DUALINK

Shaco

BBEG



Runeterra Edition

Shaco

Medium humanoid (fiend), chaotic evil

Armor Class 18 (unnatural agility)
Hit Points 185 (22d8 + 88)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	18 (+4)	14 (+2)	14 (+2)	18 (+4)

Saving Throws Dex +11, Cha +9
Skills Acrobatics +11, Deception +9, Stealth +11, Performance +9, Sleight of Hand +11
Damage Resistances psychic, necrotic
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 12
Languages Common, Abyssal
Challenge 16 (15,000 XP)

Backstab. When Shaco hits a creature that does not have Shaco in its line of sight, the attack deals an additional 14 (4d6) piercing damage.

If the target is frightened, the extra damage becomes 21 (6d6) instead.

Unpredictable Killer. Opportunity attacks against Shaco are made with disadvantage.

Whenever Shaco deals damage to a creature that is frightened or surprised, he may move 10 feet without provoking opportunity attacks.

Actions

Multiattack. Shaco makes two attacks with Twin Daggers, or makes one Twin Dagger attack and uses Two-Shiv Poison, if available.

Twin Daggers. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target *Hit:* 15 (2d8 + 6) piercing damage.

If the attack qualifies for Backstab, apply the additional damage.

Two-Shiv Poison. *Ranged Weapon Attack:* +11 to hit, range 60 ft., one creature *Hit:* 18 (4d6 + 4) piercing damage plus 10 (3d6) poison damage.

The target must succeed on a DC 18 Constitution saving throw or have its speed reduced by half until the end of its next turn.

Jack in the Box (Recharge 5–6). Shaco places a hidden infernal trap in a space within 30 feet.

The trap becomes invisible and triggers when a creature enters the space or starts its turn within 5 feet of it.

When triggered, the box springs open with screaming laughter.

Creatures within 10 feet must make a DC 17 Wisdom saving throw.

Failure:

- 21 (6d6) psychic damage
- The creature is frightened of the box until the end of its next turn

Success: Half damage and not frightened.

The box then remains active until the end of Shaco's next turn and makes one Claw attack against a frightened creature in range.

Claw Attack: +8 to hit *Hit:* 10 (3d6) slashing damage.

Shaco may have three Jack in the Boxes active at once.

Hallucinate (Recharge 6). Shaco creates an illusory clone of himself in an unoccupied space within 10 feet.

The clone has:

- AC 15
- 40 hit points
- Same speed as Shaco

The clone acts on Shaco's initiative and can only use Twin Daggers.

The clone deals half damage with its attacks.

Death Burst. When the clone is reduced to 0 hit points, it explodes in demonic laughter.

Creatures within 10 feet must make a DC 18 Dexterity saving throw.

Failure: 27 (6d8) psychic damage

Success: Half damage.

Bonus Actions

Deceive (Recharge 4–6). Shaco turns invisible and teleports up to 30 feet to a space he can see.

His invisibility lasts until the start of his next turn or until he attacks.

The first attack Shaco makes while invisible automatically qualifies for Backstab.

Reactions

Trick Escape. When Shaco is hit by an attack he can see, he may halve the damage and immediately move 20 feet without provoking opportunity attacks.

Legendary Actions

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

Dagger Strike. Shaco makes one Twin Daggers attack.

Plant Box. Shaco uses Jack in the Box, if available.

Swap Trick (Costs 2 Actions). If Shaco has an active Hallucinate clone, he may instantly swap positions with it.