DUALINK

Jugram Haschwalth

BBEG



Bleach Edition

Jugram Haschwalth

Medium humanoid (quincy), lawful evil

Armor Class: 20 (imperial warding)
Hit Points: 310 (28d8 + 184)
Speed: 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	22 (+6)	18 (+4)	20 (+5)	20 (+5)

Saving Throws: Str +11, Dex +10, Con +12, Wis +11, Cha +11
Skills: Insight +11, Intimidation +11, Perception +11
Damage Resistances: force, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: charmed, frightened
Senses: truesight 30 ft., darkvision 120 ft., passive Perception 21
Languages: Common plus any three languages; telepathy 120 ft.
Challenge: 20 (25,000 XP)

Legendary Resistance (3/Day). If Jugram fails a saving throw, he can choose to succeed instead.

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

Foreseen Presence. Jugram can't be surprised.

Equilibrium. Jugram has Equilibrium (E), representing stored misfortune he has seized and can redistribute.
Equilibrium Maximum: 10. Jugram starts the encounter with 4 Equilibrium.
Gain Equilibrium: Jugram gains 2 Equilibrium at the start of each of

his turns. In addition, he gains 1 Equilibrium when a creature he can see within 120 feet hits him with an attack roll (maximum 2 Equilibrium per round gained this way).

Spend Equilibrium: Jugram spends Equilibrium to fuel options noted in their names.

The saving throw DC for Jugram's abilities is DC 18.

Actions

Multiattack. Jugram makes two Reishi Blade attacks, or he makes one Reishi Blade attack and uses Balance Reversal (if available).

Reishi Blade. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage plus 9 (2d8) force damage.

Balance Reversal (Recharge 5–6; Costs 4 Equilibrium). Jugram chooses up to two creatures he can see within 60 feet.

Each target must make a DC 18 Wisdom saving throw.

- **Failure:** 22 (5d8) psychic damage and can't take reactions until the end of its next turn.
- **Success:** Half damage.

Judgment Mark (Costs 3 Equilibrium). Jugram marks one creature he can see within 120 feet until the start of Jugram's next turn. The first time the marked creature deals damage to Jugram or one of Jugram's allies within 60 feet, the marked creature takes 18 (4d8) psychic damage, and Jugram regains 1 Equilibrium.

Bonus Actions

Imperial Step. Jugram teleports up

to 40 feet to an unoccupied space he can see.

Night's Inheritance (1/Day). Jugram gains a diminished sight of futures for 1 minute.
During this time, once per round when a creature Jugram can see makes an attack roll, Jugram can impose disadvantage on that roll (no action required).
This benefit ends early if Jugram is incapacitated.

Freund Schild (Costs 2 Equilibrium). When Jugram is hit by an attack, he reduces the damage he takes by 15.
If he reduces damage in this way, the attacker must succeed on a DC 18 Wisdom saving throw or can't take reactions until the end of its next turn.

Legendary Actions

Jugram 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. Jugram regains spent legendary actions at the start of his turn.

Reishi Blade. Jugram makes one Reishi Blade attack.

Imperial Step. Jugram uses Imperial Step.

Condemn Fortune (Costs 2 Actions; Costs 2 Equilibrium). One creature Jugram can see within 60 feet must make a DC 18 Wisdom saving throw.

- **Failure:** The creature is restrained until the end of its next turn.

- **Success:** The creature's speed is reduced by 10 feet until the end of its next turn.

Special Weakness

Forced Imbalance

If Jugram takes 60 or more damage between the end of his last turn and the start of his next turn, he can't gain Equilibrium from being hit until the start of his next turn (he still gains Equilibrium at the start of his turn).