DUALINK

Kargalgan

High Orc Shaman



Solo Leveling Edition

Kargalgan

Medium Humanoid (Orc), Neutral Evil

Armor Class: 17 (natural armor)
Hit Points: 210 (22d8 + 110)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	20 (+5)	18 (+4)	20 (+5)	18 (+4)

Saving Throws: Int +12, Wis +13, Cha +12
Skills: Arcana +8, Insight +8, Intimidation+8, Perception +8, Religion +8
Damage Resistances: Psychic, Necrotic
Condition Immunities: Charmed, Frightened
Senses: Darkvision 60 ft., Passive Perception 18
Languages: Common, Abyssal, Infernal, Sylvan,
Challenge: 12 (8,400 XP)

Legendary Resistance (2/Day). If Kargalgan fails a saving throw, he can choose to succeed instead.

Hymn of the Forgotten Gods. The ancient, otherworldly chants of the forgotten gods weave through Kargalgan's voice, instilling doubt and madness in those who oppose him. At the start of each of his turns, all creatures within 30 feet must make a DC 18 Wisdom saving throw as his hymns distort their perception of reality. On a failure, the target becomes Distracted, having disadvantage on concentration checks and saving throws against Kargalgan's spells for 1 minute or until they take damage.

Hymn of the Shaman King. Kargalgan is a conduit of raw, spiritual energy, channeling the very essence of ancient rituals.

Whenever he takes necrotic or psychic damage, he absorbs part of the energy, reducing the damage by half and storing the excess as Echoes of the Hymn, a swirling, spectral aura surrounding him. At the start of his turn, if he has absorbed at least 20 damage this way, he may release the built-up power in a wave of disruptive energy. All creatures within 10 feet must make a DC 18 Constitution saving throw or be Silenced being unable to cast spells or use verbal based abilities until the end of their next turn.

Accelerated Hymns. Kargalgan's mastery over ancient hymns allows him to push beyond normal limitations. Whenever he uses a hymn, he may choose to Accelerate it by expending his Bonus Action, amplifying its effects.

Ancestral Echoes. Kargalgan is never truly alone, as the spirits of past shamans whisper their guidance. He doubles his proficiency bonus when making Intelligence, Wisdom, and Charisma saving throws. Furthermore, when a creature within 10 feet of Kargalgan misses an attack against him, the ancestral spirits lash out, dealing psychic damage equal to his Wisdom modifier to the attacker.

Blood-Pact. Kargalgan's magic is bound to the lifeblood of his followers. At 66% HP and 33% HP, he draws upon the spirits of his fallen minions, restoring 25 hit points per defeated ally within 20 feet. If no allies have perished, Kargalgan instead gains temporary HP equal to half his missing HP.

Actions

Hymn of Protection. Kargalgan raises his arms and chants a low, resonant hymn, summoning a shimmering, ethereal wall of energy in a 20-foot-long, 10-foot-high, and 1-foot-thick line at a point within 30 feet. This wall grants half cover to those behind it and absorbs incoming force, granting Resistance to non-magical bludgeoning, piercing, and slashing damage to up to two creatures of his choice within 10 feet of the wall. If a creature benefiting from this protection is struck by a melee attack, the attacker takes 10 (3d6) radiant damage as the hymn retaliates. The wall remains until the start of Kargalgan's next turn.

Accelerate. With a commanding gesture Kargalgan can, as a legendary action, hurls the protective barrier forward. All creatures in a 30-foot-long, 10-foot-wide line must make a DC 20 Strength saving throw or be hurled 20 feet backward and knocked prone as the shield slams into them. Creatures that fail the save by 5 or more take 26 (6d8) force damage and are stunned until the end of Kargalgan's next turn.

Hymn of Gravity Acceleration. Chanting in a deep, reverberating tone, Kargalgan distorts the gravitational force surrounding his enemies. He targets up to two creatures within 60 feet, forcing them to make a DC 18 Constitution saving throw. On a failed save, they become significantly heavier, their movements sluggish and strained. Their speed is halved, and they suffer disadvantage on Dexterity saving throws and ability checks until the start of Kargalgan's next turn.

