DUALINK

Jhin

BBEG



Runeterra Edition

Jhin

Medium humanoid (human), lawful evil

Armor Class 18 (graceful positioning)
Hit Points 198 (24d8 + 96)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	18 (+4)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Dex +11, Wis +9, Cha +10
Skills Acrobatics +11, Deception +10, Insight +9, Performance +10, Perception +9
Damage Resistances psychic
Senses passive Perception 19
Languages Common, Ionian
Challenge 14 (11,500 XP)

Whisper, the Perfect Weapon. Jhin wields a masterwork hand cannon called Whisper. Whisper holds four shots. Jhin begins combat with Shot 1 loaded. Each time Jhin fires Whisper, the shot number increases.

After the Fourth Shot, Whisper immediately reloads and the count resets to Shot 1. The current shot number is public knowledge.

Deadly Flourish. Creatures damaged by Jhin since the end of his previous turn are Marked until the end of Jhin's next turn. Marked creatures can be targeted by Deadly Flourish.

Actions

Multiattack. Jhin fires Whisper twice. He may replace one of these attacks with Dancing Grenade or Deadly Flourish, if available.

Whisper (Shots 1–3). *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one target *Hit:* 18 (2d10 + 7) piercing damage. If the target is below half its hit point maximum, the attack deals an additional 7 (2d6) psychic damage.

After resolving the attack, Whisper advances to the next shot number.

Fourth Shot. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one target *Hit:* 36 (6d10 + 7) piercing damage. If the target is below half its hit point maximum, the damage becomes: 45 (8d10 + 7) piercing damage.

After resolving the Fourth Shot, Whisper reloads and resets to Shot 1.

Deadly Flourish (Recharge 5–6). Jhin fires a precise shot in a 5-foot-wide line up to 100 feet long. Each Marked creature in the line must make a DC 18 Dexterity saving throw. On a failure they take 22 (4d10) piercing damage and the creature is restrained until the end of its next turn. On a success it takes half damage and not restrained.

Dancing Grenade. Jhin throws an enchanted grenade at a creature within 60 feet. The grenade explodes on the target. Hit: 18 (4d8) force damage. After the explosion, the grenade bounces to another creature of Jhin's choice within 20 feet of the previous target.

If the previous target was reduced to 0 hit points by the grenade, the next explosion deals +3d8 additional force damage.

The grenade continues bouncing up to three additional times, choosing a new creature within 20 feet of the last target each time.

The damage bonus stacks if multiple targets are killed by the grenade during its sequence.

Curtain Call (Recharge 6). Jhin begins a dramatic execution. Until the end of his next turn, Jhin can fire four massive sniper shots at creatures he can see within 300 feet. Each shot requires a separate attack roll.

Ranged Weapon Attack: +11 to hit. *Hit:* 27 (5d10) piercing damage. The fourth shot deals 54 (10d10) piercing damage and reduces the target's speed to 0 until the end of its next turn.

While Curtain Call is active Jhin's speed becomes 0 and he has half cover.

Bonus Actions

Captive Audience. Jhin plants an invisible lotus trap at a point within 30 feet. The trap triggers when a creature enters the space or starts its turn there. Creatures within 10 feet must make a DC 18 Dexterity saving throw. On a failure they take 22 (4d10) force damage and the creature's speed is halved until the end of its next turn. On a success they take half damage.

Jhin can have up to three traps active at once.

Reactions

Artistic Reposition. When Jhin hits a creature with Whisper, he may

move 10 feet without provoking opportunity attacks.

Legendary Actions

Jhin can take 3 legendary actions, choosing from the options below.

Whisper Shot. Jhin fires Whisper once.

Graceful Step. Jhin moves up to 20 feet without provoking opportunity attacks.

Trigger Trap (Costs 2 Actions). Jhin immediately detonates one of his Captive Audience traps.