DUALINK

Ragnar Blackmane

BBEG



Warhammer40K Edition

Ragnar Blackmane

Medium humanoid (Astartes), chaotic neutral

Armor Class: 19 (Astartes power armor, reckless aggression)

Hit Points: 285 (30d8 + 150)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	12 (+1)	14 (+2)	18 (+4)

Saving Throws: Str +12, Dex +9, Con +11, Wis +8

Skills: Athletics +12, Intimidation +10, Perception +8, Survival +8

Damage Resistances: cold; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities: frightened

Senses: darkvision 60 ft., passive Perception 18

Languages: Common, Fenrisian

Challenge: 17 (18,000 XP)

Blackmane Momentum. Ragnar becomes more lethal the longer he maintains pressure.

- Ragnar has Momentum (0–5).
- He gains 1 Momentum when any of the following occur (maximum once per trigger per round):
- He reduces a creature to 0 hit points
- He moves at least 20 feet toward a hostile creature and hits it with a melee attack

Momentum Effects.

- Ragnar's Frostfang attacks deal +1d6 cold damage per point of Momentum.
- At 3 or more Momentum, Ragnar:
- Has advantage on opportunity

attacks
- Cannot be restrained
- At 5 Momentum, Ragnar has advantage on all melee attack rolls.

Momentum Loss.
Ragnar loses all Momentum if:
- He is stunned, paralyzed, or incapacitated
- He ends his turn without moving or making an attack
- He willingly moves away from all visible hostile creatures

Savage Reflexes. Ragnar can take one reaction per round, rather than one per turn, but no more than one reaction on a single creature's turn.

Too Angry to Die (1/Day). When Ragnar would be reduced to 0 hit points, he instead drops to 1 hit point, immediately gains 3 Momentum, and may move up to his speed as a reaction without provoking opportunity attacks.

Actions

Multiattack. Ragnar makes three Frostfang attacks.

Frostfang. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit. 19 (2d10 + 6) slashing damage plus 7 (2d6) cold damage, plus 1d6 cold damage per point of Momentum.

Blackmane Execution (Once per Turn). When Ragnar hits a creature with Frostfang while he has 3 or more Momentum, he can apply one of the following effects (no action required):
- Hamstring: Target's speed becomes 0 until the end of its

next turn.

- Eviscerate: Target takes an extra 10 (3d6) slashing damage.
- Driving Strike: Ragnar moves up to 10 feet without provoking opportunity attacks from the target.

Blackmane Rush. Ragnar moves up to half his speed and makes one Frostfang attack.
If the attack hits:

- Ragnar gains 1 Momentum
- The target must succeed on a DC 18 Strength saving throw or be knocked prone.

Howl of the Young Wolf (Recharge 5–6). Ragnar unleashes a savage war howl.

- Each hostile creature within 15 feet must make a DC 18 Wisdom saving throw.
- On a failure, a creature is frightened of Ragnar until the end of its next turn.
- Ragnar gains 1 Momentum for each creature that fails, up to a maximum of 2.

Reactions

Relentless Pursuit. When a creature Ragnar can see within 10 feet moves without teleporting, Ragnar may move up to half his speed toward that creature and make one Frostfang attack.

Legendary Actions

Ragnar has 3 legendary actions, regaining them at the start of his turn.

- Attack. Ragnar makes one Frostfang attack.
- Blood-Slick Advance. Ragnar moves up to 20 feet without

provoking opportunity attacks.

- Chain the Slaughter (Costs 2 Actions). Ragnar makes one Frostfang attack. If the attack reduces a creature to 0 hit points, Ragnar immediately gains 1 Momentum and may use Blackmane Rush.

Special Weakness

Overcommit

If Ragnar misses all Frostfang attacks on his turn, his Armor Class is reduced by 2 until the start of his next turn.