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Mel

BBEG



Arcane Edition

Mel Medarda

Medium humanoid (human), Lawful Neutral

Armor Class: 16 (Natural armor)

Hit Points: 143 (19d8 + 57)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	16 (+3)	18 (+4)	14 (+2)	20 (+5)

Saving Throws: Charisma +9, Intelligence +8, Wisdom +6

Skills: Persuasion +13, Deception +9, Insight +10, Perception +6, History +8

Damage Resistances: Psychic

Condition Immunities: Charmed, Frightened

Senses: Passive Perception 11

Languages: Common, Infernal, Undercommon

Proficiency Bonus: +4

Challenge 10 (5,900 XP)

Spell Casting. Mel excels in enchantment, illusion, and social manipulation spells. Her Spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

- At will: Charm Person, Command, Minor Illusion, Prestidigitation, Vicious Mockery
- 3/day each: Suggestion, Calm Emotions, Hold Person, Mirror Image, Hypnotic Pattern, Counterspell
- 1/day each: Mass Suggestion, Synaptic Static, Mislead, Greater Invisibility, Dominate Person

Overwhelm. Whenever Mel deals damage to a creature, that damage is not immediately applied. Instead, it is stored in a psychic reservoir specific to that creature.

When Mel reaches 50% of her maximum hit points, each affected creature immediately takes psychic damage equal to 1.5 times (rounded up) the total damage stored in its reservoir. This damage occurs instantly, without a saving throw. If a creature dies or is reduced to 0 hit points before Mel reaches 50% HP, it immediately takes the stored damage; if this damage equals or exceeds its hit point maximum, the creature dies instantly, without making death saving throws. Once this damage is unleashed, the stored reservoir for each affected creature is emptied, and no further damage is stored for the remainder of the encounter.

Befuddled. Mel's subtle manipulation clouds the minds of her adversaries, sowing confusion and hesitation. A creature can become Befuddled by:

- Failing a saving throw against Mel's enchantment spells or manipulative effects.
- Losing a contested Charisma (Persuasion or Deception) or Wisdom (Insight) skill check against Mel.
- Being targeted by specific legendary actions or attacks that explicitly apply this condition.

A creature affected by Befuddled has the following debuffs:

- AC lowered by 1.
- Charisma-based checks and saving throws suffer a -2 penalty.
- Disadvantage on Constitution saving throws to maintain concentration.
- At the start of each of their turns, roll a d4. On a 1 (25% chance), the creature loses their action this turn as they momentarily lose clarity.

This condition lasts until the end of Mel's next turn or until removed by Greater Restoration or similar magic.

Elegant Retort. Whenever Mel succeeds on a saving throw against a spell or magical effect, the caster must succeed on a DC 16 Charisma saving throw or become Befuddled until the end of their next turn.

Artful Barrage. Whenever Mel casts a spell, she conjures 3 Ethereal Missiles, floating around her in an elegant arcane orbit. She can store up to a maximum of 9 missiles at a time. Whenever Mel makes a basic weapon attack as an action, she immediately expends all stored missiles. Each missile automatically strikes her attack's target, dealing an additional 1d4 + 1 force damage per missile. Missiles last until expended or until the end of Mel's next long rest.

Diplomatic Immunity. Creatures attempting to target Mel directly with an attack or spell must first succeed on a DC 16 Wisdom saving throw or hesitate, wasting their action. Creatures that succeed on this save become immune to Diplomatic Immunity for 24 hours.

Courtly Guile. Mel's refined movements grant her evasive capabilities. Opportunity attacks against her have disadvantage.
Aura of Eloquence. Allies within 30 feet gain +2 to their Charisma saving throws and skill checks.

Actions

Elegant Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. ***Hit:*** 8 (1d8 + 4) piercing damage.

Triggers Artful Barrage missiles if available.

Spell Attack. Mel makes one ranged spell attack (+8 to hit) against a target within range (60 ft.), dealing 14 (4d6) psychic damage on hit.

Triggers Artful Barrage missiles if available.

Radiant Volley (Recharge 5–6). Mel conjures and unleashes a barrage of radiant missiles upon a point within 90 feet. Creatures in a 15-foot radius centered on that point must succeed on a DC 16 Dexterity saving throw or take 18 (4d8) radiant damage and 9 (2d8) radiant damage again at the start of their next turn.
On a successful save, creatures take half initial damage and no additional damage at the start of their next turn.

Bonus Actions

Solar Snare (Recharge 5–6). Mel fires a radiant orb toward a point she can see within 60 feet. Creatures within a 10-foot radius must succeed on a DC 16 Strength saving throw or suffer the following effects:

- Creatures within 5 feet of the orb's center are restrained until the end of Mel's next turn and take 7 (2d6) radiant damage immediately and at the start of their next turn.
- Creatures beyond 5 feet but within 10 feet have their movement speed halved and take 3 (1d6) radiant damage immediately and at the start of their next turn.

