DUALINK

Eldrad Ulthran

BBEG



Warhammer40K Edition

Eldrad Ulthran

Medium humanoid (aeldari), lawful neutral

Armor Class: 20 (Runic Wards)
Hit Points: 255 (30d8 + 120)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	18 (+4)	24 (+7)	22 (+6)	20 (+5)

Saving Throws: Int +14, Wis +13, Con +11
Skills: Arcana +14, History +14, Insight +13, Perception +13
Damage Resistances: psychic; force
Condition Immunities: charmed, frightened
Senses: truesight 60 ft., passive Perception 23
Languages: Aeldari, Low Gothic; telepathy 120 ft.
Challenge: 21 (33,000 XP)

Supreme Foresight. At the start of combat, Eldrad rolls three d20s and records the numbers.
Before the end of the encounter, he may replace any attack roll, saving throw, or ability check made by a creature he can see with one of the recorded rolls (no action required). Each roll can be used only once.

Master of Runes. Eldrad has advantage on saving throws against spells and magical effects.
When he succeeds on a saving throw against a spell, he takes no damage if the spell would normally deal half damage on a success.

Threads of Fate. Once per turn, when a creature within 60 feet makes an attack roll or saving throw, Eldrad can impose

disadvantage on the roll.

Ghosthelm of Ulthwé. When Eldrad would take psychic damage, he takes none instead.

The first time each round Eldrad takes damage, he reduces that damage by 15.

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

- At will: detect magic, mind sliver, shield, telekinesis
- 3/day each: counterspell, synaptic static, wall of force, dominate person
- 1/day each: foresight, psychic scream, maze

Actions

Witchblade. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target Hit: 16 (2d8 + 4) force damage plus 18 (4d8) psychic damage. If the target is concentrating, it has disadvantage on the saving throw to maintain concentration.

Mind War (Recharge 5–6). Eldrad targets one creature he can see within 60 feet. The target must make a DC 22 Intelligence saving throw.

- Failure: 55 (10d10) psychic damage and stunned until the end of its next turn.
- Success: Half damage and not stunned.

If this reduces the creature to 0 hit points, Eldrad regains 30 hit points.

Bonus Actions

Warp Step. Eldrad teleports up to 30 feet to a space he can see.

Legendary Actions

Eldrad 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. Eldrad regains spent legendary actions at the start of his turn.

Cantrip. Eldrad casts mind sliver.

Psychic Pulse (Costs 2). One creature within 60 feet must succeed on a DC 22 Wisdom saving throw or take 22 (4d10) psychic damage and have disadvantage on its next saving throw.

Rewrite Fate (Costs 3). Eldrad forces one creature within 60 feet to reroll a d20 it just rolled and use the new result.