DUALINK

Asdrubael Vect

BBEG



Warhammer40K Edition

Asdrubael Vect

Medium humanoid (aeldari, drukhari), lawful evil

Armor Class: 21 (Supreme Shadowfield)

Hit Points: 270 (36d8 + 108)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	20 (+5)	24 (+7)	20 (+5)	22 (+6)

Saving Throws: Dex +13, Int +14, Wis +12, Cha +13

Skills: Deception +15, Insight +12, Perception +12, Persuasion +13, Stealth +13

Damage Resistances: psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities: charmed, frightened

Senses: darkvision 120 ft., passive Perception 22

Languages: Aeldari, Low Gothic; telepathy 120 ft.

Challenge: 21 (33,000 XP)

Supreme Shadowfield. Vect is protected by an unstable shadowfield generator.

While the shadowfield is active, Vect has resistance to all damage.

The first time each round that Vect is hit by an attack or fails a saving throw, the shadowfield overloads and collapses.

When the shadowfield collapses:

- Vect loses resistance to all damage.
- Each creature within 10 feet of Vect takes 14 (4d6) lightning damage.
- The shadowfield remains inactive

until the start of Vect's next turn. At the start of Vect's turn, the shadowfield automatically reactivates.

Master of the Labyrinth. Vect acts on initiative count 20 (losing ties) in addition to his normal initiative. On this initiative count, he can take one of the following actions:

- Move up to half his speed without provoking opportunity attacks.
- Make one Huskblade attack.
- Force one creature he can see within 60 feet to reroll a d20 roll it just made.

Supreme Manipulator. Once per turn, when a creature within 60 feet that Vect can see makes an attack roll, saving throw, or ability check, Vect can impose disadvantage on the roll.

Contingency of Commorragh. Once per encounter, when Vect would be reduced to 0 hit points, he instead drops to 1 hit point, teleports up to 60 feet to an unoccupied space he can see, and becomes invisible until the end of his next turn.

Actions

Multiattack. Vect makes three Huskblade attacks.

Huskblade. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target Hit: 19 (2d10 + 6) piercing damage plus 21 (6d6) necrotic damage. If this damage reduces a creature to 0 hit points, the creature dies instantly. It cannot be revived except by *wish* or *true resurrection*.

Tactical Domination (Recharge 5–6). Vect targets up to two

creatures he can see within 60 feet. Each target must succeed on a DC 21 Wisdom saving throw or suffer one of the following effects (Vect's choice for each target):

- The creature immediately uses its reaction to make one weapon attack against a target of Vect's choice.
- The creature is restrained until the end of its next turn.
- The creature takes 36 (8d8) psychic damage.

On a successful save, the creature takes half the psychic damage and suffers no additional effect.

Reactions

Calculated Evasion. When Vect is hit by an attack while his shadowfield is inactive, he can add +5 to his AC against that attack, potentially causing it to miss.

Legendary Actions

Vect 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.

Huskblade Strike. Vect makes one Huskblade attack.

Reposition (Costs 2 Actions). Vect moves up to half his speed without provoking opportunity attacks.

Sudden Treachery (Costs 2 Actions). One creature within 30 feet must succeed on a DC 21 Wisdom saving throw or have disadvantage on its next attack roll and saving throw before the end of its next turn.