DUALINK

Joraal



Runeterra Edition

Joraal

Medium Darkin, Chaotic Evil

Armor Class: 18
Hit Points: 185 (300 at CR 15)
Speed: 35 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	22 (+6)	8 (-1)	10 (+0)	9 (-1)

Saving Throws: Str +8, Dex +7, Con +9
Senses: Darkvision 60 ft., Passive Perception 10
Damage Resistances: Bludgeoning, Piercing, and Slashing from nonmagical attacks; Necrotic; Radiant
Condition Immunities: Paralyzed, Stunned
Languages: All languages
Challenge: 8 (3,900 XP)

Void Defender. Joraal strikes with unrelenting fury when facing creatures of the Void. He gains a +2 bonus to attack rolls against Void creatures and deals an additional 1d4 bludgeoning damage on each hit.

Critical Thinking. Joraal is immune to critical hits.

"***We Are Surrounded***." When Joraal has advantage on an attack roll against a creature and hits, that creature gains one stack of the Surrounded condition.

Surrounded. This condition can stack up to three times. For each stack, the creature suffers a –1 penalty to AC and saving throws (maximum –3). Duration is indefinite unless removed by a spell like greater restoration or the creature succeeds on a DC 16 Wisdom saving throw at the end of its turn (once per turn).

General!! If Aatrox is present in the same battle, Joraal's CR increases to 15. He gains two additional Bash attacks as part of his Multiattack and unlocks the enhanced versions of his abilities.

Actions

Multiattack. Joraal makes two Bash attacks. At CR 15, if Aatrox is present, he makes four Bash attacks instead.

Bash. *Melee Weapon Attack*: +7 to hit (+8 at CR 15), reach 5 ft., one target. *Hit*: 27 (6d8) bludgeoning damage. On a critical hit, the target is stunned until the end of Joraal's next turn.

Smite. (*Recharge 6 – Only usable when the target has 3 Surrounded stacks*). *Melee Weapon Attack*: +7 to hit (+8 at CR 15), reach 5 ft., one target. *Hit*: 27 (6d8) slashing damage plus 45 (10d8) radiant damage.

At CR 15, if the radiant damage rolled is less than 75, Joraal may choose to deal 75 radiant damage instead.

Bonus Actions

"*Do You See?!*" (*Recharge 5–6*). Joraal unleashes a chaotic pulse of psychic fury. All creatures within 15 feet of him must succeed on a DC 16 Wisdom saving throw (DC 18 at CR 15) or take 22 (5d8) psychic damage and gain one stack of Surrounded.

At CR 15, the psychic damage increases to 45 (10d8).

This ability does not require line of sight and affects even hidden or invisible creatures within range.

Legendary Actions

Joraal can take 2 legendary actions if he has CR 15, 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. Joraal regains spent legendary actions at the start of his turn.

Reposition. Joraal moves up to his speed without provoking opportunity attacks. If he ends this movement within 5 feet of a creature with at least one Surrounded stack, he gains advantage on his next Bash or Smite attack against that creature.

Psychic Eruption (*Costs 2 Actions*). Joraal recharges and immediately uses "***Do You See?!***", even if it was expended.

"***None will stand before the might of the Darkin!***"

