DUALINK

Braum

Monster



Runeterra Edition

Braum

Medium humanoid (human), lawful good

Armor Class: 18 (shield, fur-lined armor)

Hit Points: 187 (22d8 + 88)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	10 (+0)	14 (+2)	16 (+3)

Saving Throws: Str +8, Con +7, Wis +5

Skills: Athletics +8, Perception +5, Insight +5

Damage Resistances: cold; bludgeoning, piercing, and slashing from nonmagical attacks while his shield is raised

Condition Immunities: frightened

Senses: passive Perception 15

Languages: Common, Freljordian

Challenge: 8 (3,900 XP)

Unbreakable. Braum can raise his shield at any time, as a free action.

While the shield is raised, Braum gains resistance to all damage except psychic. Effects originating from the direction he is facing that would impose conditions such as stunned, poisoned, paralyzed, restrained, or knocked prone instead have no effect on him.

To gain this benefit, Braum must be facing the source of the effect.

While his shield is raised, Braum's movement speed is halved (to 20 feet). Braum may lower his shield as a bonus action.

Freljordian Endurance. Braum is immune to the effects of extreme

cold and ignores difficult terrain caused by ice or snow.

Concussive Cold. Enemy creatures that start their turn within 5 feet of Braum while his shield is raised have their speed reduced by 10 feet until the start of their next turn.

Actions

Shield Bash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 5) bludgeoning damage, and the target's speed is reduced by 10 feet until the end of its next turn.

Winter's Bite. Braum hurls his shield, coated in rime, in a straight line 30 feet long and 5 feet wide. Each creature in the line must make a Dexterity saving throw.

On a failed save, a creature takes 18 (4d8) cold damage and has its speed reduced to 0 until the end of its next turn. On a successful save, it takes half damage and its speed is reduced by 10 feet.

The shield immediately returns to Braum's grasp after the attack.

Glacial Fissure (Recharge 5–6). Braum slams his shield into the ground, tearing a frozen fissure through the battlefield in a 10-foot-wide, 60-foot-long line. Each creature in the area must make a Dexterity saving throw.

On a failed save, a creature takes 27 (6d8) cold damage, is knocked prone, and is restrained until the end of its next turn as jagged ice erupts beneath it. On a successful save, the creature takes half damage and is knocked prone.

The ground in the area becomes difficult terrain until the end of the next round. Glacial Fissure cannot be used on two consecutive turns, even if it recharges.

Bonus Actions

Stand Behind Me. Braum leaps to an unoccupied space adjacent to a creature he can see within 30 feet that he considers an ally. This movement does not provoke opportunity attacks. Until the start of Braum's next turn, attacks against that ally have disadvantage. If Braum uses this ability without targeting an ally, he instead jumps up to 15 feet to an unoccupied space he can see.

Reactions

Shield Turn. When Braum would be hit by an attack or forced to make a saving throw against an effect, he can turn his shield to face the source, provided it is within his line of sight. If his shield is already raised, this reaction allows him to reorient its direction.

Legendary Actions

Braum can take 2 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.

Shield Turn. Braum immediately uses Shield Turn, even if he has already used his reaction this round.

Shielded Leap (Costs 2 Actions). Braum uses Shield Turn and then immediately uses Stand Behind Me.