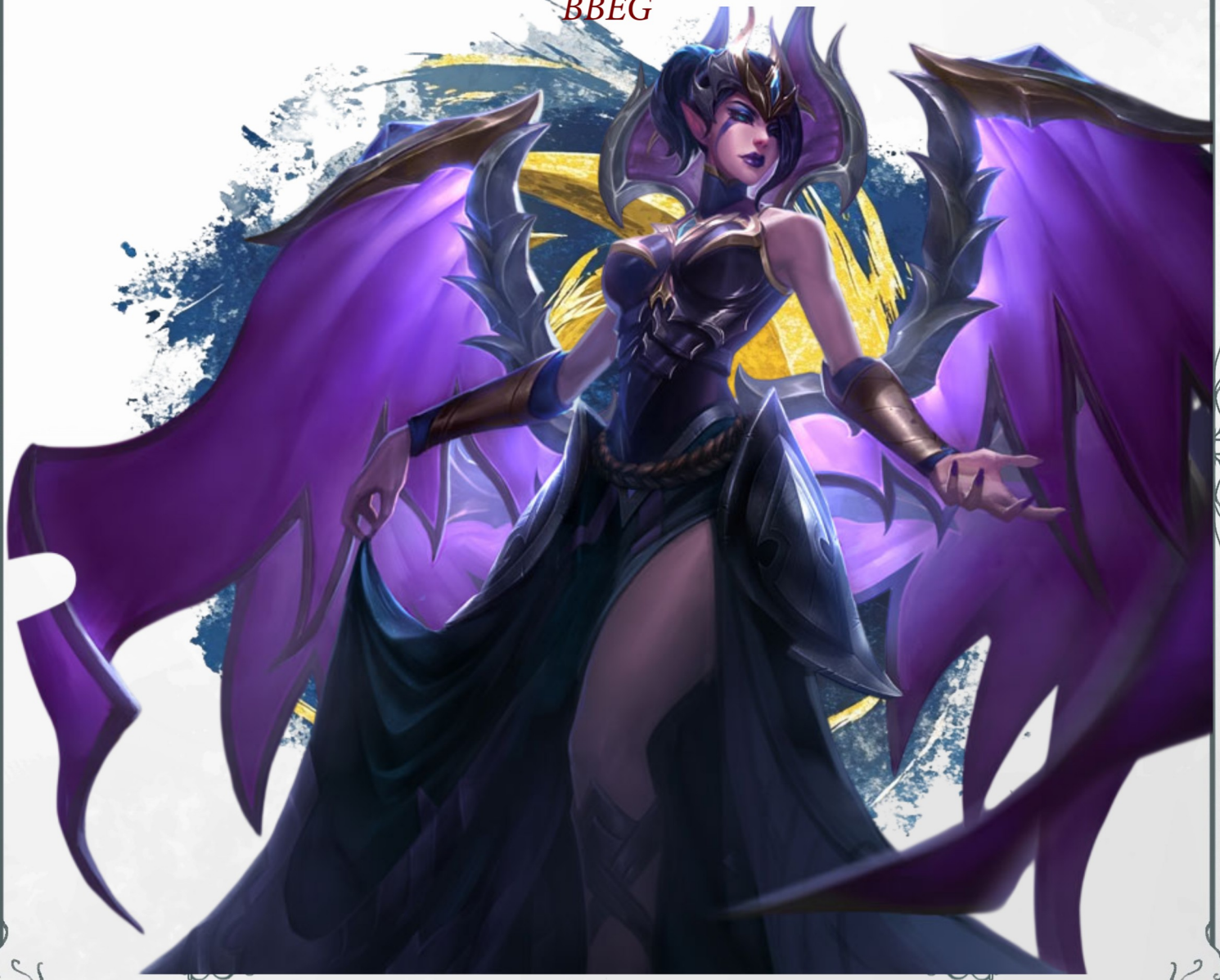
DUALINK

Morgana

BBEG



Runeterra Edition

Morgana

Medium humanoid (celestial, fallen), lawful neutral

Armor Class 18 (shadow ward)
Hit Points 247 (26d8 + 130)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Con +10, Wis +8, Cha +10
Skills Insight +8, Intimidation +10, Religion +9, Perception +8
Damage Resistances necrotic, radiant
Condition Immunities charmed
Senses darkvision 120 ft., passive Perception 18
Languages Common, Celestial, telepathy 60 ft.

