DUALINK

Mordekaiser

BBEG



Runeterra Edition

Mordekaiser

Large Undead God, Lawful Evil

Armor Class: 20 (natural armour)
Hit Points: 388 (25d10 + 250)
Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	24 (+7)	30 (+10)	16 (+3)	18 (+4)	18 (+4)

Saving Throws: Str +16, Con +16, Wis +10
Skills: Perception +10, Intimidation +10
Damage Immunities: Necrotic, Slashing
Damage Resistances: Bludgeoning, Piercing, Fire, Cold
Damage Vulnerabilities: Force, Radiant
Senses: Darkvision 60 ft., Passive Perception 20
Languages: Common, Undercommon, Orc
Challenge: 20 (25,000 XP)

Death Realm. His dominion corrupts an 100-foot radius around Mordekaiser. Living creatures inside take 2d4 necrotic damage at the start of their turn. If Mordekaiser is below half HP, this damage is doubled.

Mind Break. When a creature dies within the Death Realm, it is revived at full HP. If not undead, it must succeed on a DC 0 Wisdom saving throw, which increases by +1 for each subsequent death. On a failure, the creature becomes a mindless undead under Mordekaiser's control. Max control limit: 7 undead.

"As your soul is wrenched back into your body, something feels… wrong. The world flickers. Mordekaiser's voice echoes in your mind. 'Again.'"

Insanity. Mordekaiser's presence corrodes the minds of those within his Death Realm.

When a creature gains 1 stack of Insanity, it begins to slip from reality. Insanity stacks up to 3 times. These effects persist until cured by greater restoration, calm emotions, or a successful DC 19 Wisdom (Insight or Medicine) check performed during a long rest.

First layer

- The creature subtracts a d4 on Wisdom saving throws.
- When casting a spell, roll a d6. On a 1, the spell fizzles and is lost.

Second layer

- The creature is frightened of Mordekaiser until the start of its next turn at the beginning of each round (save ends each turn).
- Takes 1d6 psychic damage at the start of each of its turns.
- When casting a spell, roll a d6. On a 1, the spell fizzles and is lost.

Third Layer

The creature acts erratically. At the start of its turn, roll a d4:

1. Attack nearest ally.
2. Do nothing but scream.
3. Flee from Mordekaiser.
4. Act normally.

When a creature is resurrected through Mind Break, it gains 1 stack of ***Insanity***. Additionally, it cannot benefit from Inspiration, Bardic Inspiration, or Leadership auras. Lastly, a creature that dies with 3 stacks of Insanity is automatically Mindbroken, bypassing the Wisdom save.

Iron Will of the Revenant (4/Day). When Mordekaiser fails a saving throw, he can choose to succeed instead. When he uses this ability, reality shudders around him, all creatures within the Death Realm must succeed on a DC 18 Wisdom saving throw or gain 1 stack of Insanity.

Unescapable. Necrotic damage dealt by Mordekaiser ignores resistance and immunity.

Actions

Multiattack. Mordekaiser makes two Nightfall attacks.

Nightfall. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20d10 (110) necrotic damage.

Obliterate (Recharge 4-6). Mordekaiser releases a soul-crushing blast in a 15 ft. cone. Each creature must make a DC 19 Constitution saving throw, taking 10d10 necrotic and 3d8 bludgeoning on a failed save. Half bludgeoning only on success.

Dread (Recharge 6). All non-undead creatures within the Death Realm, if under 100 HP, die instantly. Otherwise, they take 100 necrotic damage on a failed save, or half on a success.

Arrogance incarnate, Mordekaiser swings with lethal intent, fully expecting his foes to rise again for his amusement.



~A lost soul

Bonus Actions

Death Grasp (Recharge 3–6). A spectral hand erupts 20 ft. away. All creatures in a 10 ft. cube must make a DC 19 Strength saving throw or be pulled to Mordekaiser and take 10d10 necrotic damage. Creatures that succeed the Saving Throw are not pulled, and take no damage.

Indestructible. Mordekaiser regains 5 hit points and gains 5 temporary hit points for each creature that died this round. He also gains 10 additional temporary hit points for each creature turned undead during the battle.

Legendary Actions

Mordekaiser 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 her turn.

Dominion of Death. One undead under his control immediately moves up to its speed and makes a weapon attack.

