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Astorath the Grim, Redeemer of the Lost

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Warhammer 40K Edition

Astorath the Grim, Redeemer of the Lost

Medium humanoid (Astartes), lawful neutral

Astorath the Grim is the High Chaplain of the Blood Angels and the Redeemer of the Lost, a solemn executioner charged with granting the Emperor's Peace to those consumed by the Black Rage. Unlike other Chaplains, his duty extends beyond his own Chapter, traveling across the galaxy to seek the fallen sons of Sanguinius and bring their suffering to an end.

Clad in dark crimson armor and bearing the Executioner's Axe, Astorath descends upon the battlefield with terrifying inevitability. His sacred litanies stir the fury of the Death Company, driving his brothers to acts of extraordinary violence even in their final moments.

Though feared even among his brothers, Astorath is neither cruel nor bloodthirsty. Every life he takes is a burden he carries, and every fallen warrior is another soul he could not save.

Armor Class 19 (artificer armor)
Hit Points 246 (29d8 + 116)
Speed 30 ft., fly 60 ft. (jump pack)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	16 (+3)	20 (+5)	20 (+5)

Saving Throws Str +11, Con +10, Wis +11, Cha +11

Skills Athletics +11, Insight +11, Intimidation +11, Perception +11, Religion +9
Damage Resistances necrotic
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 21
Languages Gothic, High Gothic
Challenge 18 (20,000 XP)

Astartes Physiology. Astorath has advantage on saving throws against disease, poison, and exhaustion. He does not need to sleep and cannot be put to sleep by magic.

Redeemer of the Lost. Astorath has advantage on Wisdom (Insight) checks made to identify creatures suffering from supernatural madness, violent compulsions, or similar effects.

Additionally, Astorath's weapon attacks score a critical hit on a roll of 19 or 20 against creatures that have half their hit points or fewer.

Liturgies of Blood. Friendly creatures of Astorath's choice within 30 feet of him that can hear him have advantage on saving throws against being charmed or frightened. Additionally, once on each of their turns, when such a creature hits with a melee weapon attack, it can deal an additional 4 (1d8) damage of the weapon's type. Astorath does not benefit from this trait.

Executioner's Purpose. When Astorath reduces a creature to 0 hit points with a melee attack, he can immediately move up to 15 feet without provoking opportunity

attacks.

Legendary Resistance (3/Day). If Astorath fails a saving throw, his rosarius flares with protective light and he can choose to succeed instead.

Actions

Multiattack. Astorath makes three attacks, using the Executioner's Axe or Bolt Pistol in any combination. He can replace one of these attacks with a use of Mass of Doom or Final Absolution, if available.

Executioner's Axe. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage plus 7 (2d6) radiant damage. If the target has half its hit points or fewer, the attack deals an additional 3 (1d6) slashing damage.

Bolt Pistol. *Ranged Weapon Attack:* +10 to hit, range 30/90 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Mass of Doom (Recharge 5–6). Astorath recites a terrible litany, invoking the fury of Sanguinius as he leads his brothers into battle. Astorath and up to three friendly creatures of his choice within 30 feet that can hear him become empowered until the end of Astorath's next turn.

While empowered, a creature gains the following benefits:

- Its movement does not provoke opportunity attacks.
- The first time it moves at least 20 feet straight toward a hostile creature and hits that creature with a melee weapon attack on the

same turn, the attack deals additional damage of the weapon's type: 9 (2d8) if the attacker is Astorath, or 4 (1d8) if the attacker is another creature.

- If the target of that attack is Large or smaller, it must succeed on a DC 19 Strength saving throw or be knocked prone.

A creature can benefit from the additional damage and knockdown effect only once per use of Mass of Doom.

Final Absolution (Recharge 6). Astorath attempts to deliver the Emperor's Peace to a wounded enemy. He makes one Executioner's Axe attack against a creature within his reach that has half its hit points or fewer. On a hit, the attack deals an additional 18 (4d8) slashing damage, and the target must succeed on a DC 19 Constitution saving throw or be unable to regain hit points until the end of its next turn.

Bonus Actions

Jump Pack Descent. Astorath flies up to 30 feet without provoking opportunity attacks.

If he moves at least 20 feet during this movement and ends it within 5 feet of a hostile creature, he has advantage on the next Executioner's Axe attack he makes against that creature before the end of his turn.

Invocation of the Lost (3/Day). Astorath recites a sacred litany, choosing up to three friendly creatures within 30 feet that can hear

him.
Each chosen creature gains 10 temporary hit points and can immediately move up to 10 feet without provoking opportunity attacks.

Reactions

Executioner's Guard. When Astorath is hit by a melee attack, he adds 3 to his AC against that attack, potentially causing it to miss.
If the attack misses as a result, Astorath can make one Executioner's Axe attack against the attacker, provided it is within his reach.

Last Act of Defiance (3/Day). When a friendly creature within 30 feet of Astorath that can hear him is reduced to 0 hit points by a melee attack but not killed outright, Astorath can use his reaction to inspire one final act of violence. Before falling unconscious, the creature can make one melee weapon attack against the attacker, provided the attacker is within its reach.

Legendary Actions

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

Executioner's Strike (Costs 2 Actions). Astorath makes one Executioner's Axe attack.

Grim Advance. Astorath moves up to half his speed without provoking opportunity attacks.

Litany of Wrath (Costs 2 Actions). One friendly creature within 30 feet of Astorath that can hear him can use its reaction to make one melee weapon attack.

Merciless Descent (Costs 3 Actions). Astorath flies up to half his flying speed without provoking opportunity attacks and makes one Executioner's Axe attack. If the attack hits, it deals an additional 10 (3d6) slashing damage.