DUALINK

V1

BBEG



Ultrakill Edition

V1

Medium construct

Armor Class: 20

Hit Points: 285

Speed: 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	20 (+5)	12 (+1)	14 (+2)	8 (−1)

Saving Throws: Dex +12, Con +11

Skills: Acrobatics +12, Perception +8

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities: charmed, frightened, poisoned

Senses: darkvision 120 ft., passive Perception 18

Languages: understands Common but can't speak

Challenge: 21 (33,000 XP)

Blood Is Fuel. When V1 deals damage to a creature within 10 feet, it regains 10 hit points. If that creature is reduced to 0 hit points, it instead regains 25 hit points.

Hyper Mobility. V1 can move up to 10 feet between attacks without provoking opportunity attacks.

Wall Runner. V1 can move along vertical surfaces and ceilings during its turn without falling.

Precision Frame. V1 ignores disadvantage imposed by:

- the prone condition
- half and three-quarters cover
- long range

Creatures do not gain advantage on attack rolls against V1 for being unseen if V1 is aware of their

location.

Actions

Multiattack. V1 makes three attacks. It cannot use the same weapon more than twice.

Revolver. *Ranged Weapon Attack:* +12 to hit, range 60/180 ft., one target *Hit:* 18 (2d10 + 7) piercing damage If this is the first attack V1 makes on its turn, it has advantage.

Shotgun. *Ranged Weapon Attack:* +12 to hit, 15-foot cone Each creature in the area must make a DC 18 Dexterity saving throw Failure: 24 (5d8 + 4) piercing damage Success: Half damage If a creature is within 5 feet of V1, it takes an extra 10 damage and triggers Blood Is Fuel twice.

Nailgun. *Ranged Weapon Attack:* +11 to hit, range 60 ft., one target *Hit:* 18 (4d6 + 4) piercing damage The target must succeed on a DC 18 Strength saving throw or:

- its speed becomes 0 until the start of V1's next turn, or
- it has disadvantage on its next attack roll

Railcannon (Recharge 5–6). V1 fires a beam in a 60-foot-long, 5-foot-wide line. Each creature in the line must make a DC 18 Dexterity saving throw Failure: 45 (10d8) lightning damage Success: Half damage

Bonus Actions

Dash / Slide. V1 moves up to half its speed. If it moved at least 20 feet before hitting a creature this turn, the next hit deals an extra 2d8 damage.

Reactions

Parry. When V1 is hit by an attack it can see, it reduces the damage by 25.

If this reduces the damage to 0:

- V1 takes no damage
- the attacker takes 18 force damage
- V1 can immediately move up to 15 feet

Legendary Actions

V1 can take 3 legendary actions, regaining them at the start of its turn.

Quick Shot. V1 makes one Revolver attack

Dash. V1 moves up to 25 feet

Close Burst (2 Actions). V1 makes one Shotgun attack

Overclock (3 Actions). V1 moves up to half its speed and makes one attack

Overheat. When V1 is reduced to 0 hit points, it instead drops to 1 hit point and regains 160 hit points.

For the rest of the encounter:

- Blood Is Fuel heals double
- V1's speed becomes 60 feet
- V1 makes four attacks when it takes the Multiattack action

This trait can occur once.