DUALINK

Roboute Guilliman

BBEG



Warhammer 40K Edition

Roboute Guilliman

Huge humanoid (Primarch), lawful good

Armor Class: 24 (The Armor of Fate)

Hit Points: 418 (27d12 + 243)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	18 (+4)	28 (+9)	24 (+7)	22 (+6)	24 (+7)

Saving Throws: Str +16, Con +16, Int +14, Wis +13, Cha +14

Skills: Athletics +16, Insight +13, History +14, Perception +13, Persuasion +14

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

Condition Immunities: charmed, frightened

Senses: truesight 60 ft., passive Perception 23

Languages: All, telepathy 120 ft.

Challenge: 24 (62,000 XP)

Primarch of Ultramar. Guilliman has advantage on saving throws against spells and magical effects. He has advantage on Strength and Constitution saving throws. He cannot be stunned or paralyzed while conscious.

Master of War. At the start of each of Guilliman's turns, he chooses one Doctrine. The doctrine lasts until the start of his next turn. He cannot choose the same Doctrine twice in a row.

1. ***Doctrine of Precision.*** Guilliman's weapon attacks ignore resistance and treat immunity to radiant damage as resistance.

2. ***Doctrine of Discipline.*** Guilliman gains +2 AC and creatures of his choice within 30 feet gain advantage on saving throws.
3. ***Doctrine of Supremacy.*** The first time Guilliman hits a creature on his turn, that creature has disadvantage on all attack rolls until the start of Guilliman's next turn.
4. ***Doctrine of Relentless Advance.*** Guilliman and allies within 30 feet ignore difficult terrain and cannot have their speed reduced.

Tactical Supremacy. The first time each round a creature within 60 feet:

- Misses an attack roll, or
- Fails a saving throw,

Guilliman may immediately make one weapon attack against that creature (no action required).

The Emperor's Mandate. Fiends and undead within 30 feet of Guilliman have disadvantage on saving throws against his abilities.

Legendary Resistance (4/Day). If Guilliman fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Guilliman makes four attacks with the Emperor's Sword or Hand of Dominion in any combination.

The Emperor's Sword. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target *Hit:* 30 (3d12 + 9) slashing damage plus 22 (4d10) radiant damage. The target must succeed on a DC 22 Constitution saving throw or suffer Divine Brand.

Divine Brand. At the start of the creature's next turn, it takes 22

(4d10) radiant damage and cannot regain hit points until the end of that turn. Fiends and undead take double radiant damage from this weapon.

Hand of Dominion. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target *Hit:* 25 (3d10 + 9) bludgeoning damage. The target must succeed on a DC 22 Strength saving throw or be knocked prone. If the target is Large or smaller, Guilliman may choose to push it up to 20 feet.

Guilliman's Decree (Recharge 5–6). Guilliman issues an absolute command. Choose up to three creatures within 60 feet. Each must succeed on a DC 22 Wisdom saving throw or be:

- Restrained by radiant force until the end of their next turn, and
- Unable to take reactions.

On a success, a creature's speed becomes 0 until the end of its next turn.

Bonus Actions

Strategic Relocation. Guilliman moves up to half his speed. If he ends within 5 feet of a creature, he may make one Emperor's Sword attack.

Reactions

Calculated Counter. When a creature within 10 feet hits Guilliman, he may make one Emperor's Sword attack against it.

Supreme Interception. When an ally within 30 feet would be hit by an attack, Guilliman may move up to 15 feet and become the target

instead.

Legendary Actions

Guilliman can take 3 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. He regains spent legendary actions at the start of his turn.

Sword Strike. Guilliman makes one Emperor's Sword attack.

Advance the Legion. Guilliman moves up to 30 feet.

Overwhelming Presence (Costs 2 Actions). One creature must succeed on a DC 22 Wisdom saving throw or be frightened until the end of its next turn.

Perfect Execution (Costs 3 Actions). Guilliman makes two Emperor's Sword attacks with advantage.

The Armor of Fate

When Guilliman is reduced to 0 hit points, he does not fall. Instead, he regains 200 hit points and all conditions affecting him end.

Additionally, a radiant shockwave erupts. Each hostile creature within 30 feet must make a DC 22 Constitution saving throw. On a failure they take 45 (10d8) radiant damage and are knocked prone. On a success they take half damage and are not knocked prone.

For the remainder of the encounter:

- Guilliman's weapon attacks deal an additional 2d10 radiant damage.
- He gains resistance to all damage.