DUALINK

Ahriman

BBEG



Warhammer 40K Edition

Ahriman

Medium humanoid (chaos, human), lawful evil

Armor Class: 19

Hit Points: 255 (30d8 + 120)

Speed: 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	22 (+6)	18 (+4)	20 (+5)

Saving Throws: Int +12, Wis +10, Con +10

Skills: Arcana +14, History +14, Insight +10, Deception +11

Damage Resistances: force, psychic, necrotic

Condition Immunities: charmed, frightened

Senses: truesight 60 ft., passive Perception 14

Languages: Common, Infernal, Prosperoan, telepathy 120 ft.

Challenge: 19 (22,000 XP)

Master of the Rubric. Ahriman ignores resistance to psychic, force, and necrotic damage. If a creature is immune to one of these damage types, it is treated as resistant instead.

Warp Calculus. At the start of each of Ahriman's turns, he gains 1 Warp Charge (maximum 6). When Ahriman casts a spell, he may spend Warp Charges to enhance it (choose any number):

- *1 charge:* +2 to the spell's save DC
- *2 charges:* one target has disadvantage on its saving throw
- *3 charges:* the spell's damage dice are maximized

After the spell resolves, Ahriman takes 5 psychic damage per charge

spent (this damage cannot be reduced or prevented).

Architect of Fate (Legendary Resistance, 3/Day). When Ahriman fails a saving throw, he can choose to succeed instead. When he does, he gains 1 Warp Charge.

Inevitable Outcome. The first time each round a creature succeeds on a saving throw against one of Ahriman's spells, Ahriman may treat that save as a failure instead, but the creature takes half damage (or suffers a reduced effect, DM's discretion). When Ahriman uses this trait, he immediately gains 1 Warp Charge.

Echo of the Rubric. When a creature fails a saving throw against one of Ahriman's spells by 5 or more, it gains 1 Rubric Mark (maximum of 3). At the end of each of the creature's turns:

- *1 mark:* the creature's speed is reduced by 10 feet
- *2 marks:* the creature has disadvantage on Strength and Dexterity saving throws
- *3 marks:* the creature is restrained until the end of its next turn, then all Rubric Marks are removed

When a creature gains its third Rubric Mark, Ahriman immediately gains 1 Warp Charge.

A creature can remove all Rubric Marks by:

- Succeeding on a saving throw against one of Ahriman's spells, or
- Spending an action to steady itself (no roll required).

Fatebound Survival. The first time Ahriman would be reduced to 0 hit points, he instead drops to 1 hit point, ends all conditions on himself, and unleashes a Warp Backlash:

- Creatures of Ahriman's choice within 30 feet take 22 (4d10) psychic damage
- Ahriman gains 3 Warp Charges

This trait can occur once per encounter.

Spellcasting

Ahriman is a 20th-level spellcaster. His spellcasting ability is Intelligence (Spell Save DC 20, +12 to hit).

At will: detect magic, mage hand, mind sliver, shield

- *3/day each:* counterspell, disintegrate, synaptic static, wall of force
- *1/day each:* maze, psychic scream, foresight

Ahriman ignores material components.

Actions

Multiattack. Ahriman casts one spell and uses Unravel Reality, if available.

Unravel Reality (Recharge 5–6). Ahriman tears open reality at a point he can see within 60 feet. Creatures in a 20-foot-radius sphere must make an Intelligence saving throw. On a failed save, you take 45 (10d8) force damage and stunned until the end of their next turn. On a success, you take half damage and are not stunned.

Creatures wearing heavy armor or constructs have disadvantage on the saving throw.

The Black Staff of Ahriman. *Melee Spell Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) force damage plus 14 (4d6) psychic damage. If the target is concentrating, concentration automatically ends.

Bonus Actions

Warp Step. Ahriman teleports up to 30 feet to an unoccupied space he can see.

Calculate the Future. Ahriman chooses one creature he can see within 60 feet. Until the start of his next turn:

- Ahriman has advantage on saving throws against that creature's effects
- The first time that creature makes an attack roll or a saving throw, Ahriman may impose disadvantage (no action required)

Gather Warp (Recharge 6). Ahriman immediately gains 2 Warp Charges. If this brings him to his maximum number of Warp Charges, he takes 10 psychic damage.

Reactions

Rewrite Probability. When a creature Ahriman can see makes an attack roll, saving throw, or damage roll, Ahriman may force a reroll and choose which result is used.

Perfect Counterformula. When a creature Ahriman can see casts a spell, Ahriman casts counterspell

without expending a spell slot. If the spell is successfully countered, Ahriman gains 1 Warp Charge.

Legendary Actions

Ahriman can take 3 legendary actions, regaining them at the start of his turn.

- ***Cantrip.*** Ahriman casts mind sliver.
- ***Warp Step.*** Ahriman uses Warp Step.
- ***Cast Spell (Costs 2 Actions).*** Ahriman casts a spell of 3rd level or lower.
- ***Collapse Fate (Costs 3 Actions).*** One creature Ahriman can see must succeed on a DC 20 Wisdom saving throw or be paralyzed until the end of its next turn.

