DUALINK

Ibaaros

Monster



Runeterra Edition

Ibaaros, the Despoileric

Gargantuan Darkin, Neutral Evil

Armor Class: 18 (Darkin Plate)
Hit Points: 250 (20d12 + 120)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	22 (+6)	12 (+1)	14 (+2)	20 (+5)

Saving Throws: Str +11, Con +10, Wis +6, Cha +9
Skills: Athletics +11, Intimidation +10, Perception +10
Damage Resistances: Psychic, Necrotic, Radiant
Damage Immunities Poison; Bludgeoning, Piercing, and Slashing from nonmagical attacks
Condition Immunities: Charmed, Frightened, Poisoned
Senses: Darkvision 120 ft., Passive Perception 20
Languages: Understands all languages

Challenge: 12 (8,400 XP)

Darkin Warform. When Ibaaros reduces a creature to 0 hit points, he gains temporary hit points equal to that creature's CR × 5 and gains advantage on attack rolls until the end of his next turn.

Dread Presence (Aura). Creatures that start their turn within 30 feet of Ibaaros must make a DC 17 Wisdom saving throw or be frightened until the start of their next turn. If they fail by 5 or more, they are paralyzed in fear instead.

Blood Tribute. When Ibaaros lands a critical hit, he regains hit points equal to half the damage dealt.

"***You would challenge me? Then let us see what breaks first, your will or your bones.***"

Overwhelming Dread. Creatures of CR 8 or lower that start their turn within 30 feet of Ibaaros are automatically frightened. While frightened in this way, they can attempt to resist the effect at the end of each of their turns by rolling a d20, they must roll a natural 20 to end the frightened condition.

Conquerer of the Seas. Creatures that are wet or stand in any water source take additional 4d6 Necrotic/Acid Damage (Ibaaros can decide depending on the enemies or enviroment)

"***I am not here to conquer. Conquest implies permanence. No, I am the reckoning of permanence itself. I unmake thrones not for power, but for proof, that all things rot, and I am but the finger that peels the skin.***"

Actions

Multiattack. Ibaaros makes two attacks: one with Darkin Harpoon and one with Harpoon Toss.

Darkin Harpoon. *Melee Weapon Attack*: +11 to hit, reach 15 ft., one target. *Hit*: 28 (4d8 + 7) piercing damage. If the target is a Large or smaller creature, it must make a DC 18 Strength saving throw or be impaled and restrained until the end of Ibaaros's next turn.

Harpoon Toss. *Ranged Weapon Attack*: +9 to hit, range 60/120 ft., one target. *Hit*: 24 (4d6 + 7) piercing damage, and the target must succeed on a DC 18 Strength saving throw or be pulled 30 feet toward Ibaaros. If pulled adjacent to him, Ibaaros can make a bonus action melee attack against that creature.

Culling Strike (*Recharge 5-6****).*** Ibaaros swings his harpoon in a deadly arc. Each creature of his choice within 15 feet must make a DC 18 Dexterity saving throw or take 40 (9d8) slashing damage and be knocked prone. A creature reduced to 0 hit points by this attack is decapitated.

Bonus Actions

Tsunami (*Prerequisite*: *Must be used at the same time with Culling Strike*). Ibaaros A tsunami in a 60 ft range around him. Dealing 2d4 Cold Damage to medium size creatures and dealing 8d4 Acid Damage and putting the Wet Condition on all creatures in the range).

Water Slash. Imbues his next attack with 2d6 Acid Damage until the start of his next turn.

