaustion** and **Paragon Fury** are mutually exclusive!

NEW MECHANICS

LEGENDARY REACTIONS

A legendary reaction is a kind of reaction that has one use per turn rather than per round. When designing legendary reactions, it is important to define triggers for each, as opposed to trigger-free legendary actions.

FORTITUDE RECHARGE

A fortitude recharge is an ability that has one use between short rests, but is regained when a Hit Point Pool from **Paragon Fortitude** is reduced to 0. Sometimes, when an ability is recharged in this way, the ability can be used immediately as a reaction.

THE INSERTS

Ordered by **Bite the Bullet**, and then **Rough**, **Quick**, and **Sublime**. The CR increases are guesstimates at best. The inserts should be adapted to your creature's needs.

CONDITION MITIGATION

No more *Legendary Resistance*. Instead, use:

Bite the Bullet. As an action, end one condition afflicting this creature and take 5 damage. This damage cannot be reduced in any way.

Change damage taken by multiple of 5 according to your needs. More details in linked essay.

THE ROUGH

For your big, beefy, beastly BBSs

THE CHARGE

Stampeding Charge. Once per short rest, as an action, this creature moves up to its speed on the ground in a straight line. Creatures in the way of this line must make a DC11 Dexterity saving throw, taking 1d10 bludgeoning damage on a failed save, or half on a success. Either way, affected creatures are pushed outside of its path. Alternatively, a creature can make a DC13 Strength saving throw, taking half damage and ending the charge on a success.

Fortitude Recharge: If this creature has Paragon Fortitude, then when one Hit Point pool is reduced to 0, stampeding charge recharges and can be used immediately as a reaction.

CR+1/2 rounded down

Flying Charge. Once per short rest, as an action, this creature moves up to its speed in any direction in a straight line. Creatures in the way of this line must make a DC13 Dexterity saving throw, taking 2d10 bludgeoning damage on a failed save, or half on a success. Either way, affected creatures are pushed outside of its path. Alternatively, a creature can make a DC15 Strength saving throw, taking half damage and ending the charge on a success.

Fortitude Recharge: If this creature has Paragon Fortitude, then when one Hit Point pool is reduced to 0, flying charge recharges and can be used immediately as a reaction. **CR+1**

Ricocheting Charge. Once per short rest, as an action, this creature moves up to its speed on the ground in a line, changing direction any number of times during the charge. Creatures in the way of this line must make a DC13 Dexterity saving throw, taking 2d10 bludgeoning damage on a failed save, or half on a success. Creatures cannot suffer this damage more than once per charge. Either way, affected creatures are pushed outside of its path. Alternatively, a creature can make a DC15 Strength saving throw, taking half damage and ending the charge on a success.

Fortitude Recharge: If this creature has Paragon Fortitude, then when one Hit Point pool is reduced to 0, ricocheting charge recharges and can be used immediately as a reaction. **CR+1**

Flying Ricocheting Charge. Once per short rest, as an action, this creature moves up to its speed in any direction in a line, changing direction any number of times during the charge. Creatures in the way of this line must make a DC15 Dexterity saving throw, taking 3d10 bludgeoning damage on a failed save, or half on a success. Creatures cannot suffer this damage more than once per charge. Either way, affected creatures are pushed outside of its path. Alternatively, a creature can make a DC17 Strength saving throw, taking half damage and ending the charge on a success.

Fortitude Recharge: If this creature has Paragon Fortitude, then when one Hit Point pool is reduced to 0, flying ricocheting charge recharges and can be used immediately as a reaction. **CR+1**

CHAAAARGE!

If your BBS has multiple Hit Point Pools, you might consider granting it a Charge ability only after the 1st Hit Point pool has been eliminated, or granting it a stronger Charge ability at successive Hit Point pools.

STATUS EFFECTS

Shake the Ground. Once per short rest as a bonus action this creature can cause creatures on the ground within 10 ft. of it to be pushed a number of feet equal to its Strength modifier x 5 and make a DC12 Strength saving throw, falling prone on a failed save.

Fortitude Recharge: If this creature has Paragon Fortitude, then when one Hit Point pool is reduced to 0, shake the ground recharges. **CR+0**

Shake the Sky. Once per short rest as a bonus action this creature can force creatures within 20 ft. of it to be pushed a number of feet equal to its Strength modifier x 5 and make a DC14 Strength saving throw, falling prone on a failed save.

Fortitude Recharge: If this creature has Paragon Fortitude, then when one Hit Point pool is reduced to 0, shake the sky recharges. **CR+0**

Frightening Roar. Once per short rest, as a bonus action, this creature can force creatures within 60 ft. of it to make a DC10 Wisdom saving throw, becoming frightened until the end of their next turn on a failed save.

