DUALINK

Fuegoleon Vermillion

BBEG



Black Clover Edition

Fuegoleon Vermillion

Captain of the Crimson Lion Kings

Medium humanoid (human), lawful good

Armor Class 18 (Mana Skin)
Hit Points 180 (19d8 + 95)
Speed 35 ft.

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

Saving Throws Con +10, Wis +9, Cha +10
Skills Arcana +10, Athletics +9, Insight +9, Intimidation +10, Perception +9, Persuasion +10
Damage Resistances fire
Senses passive Perception 19
Languages Common
Challenge 16 (15,000 XP)

Legendary Resistance (2/Day). If Fuegoleon fails a saving throw, he can choose to succeed instead.

Fire Magic. Fuegoleon manipulates exceptionally powerful Fire Magic through his three-leaf grimoire, allowing him to manifest flaming constructs, unleash concentrated magical attacks, and control the surrounding battlefield. Charisma is his spellcasting ability for his Fire Magic. His spell save DC is 18, and he has a +10 bonus to spell attack rolls. His Fire Magic attacks are magical.

Mana Skin. Fuegoleon surrounds his body with a protective layer of reinforced magical energy, which is included in his Armor Class.

Mana Zone: Royal Awareness.

Fuegoleon maintains precise control over the surrounding mana within 60 feet of himself. While he isn't incapacitated, he gains the following benefits.

Mana Perception. Fuegoleon knows the location of each creature within 30 feet of himself that is concentrating on a spell, provided the creature isn't behind total cover.

Battlefield Awareness. Fuegoleon has advantage on initiative rolls and can't be surprised while conscious.

Reinforcement Magic. Fuegoleon reinforces his body with mana, enhancing his physical capabilities. He has advantage on Strength checks and Strength saving throws made to resist being pushed or knocked prone.

The Crimson Lion's Resolve. Fuegoleon has advantage on saving throws against being frightened. Additionally, once per round, when a friendly creature Fuegoleon can see within 30 feet of himself succeeds on a saving throw against being frightened, he can allow that creature to move up to 10 feet without provoking opportunity attacks. This movement requires no action from either creature. Fuegoleon can't use this trait while incapacitated.

Bond of the Fire Spirit. Fuegoleon begins combat accompanied by Salamander, the Great Spirit of Fire, unless the spirit has been prevented from manifesting. Salamander uses the statistics provided at the end of this stat block.

Salamander and Fuegoleon share an initiative count, with Salamander taking its turn immediately after Fuegoleon. On its turn, Salamander can move up to its speed and takes the Dodge action unless Fuegoleon uses his Command Salamander bonus action to direct it otherwise. Salamander can take reactions normally, whether or not Fuegoleon commands it.

Salamander doesn't grant additional experience points when encountered as part of Fuegoleon's CR 16 encounter. If Salamander is reduced to 0 hit points, its body disperses into harmless flames, and it can't manifest again for the remainder of the encounter. Fuegoleon can't enter Spirit Dive while Salamander is dispersed.

Special Mechanic - Royal Firelines

Fuegoleon can establish magical formations that restrict enemy movement while providing defensive positions for his allies.

Royal Firelines (1/Day). As a bonus action, Fuegoleon chooses two points he can see on the ground within 60 feet of himself. A column of swirling flames rises from each point, creating a **10-foot-radius, 15-foot-high cylinder** centered on that point. The columns last for 1 minute, until Fuegoleon dismisses them without requiring an action, or until he is incapacitated. Each column creates the following effects.

Burning Ground. The ground within the column's area is difficult

terrain for hostile creatures.

Searing Flames. When a hostile creature enters a column's area for the first time on a turn or starts its turn there, it takes 7 (2d6) fire damage. A creature can take this damage only once per turn, even if the columns overlap.

Defensive Formation. Friendly creatures within the column have half cover against ranged attacks originating outside that column's area.

Controlled Flames. Fuegoleon and Salamander aren't affected by the columns' damaging effects.

Each column is a magical effect equivalent to a 4th-level spell for the purpose of *dispel magic*. Successfully dispelling one column doesn't end the other.

Reposition Firelines. As a bonus action while Royal Firelines is active, Fuegoleon can move one of the columns up to 15 feet to another point on the ground he can see within 60 feet of himself. The column's movement doesn't count as a creature entering its area for the purpose of Searing Flames. The column must remain entirely within 60 feet of Fuegoleon when repositioned.

