DUALINK

The Swarmlord

BBEG



Warhammer40K Edition

The Swarmlord

Large monstrosity (tyranid), lawful evil

Armor Class: 20 (chitinous apex armor)
Hit Points: 325 (26d10 + 182)
Speed: 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	24 (+7)	20 (+5)	18 (+4)	16 (+3)

Saving Throws: Str +13, Con +13, Int +11, Wis +10
Skills: Athletics +13, Insight +10, Perception +10
Damage Resistances: psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: frightened
Senses: darkvision 120 ft., passive Perception 20
Languages: understands all, telepathy 120 ft.
Challenge: 20 (25,000 XP)

Adaptive Evolution. The Swarmlord has Evolution Points (0–6). It gains 1 Evolution Point (maximum 6) whenever one of the following occurs (each trigger can occur once per round):

- It takes damage of a type it has not yet taken this combat.
- A creature critically hits it.
- A creature succeeds on a saving throw against one of its abilities.
- A friendly synapse creature within 60 feet dies.

At the end of another creature's turn, the Swarmlord may spend Evolution Points to activate one of the following adaptations:

1 Point - Reactive Resistance. The

Swarmlord gains resistance to one damage type it has taken this combat until the end of its next turn.

2 Points - Accelerated Recovery. One of the Swarmlord's Recharge abilities immediately recharges.

3 Points - Sudden Execution. The Swarmlord makes one Bone Sabre attack.

4 Points - Biomass Reallocation. The Swarmlord regains 40 hit points.

6 Points - Rapid Reconfiguration. The Swarmlord triggers its Rapid Reconfiguration trait, if available.

Synaptic Commander. Friendly tyranid creatures within 60 feet of the Swarmlord cannot be frightened and add +2 to their attack rolls. They have advantage on saving throws against being charmed.

Perfect Tactical Foresight. Once per turn, when a creature the Swarmlord can see makes an attack roll or saving throw, the Swarmlord can impose disadvantage on the roll.

Bone Sabres of Severance. When the Swarmlord scores a critical hit with a Bone Sabre, the target loses resistance to slashing damage until the end of the encounter. If the target is concentrating on a spell, its concentration immediately ends.

Actions

Multiattack. The Swarmlord makes four Bone Sabre attacks.

Bone Sabre. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target Hit: 18 (2d8 + 7) slashing damage plus 10 (3d6) psychic damage. If two or more Bone Sabre attacks hit the

same creature during this turn, the target must succeed on a DC 19 Constitution saving throw or take an additional 21 (6d6) psychic damage.

Psychic Scream (Recharge 5–6). The Swarmlord unleashes a wave of synaptic devastation in a 60-foot cone. Each creature in the area must make a DC 19 Intelligence saving throw.

On a failed save, a creature takes 45 (10d8) psychic damage and is stunned until the end of its next turn. On a successful save, a creature takes half as much damage and is not stunned.

Synaptic Override (Recharge 4–6). The Swarmlord targets one creature it can see within 60 feet. The target must succeed on a DC 19 Wisdom saving throw or suffer one of the following effects (Swarmlord's choice):

- The creature moves up to half its speed in a direction of the Swarmlord's choosing.
- The creature immediately uses its reaction (if available) as directed by the Swarmlord.
- The creature's concentration immediately ends.

On a successful save, the target takes 22 (4d10) psychic damage.

Legendary Actions

The Swarmlord 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 Swarmlord regains spent legendary actions at the start of its

turn.

Bone Strike. The Swarmlord makes one Bone Sabre attack.

Adapt (Costs 2 Actions). The Swarmlord spends 1 Evolution Point.

Psychic Pulse (Costs 2 Actions). Each creature of the Swarmlord's choice within 15 feet must succeed on a DC 19 Wisdom saving throw or be restrained by crushing synaptic pressure until the end of its next turn.

Rapid Reconfiguration

When the Swarmlord is reduced to 0 hit points, it does not die. Instead:

- It regains 120 hit points.
- It immediately gains 6 Evolution Points.
- It gains resistance to all damage types it has taken during this combat.
- Each creature of its choice within 30 feet must succeed on a DC 19 Strength saving throw or take 22 (4d10) psychic damage and be knocked prone.

After this trait activates, the Swarmlord's Bone Sabres deal an additional 4 (1d8) psychic damage on a hit. This trait can be triggered once per encounter.