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Belisarius Cawl

BBEG



Warhammer40K Edition

Belisarius Cawl

Medium humanoid (augmented human), lawful neutral

Armor Class: 20 (Mechanicus Exo-Frame, refractor fields)
Hit Points: 310 (27d8 + 189)
Speed: 30 ft., climb 30 ft. (mechadendrites)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	24 (+7)	26 (+8)	18 (+4)	16 (+3)

Saving Throws: Con +13, Int +14, Wis +10
Skills: Arcana +14, History +14, Investigation +14, Perception +10
Damage Resistances: lightning, force, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: charmed, frightened
Senses: truesight 60 ft., passive Perception 20
Languages: Common, Binary Cant, High Gothic; telepathy 120 ft.
Challenge: 20 (25,000 XP)

Master of the Omnissiah. Cawl ignores resistance to lightning, force, and radiant damage dealt by his abilities.
If a creature is immune to one of these damage types, it is treated as resistance instead.

Distributed Cognition. Cawl houses multiple engrammatic personalities.

- He has advantage on Intelligence, Wisdom, and Constitution saving throws.
- When Cawl fails a saving throw, he may choose to succeed instead.

After doing so, he takes 10 psychic damage that cannot be reduced. If the saving throw comes from a spell, for every level of the spell that caused him to make a saving throw he takes 5 psychic damage.

Adaptive Countermeasures. The first time each round Cawl takes damage from a source, he gains resistance to that damage type until the start of his next turn.

Cawl Inferior (Command Node). At initiative count 20 (losing ties), if Cawl is conscious, one of the following effects occurs (Cawl's choice):

- **Predictive Correction.** One creature Cawl can see must reroll its last attack roll or saving throw and use the lower result.
- **Systems Override.** One ally construct or allied creature regains 30 hit points.
- **Target Lock.** Until the next round, the first time a creature Cawl can see takes damage, it takes an additional 3d10 force damage.

Spellcasting

Cawl is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 22, +14 to hit). He requires no material components.

- At will: detect magic, shocking grasp, shield
- 3/day each: wall of force, disintegrate, chain lightning, synaptic static
- 1/day each: forcecage, maze

Actions

Multiattack. Cawl makes two

Omnissian Staff attacks or casts one spell and makes one Staff attack.

Omnissian Staff. *Melee Spell Attack:* +14 to hit, reach 10 ft., one target Hit: 21 (4d6 + 7) force damage plus 13 (3d8) lightning damage. If the target is concentrating, it has disadvantage on the saving throw to maintain concentration.

Mechadendrite Flurry (Recharge 5–6). Cawl unleashes surgical mechadendrites in a 15-foot radius. Creatures of his choice in the area must make a DC 22 Dexterity saving throw.

Failure:

- 36 (8d8) lightning damage
- Restrained until the end of their next turn

Success:

- Half damage and not restrained

Archeotech Pulse (Recharge 6). Cawl releases an unstable relic surge in a 20-foot-radius sphere within 60 feet. Creatures in the area must make a DC 22 Intelligence saving throw.

Failure:

- 45 (10d8) force damage
- Cannot cast spells of 6th level or higher until the end of their next turn

Success:

- Half damage and no casting restriction

Constructs have disadvantage on this save.

Bonus Actions

Tactical Reposition. Cawl teleports up to 30 feet to an unoccupied space he can see.

Recalibrate Systems (3/Day). Cawl

regains 40 hit points and ends one condition affecting him.

Reactions

Refractor Shield. When Cawl is hit by an attack, he reduces the damage by 30.

If this reduces the damage to 0, the attacker takes 15 force damage.

Legendary Actions

Cawl can take 3 legendary actions, regaining them at the start of his turn.

Staff Strike. Make one Omnissian Staff attack.

Arc Discharge (Costs 2). One creature within 60 feet takes 4d10 lightning damage.

Strategic Override (Costs 3). Until the end of Cawl's next turn, creatures of his choice within 30 feet have disadvantage on saving throws against spells and abilities.