

UNEARTHED ARCANÉ

Stat blocks for D&D 5e from League of Legends' hit show

Look out for yourself...

This homebrew contains spoilers for seasons 1 and 2 of Arcane.

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TREKIROS



JINX

Medium humanoid, Chaotic Sad

AC 16

HP 230

Speed 50 ft., Climb 30 ft.

Initiative: +8 (18)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	15 (+2)	19 (+4)	8 (-1)	13 (+1)
+1	+8	+2	+8	-1	+1

Skills Intimidation +9, Sleight of Hand +7, Stealth +7

Damage Vulnerabilities Psychic

Senses Passive Perception 8

Languages Common, Thieves' Cant

Challenge 12 (8,400 XP)

PB: +4

Paint the Town Blue. Jinx has set up traps almost everywhere. At the start of each enemy's turn, roll a d20. On a 5 or lower, a Chomper appears at the creature's feet.

Tortured Soul. Whenever Jinx takes psychic damage or fails a Wisdom Saving Throw, she goes berserk until the end of her next turn.

While berserk, Jinx must roll 1d4 before each attack, to determine which weapon she uses for that attack.

Actions

Multiattack. Jinx makes three attacks.

1. Pow-Pow. Ranged Attack Roll: +8, range 60/300 ft. Hit: 12 (2d8+3) Piercing damage.

2. Fishbones. Dexterity Saving Throw: DC 18, each creature within 20 feet of a point within Jinx's line of sight. Failure: 28 (8d6) Fire damage. Success: Half damage.

Jinx can only fire Fishbone once per turn. If she rolls 2 a second time while berserk, the second attack is wasted.

3. Zapper. Ranged Attack Roll: +8, range 60/120 ft.. Hit: 10 (3d6) Lightning damage, and the creature suffers the effects of the *Slow* spell until the end of Jinx's next turn.

4. Chompers. Dexterity Saving Throw: DC 18, each creature within a 10-foot-radius sphere within 60 feet of Jinx. Failure: 10 (3d6) thunder damage. Success: Half damage.

Additionally, the area is heavily obscured for 1 minute, or until strong winds disperses the smoke.

Bonus Actions

Slippery. Jinx can use a bonus action to take the Disengage, Dodge, or Hide action.

Reactions

Lash Out. Trigger: Jinx takes Psychic damage or fails a Wisdom saving throw. Response: Jinx makes two attacks.

Jinx can take this reaction even if she is charmed, incapacitated, or has used her reaction already.



Vi

Medium humanoid, ~~chaotic lawful~~ ~~chaotic~~ lawful good

Armor Class 17 **Initiative:** +7 (17)
Hit Points 180
Speed 30 ft., Climb 30 ft.

Saves

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	20 (+5)	8 (-1)	12 (+1)	12 (+1)
+11	+7	+9	-1	+1	+1

Skills Athletics +15
Senses Passive Perception 11
Languages Common, Thieves' Cant
Challenge 15 (13,000 XP)

PB: +4

Round Two (1/day). If Vi is reduced to 0 hit points, she doesn't die or fall unconscious. Instead, she regains all of her hit points, and all ongoing effects and conditions on her end immediately. Additionally, Vi rolls initiative a second time, and takes two turns per round until she finishes a short rest.

Zaunian Fortitude. If damage would reduce Vi to 0 hit points, she must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, Vi drops to 1 hit point instead.

Reckless. At the start of her turn, Vi can gain advantage on all weapon attack rolls during that turn, but attack rolls against her have advantage until the start of her next turn.

Actions

Multiattack. Vi makes two attacks with her hextech gauntlets.

Hextech Gauntlet. *Melee Attack Roll:* +11, reach 5 ft.. *Hit* 14 (2d6+7) bludgeoning damage, and Vi can choose to push the creature in any direction (including upwards, which can deal some falling damage), a number of feet up to twice the damage it took.

Ground Slam (recharge 5-6). *Strength Saving Throw:* DC 18, each creature in a 30-foot emanation. *Failure:* 28 (8d6) force damage, and the creature is pushed 15 feet away from Vi and is knocked prone. *Success:* Half damage, and the creature is neither pushed nor knocked prone.

