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Sanguinius, the Great Angel

BBEG



Warhammer40K Edition

Sanguinius, the Great Angel

Large humanoid (primarch), lawful good

Armor Class: 22 (primarch plate, supernatural grace)
Hit Points: 450 (36d10 + 252)
Speed: 50 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	20 (+5)	24 (+7)	18 (+4)	22 (+6)	24 (+7)

Saving Throws: Str +15, Dex +12, Con +14, Wis +13, Cha +14
Skills: Athletics +15, Insight +13, Perception +13, Persuasion +14
Damage Resistances: psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: frightened
Senses: truesight 60 ft., passive Perception 23
Languages: Common, Celestial, High Gothic, telepathy 120 ft.
Challenge: 24 (62,000 XP)

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

Angelic Majesty. Each enemy creature that starts its turn within 20 feet of Sanguinius must succeed on a DC 22 Wisdom saving throw or have disadvantage on attack rolls against creatures other than Sanguinius until the start of that creature's next turn. A creature that succeeds on the saving throw is immune to this trait for 24 hours.

Prescience Points. Sanguinius's future sight is represented by Prescience points, which range from 0 to 6. Sanguinius can't have more

than 6 Prescience points. Sanguinius's current Prescience is public knowledge.

Gaining Prescience. Sanguinius gains 1 Prescience when any of the following occur (each can grant Prescience only once per round):

- A creature Sanguinius can see hits him with an attack.
- A creature Sanguinius can see fails a saving throw against one of Sanguinius's abilities.
- Sanguinius reduces a creature to 0 hit points.
- A creature Sanguinius can see ends its turn flying or falling within 60 feet of him.

Spending Prescience. Sanguinius can spend Prescience to use the following options. He can use only one Prescience option per turn, unless the option says otherwise.

- ***Foreseen Evasion (Costs 1 Point, Reaction).*** When Sanguinius is hit by an attack, he imposes disadvantage on the attack roll, potentially causing it to miss. If the attack still hits, Sanguinius reduces the damage by 12 (2d10 + 1).
- ***Rewrite the Moment (Costs 2 Points; No Action).*** When a creature Sanguinius can see makes an attack roll, ability check, or saving throw, Sanguinius forces the creature to reroll and use the new roll.
- ***Perfect Angle (Costs 2 Points; Part of the Attack action).*** One attack Sanguinius makes ignores disadvantage and ignores half cover and three-quarters cover.

On a hit, the target can't take reactions until the start of its next turn.

- ***Wings Between Worlds (Costs 3 Points, Legendary Action).*** Sanguinius teleports up to 30 feet to an unoccupied space he can see. If he appears within 5 feet of a creature, he makes one melee weapon attack against that creature.

Prescient Break (At 6 Points). When Sanguinius reaches 6 Prescience, he immediately triggers Prescient Break (no action required), and his Prescience becomes 3. Until the start of his next turn, attack rolls against Sanguinius have disadvantage, and he has advantage on Dexterity saving throws. In addition, each enemy creature of Sanguinius's choice within 30 feet of him must succeed on a DC 22 Wisdom saving throw or be frightened until the end of its next turn. A creature that succeeds on the saving throw is immune to this fright effect for 24 hours.

Actions

Multiattack. Sanguinius makes three attacks, using any combination of Blade Encarmine and Spear of Telesto. He can replace one attack with Telesto Lance, if available.

Blade Encarmine. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. Hit. 23 (3d8 + 8) slashing damage plus 18 (4d8) radiant damage. Sever Destiny. The target can't regain hit points until the start of Sanguinius's next turn.

Spear of Telesto. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. Hit. 21 (2d10 + 8) piercing damage plus 18 (4d8) force damage.

Sky-Drawn Wound. If Sanguinius moved at least 20 feet straight toward the target this turn (including by flying), the target must succeed on a DC 22 Strength saving throw or be knocked prone.

Telesto Lance (Recharge 5–6). Sanguinius releases energy in a 120-foot line that is 10 feet wide. Each creature in the line must make a DC 22 Dexterity saving throw. On a failed save, a creature takes 66 (12d10) radiant damage. On a successful save, it takes half as much damage. A creature reduced to 0 hit points by this damage is disintegrated, leaving behind anything it was wearing or carrying.

Wingstorm Descent. Each enemy creature of Sanguinius's choice within 15 feet of him must make a DC 22 Strength saving throw. On a failed save, a creature takes 22 (4d10) thunder damage and is pushed 10 feet away from Sanguinius and knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone.

Bonus Actions

Angel's Rush. Sanguinius moves up to half his speed without provoking opportunity attacks. If he ends this movement within 10 feet of a creature, the next melee weapon attack he makes before the end of the turn has advantage.

