DUALINK

Commander Dante

BBEG



Warhammer 40K Edition

Commander Dante

Medium humanoid (Astartes), lawful good

The Chapter Master of the Blood Angels and Lord Regent of Imperium Nihilus, Commander Dante is among the oldest and most revered living Space Marines in the Imperium of Man. Having fought for more than fifteen centuries, he is a warrior of unparalleled experience, whose wisdom and leadership have guided the sons of Sanguinius through countless wars.

Clad in ornate golden artificer armor and bearing the Death Mask of Sanguinius, Dante descends upon his enemies with the fury of an angel. Armed with the Axe Mortalis and the Perdition Pistol, he leads devastating aerial assaults, striking with precision honed across centuries of warfare.

Though burdened by age and the immense responsibility of his command, Dante remains an indomitable champion of humanity, inspiring those around him to acts of extraordinary courage.

Armor Class 20 (artificer armor)
Hit Points 285 (30d8 + 150)
Speed 30 ft., fly 60 ft. (jump pack)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	18 (+4)	20 (+5)	22 (+6)

Saving Throws Str +11, Con +11, Wis +11, Cha +12
Skills Athletics +11, History +10, Insight +11, Intimidation +12,

Perception +11, Persuasion +12
Damage Resistances fire
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 21
Languages Gothic, High Gothic
Challenge 20 (25,000 XP)

Astartes Physiology. Dante has advantage on saving throws against disease, poison, and exhaustion. He does not need to sleep and cannot be put to sleep by magic.

Chapter Master of the Blood Angels. Friendly creatures of Dante's choice within 30 feet of him that can see or hear him gain a +1 bonus to attack rolls and saving throws. Dante does not benefit from this bonus.

Death Mask of Sanguinius. Hostile creatures that start their turn within 15 feet of Dante and can see him must succeed on a DC 20 Wisdom saving throw or be frightened of him until the start of their next turn. When a creature succeeds on this saving throw or the frightened condition imposed by this feature ends, that creature becomes immune to Dante's Death Mask of Sanguinius for 24 hours.

Master of the Angelic Host. Dante does not provoke opportunity attacks when he flies out of a creature's reach. Additionally, when he moves at least 20 feet straight toward a creature while flying and hits it with a melee attack on the same turn, the attack deals an additional 10 (3d6) damage of the weapon's type.

This additional damage can occur only once per round.

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

Actions

Multiattack. Dante makes three attacks, using Axe Mortalis or Perdition Pistol in any combination.

Axe Mortalis. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage plus 9 (2d8) radiant damage.

Lethal Precision. When Dante scores a critical hit with Axe Mortalis, the target takes an additional 9 (2d8) radiant damage.

Perdition Pistol. *Ranged Weapon Attack:* +11 to hit, range 30/60 ft., one target. *Hit:* 27 (6d8) fire damage. This attack ignores resistance to fire damage, but not immunity. Against constructs and objects, the attack deals an additional 9 (2d8) fire damage.

Angelic Assault (Recharge 5–6). Dante flies up to his flying speed without provoking opportunity attacks. During this movement, he can make one Axe Mortalis attack against each of up to three different creatures that are within his reach at any point during the movement. A creature hit by one of these attacks takes an additional 9 (2d8) radiant damage.

Commanding Presence (Recharge 5–6). Dante issues a command that inspires his allies to renewed ferocity.

Up to three friendly creatures of his choice within 60 feet that can hear him can each use their reaction to move up to half their speed and make one weapon attack.

A creature can't make more than one attack per round granted by Commanding Presence or Lord Regent's Command.

Bonus Actions

Jump Pack Assault. Dante moves at least 20 feet and up to 30 feet using his flying speed without provoking opportunity attacks.

If he ends this movement within 5 feet of a hostile creature, he has advantage on the next melee attack he makes against that creature before the end of his turn.

Tactical Command. Dante chooses one friendly creature within 60 feet that can hear him. The creature gains advantage on the next attack roll it makes before the start of Dante's next turn.

Reactions

Iron Halo (2/Day). When Dante takes damage from an attack, his iron halo flares and reduces that damage by 10.

Legendary Actions

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

Angelic Movement. Dante moves up

to half his flying speed without provoking opportunity attacks.

Inspiring Command. One friendly creature within 60 feet of Dante that can hear him gains 10 temporary hit points.

Sanguinary Charge (Costs 2 Actions). Dante flies up to half his flying speed without provoking opportunity attacks and makes one Axe Mortalis attack.

Lord Regent's Command (Costs 3 Actions). Up to two friendly creatures of Dante's choice within 60 feet that can hear him can each use their reaction to move up to half their speed and make one weapon attack.

A creature can't make more than one attack per round granted by Commanding Presence or Lord Regent's Command.

Mythic Trait

Unyielding Commander (Recharges after a Long Rest). If Dante is reduced to 0 hit points, he doesn't die or fall unconscious. Instead, he regains 145 hit points, and each friendly creature of his choice within 30 feet of him gains 15 temporary hit points.

This is a mythic encounter: defeating Dante in this form awards an additional 25,000 XP.

Special Weakness

The Red Thirst. *Discovery Mechanism.* A creature can use an action to make a DC 18 Intelligence (History or Religion) check,

recalling that every son of Sanguinius carries the Red Thirst and that Dante has held it at bay for fifteen centuries. Alternatively, a creature that sees Dante while he has half his hit points or fewer can use an action to make a DC 18 Wisdom (Insight) check, noticing the strain behind the Death Mask whenever blood is spilled near him.

Triggering Mechanism. While Dante has half his hit points or fewer, a creature that has discovered this weakness and is within 30 feet of him and visible to him can use its action to spill its own blood, taking 2d6 slashing damage that can't be reduced in any way.

Consequence. Dante fights the Red Thirst. Until the end of his next turn, attack rolls against him have advantage, his Chapter Master of the Blood Angels trait has no effect, and he can't use Commanding Presence, Tactical Command, or Lord Regent's Command.

Recovery. The effect ends at the end of Dante's next turn. Once triggered, this weakness can't be triggered again until Dante regains hit points from Unyielding Commander or finishes a long rest.