DUALINK

Jinx

BBEG



Arcane Edition

Jinx

Medium humanoid, chaotic neutral

Armor Class: 15 (natural armour)
Hit Points: 170 (20d8 + 60)
Speed: 40 ft.

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

Saving Throws: Dex +10, Int +7, Cha +9
Skills: Acrobatics +10, Sleight of Hand +10, Arcana +9, Perception +6
Damage Resistances: Fire, Lightning, Force
Condition Immunities: Charmed, Frightened, Paralyzed
Senses: Passive Perception 16, darkvision 60 ft.
Languages: Common, Undercommon
Challenge: 13 (10,000 XP)
Proficiency Bonus: +4

Jinxed. Jinx's chaotic personality manifests as a debilitating effect called ***Jinxed*** condition. Any creature who is caught in one of Jinx's traps is affected by the ***Jinxed*** condition. Alternatively, she can impose this condition on enemies through certain attacks or abilities detailed below. Creatures affected by this condition experience the following effects, determined by rolling a d6 at the start of their turn:

- *1–2:* The creature loses its action this turn.
- *3–4:* The creature takes 14 (4d6) psychic damage as their mind is overwhelmed by chaos.
- *5–6:* The creature moves randomly in a direction determined by the DM (as per the confusion spell, no save).

The Jinxed Condition lasts for 1d4 rounds

or until the creature succeeds on a DC 16 Wisdom saving throw at the end of its turn. Creatures already affected by the Jinxed Condition cannot be affected again while it persists.

Mayhem. Jinx thrives on chaos. She gains ***Mayhem Points (MP)*** when causing destruction or confusion. Each ***Mayhem Point*** increases her threat level and grants her escalating benefits. She gets them through the following measures:

- Hitting two or more targets in a turn.
- Imposing the ***Jinxed Condition*** on a creature.
- Forcing an enemy to trigger a trap.
- Using Unpredictability.

The benefits that Mayhem provides scale with the number of points you have like so:

- *1–3 Points:* +1 to attack rolls and AC.
- *4–6 Points:* All of Jinx's attacks gain an additional +1d6 force damage.
- *7+ Points:* Jinx can take one additional bonus action during her turn.

If Jinx takes damage or she doesn't attack anyone within a turn she loses 1d4 ***Mayhem Points***.

Unpredictability (3/Day). When Jinx fails a saving throw, she can reroll the saving throw instead of automatically succeeding. The second roll must be taken, even if it fails. If she rerolls a saving throw this way, she gains 1 ***Mayhem Point***.

Pyromaniac's Resilience. Jinx takes half damage from her own explosive attacks or traps.

Agility of the Unhinged. Jinx's movements are erratic and difficult to predict. Opportunity attacks against Jinx are made with disadvantage. Additionally, she ignores difficult terrain and can move through spaces occupied by creatures one size larger or smaller than herself.

Maniacal Reflexes. When a creature triggers one of Jinx's traps, she can immediately move up to 30 feet without provoking opportunity attacks.

Actions

Multiattack. Jinx makes two attacks: any combination of Machine Gun Burst, Pistol Shot and Zap Cannon. Alternatively, she can replace one attack with Pow-Pow Trap Network.

Machine Gun Burst. *Ranged Weapon Attack:* +10 to hit, range 60 ft., one target. Hit: 14 (3d6 + 5) piercing damage. On a critical hit, the target gets ***Jinxed***.

Overload:

- If Jinx has 4 or more ***Mayhem Points***, Machine Gun Burst can target two creatures within range. Make a separate attack roll for each target.
- If Jinx has 7 ***Mayhem Points*** (maximum), Machine Gun Burst can target three creatures within range instead.

Pistol Shot. *Ranged Weapon Attack:* +10 to hit, range 5 ft., (disadvantage beyond 10 ft.) one target. Hit: 12 (2d6 + 5) piercing damage. On a critical hit, the target gets ***Jinxed***.

"I made her a snack! ...Sheesh, I'm not that crazy."

Overload: If Jinx has 4 or more ***Mayhem Points***, , the shot creates an explosive ricochet. All creatures within 10 feet of the target must succeed on a DC 16 Dexterity saving throw or take 7 (2d6) fire damage. Additionally, the primary target takes an additional 7 (2d6) force damage if it fails the save.

Zap Cannon (Recharge 4–6). Jinx fires an electrified shot at a single target, unleashing a bolt of lightning. If the target is hit, it becomes ***Jinxed***. *Ranged Spell Attack:* +8 to hit, range 90 ft., one target. Hit: 18 (4d8) lightning damage, and the target must succeed on a DC 16 Constitution saving throw or be stunned until the end of their next turn.

Overload: If Jinx has at least 4 Mayhem Points, she can target two creatures instead of one.

