DUALINK

Anaakca

Monster



Runeterra Edition

Anaakca

Large Darkin, Lawful Evil

Armor Class: 18 (natural armor)
Hit Points: 210 (20d8 + 120)
Speed: 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	22 (+6)	14 (+2)	16 (+3)	18 (+4)

Saving Throws: Str +11, Dex +9, Con +11, Wis +8
Skills: Athletics +11, Perception +8, Intimidation +9
Damage Resistances: Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities: Necrotic, Poison
Condition Immunities: Charmed, Frightened, Poisoned
Senses: Darkvision 120 ft., Passive Perception 18
Languages: Common, Abyssal, Telepathy 120 ft.
Challenge: 14 (11,500 XP)

Darkin Resilience. Annaka has advantage on saving throws against spells and other magical effects. Her corrupted flesh resists mortal interference, allowing her to shrug off enchantments and wards.

Freljord's Fury. The Darkin spear channels the bitter cold of the Freljord. Whenever Annaka hits a creature with a melee attack, the target must succeed on a DC 19 Constitution saving throw or gain 1 stack of Glacial Shackles.

- At 2 stacks, the creature's speed is reduced by 10 feet.
- At 3 stacks, the creature's speed is halved.

• At 4 stacks, the creature's body stiffens under the weight of the ice: it can take either an action or a bonus action on its turn, but not both.

A creature afflicted with Glacial Shackles makes a Constitution saving throw at the end of each of its turns to reduce its stacks by 1. Alternatively, receiving at least 10 hit points of magical healing or being affected by a remove curse spell immediately removes all stacks.

Darkin Commander. Annaka inspires and empowers her followers, driving them into battle with unnatural fervor. While within 30 feet of her, allied creatures of the Darkin (or her summoned minions) gain the following benefits:

• They deal +2 bonus damage with weapon attacks.

• At the start of their turn, they gain temporary hit points equal to Annaka's Charisma modifier (4).

• They have advantage on saving throws against the frightened and charmed conditions.

Actions

Multiattack. Annaka makes two attacks with her Darkin Spear.

Darkin Spear. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit*: 18 (2d10 + 6) piercing damage plus 4 (1d8) cold damage. On a hit, the target must succeed on a DC 19 Constitution saving throw or gain 1 stack of Glacial Shackles.

Summon Darkin Minion (*Recharge 5–6*). Annaka summons a Darkin Follower in an unoccupied space within 30 feet. The minion acts on her initiative count and obeys her

Bonus Actions

Darkin Warcry *(Recharge 4-6).* Annaka unleashes a chilling war cry, empowering her summoned allies. Each Darkin creature within 30 feet of her gains:

- +10 feet movement speed,
- Advantage on their next attack roll,
- Resistance to cold and necrotic damage until the start of Annaka's next turn.

Maintain Frostbound Pact (*Recharge 3–6*). Annaka channels her will into one of her summoned creatures, sustaining their strength. That creature regains temporary hit points equal to half its maximum HP and may immediately make one melee weapon attack.

Legendary Action

Annaka can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. She regains spent legendary actions at the start of her turn.

Parry. Annaka adds +5 AC against a single melee attack that would hit her.

Retaliatory Strike. When a creature within 10 feet misses her with a melee attack, Annaka makes a Darkin Spear attack against that creature.

Frozen Advance. Annaka moves up to half her speed, leaving behind a trail of jagged frost. This trail counts as difficult terrain for enemies, but allies moving through it increase their speed by 10 feet until the start of her next turn.

The Frostbound Ascendant

When Annaka is reduced to 50% of her maximum hit points, she undergoes a transformation as the frozen Darkin power fully awakens.

Darkin Unleashed (*Instantaneous Effect*). Annaka immediately uses Darkin Warcry as a free effect, empowering all her summoned allies and rallying them under her command.

Buffs

Annaka receives the following buffs for the remainder of the encounter.

- All of Annaka's abilities with a recharge roll immediately refresh when she transforms.
- Annaka radiates a chilling aura out to 15 feet. At the start of each of her turns, every enemy creature within this aura must succeed on a DC 19 Constitution saving throw or gain 1 stack of Glacial Shackles.
- Annaka's strikes become far deadlier. On a hit, her spear now deals an additional 2d8 cold damage instead of 1d8 cold damage.
- Annaka makes three attacks with her Darkin Spear when using her Multiattack, instead of two.

Special Weaknesses

Shattered Spear

Discovery Mechanism. A character proficient in Arcana or Religion (DC 18) can recognize that Annaka's Darkin Spear is both her prison and her power.

Cracks of cold energy ripple along its shaft when she channels her strength.

Triggering Mechanism. As an action, a creature can target Annaka's spear specifically. The attack must hit AC 20 and deal at least 15 damage of any type in a single blow.

Consequence. On a successful strike, Annaka loses access to one of her legendary actions (chosen by the DM or rolled randomly) for 1d4 rounds, as her control of the weapon falters.

Fractured Command

Discovery Mechanism. With a successful DC 17 Insight or Intimidation check during combat, a character notices that Annaka's control over her minions is rooted in force of will rather than true loyalty. The minions waver when she shows weakness.

Triggering Mechanism. If Annaka takes 30 or more damage in a single round or fails a saving throw against being frightened, her control slips.

Consequence. Until the end of her next turn, all of her summoned Darkin minions act without her aura's benefits (losing the bonus damage, temporary HP, and condition resistances from Darkin Commander). Additionally, one random minion may take its turn without her command, attacking the nearest creature (ally or enemy) instead.

"The air freezes before her, every breath a shard of glass in my lungs. Her spear arcs like a falling star, carving through snow and steel alike, each strike birthing chains of ice that coil around my limbs. She does not rage, she commands, every step a decree, every cry a war-song that bends the wills of those around her."