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Vulkan He'stan

BBEG



Warhammer40K Edition

Vulkan He'stan

Medium humanoid (augmented human), lawful good

Armor Class: 20 (artificer-wrought plate)

Hit Points: 285 (30d8 + 150)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	18 (+4)	18 (+4)	16 (+3)

Saving Throws: Con +11, Wis +10, Cha +9

Skills: Athletics +11, Insight +10, Perception +10, Religion +10

Damage Resistances: fire

Condition Immunities: frightened

Senses: darkvision 60 ft., passive Perception 20

Languages: Common, High Gothic, Draconic

Challenge: 19 (22,000 XP)

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

Gaining Forge Heat.

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

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

Effects of Forge Heat.

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

Overheat. If the creature 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
- The creature releases a violent heat surge. Each creature of its choice within 10 feet must make a DC 15 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a success. The surge ignites unattended flammable objects in the area.

Bearer of the Nine. Vulkan He'stan is not merely a relic bearer, he is a living conduit of Vulkan's final will.

- He'stan can attune to any number of artifacts, ignoring normal attunement limits, though he still suffers all drawbacks and consequences of those artifacts.
- While He'stan is attuned to one or more artifacts forged or sanctified by Vulkan, those artifacts cannot become inert, suppressed, or dormant due to backlash, failure, or unmet conditions.
- Whenever a creature within 60 feet of He'stan activates, invokes, or benefits from a property of an artifact, He'stan may choose to

Witness or Contest that use (no action required).

Witness the Use. The artifact's effect resolves normally. After it resolves, He'stan chooses one:

- The activating creature gains advantage on its next attack roll or saving throw before the end of its next turn, or
- The activating creature gains vulnerability to fire damage until the end of its next turn.

Contest the Use. The activating creature must make a DC 18 Wisdom saving throw.

- Success: The artifact's effect resolves normally, and the creature gains temporary hit points equal to He'stan's proficiency bonus × 5.
- Failure: The artifact's effect still resolves, but the creature immediately takes 4d10 fire damage (ignores resistance), and the artifact cannot be activated again by that creature until the end of its next turn.

He'stan can witness or contest an artifact's use once per round, and he cannot contest the same creature more than once per turn.

Trial by Worth. When a creature within 30 feet attempts to attune to, activate, or invoke a property of an Artefact of Vulkan, He'stan may use his reaction to intervene.

That creature must immediately choose:

- Gain one level of exhaustion, or
- Suffer 4d10 fire damage (ignores resistance)

If the creature survives, the attempt

proceeds normally.

Keeper of Legacy. He'stan has advantage on Insight, History, and Religion checks related to Vulkan, ancient forges, legendary artifacts, and oaths or trials.
He always knows when an Artefact of Vulkan is within 1 mile of him.

Actions

Multiattack. Vulkan He'stan makes two attacks with the Spear of Vulkan.

Spear of Vulkan. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 30/120 ft., one target. Hit. 18 (2d10 + 7) piercing damage plus 9 (2d8) fire damage.
If the target is a creature, it must succeed on a DC 18 Strength saving throw or be restrained until the end of its next turn as the spear pins it in place.

Rite of the Rekindled Forge (Recharge 5–6). He'stan invokes a lost forge-rite. Choose one effect:

- Reignite. One creature within 30 feet regains 40 hit points and ends one condition.
- Temper. One creature within 30 feet gains resistance to all damage until the end of its next turn.
- Reclaim. One magic item within 30 feet is freed from suppression, curse backlash, or dormancy for 1 minute.

Bonus Actions

Voice of the Forge. One allied creature within 30 feet may immediately:

- Stand up from prone without using movement, or

- Make one weapon attack, or
- Gain advantage on its next saving throw before the end of its next turn.

Reactions

Judge the Worthy. When a creature He'stan can see within 30 feet succeeds on a saving throw, resists an effect, or refuses a tempting offer of power, He'stan may mark that creature as Worthy until the end of its next turn.

The next time that creature deals damage, it deals an additional 2d10 fire damage.

Legendary Actions

Vulkan He'stan 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.

Measured Strike. He'stan makes one Spear of Vulkan attack.

Forge Step. He'stan moves up to half his speed without provoking opportunity attacks.

Invoke the Trial (Costs 2 Actions). One creature within 30 feet must succeed on a DC 18 Wisdom saving throw or be frightened of He'stan until the end of its next turn.