Pow-Pow Trap Network. Jinx places up to two traps within a 30-foot radius, selecting locations she can see. Traps remain active for up to 3 rounds or until triggered. When a creature enters a trap's space, the trap detonates. The creature must succeed on a DC 16 Dexterity saving throw or take 14 (3d6) fire damage, become restrained for one round, and become ***Jinxed***.

Additionally, creatures already affected by a trap cannot trigger another trap in the same round and Jinx can have up to three traps active at a time.

Bonus Actions

Reload and Retarget. Jinx reloads her weapon, allowing her to take one additional attack with Machine Gun Burst or Zap Cannon during this turn which can only target one creature.

If she hits with this attack, she gains 1 ***Mayhem Point***.

Chaotic Cackle (Recharge 5–6). Jinx laughs maniacally, radiating her chaotic energy. All creatures within 30 feet must make a DC 16 Wisdom saving throw become ***Jinxed.*** Creatures that succeed on the saving throw are immune to this effect for the next 24 hours.

Legendary Actions

Jinx can take 3 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. She regains spent legendary actions at the start of her turn.

Delayed Chaos. Jinx swiftly attaches a series of hidden bombs to a creature within 5 feet of her. The target must succeed on a DC 16 Perception (Wisdom) check to notice the bombs immediately; otherwise, they remain unaware of them. At the start of Jinx's next turn, the bombs detonate unless removed. The creature and all creatures within 10 feet of it must make a DC 16 Dexterity saving throw. On a failed save, creatures take 9 (2d8) fire damage and are knocked prone. On a successful save, creatures take half damage and are not knocked prone.

The affected creature can spend its bonus action to make a DC 16 Sleight of Hand (Dexterity) check to remove the bombs before they explode.

Zap Discharge (Costs 2 Actions). Jinx unleashes an electrical burst at a target within 30 feet.

The target and all creatures within 10 feet of it must succeed on a DC 16 Dexterity saving throw or take 14 (3d6) lightning damage and be blinded until the start of Jinx's next turn.

Phase 2

When Jinx drops below 50% HP, she stabs herself with shimmer gaining the following benefits:

- Her speed increases to 60 feet.
- Her AC increases by +2.
- Jinx now has 4 legendary actions instead of 3.
- Jinx can take 2 bonus actions per turn.
- Whenever she reduces a creature to 0 HP, she can immediately make another attack as a free action, targeting any creature within range.
- The maximum number of Pow Pow traps active at a time becomes 4.

New Actions

Rocket Barrage (Recharge 5–6). Jinx rapidly fires a salvo of miniature rockets at her enemies targeting up to 3 creatures within 60 feet, making a separate attack roll for each. *Ranged Weapon Attack:* +10 to hit, range 60 ft., one target. Hit: 16 (3d6 + 5) fire damage per rocket.

Overload: If Jinx has 6 or more Mayhem Points, the rockets create small explosions, dealing an additional 7 (2d6) fire damage to all creatures within 5 feet of the primary targets.

New Bonus Actions

Shimmer Surge. Jinx uses the shimmer coursing through her veins to dash forward in a straight line up to 30 feet, passing through creatures' spaces without provoking opportunity attacks.

Any creature she moves through must make a DC 16 Strength saving throw or be knocked prone and take 10 (3d6) force damage.

Overload: If Jinx has 4 or more ***Mayhem Points***, she can make one Machine Gun Burst attack as part of this movement.

Super Mega Death Rocket™

When Jinx drops to 20% HP, she prepares her ultimate chaotic finale. With a maniacal laugh, she unleashes her Super Mega Death Rocket™, targeting the largest group of enemies, before fleeing the battlefield.

Jinx fires a massive rocket at a point she can see within 120 feet. All creatures within a 60-foot radius of the impact point must make a DC 18 Dexterity saving throw. On a failed save, creatures take 40 (11d6) fire damage and are knocked prone. On a successful save, they take half damage and are not knocked prone. The rocket leaves behind a smoldering crater, turning the area into difficult terrain for 1 minute.

Immediately after using the Super Mega Death Rocket™, Jinx disengages from combat, using her full movement to flee the battlefield. She becomes immune to opportunity attacks.

Special Weaknesses

Shattered Memories

Discovery Mechanism. A character proficient in Insight or Persuasion who interacts with Jinx during combat can attempt to exploit her fragmented psyche by bringing up her past as Powder. This requires a successful DC 17 Charisma (Persuasion) or DC 17 Wisdom (Insight) check.

Consequence. On a success, Jinx is overcome by a wave of emotional instability, losing her ability to gain Mayhem Points for 1 round, as her chaotic focus falters. Additionally, she becomes vulnerable to psychic damage until the end of her next turn.

Explosive Overload

Discovery Mechanism. A character proficient in Arcana or Investigation can observe the patterns in Jinx's explosive devices during combat. This requires a successful DC 18 Intelligence (Investigation) or DC 18 Intelligence (Arcana) check while Jinx uses an explosive ability (e.g., Pow-Pow Traps, Rocket Barrage).

