



MISTWALKER VINDICATOR ENCOUNTER

Key:

(?) = Hypothesising ability

Attack Rolls

Damage Rolls

Healing Rolls

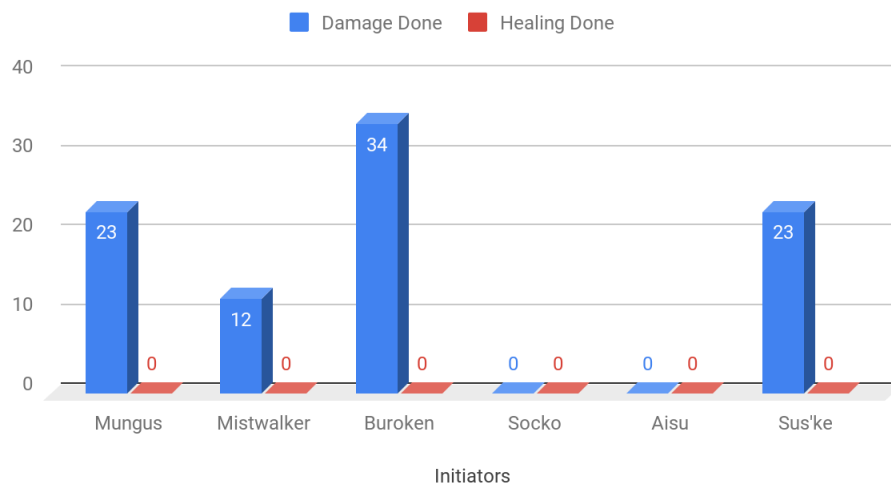
Max HP: 250

AC: 16

Initiative

Mungus > Mistwalker > Buroken > Socko > Aisu > Sus'ke

Damage Done and Healing Done



Traits

Passive abilities of the encounter/boss

Deadly - This creature can deal more damage than normal.

Combo - This creature has abilities that naturally synergise with each other.

Ruthless - This enemy will target downed players and will attempt to finish them when given the chance.

Abilities

Abilities which names/mechanics are identified/intuitively known

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- Martial to identify: 14 - 15
- +3 Dexterity Saves

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Combat

Crushing Ball - This enemy attacks once [**d20+7**] [**2d6+7**]. Each time the Mistwalker successfully strikess an enemy with Crushing Ball, it increases the Mist around it by **1 Thickness**. This has different effects. The thicker the Mist, the more powerful other abilities become.

Knockback -

Whirling Spin -

Mist

Choking Vapor -

Shifting Mist - As a bonus action: This creature can choose to disappear; shielding itself from sight within' the mist. However, this creature can be found if walked into. When the creature is walked into, the next attack against this creature has additional damage. This extra damage is only applicable if it is revealed.

Summon Mist -

Stance

Bleeding Stance -

Crushing Stance - During this stance, any attack successfully made by this creature causes the enemy to take 50% extra damage from the next damage source they take.

Impaling Stance - During this stance, whenever a creature is struck and dealt damage by Crushing Ball: that creature is grappled by this creature's weapon. They take bleed damage at the start of their turns and move as the creature does.

Hidden Abilities

Abilities which names are not initially identified

Additional Mechanics

Any mechanics that do not fall under any other category

General Notes

As this creature is a Mistwalker, they will be greatly weakened when it is not in contact with the Mist.

With Wokou present, he can give all allies advantage on their attacks 3 times during the fight.