Graceful Reposition. Mel swiftly repositions, moving up to 20 feet without provoking opportunity attacks. After this movement, the first attack made against her until the start of her next turn has disadvantage.

Legendary Actions

Mel 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. She regains spent legendary actions at the start of her turn.

Spellcasting. Mel casts a spell of up to 3rd level from her innate spellcasting list.

Diplomat's Insight. Mel chooses one creature she can see within 60 feet. Mel has advantage on all saving throws and ability checks against that creature's effects and gains resistance to all damage dealt by that creature until the start of her next turn.

Rebuttal (Costs 3 Actions, Reaction). When Mel is targeted by a ranged attack or spell attack, she instantly forms an elegant barrier of shimmering force around herself. This barrier completely prevents all damage from the triggering attack or spell. Additionally, if the triggering attack was a projectile or ranged spell attack, Mel immediately reflects it back at the attacker, using the attacker's original attack roll against them. ***On hit,*** the attacker suffers the full original damage intended for Mel, along with any additional effects.

After using Rebuttal, Mel gains +10 ft. to her movement speed until the end of her next turn.

Golden Eclipse

When Mel reaches 50% of her maximum hit points for the first time, she immediately activates Psychic Rendering, instantly triggering her Overwhelm feature and dealing stored psychic damage to all affected creatures.

Additionally, she summons two Piltover Elite Guards (CR 2–3) within 15 feet of her, who immediately join combat after her initiative. Mel's Armor Class permanently increases by +2 for the remainder of the encounter, and all of her recharge abilities are instantly refreshed. Until the start of Mel's next turn, all allies within 30 feet of her gain advantage on saving throws against the charmed and frightened conditions.

Special Weaknesses

Fox's Cunning

Discovery Mechanism. A character proficient in Insight, History, or Investigation can make a DC 17 Wisdom (Insight), Intelligence (History), or Intelligence (Investigation) check after witnessing Mel successfully apply the Befuddled condition or cast an enchantment spell.

Triggering Mechanism. If a character succeeds at the previous roll and openly calls out Mel's manipulative tactics and feigned supremacy during combat, making a clear verbal challenge or accusation, Mel's composure briefly wavers.

Consequence. Mel becomes psychologically cornered and uncertain. Until the end of her next turn, she temporarily loses access to her Diplomatic Immunity passive and immediately loses half of her currently stored Artful Barrage missiles (rounded down). Additionally, the triggering character immediately regains one expended spell slot or limited-use class feature of their choice (up to 4th level or equivalent)

Mask of Medarda

Discovery Mechanism. A character proficient in Arcana, Deception, or Persuasion can observe Mel's interactions or speech during combat, noting her repeated subtle attempts to project a carefully curated public persona. A successful DC 18 Intelligence (Arcana), Charisma (Deception), or Charisma (Persuasion) check reveals that Mel maintains her powers through forceful suppression of personal doubts and insecurities.

Triggering Mechanism. If a character successfully uses the Dispel Magic spell or a similar magic-negating effect (such as a Beholder's Anti-Magic Cone or similar feature) on Mel, her carefully woven enchantments briefly falter.

Consequences. Mel's composure shatters momentarily, and memories of manipulation by The Black Rose flood her mind, forcing her into a panicked vulnerability. Until the end of her next turn, Mel must use her action and bonus action to exclusively attack or cast offensive spells targeting the creature who triggered this effect, driven by paranoia and rage. Additionally, during this brief period, Mel becomes vulnerable to all damage inflicted specifically by that creature.

Piltover Guard

Medium humanoid (human), Lawful Neutral

Armor Class: 16 (Breastplate, Shield)

Hit Points: 52 (8d8+16)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	12 (+1)	11 (+0)

Saving Throws: Str +4, Con +4
Skills: Athletics +4, Perception +3, Investigation +2
Senses: Passive Perception 13
Languages: Common

Squad Tactics. The guard has advantage on attack rolls if an ally is within 5 feet of the target.

Lawkeeper's Resolve. Has advantage on saving throws against being frightened or charmed.

Hextech Dependency. The Piltover Guard relies on their Hextech Gun for ranged combat. If the gun jams, they must resort to melee combat.

Actions

Truncheon. Melee Weapon Attack: +5 to hit, 1d8+2 bludgeoning. If the target is a creature, they must succeed on a DC 13 Strength save or be knocked prone.

Hextech Gun. *Ranged Weapon Attack*: +5 to hit, range 150/600 ft., 4d10 piercing on a hit.

The gun has the following properties:

- *Recharging!* : The gun needs an action and a bonus actions in order to be used again
- *Critical Malfunction*: If the attack roll is 1-5, the gun jams and cannot be used again for the rest of the fight.
- *Arcane Charge.* Can be overcharged to deal double damage (8d10), but the attack roll is made with disadvantage.

Bonus Action

Relentless Pursuer (Recharge 5-6): Can move up to half their speed as a bonus action without provoking opportunity attacks.