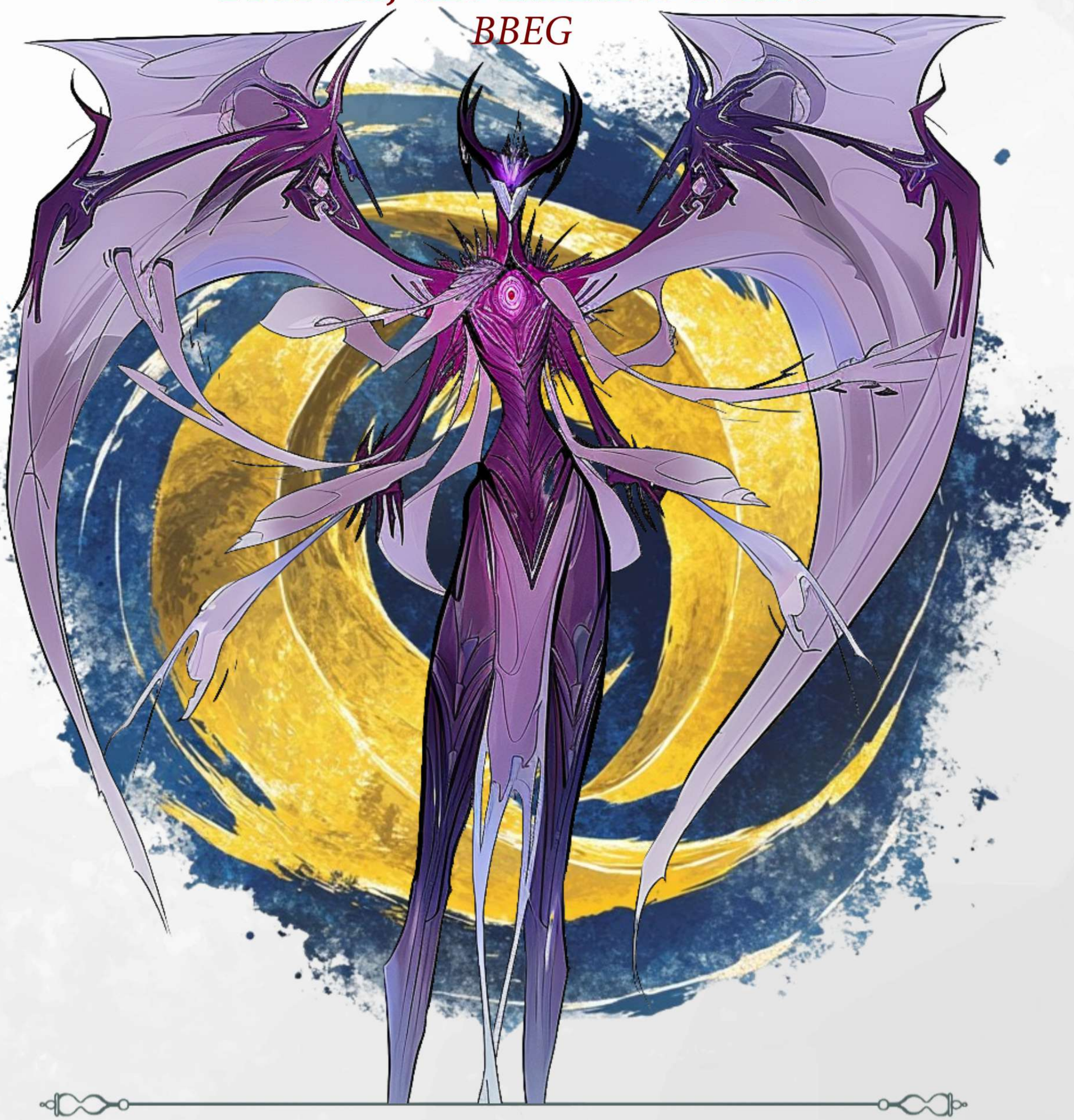
DUALINK

Horazi, the Infinite Mind

BBEG



Runeterra Edition

Horazi, the Infinite Mind

Medium Darkin, Lawful Evil

Armor Class: 18 (natural armor)
Hit Points: 230 (28d8 + 112)
Speed: 30 ft., fly 40 ft. (hover)

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

Saving Throws: Int +11, Wis +10, Cha +9
Skills: Arcana +11, Insight +10, Perception +10
Damage Resistances: Radiant, Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities: Charmed, Frightened
Senses: Truesight 120 ft., Passive Perception 20
Languages: All, Telepathy 120 ft.

