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Horus Lupercal

BBEG



Warhammer40K Edition

Horus Lupercal

Huge humanoid (Primarch, Chaos), chaotic evil

Armor Class: 25 (Serpent's Scales, Chaos-infused warplate)

Hit Points: 720 (36d12 + 432)

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

STR	DEX	CON	INT	WIS	CHA
30 (+10)	20 (+5)	30 (+10)	24 (+7)	24 (+7)	28 (+9)

Saving Throws: Str +18, Con +18, Int +15, Wis +15, Cha +17

Skills: Athletics +18, Insight +15, Intimidation +17, Perception +15, Deception +17

Damage Resistances: radiant, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: necrotic, poison

Condition Immunities: charmed, frightened, poisoned

Senses: truesight 120 ft., passive Perception 25

Languages: All, telepathy 120 ft.

Challenge: 27 (105,000 XP)

Avatar of Chaos Undivided. Horus ignores resistance to damage.
If a creature is immune to a damage type Horus deals, that immunity is treated as resistance instead.

Primarch of Ruin. Horus has advantage on all saving throws.
He cannot be stunned, paralyzed, or banished.
He is immune to effects that would reduce his ability scores.

Warmaster's Dominion. Hostile creatures within 60 feet:

- Cannot gain advantage on attack rolls.

- Have disadvantage on saving throws against being frightened.

If a creature fails a saving throw within this aura, it takes 14 (4d6) psychic damage.

Chaos Manifest. At the start of each of Horus's turns, one Warp Manifestation occurs (roll d4):

1. **Khorne's Fury.** Horus deals +3d12 damage on melee attacks this turn.
2. **Tzeentch's Flux.** Horus may reroll one failed saving throw this turn.
3. **Nurgle's Rot.** Creatures within 20 feet take 21 (6d6) necrotic damage.
4. **Slaanesh's Perfection.** Horus has advantage on attack rolls this turn.

Legendary Resistance (5/Day). If Horus fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Horus makes four attacks with Worldbreaker or Talon of Horus in any combination.

Worldbreaker. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target Hit: 38 (4d12 + 10) bludgeoning damage plus 27 (6d8) force damage.
The target must succeed on a DC 23 Strength saving throw or be knocked prone and pushed 20 feet.

Talon of Horus. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target Hit: 32 (3d10 + 10) slashing damage plus 27 (6d8) necrotic damage.
If the target is a creature, it must succeed on a DC 23 Constitution saving throw or suffer **Soul Rend**.
Soul Rend: The creature's hit point maximum is reduced by 20 (4d10).

This reduction lasts until a long rest. If this reduces the creature to 0 maximum hit points, it dies and cannot be revived short of *wish*.

Annihilating Strike (Recharge 5–6). Horus channels the Warp through Worldbreaker.
Each creature of his choice within 30 feet must make a DC 23 Constitution saving throw.
Failure: 65 (10d12) force damage and knocked prone.
Success: Half damage.
Structures and objects automatically fail.

Warmaster's Decree (Recharge 6). Choose up to three creatures within 120 feet.
Each must succeed on a DC 23 Wisdom saving throw or become dominated (as *dominate monster*) for 1 minute.
While dominated this way, the creature takes 21 (6d6) psychic damage at the start of each of its turns.

Bonus Actions

Warp Step. Horus teleports up to 60 feet.
Each creature within 10 feet of the space he leaves takes 18 (4d8) force damage.

Reactions

Unstoppable. When Horus takes damage from a creature he can see, he may make one Talon of Horus attack against that creature.

Ruinous Reversal. When Horus succeeds on a saving throw against a spell, the caster takes 27 (6d8) psychic damage.

Legendary Actions

Horus can take 3 legendary actions, choosing from the options below. Only one at a time, at the end of another creature's turn. He regains them at the start of his turn.

Talon Strike. Horus makes one Talon of Horus attack.

Crushing Advance. Horus moves up to half his speed.

Warp Devastation (Costs 2 Actions). One creature within 60 feet takes 36 (8d8) force damage.

The Warmaster's Will (Costs 3 Actions). Horus immediately uses Annihilating Strike if available. If not, he regains its recharge.

Apotheosis of Ruin

When Horus is reduced to 0 hit points, he does not fall.

Instead:

- He regains 350 hit points.
- All conditions affecting him end.
- The battlefield becomes warped reality within 60 feet.

Horus enters **Chaos Ascendant**.

While in this state:

- Horus has resistance to all damage.
- His melee attacks deal an additional 3d10 force damage.
- Whenever he reduces a creature to 0 hit points, he may immediately make another attack.
- At initiative count 20 (losing ties), reality fractures: Each hostile creature must succeed on a DC 23 Dexterity saving throw or take 36 (8d8) force damage.