Fortitude Recharge: If this creature has Paragon Fortitude, then when one Hit Point pool is reduced to 0, frightening roar recharges. **CR+0**

DAMAGE MITIGATION

Invigorating Stamp/Shout. Once per short rest as a bonus action this creature can expend a number of hit dice up to its proficiency bonus and gain that much in Temporary Hit Points and force creatures within 30 ft. of it to make a DC10 Strength saving throw, being pushed 5 ft. on a failed save. These temporary hit points last for one minute. **CR+1**

Feral Bulwark. If this creature has Paragon Fortitude, then when one Hit Point pool is reduced to 0, this creature gains resistance to all damage types except psychic. This lasts until the current Hit Point pool is reduced to 0. **CR+1**

Feral Rage. If this creature has Paragon Fortitude, then when one Hit Point pool is reduced to 0, this creature gains resistance to all damage types except psychic. This resistance lasts for 1 minute, or until it either fails to make an attack on its turn or does not take any damage for an entire round.

CR+1

Mutating Bulwark. If this creature has Paragon Fortitude, then when one Hit Point pool is reduced to 0, this creature gains resistance to the damage type of the damage that reduced this creature's Hit Point pool to 0. If this creature has multiple Hit Point pools, then decide whether these resistances will replace one another or be cumulative. **CR+0**

GREAT RISK, GREAT REWARD

Consider granting a Rough BBS the Barbarian's **Reckless Attack** feature, perhaps when it is reduced to its last **Paragon Fortitude** hit point pool.

LEGENDARY REACTIONS

Grab and Toss. Whenever a creature misses an attack against this creature, it can as a legendary reaction make a grapple attempt against a creature smaller than this creature within its melee reach if it has an open hand. If the grapple attempt succeeds, it can throw the grappled creature to a space within its Strength modifier x 10 ft. The thrown creature can make a DC10 Acrobatics check to land on their feet safely, taking 1d6 bludgeoning damage on a failed save.

If another creature is in that space, then the creature in that space must make a DC12 Dexterity saving throw to dodge, both creatures taking 1d6 bludgeoning damage and falling prone on a failed save. Alternatively, the creature in that space can if they have a free hand make a DC12 Strength saving throw to catch the thrown creature, taking no damage and keeping the thrown creature upright on a success, and both creatures taking 1d6 damage and falling prone on a fail. **CR+1**

Intimidating Stamp/Shout. Whenever a creature within this creature's melee reach misses an attack against it, it can as a legendary reaction force adjacent creatures to make a DC12 Strength saving throw, being pushed 5 feet on a failed save. **CR+0**

Bound. When a hostile creature ends its turn and there are no hostile creatures adjacent to this creature, this creature can as a legendary reaction leap to an empty space within half its base movement speed. **CR+0**

Harry. Whenever a creature within half of this creature's base movement speed ends its turn with no other creatures adjacent to it, this creature can as a legendary reaction leap to the nearest space adjacent to that creature. **CR+0**

Loogie Shot. Whenever this creature succeeds on a saving throw, it can spit sticky saliva at a creature within 60 ft. of it. The target creature makes a DC11 Dexterity saving throw, reducing its speed to 0 on a failed save so long as the saliva remains. A creature can as an action break itself or an adjacent creature free from the saliva with a DC14 Strength check. A glob of saliva has 5 AC, 5 hit points, is immune to bludgeoning, piercing, and slashing damage, and is resistant or immune to any damage type this creature is resistant or immune to. **CR+0**

THE QUICK

For your small, slick, and lithe BBSs.

LEGENDARY REACTIONS

Side Step. When an attack misses against this creature, it can as a legendary reaction move up to half its speed without triggering opportunity attacks. **CR+0**

Side Step Riposte. When an attack misses against this creature, it can as a legendary reaction move up to half its speed without triggering opportunity attacks and make a single weapon attack during this movement. **CR+1**

Teleporting Riposte. When an attack misses against this creature, it can as a legendary reaction teleport up to half its speed and then make a single weapon attack. **CR+1**

Deflect. When a ranged weapon attack misses against this creature by 5 or more, it can as a legendary reaction deflect the attack back at the attacker. This creature makes a ranged weapon attack adding their proficiency bonus to the attack roll against the attacker, dealing the weapon's damage as normal on a hit. **CR+0**

Redirect. When a melee weapon attack misses against this creature by 5 or more, it can as a legendary reaction force the attacking creature to move a number of feet equal to this creature's Dexterity modifier x 5 in any direction to an open space. If the attacking creature ends this movement with another creature within their melee weapon's range, this creature can force the attacking creature to make a weapon attack with disadvantage against that creature. **CR+0**

Somervault. If an attack made against this creature misses, and there is another creature adjacent to it, this creature can as a legendary reaction move to another empty space adjacent to that creature. **CR+0**

Leg Sweep. If an adjacent creature's attack misses against this creature, it can as a legendary reaction force that creature to make a DC10 Dexterity saving throw, falling prone on a failed save. **CR+0**

DAMAGE MITIGATION

Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail. **CR+1/2**

Uncanny Dodge. When an attacker you can see hits you with an attack, you can use your reaction to halve the attack's damage to you. **CR+1/2**

RECHARGE FORTITUDE

Reorient the Axis. Once per short rest, as an action, this creature can forcibly move creatures within 15 ft. of it to an empty space on ground within range. Affected creatures must succeed on a DC12 Constitution saving throw or fall prone.