Challenge 16 (15,000 XP)

Innate Spellcasting

Horazi's innate spellcasting ability is Intelligence (*spell save DC 19, +11 to hit with spell attacks*). She does not require material components to cast her spells and can innately cast the following spells:

- *At will:* Detect Thoughts, Mage Hand, Minor Illusion, Shield, Mirror Image, Dispel Magic, Arcane Eye
- *3/day each:* Counterspell, Telekinesis, Wall of Force, Synaptic Static, Greater Invisibility, Major Image
- *1/day each:* Maze, Power Word Stun, True Seeing, Project Image, Mental Prison, Dream

Legendary Resistance (3/Day). If

Horazi fails a saving throw, she can choose to succeed instead. Each time she does, her form flickers with mirrored versions of herself, faint psychic echoes that fracture away into the void.

Spell Echo Matrix. Horazi's mind functions across countless mirrored realities, allowing her to cast and recall multiple spells simultaneously. Each time an enemy within 120 feet casts a spell of 1st level or higher, Horazi may record it within her matrix. At the start of her turn, she can choose one stored spell and cast it using her own spellcasting ability, as if upcast one level higher (to a maximum of 9th level). When she casts a stored spell in this way, she may choose to do so as a bonus action instead of an action. Additionally, when she does so, she gains temporary hit points equal to three times the spell's level. She may hold a number of stored spells equal to her Intelligence modifier (6), losing the oldest stored spell if she exceeds this limit.

Actions

Psionic Lance. *Ranged Spell Attack:* +11 to hit, range 90 ft., one target. *Hit:* 18 (4d8 + 4) psychic damage. If this attack reduces a creature to 0 HP, Horazi immediately gains +1 AC until the start of her next turn as fragments of their consciousness shield her mind.

Celestial Rupture (Recharge 4–6). Horazi designates a point she can see within 120 ft. At the end of her turn, a 20-ft-radius rift detonates, flooding it with radiant-psychic

energy. Each creature there must make a DC 19 Dexterity saving throw, taking 6d6 radiant + 6d6 psychic damage on a failed save, or half as much on success. Creatures that fail are knocked prone and have disadvantage on the next Wisdom save they make before the end of their next turn.

Mind Prism (Recharge 5–6). Horazi releases a kaleidoscopic burst of psychic refraction at up to two creatures within 90 ft. Each must make a DC 19 Intelligence saving throw, taking 38 (7d10) psychic damage on a failed save or half as much on a success. On a failed save, the target's speed is halved until the end of its next turn. If both targets fail, Horazi regains 10 temporary hit points as their thoughts collapse into hers.

Multi-Threaded Assault (1/Day). Horazi duplicates herself in mirrored after-images for 1 round. Until the start of her next turn, she can make two Psionic Lance attacks as part of the Attack action in addition to casting one spell or ability that requires an action. This cannot be combined with Mind Prism or Celestial Rupture.

Bonus Actions

Tactical Recall. Horazi teleports up to 30 ft. to a space she can see. Until the start of her next turn, she gains +2 AC against attacks from the creature that targeted her before she teleported.

Arcane Focus (Recharge 4–6). Horazi channels her fractured

consciousness to stabilize power and redirect parallel minds. She can do one of the following:

- *Reassert Will.* Regain one use of Legendary Resistance.
- *Refract Spells.* Regain one expended 3/day innate spell use (Counterspell, Telekinesis, Wall of Force, Synaptic Static, Greater Invisibility, or Major Image).

Spell Echo Matrix Cast. Once per round, Horazi can cast one stored spell from her Spell Echo Matrix as a bonus action.

Legendary Actions

Horazi can take 3 legendary actions, choosing from the options below. Only one legendary action 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.

Shatter Will. Horazi targets a creature she can see within 60 ft. The target must succeed on a DC 19 Wisdom saving throw or be frightened until the end of its next turn. While frightened this way, it takes 5 (1d10) psychic damage whenever it moves.

Force Shock. Horazi emits a short-range shock of force at one creature within 60 ft., dealing 14 (3d8 + 1) force damage.

Perfect Counter (Costs 2 Actions). When a creature casts a spell of 5th level or lower within 60 ft., Horazi can counter it without expending a slot. The spell is negated, and Horazi gains temporary hit points equal to the spell's level × 3. She can use this only once per round.

Mind Collapse (2 Actions). Horazi targets one creature concentrating on a spell within 60 ft. The target must succeed on a DC 19 Intelligence saving throw or take 18 (4d8) psychic damage and lose concentration.

Fragment of Horazi

Instantaneous Effect – Fractured Infinity. When Horazi is reduced to 0 hit points, her body shatters into a storm of mirrored crystal and psychic energy. Each creature of her choice within 30 ft. must succeed on a DC 19 Wisdom saving throw or take 27 (6d8) psychic damage and become blinded until the end of its next turn. At the start of her next turn, Horazi reforms as the Fragment of Horazi at full hit points in an unoccupied space within 60 ft. Her initiative remains the same.

