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Vulkan

BBEG



Warhammer 40K Edition

Vulkan

Large humanoid (primarch), lawful good

Armor Class: 22 (artificer-wrought plate)

Hit Points: 420 (32d12 + 224)

Speed: 35 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	18 (+4)	20 (+5)	22 (+6)

Saving Throws: Str +15, Con +14, Wis +12, Cha +13

Skills: Athletics +15, Insight +12, Perception +12, Persuasion +13

Damage Resistances: cold, necrotic

Damage Immunities: fire

Condition Immunities: frightened

Senses: darkvision 120 ft., passive Perception 22

Languages: Common, Draconic,

Celestial, Primarch

Challenge: 22 (41,000 XP)

Forge Heat. Vulkan channels superheated forge energy through its armor and weapons, represented by Forge Heat, which ranges from 0 to 6. Vulkan cannot exceed 6 Forge Heat. Its current Forge Heat is public knowledge.

Gaining Forge Heat. Vulkan gains 1 Forge Heat when any of the following occur (each trigger can grant Forge Heat only once per round):

- Vulkan deals fire damage with an attack, spell, or ability.
- Vulkan takes fire damage from any source.
- Vulkan succeeds on a saving throw against being frightened, stunned, or restrained.

Effects of Forge Heat.

- For each point of Forge Heat, Vulkan deals an extra 1d6 fire damage on each of its attacks.
- At 3 Forge Heat, Vulkan's fire damage ignores resistance.
- At 5 Forge Heat, Vulkan scores a critical hit on a roll of 19 or 20.

Overheat. If Vulkan would gain Forge Heat while already at 6 Forge Heat, it instead overheats. When it does so: - Its Forge Heat is reduced by 2, and - Vulkan releases a violent heat surge. Each creature of its choice within 10 feet must make a DC 15 Dexterity saving throw, taking 10d6 fire damage on a failed save, or half as much damage on a success. The surge ignites unattended flammable objects in the area.

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

Lord of Endurance. The first time Vulkan would be reduced to 0 hit points after his Perpetual Forge triggered (see below), he instead drops to 1 hit point, immediately gains 2 Forge Heat, and ends all conditions affecting him.

The Anvil Does Not Break. Vulkan has advantage on Strength and Constitution saving throws. If Vulkan is subjected to an effect that would knock him prone, push him, pull him, or teleport him, he can choose to reduce the distance moved to 0 feet.

Actions

Multiattack. Vulkan makes three

attacks with Dawnbringer.

Dawnbringer. *Legendary Warhammer (Mythic) Melee Weapon Attack:* +15 to hit, reach 10 ft., one target *Hit:* 28 (3d12 + 8) bludgeoning damage plus Forge Heat fire damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Hammer of the Anvil (Recharge 5–6). Vulkan slams Dawnbringer into the ground. Each creature of his choice within 20 feet must make a DC 20 Dexterity saving throw, taking 45 (10d8) fire and thunder damage on a failed save, or half as much damage on a success. Vulkan gains 1 Forge Heat.

Bonus Actions

Forgefather's Stand (1/Day). Until the start of Vulkan's next turn:

- Vulkan has resistance to all damage except psychic.
- Any creature that hits Vulkan with a melee attack takes Forge Heat fire damage.

Stoke the Forge. Vulkan draws deeper upon the inferno within his armor. The following occur:

- Vulkan gains 1 Forge Heat.
- Until the start of his next turn, intense heat radiates from Vulkan.
- End of Vulkan's Turn. Each creature of Vulkan's choice within 5 feet of him takes 3d6 fire damage.
- Start of Vulkan's Next Turn. Each creature of Vulkan's choice within 5 feet of him takes 3d6 fire

damage.

Reactions

Take the Burden. When a creature Vulkan can see within 30 feet takes damage, Vulkan may take that damage instead. If he does, he gains 1 Forge Heat.

Legendary Actions

Vulkan 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.

- ***Hammer Strike.*** Vulkan makes one Dawnbringer attack.
- ***Immovable Advance.*** Vulkan moves up to half his speed without provoking opportunity attacks.
- ***Forge Pulse (Costs 2 Actions).*** Vulkan gains 1 Forge Heat, then deals Forge Heat fire damage to all enemies within 10 feet.

The Perpetual Forge

If Vulkan is reduced to 0 hit points, he does not die. Instead, his inner forge reignites.

- Vulkan regains 200 hit points.
- His Forge Heat immediately becomes 5.
- Dawnbringer attacks deal maximum Forge Heat fire damage for the rest of the encounter.