DUALINK

Tyberos, the Red Wake

BBEG



Warhammer40K Edition

Tyberos, the Red Wake

Large humanoid (Astartes), lawful neutral

Armor Class: 22 (Modified Tactical Dreadnought Armor)
Hit Points: 332 (28d10 + 168)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	22 (+6)	14 (+2)	18 (+4)	16 (+3)

Saving Throws: Str +13, Con +12, Wis +10
Skills: Athletics +13, Perception +10, Intimidation +9, Survival +10
Damage Resistances: cold; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: frightened
Senses: darkvision 60 ft., passive Perception 20
Languages: Common, High Gothic
Challenge: 19 (22,000 XP)

Void Predator. At the start of combat, Tyberos chooses one creature he can see as his Prey. Against his Prey:

- Tyberos has advantage on opportunity attacks.
- He ignores difficult terrain when moving toward it.
- When he hits it with a melee attack, it cannot take reactions until the start of its next turn.

If the Prey drops to 0 hit points, Tyberos may choose a new Prey at the start of his next turn.

Blood in the Water. When a creature within 30 feet drops below half its hit point maximum:

- Tyberos has advantage on attack rolls against that creature.

- His melee attacks deal an additional 1d8 slashing damage to that creature.

Boarding Tyrant. While Tyberos is within 10 feet of at least one hostile creature and no more than two hostile creatures are within 10 feet of him:

- He gains +2 AC.
- He can take one additional reaction each round (but not more than one per creature's turn).

Relentless Advance. Tyberos cannot have his speed reduced. If he would be knocked prone, he may choose to remain standing.

Actions

Multiattack. Tyberos makes four attacks with Hunger and Slake.

Hunger and Slake. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit. 18 (2d8 + 7) slashing damage plus 10 (3d6) lightning damage. If two attacks hit the same creature in a single turn, the target must succeed on a DC 19 Constitution saving throw or suffer Rending Trauma.

Rending Trauma. The creature takes 14 (4d6) lightning damage at the start of its next turn and has disadvantage on its next attack roll.

Eviscerating Rush (Recharge 5–6). Tyberos moves up to his speed without provoking opportunity attacks and makes two Hunger and Slake attacks at any point during that movement.
If both attacks hit the same creature, that creature must succeed on a DC

19 Strength saving throw or be knocked prone.

Bonus Actions

Predatory Step. Tyberos moves up to 20 feet toward his Prey. If he ends within 5 feet of it, he gains advantage on the first attack he makes against it this turn.

Reactions

Relentless Pursuit. When a creature within 10 feet of Tyberos moves without teleporting, he may move up to half his speed toward that creature and make one Hunger and Slake attack.

Savage Interception. When a creature Tyberos can see within 5 feet hits him with a melee attack, he may make one Hunger and Slake attack against that creature.

Legendary Actions

Tyberos can take 3 legendary actions, choosing from the options below. Only one option can be used at a time and only at the end of another creature's turn.

Claw Strike. Tyberos makes one Hunger and Slake attack.

Sudden Advance. Tyberos moves up to 20 feet.

Tear Them Apart (Costs 2 Actions). Tyberos makes two Hunger and Slake attacks against the same target.

Red Wake (Costs 3 Actions). Each hostile creature within 10 feet must succeed on a DC 19 Wisdom saving throw or become frightened of Tyberos until the end of its next turn. Creatures frightened in this way have their speed reduced to 0.