Fragment of Horazi

Armor Class: 16 (arcane veil)

Hit Points: 100 (16d8 + 32)

Speed: 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	22 (+6)	18 (+4)	18 (+4)

Saving Throws: Dex +10, Int +11, Wis +9

Skills: Arcana +11, Perception +9, Insight +9

Damage Resistances: Psychic, Force, Radiant

Condition Immunities: Charmed, Frightened, Grappled, Restrained, Paralyzed

Senses: Truesight 120 ft., Passive Perception 19

Languages: All, Telepathy 120 ft.

Flickering Form. When the Fragment takes damage from a spell or ranged attack, roll a d6. On a 5–6, the attack passes through harmlessly.

Ethereal Projection. The Fragment can move through creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it takes 5 (1d10) force damage.

Fragmented Mind. Each time the Fragment casts a spell or uses an ability, it gains temporary hit points equal to twice the spell's level (minimum 2).

Unstable Projection. When reduced to 0 HP, the Fragment explodes in a psychic detonation, forcing each creature within 30 ft. to make a DC 19 Intelligence saving throw or take 33 (6d10) force damage, half on success.

Actions

Neural Snap. *Melee Spell Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 24 (5d8 + 4) psychic damage. The target cannot take reactions until the start of its next turn.

Cascade Bolt (Recharge 4–6). *Ranged Spell Attack:* +11 to hit, range 60 ft., up to two targets. *Hit:* 22 (4d10 + 2) force damage. Each target must succeed on a DC 17 Constitution saving throw or be silenced until the end of its next turn.

Shatter Pulse (Recharge 5–6). The Fragment releases a 30-ft-radius psychic pulse centered on itself. Each creature in the area must make

a DC 18 Intelligence saving throw, taking 31 (7d8) psychic damage on a failed save, or half on success. On a failed save, the target is stunned until the end of its next turn.

Bonus Actions

Flicker Step. The Fragment teleports up to 60 ft. to a space it can see. The next attack made against it before the start of its next turn is made with disadvantage.

Psychic Duplication (Recharge 4–6). The Fragment creates two illusory copies of itself until the start of its next turn. Each time a creature targets the Fragment with an attack or spell, roll a d6. On a 1–3, the attack hits a duplicate instead.

Accelerated Thought. Once per turn, the Fragment can cast one of the following spells as a bonus action: *Magic Missile* (3rd level), *Mirror Image*, or *Misty Step*.

Legendary Actions

The Fragment can take 3 legendary actions, choosing from the options below. Only one may be used at a time, and only at the end of another creature's turn. It regains spent actions at the start of its turn.

Distort Perception. Target one creature within 60 ft. It must succeed on a DC 18 Wisdom saving throw or have its next attack or spell target randomly chosen among creatures within range.

Mind Fracture. Deal 10 (3d6) psychic damage to one creature within 60 ft. and force it to make a

DC 18 Intelligence saving throw. On a failure, the creature's next saving throw before the end of its next turn is made with disadvantage.

Flicker Retaliation (2 Actions). When a creature hits the Fragment with an attack, it can teleport up to 30 ft. and make a Neural Snap attack.

Reverberation (3 Actions). The Fragment replays the last spell it witnessed cast within 60 ft. (1st–5th level only). It duplicates that spell's effects, choosing all targets anew. This version always deals 1d6 additional force damage per spell level.

Special Weaknesses

Recursive Feedback Loop

Her mind calculates every possibility, until you introduce paradox.

Discovery Mechanism. A DC 18 Arcana or Insight check reveals that Horazi becomes unstable when forced to process contradictory or simultaneous actions.

Triggering Mechanism. Two or more creatures act simultaneously with conflicting intents (e.g., a readied attack and an illusion contradicting her perception).

Consequence. Horazi's Spell Echo Matrix overloads. She loses all stored spells and becomes vulnerable to psychic damage until the start of her next turn. At the start of her turn, she must succeed on a DC 18 Constitution save or be stunned for 1 round.

Temporal Overload

Her foresight can be blinded by forcing her to see too many futures at once.

Discovery Mechanism. A DC 18 Investigation or Perception check reveals her vision distorts when she reacts multiple times in one round.

Triggering Mechanism. If Horazi uses a reaction and a Legendary Action in the same round, a creature within 30 ft. may spend its reaction to disrupt her temporal flow (taking 10 (3d6) force damage).

Consequence. Horazi loses her next Legendary Action and her AC is reduced by 2 until the start of her next turn. If triggered twice in one encounter, she also loses one use of Legendary Resistance permanently.

I felt her before I saw her, a crease in reality, the air itself folding.
My thoughts stuttered. Then continued in a voice that wasn't entirely mine.
Her eyes held reflections of futures... my futures, each one dying in a different, efficient way.
She corrected me with a single glance, rewriting the intention before I even formed it.
The world looped. Delayed echoes of my own movements. Fractured silhouettes of my allies. Possibilities collapsing like broken mirrors.
My mind, a cold expanding fractal of every self I could have been, all screaming in perfect unison.
And then I ended, not with a scream, but with a correction.