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Necron Overlord

BBEG



Warhammer 40K Edition

Necron Overlord

Medium construct (Necron), lawful evil

Armor Class 20 (necrodermis)
Hit Points 195 (23d8 + 92)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	19 (+4)	19 (+4)	17 (+3)	20 (+5)

Saving Throws Str +11, Con +10, Int +10, Wis +9
Skills History +10, Insight +9, Intimidation +11, Perception +9
Damage Resistances cold, necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 19
Languages Necron, telepathy 120 ft.
Challenge 17 (18,000 XP)

Necron Construct. The Overlord doesn't require air, food, drink, or sleep, and it has advantage on saving throws against effects that would paralyze or stun it. The Overlord counts as a Necron noble.

Living Metal. The Overlord's necrodermis continually repairs damage sustained in battle. At the start of each of its turns, if it has at least 1 hit point, it regains 10 hit points.

My Will Be Done. The Overlord's absolute authority drives lesser Necrons forward with mechanical precision. Necron creatures of the Overlord's choice within 30 feet of it have advantage on saving throws against being charmed or frightened.

In addition, once on each of the Overlord's turns, when a Necron creature it can see within 30 feet makes an attack roll, the Overlord can grant that attack roll advantage. No action is required.

Legendary Resistance (2/Day). If the Overlord fails a saving throw, it can choose to succeed instead.

Reanimation Protocols (1/Day). When the Overlord is reduced to 0 hit points, it doesn't die. Instead, it falls prone and is incapacitated as its damaged necrodermis begins reconstructing itself. While at 0 hit points in this way, it can still be targeted and damaged. If it takes a total of 30 or more damage before the start of its next turn, its Reanimation Protocols fail and it is destroyed. Otherwise, at the start of its next turn, the Overlord reanimates with 60 hit points, stands up without expending movement, and resumes functioning.

Actions

Multiattack. The Overlord makes two Warscythe attacks.

Warscythe. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) slashing damage plus 9 (2d8) force damage. The warscythe is magical, and its attacks ignore half cover and three-quarters cover.

Tachyon Arrow (1/Day). The Overlord unleashes a tiny projectile accelerated to almost incomprehensible velocity at one creature or object it can see within 300 feet. The target must make a DC

19 Dexterity saving throw, taking 88 (16d10) force damage on a failed save, or half as much damage on a successful one. The projectile ignores half and three-quarters cover. An unattended nonmagical object or structure automatically fails the saving throw and takes double damage.

Bonus Actions

Relentless Command. The Overlord chooses one allied Necron it can see within 60 feet. The chosen creature can immediately use its reaction to either move up to half its speed without provoking opportunity attacks or make one weapon attack. A creature can benefit from Relentless Command only once per round.

Legendary Actions

The Overlord 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. The Overlord regains spent legendary actions at the start of its turn.

Implacable Advance. The Overlord moves up to half its speed without provoking opportunity attacks.

Attack (Costs 2 Actions). The Overlord makes one weapon attack.

Command Protocol (Costs 2 Actions). One allied Necron the Overlord can see within 60 feet can use its reaction to move up to its speed and make one weapon attack.

Overwhelming Authority (Costs 2 Actions). The Overlord chooses up to three allied Necrons it can see within 60 feet. Each chosen creature gains 10 temporary hit points and has advantage on the next attack roll it makes before the end of its next turn.

Wargear Options

A Necron Overlord possesses treasures accumulated across millions of years. Different Overlords can replace the standard equipment above with the following wargear.

Resurrection Orb

The Overlord replaces its Tachyon Arrow with a Resurrection Orb and gains the following action.

Resurrection Orb (1/Day). The Overlord activates its Resurrection Orb, greatly accelerating the self-repair protocols of nearby Necrons. It chooses up to six Necron creatures within 30 feet of it. A chosen creature that has at least 1 hit point regains 20 hit points. A chosen creature at 0 hit points whose Reanimation Protocols haven't failed reanimates immediately rather than at the start of its next turn. The Resurrection Orb cannot restore a creature that has been destroyed.

Phase Shifter

An Overlord equipped with a Phase Shifter gains the following trait and reaction.

Phase Shifter. When the Overlord is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds and

only half damage if it fails.

Phase Shift (3/Day). When the Overlord is hit by an attack, it can use its reaction to momentarily phase partially out of reality, gaining a +3 bonus to AC against that attack, potentially causing it to miss.

Hyperphase Blade

The Overlord replaces its Warscythe with the following weapon, and it makes three Hyperphase Blade attacks instead of two when it uses Multiattack.

Hyperphase Blade. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage plus 9 (2d8) force damage. The hyperphase blade is magical, and its slashing damage ignores resistance to slashing damage.

Staff of Light

The Overlord replaces its Warscythe with a Staff of Light, and it can make three attacks with the staff when it uses Multiattack, in any combination of its melee and ranged attacks.

Staff of Light - Melee. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) force damage.

Staff of Light - Ranged. *Ranged Weapon Attack:* +9 to hit, range 120/360 ft., one target. *Hit:* 21 (4d8 + 3) radiant damage.

Special Weakness

Sever the Head. Necron command structures are rigidly hierarchical. Destroying or incapacitating the noble directing a force can disrupt the coordination of lesser Necrons, though it doesn't simply shut the

army down.

Discovery Mechanism. A creature that observes the Overlord commanding Necron forces can make a DC 16 Intelligence (Investigation) or Wisdom (Insight) check as an action. On a success, the creature recognizes that the lesser Necrons are coordinating their actions around the Overlord's commands. A creature that has previously fought Necrons automatically recognizes this relationship.

Triggering Mechanism. The weakness is triggered whenever the Overlord is incapacitated, reduced to 0 hit points, or otherwise unable to communicate with its forces.

Consequence. Until the Overlord can issue commands again, allied Necrons within 60 feet of it cannot benefit from My Will Be Done, Relentless Command, Command Protocol, or Overwhelming Authority. In addition, the first time each affected Necron makes an attack roll after the weakness is triggered, it does so with disadvantage as its command protocols momentarily reorganize.

Recovery. The disadvantage applies only to that first attack. The loss of the Overlord's command abilities lasts until it can issue commands again. If the Overlord is destroyed, its forces eventually revert to whatever command protocols or subordinate nobles remain rather than suffering this penalty indefinitely.