DUALINK

Alpharius & Omegon

BBEG



Warhammer40K Edition

Alpharius & Omegon

Large humanoid (primarch), lawful neutral (ambiguous)

Armor Class: Alpharius 23 (Artificer Wargear, Tactical Foresight), Omegon 21 (Adaptive Legion Plate)

Hit Points: 495 (shared between both bodies)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	22 (+6)	22 (+6)	20 (+5)	20 (+5)

Saving Throws: Str +14, Dex +12, Con +13, Int +13, Wis +12

Skills: Deception +12, Insight +12, Perception +12, Stealth +12

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

Condition Immunities: frightened

Senses: darkvision 120 ft., passive Perception 22

Languages: All, telepathy 120 ft.

Challenge: 23 (50,000 XP)

Twin Primarchs - Singular Will. Alpharius and Omegon occupy separate spaces but share one hit point pool, one initiative count, legendary actions, resources, and Deception Counter. Conditions affecting one affect both. They act on the same turn.
A creature can use a bonus action to make a DC 20 Wisdom (Insight) check. On a success, that creature discerns the current command vector and ignores Deception Counter penalties until the end of its next turn.

Defensive Asymmetry. Alpharius

has AC 23. Omegon has AC 21. The twins are indistinguishable by mundane means.

When a creature attacks Alpharius and misses by 2 or less, Alpharius and Omegon gain 1 Deception Counter.

Deception Counter (0–6). The twins begin at 0. Maximum 6.

They gain 1 Deception Counter when:

- A creature attacks the "wrong" twin (DM determined secretly).
- Hydra Substitution causes an attack to miss.
- A creature fails the Insight check.
- A creature ends its turn more than 10 feet from all allies.
- A creature attacks Alpharius and misses by 2 or less.

Deception Threshold Effects. **1–2: Fractured Perception.** Opportunity attacks against the twins are made at disadvantage.

3–4: False Certainty. Once per round, when a creature hits one twin, the twins may impose disadvantage retroactively, potentially causing the attack to miss. Movement between the twins does not provoke opportunity attacks.

4+ AC Flux. Once per round at 4 or more Deception Counter, the twins may swap their AC values until the start of their next turn. This change is not announced.

5: Narrative Collapse. The first time each round a creature succeeds on a saving throw against them, the twins may force a reroll. When they use Hydra Substitution, both twins

become invisible until the start of their next turn.

6: Hydra Ascendant. Immediately:

- Each twin teleports up to 30 feet.
- Hostile creatures must make a DC 20 Wisdom save or treat both twins as heavily obscured until the end of their next turn.
- Reset Deception Counter to 3.

Legendary Resistance (3/Day). If the twins fail a saving throw, they can choose to succeed instead.

Uncanny Coordination. They can occupy each other's space and move through one another without penalty.

Master of Misdirection. Creatures have disadvantage on attack rolls against a twin if another hostile creature is within 5 feet of them.

Actions

Multiattack. Each twin makes two Hydra Spear attacks.

Hydra Spear. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target Hit: 21 (2d10 + 7) piercing damage plus 14 (4d6) psychic damage. If both twins hit the same creature in a round, that creature must succeed on a DC 20 Intelligence saving throw or have disadvantage on its next saving throw before the end of its next turn.

Coordinated Collapse (Recharge 5–6). Both twins target a creature within 60 feet. The target must make a DC 20 Wisdom saving throw.

- Failure: 45 (10d8) psychic damage and the target is

restrained by tactical paralysis until the end of its next turn.
- Success: Half damage and not restrained.

If the target is isolated, it has disadvantage on the save. Gain 1 Deception Counter if this ability restrains a creature.

Bonus Actions

Divide the Field. Each twin may move up to 20 feet without provoking opportunity attacks.
If they end this movement flanking a creature, gain 1 Deception Counter.

Reactions

Tactical Feint. When a creature misses a twin, the twins may move up to 15 feet.

Hydra Substitution. When one twin is targeted by an attack or fails a saving throw, they may swap positions. The triggering attack now targets the other twin. If the attack still hits, it deals half damage. If the swap causes the attack to miss, gain 1 Deception Counter.

Legendary Actions

The twins can take 3 legendary actions (4 in Phase 2), choosing from the options below. Only one at a time, at the end of another creature's turn.

Spear Strike. One twin makes one Hydra Spear attack.

Swap Vector. The twins swap positions and gain 1 Deception Counter.

Exploit Isolation (Costs 2). One isolated creature must succeed on a

DC 20 Intelligence saving throw or take 18 (4d8) psychic damage and have disadvantage on its next attack roll.

Hydra Convergence (Costs 3). Both twins move up to 30 feet and each make one Hydra Spear attack.

The Hydra Endures

The first time the shared hit point pool reaches 0:

- One twin falls.
- The other stands immediately.
- Hit points reset to 125.
- Deception Counter immediately becomes 6.

"You were never fighting the right one."

The last standing twin now has the following benefits for the remainder of the encounter:

- Hydra Substitution now negates the triggering attack entirely once per round.
- The twins have advantage on attack rolls against isolated creatures.
- Legendary Actions increase to 4 per round.
- AC Flux may now be used without needing 4 Deception Counter.