DUALINK

Darius

BBEG



Runeterra Edition

Darius

Large humanoid (human), lawful evil

Armor Class 20 (Noxian warplate)
Hit Points 285 (30d10 + 120)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	22 (+6)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Str +13, Con +12, Wis +8
Skills Athletics +13, Intimidation +10, Perception +8
Damage Resistances necrotic
Condition Immunities frightened
Senses passive Perception 18
Languages Common, Noxian
Challenge 17 (18,000 XP)

Hemorrhage (0–5). When Darius hits a creature with a melee weapon attack, that creature gains 1 Hemorrhage stack (maximum 5).

At the start of each of that creature's turns, it takes 7 (2d6) necrotic damage per Hemorrhage stack. Stacks last 1 minute and refresh when reapplied.

Blood for Noxus. When a creature reaches 5 Hemorrhage stacks:

- It becomes Blood Marked until the stacks end.
- Darius has advantage on attack rolls against it.
- His Noxian Guillotine deals maximum damage to it.

Relentless Warlord. If Darius reduces a creature to 0 hit points:

- He immediately regains 30 hit points.
- He may immediately use Noxian Guillotine without expending its

recharge.

Actions

Multiattack. Darius makes three Greataxe attacks.

Decimator (Greataxe). *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target *Hit:* 21 (2d12 + 7) slashing damage + 7 (2d6) necrotic damage. Applies 1 Hemorrhage stack.

Crippling Strike (Recharge 5–6). Darius empowers his next attack. His next Greataxe attack deals an additional 21 (6d6) slashing damage, and the target's speed is reduced to 0 until the start of Darius's next turn.

Apprehend (Recharge 4–6). Each creature of Darius's choice within 15 feet must succeed on a DC 19 Strength saving throw or be pulled up to 15 feet toward him and knocked prone. Creatures already within 5 feet of him have disadvantage on the save.

Noxian Guillotine (Recharge 5–6). Darius leaps up to 20 feet to a creature he can see and makes a single Greataxe attack. On a hit, the attack deals 45 (10d8) slashing damage.

If the target is Blood Marked (5 Hemorrhage stacks), the damage is maximized (80 slashing damage). If this attack reduces a creature to 0 hit points, the recharge immediately refreshes.

Bonus Actions

Hemorrhaging Presence. Choose one creature within 30 feet suffering

from Hemorrhage. That creature must succeed on a DC 19 Constitution saving throw or immediately suffer its Hemorrhage damage.

Legendary Actions

Darius can take 3 legendary actions, one at a time at the end of another creature's turn.

Advance. Darius moves up to half his speed.

Savage Cleave. Darius makes one Greataxe attack.

Executioner's Pressure. One creature with Hemorrhage must succeed on a DC 19 Constitution saving throw or gain 1 additional stack.