Actions

Multiattack. Fuegoleon makes two attacks using Sol Linea or Flame Arm in any combination. While Spirit Dive is active, he makes three attacks instead.

Fire Magic: Sol Linea. Fuegoleon creates a small sphere of

concentrated Fire Magic resembling a miniature sun before releasing a beam of flame toward his opponent. He makes a ranged spell attack with a +10 bonus to the attack roll against one creature or object he can see within 120 feet of himself. On a hit, the target takes 16 (2d10 + 5) fire damage. The beam ignores half cover and three-quarters cover, but it doesn't ignore total cover.

Reinforcement Magic: Flame Arm. Fuegoleon concentrates Fire Magic around his right arm, manifesting an enormous limb of condensed flames before striking his opponent. He makes a melee spell attack with a +10 bonus to the attack roll against one creature within 10 feet of himself. On a hit, the target takes 14 (2d8 + 5) bludgeoning damage and 4 (1d8) fire damage.

If the target is Large or smaller, Fuegoleon can force it to make a DC 18 Strength saving throw. On a failed save, Fuegoleon pushes the creature up to 10 feet away from himself. Fuegoleon can attempt to push a creature using this attack only once on each of his turns.

Fire Creation Magic: Leo Rugiens (Recharge 5–6). Fuegoleon manifests an enormous lion composed entirely of Fire Magic, commanding it to release a devastating torrent of flames. He chooses a point he can see within 30 feet of himself. A colossal flaming lion appears at that point and immediately releases a **30-foot cone of fire** in a direction of Fuegoleon's

choice.

Each creature of his choice in the cone must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 35 (10d6) fire damage. On a successful save, it takes half as much damage. Unattended, nonmagical objects in the affected area take the full damage. The flaming lion disappears immediately after the attack resolves.

Fire Restraining Magic: Leo Palma (2/Day). Fuegoleon manifests enormous flaming paws around his enemies, attempting to immobilize them through concentrated Fire Magic. He chooses up to two creatures he can see within 60 feet of himself. Each target must make a DC 18 Dexterity saving throw. On a failed save, the creature becomes restrained by enormous flaming paws for up to 1 minute. While restrained in this way, the creature takes 5 (1d10) fire damage at the start of each of its turns.

A restrained creature can repeat the Dexterity saving throw at the end of each of its turns, ending the effect on itself on a success. The creature can also use its action to make a DC 18 Strength (Athletics) check, freeing itself on a success.

Each set of flaming paws has AC 15, 20 hit points, and immunity to fire and poison damage. Destroying a creature's flaming restraints ends the effect on that creature. The restraints disappear if Fuegoleon becomes incapacitated.

Bonus Actions

Command Salamander. Fuegoleon mentally commands Salamander to perform one of the actions available in its stat block. Salamander carries out the command on its next turn. When Fuegoleon uses this bonus action, he can also choose one friendly creature other than Salamander within 30 feet of himself that can see or hear him. That creature can immediately move up to 10 feet without provoking opportunity attacks from one creature Fuegoleon can see. This movement requires no action from the chosen creature.
Fuegoleon can't use Command Salamander while Salamander is dispersed or assimilated through Spirit Dive.

Lead the Vanguard (3/Day). Fuegoleon chooses one friendly creature other than himself that he can see within 60 feet of himself and that can hear him. The creature gains 10 temporary hit points and can immediately move up to 15 feet without provoking opportunity attacks from one creature Fuegoleon can see. This movement requires no action from the chosen creature. The temporary hit points last for 1 minute.

Royal Firelines (1/Day). Fuegoleon uses Royal Firelines, as described in his Special Mechanic.

Reposition Firelines. Fuegoleon uses Reposition Firelines, as described in his Royal Firelines feature.

Reactions

Fire Creation Magic: Ignis Columna

(2/Day). When Fuegoleon or a friendly creature he can see within 30 feet of himself is hit by an attack, Fuegoleon can conjure a spiraling pillar of flames around the creature. The pillar reduces the damage from the triggering attack by 16 (3d10). Additionally, the protected creature has half cover until the start of Fuegoleon's next turn. The pillar disappears when this effect ends.