Bonus Actions

Aggressive. As a bonus action, Vi can move up to her speed toward a hostile creature that she can see.

Reactions

Blocking with her face. *Trigger:* A creature hits Vi with a melee attack. *Response:* Vi makes one melee attack with advantage against the creature.

CAITLYN

Medium Humanoid, lawful good ~~evil~~ trying her best

Armor Class 17

Initiative: +8 (18)

Hit Points 236

Speed 30 ft.

Saves

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	14 (+2)	20 (+5)	12 (+1)
+1	+8	+3	+2	+9	12 (+1)

Skills Investigation +10, Perception +13

Senses Passive Perception 23

Languages Common

Challenge 12 (8,400 XP)

PB: +4

Shot Caller (1/turn). When Caitlyn hits a creature with a ranged attack, she can choose to make a called shot. the target must succeed on a DC 18 Constitution saving throw or suffer one of the following effect of Caitlyn's choice, until it regains at least one hit point:

- **Eyes:** The target is blinded
- **Legs:** The target is knocked prone, and cannot stand up
- **Mouth:** The target cannot speak, cast spells with verbal components, or use a breath weapon
- **Hand:** One of the target's hands is unable to hold items or cast spells with somatic components
- **Head:** The attack deals an extra 28 (8d6) damage

Actions

Multiattack. Caitlyn makes two attacks with her rifle.

Rifle. Ranged Attack Roll: +11, range 1200 ft.. **Hit:** 16 (2d10+5) piercing damage.

Bonus Actions

Yordle Snap trap (recharges 4-6). Caitlyn throws a trap at a point on the ground within 10 feet of herself. The trap triggers when a creature moves within 5 feet of the trap. The triggering creature must succeed on a DC 18 Dexterity saving throw or become restrained. It can repeat the save at the start of each of its turns, freeing itself on a successful save. A creature with a passive Perception of 18 or greater can see the trap while it is within 10 feet of it unless it is blinded. The trap remains there until it is triggered or until Caitlyn retrieves it as an action.



TACTICS TIP

If she starts a fight on her own terms, Caitlyn can have some Yordle Traps already set up in different spots of the battlefield!



JAYCE

Medium Humanoid, Lawful Good Great

Armor Class 17

Hit Points 250

Speed 30 ft.

Initiative: +1 (11)

Saves

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	16 (+3)	18 (+4)	12 (+1)	16 (+3)
+7	+1	+7	+8	+1	+3

Skills Arcana +12, Persuasion +7

Senses Passive Perception 11

Languages Common

Challenge 12 (8,400 XP)

PB: +4

Hextech Anomaly. When Jayce is reduced to 0 hit points, the hextech crystal in his hammer starts emitting a faint, but quickly increasing magical glow.

Two rounds later, on the same initiative count (losing initiative ties), the crystal violently explodes, and all creatures within 150 feet of it must make a DC 18 Constitution saving throw, taking 70 (20d6) force damage on a failed save, or half as much on a successful one.

Creatures within the area who benefit from half cover make the save with advantage. Creatures within the area who benefit from three-quarters cover make the save with advantage and are resistant to the damage dealt by the explosion.

Lightning field. Jayce generates a field of saturated magical energy in a 30-foot-radius sphere around himself. The field has two effects:

- Creatures inside the sphere are resistant to damage dealt by creatures outside of it.
- Enemies within the sphere take an extra 3 (1d6) lightning damage whenever they take any damage.

Actions

Multiattack. Jayce uses his Mercury Cannon twice, or attacks with his Mercury Hammer thrice.

Mercury Hammer. *Melee Attack Roll:* +11, reach 5 ft.. *Hit* 14 (2d6+7) bludgeoning damage, plus 7 (2d6) force damage

Mercury Cannon. *Dexterity Saving Throw:* Each creature within 20 feet of a point within 120 feet of Jayce. *Failure:* 17 (5d6) lightning damage. *Success:* Half damage.