Fortitude Recharge: If this creature has Paragon Hit Points, then when one Hit Point pool is reduced to 0, reorient the axis recharges and can be used immediately as a reaction. **CR+0**

Leap. Once per short rest, when this creature takes damage, this creature can as a reaction move up to its speed in a straight line without triggering opportunity attacks.

Fortitude Recharge: If this creature has Paragon Hit Points, then when one Hit Point pool is reduced to 0, leap recharges and can be used immediately as a reaction. **CR+0**

Greater Leap. Once per short rest, when this creature takes damage, this creature can as a reaction move up to twice its speed in a straight line without triggering opportunity attacks.

Fortitude Recharge: If this creature has Paragon Hit Points, then when one Hit Point pool is reduced to 0, greater leap recharges and can be used immediately as a reaction. **CR+0**

Flying Leap. Once per short rest, when this creature takes damage, this creature can as a reaction fly up to its speed in a straight line without triggering opportunity attacks. It must end this movement on a surface or begin to fall.

Fortitude Recharge: If this creature has Paragon Hit Points, then when one Hit Point pool is reduced to 0, flying leap recharges and can be used immediately as a reaction. **CR+0**

Greater Flying Leap. Once per short rest, when this creature takes damage, this creature can as a reaction fly up to twice its speed in a straight line without triggering opportunity attacks. It must end this movement on a surface or begin to fall.

Fortitude Recharge: If this creature has Paragon Hit Points, then when one Hit Point pool is reduced to 0, greater flying leap recharges and can be used immediately as a reaction. **CR+0**

HOLD YOUR HORSES

With all of these fantastic mobility features, it may not be warranted to also grant your **Quick** BBS access to any variant of the Rogue's **Cunning Action**, though that remains to be seen when put into practice.

THE SUBLIME

For your magical BBSs.

FORCED MOVEMENT

Defensive Push. If an adjacent creature's attack against this creature misses, it can as a legendary reaction force the attacking creature to make a DC12 Constitution saving throw, being pushed a number of feet equal to 5 times its spellcasting modifier on a failed save. **CR+0**

Greater Defensive Push. If an adjacent creature's attack against this creature misses, it can as a legendary reaction force the attacking creature to make a DC14 Constitution saving throw, being pushed a number of feet equal to 10 times its spellcasting modifier on a failed save. **CR+0**

Offensive Pull. If a ranged attack from a creature against this creature misses, it can as a legendary reaction force the attacking creature to make a DC12 Strength saving throw, being pulled a number of feet equal to 5 times its spellcasting modifier on a failed save. **CR+0**

Greater Offensive Pull. If a ranged attack from a creature against this creature misses, it can as a legendary reaction force the attacking creature to make a DC14 Strength saving throw, being pulled a number of feet equal to 10 times its spellcasting modifier on a failed save. **CR+0**

Warp Entry. If another creature enters for the first time on their turn a space adjacent to this creature, it can as a legendary reaction force that creature to make a DC12 Dexterity saving throw, falling prone on a failed save. **CR+0**

Warp Egress. If a creature moves out of reach for the first time on their turn from this creature, it can as a legendary reaction force that creature to make a DC12 Dexterity saving throw, falling prone on a failed save. **CR+0**

COUNTER RANGED ATTACKER

Return Missile. If a ranged weapon attack against this creature misses by 5 or more, it can as a legendary reaction return the launched missile against the attacker. Make a spell attack roll and deal the weapon's damage die plus this creature's spellcasting modifier on a hit. **CR+0**

COUNTER SAVING THROW

Suscept Mind. If this creature succeeds on a saving throw forced by a creature, it can as a legendary reaction force that creature to make a DC10 Intelligence saving throw, suffering disadvantage on the next saving throw they make until the end of this creature's next turn on a failed save. **CR+0**

FOR TELEPORATION THEMED BBS

Teleporting Step. If an attack against this creature misses, it can as a legendary reaction teleport to an empty space within a number of feet equal to half its speed. **CR+0**

Greater Teleporting Step. If an attack against this creature misses, it can as a legendary reaction teleport to an empty space within a number of feet equal to its speed. **CR+0**

Meditation upon Time and Space. Once per short rest, this creature can as a bonus action force creatures within a 15 ft. radius to make a DC13 Intelligence saving throw, being teleported to another space within range on a failed save.