The Captain's Intervention. When a friendly creature Fuegoleon can see within 30 feet of himself is targeted by a melee attack, Fuegoleon can use his reaction to move up to 15 feet toward that creature without provoking opportunity attacks from the attacker. If he ends this movement within 5 feet of the friendly creature and within the attacker's reach, Fuegoleon can become the target of the triggering attack instead. The original attack roll is compared against Fuegoleon's Armor Class. Fuegoleon must declare this reaction before the attack roll is made.

Legendary Actions

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

Strategic Advance. Fuegoleon moves up to half his speed without provoking opportunity attacks.

Captain's Command. Fuegoleon

chooses one friendly creature he can see within 60 feet of himself. The chosen creature can immediately move up to 15 feet without provoking opportunity attacks from one creature Fuegoleon can see. This movement requires no action from the chosen creature.

Sol Linea (Costs 2 Actions). Fuegoleon makes one Sol Linea attack.

Salamander's Assault (Costs 2 Actions). Fuegoleon commands Salamander to move up to 15 feet and make one Fiery Talon attack against a creature within its reach. This movement doesn't provoke opportunity attacks from the target. Fuegoleon can't use this legendary action while Salamander is dispersed or assimilated through Spirit Dive.

Phase Two - Spirit Dive

Spirit Dive (Bonus Action; 1/Day). While Fuegoleon has **90 hit points or fewer**, he can use a bonus action to assimilate Salamander into his body, provided Salamander is within 60 feet of him and hasn't been reduced to 0 hit points. Fuegoleon enters Phase II, which lasts until he is defeated or combat ends. Salamander immediately disappears from the battlefield as its magical energy merges with Fuegoleon. While Phase II is active, Salamander can't manifest separately, take turns, use reactions, or make attacks. Fuegoleon retains his existing abilities, except those that require Salamander to be present as a

separate creature. He also gains the following benefits.

Phase Two Traits

Incarnation of the Fire Spirit. Fuegoleon's body becomes infused with Salamander's power. Draconic scales and fiery markings spread across his body, and enormous wings of concentrated Fire Magic emerge from his back. While Spirit Dive is active, Fuegoleon gains the following benefits.

Draconic Wings. Fuegoleon gains a flying speed of 60 feet and can hover.

Elemental Incarnation. Fuegoleon gains immunity to fire damage, replacing his normal fire resistance.

Spirit-Enhanced Flame. Each of Fuegoleon's Sol Linea and Flame Arm attacks deals an additional 4 (1d8) fire damage on a hit.

Mana Zone: Crimson Dominion. Fuegoleon's control over the surrounding mana becomes significantly more powerful. While Spirit Dive is active, the radius of each of his active Royal Firelines increases from 10 feet to 15 feet. The height of each column remains 15 feet. Additionally, when Fuegoleon uses Reposition Firelines, he can move the chosen column up to 20 feet instead of 15 feet.

The Lion and the Salamander. Fuegoleon's Spirit Dive grants him greater control over Salamander's destructive power. He gains access to the Spiritfire Judgment action described below. He also retains his Sol Linea, Flame Arm, Leo Rugiens, and Leo Palma abilities.

Unwavering Commander. While Spirit Dive is active, friendly creatures within 30 feet of Fuegoleon have advantage on saving throws against being frightened while he isn't incapacitated. This benefit ends immediately when Fuegoleon is incapacitated.

Phase Two Actions

Spirit Magic: Spiritfire Judgment (Recharge 5–6). Fuegoleon gathers the immense power of Salamander into his body before unleashing a devastating torrent of Fire Magic. An enormous spectral image of Salamander manifests around him, opening its jaws and releasing a colossal wave of flames. Fuegoleon releases fire in a **60-foot cone** originating from himself.

Each creature of his choice in the cone must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 45 (10d8) fire damage. On a successful save, the creature takes half as much damage.

Unattended, nonmagical objects in the affected area take the full damage. The flames ignite flammable objects in the area that aren't being worn or carried.

Spiritfire Judgment and Leo Rugiens share a recharge. Using either expends both, and they recharge together.

Phase Two Legendary Actions

Fuegoleon retains his existing legendary actions, except Salamander's Assault. He gains the following additional option.

Spiritfire Lance (Costs 2 Actions).

