DUALINK

Igris

Monster



Solo Leveling

Igris

Medium Undead, Unaligned

Armor Class: 18 (studded leather armor)
Hit Points: 200 (20d8 + 80)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	18 (+4)	12 (+1)	12 (+1)	16 (+3)

Saving Throws: Str +8, Dex +10, Con +8, Wis +4
Skills: Athletics +8, Perception +7, Insight +4+5, Stealth +7
Damage Resistances: Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities: Poison
Condition Immunities: Poisoned
Senses: Darkvision 120 ft., Passive Perception 17
Languages: Common, Infernal, Telepathy 120 ft.
Challenge: 11 (7,200 XP)

Legendary Resistance (1/Day). If Igris fails a saving throw, he can choose to succeed instead.

Magic Resistance. Igris has advantage on saving throws against spells and other magical effects.

Tenacity. When Igris is reduced to 50% HP for the first time in combat, he immediately uses Earth Slash without expending an action.

Sword Saint's Flow. At the start of each of his turns, Igris can select one stance from the three below. The stance remains active until the start of his next turn. Each stance grants a unique combat style, making Igris adaptable in combat.

Stance of the Relentless Blade

- Igris' melee attacks score a critical hit on a 19-20.

• Igris can make one additional weapon attack when he takes the Multiattack action.

• Igris cannot be frightened while in this stance.

"A whirlwind of steel, cutting through all who stand before him."

Stance of the Unyielding Guard

• If an enemy misses a melee attack against Igris, he can make a melee attack against them immediately. This feature may be used twice per round. If the enemy misses by 5 or more, the counterattack has advantage.

• If Igris is below 50% HP, he gains +2 AC in this stance.

• Igris cannot be knocked prone while in this stance.

"To strike him is to invite death itself."

Stance of the Shadow Step

• The first melee weapon attack Igris makes during his turn has a range of 30 feet and the target must make a DC 17 Constitution saving throw or be unable to speak for 1d4 - 1 rounds (minimum of 1).

• Igris no longer provokes opportunity attacks and can Dash, Dodge, or Hide as a bonus action.

• Igris cannot be restrained, grappled, or slowed down while in this stance.

"No blade can bind him,
no chains can hold him."

Art of the Black Knight. At the start of each of his turns, Igris selects a stance, shaping his approach to combat. Each stance grants access to a unique maneuver, while two general maneuvers remain available to him at all times.

Igris can only use a battle maneuver if he has hit with at least two melee weapon attacks during his turn. Additionally, he can use only one battle maneuver per turn.

1. ***Blade Waltz.*** With inhuman speed, Igris cuts through the battlefield, striking in a seamless flow. He can immediately move up to 15 feet without provoking opportunity attacks and make an additional melee attack against a different target within range.

2. ***Severing Strike.*** Igris focuses on precision rather than speed, aiming for a devastating wound. He can force the target to make a DC 16 Dexterity saving throw. On a failure, the target takes an additional 4d6 slashing damage and suffers disadvantage on their next melee attack roll.

3. ***Black Cleave - Relentless Blade.*** Igris unleashes a sweeping strike capable of cutting down multiple foes in one motion. He can choose to strike all creatures within a 10-foot radius, forcing them to make a DC 16 Dexterity saving throw. On a failed save, each creature takes his melee weapon's damage roll. On a success, they take half damage.

4. ***Crushing Reposte - Unyielding Guard.*** Igris thrives in the flow of battle, punishing those who fail to strike him. If an enemy misses a melee attack against him this round, all counterattacks against them have advantage and if they hit, the target must make a DC 16 Dexterity saving throw or be knocked prone.

5. ***Phantom Dash - Shadow Step.*** Igris vanishes like a blur, making it almost impossible to lock him down. After hitting two attacks in his turn, he can teleport up to 30 feet to an unoccupied space he can see and become hidden. Additionally, his next attack before the end of his next turn has advantage.

Exclusive Barrier. When Igris's hit points drop below 10%, he activates a barrier that reduces all incoming damage by half. This barrier remains active until dispelled by a successful DC 20 Intelligence (Arcana) check or until Igris is defeated.

Actions

Multiattack. Igris makes two attacks with his longsword.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 6) slashing damage plus 5 (1d8) necrotic damage.

"Each swing of Igris's blade hums with an eerie resonance, leaving faint crimson trails in the air. The strike carries the weight of a commander's unyielding resolve."

Earth Slash (Recharge 5–6). Igris strikes the ground with his sword, creating a shockwave in a 20-foot radius.

Each creature in that area must succeed on a DC 17 Dexterity saving throw or take 27 (6d8) slashing damage and suffer a bleeding wound, taking 5 (1d10) damage at the start of their turn for 2 turns.

Bonus Actions

Ruler's Hands. Igris can telekinetically summon his sword back to his hand as a bonus action. This ability allows him to retrieve his weapon from up to 40 feet away.

Black Feint. Igris moves with calculated misdirection, tricking his opponent into reacting prematurely. He makes a Deception check contested by the target's Insight check. On a success, the target has -4 to their AC until their next turn . If he succeeds by 5 or more, the enemy also suffers disadvantage on their next attack roll.

Shadow Step. While in Stance of the Shadow Step, Igris can Dash, Dodge, or Hide as a bonus action.

Legendary Actions

Igris can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Igris regains spent legendary actions at the start of his turn.

Attack. Igris makes one longsword attack.

Blade Axle (Costs 2 Actions). Igris dashes up to 15 feet in a straight line, passing through creatures in his path. Each creature must succeed on a DC 16 Dexterity saving throw or take 18 (4d8) slashing damage. Upon using this ability, Igris's attacks deal an additional 4 (1d6) damage until the end of his next turn.

Commander's Touch (Costs 3 Actions). Igris telekinetically pulls all creatures within 30 feet toward him. Each creature must succeed on a DC 16 Strength saving throw or be pulled to an unoccupied space within 5 feet of Igris and take 20 (5d8) force damage.

Special Weaknesses

Severed Command

Discovery Mechanism. A character proficient in Arcana or History who observes Igris' fighting patterns for at least two rounds can make a DC 17 Intelligence (Arcana or History) check. On a success, they realize that Igris is bound to ancient commands that govern his movements, inherited from a time before he became a free-willed entity. If an enemy successfully dodges or parries two of Igris' melee attacks in the same round, his internal commands hesitate, causing a momentary lapse in his rhythm.

Consequence. He can no longer use battle maneuvers for 1d4 - 1 (minimum of 1) rounds.

Shattered Remnant

Discovery Mechanism. A character proficient in Insight or Religion who witnesses Igris taking necrotic or force damage can make a DC 17 Wisdom (Insight) or Intelligence (Religion) check. On a success, they realize that Igris is not a fully independent entity, but rather a remnant of something greater, an echo of his former self, held together by unnatural forces. If Igris takes necrotic or force damage from two different sources in the same round, his form begins to destabilize. He must make a DC 15 Constitution saving throw at the start of his next turn.

Consequence. His movement speed is halved for the rest of the fight.