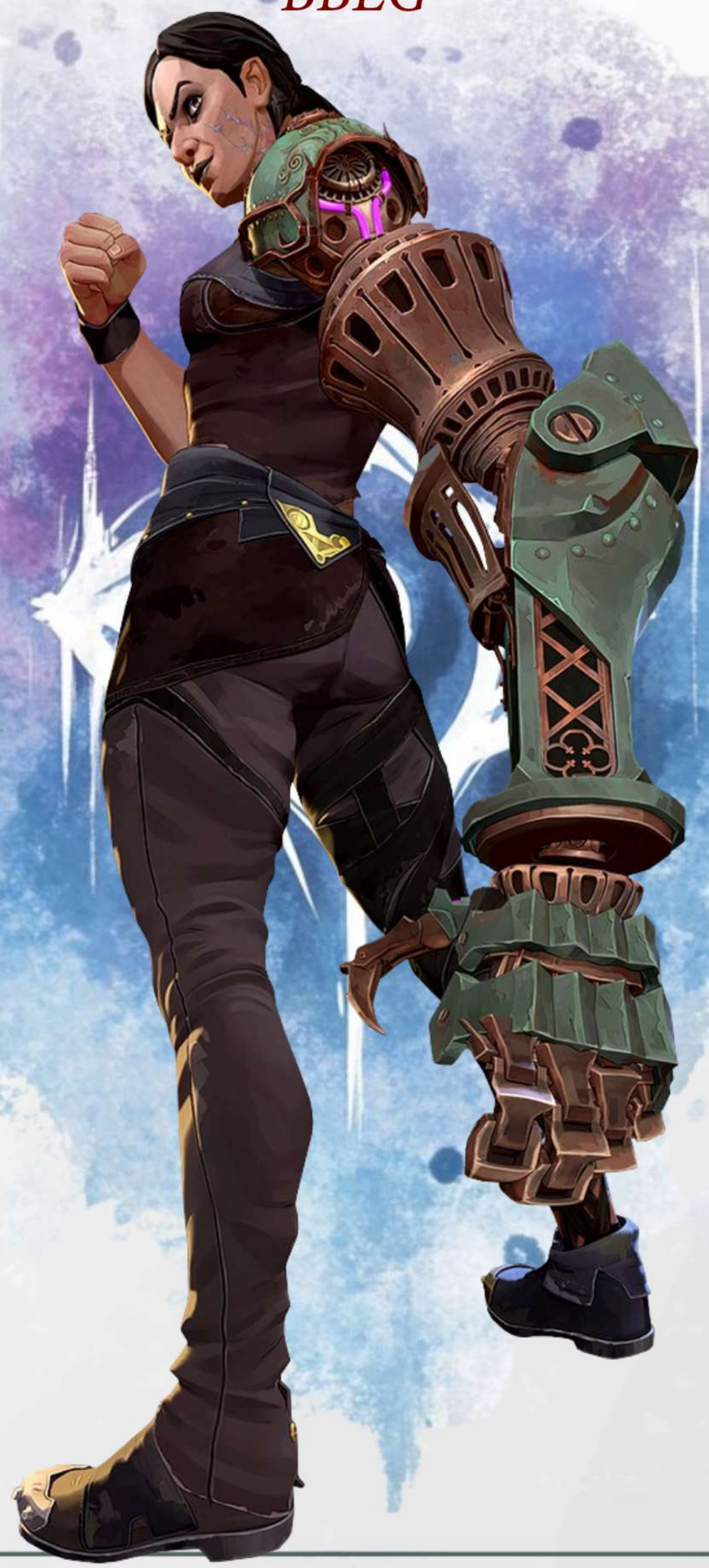
DUALINK

Sevika

BBEG



Arcane Edition

Sevika

Medium humanoid (human), lawful evil

Armor Class: 16 (reinforced coat, mechanical arm)

Hit Points: 178 (21d8 + 84)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	14 (+2)

Saving Throws: Str +7, Con +7

Skills: Athletics +7, Intimidation +5, Perception +4

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks while not incapacitated

Senses: passive Perception 14

Languages: Common, Undercommon

Challenge: 8 (3,900 XP)

Shimmer-Hardened Physiology. Sevika has advantage on saving throws against being poisoned, frightened, or charmed.

In addition, the first time Sevika would be reduced to 0 hit points, she instead drops to 1 hit point, gains one level of exhaustion, and cannot benefit from this trait again until she finishes a long rest.

Engine of Pressure. Sevika is attuned to Sevika's Arm of Shimmered Steel and uses its Pressure Dice, Arm Techniques, and Let's Go Gambling features as described in the item. Her Arm Save DC is 15 (8 + proficiency bonus + Strength modifier). She has a number of Pressure Dice equal to her Proficiency Bonus (+3).

Relentless Bruiser. When Sevika hits a creature with a melee attack on her turn, she gains advantage on the next Strength (Athletics) check she makes before the end of that turn.

No Clean Fights. Opportunity attacks against Sevika are made with disadvantage.

Zaunite Grit. At the start of each of her turns, if Sevika has fewer than half her hit points remaining, she gains 5 temporary hit points. These temporary hit points do not stack.

Actions

Multiattack. Sevika makes two Shimmer Arm Strikes or one Shimmer Arm Strike and uses Let's Go Gambling. If both attacks hit, Sevika may immediately use one Arm Technique listed below, expending a Pressure Die as normal. This Arm Technique does not require an action.

Shimmer Arm Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Let's Go Gambling (Recharge 4–6). Sevika yanks the internal lever of her mechanical arm, unleashing a volatile surge of shimmer-fueled chaos. Sevika rolls 1d6 and one Pressure Die, resolving the effect below. If Sevika has no Pressure Dice remaining, she cannot use this action.

