DUALINK

Ambessa

BBEG



Arcane Edition

Ambessa

Medium Humanoid, Lawful Evil

Armor Class: 16 (Chain Mail)
Hit Points: 180 (18d8 + 108)
Speed: 25 ft.

STR	DEX	CON	WIS	INT	CHA
20 (+5)	18 (+4)	22 (+6)	14 (+2)	14 (+2)	12 (+1)

Saving Throws: Str +9, Dex +8, Con +10
Skills: Athletics +9, Perception +6, Intimidation +5
Damage Resistances: Bludgeoning, Piercing, and Slashing from nonmagical attacks; Thunder
Senses: Darkvision 60 ft., Passive Perception 16
Languages: Common, Draconic, Infernal, Giant
Challenge: 14 (11,500 XP)

Pack Tactics. Ambessa has advantage on attack rolls against a creature if at least one of her allies is within 5 feet of the target and is not incapacitated.

Legendary Reflexes. Ambessa's battle-hardened instincts allow her to act with unmatched speed. She can take an additional bonus action on each of her turns.

Trial of the Wolf. If Ambessa is reduced to 0 hit points, she does not immediately die. Instead, she activates Trial of the Wolf. At the start of her next turn, she revives with 1 hit point and gains immunity to all conditions and damage until the end of her next turn. During this time, she must kill one player character to regain 40 temporary hit points. If she fails to do so, she dies at the end of her turn.

"The soul is strong, where the heart is weak."

Actions

Multiattack. Ambessa makes two melee attacks.

Wolfblade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 21 (3d10 + 5) slashing damage.

Cunning Sweep. Ambessa swings her weapon in a 15-foot cone, striking all within reach. Each creature in the area must make a DC 17 Dexterity saving throw, taking 20 (5d6 + 5) slashing damage on a failed save, or half as much on a success.

Repudiation (Recharge 3-6). Ambessa slams her weapon into the ground, creating a thunderous shockwave. Each creature within 10 feet must make a DC 17 Constitution saving throw. On a failure, they take 7 (1d6 + 4) thunder damage and are pushed 5 feet away. On a success, they take half damage and are not pushed. Additionally, Ambessa gains 30 temporary hit points.

Noxian Reinforcement (1/Day). Ambessa calls for aid from her Noxian allies. Three Noxian Soldiers appear in unoccupied spaces within 30 feet of her. They take their turns immediately after her in the initiative order.

Bonus Actions

Mage Slayer. As a bonus action Ambessa can activate her Kaenic Rookern. She has 3 in her Inventory and if the players defeat her before she uses all of them, they get to keep them. The Kaenic Rookern can absorb up to 30 points of damage from magical effects and spells before being destroyed.

If the damage exceeds the remaining absorption pool, the rune absorbs only the amount it has left, and the rest of the damage affects her as normal. Once the rune absorbs a total of 30 points of magical damage, it crumbles into dust, leaving behind faint black powder.

Drakehound's Step. As a bonus action, whenever Ambessa deals damage or is the target of an attack, she can move 5 feet in any direction without provoking opportunity attacks. When she does, every creature within 5 feet of her must DC 17 Dexterity Saving Throw or take 3d6 slashing damage.

Legendary Actions

Ambessa can take 3 legendary actions from the list below. Only one legendary action option can be used at a time, and it can only be used at the end of another creature's turn.

Deflect & Counter. When Ambessa is hit by a melee attack, she reduces the damage by 2d10 + 5 and immediately makes a melee attack against the attacker.

Commanding Presence. Ambessa directs a Noxian Soldier to attack.

Cull the Weak (Costs 2 Actions). Ambessa dashes up to 20 feet toward a creature with half or fewer of its hit points and makes a Wolfblade attack against them. If she hits, the target must make a DC 17 Strength saving throw or be knocked prone.

Chosen of the Wolf

When Ambessa is reduced to 115 hit points or fewer, she immediately activates Chosen of the Wolf, unleashing a brutal surge of power. She marks a creature within 60 feet and makes a melee attack against them with a +6 bonus to the attack roll.

If the target has 40 hit points or fewer and is hit, they are reduced to 0 hit points and begin dying. She then immediately dashes behind the target, provoking opportunity attacks from creatures nearby.

Once Chosen of the Wolf has been activated, Ambessa gains the following benefits for the remainder of the battle:

- Her Multiattack now includes Cunning Sweep.
- Drakehound's Step increases to 15 feet.
- She regains hit points equal to half the damage dealt by her melee attacks (up to 20 HP per attack).
- Her movement speed increases to 35 feet.
- She ignores difficult terrain and can walk on vertical surfaces.
- She automatically succeeds on saving throws against being Frightened, Paralyzed, or Restrained.

Special Weaknesses

A blade honed by War, not Magic

Discovery Mechanism. A character proficient in Arcana or Investigation can study Ambessa's movements and weaponry, identifying a glaring absence of magical enhancements. This requires a successful DC 18 Intelligence (Arcana) or Intelligence (Investigation) check after witnessing her block or deflect a spell.

Triggering Mechanism. If Ambessa fails a saving throw against a spell that forces movement (such as Thunderwave, Telekinesis, or Vortex Warp), she briefly falters, struggling against an unfamiliar force.

Consequence. Ambessa's rigid martial training works against her. She is knocked prone and can no longer take bonus actions that round.

The Chains of Noxus

Discovery Mechanism. A character proficient in History or Persuasion can recall Ambessa's past, understanding the complex ties she has to Noxus and the weight of its expectations. This requires a successful DC 17 Intelligence (History) or Charisma (Persuasion) check after Ambessa issues a command to her Noxian reinforcements.

Triggering Mechanism. If a character delivers a convincing speech challenging her authority, invoking her past betrayals, or questioning her loyalty to Noxus, Ambessa's iron resolve is shaken. The words must be spoken loudly and clearly within 30 feet of her.

Consequence. Ambessa's leadership is her greatest strength, but also a burden. She momentarily hesitates, her grip on command faltering. All Noxian Soldiers under her control immediately lose their turn for one round, standing in uncertainty as her dominance wavers. Additionally, Ambessa loses one Legendary Action on her next turn.

Tactics

Ambessa opens with Cunning Sweep and Drakehound's Step to stay mobile while summoning Noxian Soldiers to divide the party's focus.

She controls the battlefield with Repudiation, targeting weaker foes with Wolfblade. At 115 HP, she activates Chosen of the Wolf, marking and executing a vulnerable enemy.

When at 0 HP, trial of the wolf grants her one final, unstoppable turn.