DUALINK

Leman Russ

BBEG



Warhammer40K Edition

Leman Russ

Large humanoid (primarch), chaotic good

Armor Class: 21 (Primarch Plate, supernatural resilience)
Hit Points: 390 (30d10 + 210)
Speed: 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	22 (+6)	14 (+2)	18 (+4)	20 (+5)

Saving Throws: Str +14, Dex +10, Con +13, Wis +11, Cha +12
Skills: Athletics +14, Perception +11, Intimidation +12, Survival +11
Damage Resistances: cold; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: frightened
Senses: darkvision 120 ft., passive Perception 21
Languages: Common, Fenrisian, Primordial
Challenge: 22 (41,000 XP)

King of the Rout. Leman Russ has advantage on saving throws against being charmed, restrained, or stunned. Additionally, opportunity attacks against Russ are made with disadvantage.

Hunter's Momentum. Russ can move up to 10 feet between attacks during his turn without provoking opportunity attacks.

Too Angry to Fall. The first time each round that Leman Russ would take damage, the damage is reduced by 20 (after resistances). If this reduced damage was dealt by a melee attack, Russ may immediately move up to 10 feet toward the attacker (no reaction required). This

trait does not function against radiant damage.

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

Actions

Multiattack. Leman Russ makes four attacks, using any combination of his weapons.

Mjalnar, the Great Spear. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. Hit. 27 (3d10 + 11) piercing damage plus 10 (3d6) lightning damage. Sunder the Proud. If the target is Large or smaller, it must succeed on a DC 20 Strength saving throw or be knocked prone. If the target is Huge or larger, it instead has disadvantage on its next attack roll before the end of its next turn.

Helwinter Axe. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. Hit. 28 (3d12 + 9) slashing damage plus 7 (2d6) cold damage. Winter's Bite. The target's speed is reduced by 10 feet until the end of its next turn.

The Wolf's Leap (Recharge 4–6). Russ leaps up to 40 feet to an unoccupied space he can see. Each creature of his choice within 5 feet of the landing point (maximum 3) must succeed on a DC 20 Strength saving throw or take 22 (4d10) bludgeoning damage and be knocked prone. Russ may then make one Mjalnar attack against one creature affected by this ability.

Bonus Actions

Savage Advance. Russ moves up to half his speed toward a hostile creature he can see. If he ends this movement adjacent to a creature, his next melee attack this turn has advantage.

Reactions

Counterstrike of the Wolf King. When a creature within 10 feet of Russ misses him with a melee attack, Russ makes one melee weapon attack against that creature.

Legendary Actions

Leman Russ can take 4 legendary actions, choosing from the options below. Only one option can be used at a time, and only at the end of another creature's turn.

- Feral Step. Russ moves up to 20 feet without provoking opportunity attacks.
- Weapon Attack. Russ makes one melee weapon attack.
- Howl of Defiance (Costs 2 Actions). Each hostile creature of Russ's choice within 30 feet must succeed on a DC 19 Wisdom saving throw or have disadvantage on attack rolls until the end of its next turn.
- Relentless Pounce (Costs 2 Actions). Russ moves up to 30 feet toward a creature he can see and makes one melee weapon attack. On a hit, the target cannot take reactions until the start of its next turn.

The Wolf Unleashed

When Leman Russ is reduced to 0 hit points, he does not die. Instead, he:

- Regains 150 hit points

- Ends all conditions on himself
- Increases his speed to 60 feet
- His melee weapon attacks deal +1d10 damage

This transformation lasts until the end of the encounter.

