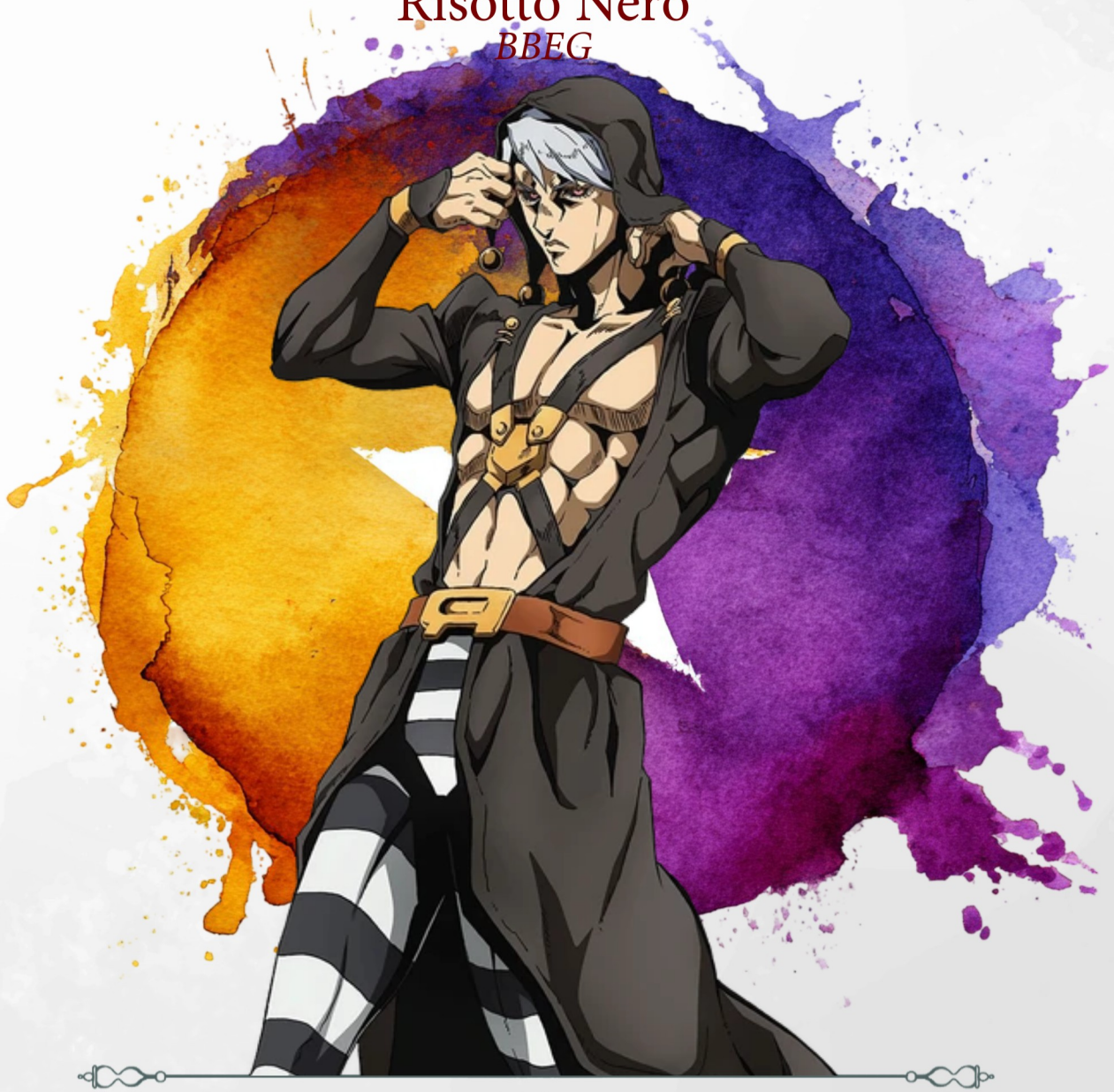
DUALINK

Risotto Nero

BBEG



JoJo's Bizarre Adventure Edition

Risotto Nero

Medium humanoid (Stand user), neutral evil

Armor Class 18
Hit Points 178 (21d8 + 84)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	18 (+4)	17 (+3)	19 (+4)	14 (+2)

Saving Throws Dex +10, Con +9, Wis +9
Skills Insight +9, Investigation +8, Perception +9, Stealth +15
Damage Resistances psychic
Senses passive Perception 19
Languages Common
Challenge 14 (11,500 XP)

Stand User. Risotto's Stand, Metallica, exists within and around his body and can't normally be targeted, damaged, or affected independently of him. Metallica's abilities have a range of 30 feet unless stated otherwise.

Metallica. Risotto can manipulate iron within Metallica's range, including the iron within the bodies of living creatures. Metallica's attacks are magical. A creature doesn't need to be visibly wounded for Risotto to manipulate the iron within its body.

Iron Deficiency. Certain Metallica abilities inflict levels of Iron Deficiency. A creature can have up to 3 levels, and the effects of each level are cumulative. A creature can't gain more than one level of Iron Deficiency during the same turn, regardless of how many of Risotto's abilities affect it.

Level 1 - Anemia. The creature's speed is reduced by 10 feet.

Level 2 - Hypoxia. The creature can't take reactions, has disadvantage on Constitution saving throws, and takes 7 (2d6) necrotic damage at the start of each of its turns as its body struggles to transport sufficient oxygen.

