DUALINK

Legion (Granfaloon)

Monster



Castlevania Edition

Legion (Granfaloon)

Gargantuan fiend (demon), chaotic evil

Legion is a grotesque demonic entity concealed within an enormous sphere of human corpses. The bodies writhe and shift around its core, forming a protective shell that gradually breaks apart as Legion takes damage. Once exposed, its true form unleashes devastating beams of supernatural energy.

Armor Class 15 (core), 15 (corpse shell)

Hit Points 210 (20d20)

Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (−1)	20 (+5)	6 (−2)	14 (+2)	16 (+3)

Saving Throws Con +10, Wis +7, Cha +8

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 12

Languages understands Abyssal but cannot speak

Challenge 15 (13,000 XP)

Corpse Shell. Legion begins combat surrounded by four sections of tightly packed corpses: Front, Back, Left, and Right. Each section is a separate object with AC 15, 45 hit points, and immunity to poison and

psychic damage.

Each section protects a 90-degree arc around Legion, determined by its facing. A creature attacking Legion from a protected direction must target the corresponding shell section rather than its core.

When a section is reduced to 0 hit points, it is destroyed, exposing Legion's core from that direction. Creatures attacking from an exposed direction can target Legion's core normally. Damage dealt to a shell section does not carry over to Legion's core.

Legion's facing is established when combat begins. Whenever Legion moves, it can choose a new facing at the end of that movement. It cannot otherwise change its facing outside its turn.

An attack originating exactly on the boundary between two sections can target either adjacent section, chosen by the attacker. If one of those sections has been destroyed, the attacker can target Legion's core instead.

The shell sections move with Legion and cannot be targeted independently by effects that do not deal damage. Each section automatically fails Strength and Dexterity saving throws. Other saving throws use Legion's modifiers.

Area effects damage each section they reach, but damage Legion's core only if the effect originates from an exposed direction.

Destroyed sections cannot

regenerate.

One of Many. Legion can occupy another creature's space and vice versa. Creatures can move through Legion's space, which is difficult terrain. Legion cannot be knocked prone or forcibly moved against its will.

Falling Bodies. At the start of each of Legion's turns, while at least one section of its corpse shell remains, two corpses detach and fall into unoccupied spaces on the ground within 20 feet of Legion.
Each corpse becomes a shambling body under Legion's control. A shambling body uses the *zombie* stat block, except it has 1 hit point, cannot use Undead Fortitude, and deals 5 (1d6 + 2) bludgeoning damage with its Slam.
The bodies act immediately after Legion's turn and obey its commands. Legion can have no more than four shambling bodies active at once. Any additional bodies collapse harmlessly.

Exposed Horror. When all four sections of Legion's corpse shell have been destroyed, Legion enters its exposed phase.
While exposed, Legion loses Falling Bodies, gains access to Homing Barrage, and can make three Tentacle Beam attacks instead of two when it uses Multiattack.

Actions

Multiattack. Legion makes two Corpse Crush attacks while all four sections of its corpse shell remain.

Once at least one section has been destroyed, Legion can instead make two Tentacle Beam attacks.
While Exposed Horror is active, Legion makes three Tentacle Beam attacks.

Corpse Crush. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage.

Tentacle Beam. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 22 (4d10) force damage.
Legion can use this attack only while at least one section of its corpse shell has been destroyed.

Rain of Corpses (Recharge 5–6). Legion releases a torrent of bodies in a 20-foot-radius cylinder extending from its underside to the ground. Each creature in the area must make a DC 18 Dexterity saving throw, taking 27 (6d8) bludgeoning damage on a failed save, or half as much damage on a successful one.
Legion can use this action only while at least one section of its corpse shell remains.

Homing Barrage (Recharge 5–6). Legion fires a swarm of curving energy beams at up to three creatures it can see within 120 feet. Each target must make a DC 16 Dexterity saving throw, taking 36 (8d8) force damage on a failed save, or half as much damage on a successful one.
Legion can use this action only while Exposed Horror is active.

Legendary Actions

Legion 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. Legion regains spent legendary actions at the start of its turn.

Drifting Horror. Legion moves up to half its flying speed without provoking opportunity attacks. This movement does not allow Legion to change its facing.

Shambling Advance (Costs 2 Actions). Up to three shambling bodies controlled by Legion can each move up to their speed and make one Slam attack.

Focused Beam (Costs 2 Actions). Legion makes one Tentacle Beam attack, provided at least one section of its corpse shell has been destroyed.

Corpse Eruption (Costs 2 Actions). Legion violently shakes its corpse shell, scattering bodies in every direction. Each creature within 10 feet of Legion must succeed on a DC 18 Dexterity saving throw or take 14 (4d6) bludgeoning damage and be pushed 10 feet directly away from Legion.

Legion can use this action only while at least one section of its corpse shell remains.