AMBESSA

Medium Humanoid, lawful evil for sure this time maybe

Armor Class 21

Hit Points 250

Speed 30 ft.

Initiative: +3 (13)

STR

DEX

CON

INT

WIS

CHA

20 (+5) 17 (+3) 20 (+5) 15 (+2) 15 (+2) 19 (+4)

+5

+3

+9

+2

+2

+8

Saves

Skills Athletics +9, Intimidation +8, Insight +10

Senses Passive Perception 12

Languages Common

Challenge 12 (8,400 XP)

PB +4

Ruthless Strategems. At the start of each of her turns, Ambessa can bark orders at her troops and choose one of the stratagems below. Until she uses a different stratagem, any ally who can see her gains the associated benefits:

Vision: Ambessa selects one hostile creature for her troops to focus on. Whenever Ambessa's allies hit the creature with an attack, they deal an extra 3 (1d6) damage of the same type as the attack.

Might: Ambessa orders her troops to create a show of strength. Ambessa's allies can Shove or Grapple as a bonus action.

Guile: Ambessa reveals her trump card. One ally of her choice removes their cloak to reveal that they were a *Mage* all along. Their current hit points do not change.

Sacrifice: Ambessa orders her troop to give their all for the cause. Her allies are resistant to one damage type of her choice that she makes when she chooses this stratagem.

Actions

Multiattack. Ambessa makes three attacks. She can replace any number of these attacks by the Command action.

Chained Katars. *Melee Attack Roll:* +9, reach 15 ft. *Hit* 14 (2d8+5) slashing damage.

Command. One ally who can hear Ambessa uses a Reaction to move up to its movement speed, and make one attack with advantage.

Call for Reinforcements (recharges 6). 2d4 *Thugs* emerge from behind some cover in unoccupied spaces, at least 30 feet away from any creature hostile to Ambessa.

They are Ambessa's allies and follow her orders.





RICTUS

Large Humanoid, Lawful Evil

Armor Class 20

Initiative: +2 (12)

Hit Points 250

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	11 (+0)	13 (+1)	13 (+1)
+9	+2	+8	+0	+1	+1

Saves

Skills Athletics +9, Intimidation +5

Senses Passive Perception 11

Languages Common

Challenge 12 (8,400 XP)

PB +4

Kaenic Rookern. Rictus makes all saving throws against spells and other magical effects as though they were Constitution saving throws.

Additionally, whenever Rictus succeeds on a saving throw against a spell or a magical effect, his next melee attack deals an additional 10 (3d6) force damage.

Actions

Multiattack. Rictus makes three attacks with his Halberd.

Halberd. *Melee Attack Roll:* +9, reach 5 ft.. *Hit* 18 (2d12+5) slashing damage.

Reactions

Interpose. *Trigger:* One of Rictus' allies within 15 feet becomes the target of an attack, spell, or magical effect. *Response:* Rictus moves between the ally and the source of the effect, and becomes the target instead.

Gabriel Teganyan

WARWICK

Huge Monstrosity, Chaotic Dad

Armor Class 17

Initiative: +3 (13)

Hit Points 250

Speed 50 ft., Climb 50ft.

	STR	DEX	CON	INT	WIS	CHA
	26 (+8)	16 (+3)	22 (+6)	6 (-2)	15 (+2)	8 (-1)
Saves	+8	+3	+10	-2	+6	-1

Skills Athletics +9, Intimidation +5, Perception +10, Stealth +7, Survival +10

Senses Blindsight 120 feet, Passive Perception 20

Languages understands Common while outside of combat
Challenge 12 (8,400 XP) **PB** +4

Blood Hunter. While Warwick is within 20 feet of a creature which doesn't have all of its hit points, Warwick is immune to the Charmed, Frightened, Stunned, Paralyzed and Restrained conditions.

Zaunite Fumes. At the end of each of his turns, Warwick emits a 20-foot-radius sphere of heavy orange fog, which stays in place for one minute, or until it is dispersed by strong winds. If Warwick is already in fog, the radius of the fog increases by 20 feet and its duration increases by 1 minute. The area is heavily obscured.

