DUALINK

Logan Grimnar

BBEG



Warhammer40K Edition

Logan Grimnar

Medium humanoid (Astartes), lawful neutral

Armor Class: 21 (Ancient Terminator armor, storm-hardened defenses)

Hit Points: 340 (32d8 + 192)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	16 (+3)	18 (+4)	22 (+6)

Saving Throws: Str +13, Con +12, Wis +10, Cha +12

Skills: Athletics +13, Insight +10, Intimidation +12, Perception +10, Persuasion +12

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

Condition Immunities: frightened, charmed

Senses: darkvision 60 ft., passive Perception 20

Languages: Common, Fenrisian, High Gothic

Challenge: 20 (25,000 XP)

Great Wolf's Authority. Logan's presence dominates the battlefield.

- Enemy creatures within 30 feet of Logan have disadvantage on saving throws against being frightened or knocked prone.
- Allied creatures of Logan's choice within 30 feet have advantage on their first attack roll each round.

This is a nonmagical command aura.

High King of Fenris. Logan cannot be surprised and has advantage on initiative rolls.

Legendary Resistance (3/Day). If

Logan fails a saving throw, he can choose to succeed instead.

The Old Wolf Endures. At the start of each of Logan's turns, he regains 15 hit points. If he is below half his hit point maximum, he instead regains 25 hit points. Radiant damage suppresses this regeneration until the start of Logan's next turn.

Twin Wolves of Morkai. The Axe Morkai bears two killing edges, one for flesh, one for the soul.

- When Logan hits a creature concentrating on a spell, that creature has disadvantage on the concentration saving throw.
- When Logan hits a fiend, daemon, or psyker-equivalent creature, the attack deals an additional 2d8 force damage.

Actions

Multiattack. Logan makes three Axe Morkai attacks.

Axe Morkai. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit. 23 (2d12 + 7) slashing damage plus 9 (2d8) force damage. The Axe Morkai counts as magical and ignores resistance to slashing damage.

Bonus Actions

Kingbreaker Advance. Logan moves up to 15 feet without provoking opportunity attacks.
Until the start of his next turn:

- Logan has advantage on Strength saving throws.
- The first creature he hits with Axe Morkai must succeed on a DC 20 Strength saving throw or be knocked prone.

Speak and Be Obeyed (Recharge 5–6). Logan issues a thunderous command.

Each hostile creature of Logan's choice within 30 feet that can hear him must succeed on a DC 20 Wisdom saving throw or suffer one of the following effects (Logan chooses per creature):

- Break: Frightened of Logan until the end of its next turn.
- Kneel: Knocked prone and its speed becomes 0 until the end of its next turn.

Creatures immune to being frightened instead have disadvantage on the save and suffer the prone effect on a failure.

Reactions

King's Rebuke. When a creature within 10 feet of Logan hits an ally with an attack, Logan makes one Axe Morkai attack against that creature. On a hit, the creature has disadvantage on its next attack roll before the end of its next turn.

Legendary Actions

Logan has 3 legendary actions, regaining them at the start of his turn.

Attack. Logan makes one Axe Morkai attack.

Commanding Step. Logan moves up to 15 feet without provoking opportunity attacks.

Crush the Unworthy (Costs 2 Actions). Logan makes one Axe Morkai attack. On a hit, the target must make a DC 20 Constitution saving throw or be stunned until the end of its next turn.