Fortitude Recharge: If this creature has Paragon Fortitude, then when one hit point pool is reduced to 0, meditation upon time and space recharges and can be used immediately as a reaction. **CR+0**

STATUS EFFECTS

Lightning Skin. If a creature hits this creature with a melee weapon attack, this creature can as a legendary reaction force that creature to make a DC12 Dexterity saving throw, losing its reaction until the end of this creature's next turn on a failed save. **CR+0**

Anchor the Body. Once per short rest, when one of your Paragon Fortitude hit point pools reach zero, this creature can as a reaction summon spectral hands from its body. Each creature within 30 ft. must make a DC12 Dexterity saving throw, becoming grappled on a failed save. A grappled creature can as an action make a DC14 Athletics or Acrobatics check to escape. This creature must maintain concentration as if it were concentrating on a spell to maintain this feature. **CR+0**

Anchor the Mind. Once per short rest, when one of your Paragon Fortitude hit point pools reach zero, this creature can as a reaction summon spectral hands from its body. Each creature within 30 ft. must make a DC14 Intelligence saving throw, becoming restrained on a failed save. A restrained creature can repeat their saving throw at the end of each of its turns to escape. This creature must maintain concentration as if it were concentrating on a spell to maintain this feature. **CR+1**

Anchor the Soul. Once per short rest, when one of your Paragon Fortitude hit point pools reach zero, this creature can as a reaction summon spectral hands from its body. Each creature within 30 ft. must make a DC16 Wisdom saving throw, becoming paralyzed on a failed save. A paralyzed creature can repeat their saving throw at the end of each of its turns to escape. This creature must maintain concentration as if it were concentrating on a spell to maintain this feature. **CR+2**

SOMETHING COOL

Skeletal Guardian Wings. Once per short rest, as a bonus action, this creature can summon a pair of skeletal wings. Each wing has 2 to 6 spines. Whenever an attack would hit this creature, this creature can cause one spine to shatter instead, negating the attack. A critical hit against this creature requires two spines to negate. So long as this creature has at least 1 spine remaining, it has a 20 ft. fly speed. **CR+1/2 to 2 depending on number of spines.**



EXAMPLE MONSTERS



ere are some BBSs I've made by taking monsters from the Monster Manual. I tried to mix it up with low to high CR. I've also included my favorite Solo boss monster from 4e: Yamato Sheng.

- **Goblin Boss** (CR 3) **Quick** BBS
- **Hill Giant** (CR 7) **Rough** BBS
- **Priest** (CR 5) **Sublime** BBS
- **Young Red Dragon** (CR 13) **Rough** BBS
- **Bandit Captain/Werewolf** (CR 4 x2) **Quick/Rough** BBS
- **Yamato Sheng** (CR 9) **Quick** BBS

Some abilities only activate when a certain **Paragon Fortitude** hit point pool is reached. These abilities will have the phrase, "1st pool", "2nd pool", "3rd pool", etc. to indicate when that ability becomes available.



BBS GOBLIN BOSS

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 21/21(12d6)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	10 (+0)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 3 (700 XP)

Paragon Fortitude. The goblin has multiple pools of hit points, each of which is tracked separately. All damage and healing must be completely applied to only one pool. When a pool is reduced to zero, all ongoing conditions and effects affecting the creature end. Once a pool is reduced to zero, that pool cannot receive any healing until after a long rest. If all hit point pools are reduced to zero, the creature is killed.

Paragon Exhaustion. The creature may take one complete turn in each round of combat for each hit point pool it has above zero and receives one reaction between each of its turns. When a pool of hit points has been reduced to zero, the creature loses one turn each round thereafter. The creature determines initiative normally for its first turn, though it gains advantage on the roll. Each subsequent turn is inserted immediately after any one PC's turn in the initiative order.

Nimble Escape. The goblin can take the disengage or hide action as a bonus action on each of its turns.

Actions

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) slashing damage.

Javelin. Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6+2) piercing damage.

REACTIONS

Leap. Once per short rest, when this creature takes damage, this creature can as a reaction move up to its speed in a straight line without triggering opportunity attacks. **Fortitude Recharge:** If this creature has Paragon Hit Points, then when one Hit Point pool is reduced to 0, leap recharges and can be used immediately as a reaction.

LEGENDARY REACTIONS

Leg Sweep. If an adjacent creature's attack misses against this creature, it can as a legendary reaction force that creature to make a DC10 Dexterity saving throw, falling prone on a failed save.

Side Step. When an attack misses against this creature, it can as a legendary reaction move up to half its speed without triggering opportunity attacks.

2nd pool: Side Step Riposte. When an attack misses against this creature, it can as a legendary reaction move up to half its speed without triggering opportunity attacks and make a single weapon attack during this movement.