Actions

Multiattack. Warwick makes two Claws and one Bite attack. If he attacks a creature with less than half its maximum hit points, he can make one additional Claw attack.

Claws. *Melee Attack Roll:* +9, reach 5 ft.. *Hit* 18 (2d12+5) slashing damage, and the target is grappled (escape DC 18)

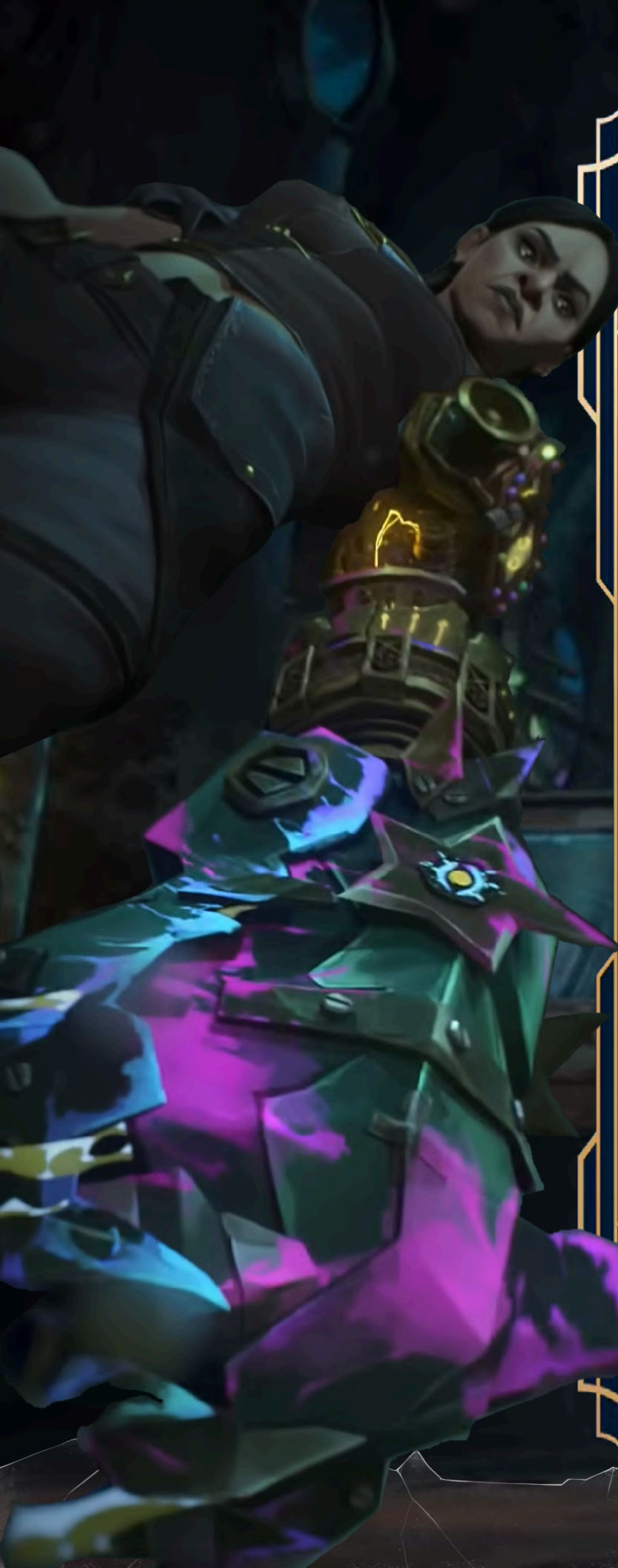
Bite. *Melee Attack Roll:* +9, reach 5 ft.. *Hit* 18 (2d12+5) slashing damage, and Warwick regains hit points equal to the damage taken by the creature. Warwick can only bite a creature if it is grappled.

Bonus Actions

Primal Howl (recharges 6). *Wisdom Saving Throw:* DC 18, each creature in a 300-foot Emanation. *Failure:* the creature becomes Frightened for 1 minute.

