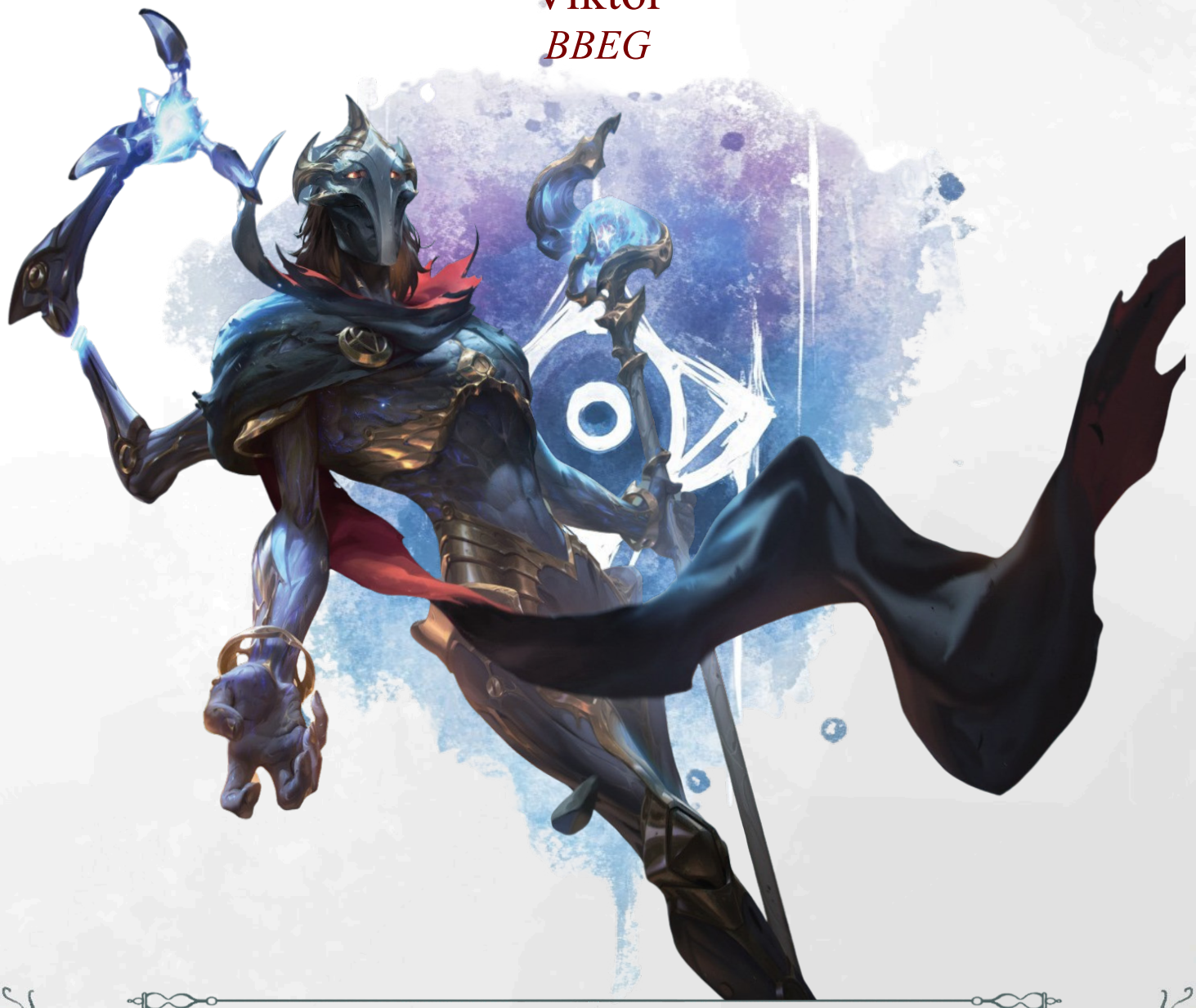
DUALINK

Viktor

BBEG



Arcane Edition

Viktor

Medium Humanoid, neutral

Armor Class: 18 (natural armour)
Hit Points: 250 (40d8 + 90)
Speed: 30 ft.

STR	DEX	CON	WIS	INT	CHA
12 (+1)	16 (+3)	18 (+4)	16 (+3)	22 (+6)	12 (+1)

Saving Throws: Int +10, Con +8, Dex +7
Skills: Arcana +9, Investigation +9, Perception +6, Sleight of Hand +7
Damage Resistances: Lightning, Fire, Force
Damage Immunities: Poison
Condition Immunities: Charmed, Exhaustion, Frightened, Poisoned
Senses: Darkvision 60 ft., Passive Perception 17
Languages: Common, Undercommon, Infernal
Challenge: 14 (11,500 XP)

Legendary Resistance (3/Day). When Viktor fails a saving throw, he can choose to succeed instead.

Glorious Evolution. Viktor gains ***Evolution Points*** (***EP***) throughout combat. When Viktor reaches a threshold amount of ***EP*** to upgrade an ability (4, 7, or 10 ***EP***), he may permanently upgrade one of his abilities as a free action at any time during combat. Once upgraded, the enhancement is permanent and cannot be undone.

