DUALINK

Gwen

BBEG



Runeterra Edition

Gwen

Medium humanoid (magical construct), neutral

Armor Class: 19 (enchanted agility)
Hit Points: 248 (31d8 + 124)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	18 (+4)	14 (+2)	16 (+3)	18 (+4)

Saving Throws: Dex +11, Con +9, Wis +8 **Skills:** Acrobatics +11, Perception +8, Insight +8 **Damage Resistances:** necrotic, psychic **Condition Immunities:** charmed, frightened **Senses:** darkvision 60 ft., passive Perception 18 **Languages:** Common, Sylvan **Challenge:** 15 (13,000 XP)

Thousand Cuts. Gwen's attacks strike in rapid succession.
Once per turn when Gwen hits a creature with a melee attack, she may make an additional attack against the same target.
If both attacks hit, the target takes an additional **2d8 force damage**.

Seamstress Precision. Gwen's attacks ignore resistance to slashing damage.
Creatures with resistance to slashing damage are treated as though they do not have resistance.

Living Doll. Gwen has advantage on saving throws against effects that would reduce her speed or impose the restrained condition.

Actions

Multiattack. Gwen makes **three Snip attacks**.
She may replace one attack with

Skip n' Slash if available.

Snip Snip! *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage plus 7 (2d6) force damage.
Every second successful Snip against the same target in one turn deals an additional **2d8 force damage**.

Skip n' Slash (Recharge 4–6). Gwen dashes up to 20 feet and makes one Snip attack.
If this attack hits Gwen may immediately make one additional Snip attack
Gwen does not provoke opportunity attacks during this movement

Needlework Volley (Recharge 5–6). Gwen conjures spectral needles that strike rapidly.
Choose up to three creatures Gwen can see within 30 feet.
Each target must make a DC 18 Dexterity saving throw.

- **Failure:** 10d6 force damage.
- **Success:** Half damage, no healing.

Gwen regains hit points equal to half the total damage dealt.

Hallowed Mist (Recharge 5–6). Gwen creates a swirling veil of enchanted mist in a **15-foot radius sphere** centered on herself that lasts for 1 minute.
The mist moves with Gwen.
While inside the mist:

- Gwen has **half cover**
- Gwen cannot be targeted by attacks or spells originating outside the mist unless the attacker is also inside the mist
- creatures outside the mist treat Gwen as heavily obscured
- Gwen has advantage on Dexterity

saving throws

- Gwen regains **10 hit points** at the start of each of her turns

If Gwen leaves the mist, the mist dissipates.

Bonus Actions

Seamstep. Gwen moves up to 10 feet without provoking opportunity attacks.

If she ends this movement closer to an enemy creature, her next Snip attack this turn deals an extra 1d8 force damage.

Reactions

Threaded Defense. When Gwen is hit by an attack she can see, she reduces the damage by 12 and may move up to 10 feet.

If she ends this movement inside Hallowed Mist, she regains 8 hit points.

Legendary Actions

Gwen 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. Gwen regains spent legendary actions at the start of her turn.

Snip. Gwen makes one Snip attack.

Seamstep. Gwen moves up to 15 feet without provoking opportunity attacks.

Unravel (Costs 2 Actions). One creature Gwen can see within 10 feet must succeed on a DC 18 Constitution saving throw or take **3d8 force damage** and have disadvantage on attack rolls until the end of its next turn.

Maiden of the Mist. When Gwen is

reduced to 0 hit points inside Hallowed Mist, the mist violently expands to a **30-foot radius**.
Gwen instead drops to 1 hit point and immediately activates Hallowed Mist (no recharge required).
For the next minute:

- Gwen makes four attacks when using Multiattack
- Needlework Volley recharges on 4–6
- Gwen regains 15 hit points at the start of each turn while in the mist

This trait can occur once per encounter.