DUALINK

Sigismund

BBEG



Warhammer40K Edition

Sigismund

Medium humanoid (Astartes), lawful fanatic

Armor Class: 21 (Relic artificer armor)

Hit Points: 296 (32d8 + 160)

Speed: 40 ft.

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

Saving Throws: Str +12, Con +12, Wis +10, Cha +11

Skills: Athletics +12, Insight +10, Intimidation +11, Perception +10

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

Condition Immunities: frightened

Senses: darkvision 60 ft., passive Perception 20

Languages: Common, High Gothic

Challenge: 18 (20,000 XP)

Oath of the Emperor. At the start of combat, Sigismund chooses one creature he can see as his Marked Heretic.

Sigismund gains Conviction (0–5). He gains 1 Conviction when (maximum once per trigger per round):

- He hits the Marked Heretic
- The Marked Heretic hits him
- The Marked Heretic casts a spell
- He succeeds on a saving throw against the Marked Heretic

If the Marked Heretic drops to 0 hit points, Conviction resets to 0.

Conviction Effects. For each point of Conviction:

- Sigismund deals +1d6 radiant damage on weapon attacks

against the Marked Heretic
- Sigismund gains +1 AC against that creature
- Sigismund gains +1 to saving throws against that creature

At 3 Conviction:
- Opportunity attacks against the Marked Heretic have advantage
- The Marked Heretic cannot benefit from invisibility against Sigismund

At 5 Conviction:
- Sigismund has advantage on all attack rolls against the Marked Heretic
- His weapon attacks against that creature score a critical hit on a roll of 19–20

Duelist Without Equal. If only one creature is within 5 feet of Sigismund:
- He gains +2 AC
- He deals an additional 1d8 radiant damage on weapon attacks
- He has advantage on Dexterity saving throws

Emperor's Judgment. When Sigismund hits a creature that is concentrating on a spell, that creature makes its concentration saving throw with disadvantage.
If the creature is the Marked Heretic, the save DC increases by 2.

Eternal Crusade (1/Day). When Sigismund would be reduced to 0 hit points, he does not fall.
Instead, he drops to 74 hit points, ends all conditions affecting him, and immediately gains 2 Conviction.
For the remainder of the encounter:

- His Conviction maximum increases to 7
- He gains resistance to all damage except psychic
- Whenever he gains Conviction, he may immediately move up to 10 feet without provoking opportunity attacks

Actions

Multiattack. Sigismund makes three attacks with the Black Sword.

The Black Sword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit. 21 (2d10 + 6) slashing damage plus radiant damage equal to his Conviction (1d6 per point). If the target is the Marked Heretic, it must succeed on a DC 19 Constitution saving throw or suffer *Mortal Wound*.

Mortal Wound. At the start of the target's next turn, it takes 18 (4d8) radiant damage and cannot regain hit points until the end of that turn.

Champion's Challenge (Recharge 5–6). One creature Sigismund can see within 30 feet must succeed on a DC 19 Wisdom saving throw or:

- It has disadvantage on attack rolls against creatures other than Sigismund
- It must move at least 10 feet toward Sigismund on its next turn if able
- Sigismund gains 1 Conviction

Bonus Action

Relentless Advance. Sigismund moves up to half his speed toward the Marked Heretic.
If he ends this movement within 5 feet of that creature, he gains 1 Conviction.

Reactions

No Pity. When the Marked Heretic moves out of Sigismund's reach, Sigismund makes one Black Sword attack.
If the attack hits, the target's speed becomes 0 for the rest of the turn.

Faith Is My Shield. When the Marked Heretic forces Sigismund to make a saving throw, Sigismund adds +3 to the roll.

Legendary Actions

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

Blade Strike. Sigismund makes one Black Sword attack.

Advance the Crusade. Sigismund moves up to 20 feet.

Unyielding Zeal (Costs 2 Actions). Sigismund gains 1 Conviction and makes one Black Sword attack.