DUALINK

Veigar

BBEG



Runeterra Edition

Veigar

Small humanoid (yordle), lawful evil

Armor Class: 16 (evil mage armor)

Hit Points: 195 (26d6 + 104)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
8	14	18	20	14	16
(-1)	(+2)	(+4)	(+5)	(+2)	(+3)

Saving Throws: Int +10, Con +9, Wis +7

Skills: Arcana +10, Intimidation +8, Deception +8

Damage Resistances: force, necrotic

Condition Immunities: frightened

Senses: darkvision 60 ft., passive Perception 12

Languages: Common, Yordle, Infernal

Challenge: 14 (11,500 XP)

Phenomenal Evil Power. Whenever Veigar reduces a creature to 0 hit points using a spell, he gains one stack of Phenomenal Evil Power. There is no maximum number of stacks. These stacks increase the damage of Veigar's spell attacks as described in his abilities. As Veigar gains stacks, his magic becomes visibly more unstable and powerful. When Veigar reaches 5 or more stacks, the air around him warps, shadows bend toward his form, and his spells crackle violently with arcane force. When he reaches 10 or more stacks, his presence becomes oppressive; nearby creatures feel pressure in their skulls, his voice booms unnaturally, and every spell he casts appears dangerously overcharged. This escalation is purely descriptive but serves as a

clear in-world warning that Veigar is rapidly growing more dangerous the longer the fight continues.

Innate Spellcasting

Veigar's innate spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). He can cast the following spells innately, requiring no material components. Spells cast at will are cast at 3rd level or lower.

At will: chromatic orb, magic missile, mage armor, detect magic, minor illusion, cause fear

3/day each: counterspell, fireball (force damage instead of fire), blight

1/day each: shield, disintegrate, wall of force

Actions

Baleful Strike. *Ranged Spell Attack:* +10 to hit, range 120 ft., a 5-foot-wide line up to 120 ft. long. Veigar makes one spell attack and compares it against up to two creatures in a straight line, starting with the closest. *Hit:* 1d4 force damage plus 1d4 force damage for each stack of Phenomenal Evil Power. If the first creature is reduced to 0 hit points by this spell, the effect continues to the second creature. If the first creature is not reduced to 0 hit points, the spell ends.

Dark Matter. (Recharge 5–6) Veigar conjures a mass of condensed arcane energy that crashes down at a point he can see within 90 feet. Each creature in a 15-foot-radius sphere centered on that point must make a Dexterity saving throw. On a

failed save, a creature takes 8d10 force damage. On a successful save, it takes half as much damage. The creature closest to the center of the impact has disadvantage on the saving throw.

Event Horizon. (Recharge 6) Veigar creates a ring of unstable arcane energy with a radius of 20 feet, centered on a point he can see within 60 feet. The ring lasts until the start of Veigar's next turn. A creature that enters the ring, starts its turn touching the ring, or attempts to pass through it must make a Dexterity saving throw. On a failed save, the creature is stunned until the end of its next turn. On a successful save, the creature's speed becomes 0 until the end of the turn. A creature can be affected by this ability only once per casting.

Primordial Burst. (Recharge 12 – d12) Veigar targets one creature he can see within 60 feet. The target must make a Constitution saving throw. On a failed save, the target takes 1d10 force damage plus 1d10 force damage for each stack of Phenomenal Evil Power. On a successful save, the target takes half as much damage.

Legendary Actions

Veigar can take 3 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.

Cast Ability. Veigar uses Baleful Strike, Dark Matter, or Event Horizon, provided the chosen

option is available and not on recharge.

Warp the Equation. Veigar rolls one additional recharge die for each of his recharging abilities.

Lesser Spellcasting. Veigar casts an innate spell of 3rd level or lower.

Void Bat Nest

If Veigar confronts the party in a location he has occupied for several hours, a Void Bat Nest is already present. Otherwise, Veigar may create one using the spell below.

Seed of Phenomenal Evil. 3rd-level conjuration (Veigar only). Veigar conjures a warped arcane growth at a point on the ground he can see within 30 feet, creating a Void Bat Nest. If Veigar creates a new nest while one already exists, the previous nest collapses. This spell does not require concentration. The nest has an Armor Class of 12, 30 HP, and damage immunities to poison and psychic. It acts at initiative count 20 (losing ties). At the start of its turn, it spawns 2d4 Void Bats in unoccupied spaces within 10 feet of it. Destroying the nest immediately stops all spawning.

Void Bat

Armor Class: 10

Hit Points: 4 (1d4 + 2)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	10 (+0)	10 (+0)	2 (-4)	8 (-1)	3 (-4)

Void Bats count as creatures for all spell effects.