He accumulates 1 EP whenever the following events occur:

- He reduces a creature to 0 HP.
- A creature fails a saving throw against one of his abilities.
- A creature becomes ***Overclocked***.
- Passively each round → 1 per turn.

Hexcore Stability. Viktor's Hexcore is a source of power but becomes unstable under stress. ***Hexcore Stability*** begins at 100 at the start of combat and is reduced by the following actions that Viktor can use:

- 10 Stability: Automatically recharging an ability.
- 15 Stability: Turning an action into a bonus action. This cannot be used on a Multiattack.
- 20 Stability: Taking two actions in a single turn. The second action cannot result in 2 Multiattacks in the same turn.

Only one such ability may be used during a turn.

At 0 Stability, Viktor's Hexcore becomes critically unstable and explodes at the start of his next turn. All creatures within 30 feet must succeed on a DC 18 Dexterity saving throw or take 40 (10d8) force damage. Viktor also takes 10 damage at the start of every turn until combat ends. Additionally, while Viktor has 0 Stability, he also has 2 stacks of exhaustion.

Viktor can restore 15 Stability by taking a full turn to recalibrate the Hexcore, during which he can take no other actions.

Overclocked. Certain abilities impose the ***Overclocked*** condition on creatures. This condition lasts for 1d4 round and may be ended upon a successful DC 18 Wisdom saving throw at the end of the creature's turn. When one is under this condition, they are affected by the following:

• The creature takes 1d8 lightning damage at the start of its turn.

• The creature's movement speed is reduced by 10 feet.

• The creature behaves as if under the effects of the confusion spell (no saving throw). The effect is determined by rolling at the beginning of the turn.

Adaptive Reinforcement. When Viktor fails a saving throw or takes critical damage, his mechanical systems rapidly adjust to mitigate future harm. He temporarily gains resistance to the triggering damage type until the end of his next turn and recovers 1 ***Hexcore Stability*** as he recalibrates his systems. However, Viktor still takes full damage from the triggering instance of the failed saving throw or critical hit before his systems adapt.

This feature may be used a number of times equal to Viktor's proficiency bonus per long rest.

Actions

Multiattack. Viktor makes two attacks: any combination of Siphon Ray, Mechanical Claw, or Gravity Field Deployment.

Siphon Ray. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. Hit: 16 (3d8 + 5) lightning damage. If the target fails a DC 18 Constitution saving throw, they become ***Overclocked***.

Evolved Siphon Ray. At the cost of 4 EP, Siphon Ray evolves. Siphon Ray can target two creatures within range. Make a separate attack roll for each target. If both hit, Viktor gains 2d8 temporary Hit Points. Additionally, ***Overclocked*** creatures hit by Siphon Ray take an additional 1d8 lightning damage.

Mechanical Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 21 (3d8 + 10) slashing damage.

Evolved Mechanical Claw. At the cost of 4 EP, Mechanical Claw evolves. The reach of Mechanical Claw increases to 10 feet. If this attack hits, the target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is ***Overclocked***, they take an additional 1d8 lightning damage.

Gravity Field Deployment (Recharge 5–6). Viktor deploys a gravity-modifying device at a point within 30 feet. Creatures within a 10-foot radius must succeed on a DC 18 Strength saving throw or be restrained for 1d4 rounds. Restrained creatures take 2d8 force damage at the start of their turns. The device has AC: 15 and HP: 50. It is also immune to lightning and poison damage. Additionally, the terrain that the Gravity Field Deployment affects is considered difficult terrain.

Evolved Gravity Field Deployment. At the cost of 7 EP, Gravity Field Deployment evolves. The radius of the Gravity Field increases to 15 feet. Additionally, creatures restrained by the field also become ***Overclocked*** for 1d4 rounds and Viktor can move the Gravity Field 10 feet in any direction as a bonus action on subsequent turns.

Bonus Actions

Hex Surge. Viktor channels raw energy from his Hexcore, unleashing a controlled pulse to exploit ***Overclocked*** enemies. All Overclocked creatures within 30 feet take 1d8 lightning damage.

If no ***Overclocked*** creatures are nearby, Viktor instead regains 2 ***EP*** as the energy is redirected into his systems. This ability costs 5 ***Hexcore Stability***.

Tactical Repositioning. Viktor manipulates the energy from his Hexcore to rapidly teleport up to 20 feet to an unoccupied space he can see. Upon teleporting, Viktor leaves behind a minor electrical discharge, causing all creatures within 5 feet of his original location to make a DC 18 Dexterity saving throw. On a failed save, creatures take 2d6 lightning damage.

Legendary Actions

Viktor 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.

Viktor regains spent legendary actions at the start of his turn.

Force Feedback Surge. Viktor detonates the ***Overclocked*** effect on one creature within 60 feet. The target must succeed on a DC 18 Constitution saving throw or take 3d8 lightning damage. Creatures within 10 feet of the target also take the same damage. On a successful save, only the primary target takes half damage. The target loses the ***Overclocked*** condition after being targeted.