Challenge 15 (13,000 XP)

Soul Siphon. Whenever Morgana deals damage with a spell or magical ability, she regains hit points equal to half the damage dealt, to a maximum of 20 hit points per turn. If the damage affects 3 or more creatures, the healing cap increases to 30 hit points that turn.

Shackled Magic. Creatures restrained by Morgana have disadvantage on saving throws against her spells.

Wings of Burden. Creatures within 10 feet of Morgana treat the area as difficult terrain. Creatures that attempt to teleport while within this area must succeed on a DC 18 Charisma saving throw or the teleport fails and the spell slot is wasted.

Spellcasting

Spellcasting. Morgana is a 15th-level spellcaster. Her spellcasting ability is Charisma (Spell save DC 18, +10 to hit with spell attacks). She requires no material components.

At will:

- eldritch blast
- chill touch
- thaumaturgy
- minor illusion

3/day each:

- blight
- fear
- bestow curse (4th level)
- hold person (4th level)

1/day each:

- hold monster
- enervation
- circle of death

Actions

Multiattack. Morgana casts a spell and may use Tormented Shadow if available.

Dark Binding (Recharge 5–6). Morgana fires a lance of shadow at one creature she can see within 90 feet. The target must succeed on a DC 18 Dexterity saving throw or take 27 (6d8) necrotic damage and become restrained until the start of Morgana's next turn. On a success, the creature takes half damage and is not restrained.

Tormented Shadow (Recharge 4–6). Morgana creates a 15-foot-radius zone of cursed ground at a point she can see within 60 feet. The area becomes difficult terrain for

enemies and lasts for 1 minute (concentration). When a creature enters the area for the first time on a turn or starts its turn there, it takes 13 (3d8) necrotic damage. If the creature is restrained, it instead takes 22 (5d8) necrotic damage. A creature that takes damage from this effect twice without leaving the area must succeed on a DC 18 Wisdom saving throw or have disadvantage on attack rolls until the end of its next turn.

Black Shield (Bonus Action, Recharge 5–6). Morgana surrounds herself or one ally within 30 feet with protective magic for 1 minute. The shield grants 30 temporary hit points, immunity to charmed, frightened, and restrained while the shield remains. When the shield prevents a condition, the protected creature deals an additional 7 (2d6) necrotic damage on its next successful attack or spell.

Soul Shackles (Recharge 6). Chains of shadow lash outward from Morgana. Choose up to 3 creatures within 30 feet. Each target must succeed on a DC 18 Dexterity saving throw or become tethered for 1 minute. While tethered, speed is reduced by 10 feet, and at the start of each of Morgana's turns, the creature takes 10 (3d6) necrotic damage. At the end of Morgana's next turn, each tethered creature must succeed on a DC 18 Constitution saving throw or become stunned until the end of its next turn. If a creature remains tethered for 2 consecutive turns, its

speed becomes 0 until the end of its next turn. A creature may repeat the Dexterity saving throw at the end of each of its turns, ending the effect on a success. If a creature moves more than 30 feet away from Morgana, the tether ends.

Reactions

Black Thorns. When a creature Morgana can see damages her, the attacker takes 10 (3d6) necrotic damage. If the attacker is restrained, it instead takes 18 (4d8) necrotic damage.

Legendary Actions

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

Cast Spell (Costs 2 Actions). Morgana casts a spell of 3rd level or lower.

Shadow Pulse. One creature tethered by Soul Shackles takes 10 (3d6) necrotic damage. Morgana regains hit points equal to the damage dealt.

Spread Torment (Costs 2 Actions). Morgana moves Tormented Shadow up to 20 feet. Creatures in the new area must immediately resolve the effect.