DUALINK

# Geminae Superia

*BBEG*



Warhammer40K Edition

# Geminae Superia

*Medium humanoid (human, imperial), lawful good*

**Armor Class:** 20 (Sanctified Plate)
**Hit Points:** 185 (19d8 + 95)
**Speed:** 30 ft., fly 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 18 (+4) | 20 (+5) | 14 (+2) | 18 (+4) | 20 (+5) |

**Saving Throws:** Dex +9, Con +10, Wis +9
**Skills:** Insight +9, Perception +9
**Damage Resistances:** radiant; bludgeoning, piercing, and slashing from nonmagical attacks
**Condition Immunities:** charmed, frightened
**Senses:** darkvision 120 ft., passive Perception 19
**Languages:** Common, High Gothic, Celestial
**Challenge:** 13 (10,000 XP each)

***Twin Devotion.*** Celestine and Geminae share the same Stat Sheet. While within 30 feet of Saint Celestine:

- The Geminae has advantage on saving throws.
- Its weapon attacks deal an additional 2d8 radiant damage.

If Celestine is reduced to 0 hit points, the Geminae immediately gains:

- Advantage on attack rolls.
- Resistance to all damage until the end of its next turn.

***Guardian Intercession.*** When Celestine is hit by an attack while the Geminae is within 10 feet of her, the Geminae may use its reaction to become the target of the attack

instead. This occurs before damage is rolled.

***Soul Anchor.*** If the Geminae is alive when Celestine triggers Martyr's Resurrection:

- Celestine has advantage on her Constitution saving throw.
- If both Geminae are alive, reduce the Resurrection DC by 5.

If both Geminae are dead:

- Celestine does not gain advantage.
- The Resurrection DC increases by 5.

***Shared Martyrdom.*** When the Geminae is reduced to 0 hit points:

- Celestine regains 40 hit points.
- The surviving Geminae (if any) gains advantage on all attack rolls until the end of its next turn.

If both Geminae are reduced to 0 hit points in the same round, Celestine regains hit points from this trait only once.

***Bound to the Living Saint.*** The Geminae are spiritually tethered to Celestine's divine essence.

When Celestine succeeds on Martyr's Resurrection:

- Any Geminae that died since her last turn immediately return to life.
- A resurrected Geminae appears in an unoccupied space within 10 feet of Celestine.
- It returns with half its maximum hit points.
- All conditions affecting it end.

If a Geminae was reduced to 0 hit points but not destroyed outright, its body dissolves into radiant light until this resurrection occurs.

## Actions

***Multiattack.*** The Geminae makes two Blade of Devotion attacks.

***Blade of Devotion.*** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target Hit: 17 (2d6 + 4) slashing damage plus 13 (3d8) radiant damage. If Twin Devotion is active, add 2d8 radiant damage.

***Wings of Retribution (Recharge 5–6).*** The Geminae flies up to 30 feet. During this movement, it may make one Blade of Devotion attack against each creature it moves past (maximum three attacks, different targets).

## Bonus Actions

***Radiant Guard.*** Until the start of its next turn, attack rolls against Celestine made by creatures within 5 feet of the Geminae have disadvantage.

## Reactions

***Blinding Feint.*** When a creature misses the Geminae with a melee attack, that creature must succeed on a DC 17 Constitution saving throw or be blinded until the end of its next turn.