Accelerate. When Accelerated, the hymn fully suppresses mobility, locking its targets in place, being restrained. Additionally, they take 14 (4d6) force damage at the start of each of their turns. If a restrained creature attempts to teleport, they must first succeed on a DC 18 Intelligence saving throw, or the magic fails, disrupted by the crushing field.

Hymn of the Fire Dragon (Recharge 5-6). Kargalgan raises his hands, his voice growing into a fierce, commanding chant, summoning a massive, spectral dragon wreathed in flames. The fiery construct coils around him before launching forward in a devastating surge as it breathes an inferno in a 60-foot-long, 10-foot-wide line. All creatures caught in the blast must make a DC 18 Dexterity saving throw or take 28 (8d6) fire damage, or half as much on a success. The flames cling to those who fail their save, causing them to burn for an additional 10 (3d6) fire damage at the start of their next turn.

Accelerate. When Accelerated, the Fire Dragon does not merely breathe fire, it explodes upon impact, detonating in a 20-foot radius at the end of its path. All creatures within this radius must make a DC 18 Constitution saving throw or be ignited in a cursed flame, taking 15 (4d6) fire damage at the start of each of their turns for 1 minute. A creature affected by this cannot extinguish the flames by normal means, requiring magical intervention or full submersion in water.

Bonus Actions

Accelerate. Kargalgan accelerates one of his Hymns.

Gravitation Magic. Kargalgan gestures toward an object or section of the battlefield, warping gravity itself. He targets up to two objects or sections of terrain within 60 feet that are Large or smaller, causing them to float up to 30 feet in the air. Objects suspended in this manner remain airborne for 1 minute, at which point Kargalgan may release them to fall at will.

Alternatively, he may target an object or piece of terrain up to Huge size and forcefully slam it into the ground or an enemy, forcing creatures in a 10-foot radius of the impact to make a DC 18 Dexterity saving throw. On a failure, they take 22 (5d8) bludgeoning damage and are knocked prone.

Legendary Actions

Kargalgan 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.

Shaman's Wrath. Kargalgan calls upon the lingering spirits of past shamans to lash out at those who dare to oppose him. He targets up to two creatures within 30 feet, forcing them to make a DC 18 Wisdom saving throw. On a failure, the spirits overwhelm their minds, causing disadvantage on all attack rolls and ability checks until the end of their next turn. If a target fails by 5 or more, they also take 14 (4d6) psychic damage.

Hymn of the Blazing Fire. Kargalgan slams his staff into the ground, as bursts of fire erupt from the battlefield. He selects up to three points within 40 feet, and each one erupts in a 10-foot radius explosion. All creatures in these areas must make a DC 18 Dexterity saving throw or take 14 (4d6) fire damage.

Accelerated Version (Costs 2 Actions). When Accelerated, the fire eruptions expand, turning the battlefield into a hostile, burning wasteland. Each eruption lingers for one round, turning the affected area into difficult terrain and continuing to burn. Any creature that ends its turn within an ignited area takes 10 (3d6) fire damage. Additionally, the flames now spread 5 feet per round.

Shaman King

As Kargalgan's body crackles with spiritual energy, his chanting grows faster, more frenzied, and the air around him distorts as though reality itself is resisting his power. At 66% HP his Hymn of the Fire Dragon no longer has a recharge and he gets the following abilities.

New Actions

Hymn of Agony. Kargalgan weaves a curse of suffering, directing his focus toward a single creature within 60 feet. The target must make a DC 19 Constitution saving throw or be afflicted with Agony, a relentless burning sensation that makes even the simplest movements unbearable. While under the effects of this hymn:

- Their speed is reduced by 10 feet.

• Whenever they take damage from any source, they must succeed on a DC 18 Wisdom saving throw or fall prone in writhing pain.

• The target takes 7 (2d6) psychic damage at the start of each of their turns as their nerves ignite with pain.

Accelerate. The intensity of the agony reaches its peak, breaking the target's ability to act effectively. Instead of taking 2d6 psychic damage per round, they now take 4d6 psychic damage at the start of each turn. Additionally, their body locks up completely, if they fail their saving throw against falling prone, they are instead stunned until the end of their next turn

Hymn of Blindness. A burst of darkness radiates from Kargalgan's mouth as he sings in an eerie, droning tone..

All creatures in a 20-foot radius sphere centered on a point within 60 feet must make a DC 19 Constitution saving throw. On a failure, they are Blinded for 2 rounds. Affected creatures may repeat the saving throw at the end of each of their turns, ending the effect on a success.