1. ***Catastrophic Backlash.*** Pressure Backlash immediately triggers (see below).
2. ***Lucky Break.*** Sevika gains advantage on the next attack roll

she makes before the end of her turn.

3. ***Power Surge.*** The next Shimmer Arm Strike Sevika hits with this turn deals an additional 9 (2d8) bludgeoning damage.
4. ***Zap Shot.*** Sevika makes a ranged attack against a creature within 60 feet. Hit: 13 (3d8) piercing damage, and the target's speed is reduced by 10 feet until the end of its next turn.
5. ***Adrenal Rush.*** Until the start of Sevika's next turn, her speed doubles and she gains a +2 bonus to AC.
6. ***Jackpot.*** Sevika immediately takes one additional action, which can be used only to take the Multiattack action.

Pressure Backlash. When Pressure Backlash triggers, the arm violently destabilizes.

Sevika suffers the following effects:

- She takes force damage equal to the number rolled on the triggering Pressure Die.
- She is knocked prone.
- Until the end of her next turn, she has disadvantage on attack rolls made with this arm.

In addition, a creature within 5 feet of her may use its reaction to attempt to sabotage the arm, making a Strength (Athletics) or Dexterity (Sleight of Hand) check against her Arm Save DC. On a success, Sevika cannot use Arm Techniques or Let's Go Gambling until the end of her next turn.

Bonus Actions

Vice Grip. Sevika attempts to

grapple a creature she hit with a Shimmer Arm Strike during this turn. The target must succeed on a DC 15 Strength or Dexterity saving throw (its choice) or become grappled and restrained by Sevika's mechanical arm. While a creature is restrained in this way, Sevika's speed is halved, and she cannot use Arm Techniques that involve range or area effects.

Brutal Follow-Through. If Sevika hits a creature with a melee attack this turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone and pushed 5 feet.

Legendary Actions

Sevika can take 2 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. Sevika regains spent legendary actions at the start of her turn.

Heavy Swing. Sevika makes one Shimmer Arm Strike.

Pressure Step. Sevika moves up to 15 feet without provoking opportunity attacks.

Arm Technique (Costs 2 Actions). Sevika uses one Arm Technique of her choice, expending a Pressure Die as normal.

Arm Techniques

The following techniques are fueled by Sevika's mechanical arm. Each technique requires Sevika to expend one Pressure Die.

Unless stated otherwise, Arm

Techniques do not require an action and can be used only when unlocked by a successful Multiattack or via a legendary action.

Extendopunch. Sevika extends her arm with piston-driven force, striking a creature up to 15 feet away. The target takes 18 (4d8) bludgeoning damage and must succeed on a DC 15 Strength saving throw or be knocked prone.

Flame Chomper. Sevika releases a short-range burst of fire in a 15-foot cone. Each creature in the area must make a DC 15 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much on a success.

Smoke Discharge. Sevika vents thick chemical smoke at a point she can see within 60 feet. The smoke fills a 20-foot-radius sphere, heavily obscuring the area for 1 minute. Strong wind disperses the smoke early.

Shimmer Desperation

When Sevika is reduced to half her hit points or fewer for the first time, she immediately enters her second phase. When this phase begins, the following effects occur immediately:

- All conditions currently affecting Sevika end.
- Sevika regains all expended Pressure Dice.
- The recharge on Let's Go Gambling is immediately restored, and Sevika uses Let's Go Gambling as part of this transition, without expending an action.

- For the remainder of the encounter, Sevika gains access to a new Arm Technique: Super Mega Death Rocket.

New Arm Technique

Super Mega Death Rocket. Once per encounter, Sevika locks her mechanical arm into a crude launch configuration and fires a volatile hextech rocket toward a point she can see within 90 feet.

The rocket detonates in a 15-foot-radius sphere. Each creature in the area must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 18 (4d8) fire damage and 18 (4d8) force damage. On a successful save, a creature takes half as much damage of each type.

The explosion tears up the ground in the area, leaving it scorched and unstable. The affected area becomes difficult terrain until the end of Sevika's next turn.

Special Weakness

Cracks in the Machine

Sevika's arm is powerful but overstressed. A well-timed disruption can break her defensive rhythm.

Discovery Mechanism. After Sevika uses Let's Go Gambling or an Arm Technique, a creature that can see her may use an action to attempt one of the following checks:

- DC 15 Intelligence (Investigation)
- DC 15 Intelligence (Arcana)
- DC 15 Wisdom (Perception)

On a success, the creature identifies instability in Sevika's arm.

Triggering Mechanism. After this weakness is discovered, if any one of the following conditions is met:

- Sevika uses Let's Go Gambling.
- Sevika uses an Arm Technique while she has only 1 Pressure Die remaining.
- Sevika ends her turn with 0 Pressure Dice remaining.

A creature within 30 feet of Sevika may use its reaction to exploit the opening by striking exposed mechanisms, disrupting her stance, or calling out the flaw.

Consequence. When exploited, Zaunite Grit and No Clean Fights are suppressed for 1d4 – 1 rounds (minimum 1). Additionally, Sevika immediately expends one Pressure Die, even if this reduces her to 0.

This weakness can be exploited once per encounter.

"Sevika is a heavily augmented Zaunite operative exhibiting extreme physical resilience, sustained combat capability under lethal injury, and a shimmer powered mechanical arm capable of variable force strikes and unstable surges. Engagement records confirm close quarters dominance, deliberate intimidation tactics, and increased aggression when wounded rather than retreat behavior. Subject has survived multiple otherwise fatal encounters and should be considered fully combat effective until confirmed immobilized. Solo engagement is not advised. If mechanical surge behavior is observed, immediate disengagement is recommended."