DUALINK

Beru

BBEG



Solo Leveling Edition

Beru

Medium Monstrosity, Chaotic Neutral

Armor Class: 18 (natural armor)
Hit Points: 255 (30d8 + 120)
Speed: 50 ft., climb 40 ft..

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	18 (+4)	16 (+3)	16 (+3)	20 (+5)

Saving Throws: Dex +11, Con +9, Wis +8, Cha +10
Skills: Perception +8, Insight +8, Stealth +11, Intimidation +10
Damage Resistances: Bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: Frightened
Senses: Darkvision 120 ft., Truesight 60 ft., Passive Perception 18
Languages: Common, Abyssal, Infernal, Telepathy 120 ft.
Challenge: 15 (13,000 XP)

Legendary Resistance (2/Day). If Beru fails a saving throw, he can choose to succeed instead and immediately gains 1 Evolution Point.

Gluttony. Beru absorbs the skills and knowledge of those he consumes. When he kills a humanoid, he devours its highest mental stat (Intelligence, Wisdom, or Charisma), remembers everything it knows, and gains access to one of its unique skills, spells, or abilities. He can store only one acquired skill or spell at a time, which he can replace upon acquiring a new one.

Echolocation. Beru has Truesight up to 60 feet.

Regeneration. Beru regains 15 hit points at the start of his turn if he has at least 1 hit point.

Royal Guard Instinct. Beru's attacks have a reach of 15 feet. Additionally, he has advantage on opportunity attacks.

Carapace Armor. Beru has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. Additionally, he has advantage on saving throws against spells and other magical effects.

Evolutionary Potential. Beru starts combat with 0 Evolution Points. He gains 1 Evolution Point whenever:

- He successfully uses Gluttony or Consume Essence.
- He misses an attack roll by 5 or more.
- He takes 25 or more damage from a single attack.

Beru can spend Evolution Points (EP) to acquire upgrades:

- Wings (2 EP): Gains a flying speed of 40 feet.
- Enhanced Armor (2 EP): Gains a +2 bonus to AC.
- Heightened Reflexes (1 EP): Gains advantage on Dexterity saving throws.
- Greater Regeneration (3 EP): Increases regeneration by 15 hit points per round.
- Toxic Adaptation (2 EP): Gains immunity to poison damage and the poisoned condition.

Actions

Multiattack. Beru makes three attacks: two with his Claws and one with Paralysis Poison. Alternatively he can make one Claw attack and a Meteoric Slam attack.

Claws. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Evolution (1 EP). Adds a bleeding condition to the target, dealing 7 (2d6) slashing damage at the start of each of their turns for 1 minute. The target can end this condition by making a DC 16 Medicine check or receiving magical healing.

Paralysis Poison. Beru spits highly concentrated magical poison from his tongue. *Ranged Spell Attack:* +11 to hit, range 30 ft., one target. *Hit:* 22 (5d8) poison damage. The target must succeed on a DC 18 Constitution saving throw or become paralyzed until the end of Beru's next turn.

Evolution (3 EP). Paralyzed duration increases by one round.

Meteoric Slam. Beru leaps high into the air and crashes forcefully onto the battlefield. He moves up to half his movement speed to an unoccupied space he can see within range and slams down, triggering an explosion. Each creature within a 20-foot radius centered on the chosen point must succeed on a DC 18 Dexterity saving throw, taking 28 (8d6) bludgeoning damage and being knocked prone on a failed save, or half as much damage without being knocked prone on a successful one.

Evolution (3 EP). The radius increases to 30 feet, and damage increases by 2d6.

Screech (Recharge 5-6). Beru emits a terrifying screech in a 30-foot radius. Each creature must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute.

If the creature fails the saving throw by 5 or more, it also takes 22 (4d10) psychic damage. Upon using this ability, 1d4 + 2 ant minions appear.

Evolution (3 EP). Psychic damage increases by 2d10, and summoned ants deal an additional 2d8 damage per attack.

Bonus Actions

Evasive Leap. Beru teleports up to 30 feet to an unoccupied space he can see. Until the start of his next turn, his speed increases by 10 feet.