BBS HILL GIANT

Huge giant, chaotic evil

Armor Class 13 (natural armor)
Hit Points 35/35/35 (10d12+40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	8(-1)	19(+4)	5(-3)	9(-1)	6(-2)

Skills Perception +2
Senses passive Perception 12
Languages Giant
Challenge 7 (2,900 XP)

Paragon Fortitude. The giant has multiple pools of hit points, each of which is tracked separately. All damage and healing must be completely applied to only one pool. When a pool is reduced to zero, all ongoing conditions and effects affecting the creature end. Once a pool is reduced to zero, that pool cannot receive any healing until after a long rest. If all hit point pools are reduced to zero, the creature is killed.

3rd pool: Reckless Attack. When reduced to its last hit point pool, the giant makes all weapon attacks with advantage, and all attacks against the giant have advantage.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8+5) bludgeoning damage.

Rock. Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. Hit: 21 (3d10+5) bludgeoning damage.

Stampeding Charge. Once per short rest, as an action, this creature moves up to its speed on the ground in a straight line. Creatures in the way of this line must make a DC13 Dexterity saving throw, taking 3d10 bludgeoning damage on a failed save, or half on a success. Either way, affected creatures are pushed outside of its path. Alternatively, a creature can make a DC15 Strength saving throw, taking half damage and ending the charge on a success. *Fortitude Recharge:* If this creature has Paragon Fortitude, then when one Hit Point pool is reduced to 0, stampeding charge recharges and can be used immediately as a reaction.

BONUS ACTIONS

Shake the Ground. Once per short rest as a bonus action this creature can cause creatures on the ground within 10 ft. of it to be pushed 5 ft. and make a DC13 Strength saving throw, falling prone on a failed save. *Fortitude Recharge:* If this creature has Paragon Fortitude, then when one Hit Point pool is reduced to 0, shake the ground recharges.

LEGENDARY REACTIONS

Grab and Toss. Whenever a creature misses an attack against this creature, it can as a legendary reaction make a grapple attempt against a creature smaller than this creature within its melee reach if it has an open hand. If the grapple attempt succeeds, it can throw the grappled creature to a space within 50 ft. The thrown creature can make a DC13 Dexterity (Acrobatics) check to land on their feet safely, taking 2d6 bludgeoning damage on a failed save.

If another creature is in that space, then the creature in that space must make a DC13 Dexterity saving throw to dodge, taking 2d6 bludgeoning damage and falling prone on a failed save. Alternatively, the creature in that space can if they have a free hand make a DC15 Strength saving throw to catch the thrown creature, taking no damage and keeping the thrown creature upright on a success, and taking 1d6 damage and falling prone on a fail.

Loogie Shot. Whenever this creature succeeds on a saving throw, it can as a legendary reaction spit sticky saliva at a creature within 60 ft. of it. The target creature makes a DC10 Dexterity saving throw, reducing its speed to 0 on a failed save so long as the saliva remains. A creature can as an action break itself or an adjacent creature free from the saliva with a DC14 Strength check. A glob of saliva has 5 AC, 5 hit points, is immune to bludgeoning, piercing, and slashing damage, and is resistant or immune to damage types this creature is resistant or immune to.

BBS PRIEST

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27/27 (10d8+10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	10(+0)	12(+1)	13(+1)	16(+3)	13(+1)

Skills Medicine+7, Persuasion+3, Religion+4

Senses passive Perception 13

Languages any two languages

Challenge 5 (1,800 XP)

Paragon Fortitude. The priest has multiple pools of hit points, each of which is tracked separately. All damage and healing must be completely applied to only one pool. When a pool is reduced to zero, all ongoing conditions and effects affecting the creature end. Once a pool is reduced to zero, that pool cannot receive any healing until after a long rest. If all hit point pools are reduced to zero, the creature is killed.

Paragon Fury. The priest may take one additional turn in each round of combat for each of its hit point pools that have been reduced to zero. The creature determines initiative normally for its first turn, though it gains advantage on the roll. Each subsequent turn the creature gains is inserted immediately after any one PC's turn in the initiative order.

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is two 5th-level casters stacked on top of each other. It has two sets of spell slots, each set only available to each of its two hit point pools. Its spellcasting ability is Wisdom (spell save DC13, +5 to hit with spell attacks). The priest has the following spells prepared:

- **Cantrips** (at will): light, sacred flame, thaumaturgy
- **1st level** (4 slots): cure wounds, guiding bolt, sanctuary
- **2nd level** (3 slots): lesser restoration, spiritual weapon
- **3rd level** (2 slots): dispel magic, spirit guardian

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

BONUS ACTIONS

Angelic Guardian Wings. Once per short rest, as a bonus action, this creature can summon a pair of angelic wings. Each wing has 2 spines. Whenever an attack would hit this creature, it can cause one spine to shatter instead, negating the attack. A critical hit against this creature requires two spines to negate. So long as this creature has at least 1 spine remaining, it has a 20 ft. fly speed.