Consequence. If exploited, one of Jinx's explosives (chosen by the DM) misfires, dealing its full damage to Jinx and all creatures within its radius.

Reckless Frenzy

Discovery Mechanism. A character proficient in Athletics or Perception can notice Jinx's erratic movements becoming overly predictable as she succumbs to her shimmer-induced frenzy. This requires a successful DC 17 Strength (Athletics) or DC 17 Wisdom (Perception) check during her second phase.

Consequence. If successfully exploited, a well-timed attack or maneuver forces Jinx to lose her next action as she stumbles in her frenzy. Additionally, her AC is reduced by 2.

Each of these weaknesses can only be exploited once per encounter, requiring careful observation and timing to turn the tide against Jinx.

I feel like you and I got off on the wrong arm. Maybe we should try the other.

Chaotic Trap Network

Optional Feature

Before combat begins, Jinx prepares the battlefield for utter mayhem by planting 4 traps in hidden locations. These traps are designed to disrupt, damage, and disorient her enemies, forcing them to navigate a chaotic, unpredictable battleground.

Trap Setup

The DM divides the battlefield into 3 zones:

- Near Zone: 0–30 feet from Jinx.
- Middle Zone: 30–60 feet from Jinx.
- Far Zone: 60–120 feet from Jinx.

Jinx places her traps in these zones as follows:

- The DM secretly assigns each trap to a zone (e.g., Zone 1: Monkey Bomb, Zone 2: Pow-Pow Trap).
- Traps are hidden and require a DC 16 Perception (Wisdom) or Investigation (Intelligence) check to spot.
- Players moving into a zone or taking specific actions (e.g., seeking cover, fleeing) may trigger traps based on proximity and action.

When a trap is triggered, players may attempt to disarm or evade it by participating in a mini-game.

Mingames

Players contest Jinx's chaotic intellect by engaging in one of the following mini-games to disarm or avoid traps. The player's Intelligence modifier directly impacts their odds of success. If the player has a higher Intelligence modifier than Jinx (+4), they gain a tactical advantage in the mini-game. The Minigames played are chosen by the DM or randomly determined by rolling a d4.

Rock, Paper, Scissors. A best-of-three match where the player must win to disarm the trap. If the player has a Intelligence modifier higher than Jinx they may make 2 moves at once (for instance: rock + scissors for the same round), choosing the better option after Jinx reveals her move. If the player fails the trap activates as normal.

Monkey's Gamble. The DM secretly rolls a d20 and decides whether the player must hit higher or lower than the hidden roll. The decision of higher or lower must be communicated to the player, but not the roll of the dice. If the player has a higher intelligence modifier than Jinx they may receive a range either 1-10 or 11-20 in which the result of the d20 is in. Then the player chooses how many d6s to roll (1–5). If the result meets the requirement, the trap is disarmed. If the result fails, the trap activates with additional chaos, dealing an extra 7 (2d6) fire damage.

Tic Tac Toe. In this mini-game, the player must challenge Jinx to a game of Tic Tac Toe. If the player has a higher Intelligence modifier than Jinx, they may choose whether to go first or second. If Jinx has the higher Intelligence modifier, she goes first and the player must make two moves simultaneously on their turn, and Jinx picks which one to keep. If the player wins, the trap is disarmed. If Jinx wins the trap detonates. If it is a draw, the trap deals half damage and restrictions do not occur.

Dice Roll Contest. The player and DM roll a d20, adding their respective Intelligence modifiers. If the player loses, the trap activates, dealing damage and applying any effects.

Trap Options

1. ***Pow-Pow Trap.*** Triggering this trap releases a burst of fire and spikes. The triggering creature takes 14 (3d6) fire damage and be restrained until the end of their next turn. Zone Recommendation: Near Zone (30 ft.).

2. ***Monkey Bomb.*** Approaching this mechanical monkey causes it to latch onto the target and detonate after 1 round. The triggering creature and all creatures within 10 feet take 18 (4d8) fire damage and be knocked prone. Zone Recommendation: Middle Zone (30–60 ft.).

3. ***Zapper Field.*** Entering this electrified trap shocks all creatures in its area. Each creature within 15 feet of the trap takes 14 (3d6) lightning damage and lose their reaction for 1 round. Zone Recommendation: Far Zone (60–120 ft.).

4. Jack-in-the-Box. Approaching this spring-loaded trap that causes fear. The triggering creature becomes frightened for 1d4 rounds, fleeing from the trap. Zone Recommendation: Middle Zone (30–60 ft.).

Even if this feature is not selected, you may still choose to use those traps as possible bonus actions for Jinx and allow players to play random Minigames to disarm them! Keep in mind that using this optional feature may result in a higher CR → 14 or 15.

