DUALINK

# Ezreal

*BBEG*



Runeterra Edition

# Ezreal

*Medium humanoid (human), chaotic neutral*

**Armor Class** 17 (arcane reflexes)
**Hit Points** 161 (19d8 + 76)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 18 (+4) | 18 (+4) | 16 (+3) | 14 (+2) | 16 (+3) |

**Saving Throws** Dex +8, Int +7
**Skills** Acrobatics +8, Arcana +7, Investigation +7, Perception +6
**Damage Resistances** force
**Senses** passive Perception 16
**Languages** Common, Shuriman
**Challenge** 9 (5,000 XP)

***Arcane Flow.*** Ezreal fights by chaining abilities together.

When Ezreal hits a creature with **Mystic Shot**, he may immediately apply one of the following effects (once per turn):

- **Blink Step.** Ezreal moves up to 10 feet without provoking opportunity attacks.
- **Empower Flux.** The next **Essence Flux** Ezreal uses before the end of his turn imposes disadvantage on the saving throw.
- **Quick Charge.** Until the start of Ezreal's next turn, **Arcane Shift** recharges on a roll of **4–6** instead of **5–6**.

## Actions

***Multiattack.*** Ezreal makes **two Mystic Shot attacks**, or he makes **one Mystic Shot attack and uses Essence Flux**, if available.

***Mystic Shot.*** *Ranged Spell Attack:* +8 to hit, range 120 ft., one target *Hit:* 16 (2d10 + 5) force damage.

If Mystic Shot hits, Ezreal may reduce the recharge requirement of one of his abilities (**Arcane Shift** or **Essence Flux**) by **1** until the start of his next turn.

Example: An ability with Recharge 5–6 becomes Recharge 4–6.

***Essence Flux (Recharge 5–6).*** Ezreal fires unstable arcane energy at a creature he can see within 90 feet.

The target must make a **DC 16 Dexterity saving throw**.

**Failure:** The creature takes **27 (5d10) force damage** and becomes **Charged** until the end of Ezreal's next turn.

**Success:** The creature takes half damage and is not Charged.

**Charged.** The next time Ezreal hits the creature with **Mystic Shot**, the charge detonates, dealing an additional **22 (4d10) force damage**, then the effect ends.

***Trueshot Barrage (Recharge 6).*** Ezreal unleashes a massive beam of arcane energy in a **120-foot-long, 10-foot-wide line**.

Each creature in the line must make a **DC 16 Dexterity saving throw**.

**Failure:** 38 (7d10) force damage.

**Success:** Half damage.

After using this ability, Ezreal may immediately move up to **20 feet** without provoking opportunity attacks.

## Bonus Actions

***Arcane Shift (Recharge 4–6).*** Ezreal teleports up to **30 feet** to a space he can see.

Immediately after teleporting, Ezreal may make **one Mystic Shot attack**.

If the attack hits, Ezreal may move an additional **10 feet** without provoking opportunity attacks.

## Reactions

***Explorer's Reflex.*** When Ezreal is hit by an attack he can see, he reduces the damage by **10**, then moves up to **10 feet** without provoking opportunity attacks.

## Legendary Actions

Ezreal can take **3 legendary actions**, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Ezreal regains spent legendary actions at the start of his turn.

***Mystic Shot.*** Ezreal makes one Mystic Shot attack.

***Reposition.*** Ezreal moves up to **20 feet** without provoking opportunity attacks.

***Arcane Snap (Costs 2 Actions).*** Ezreal prematurely detonates a creature affected by **Essence Flux**, dealing **16 (3d10) force damage**, ending the Charged effect.