Tomb Shift. Mordekaiser magically swaps places with one undead minion he controls within 60 feet. This movement ignores line of sight, barriers, and teleportation restrictions.

Soul Lock (Costs 2 Actions). Targets one creature within 60 feet. That creature must make a DC 18 Charisma saving throw or be unable to take reactions and have disadvantage on Wisdom saving throws until the end of Mordekaiser's next turn.

"Hope is but the first chain I place upon you."

Throne of the Dying

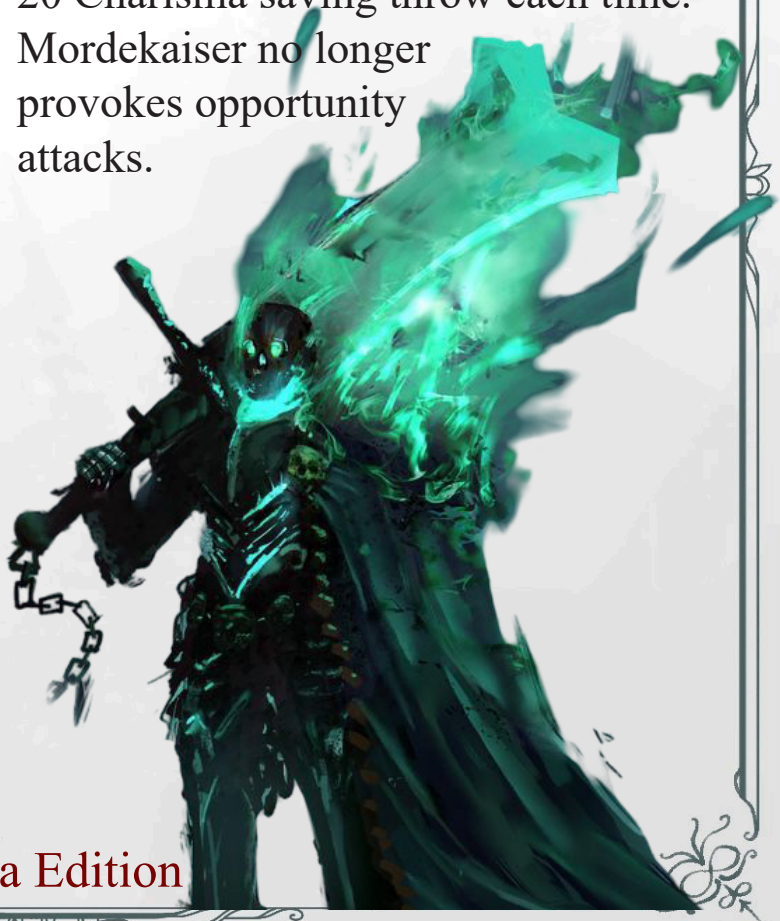
When Mordekaiser is reduced below 50% HP, the Death Realm quakes and responds to its master's fury.

Requiem Reborn. The Death Realm reshapes into a corrupted fortress of bone and metal. All non-undead creatures within the Death Realm must succeed on a DC 19 Wisdom saving throw or gain 1 stack of Insanity. All undead under Mordekaiser's control are healed to full HP and gain temporary hit points equal to half their max HP.

"You rise again, and again, and again. Until only I remain."

Passive Buffs

- *Multiattack Upgrade:* Mordekaiser now makes 3 Nightfall attacks per Multiattack.
- *Armor of the Abyss:* Mordekaiser gains resistance to all damage types except force and radiant.
- *Inescapable Dominion:* While within the Death Realm, enemies cannot be teleported by magical means unless they succeed on a DC 20 Charisma saving throw each time. Mordekaiser no longer provokes opportunity attacks.



• *Command the Undying:* Mordekaiser may command one undead he controls to take the Dash, Attack, or Grapple action once per turn, as a free action.

New Action

Thronebreaker (Recharge 5–6). Mordekaiser targets an area within 60 feet. A massive iron sarcophagus erupts from the ground in a 15-foot radius. All creatures in that area must make a DC 19 Strength saving throw or take 6d10 bludgeoning damage and be restrained under its weight repeating the Saving Throw at the end of their subsequent turns. On a fail, creatures also gain 1 stack of Insanity. On a success, they take half damage and are not restrained.