While a creature is frightened in this way, if it cannot see Warwick, it considers any of Warwick's Fumes to be the source of its fear.

A Frightened creature repeats the save at the end of each of its turns, ending the effect on a successful save.



SEVIKA

Medium Humanoid, Lawful Evil

Armor Class 17

Initiative: +6 (16)

Hit Points 250

Speed 30 ft., climb 30ft.

Saves

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	11 (+0)	13 (+1)	12 (+1)
+4	+6	+7	0	+1	+1

Skills Insight +5, Intimidation +5

Senses Passive Perception 11

Languages Common, Thieves' Cant

Challenge 12 (8,400 XP)

PB +4

Death Glare. When she rolls initiative, Sevika glares in the direction of one enemy she can see, designating it as her prey. Sevika has advantage on attack rolls against her prey.

At the end of each of her turns, Sevika can select a different prey.

Breaking Apart. Whenever Sevika fails a saving throw, she can choose to sacrifice some of her arm's structural integrity to succeed on the save instead. When she does, roll 1d6. The attack corresponding to that number becomes un-usable until Sevika finishes a short rest. If the corresponding attack was already unusable, Sevika fails the saving throw.

Actions

Multiattack. Sevika rolls 3d6 and uses the corresponding actions. If she rolls an action which has become unusable, that action is wasted. If she rolls the same number thrice, fireworks shoot out of her arm and Sevika immediately takes an extra turn.

1. Chomp! *Melee Attack Roll:* +8, reach 30 ft.. *Hit:* 17 (2d12+4) bludgeoning damage, and the creature is pulled up to 30 feet towards Sevika.

2. Punch! *Melee Attack Roll:* +8, reach 30 ft.. *Hit:* 17 (2d12+4) bludgeoning damage, and the target is pushed 15 feet away from Sevika.

3. Smoke! A 20-foot radius sphere centered on Sevika becomes heavily obscured until a heavy wind blows the smoke away. Sevika immediately takes the Hide action.

4. Song! Sevika is annoyed. She has disadvantage on her next attack. If it still hits, it's a critical hit.

5. Flamethrower! *Dexterity Saving Throw:* DC 18, each creature within a 60-foot cone. *Failure:* 27 (8d6) fire damage. *Success:* Half damage.

6. Shurikens! *Ranged Attack Roll:* +8, range 60/120 ft.. *Hit:* 9 (2d6 + 2) piercing damage. Sevika makes this attack twice.

SINGED

Medium Humanoid, Dad Evil

Armor Class 14

Initiative: +6 (16)

Hit Points 230

Speed 30 ft., Climb 30ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	20 (+5)	13 (+1)	8 (-1)
-1	+6	+2	+9	+1	-1

Skills Medicine +13

Damage Immunities Poison

Condition Immunities Poisoned

Senses Passive Perception 11

Languages Common

Challenge 12 (8,400 XP)

PB +4

Actions

Throw Diffusers. Singed throws three poisonous gas diffusers of his choice, at points within 90 feet of himself. Each diffuser produces a 20-foot radius sphere of gas. Each diffuser can be destroyed (AC 15, 10 hit points, immune to psychic & poison damage). After it is destroyed, the gas can be dispersed by a strong wind.

