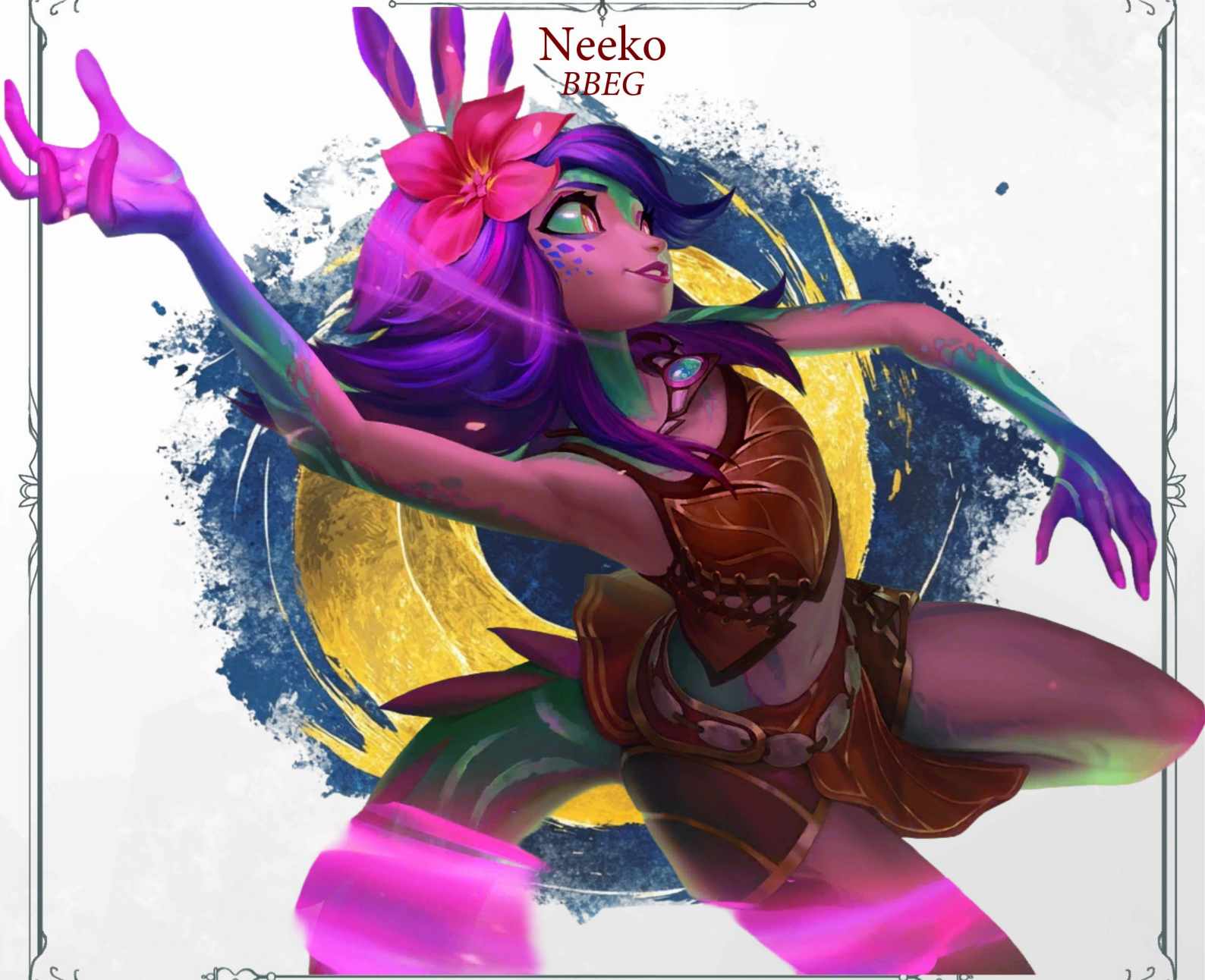
DUALINK

Neeko

BBEG



Runeterra Edition

Neeko

Medium humanoid (vastaya), chaotic neutral

Armor Class: 17 (natural agility)
Hit Points: 198 (24d8 + 96)
Speed: 35 ft.

