DUALINK

Ghazghkull Thraka

BBEG



Warhammer 40K Edition

Ghazghkull Thraka

Huge humanoid (ork), chaotic evil

Armor Class: 22 (mega-armor, iron halo)

Hit Points: 445 (26d12 + 286)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	28 (+9)	12 (+1)	18 (+4)	24 (+7)

Saving Throws: Str +15, Con +16, Wis +11, Cha +14

Skills: Athletics +15, Intimidation +14, Perception +11

Damage Resistances: bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities: psychic

Condition Immunities: charmed, frightened, stunned

Senses: darkvision 120 ft., passive Perception 21

Languages: Orkish, Common (broken), telepathy 60 ft. (orks only)

Challenge: 21 (33,000 XP)

Living Waaagh. Ghazghkull radiates raw ork momentum. His power scales automatically based on what's happening around him.

- While at least one enemy is within 20 feet of him, Ghazghkull deals +2d10 damage on all weapon attacks.
- While at least one allied ork can see him, Ghazghkull has advantage on Strength saving throws.
- While outnumbered (more enemies than allies within 30 ft.), Ghazghkull has resistance to all damage.

Prophet of Gork and Mork. Allied

orks within 60 feet of Ghazghkull gain:

- Advantage on attack rolls
- Advantage on saving throws against fear and charm

If an allied ork drops to 0 hit points within this range, Ghazghkull may immediately move up to half his speed as a reaction, roaring in approval.

Iron Skull of the Beast. Ghazghkull has advantage on saving throws against spells and magical effects. On a success, he takes no damage instead of half.

Too Angry to Die (1/Encounter). The first time Ghazghkull would be reduced to 0 hit points, he instead drops to 1 hit point, immediately stands up if prone, and triggers UNSTOPPABLE WAAAGH (see below).

Actions

Multiattack. Ghazghkull makes two attacks, in any combination of Gork's Klaw and Mork's Roar.

Gork's Klaw (Power Klaw). *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) slashing damage If the target is Large or smaller, it must succeed on a DC 23 Strength saving throw or be grappled. While grappled this way:

- The creature is restrained
- It takes 21 (6d6) bludgeoning damage at the start of each of Ghazghkull's turns

Mork's Roar (Twin-Linked Shoota). *Ranged Weapon Attack:* +14 to hit, range 120/360 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage

- If the target is within 30 feet of another enemy, Ghazghkull may choose one such creature to take 14 (4d6) piercing damage from ricocheting fire.

HEADBUTT OF THE WAR GOD (Recharge 5–6). Ghazghkull moves up to 20 feet in a straight line without provoking opportunity attacks and smashes headfirst into one creature. The target must make a DC 23 Constitution saving throw:

- Fail: 55 (10d10) bludgeoning damage and stunned until the end of its next turn
- Success: Half damage, not stunned

Huge or smaller creatures automatically fail this save if they are prone.

Bonus Actions

Waaagh Bellow. All enemies of Ghazghkull's choice within 30 feet must succeed on a DC 21 Wisdom saving throw or be frightened until the end of their next turn. Allied orks that hear the bellow may immediately move up to half their speed without provoking opportunity attacks.

Reactions

Dat Didn't Count. When Ghazghkull is hit by an attack, he reduces the damage by 25. If this reduces the damage to 0, Ghazghkull may immediately make one Gork's Klaw attack against a creature within reach.

Legendary Actions

Ghazghkull can take 3 legendary

actions, regaining them at the start of his turn.

- ***Smash (1 Action).*** Make one Gork's Klaw attack.
- ***Dak Dak Dak (1 Action).*** Make one Mork's Roar attack.
- ***Keep Marchin' (2 Actions).*** Move up to his speed without provoking opportunity attacks.
- ***Krump the Lot (3 Actions).*** Make one Gork's Klaw attack against each enemy within reach (separate rolls).

UNSTOPPABLE WAAAGH

Triggered by Too Angry to Die.

- Ghazghkull immediately regains 220 hit points
- His size becomes Gargantuan
- His reach increases by 5 feet
- His weapon attacks deal +2d12 damage
- He gains immunity to being restrained or knocked prone

At initiative count 20 (losing initiative ties), Ghazghkull causes one of the following effects of his choice; no roll is required:

- Green Tide Reinforcements. 2d6 Ork Boyz emerge at unoccupied spaces within 60 feet of Ghazghkull and immediately join the battle.
- Waaagh Shockwave. Each enemy creature within 40 feet of Ghazghkull must make a Strength saving throw (DC 21), taking 22 (4d10) force damage on a failed save, or half as much damage on a successful one.
- Relentless Advance. Ghazghkull immediately takes one legendary action, even if he has already

taken a legendary action this round.

This effect persists until Ghazghkull is reduced to 0 hit points.

Medium humanoid (ork), chaotic evil

Armor Class: 14 (scrap armor)
Hit Points: 30 (4d8 + 12)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (−2)	10 (+0)	10 (+0)

Saving Throws: Con +5
Skills: Athletics +5, Intimidation +2
Damage Resistances: bludgeoning, piercing, slashing from nonmagical attacks while within 30 ft. of Ghazghkull
Condition Immunities: frightened (while Ghazghkull is on the battlefield)
Senses: darkvision 60 ft., passive Perception 10
Languages: Orkish
Challenge: 1 (200 XP)

Born for a Scrap. If an Ork Boy starts its turn within 5 feet of an enemy, it has advantage on its first melee attack that turn.

Mob Brutality. When an Ork Boy hits a creature that is already missing hit points, the attack deals +4 damage.

Waaagh Reinforcements. These Ork Boyz ignore difficult terrain caused by rubble, corpses, or destroyed structures. The first time an Ork Boy enters melee with an enemy, it may move an additional 10 feet as part of that movement.

Dey Don't Stop. When an Ork Boy is reduced to 0 hit points by a melee attack, it makes a DC 10 Constitution saving throw:

- Success: Drops to 1 hit point instead
- Failure: Dies as normal

This trait does not function against radiant damage or critical hits.

Actions

Multiattack. The Ork Boy makes two attacks, in any combination of Choppa or Slugga.

Choppa. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage If another Ork Boy is within 5 feet of the target, this attack deals +3 damage.

Slugga. *Ranged Weapon Attack:* +3 to hit, range 30/90 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage If fired while the Ork Boy is within 5 feet of an enemy, the attack is made at disadvantage, but a hit still deals +2 damage (reckless point-blank fire).

Reactions

Get Stuck In! When an allied Ork Boy within 5 feet is reduced to 0 hit points, this Ork Boy may immediately:

- Move up to 10 feet toward the attacker
- Make one Choppa attack

This reaction can be used once per round.