DUALINK

Simon

BBEG



Expedition 33 Edition

Simon

Medium humanoid, lawful neutral

Armor Class: 19

Hit Points: 285 (30d8 + 150)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	14 (+2)	18 (+4)	14 (+2)

Saving Throws: Str +11, Con +10, Wis +9

Skills: Athletics +11, Insight +9, Perception +9

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities: frightened

Senses: passive Perception 19

Languages: Common, Abyssal, Celestial

Challenge: 14 (11,500 XP)

Legendary Resistance (2/Day). If Simon fails a saving throw, he can choose to succeed instead.

Simoso, Greatsword of Deferred Erasure. Simon wields Simoso, a massive greatsword that tears at the essence of its victims.

- Simon's melee weapon attacks have a reach of 20 feet.
- Whenever Simon hits a creature with Simoso, the attack deals an additional 7 (2d6) psychic damage.

Veteran of Erasure. Simon cannot be instantly killed or removed from play by effects that do not deal damage. Any effect that would destroy Simon outright, reduce him to 0 hit points without dealing damage, or remove him from existence without dealing damage

instead fails.

Mark of Inevitability. When Simon hits a creature with a melee attack, the creature must succeed on a DC 17 Charisma saving throw or become Marked. A Mark lasts for 1d4 – 1 rounds (minimum of 1 round). While a creature is Marked Simon may target that creature with certain actions, bonus actions, or legendary actions without making an attack roll, provided the ability normally targets a creature Simon can perceive.

Only two creatures can be Marked this way.

The Mark ends early if the creature becomes unconscious.

Unbroken Composure. Simon's form flickers between pigment and will. The first attack that hits Simon each round deals only 1 damage, regardless of the attack's damage type.

Actions

Multiattack. Simon makes three attacks with Simoso, Greatsword of Deferred Erasure.

Sever. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 16 (2d10 + 6) slashing damage plus 7 (2d6) psychic damage.

Cleave. *Melee Weapon Attack:* +11 to hit, reach 20 ft., up to two creatures within reach, making a separate attack roll for each target. *Hit:* 8 (1d10 + 3) slashing damage plus 7 (2d6) psychic damage.

Chroma Consumption (Recharge 6). Simon drives Simoso through

the canvas itself, attempting to tear a creature from stability. One creature Simon can see within 20 feet must make a DC 20 Constitution saving throw. On a failed save, the creature is reduced to 1 hit point. On a successful save, the creature takes 27 (6d8) psychic damage. This effect cannot reduce a creature below 1 hit point.

Bonus Actions

Deferred Rend. Simon focuses on a creature already claimed. One Marked creature takes 18 (4d8) psychic damage.

Measured Advance. Simon moves up to 20 feet without provoking opportunity attacks.

Legendary Actions

Simon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Simon regains spent legendary actions at the start of his turn.

Afterimage Slash. Simon makes one Sever attack.

Chroma Claim. Simon targets one Marked creature. That creature takes 14 (3d8) psychic damage.

Chroma Reassertion (Costs 2 Actions). Simon reinforces his claim upon the canvas, tightening the chromatic tether. One creature currently Marked by Simon must succeed on a DC 17 Charisma saving throw or suffer the following effects until the end of Simon's next turn:

- The creature's speed becomes 0.

- The creature has disadvantage on saving throws and attack rolls.
- If the creature attempts to teleport, become invisible, or leave the battlefield by magical means, the attempt fails and the creature takes 10 (3d6) psychic damage.

Afterimage Ascension

Chroma Surge (Immediate Effect). When Simon reaches 50% HP, chroma floods the battlefield as Simoso expands unnaturally. Each creature of Simon's choice within 30 feet must make a DC 18 Dexterity saving throw, taking 22 (4d10) psychic damage on a failed save, or half as much damage on a successful one. Simon immediately regains all expended Recharge abilities and one use of Legendary Resistance.

Mechanical Changes

Simoso, Enlarged Blade of Deferred Erasure. Simoso grows further beyond its physical limits.

- Simoso's reach increases to 25 feet.
- The additional psychic damage dealt by Simoso increases to 10 (3d6) psychic damage.

Afterimage Recursion. Simon's attacks now persist on the canvas after they are made. When Simon uses Sever or Cleave, he creates an afterimage imprint at the location of that attack. At the start of Simon's next turn, each afterimage repeats the same attack in the same area. These repeated attacks:

- Use the same attack roll as the original attack
- Deal the same damage

- Do not create additional afterimages

After resolving, the afterimage disappears.

Refined Inevitability. Simon no longer needs to reassert control.

- Marked creatures have disadvantage on Charisma saving throws against Simon's abilities.
- Simon may have up to four creatures Marked at the same time.

New Legendary Action

Afterimage Trigger. Simon forces the canvas to resolve what should not yet occur. Simon immediately triggers all existing afterimage attacks created by Sever or Cleave, resolving them simultaneously.

Concept Erasure

When Simon reaches 25% HP, he overwrites the canvas in a single, catastrophic surge.

Each creature of Simon's choice that he can see must make a Charisma saving throw.

- A creature makes this saving throw with disadvantage if it is Marked by Simon.
- On a successful save, the creature is unaffected.
- On a failed save, the creature suffers Concept Erasure, determined by its class.

These effects last until Simon is defeated.

Concept Erasure

Full Spellcaster. The creature cannot cast spells, expend spell slots, or use spellcasting class features.

Full Martial. All of the creature's ability scores become 10 (+0). Proficiency bonus and proficiencies are unaffected.

Half Spellcaster. The creature rolls a d4:

- Odd: Full Martial effect
- Even: Full Spellcaster effect

"Stand if you wish. The canvas will forget you all the same."

