DUALINK

Magnus the Red

Monster



Warhammer40K Edition

Magnus the Red

Huge fiend (daemon, primarch), chaotic evil

Armor Class: 21 (warp-sculpted flesh, sorcerous deflection)

Hit Points: 495 (30d12 + 300)

Speed: 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	30 (+10)	24 (+7)	22 (+6)	26 (+8)

Saving Throws: Con +18, Int +15, Wis +14, Cha +16

Skills: Arcana +15, History +15, Insight +14, Intimidation +16

Damage Resistances: cold, fire, lightning, necrotic; bludgeoning, piercing, and slashing from magical attacks

Damage Immunities: psychic

Condition Immunities: charmed, frightened, stunned

Senses: truesight 120 ft., passive Perception 16

Languages: all, telepathy 300 ft.

Challenge: 22 (41,000 XP)

Daemon Primarch Physiology. Magnus does not require concentration on spells he casts of 5th level or lower.

Additionally, he can concentrate on two spells at once.

If Magnus fails a concentration check, he may choose to succeed. When he does, he takes 20 psychic damage (this damage ignores immunity and resistance).

Living Cataclysm. At the start of each of Magnus's turns, choose one effect (no action required):

- Psychic Pressure: Creatures of

Magnus's choice within 30 feet take 14 (4d6) psychic damage

- Reality Warp: Until the start of his next turn, Magnus has advantage on all saving throws
- Unstable Time: One creature Magnus can see within 60 feet has disadvantage on attack rolls until the start of Magnus's next turn

I Am Still Right. The first time each round a creature succeeds on a saving throw against one of Magnus's effects, Magnus may treat the save as a failure instead.

That creature takes half damage (or suffers a reduced version of the effect).

When Magnus uses this trait, he cannot use it again until the start of his next turn.

This is the "sprinkle of tragedy", he still believes he's correcting mistakes.

Primarch Resilience (3/Day). If Magnus fails a saving throw, he can choose to succeed instead.

Spellcasting

Magnus is a 20th-level spellcaster. His spellcasting ability is Intelligence (Spell Save DC 23, +15 to hit). Magnus does not use material components. Magnus's spells are manifestations of will, not gestures.

- At will: *mind sliver, telekinesis, detect magic, shield*
- 3/day each: *disintegrate, synaptic static, telekinesis (as bonus action), wall of force*
- 1/day each: *psychic scream, maze, foresight*

Actions

Multiattack. Magnus uses Warp Annihilation and Crush the Unworthy, or casts one spell and uses Crush the Unworthy.

Warp Annihilation. No attack roll.

Magnus targets a point he can see within 90 feet. Creatures in a 30-foot-radius sphere must make an Intelligence saving throw:

- Fail: 66 (12d10) force damage + 33 (6d10) psychic damage
- Success: Half damage

Objects and structures in the area automatically take maximum damage.

Crush the Unworthy. *Melee or Ranged Psychic Attack:* +15 to hit, reach 15 ft. or range 60 ft.

Hit. 36 (4d12 + 10) force damage, and the target is knocked prone or pushed 30 feet (Magnus's choice).

If the target is Huge or smaller, Magnus may also grapple it (escape DC 23).

Bonus Actions

Sovereign Levitation. Magnus flies up to 30 feet without provoking opportunity attacks.

Break the Mind. One creature Magnus can see within 60 feet must succeed on a Wisdom saving throw or suffer disadvantage on saving throws until the end of its next turn.

Reactions

Absolute Denial. When Magnus or a creature within 60 feet is hit by an attack or fails a saving throw, Magnus reduces the damage by 30

or grants advantage on the saving throw (Magnus's choice).

Legendary Actions

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

- Cantrip. Magnus casts *mind sliver*
- Warp Shift. Magnus teleports up to 40 feet.
- Crush the Unworthy. Magnus uses Crush the Unworthy.
- Reality Break (Costs 3 Actions). Each creature of Magnus's choice within 30 feet must succeed on a DC 23 Constitution saving throw or take 27 (6d8) force damage and be restrained until the end of its next turn.

Special Weakness

The Crimson Paradox

Magnus's power is sustained by absolute certainty in his own reasoning.

If two or more of the following conditions are true at the same time, Magnus suffers Cognitive Dissonance until the end of his next turn:

- One of Magnus's spells is countered
- One of Magnus's saving throws fails naturally (i.e., not overridden by Primarch Resilience)
- A creature succeeds on a saving throw against Magnus's effect without being altered by I Am Still Right
- Magnus takes 30 or more damage from a single source

While suffering Cognitive Dissonance:

- Magnus loses access to I Am Still Right
- Magnus has disadvantage on concentration checks
- Magnus cannot concentrate on two spells at once (if he currently is, one immediately ends, Magnus's choice)

This weakness can trigger once per combat.

Magnus is not weak, but he is rigid. Enough contradictions force him to recalibrate.

