DUALINK

Arjac Rockfist

BBEG



Warhammer40K Edition

Arjac Rockfist

Medium humanoid (Astartes), lawful neutral

Armor Class: 21 (Anvil of Fenris Terminator Armor)
Hit Points: 310 (28d10 + 168)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	12 (+1)	18 (+4)	16 (+3)

Saving Throws: Str +13, Con +12, Wis +10
Skills: Athletics +13, Intimidation +9, Perception +10
Damage Resistances: cold, lightning; bludgeoning, piercing, slashing from nonmagical attacks
Condition Immunities: frightened, stunned
Senses: darkvision 60 ft., passive Perception 20
Languages: Common, Fenrisian
Challenge: 18 (20,000 XP)

Champion of the Wolf King. Arjac has advantage on saving throws against being moved, knocked prone, or forcibly teleported. If an effect would move him against his will, he may instead move 5 feet in a direction of his choice.

Living Anvil. When Arjac takes 30 or more damage from a single source, he gains 1 Anvil Charge (maximum 5). At the start of his turn, he may expend any number of Anvil Charges to empower his abilities. For every Anvil Charge, Arjac reduces the damage from all attacks by 2 (up to 10 at max stacks). All charges are lost if Arjac is incapacitated.

Actions

Multiattack. Arjac makes two attacks with Foehammer, or one attack and one Hammer Throw if available.

Foehammer (Thunder Hammer). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit. 22 (3d8 + 7) bludgeoning damage plus 9 (2d8) thunder damage. Crushing Impact. If Arjac expends an Anvil Charge, the target must succeed on a DC 20 Strength saving throw or be knocked prone and stunned until the end of its next turn.

Hammer Throw, Foehammer Returns (Recharge 4–6). *Ranged Weapon Attack:* +13 to hit, range 30/90 ft., one target. Hit. 27 (4d10 + 7) bludgeoning damage plus 9 (2d8) thunder damage. After the attack, Foehammer immediately returns to Arjac's hand. If Arjac expends 2 Anvil Charges, the hammer ricochets to a second creature within 20 feet of the first.

Bonus Actions

Anvil Shockwave (Costs 2 Anvil Charges). Arjac slams Foehammer into the ground. Each enemy creature within 15 feet must make a DC 20 Constitution saving throw.

- Fail: 27 (6d8) thunder damage and knocked prone
- Success: Half damage, not knocked prone

Structures and objects in the area automatically take maximum damage.

Reactions

Rockfist Intercept. When a creature

Arjac can see within 10 feet hits an ally with an attack, Arjac may:

- Reduce the damage by 25
- Move up to 10 feet toward the attacker
- Make one Foehammer attack against that creature

You Strike the Anvil. When Arjac is hit by a melee attack, he may expend 1 Anvil Charge to deal 10 (3d6) thunder damage to the attacker (no save).

Legendary Actions

Arjac can take 3 legendary actions, regaining them at the start of his turn. Hammer Step. Arjac moves up to 15 feet without provoking opportunity attacks. ***Foehammer Strike.*** Arjac makes one Foehammer attack. ***Anvil Guard (Costs 2 Actions).*** Arjac gains resistance to all damage until the start of his next turn. ***Throw and Return (Costs 3 Actions).*** Arjac uses Hammer Throw, even if it is on recharge.

Unbroken of Fenris

When Arjac is reduced to 0 hit points, he instead drops to 120 hit points, immediately regains 5 Anvil Charges, and unleashes a thunderous roar.

For the rest of the encounter:

- Arjac has advantage on all attack rolls
- Hammer Throw recharges every turn
- Anvil Shockwave costs 1 Anvil Charge instead of 2