Enhanced Claw Strike (Costs 2 Actions). Viktor teleports to an enemy within 30 feet and makes a Mechanical Claw attack. If the attack hits, the target is pushed 10 feet away, and Viktor regains 5 ***Hexcore Stability***.

Energy Sweep (Costs 2 Actions). Viktor unleashes a sweeping wave of energy in a 30-foot cone.

Creatures in the area must make a DC 18 Dexterity saving throw or take 18 (4d8) lightning damage and become ***Overclocked*** for 1d4 rounds.

Hex Protocol (Costs 3 Actions). Viktor overloads his Hexcore, triggering an energy burst that impacts all ***Overclocked*** creatures within 60 feet. Each affected creature takes 5d8 lightning damage and must make a DC 18 Constitution saving throw or is stunned until the end of Viktor's next turn. This action costs 10 ***Hexcore Stability***.

Apex of Evolution

When Viktor drops to 50% HP, he enters his second stage, deploying a powerful gadget resembling a floating energy node. The gadget creates an electrical storm within a 20-foot radius centered on itself.

The storm lasts until the gadget is destroyed or the combat ends.

- On the turn it is deployed and on each of Viktor's turns, the storm strikes up to 3 creatures within its radius. Each creature must make a DC 18 Dexterity saving throw or take 18 (4d8) lightning damage.
- If the gadget reduces a creature to 0 HP, its radius increases by 10 feet, growing stronger with each kill.
- Viktor can move the gadget up to 15 feet as a free action once per turn.
- The gadget has 50 HP, AC 15, and immunity to lightning and poison damage.

Viktor gets the following passive benefits for the rest of the encounter:

- Flight: Viktor gains a flying speed of 30 feet.

• Viktor passively generates 2 ***EP*** at the start of each of his turns instead of 1.

New Action

Death Ray (Recharge 5-6). Ranged Weapon Attack. Viktor fires a concentrated beam of lightning in a 60-foot line that is 5 feet wide, forcing all creatures in the area to make a DC 18 Dexterity saving throw. On a failed save, creatures take 36 (8d8) lightning damage or half as much on a success.

Evolved Death Ray. At the cost of 7 EP, Death Ray evolves. After the initial strike, the Death Ray strikes the same line again at the start of Viktor's next turn, forcing creatures in the area to make another Dexterity saving throw. Additionally, any creature hit by both strikes of the Death Ray becomes ***Overclocked*** for 1d4 rounds.

New Bonus Action

Mind Overclock (Recharge 5–6). Viktor attempts to control the mind of a creature within 30 feet. The target must succeed on a DC 18 Wisdom saving throw or be mind-controlled for 1d4 rounds. Targets affected by the ***Overclocked*** condition have disadvantage on this saving throw. Prior to this ability being used a player will be abstractly informed of the incoming mind-control.

While mind-controlled, the creature is considered charmed by Viktor and will follow his verbal commands to the best of its ability. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Special Weaknesses

Hexcore Instability

Discovery Mechanism. A character proficient in Arcana or Investigation can observe the fluctuations in Viktor's Hexcore energy output during combat. This requires a successful DC 18 Intelligence (Arcana) or DC 18 Intelligence (Investigation) check while Viktor uses an ability that costs ***Hexcore Stability*** (e.g., Hex Surge).

Consequence. After a character notices this weakness, the may choose to target a specific part of Viktor's Hexcore energy output is heightened, taking a -2 to his attack roll. If it connects, it will cause him to lose 20 Hexcore Stability immediately and make him vulnerable to force damage until the end of his next turn.

Evolution Overload

Discovery Mechanism. A character proficient in Insight or Medicine can exploit Viktor's biological and mechanical stress from gathering ***EP***. The character must succeed on a DC 17 Wisdom (Insight) or DC 17 Intelligence (Medicine) check after physically interacting with Viktor (e.g., hitting him with a melee attack or restraining him). This requires the character to notice subtle micro-tremors in Viktor's movements or the strain in his augmented body.

Consequence. After a character notices this weakness, the may choose to target a specific part of Viktor's body where the stress has accumulated, taking a -2 to his attack roll. If it connects, Viktor immediately loses 4 ***EP*** and cannot gain ***EP*** until the end of his next turn.

Darwin's Theory

Discovery Mechanism. A character proficient in Nature or History (or at the DM's discretion, a creative Insight or Arcana check) can mock Viktor's failure to achieve true evolution by challenging his ideals or exposing flaws in his logic. This requires a successful DC 18 Charisma (Deception) or DC 18 Wisdom (Insight) check after spending their action to deliver a mocking oratory.

Consequence. Viktor's ego and logic collapse under the weight of the insult, causing him to lose 10 Hit Points and immediately 2 ***EP*** as he falters in his conviction. Additionally, Viktor becomes distracted for one round, giving all attack rolls against him advantage until the end of his next turn.

All weaknesses can only be exploited once.

"In the pursuit of great, we failed to do good."

