DUALINK

Thousand Sons Sorcerer

Monster



Warhammer40K Edition

Thousand Sons Sorcerer

Medium humanoid (chaos, human), lawful evil

Armor Class: 17 (arcane armor)
Hit Points: 136 (16d8 + 64)
Speed: 30 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	18 (+4)	14 (+2)	16 (+3)

Saving Throws: Int +8, Wis +6, Con +8
Skills: Arcana +8, History +8, Insight +6
Damage Resistances: psychic, force
Condition Immunities: frightened
Senses: darkvision 60 ft., passive Perception 12
Languages: Common, Infernal, Prosperoan
Challenge: 11 (7,200 XP)

Rubric Discipline. When the sorcerer deals psychic or force damage to a creature that is already restrained, stunned, or paralyzed, the damage dice gain a +1d8 bonus.

Warp Conduit. When a friendly creature within 30 feet spends a resource to modify a spell (legendary resistance, Warp Charge, sorcery points, etc.), the sorcerer may use its reaction to gain advantage on its next spell attack or impose disadvantage on one saving throw it forces before the end of its next turn.

Lesser Rubric Echo. When a creature fails a saving throw against one of the sorcerer's spells by 5 or more, it gains 1 Rubric Mark (maximum 2).

At the end of the creature's turn:

- 1 mark: speed reduced by 10 feet
- 2 marks: the creature is restrained until the end of its next turn, then all Rubric Marks are removed

A creature can remove all Rubric Marks by spending an action to steady itself.

Spellcasting

The sorcerer is a 12th-level spellcaster (Intelligence; Spell Save DC 16, +8 to hit).

- At will: *mind sliver, mage hand, detect magic*
- 3/day each: *counterspell, synaptic static, blight*
- 1/day each: *wall of force, banishment*

The sorcerer ignores material components.

Actions

Multiattack. The sorcerer casts one spell or makes two Warp Bolt attacks.

Warp Bolt. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target

Hit. 18 (4d8) force damage.

If the target has any Rubric Marks, it takes an additional 7 (2d6) psychic damage.

Twist Fate (Recharge 5–6). The sorcerer targets a creature it can see within 60 feet. The target must succeed on a Wisdom saving throw or suffer one of the following effects (sorcerer's choice):

- Be restrained until the end of its next turn
- Have disadvantage on its next saving throw

- Take 22 (4d10) psychic damage

Bonus Actions

Phase Shift. The sorcerer teleports up to 20 feet to an unoccupied space it can see.

Focus the Warp. Until the start of its next turn, the sorcerer gains +2 to spell save DC, but takes 7 psychic damage at the end of the turn.

Reactions

Warp Interference. When a creature within 60 feet casts a spell, the sorcerer imposes disadvantage on one spell attack roll or one saving throw caused by that spell.

