

RISEN VENN LEGIONNAIRE

Medium Undead, Lawful Evil

Armor Class 17 (splint mail)

Hit Points 67 (9d8+27)

Speed 30 ft.

STR 18 (+4)

DEX 10 (+0)

CON 16 (+3)

INT 6 (-2)

WIS 8 (-1)

CHA 5 (-3)

Saving Throws Str +6, Con +5

Skills Athletics +6, Perception +1

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands the old Venn tongue but cannot speak

Challenge 4 (1,100 XP)

Undead Fortitude. If damage reduces the Legionnaire to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Legionnaire drops to 1 hit point instead.

Formation Fighting. While adjacent to at least one other Risen Venn Legionnaire, this creature has advantage on attack rolls and saving throws. Creatures attacking it have disadvantage on attack rolls.

Territorial Bound. The Legionnaire cannot willingly move more than 100 feet from the site it patrols. If forced beyond this boundary, it must use all its movement each turn to return. It does not pursue prey beyond the boundary.

ACTIONS

Multiattack. The Legionnaire makes two longsword attacks and one shield bash, or three javelin attacks.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8+4) slashing damage.

Shield Bash. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4+4) bludgeoning damage and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 11 (2d6+4) piercing damage.

Rally the Dead (Recharge 6). The Legionnaire lets out a soundless battle cry felt only by the dead. All Risen Venn Legionnaires within 60 feet regain 10 (3d6) hit points and are no longer frightened.

REACTIONS

Shield Wall. When an adjacent ally is hit by an attack, the Legionnaire can use its reaction to impose disadvantage on the attack roll. If the attack still hits, the Legionnaire takes half the damage instead of the original target.

Lore

The soldiers of Venn did not all fall peacefully when the Empire died. Those who perished during the Spirit Dragon Wars on ground thick with draconic corruption were denied clean death. They rise in their

ancient arms and armor -- still in formation, still following orders from commanders ten thousand years gone. Risen Venn Legionnaires patrol the ruins of Venn fortresses in slow, endless circuits. They do not pursue past the boundary of what they were tasked to guard. They do not speak. They do not rest. They have been doing this for ten thousand years and will continue until someone stops them or the stones they guard finally crumble to nothing.

Habitat

Venn ruins, underground fortresses, ancient battlefields