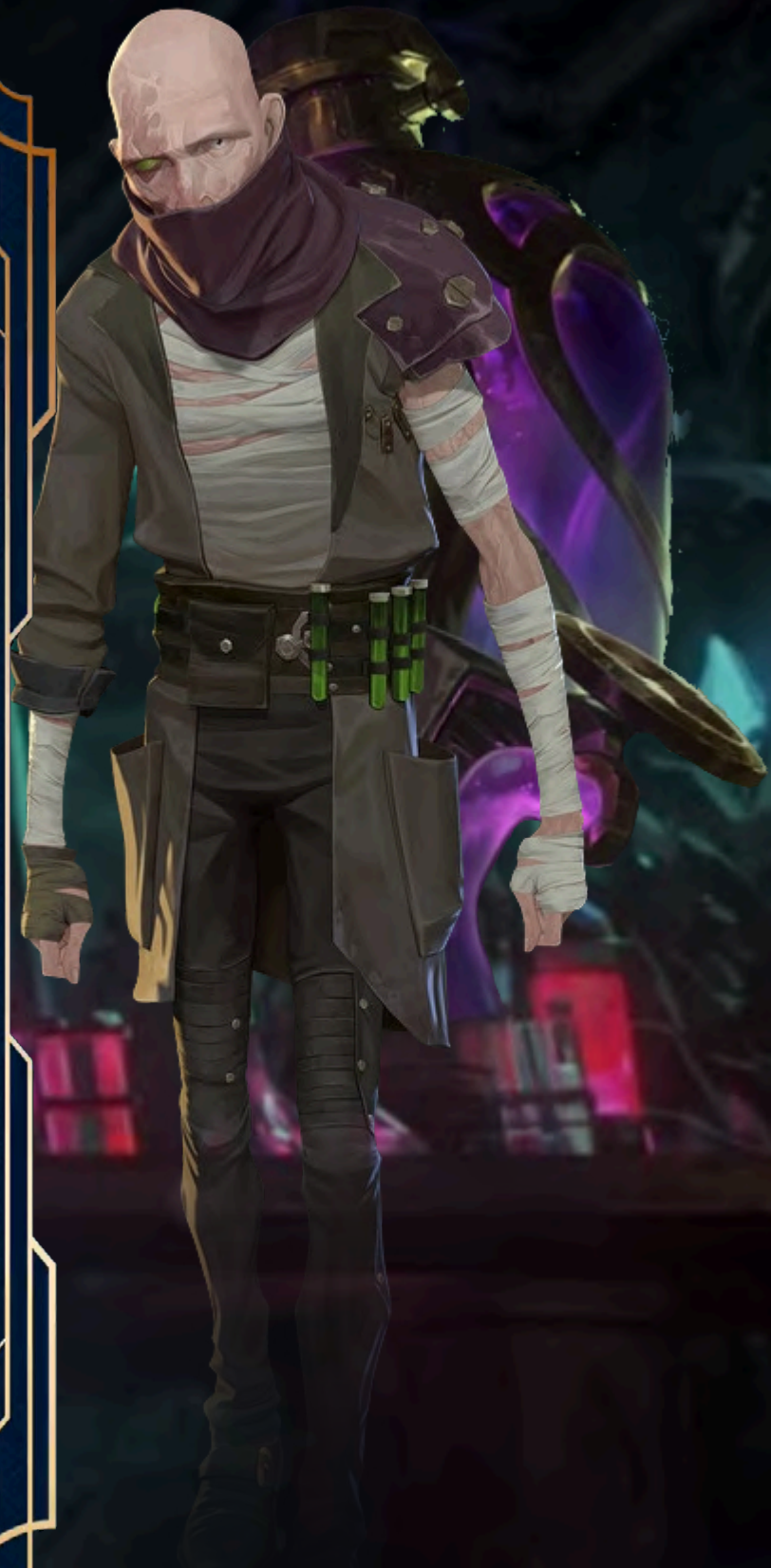
A creature which starts its turn in the area can choose to close its eyes and cover its mouth. If it does, the creature is blinded and cannot speak until the start of its next turn. Otherwise, the creature must make a DC 18 Constitution saving throw or become poisoned for 1 minute and suffers the effects associated with the diffuser:

Shimmer Frenzy. While poisoned by this diffuser, a creature becomes unable to distinguish friends from foes, and must spend its turn attacking the closest creature it can see.

Noxious Fumes. While poisoned by this diffuser, the creature takes 14 (4d6) poison damage at the start of each of its turns, and it cannot regain hit points.

Contagion Serum. While poisoned by this diffuser, the creature takes 14 (4d6) poison damage at the start of each of its turns, and emits a 10-foot Emanation of Contagion Serum with the same effect.

Direct Injection. *Melee Attack Roll:* +8, reach 5 ft.. *Hit:* Singed chooses one of his three diffusers, the creature becomes poisoned by it for 1 minute.





