DUALINK

Fulgrim

BBEG



Warhammer40K Edition

Fulgrim

Huge fiend (daemon, primarch), chaotic evil

Armor Class: 22 (Warp-forged perfection)

Hit Points: 540 (36d12 + 288)

Speed: 50 ft., climb 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	24 (+7)	26 (+8)	22 (+6)	20 (+5)	26 (+8)

Saving Throws: Dex +14, Con +15, Wis +12, Cha +15

Skills: Acrobatics +14, Perception +12, Insight +12, Performance +15, Deception +15

Damage Resistances: cold, fire, lightning

Damage Immunities: poison, psychic

Condition Immunities: charmed, frightened, poisoned

Senses: truesight 120 ft., passive Perception 22

Languages: All, telepathy 120 ft.

Challenge: 24 (62,000 XP)

Primarch of Perfection. Fulgrim scores a critical hit on a roll of 18–20.

If Fulgrim has advantage on an attack, creatures cannot impose disadvantage on that attack.

Duelist Supreme. Fulgrim can take two reactions per round, but only one per turn.

When a creature misses Fulgrim with a melee attack, he may move up to 15 feet and make one Blade of the Phoenician attack.

Aura of Exquisite Terror (30 ft.). Enemies that start their turn in the

aura must make a DC 23 Wisdom saving throw.

On a failure:

- Their speed is halved
- They have disadvantage on their first attack roll that turn

On a success:

- Immune for 24 hours

This is not fear, it is inferiority made manifest.

Warp Regeneration. Fulgrim regains 20 hit points at the start of his turn.

If he took radiant damage since his last turn, this regeneration does not function.

Actions

Multiattack. Fulgrim makes three Blade attacks and one Lash of Agony attack.

He may move 20 feet between attacks without provoking opportunity attacks.

Blade of the Phoenician. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target Hit: 27 (4d8 + 8) slashing plus 18 (4d8) psychic damage. If the target is below half HP, the psychic damage is doubled.

Lash of Agony. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target Hit: 22 (3d8 + 8) slashing plus 18 (4d8) necrotic damage. Target must succeed on DC 23 Con save or:

- Be restrained by spectral sensation until end of next turn
- Take 18 psychic damage at start of its turn

Perfect Strike (Recharge 5–6). Fulgrim targets one creature he can see within 60 ft.

The target must make a DC 23

Dexterity save.
Failure:
- 66 (12d10) slashing damage
- Knocked prone
- Stunned until end of next turn

Success:
- Half damage
- Not stunned

If the target was already restrained or prone, it automatically fails.

Bonus Actions

Serpentine Rush. Fulgrim moves up to his speed without provoking opportunity attacks.
Creatures he passes within 5 ft. of take 10 slashing damage.

Reactions

Parry of the Perfect Form. Reduce damage of one attack by 30.
If reduced to 0 damage, Fulgrim may immediately make one Blade attack.

Legendary Actions

Fulgrim can take 3 legendary actions, choosing from the options below. Only one may be used at a time and only at the end of another creature's turn.

Graceful Step (1 Action). Move up to 30 feet.

Hypnotic Display (1 Action). One creature within 60 ft. must succeed DC 23 Wisdom save or be charmed until end of its next turn. While charmed this way, creature is incapacitated.

Crescendo of Slaughter (3 Actions). Fulgrim makes two Blade attacks.

Apotheosis of Excess

When Fulgrim is reduced to 0 HP for the first time:

He does not die.

Instead:

- Regains 250 HP
- Warp Regeneration increases to 40 HP/turn
- All Blade attacks deal an extra 2d8 psychic damage
- He gains one additional legendary action per round (4 total)

This transformation bring the following features:

Overwhelming Perfection. Creatures that fail a saving throw against Fulgrim in Phase 2 cannot benefit from advantage on their next turn.

Flawless Predator. When Fulgrim reduces a creature to 0 HP, he may immediately take a legendary action without expanding a use.

