DUALINK

Death Mask of Sanguinius

Magic Item



Warhammer 40K Edition

Death Mask of Sanguinius

Wondrous item, very rare (requires attunement)

Fashioned in the likeness of Sanguinius, the angelic Primarch of the Blood Angels, this golden death mask is one of the Chapter's most revered relics. Worn by Commander Dante, it bears the noble yet sorrowful visage of the Great Angel, inspiring courage in allies and striking terror into the hearts of enemies.

The mask's sophisticated systems project an image of supernatural dread, overwhelming the senses of those who dare stand against its wearer. Its ancient respiratory mechanisms enhance the wearer's endurance, while its imposing countenance serves as a symbol of hope to the faithful and a harbinger of death to the enemies of the Imperium.

While wearing the mask, you gain the following benefits.

Visage of the Great Angel. You gain proficiency in the Intimidation skill, and your proficiency bonus is doubled for any ability check you make using it.

Deathly Countenance. As a bonus action, you can activate the mask's terrifying visage. Each hostile creature of your choice within 15 feet of you that can see you must succeed on a DC 17 Wisdom saving

throw or be frightened of you for 1 minute.

A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Once a creature succeeds on this saving throw or the effect ends for it, that creature is immune to your Deathly Countenance for 24 hours.

Once you use this property, you cannot use it again until you finish a long rest.

Inspiring Presence. When you activate Deathly Countenance, you can also choose up to three friendly creatures within 30 feet of you that can see or hear you. Each chosen creature gains temporary hit points equal to your proficiency bonus + your Charisma modifier (minimum of 1).

Unshaken Resolve. You have advantage on saving throws against being frightened. Additionally, while you are conscious, friendly creatures within 10 feet of you have advantage on saving throws against being frightened.

Adrenal Respirators. You have advantage on saving throws against inhaled poisons, gases, and airborne diseases.

Additionally, you can hold your breath for up to 15 minutes.