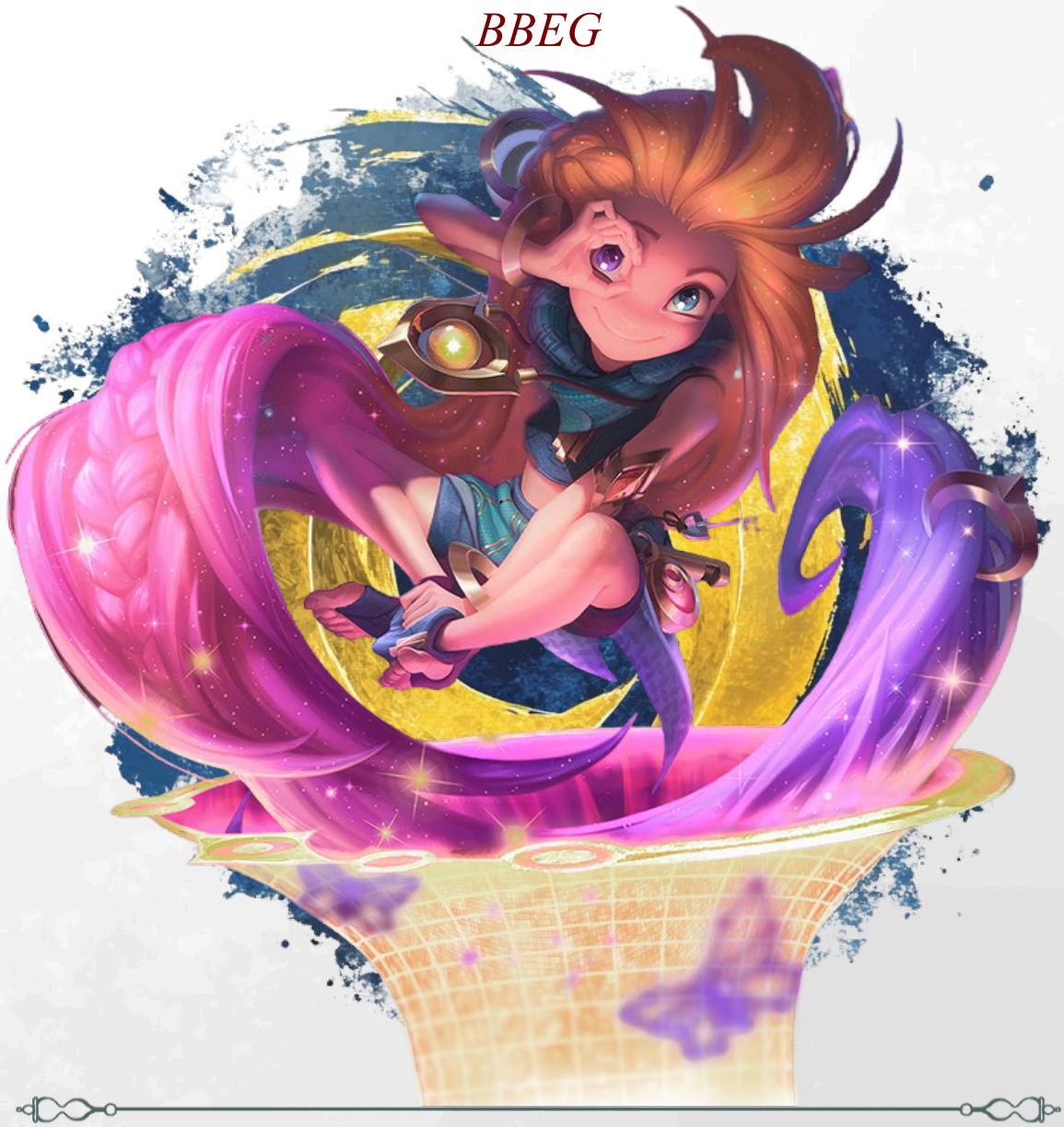
DUALINK

Zoe

BBEG



Collaboration with DnD Ravine

Zoe

Medium Celestial, Chaotic Neutral

Armor Class: 18 (Innate Magic)
Hit Points: 285 (30d8 + 150)
Speed: 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	22 (+6)	20 (+5)	18 (+4)	16 (+3)	24 (+7)

Saving Throws: Dex +12, Wis +9, Cha +13
Skills: Arcana +10, Insight +9, Perception +9, Deception +13
Damage Resistances: Radiant, Psychic, Force
Damage Immunities: Poison
Condition Immunities: Charmed, Frightened, Poisoned, Restrained
Senses: Darkvision 120 ft., Passive Perception 19
Languages: Common, Celestial, Sylvan, Deep Speech
Challenge: 18 (20,000 XP)

Legendary Resistances (3/Day). If Zoe fails a saving throw, she can choose to succeed instead.

Innate Spellcasting. Zoe's spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

- *At Will:* Thaumaturgy, Mage Hand, Minor Illusion, Prestidigitation, and Dancing Lights.
- *5 times/Day:* Blink, Counterspell, Confusion, and Hypnotic Pattern.
- *3 Time/Day:* Greater Invisibility, Polymorph, and Otto's Irresistible Dance.

All spells she casts are treated as if cast using a minimum of a 6th-level spell slot, unless their base level is higher.

Collaboration with DnD Ravine

Celestial Trajectory. Zoe's spells twist and dance through the cosmos, gathering momentum as they travel. When she casts a ranged spell attack, its damage increases based on the distance it travels before hitting the target:

- If the spell travels at least 30 feet, it deals an additional 1d8 force damage.
- If the spell travels 60 feet or more, it deals an additional 2d8 force damage.
- If the spell travels 120 feet or more, it deals an additional 4d8 force damage.