Accelerate. The blindness spreads and intensifies, causing hallucinations and deepening the darkness. When the blindness ends, they suffer disadvantage on all Perception checks for an additional minute. Additionally, if they fail the initial saving throw by 5 or more, they also become Frightened of Kargalgan.

Hymn of Slumber. Kargalgan's voice drops to a slow, melodic hum, lulling those around him into an unnatural state of exhaustion.

He selects three creatures within 40 feet, forcing them to make a DC 19 Wisdom saving throw. On a failure, they become drowsy and must roll 1d4 at the start of each of their turns. If they roll a 1, they fall unconscious for 1 minute, waking only if they take damage or another creature uses an action to rouse them.

Accelerate. If they roll a 1 or 2, they fall unconscious for 1 minute. Additionally, if a creature fails their initial saving throw by 5 or more, they suffer 1 level of exhaustion

New Bonus Actions

Frenzied Invocation. With his spiritual energy fully unleashed, Kargalgan can now cast hymns as a Bonus Action in addition to his normal Action-based hymns.

Collosal Ascension

As Kargalgan reaches the final stage of his battle, his voice erupts into a chorus of overlapping chants, layered with the echoes of countless spirits. Upon dropping below 33% HP, Kargalgan automatically casts the following hymns on himself, without requiring an action granting him the following benefits:

- Size increases to Gargantuan (40 feet tall, immense presence on the battlefield).
- Melee reach increases to 30 feet, allowing him to strike at extreme range.
- Immune to being grappled, restrained, or moved against his will.
- Automatically succeeds on saving throws against effects that would incapacitate, paralyze, or stun him.

• Strength increases to 30 (+10 modifier), making his melee attacks devastatingly powerful.

New Actions

Colossal Hand Smash. With his massive hands, Kargalgan attempts to crush a creature. *Melee Weapon Attack:* +14 to hit, with disadvantage, reach 30 feet, one target. Hit: The target takes 50 (8d10 + 10) bludgeoning damage plus 36 (8d8) force damage. The target must make a DC 20 Strength saving throw or be knocked prone and grappled (escape DC 20) beneath his massive palm.

Special Weaknesses

Discordant Echoes

Discovery Mechanism. A character proficient in Arcana or Insight who observes Kargalgan's hymns for at least two rounds can make a DC 20 Intelligence (Arcana) or Wisdom (Insight) check. On a success, they notice that his chants do not fully synchronize, as if multiple voices within him are at odds, creating unstable magical echoes.

Triggering Mechanism. If Kargalgan attempts to Accelerate a hymn two turns in a row, the instability in his spiritual resonance grows volatile, causing his magic to fracture.

Consequence. On the third attempt to Accelerate any hymn, his body fails to channel the energy properly, causing one of his active hymns to immediately end, chosen randomly. If he has no active hymns, he instead suffers psychic backlash, taking 30 (6d10) psychic damage as his own fragmented power turns against him.

The Chains of the Past

Discovery Mechanism. A character proficient in Religion or History who studies Kargalgan's spiritual aura for at least one full round can make a DC 20 Intelligence (Religion) or Intelligence (History) check. On a success, they realize that the spirits empowering him are not entirely under his control, some among them bear ancient grudges, and their loyalty is conditional.

Triggering Mechanism. If Kargalgan fails two saving throws against Radiant or Psychic damage in the same round, the conflicted spirits within him begin to waver.

Consequence. Kargalganca no longer Accelerate Hymns for 1d4 - 1 (minimum of 1) rounds, as the spirits actively resist his will.

Additionally, for the next two rounds, any enemy that lands a critical hit against him immediately ends one of his active hymns.

Behavior

Kargalgan is a meticulous and calculating tactician, but his rage burns beneath the surface, threatening to erupt when his enemies defy his expectations.

In Stage 1, he plays defensively, using Hymn of Protection to shield himself and his minions while weakening enemy mobility with Hymn of Gravity Acceleration. By Stage 2, he becomes more aggressive, layering debilitating effects like Hymn of Slumber and Lethargy to cripple his foes. In Stage 3, his anger fully erupts, abandoning strategy for pure force. He uses his immense strength and reach to crush enemies directly.