DUALINK

Zed

BBEG



Runeterra Edition

Zed

Medium humanoid (human), lawful evil

Armor Class 18 (shadow reflexes)
Hit Points 187 (22d8 + 88)
Speed 40 ft.

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

Saving Throws Dex +10, Wis +7, Con +9
Skills Acrobatics +10, Stealth +12, Perception +7, Athletics +7
Damage Resistances necrotic, psychic
Senses darkvision 60 ft., passive Perception 17
Languages Common, Ionian
Challenge 14 (11,500 XP)

Living Shadow. Zed can maintain up to two Shadow Clones at a time.

A clone appears in an unoccupied space within 30 feet of Zed and has AC 16 and 1 hit point. Clones cannot be targeted by effects that require saving throws.

Whenever Zed uses Shadow Blade, Razor Shuriken, or Shadow Slash, each active clone repeats the same attack from its position against the same target if possible.

A clone disappears if it moves more than 60 feet from Zed.

Assassin of the Order. When Zed hits a creature that has not yet taken a turn in combat, the attack deals an additional 17 (5d6) necrotic damage.

Actions

Multiattack. Zed makes two

Shadow Blade attacks, or makes one Shadow Blade attack and uses Razor Shuriken, if available.

Shadow Blade. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target *Hit:* 15 (2d8 + 6) slashing damage plus 7 (2d6) necrotic damage.

If Zed has an active Shadow Clone, the clone may immediately make the same attack against a creature within its reach.

Razor Shuriken. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target *Hit:* 16 (3d6 + 6) slashing damage.

If Zed has active Shadow Clones, each clone also throws a shuriken.

If a creature is hit by multiple shurikens from this ability during the same action, it takes full damage from the first hit and half damage from additional hits.

Shadow Slash (Recharge 5–6). Zed releases spinning shadow energy.

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

On a failed save, a creature takes 22 (5d8) necrotic damage. On a successful save, it takes half as much damage.

Each active Shadow Clone also performs this slash from its position.

Death Mark (Recharge 6). Zed vanishes into the shadows and reappears behind a creature within 60 feet.

Zed becomes untargetable until the start of his next turn, then appears

in an unoccupied space adjacent to the target.

The target becomes Marked for Death for 3 rounds.

When the mark ends, the target takes necrotic damage equal to 30% of the damage Zed dealt to it during the mark's duration.

Bonus Actions

Living Shadow (Recharge 4–6). Zed creates a Shadow Clone in an unoccupied space within 30 feet.

Zed may immediately swap positions with the clone.

Shadow Swap. If Zed has an active Shadow Clone, he may teleport and swap positions with it.

Reactions

Shadow Escape. When Zed is hit by an attack he can see, he may teleport to one of his Shadow Clones, taking half damage from the triggering attack.

Legendary Actions

Zed 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.

Shadow Strike. Zed makes one Shadow Blade attack.

Shadow Step. Zed swaps positions with one of his Shadow Clones.

Unleash Shadows (Costs 2 Actions). Zed uses Razor Shuriken.