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Imotekh the Stormlord

BBEG



Warhammer40K Edition

Imotekh the Stormlord

Large undead (Necron), lawful evil

Armor Class: 22 (Phaeron's phase armor)

Hit Points: 385 (30d10 + 210)

Speed: 35 ft., hover 20 ft.

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

Saving Throws: Str +14, Con +14, Wis +12, Cha +13

Skills: History +12, Insight +12, Perception +12, Intimidation +13

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

Damage Immunities: poison

Condition Immunities: charmed, frightened, poisoned

Senses: truesight 60 ft., passive Perception 22

Languages: Common, Necrontyr, telepathy 120 ft.

Challenge: 21 (33,000 XP)

Lord of the Sautekh Dynasty. All Necron creatures within 60 feet of Imotekh gain:

- +2 bonus to attack rolls
- Advantage on saving throws against being frightened or stunned

If Imotekh is incapacitated, this benefit ends.

Calculated Supremacy. The first time each round a creature within 60 feet:

- Misses an attack roll, or
- Fails a saving throw,

Imotekh gains advantage on his next attack roll before the end of his

next turn.

Hyperlogical Warfare. Imotekh has advantage on initiative rolls. Creatures cannot gain advantage on attack rolls against Imotekh unless he is restrained, paralyzed, or incapacitated.

Stormlord's Command. At the start of each of Imotekh's turns, he chooses one Command Protocol. The chosen protocol lasts until the start of his next turn.
He cannot choose the same protocol two turns in a row.

- **Phalanx Advance.** All Necron allies within 60 feet may move up to half their speed without provoking opportunity attacks.
- **Extermination Pattern.** The first time each Necron ally hits a creature this turn, it deals an additional 2d8 lightning damage.
- **Unyielding Conquest.** Necron allies gain resistance to all damage until the start of Imotekh's next turn.
- **Overwhelming Fire.** When a Necron ally within 60 feet hits with a ranged attack, it may force the target to succeed on a DC 20 Strength saving throw or be knocked prone.

Actions

Multiattack. Imotekh makes three attacks with the Staff of the Destroyer.

Staff of the Destroyer. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. Hit. 27 (3d10 + 7) slashing damage plus 13 (3d8) lightning damage. If the target is Large or smaller, it must succeed on

a DC 20 Strength saving throw or be knocked prone.

Gauntlet of Fire. *Ranged Weapon Attack:* +13 to hit, range 60/180 ft., one target. Hit. 22 (4d8 + 4) lightning damage. The target must succeed on a DC 20 Constitution saving throw or be stunned until the end of its next turn.

Lord of the Storm (Recharge 5–6). Imotekh calls down a solar tempest. Choose up to three points he can see within 120 feet. Lightning strikes each point in a 10-foot radius. Creatures in each area must make a DC 20 Dexterity saving throw.

- Failure: 45 (10d8) lightning damage and knocked prone.
- Success: Half damage, not knocked prone.

The area becomes crackling storm ground until the end of Imotekh's next turn. The area is difficult terrain, and creatures entering or starting their turn there take 10 (3d6) lightning damage.

Bonus Actions

Relocation Node. Imotekh teleports up to 40 feet to an unoccupied space he can see.
Each creature within 5 feet of the space he leaves must succeed on a DC 20 Dexterity saving throw or take 14 (4d6) lightning damage.

Reactions

Tactical Interception. When a creature within 60 feet targets Imotekh with an attack, he may swap places with a willing Necron ally within 30 feet.
The attack targets the ally instead.

Storm Reflex. When Imotekh succeeds on a saving throw against a spell, lightning arcs toward the caster.
The caster takes 18 (4d8) lightning damage.

Legendary Actions

Imotekh can take 3 legendary actions, choosing from the options below. Only one may 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.

Lightning Strike. One creature Imotekh can see within 60 feet takes 18 (4d8) lightning damage.

Advance the Conquest. One Necron ally within 60 feet moves up to its speed and makes one attack.

Suppressing Volt (Costs 2 Actions). One creature must succeed on a DC 20 Constitution saving throw or have its speed reduced to 0 and be unable to take reactions until the end of its next turn.

Total Battlefield Control (Costs 3 Actions). Imotekh immediately uses Lord of the Storm, if available. If not, he regains its recharge.