DUALINK

Mortarion

BBEG



Warhammer40K Edition

Mortarion

Huge fiend (daemon primarch), lawful evil

Armor Class: 21 (daemon plate, supernatural resilience)
Hit Points: 420 (24d12 + 264)
Speed: 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	28 (+9)	18 (+4)	22 (+6)	20 (+5)

Saving Throws: Str +14, Con +15, Wis +12, Cha +11
Skills: Intimidation +11, Perception +12, Religion +10
Damage Resistances: cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities: poison
Condition Immunities: poisoned, frightened
Senses: truesight 60 ft., passive Perception 22
Languages: Common, Infernal, Daemonic, telepathy 120 ft.
Challenge: 20 (25,000 XP)

Legendary Resistance (3/Day). If Mortarion fails a saving throw, he can choose to succeed instead.

Aura of the Pale King. Mortarion emits a 30-foot-radius aura of choking rot. The aura moves with him.

- The area is difficult terrain for enemies.
- Creatures that start their turn in the aura take 14 (4d6) necrotic damage and 7 (2d6) poison damage.
- Whenever a creature takes necrotic damage from Mortarion,

its hit point maximum is reduced by an amount equal to half the necrotic damage taken (rounded down).

This reduction lasts until the creature finishes a long rest and receives greater restoration, heal, or similar magic.

Lord of All Plagues. Mortarion ignores resistance to necrotic and poison damage.

Immunity to necrotic damage is treated as resistance instead.

Mortarion's abilities affect creatures immune to disease normally.

Corpse-Still Endurance. Mortarion regains 20 hit points at the start of each of his turns.

Special Weakness: Consecrated Anathema. Discovery. A creature that succeeds on a DC 17 Intelligence (Religion) or Wisdom (Medicine) check recognizes that concentrated holy power can partially disrupt Mortarion's aura.

Trigger (Once per Combat). If Mortarion takes 40 or more radiant damage in a single round, this weakness triggers.

Effect. Until the end of Mortarion's next turn, the damage dice of Aura of the Pale King are halved (rounded down).

Actions

Multiattack. Mortarion makes two attacks with Silence, or one attack with Silence and uses Waves of Decay, if available.

Silence, Reaper of the Pale King. *Melee Weapon Attack.* +14 to hit,

reach 15 ft., one target.

Hit. 25 (3d10 + 8) slashing damage plus 18 (4d8) necrotic damage.

Withering Cut. The target cannot regain hit points until the start of Mortarion's next turn.

If the target is affected by Aura of the Pale King, it takes an additional 9 (2d8) necrotic damage, and its speed is reduced by 10 feet until the end of its next turn.

Waves of Decay (Recharge 5–6). Mortarion sweeps Silence in a wide arc. Each creature of his choice within 20 feet must make a DC 20 Constitution saving throw.

- Failure. 36 (8d8) necrotic damage and disadvantage on Constitution saving throws until the end of the creature's next turn.
- Success. Half damage, no disadvantage.

A creature reduced to 0 hit points by this ability dies immediately.

Miasma Descent. Mortarion exhales corpse-fog in a 30-foot cone. Creatures in the area must make a DC 20 Constitution saving throw.

- Failure. 27 (6d8) necrotic damage and poisoned until the end of the creature's next turn.
- Success. Half damage, not poisoned.

The area is heavily obscured until the start of Mortarion's next turn.

Legendary Actions

Mortarion can take 3 legendary actions, choosing from the options below. Only one legendary action

can be used at a time, and only at the end of another creature's turn.

Scythe Sweep. Mortarion makes one attack with Silence.

Drifting Advance. Mortarion moves up to half his speed without provoking opportunity attacks.

Spreading Rot (Costs 2 Actions). One creature Mortarion can see within 60 feet must succeed on a DC 20 Constitution saving throw or take 18 (4d8) necrotic damage.

Black Breath of Barbarus (Costs 3 Actions). Each enemy creature of Mortarion's choice within 30 feet must make a DC 20 Constitution saving throw.

- Failure. 22 (5d8) necrotic damage, 1 level of exhaustion, and hit point maximum reduced by half the necrotic damage dealt.
- Success. Half damage, no exhaustion, no hit point reduction.

A creature that succeeds is immune to this effect for 24 hours.

Lord of the Pale Wind

When Mortarion is reduced to half his hit point maximum or fewer, his form fully unbinds for the remainder of the encounter.

- Aura of the Pale King's radius increases to 40 feet.
- The aura becomes heavily obscured for enemies.
- Creatures that start their turn in the aura take 14 (4d6) necrotic damage and 14 (4d6) poison damage.
- Mortarion can move through

other creatures' spaces as if they were difficult terrain. The first time he does so on a turn, that creature takes 10 necrotic damage.

- Mortarion cannot be grappled or restrained.
- Multiattack becomes three attacks with Silence, or two Silence attacks and Miasma Descent.
- Mortarion regains hit points equal to the total necrotic damage dealt through Aura of the Pale King.
- Silence gains the following effect.

Sever the Mortal Coil. If the target has half its hit point maximum or fewer, it must succeed on a DC 20 Constitution saving throw or gain 1 level of exhaustion.

Lair Actions

Mortarion fights in a region steeped in ancient rot, corpse-fog, and alchemical ruin. On initiative count 20 (losing initiative ties), Mortarion can take one lair action to cause one of the following effects. Mortarion can't use the same lair action two rounds in a row.

Choking Miasma. A bank of corpse-fog rolls outward from Mortarion.

- Each enemy creature of Mortarion's choice within 20 feet must succeed on a DC 20 Constitution saving throw or take 10 (3d6) poison damage and be poisoned until the end of its next turn.
- On a success, the creature takes

half damage and is not poisoned.

This effect does not count as an attack and ignores resistance to poison damage.

Ground of the Dead World. Rot seeps into the ground at a point Mortarion can see within 60 feet, creating a 15-foot-radius area of corrupted terrain until the next initiative count 20.

- The area is difficult terrain.
- The first time a creature enters the area on a turn or starts its turn there, it takes 10 (3d6) necrotic damage.
- A creature that takes necrotic damage this way has its hit point maximum reduced by half the necrotic damage dealt (rounded down).

Graveward Winds. Funereal winds howl through the lair, carrying ash and rot.

- Until the next initiative count 20, ranged weapon attacks against Mortarion are made with disadvantage.
- Additionally, creatures that rely on flying via nonmagical means must succeed on a DC 20 Strength (Athletics) check at the start of their turn or have their flying speed reduced to 0 until the end of that turn.