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

Saving Throws: Dex +10, Wis +8, Cha +10
Skills: Deception +10, Performance +10, Insight +8, Stealth +10, Perception +8
Damage Resistances: psychic
Condition Immunities: charmed
Senses: darkvision 60 ft., passive Perception 18
Languages: Common, Sylvan
Challenge: 14 (11,500 XP)

Inherent Glamour. At the start of combat, Neeko may choose to appear as any Medium humanoid she has seen before.
Creatures must succeed on a DC 18 Wisdom (Insight) check as an action to recognize the illusion.
The illusion ends if Neeko is incapacitated.

Mischievous Displacement. When Neeko assumes the form of a creature using her abilities, reality briefly falters.
When Neeko changes shape to mimic a creature:

- the mimicked creature is moved to last place in the initiative order for the current round
- until the start of Neeko's next turn, creatures targeting either Neeko or the mimicked creature

must succeed on a **DC 18 Insight or Investigation check** to distinguish them

On a failure, or if the creature does not attempt the check, roll a d20:

- **1–10:** the attack or effect targets the mimicked creature instead
- **11–20:** the attack or effect targets Neeko

This effect applies to attack rolls and single-target effects.

Area effects function normally.

Curious Mimicry. Once per round when a creature misses Neeko with an attack, she may move 5 feet without provoking opportunity attacks.

Actions

Multiattack. Neeko makes two Bloom Burst attacks.

Bloom Burst. *Ranged Spell Attack:* +10 to hit, range 60 ft., one target. *Hit:* 13 (2d8 + 4) force damage. If Neeko hits the same creature twice in one turn, the second hit deals an additional 2d8 psychic damage.

Shapesplitter (Recharge 4–6). Neeko creates an illusory duplicate of herself in an unoccupied space within 30 feet.

The clone lasts for 1 minute.

The clone:

- has AC 14
- 1 hit point
- occupies its space
- moves up to 30 ft at the start of Neeko's turn
- mimics Neeko's movements and gestures

Creatures cannot distinguish the

clone from Neeko without succeeding on a DC 18 Investigation check as an action.

When the clone is destroyed, petals scatter violently, and the attacker has disadvantage on the next attack roll it makes before the end of its next turn.

Neeko may swap places with her clone as a bonus action.

Tangle Barbs (Recharge 5–6). Vines erupt in a 20-foot line originating from Neeko.

Creatures in the area must succeed on a DC 18 Strength saving throw or:

- take 4d8 piercing damage
- become restrained until the end of their next turn

On success, half damage and not restrained.

Pop Blossom (Recharge 6). Neeko channels magic, briefly floating as energy gathers.

At the end of her next turn, she releases a burst of floral magic.

Each creature within 15 feet must make a DC 18 Constitution saving throw.

- **Failure:** 8d8 force damage and stunned until the end of their next turn.
- **Success:** Half damage, not stunned.

If Neeko is disguised or has an active clone when she begins charging Pop Blossom, creatures have disadvantage on the saving throw.

Bonus Actions

Shapeswap. Neeko magically alters her appearance to resemble a

creature she can see within 30 feet. The illusion lasts until the start of her next turn.
This transformation triggers Mischievous Displacement.

Reactions

Trickster's Sidestep. When a creature Neeko can see targets her with an attack, she may impose disadvantage on the attack roll.
She may then move up to 10 feet.

Legendary Actions

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

Bloom Burst. Neeko makes one Bloom Burst attack.

Swap Trick. If Neeko has an active clone, she swaps places with it.

Petal Flash (Costs 2 Actions). Neeko releases a burst of blinding petals.
Creatures within 10 feet must succeed on a DC 18 Wisdom saving throw or be blinded until the end of their next turn.