Fuegoleon concentrates Salamander's power into a narrow lance of flame and launches it toward one creature he can see within 90 feet of himself. He makes a ranged spell attack against the target with a +10 bonus to the attack roll. On a hit, the creature takes 22 (5d8) fire damage. If the creature is Large or smaller, it must succeed on a DC 18 Strength saving throw or be pushed up to 10 feet away from Fuegoleon.

Salamander

The Great Spirit of Fire

Large elemental, neutral

Armor Class 16 (natural armor)
Hit Points 52 (8d10 + 8)
Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	12 (+1)	8 (-1)	16 (+3)	12 (+1)

Saving Throws Dex +8, Con +6, Wis +8
Skills Perception +8
Damage Immunities fire
Senses darkvision 120 ft., passive Perception 18
Languages understands Common and Ignan but can't speak

Traits

Great Spirit of Fire. Salamander is a powerful elemental spirit that manifests alongside Fuegoleon Vermillion. Its attacks are magical. Salamander is immune to the damaging effects of Fuegoleon's Fire Magic, including Royal Firelines. Salamander can't be permanently

destroyed by ordinary attacks. When reduced to 0 hit points, its manifested body disperses, preventing it from participating in the encounter.

Spirit Bond. Salamander acts immediately after Fuegoleon in the initiative order. Unless Fuegoleon has commanded it using Command Salamander, Salamander can move up to its speed and takes the Dodge action. Salamander can take reactions normally.

Aerial Mount. Salamander can carry one Medium or smaller creature on its back while flying. A creature riding Salamander moves with it but can't control its movement independently. Salamander continues to follow its Spirit Bond trait while being ridden.

Mana Sensory. Salamander can sense the presence of concentrated magical energy. It knows the location of any creature within 30 feet of itself that is concentrating on a spell, provided the creature isn't behind total cover. Salamander can communicate this information telepathically to Fuegoleon while they are within 120 feet of one another.

Salamander Actions

Fiery Talon. Salamander strikes one creature within 5 feet of itself using its enormous claws, which are surrounded by concentrated Fire Magic. It makes a melee spell attack with a +10 bonus to the attack roll. On a hit, the target takes 13 (2d8 +

4) slashing damage and 4 (1d8) fire damage.

Spirit Magic: Salamander's Breath (Recharge 5–6). Salamander opens its jaws and releases a torrent of magical fire. The flames erupt in a **40-foot cone** originating from Salamander. Each creature of Fuegoleon's choice in the area must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 27 (6d8) fire damage. On a successful save, the creature takes half as much damage. Unattended, nonmagical objects in the affected area take the full damage. Salamander can use this action only when commanded by Fuegoleon.

Salamander Reactions

Protective Wings. When Fuegoleon or another friendly creature Salamander can see within 10 feet of itself is hit by an attack, Salamander can use its reaction to extend one of its enormous wings between the target and the attacker. The protected creature takes 7 (2d6) less damage from the triggering attack. Salamander must be able to see the attacker to use this reaction.

Special Weakness - The Spirit's Bond

Fuegoleon's greatest source of power is his connection to Salamander. The spirit must remain close to its host for Spirit Dive, and a blow that shatters its manifested body echoes back through the bond.

Discovery Mechanism. A creature that witnesses Fuegoleon and

Salamander fighting together can use its action to make a DC 17 Intelligence (Arcana) or Wisdom (Insight) check. On a success, the creature recognizes the supernatural bond between them and learns the following information:

- Salamander acts on Fuegoleon's commands.
- Fuegoleon can enter Spirit Dive only while Salamander is within 60 feet of him and hasn't been dispersed.
- Dispersing Salamander before Spirit Dive sends a backlash of mana through Fuegoleon.

Triggering Mechanism. Salamander is reduced to 0 hit points before Fuegoleon has entered Spirit Dive.

Consequence. Salamander disperses for the remainder of the encounter, and Fuegoleon loses access to Command Salamander, Salamander's Assault, and Spirit Dive. The backlash deals 22 (4d10) force damage to Fuegoleon, and he can't take reactions until the end of his next turn.

Recovery. The reaction loss ends at the end of Fuegoleon's next turn. Salamander can't manifest again during the encounter, so this weakness can be triggered only once per encounter.