Blood-Red Focus (Costs 1 Prescience). Sanguinius spends 1 Prescience. Until the start of his next turn, the first time Sanguinius hits with a weapon attack, the attack deals an extra 13 (3d8) radiant damage, and the target can't benefit from invisibility until the end of its next turn.

Foreseen Evasion (Costs 1 Prescience). Sanguinius uses Foreseen Evasion.

Legendary Actions

Sanguinius can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Sanguinius regains spent legendary actions at the start of his turn.

Move. Sanguinius moves up to half his speed without provoking opportunity attacks.

Weapon Attack. Sanguinius makes one weapon attack.

Radiant Feint. Sanguinius makes one Blade Encarmine attack. On a hit, the target has disadvantage on the next saving throw it makes against Sanguinius before the end of its next turn.

Wings Between Worlds (Costs 3 Actions). Sanguinius uses Wings Between Worlds.

Lord of the Crimson Hurricane

When Sanguinius is reduced to 337 hit points or fewer, he enters Phase 2 for the remainder of the encounter.

Crimson Gale. As a free action, each enemy creature within 30 feet of Sanguinius must make a DC 22 Dexterity saving throw. On a failed save, a creature takes 27 (6d8) slashing damage. On a successful save, it takes half as much damage. Until initiative count 20 on the next round, the area within 60 feet of Sanguinius is difficult terrain for enemies.

While in Phase 2, Sanguinius gains the following benefits:

- Multiattack becomes four attacks, using any combination of Blade Encarmine and Spear of Telesto (he can replace one attack with Telesto Lance, if available).
- Angelic Majesty increases to a 30-foot radius.
- The first time each round Sanguinius hits a creature with a weapon attack, that creature's speed is reduced by 10 feet until the end of its next turn.

The Martyred Vision

When Sanguinius is reduced to 225 hit points or fewer, he enters Phase 3 for the remainder of the encounter.

Omens of the Great Angel. At the start of each of his turns, Sanguinius chooses one Omen below. The chosen Omen lasts until the start of Sanguinius's next turn.

Omen of Steel. The first time each turn a creature within 10 feet of Sanguinius hits him with a melee attack, that creature takes 13 (3d8) radiant damage. If the attacker is Large or smaller, it must also succeed on a DC 22 Strength saving

throw or be pushed 10 feet away from Sanguinius.

Omen of Sorcery. The first time each turn a creature within 60 feet of Sanguinius casts a spell, that creature must make a DC 22 Wisdom saving throw. On a failed save, the creature takes 18 (4d8) psychic damage, and the spell is wasted. On a successful save, the creature takes half as much damage, and the spell isn't wasted. A creature that succeeds on the saving throw is immune to this Omen until the start of Sanguinius's next turn.

Omen of Flight. Creatures of Sanguinius's choice within 60 feet of him can't benefit from a flying speed unless it is magical. In addition, the first time each turn a creature starts flying while within 60 feet of Sanguinius, it must succeed on a DC 22 Constitution saving throw or have its flying speed reduced to 0 until the end of its turn.

The Angel's Red Deck

On initiative count 20 (losing initiative ties), Sanguinius can take one lair action to cause one of the following effects; he can't use the same effect two rounds in a row.

Gale of Pinions. Until initiative count 20 on the next round, ranged weapon attacks against Sanguinius are made with disadvantage. In addition, each enemy creature that begins its turn flying within 60 feet of Sanguinius must succeed on a DC 22 Strength (Athletics) check or have its flying speed reduced to 0 until the end of its turn.

Blood-Lit Sigils. Sanguinius chooses a point he can see within 60 feet of him. Each enemy creature of his choice within 15 feet of that point must make a DC 22 Wisdom saving throw. On a failed save, a creature takes 18 (4d8) radiant damage and is frightened until the end of its next turn. On a successful save, it takes half as much damage and isn't frightened.

Foretold Step. Sanguinius gains 1 Prescience, then teleports up to 30 feet to an unoccupied space he can see. Each enemy creature of Sanguinius's choice within 10 feet of the space he left or the space he appears in must make a DC 22 Dexterity saving throw. On a failed save, a creature takes 13 (3d8) force damage. On a successful save, it takes half as much damage.

Special Weakness

Cloud the Vision

Discovery. A creature can use an action to make a DC 20 Intelligence (Arcana or Religion) check. On a successful check, the creature learns that sensory denial and radiant shock can disrupt Sanguinius's prescience.

Triggering Mechanism. If Sanguinius is blinded, or if he takes 50 or more radiant damage in a single round, this weakness triggers.

Consequence. Until the end of Sanguinius's next turn, he can't gain Prescience, and each Prescience option costs 1 additional Prescience (minimum 1).