"You may break your body struggling against me. Your soul, however, already belongs to the grave."

New Bonus Action

Soul Crucible (Bonus Action, Recharge 4–6). Mordekaiser marks a target within 60 feet. Until the end of that creature's next turn, half of all healing it receives is redirected to one of Mordekaiser's undead minions instead. If no undead are alive, Mordekaiser instead gains that healing.

Wells of Memory

Scattered across the battlefield are 2d4-2 (minimum of 2)Wells of Memory, shimmering green pools representing souls of the defiant.

A creature may spend an action while within 5 feet of a Well of Memory to perform a DC 16 Wisdom (Insight or Religion) check. On a success, that creature may remove 1 stack of Insanity from itself or another creature it touches.

Each well can only be used once. When all are spent, they become inert unless cleansed with Greater Restoration or Hallow.

The Last Doctrine

When Mordekaiser reaches 25% HP, as his form fractures, the Death Realm roars. His helm splits, revealing hollow fire within. Chains of black iron lash out across the battlefield, anchoring reality to his final will.

Domination Eternal. Every creature (hostile or allied, living or undead) within the Death Realm must make a DC 21 Wisdom saving throw. On a failure, they fall prone, become restrained, and gain 1 stack of Insanity. On a success, the creature is grappled instead of restrained and takes 4d10 necrotic damage.

Undead under Mordekaiser's control become Immune to Turn Undead, Regain all abilities, and cannot die unless reduced to 0 HP by radiant damage.

Will Beyond Death

Mordekaiser does not die immediately when reduced to 0 HP. Instead, he remains standing for 1 additional round, acting on initiative 0. During this round, he may only use his Legendary Actions, Bonus Actions, and Command the Undying. He is immune to further damage during this time.

At the end of this final round Mordekaiser utters his last decree.

"All things return… to me."

He then explodes in a 60-foot radius of shrapnel and soulfire.

All creatures within a 60-feet radius must make a DC 21 Dexterity Saving Throw or take 5d10 necrotic + 5d10 force, halving it on a success.

Special Weaknesses

Echoes of the Living Soul

"Even in death, some spirits refuse to serve."

Discovery Mechanism. A creature proficient in Arcana or Religion may attempt a DC 18 check while examining one of Mordekaiser's undead thralls during combat. A successful check reveals that not all souls are fully bound, some resist.

Triggering Mechanism. If a player touches one of Mordekaiser's undead and casts Lesser Restoration, Protection from Evil and Good, or uses an ability tied to divine intervention, the soul inside is stirred.

Consequence. The undead target is immediately freed and transforms back into their living form, restored to half HP, and the DC for Mind-Break's Wisdom save resets to its base (DC 0) for the rest of the combat. Additionally, all undead within 30 feet of the freed creature must succeed on a DC 18 Charisma saving throw or become stunned until the end of their next turn.

Fractured Memories of Mortality

"You were mortal once. That pain still echoes."

Discovery Mechanism. A character proficient in History or Insight may roll a DC 17 check while engaging Mordekaiser directly in speech (free action, no check required to speak). This reveals he clutches to memories of his past life and fears irrelevance.

Triggering Mechanism. A character sacrifices their action to speak of a loved one, family, or memory, injecting raw, vivid humanity into the Death Realm.

Consequence. Mordekaiser suffers disadvantage on all attack rolls until the start of his next turn. All creatures in the Death Realm immediately lose 1 stack of Insanity. If in Phase 2, one Well of Memory flares back to life, allowing it to be used once more.

Anchor of the Death Realm

"This world is his, unless you shatter its heart."

Discovery Mechanism. A successful DC 18 Investigation or Perception check reveals that three spectral iron pylons are projecting energy pulses in sync with Mordekaiser's movements.

Triggering Mechanism. Each pylon has AC 15, HP 40, and is immune to necrotic. If all three pylons are destroyed, the link between Mordekaiser and the Realm falters.

Consequence. The Death Realm collapses for 1 full round, during this time:

- Its passive damage ends.
- Mind Break cannot revive any creatures.
- All undead under Mordekaiser's control are stunned for 1 round.
- Mordekaiser must make a DC 18 Wisdom saving throw or lose 1 use of Legendary Resistance.

"You fight to live. I exist to conquer."