Level 3 - Critical Iron Loss. The creature's remaining speed is halved. In addition, whenever the creature takes piercing or slashing damage from one of Risotto's Metallica abilities, it takes an additional 7 (2d6) necrotic damage.

For example, a creature with a normal speed of 30 feet has a speed of 20 feet at levels 1 and 2, then 10 feet at level 3.

Lesser restoration removes one level of Iron Deficiency. *Greater restoration*, *heal*, or comparable magic removes all levels. All levels are removed when the creature finishes a long rest. A creature immune to exhaustion has advantage on saving throws against gaining Iron Deficiency, but isn't automatically immune to it.

Ironsand Camouflage. As a bonus action, Risotto coats himself in microscopic iron particles and becomes invisible. The invisibility lasts until Risotto makes an attack, uses an ability that forces another creature to make a saving throw, becomes incapacitated, or dismisses it as a bonus action.

A creature within 30 feet of Risotto that has seen Metallica's abilities can

use its action to make a DC 18 Wisdom (Perception) or Intelligence (Investigation) check. On a success, the creature detects disturbances in nearby metallic objects and knows Risotto's location until the start of its next turn. Risotto remains invisible.

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

Actions

Multiattack. Risotto makes two Metallica attacks, choosing between Needles in the Mouth, Razor Blades, and Iron Scalpel Barrage. He can't use Needles in the Mouth against the same creature more than once during the same turn.

Needles in the Mouth. One creature Risotto can see within 30 feet must make a DC 18 Constitution saving throw. On a failed save, needles erupt within the creature's mouth. The target takes 13 (3d8) piercing damage, gains one level of Iron Deficiency, and can't speak or provide verbal components for spells until the end of its next turn. On a successful save, the creature takes half as much damage and suffers no other effect.

Razor Blades. One creature Risotto can see within 30 feet must make a DC 18 Constitution saving throw. On a failed save, razor blades form inside its body and tear outward. The creature takes 22 (4d10) slashing damage and gains one level of Iron Deficiency. On a successful save, the creature takes half as much damage

and doesn't gain Iron Deficiency.

Iron Scalpel Barrage. Risotto forms metallic scalpels from nearby iron and hurls them at one creature he can see within 60 feet. *Ranged Spell Attack:* +10 to hit, range 60 ft., one target. *Hit:* 21 (6d6) slashing damage. This attack doesn't inflict Iron Deficiency.

Scissors in the Throat (Recharge 5–6). One creature Risotto can see within 30 feet must make a DC 18 Constitution saving throw. The creature takes 18 (4d8) slashing damage whether it succeeds or fails. On a failed save, a pair of metallic scissors also manifests within its throat and remains there until the end of the creature's next turn. While the scissors remain, the creature can't speak or provide verbal components for spells.
The affected creature, or another creature within 5 feet of it, can use an action to make a DC 18 Dexterity (Sleight of Hand) or Wisdom (Medicine) check, removing the scissors on a success. If the scissors haven't been removed by the end of the affected creature's next turn, they snap shut. The creature takes 45 (10d8) slashing damage and gains one level of Iron Deficiency, after which the scissors disappear.

Bonus Actions

Ironsand Camouflage. Risotto activates his Ironsand Camouflage.

Magnetic Suture (2/Day). Risotto uses Metallica to pull damaged tissue together and seal his wounds. He

regains 27 (6d8) hit points. If Risotto has lost a body part since the end of his previous turn and that body part is within 10 feet of him, he can also reattach it as part of this bonus action.

Reactions

Metallic Deflection. When Risotto is hit by an attack made with a weapon or piece of ammunition containing metal, he can manipulate its trajectory. Risotto gains a +4 bonus to his AC against that attack, potentially causing it to miss. Risotto can't use this reaction against attacks made with nonmetallic weapons, natural weapons, or unarmed strikes.

Legendary Actions

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

Stalk. Risotto moves up to half his speed without provoking opportunity attacks.

Iron Needle. One creature Risotto can see within 30 feet must make a DC 18 Constitution saving throw, taking 11 (2d10) piercing damage on a failed save, or half as much damage on a successful one. Iron Needle doesn't inflict Iron Deficiency.

Vanish (Costs 2 Actions). Risotto uses Ironsand Camouflage and moves up to half his speed.

Special Weakness

Tracing Metallica. Metallica's magnetism can betray Risotto's location even while his camouflage renders him invisible.

Discovery Mechanism. A creature that has witnessed Risotto manipulate iron can notice nearby metallic objects subtly shifting toward his concealed position. A creature discovers this weakness by succeeding on the check described in Ironsand Camouflage, or on a DC 18 Intelligence (Investigation) check made as an action after observing Metallica.

Triggering Mechanism. Once the weakness has been discovered, a creature can use an action to scatter, throw, or otherwise expose a collection of small metallic objects within 30 feet of Risotto. Coins, nails, ball bearings, metal fragments, or similar objects are sufficient.

Consequence. Until the beginning of that creature's next turn, the objects visibly react to Metallica's magnetic field. Risotto's location is revealed, and Ironsand Camouflage provides no benefit against creatures that can see the reacting metal. Risotto remains invisible, but those creatures don't have disadvantage on attack rolls against him, and Risotto doesn't have advantage on attack rolls against them solely because he is invisible.

Recovery. At the beginning of the triggering creature's next turn, the effect ends as Risotto moves away or adjusts Metallica's magnetic field. The weakness can then be triggered again.