DUALINK

Corvus Corax

BBEG



Warhammer 40K Edition

Corvus Corax

Large humanoid (primarch), chaotic neutral

Armor Class: 22 (preternatural evasion) *Hit Points:* 420 (32d12 + 224) *Speed:* 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	24 (+7)	24 (+7)	18 (+4)	20 (+5)	20 (+5)

Saving Throws: Dex +14, Con +14, Wis +12
Skills: Perception +12, Stealth +21, Acrobatics +14, Athletics +13
Damage Resistances: necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: frightened
Senses: darkvision 120 ft., passive Perception 22
Languages: Common, Primarch
Challenge: 24 (62,000 XP)

Umbral Presence. Corax exists partially outside perception. He has Umbral Presence (0–6), which is public.

Gaining Presence. Corax gains 1 Presence whenever any of the following occur:

- A creature loses sight of him (maximum once per turn)
- He ends his turn in dim light or darkness
- He is not targeted by any attacks during a round
- He reduces a creature to 0 hit points
- He uses Fade to Black

Losing Presence. Corax loses all Presence if he is stunned, restrained, or incapacitated, or if he starts his turn in bright light created by a spell

such as *daylight*.

Presence Effects.

1–2 Presence

- Corax has advantage on Dexterity (Stealth) checks
- Opportunity attacks against him are made at disadvantage

3–4 Presence

- When a creature attempts to target Corax with an attack, spell, or ability, it must first succeed on a DC 16 Wisdom (Perception) check (no action required).
- On a failure, the action misses automatically. Resources are still spent.

5 Presence

- Creatures more than 30 feet away cannot target Corax unless they succeed on the Perception check

6 Presence Echo State

- Corax can occupy multiple shadow positions (see Shadow Echo)

Lord of the Raven Guard.

- Corax ignores difficult terrain
- He can move through other creatures' spaces
- While in dim light or darkness, opportunity attacks against him automatically fail

Seen, Then Gone. Reaction. When Corax is targeted by an attack he can see:

- He teleports up to 20 feet to a space in dim light or darkness
- The attack is made at disadvantage
- If the attack misses, Corax gains 1 Presence

Actions

Multiattack. Corax makes four attacks with Talons of Deliverance, or three attacks and uses Shadow Rend, if available.

Talons of Deliverance. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target *Hit:* 20 (2d10 + 9) slashing damage plus 13 (3d8) necrotic damage. If Corax has 3 or more Presence, the target must succeed on a DC 21 Wisdom saving throw or be unable to perceive Corax until the end of its next turn.

Shadow Rend (Recharge 5–6). Corax tears through shadows, teleporting between prey. He selects up to four creatures he can see within 80 feet. He teleports between them, making one Talon attack against each.
If a target has no ally within 10 feet of it:

- The attack deals an extra 22 (4d10) necrotic damage
- The target must succeed on a DC 21 Wisdom saving throw or be frightened and unable to speak or cast spells with verbal components until the end of its next turn

Murder From Nothing. Corax targets one creature that cannot perceive him within 60 feet.
The target must make a DC 21 Constitution saving throw.

- **Failure:** 55 (10d10) necrotic damage, and the target is blinded, deafened, and its speed becomes 0 until the end of its next turn
- **Success:** Half damage, no additional effects

Bonus Actions

Fade to Black. Corax becomes invisible until the start of his next turn.

- He gains 1 Presence
- If he has 4 or more Presence, he creates one Shadow Echo
- If he has 6 Presence, he creates two Shadow Echoes instead

Shadow Echo. A Shadow Echo is a fragment of Corax's presence.

- **Armor Class:** 19
- **Hit Points:** 1
- Immune to all conditions

A Shadow Echo occupies its space and counts as a valid origin point for Corax.

When a Shadow Echo is destroyed, each creature within 5 feet of it takes 18 (4d8) psychic damage.

Echo State (6 Presence). While at 6 Presence:

- Corax can make attacks from any Shadow Echo's space
- When a creature targets Corax, it chooses one of his occupied spaces (his true position or an Echo)

Legendary Actions

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

Slip Between. Corax teleports up to 40 feet to a space in dim light or darkness.

Cull the Isolated. Corax makes one Talon attack against a creature that has no allies within 10 feet. On a hit, Corax gains 1 Presence.

Smother the Light (Costs 2 Actions). A 20-foot-radius area within 60 feet becomes dim light until the end of Corax's next turn. Creatures of Corax's choice in the area have disadvantage on Wisdom (Perception) checks and cannot gain advantage on attack rolls.

The Raven Unbound. When Corax is reduced to 0 hit points, he does not die. Instead:

- He regains 180 hit points
- He gains 3 Presence
- He creates three Shadow Echoes

This transformation activates Phase 2.

Living Darkness. A 30-foot-radius aura centered on Corax becomes magical darkness. Corax can see normally within it.

Fractured Existence. Corax can make attacks from multiple positions simultaneously. During his turn, each Shadow Echo can be used as the origin for one of his attacks.

Fear of the Unseen. At the start of each enemy's turn within 60 feet, that creature must succeed on a DC 21 Wisdom saving throw or choose one:

- Use its reaction to move its speed away from Corax
- Lose its action

On a success, the creature is immune to this effect for 24 hours.

Extinction Pattern (Recharge 6). Corax marks up to three creatures he can see within 60 feet.
At the end of the next round:

- A marked creature that has no ally within 10 feet takes 66

(12d10) necrotic damage. If it is below half its hit point maximum, it drops to 0 hit points.

- A marked creature that is not isolated takes half damage instead.