LEGENDARY REACTIONS

Defensive Push. If an attack from an adjacent creature against this creature misses, it can as a legendary reaction force the attacking creature to make a DC13 Strength saving throw, being pushed 15 ft. on a failed save.

Suscept Mind. If this creature succeeds on a saving throw forced by another creature, it can as a legendary reaction force that creature to make a DC10 Intelligence saving throw, suffering disadvantage on the next saving throw they make until the end of this creature's next turn on a failed save.



BBS YOUNG RED DRAGON

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 60/60/58 (17d10 + 85)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23(+6)	10(+0)	21(+5)	14(+2)	11(+0)	19(+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Perception +8, Stealth +4

Damage Immunities fire

Senses Blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 13 (10,000 XP)

Paragon Fortitude. The dragon has multiple pools of hit points, each of which is tracked separately. All damage and healing must be completely applied to only one pool. When a pool is reduced to zero, all ongoing conditions and effects affecting the creature end. Once a pool is reduced to zero, that pool cannot receive any healing until after a long rest. If all hit point pools are reduced to zero, the creature is killed.

ACTIONS

Bite the Bullet. As an action, end one condition afflicting this creature and take 10 damage. This damage cannot be reduced in any way. Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage. Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Flying Charge. Once per short rest, as an action, this creature moves up to its speed in any direction in a straight line. Creatures in the way of this line must make a DC17 Dexterity saving throw, taking 5d10 bludgeoning damage on a failed save, or half on a success. Either way, affected creatures are pushed outside of its path. Alternatively, a creature can make a DC19 Strength saving throw, taking half damage and ending the charge on a success. When the dragon's first hit point pool drops to zero, this ability recharges and is used immediately as a reaction.

2nd pool: Flying Ricocheting Charge. Once per short rest, as an action, the dragon moves up to its speed in any direction in a line, changing direction any number of times during the charge. Creatures in the way of this line must make a DC17 Dexterity saving throw, taking 5d10 bludgeoning damage on a failed save, or half on a success.

Creatures cannot suffer this damage more than once per charge. Either way, affected creatures are pushed outside of its path. Alternatively, a creature can make a DC19 Strength saving throw, taking half damage and ending the charge on a success. **Fortitude Recharge:** If this creature has Paragon Fortitude, then when one Hit Point pool is reduced to 0, flying ricocheting charge recharges and can be immediately used as a reaction.

Fire Breath. The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one. **Fortitude Recharge:** If this creature has Paragon Fortitude, then when one hit point pool is reduced to 0, fire breath recharges.

LEGENDARY REACTIONS

Grab and Toss. Whenever a creature misses an attack against the dragon, it can as a legendary reaction make a grapple attempt against a creature smaller than the dragon within its melee reach if it has an open claw or mouth. If the grapple attempt succeeds, it can throw the grappled creature to a space within 60 ft. The thrown creature can make a DC17 Acrobatics check to land on their feet safely, taking 3d6 bludgeoning damage on a failed save.

If another creature is in that space, then the creature in that space must make a DC17 Dexterity saving throw to dodge, both creatures taking 3d6 bludgeoning damage and falling prone on a failed save. Alternatively, the creature in that space can if they have a free hand make a DC17 Strength saving throw to catch the thrown creature, taking no damage and keeping the thrown creature upright on a success, and both creatures taking 3d6 damage and falling prone on a fail.

Intimidating Stamp/Shout. Whenever a creature within the dragon's melee reach misses an attack against it, it can as a legendary reaction force adjacent creatures to make a DC17 Strength saving throw, being pushed 10 feet on a failed save.

BONUS ACTIONS

Shake the Sky. Once per short rest as a bonus action this creature can force creatures within 20 ft. of it to be pushed 30 ft. and make a DC17 Strength saving throw, falling prone on a failed save. **Fortitude Recharge:** If this creature has Paragon Fortitude, then when one Hit Point pool is reduced to 0, shake the sky recharges.

Frightening Roar. Once per short rest, as a bonus action, this creature can force creatures within 60 ft. of it to make a DC15 Wisdom saving throw, becoming frightened until the end of their next turn on a failed save. **Fortitude Recharge:** If this creature has Paragon Fortitude, then when one Hit Point pool is reduced to 0, frightening roar recharges.

BBS BANDIT CAPTAIN/WEREWOLF

1st Form:

Medium humanoid (human), any non-lawful alignment

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	16(+3)	14(+2)	14(+2)	11(+0)	14(+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 4

Transformative Fortitude. The bandit captain/werewolf has multiple forms. When the 1st form's hit points are reduced to 0, all ongoing conditions and effects affecting the creature end, and the creature transforms into its 2nd form. Once the 1st form hit points reach 0, it cannot receive any healing until after a long rest. The creature dies only when all of its 2nd form hit points are reduced to 0.