EKKO

Medium Humanoid, Chaotic Good

Armor Class 16

Initiative: +7 (17)

Hit Points 250

Speed 30ft., Climb 30ft., Fly 50 ft. (hoverboard)

Saves	STR	DEX	CON	INT	WIS	CHA
	12 (+1)	16 (+3)	16 (+3)	19 (+4)	12 (+1)	12 (+1)
	+1	+7	+3	+8	+1	+1

Skills Acrobatics +7, Arcana +12

Senses Passive Perception 11

Languages Common, Thieves' Cant

Challenge 12 (8,400 XP)

PB: +4

Z-Drive. At the start of each round in combat, each creature must announce what it plans on doing on its next turn, in the same order as the initiative order. The creature announces where it wants to move ("next to Ekko" is a valid choice), what action it wants to take, what spell it wants to cast, what weapon it wants to attack with, what targets will it choose for its spells or its attacks, etc.

On its next turn, any creature other than Ekko must do exactly what it had announced. If doing what it had announced has become impossible, the creature must make a DC 18 Dexterity saving throw. On a success, the creature can choose a new course of action and act as normal. On a failure, the creature ends its turn and becomes Surprised until the end of Ekko's next turn.

Hoverboard. Ekko has a hoverboard which works in the same way as a *broom of flying*. If he is knocked prone, the hoverboard flies 100 feet in a random direction and Ekko loses this ability.

Actions

Multiattack. Ekko makes three attacks with his bat. If all three attacks hit the same creature, the creature takes an additional 14 (4d6) force damage, and is slowed as per the *slow* spell until the end of Ekko's next turn.

Bat. *Melee Attack Roll:* +8, reach 5 ft.. *Hit:* 9 (1d8+5) bludgeoning damage.

If the target is surprised, Ekko makes the attack with advantage.

Timewinder grenade. *Dexterity Saving Throw:* DC 18, each creature within a 15-foot sphere within 60 feet of Ekko. *Failure:* 27 (8d6) force damage. *Success:* Half damage.

Additionally, the area becomes difficult terrain until the end of Ekko's next turn.

Legendary Actions (1/round)

Extra time. Ekko takes an additional turn. He does not regain his legendary actions at the start of this additional turn.

VIKTOR, THE EVOLVED

Large Celestial, Lawful Glorious Neutral

Armor Class 19

Initiative: +10 (20)

Hit Points 250

Speed 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
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–	–	–	+10	–	–
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Saves

Skills Arcana +18

Damage Immunities all

Condition Immunities all

Senses Blindsight 300 ft., Truesight 300 ft., Passive Perception 20

Languages all

Challenge 12 (8,400 XP)

PB: +4

Ascended Existence. If he would make an ability check, attack roll or saving throw using another ability score, Viktor uses his Intelligence instead.

Flaws. Every time Viktor fails an attack roll, ability check or a saving throw, or takes a critical hit, he gains one "flaw".

At the start of his turn, if Viktor has 5 flaws, he disappears. Otherwise he loses 1 flaw.

Actions

Heal. One creature Viktor can touch must make a DC 18 Charisma saving throw, or be forcefully healed of its own humanity. The creature gains the Flaws trait, and while it has it, it obeys Viktor's orders and treats him as a trusted ally. When it starts its turns with 5 flaws, instead of disappearing, the creature loses the trait.

Evolve. One creature with the Flaws trait Viktor can touch starts to evolve. At the start of Viktor's next turn, if it still has the Flaws trait, it must make a DC 15 Charisma check.

If it succeeds, the creature evolves and permanently becomes a **Helmed Horror** under Viktor's control. It loses the Flaws trait. Nothing short of a *Wish* spell can undo this transformation.

Bonus Action

Teleport. Viktor teleports to an unoccupied space within 300 feet.



TACTICS TIP

Players can take the **Influence** action to make a Charisma (Persuasion) check contested by Viktor's Intelligence, in an attempt to call to his humanity. If they succeed, Viktor gains a flaw.