DUALINK

Saint Celestine

BBEG



Warhammer40K Edition

Saint Celestine

Medium humanoid (human, imperial), lawful good

Armor Class: 21 (Blessed Warplate)
Hit Points: 375 (30d8 + 210)
Speed: 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	24 (+7)	16 (+3)	22 (+6)	24 (+7)

Saving Throws: Con +14, Wis +13, Cha +14
Skills: Insight +13, Persuasion +14, Intimidation +14, Religion +10
Damage Resistances: radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities: fire
Condition Immunities: charmed, frightened
Senses: darkvision 120 ft., passive Perception 16
Languages: Common, High Gothic, Celestial
Challenge: 22 (41,000 XP)

Angelic Presence. Hostile creatures that start their turn within 20 feet of Celestine must succeed on a DC 21 Wisdom saving throw or:

- Take 14 (4d6) radiant damage.
- Have disadvantage on attack rolls against creatures other than Celestine until the start of their next turn.

On a success, a creature takes half damage and suffers no additional effect.

Burning Conviction. The first time each round Celestine deals radiant damage, she regains hit points equal to half the radiant damage dealt (maximum 25 hit points per round).

Martyr's Resurrection. When Celestine is reduced to 0 hit points, she does not die immediately.
Her body erupts in divine radiance. Each hostile creature within 30 feet must make a DC 21 Constitution saving throw.

- On a failure: 45 (10d8) radiant damage and blinded until the end of its next turn.
- On a success: Half damage and not blinded.

Celestine then makes a Constitution saving throw. The DC equals: 5 + (5 × the number of times Celestine has resurrected within the past 30 days).
If she succeeds:

- She rises at the start of her next turn.
- She returns with half her maximum hit points.
- All conditions affecting her end.
- She has advantage on all attack rolls until the end of that turn.

If she fails she dies permanently.

Actions

Multiattack. Celestine makes three attacks with Ardent Blade.

Ardent Blade. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target Hit: 21 (2d8 + 5) slashing damage plus 18 (4d8) radiant damage. If the target is a fiend or undead, the radiant damage increases to 27 (6d8).

Wings of the Martyr (Recharge 5–6). Celestine flies up to 30 feet and crashes down at a point she can see within 60 feet. Each creature within 20 feet of that point must

make a DC 21 Dexterity saving throw.

- Failure: 36 (8d8) radiant damage, knocked prone, and speed becomes 0 until the end of its next turn.
- Success: Half damage and not knocked prone.

Emperor's Judgment (Recharge 6). One creature Celestine can see within 60 feet must make a DC 21 Constitution saving throw.

- Failure: 55 (10d10) radiant damage. If this reduces the creature below half its hit point maximum, it is stunned until the end of its next turn.
- Success: Half damage and not stunned.

Bonus Actions

Divine Surge. Celestine flies up to 30 feet without provoking opportunity attacks.

Beacon of Faith. Up to three times a day, three creatures of Celestine's choice within 30 feet regain 30 hit points and may immediately stand if prone.

Reactions

Intercession. When a creature Celestine can see within 30 feet takes damage, Celestine may take that damage instead. This damage cannot be reduced in any way.

Legendary Actions

Celestine 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. She regains spent legendary

actions at the start of her turn.

Ardent Strike. Celestine makes one Ardent Blade attack.

Radiant Pulse (Costs 2 Actions). Each hostile creature within 20 feet takes 13 (3d8) radiant damage.

Ascendant Reposition. Celestine flies up to 40 feet without provoking opportunity attacks.