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Legendary Reactions

Side Step. When an attack misses against this creature, it can as a legendary reaction move up to half its speed without triggering opportunity attacks.

Redirect. When a melee weapon attack misses against the captain by 5 or more, it can as a legendary reaction force the attacking creature to move 15 ft. in any direction to an open space. If the attacking creature ends this movement with another creature within their melee weapon's range, the captain can force the attacking creature to make a weapon attack with disadvantage against that creature.

REACTIONS

Parry and Riposte. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon. If the attack now misses, the captain can make a weapon attack against the attacker.



BBS BANDIT CAPTAIN/WEREWOLF

2nd Form

Medium humanoid (shapechanger), chaotic evil

Armor Class 12 (natural armor)

Hit Points 29/29 (9d8 + 18)

Speed 30ft. (40ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15(+2)	13(+1)	14(+2)	10(+0)	11(+0)	10(+0)

Skills Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing damage from non magical weapons that aren't silvered

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 4

Paragon Fortitude. The bandit captain/werewolf has multiple pools of hit points, each of which is tracked separately. All damage and healing must be completely applied to only one pool. When a pool is reduced to zero, all ongoing conditions and effects affecting the creature end. Once a pool is reduced to zero, that pool cannot receive any healing until after a long rest. If all hit point pools are reduced to zero, the creature is killed.

Feral Rage. If this creature has Paragon Fortitude, then when one Hit Point pool is reduced to 0, this creature gains resistance to all damage types except psychic. This resistance lasts for 1 minute, or until it either fails to make an attack on its turn or does not take any damage for an entire round.

Shapechanger. The werewolf can use its action to polymorph between a wolf-humanoid hybrid or into a wolf. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its 1st form if it dies.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Ricocheting Charge. Once per short rest, as an action, the werewolf moves up to its speed on the ground in a line, changing direction any number of times during the charge. Creatures in the way of this line must make a DC12 Dexterity saving throw, taking 2d10 slashing damage on a failed save, or half on a success. Creatures cannot suffer this damage more than once per charge. Either way, affected creatures are pushed outside of its path. Alternatively, a creature can make a DC14 Strength saving throw, taking half damage and ending the charge on a success. **Fortitude Recharge:** If this creature has Paragon Fortitude, then when one Hit Point pool is reduced to 0, ricocheting charge recharges and can be used immediately as a reaction.

Multiattack (Hybrid Form Only). The werewolf makes two attacks: one with its bite and one with its claws.

Bite (Wolf or Hybrid Form). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage.

BONUS ACTIONS

Frightening Roar. Once per short rest, as a bonus action, this creature can force creatures within 60 ft. of it to make a DC10 Wisdom saving throw, becoming frightened until the end of their next turn on a failed save. **Fortitude Recharge:** If this creature has Paragon Fortitude, then when one Hit Point pool is reduced to 0, frightening roar recharges.

LEGENDARY REACTIONS

Bound. When an enemy ends its turn and there are no un-incapacitated enemies adjacent to this creature, this creature can as a legendary reaction leap to an empty space within half its base movement speed.

TACTICS: Yamato Sheng is an assassin in the guise of a condescending monk. With his sinful pride, he likes to insult and demean his opponents for whatever he perceives to be weaknesses in their attitudes and behaviors. Such weaknesses include sincerity, generosity, mercy, patience, and honor. However, he likes to toy with his opponents. If he is fighting a group, he will use his flying battle step to spread

damage around to the group, rather than focusing on a single creature. He will use his spinning leg sweep to target as many opponents as possible and then bask and gloat in their inability to stand before him. Only when opponents reduce his first pool of health to 0 will he begin to treat them seriously. Once that occurs, he will focus all of his attacks against a single creature, starting with the most troublesome or the most injured, until they are reduced to 0 hitpoints.

BBS YAMATO SHENG

Medium humanoid (human), lawful evil

Armor Class 19 (Unarmored Defense)

Hit Points 72/71 (22d8 + 44)

Speed 55 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	20(+5)	14(+2)	11(+0)	19(+4)	14(+2)

Saving Throws Strength+7, Dexterity+10, Constitution+6, Wisdom+9

Skills Athletics+7, Acrobatics+10, Insight+9, Perception+9,

Senses passive Perception 19

Languages Common, two others

Challenge 10 (5900 XP)

Paragon Fortitude. Sheng has multiple pools of hit points, each of which is tracked separately. All damage and healing must be completely applied to only one pool. When a pool is reduced to zero, all ongoing conditions and effects affecting the creature end. Once a pool is reduced to zero, that pool cannot receive any healing until after a long rest. If all hit point pools are reduced to zero, the creature is killed.

