DUALINK

Trazyn the Infinite

BBEG



Warhammer40K Edition

Trazyn the Infinite

Medium undead (Necron), lawful neutral

Armor Class: 21 (Nihilakh phase armor)

Hit Points: 278 (29d8 + 145)

Speed: 30 ft., teleport 30 ft. (see Dimensional Translocation)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	20 (+5)	22 (+6)	18 (+4)	18 (+4)

Saving Throws: Int +12, Wis +10, Con +11

Skills: Arcana +12, History +12, Insight +10, Perception +10

Damage Resistances: necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: poison

Condition Immunities: charmed, frightened, poisoned

Senses: truesight 60 ft., passive Perception 20

Languages: Common, Necrontyr, telepathy 120 ft.

Challenge: 19 (22,000 XP)

Living Archive. Trazyn carries dimensional tesseract vaults containing preserved specimens. At the start of combat, Trazyn has three Stored Exhibits chosen by the DM (CR 8 or lower creatures). As a legendary action, he may release one into an unoccupied space within 30 feet.

Released creatures:

- Act on initiative count 10 (losing ties)
- Obey Trazyn's mental commands
- Vanish when reduced to 0 hit points

He cannot release more than one per round.

Dimensional Translocation. As a bonus action, Trazyn teleports up to 30 feet to an unoccupied space he can see.

If he teleports while within 5 feet of a creature, that creature must succeed on a DC 19 Intelligence saving throw or have disadvantage on its next attack roll before the end of its next turn.

Master of Solemnace. Trazyn has advantage on saving throws against spells.

When he succeeds on a saving throw against a spell of 5th level or lower, he may immediately cast that spell on the original caster (using his spell save DC). This does not require components.

He can use this feature once per round.

Self-Substitution Protocol. When Trazyn is reduced to 0 hit points, he does not die.

Instead:

- He vanishes in a flicker of green light.
- One Stored Exhibit immediately appears in his space.
- Trazyn reappears in an unoccupied space within 60 feet with 120 hit points.

If no Stored Exhibits remain, this trait fails.

This is not a transformation, it is replacement.

Actions

Multiattack. Trazyn makes two Empathic Obliterator attacks or uses Capture Specimen if available.

Empathic Obliterator. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 60 ft., one target. Hit. 18 (2d10 + 7) necrotic damage plus 13 (3d8) psychic damage.
If the target is concentrating on a spell, concentration automatically ends.

Capture Specimen (Recharge 5–6). Trazyn targets one creature he can see within 60 feet.
The target must make a DC 19 Intelligence saving throw.
On a failure:

- The creature becomes Preserved for 1 minute.

Preserved Condition:

- Incapacitated
- Speed 0
- Resistant to all damage
- Cannot be targeted by attacks or spells
- Suspended in a shimmering stasis prism

At the end of each of its turns, the creature may repeat the saving throw, ending the effect on a success.
While Preserved, Trazyn may use a bonus action to move the stasis prism up to 30 feet.
He may have only one creature Preserved at a time.

Curate the Battlefield (Recharge 6). Trazyn chooses one of the following effects:

- *Displace Exhibit.* Swap the positions of two creatures Trazyn can see within 60 feet. Each unwilling creature must succeed on a DC 19 Charisma saving throw or be teleported.

- *Restore Exhibit.* One creature Trazyn can see regains 30 hit points and stands if prone.
- *Seal the Moment.* One creature must succeed on a DC 19 Wisdom saving throw or be restrained by shimmering force until the end of its next turn.

Bonus Actions

Reposition Relic. Trazyn teleports one Stored Exhibit up to 30 feet.

Reactions

That Is Mine. When a creature within 60 feet casts a spell of 6th level or higher, scores a critical hit, or reveals a legendary magic item, Trazyn may force that creature to make a DC 19 Intelligence saving throw.

On a failure the creature takes 22 (4d10) psychic damage and Trazyn may immediately attempt to use Capture Specimen (no recharge required).

Legendary Actions

Trazyn can take 3 legendary actions, choosing from the options below. Only one may be used at a time and only at the end of another creature's turn. He regains spent legendary actions at the start of his turn.

Release Exhibit. Trazyn releases one Stored Exhibit.

Dimensional Step. Trazyn uses Dimensional Translocation.

Obliterator Pulse (Costs 2 Actions). Each creature of Trazyn's choice within 20 feet takes 18 (4d8) psychic damage.

Archive Override (Costs 3 Actions). Trazyn immediately regains use of Capture Specimen.