Harsh Orders. Beru boosts another individual's combat capabilities at the cost of their sanity. The boosted creature has advantage on attack rolls and saving throws but takes psychic damage equal to half the damage they deal until Beru's next turn.

Legendary Actions

Beru 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. He regains spent legendary actions at the start of his turn.

Shadow Claw. Beru makes one Shadow Claw attack.

Swarm Command (Costs 2 Actions). Beru commands all ant minions within 60 feet to immediately move up to their speed and make a single attack.

Consume Essence (Costs 2 Actions). Beru targets one creature within 15 feet that he has damaged this round. The target must succeed on a DC 18 Constitution saving throw or take 22 (4d10) psychic damage, and Beru regains hit points equal to half the damage dealt.

The Ant King

Upon reaching 50% HP, Beru instantly uses Screech. Following this, he gains the following enhancements:

- *Increased Regeneration:* Regeneration improves by 15 hit points per round.
- *Restored Resolve:* Regains one use of Legendary Resistance.
- *Extended Royal Guard Instinct:* Attack reach increases to 20 feet.
- *Fortified Carapace Armor:* Now grants resistance to all magical damage.
- *Heightened Senses:* Gains advantage on all Perception and Insight checks.
- *Relentless Predator:* Gains an additional Legendary Action each round.

Special Weaknesses

Fractured Exoskeleton

Discovery Mechanism. A creature proficient in Perception or Investigation observing Beru closely can detect subtle, pre-existing fractures in his exoskeleton with a successful DC 18 Wisdom (Perception) or Intelligence (Investigation) check. These cracks become faintly visible after Beru takes at least 30 points of damage from a single bludgeoning or force attack.

Triggering Mechanism. Once discovered, a creature can deliberately target these fractures with a successful melee weapon attack that deals bludgeoning or force damage.

Consequence. Upon triggering this weakness, Beru's regenerative abilities become temporarily compromised.

He loses his Regeneration passive trait entirely and cannot regain hit points by any means for the next 1d4 - 1 rounds (minimum of 1). Additionally, his Carapace Armor trait no longer provides advantage against spells and magical effects for the duration.

Darwin's Antithesis

Discovery Mechanism. A creature proficient in Arcana or Nature can understand Beru's evolving capabilities. With a successful DC 18 Intelligence (Arcana) or Wisdom (Nature) checks, the creature realizes Beru's rapid evolution is not fully stable.

Triggering Mechanism. If Beru attempts to spend Evolution Points after this weakness has been discovered, a creature within 60 feet aware of this weakness can use its reaction to destabilize Beru's evolution by expending of a reaction.

Consequence. The instability severely disrupts Beru's adaptive nature. Beru immediately loses all accumulated Evolution Points and cannot gain new Evolution Points for the next 1d4 - 1 rounds (minimum of 1).

Behavior

Beru is a confident, cunning predator who prefers isolating and eliminating vulnerable or high-threat targets first, especially casters or support characters. He leverages superior mobility, positioning tactically using vertical spaces or flight. Beru carefully observes foes, adapting quickly through Evolution Points as combat progresses.

He commands his ant minions strategically, using them to distract enemies or sacrificing them to regenerate himself when needed. Roleplay him as calm, mocking, and telepathically unsettling, showing subtle anger only when truly pressured.

Ant Minion

Small Monstrosity, Chaotic Neutral

Armor Class: 16 (natural armor)
Hit Points: 30 (4d8 + 12)
Speed: 30 ft., Hover 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	4 (-3)	10 (+0)	6 (-2)

Skills: Stealth +5, Perception +2
Senses: Darkvision 60 ft., Passive Perception 12
Languages: Understands Abyssal but can't speak
Challenge: 2 (450 XP)

Pack Tactics. The ant has advantage on an attack roll against a creature if at least one of the ant's allies is within 5 feet of the creature and the ally isn't incapacitated.

Unwavering Loyalty. The ant cannot be frightened or charmed while Beru is alive and within 120 ft.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Sacrificial Offering. The ant willingly throws itself into Beru, allowing him to instantly consume it. Beru immediately regains 20 hit points. Using this action kills the ant instantly.

"Are there others?
Others you call king?"