Evasion. If Sheng is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, Sheng instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Magic Weapons. Sheng's unarmed strikes are considered magical.

Ludicrous Speed. Sheng's teleportation is considered nonmagical.

ACTIONS

Bite the Bullet. As an action, end one condition afflicting this creature and take 10 damage. This damage cannot be reduced in any way.

Flying Battle Step. Sheng teleports up to 25 ft. as many as three times and uses reaching steel fist after each teleport. He can target different creatures with these attacks.

Reaching Steel Fist. Melee Weapon Attack (Unarmed Strike): +10 to hit, reach 10 ft., one target. *Hit:* 1d8+5 bludgeoning, piercing, or slashing damage (your choice), and the target can be moved to an empty space within 5 ft.

Spinning Leg Sweep. Once per short rest, Sheng can force creatures within a 10 ft. radius to fall prone and make a DC15 Dexterity saving throw, taking only half damage on a success. On a failed save, a creature takes 3d10 bludgeoning damage and must use an action to stand up from prone. At the end of each of its turns, an afflicted creature who succeeds on a DC13 Constitution saving throw no longer requires an action to stand up from prone. Spells and effects like Lesser Restoration or similar can also remove this affliction. **Fortitude Recharge:** If this creature has Paragon Fortitude, then when one hit point pool is reduced to 0, spinning leg sweep recharges.

LEGENDARY REACTIONS

Redirection of Force. When an attack misses against Sheng, Sheng can as a legendary reaction teleport up to its speed to a space adjacent to the attacking creature and then make a reaching steel fist attack against it.

Somervault. If an attack made against this creature misses, and there is another creature adjacent to it, this creature can as a legendary reaction move to another empty space adjacent to that creature.

Deflect. When a ranged weapon attack misses against Sheng by 5 or more, he can as a legendary reaction deflect the attack back at the attacker. Sheng makes a ranged weapon attack against the attacker with +10 to hit, dealing 1d8 + 5 piercing damage on a hit.

2nd pool: Leg Sweep. If an adjacent creature's attack misses against this creature, Sheng can as a legendary reaction force that creature to make a DC15 Dexterity saving throw, falling prone on a failed save.

BONUS ACTIONS

Meditation upon Time and Space. Once per short rest, Sheng can as a bonus action force creatures within a 15 ft. radius to make a DC13 Constitution saving throw, being teleported to another space within range on a failed save. **Fortitude Recharge:** If this creature has Paragon Fortitude, then when one hit point pool is reduced to 0, meditation upon time and space recharges.

Tempest of the Four Winds. Once per short rest, as a bonus action Sheng can push any adjacent creatures 10 ft. away and fly up to his speed in a straight line. Sheng must land at the end of this movement or begin to fall. **Fortitude Recharge:** If this creature has Paragon Fortitude, then when one hit point pool is reduced to 0, tempest of the four winds recharges and can be used immediately as a reaction.

NOTES

Current date being June 12th, 2017, development of this project started more than a year ago, though much more of that time was spent off than on. Obviously this is much more theory-crafted than playtested; don't yet know the real CR effects these inserts produce. But CR is pretty iffy anyways.

These features are heavily 4e inspired. 4e's Yamato Sheng was the best Solo Boss monster fight I ever ran. One day soon I might convert the entire Yamato Sheng encounter to 5e. Before the actual fight, there was a major skill challenge, the result of which would majorly affect the environment your fight was set in. The fight also contained two "traps" that activated and reactivated based on PC actions and positioning.

FOUNDATION

The basis for these Solo Boss Monster Inserts is from my essay on [Designing the Mechanics of the Big Bad](#).

I've also written essays on:

[Challenging Encounter Philosophy](#): *Deconstructing the 6-8 Encounter Adventuring Day*

[Goal Oriented Encounters](#): *How do I challenge my PCs without having to make monsters stronger?*

[Non-Resource Related Consequences](#): *How do I get my players to care about my NPCs?*

The next essay I have in mind to finish is **The Guide to Homebrewing *Balanced* Classes**.

SUPPORT

If you like my work, please support me by checking out my latest homebrew class, The Tinkerer (no link yet). I feed off of comments and reviews and enjoy the attention. It is a significantly reflavored version of my Mad Scientist v2.1 with some minor mechanical changes and two new subclasses.

CREDITS

Creator: [/u/Leuku](#)

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Check out layhnet's [Gambler and Flagellant](#) subclasses for the Rogue class and the elemental warrior [Warden](#) class

Document made with: The Homebrewery

QUESTIONS/COMMENTS

If you have any, send me a message on reddit. Make an account if you don't already have one, go to [this link](#), write LEUKU in the "to" box, something in the "subject" box, and your question or comment in the "message" box, then send.