DUALINK

Ekko

BBEG



Arcane Edition

Ekko

Medium humanoid, chaotic good

Armor Class: 17 (light armour)
Hit Points: 160 (20d8 + 60)
Speed: 30 ft.

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

Saving Throws: Dex +9, Int +8, Wis +6
Skills: Acrobatics +9, Arcana +8, Investigation +8
Damage Resistances: force; bludgeoning, piercing, and slashing from nonmagical attacks
Senses: Passive Perception 12
Languages: Common, Undercommon
Challenge: 11 (7,200 XP)

Z-Drive Resonance. Every third attack or damaging spell Ekko makes against the same target deals an extra 30 (6d8) force damage and grants Ekko a 15-ft burst of movement until the end of his turn. This bonus cannot trigger against the same target more than once per round.

Temporal Manipulation. Ekko bends time through technological brilliance, not arcane study. He can cast the following abilities using his Z-Drive Core, rather than spell slots. He has a Spell Save DC 16, a Spell Attack Modifier of +8, and can cast the following spells:

- Cantrips: (at will): mage armor, minor illusion, prestidigitation.
- 5/day: Mirror Image, Misty Step, Minor Illusion, Shield, Prestidigitation.
- 3/day: Slow, Greater Invisibility, Synaptic Static, Mage Hand (amplified: functions at 60 ft., can wield light weapons or trigger traps).

Temporal Anchoring. If Ekko fails a saving throw, he can choose to succeed instead. When he does, a temporal echo shimmers where he stands. The next attack made against him before the start of his next turn is made with disadvantage, as the attacker is momentarily disoriented by overlapping timelines.

Chrono-Instincts. Ekko has advantage on initiative rolls, and cannot be surprised while conscious. His reflexes and foresight let him act a moment before danger manifests.

Actions

Multiattack. Ekko makes two attacks with his SwordBat or casts Timewinder and makes one melee attack. Each attack counts toward Z-Drive Resonance.

SwordBat. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Timewinder (Recharge 5–6). Ekko throws a spinning chrono-device in a 60-ft line (5 ft wide) that stops after 120 feet. Each creature it passes through takes 28 (8d6) force damage, or half on a DC 16 Dexterity save. It then creates a temporal slowing field (10-ft radius) where it stops, reducing speed by 10 ft until start of Ekko's next turn.After 1 round, it returns on the same path, dealing 28 (8d6) force damage again to each creature it passes through (no save). Lastly, if Ekko is standing in the returning line, he may teleport to the device's final position no action required.

Parallel Convergence (Recharge 6). Ekko designates a 20-ft radius sphere within 90 feet. After 1 round: Enemies within must make a DC 16 Constitution save or become Stunned until end of Ekko's next turn. Additionally if Ekko enters the sphere, he gains 36 (8d8) temporary HP and any Chronocharge cost is waived for that turn.

Bonus Actions

Phase Dive. Ekko teleports up to 30 feet to an unoccupied space he can see. His next melee attack before the end of his turn:

- Gains advantage.
- Deals an extra 14 (4d6) force damage.
- Teleports Ekko into the target's space, appearing behind or inside their guard.

Echo. Ekko targets a creature he can see within 60 feet. That creature must make a DC 16 Wisdom save or repeat its last-used Action or Bonus Action on its next turn if possible. If the original action is no longer legal (e.g. target dead, spell slot gone), the creature is instead Stunned until the end of its next turn.

Legendary Actions

Ekko can take 2 legendary actions, choosing from the options below. Only one legendary action may be used at a time, and only at the end of another creature's turn. Ekko regains spent legendary actions at the start of his turn.

SwordBat. Ekko makes one SwordBat attack.

Shift. Ekko moves up to half his speed without provoking opportunity attacks.

Chronobreak (Costs 2 Actions). Ekko becomes untargetable and invisible until the end of the current turn. He then reappears in the space he occupied at the end of his last turn (up to 30 feet away). All creatures within 10 feet of that space take 21 (6d6) force damage, or half as much with a successful DC 16 Dexterity saving throw. Ekko also regains 20 (4d8 + 2) hit points.

It's Rewind Time

When Ekko is reduced to 80 hit points or fewer, the Z-Drive shudders violently, then whines in reverse. With a burst of unstable chronal energy, Ekko rewinds time. He instantly returns to full hit points and enters a state of accelerated temporal resonance.

Passive Buffs

Chrono Echo. From this moment forward, the battlefield begins to echo with his past movements. At the start of each of Ekko's turns, a shockwave erupts from the space he ended his previous turn. All creatures within 10 feet of that space must succeed on a DC 16 Constitution saving throw or take 10 (3d6) force damage and have disadvantage on their next attack roll as time fragments around them.

Phase Overload. Ekko's movement becomes erratic and unpredictable. Phase Dive now includes a Sword-Bat attack as part of the bonus action. Additionally, each Phase Dive creates a localized time distortion. When he arrives in a new space using Phase Dive, he may choose a creature within 5 feet of that destination.

That creature must succeed on a DC 16 Intelligence saving throw or become slowed, as per the slow spell, until the end of Ekko's next turn.

New Bonus Actions

Predict. Ekko targets a creature he can see within 60 feet. That creature must make a DC 17 Wisdom saving throw. On a failure, it must immediately declare its next turn's Action, Bonus Action, Movement, and whether it intends to use a Reaction. If the creature's actual decisions on that turn differ in any way from what it declared, Ekko may spend one Action and one Legendary Action at any point during that turn, interrupting the flow of time to respond as he pleases.

Special Weaknesses

Unanchored Echo

Discovery Mechanism. A character proficient in Insight or Religion may attempt to sense the lingering emotional residue Ekko leaves behind in his echo spots. After spending a turn within 10 feet of where Ekko ended his last turn, the character may make a DC 17 Wisdom (Insight or Religion) check.

Triggering Mechanism. When Ekko triggers Chrono Echo at the start of his turn, the observing character must cast Dispel Magic, Counterspell, or use Divine Sense or similar means within 10 feet of the echo zone.

Consequence. The echo is nullified, cancelling the Chrono Echo shockwave for that round and disrupting Ekko's internal timeline. He immediately loses 1 Legendary Action, cannot teleport until the start of his next turn, and any attacks made against

him until then are made with advantage as the fabric of his movement stutters and desyncs.

Z-Drive Overclock

Discovery Mechanism. A character proficient in Arcana or Investigation may study the Z-Drive's glow and erratic pulse during battle. This requires a DC 17 Intelligence (Arcana or Investigation) check after observing Ekko trigger Z-Drive Resonance twice in a single round.

Triggering Mechanism. If Ekko would trigger Z-Drive Resonance more than once in a round, a character may interrupt the timeline by dealing force damage to Ekko between the two triggers.

Consequence. The Z-Drive sputters out of phase. Ekko cannot use Z-Drive Resonance for 1d4 – 2 rounds (minimum 1).

Additionally, his movement speed is halved during that time as the temporal field fails to realign.

Rewritten Regret

Discovery Mechanism. A character proficient in Persuasion or History may reference Ekko's failures, losses, or fractured ideals in combat. This requires a DC 18 Charisma (Persuasion) or DC 18 Intelligence (History) check made after Ekko enters Phase 2.

Triggering Mechanism. On the following round, the character must use their Action to directly address Ekko aloud, invoking his past choices or someone he couldn't save.

Consequence. Ekko falters. He loses access to Temporal Anchoring for the next 2 rounds, and cannot use either Predict or Echo bonus actions during that time.