Additionally, Zoe's spells ignore half and three-quarters cover, bending around obstacles to strike their target.

Aspect of Twilight. She has advantage on saving throws against being grappled or restrained.

Spell Thief. When a creature within 60 feet of Zoe casts a spell, she can capture its essence. She may cast that same spell once using its original spell level without consuming a spell slot. She can store up to three stolen spells at a time, losing the oldest one if she steals a fourth. Each time she casts a stolen spell, she releases a Cosmic Spark, dealing 4d8 force damage to a random enemy within 30 feet of her.

Portal Jumper. Zoe can take the Dash action as a bonus action, ignoring terrain and objects in her way by phasing through them in a dreamlike blur. If she moves at least 20 feet, she can teleport to any unoccupied space within 5 feet of an enemy and releases a Cosmic Spark, dealing 4d8 force damage to that enemy.

Cosmic Trickster. Whenever Zoe teleports, she leaves behind a flickering illusion of herself until the start of her next turn. The illusions work similarly to the Mirror Image spell. If she is hit while an illusion is active, it shatters in a dazzling burst, forcing all creatures within 10 feet to make a DC 18 Wisdom saving throw or be blinded until the end of their next turn.

Drowsy Starfall. When Zoe damages a creature with a spell, that creature must make a DC 18 Wisdom saving throw or become Drowsy. A drowsy creature has disadvantage on saving throws against spells, and at the start of their next turn, they must make another Wisdom save or fall asleep for 1d4 rounds. If a creature succeeds on the initial saving throw, they become immune to this effect for 1d4 - 1 rounds.

Manifested Dreams. When Zoe is reduced to 0 HP, she vanishes into a flurry of stardust instead of falling unconscious. At the start of her next turn, she reappears somewhere random within 60 feet, regaining 1d10 + 10 HP. This effect occurs once per combat.

Actions

Multiattack. Zoe uses any combination of two of the following options: Starstrike, Paddle Star, Sleepy Trouble Bubble, or casting a spell.

Starstrike. *Ranged Spell Attack:* +13 to hit, range 70 ft., one target. Hit: 32 (6d8 + 6) radiant damage. If she has traveled through a Portal Jump, Starstrike automatically hits and deals 48 (9d8) total damage instead.

Paddle Star (Recharge 1-2). Zoe launches a star that travels up to 130 feet before boomeranging back to a target of her choice. *Ranged Spell Attack:* +14 to hit, range 130 ft., one target. Hit: 45 (10d8) force damage. If Zoe teleported before using this ability, its damage is maximized (80 force damage).

Sleepy Trouble Bubble (Recharge 5-6). Zoe conjures a luminous bubble and hurls it at a point within 90 feet. Creatures in a 10-foot radius must make a DC 22 Wisdom saving throw or become Drowsy. If the creature is already Drowsy, they immediately fall asleep for 1 minute or until they take damage. The first attack made against a sleeping creature is a critical hit.

Portal Flurry (Recharge 4-6). Zoe rapidly flickers through space, teleporting up to three times, launching a Starstrike attack from each new position. Each teleport must be within 30 feet of her last position. This is compatible with Cosmic Trickster.

Bonus Actions

Spell Thief. Zoe uses Spell Thief, stealing a spell from a creature within 60 feet, storing it for later use. When she casts a stolen spell, she triggers a Cosmic Spark, dealing 4d8 force damage to a random enemy within 30 feet.

Portal Jumper. Zoe takes the Dash action, ignoring terrain and objects as she phases through space. If she moves at least 20 feet, she may teleport to an unoccupied space within 5 feet of an enemy and make a free melee spell attack, dealing 5d8 force damage.

Legendary Actions

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

Sparkle Dash. Zoe moves up to 30 feet without provoking opportunity attacks.

I can do it better! (Costs 0 Actions but uses one of her slots). Zoe casts Counterspell!

Celestial Trickery. Zoe distorts reality, summoning two illusory duplicates of herself, as per the Mirror Image spell. This ability works with Cosmic Trickster causing Illusions to blind enemies if she is hit while they exist.

Shooting Star (Costs 3 Actions). Zoe calls down a falling star on a creature within 120 feet. The target must make a DC 20 Dexterity saving throw or take 10d8 force damage and be knocked prone. If the target is Drowsy, they automatically fail the save.

Special Weakness

Childish Curiosity

Discovery Mechanism. A creature proficient in Insight (DC 20) or Deception (DC 18) can recognize that Zoe's playful, childlike nature makes her easily distracted by anything new, exciting, or confusing. She isn't just fighting, she's having fun, and her curiosity overrides her focus when something unexpected happens.

Triggering Mechanism. If a creature performs an action that is highly unusual, such as using nonsense speech, an exaggerated performance, or an unpredictable tactic, Zoe must succeed on a DC 21 Wisdom saving throw or become Fascinated for one round. While Fascinated, she will momentarily stop attacking or taking actions, instead observing the distraction with genuine curiosity.

Consequence. While Fascinated, Zoe cannot move, and all attacks against her have advantage. Additionally, if the triggering creature directly interacts with her (talking, mimicking, or engaging in her game), Zoe will spend her next turn mirroring them instead of fighting, copying their movements, speaking nonsense back, or trying to one-up them with her own magic, giving up her turn entirely unless attacked. If she takes damage during this time, this consequence ends prematurely and this weakness cannot be exploited again.

Behavior

Zoe treats combat like a game, constantly teleporting, laughing, and taunting her enemies as she flickers across the battlefield.

She never stays still, maximizing Paddle Star's damage and using Starstrike through portals for extra force. Against spellcasters, she gleefully steals their magic, turning their own power against them.

If threatened, she vanishes with Celestial Trickery, leaving only illusions and laughter behind, always ready to reappear and keep playing.