



BENEOS TOKENS

SCORCHED LEGIONARY



D&D HOMEBREW



A Beneos Tokens homebrew creature statblock
for the world's greatest roleplaying game

SCORCHED LEGIONARY

The Scorched Legion's origins lie within the ash-choked plains of the Realm of Fire. The lords of the realm are in constant warfare, their mortal troops long expended. Unyielding, relentless soldiers were formed from volcanic rock and embers of the Primordial Flame. Soon the Scorched Legionaries waged eternal war on their masters behalf, their conflicts soon encroaching onto the mortal realms. They are devastating heavy infantry, blindly following their master's commands, untiring and without mercy. Many a desperate sovereign turns to the lords of the Fire Realm as a means to acquire the might of the Legion for their own purpose, not knowing, that by doing so they may doom the very realm they try to protect or conquer.

BENEOS TOKENS

This creature was released on [Patreon](#) and is part of weekly Animated Tokens to impress your players. Each creature comes with different animations and Top Down and Isometric perspectives.

SCORCHED LEGIONARY

Medium elemental, neutral

Armor Class 17 (Natural Armor + shield)

Hit Points 51 (5d8+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	6 (-2)	12 (+1)	7 (-2)

Damage Resistances Bludgeoning, Piercing, and Slashing From Nonmagical Attacks

Damage Immunities Fire, Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 30 ft., passive Perception 11

Languages Ignan

Challenge 4 (1100 XP)

Ragefire Panoply. The Scorched Legionary gains 10 temporary hit points at start of its turn. As long as it has these temporary hit points, enemy creatures take 4 (1d6) fire damage when they get within 10 ft. of the Legionary for the first time on a turn or start their turn there.

Closed Ranks. The Scorched Legionary gains +1 to its AC and advantage on Strength saving throws, if at least one other Scorched Legionary (or an allied creature with the **Closed Ranks** ability) is in an adjacent space within 5 ft. of the Legionary.

Death Burst. Upon being reduced to 0 hit points, the Scorched Legionary explodes in a burst of jagged rock and liquid magma. Each enemy creature within 5 ft. of the Legionary must succeed on a DC 14 Dexterity saving throw or take 4 (1d6) fire damage and 4 (1d6) piercing damage.

Actions

Multiattack. The Scorched Legionary makes two attacks with its Scorch-Iron Cleaver.

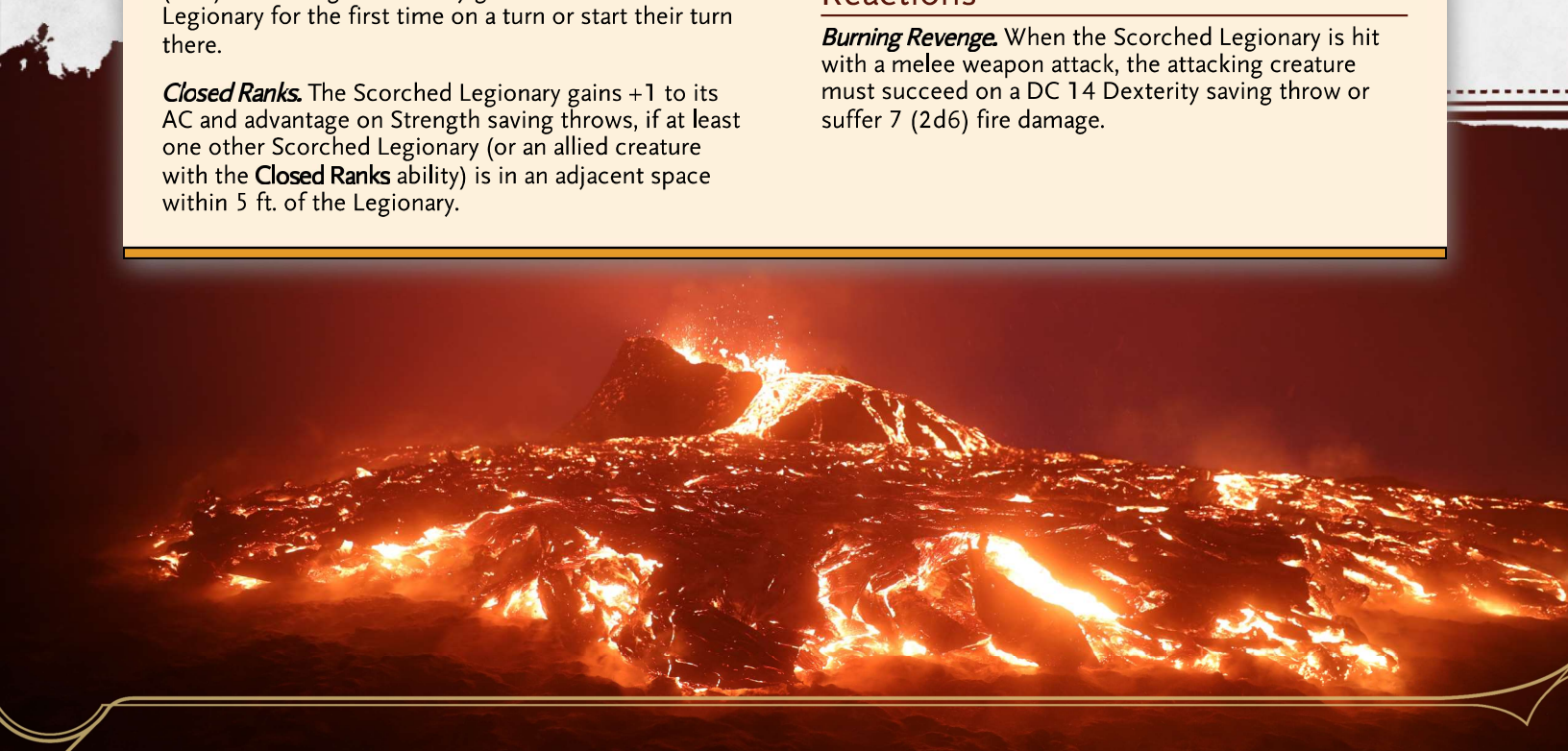
Scorch-Iron Cleaver. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+3) slashing damage plus 3 (1d4) fire damage.

Scorch-Iron Javelin. *Ranged Weapon Attack:* +5 to hit, range 30/60, one target. *Hit:* 7 (1d6+3) plus 3 (1d4) fire damage.

Blazing Breath (Recharge 5-6). Each creature in a 15-foot cone must make a DC 14 Dexterity saving throw. A creature takes 11 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Reactions

Burning Revenge. When the Scorched Legionary is hit with a melee weapon attack, the attacking creature must succeed on a DC 14 Dexterity saving throw or suffer 7 (2d6) fire damage.



HOW TO RUN A SCORCHED LEGIONARY

1. Activate the Ragefire Panoply at the start of your turn. This will grant you 10 temporary hit points per turn and a passive ability (deal 1d6 fire damage to creatures too close to you), upping both offensive and defensive potential.

2. Keep the ranks closed. Scorched Legionaries should at least operate in pairs and stay as a united front to push their AC to 18, gain advantage on Strength saves (which helps them staying in position) and creatures engaging them suffer twice the amount of fire damage from two Ragefire Panoplies!

3. Go out it a blaze of glory. Once per turn you can use your reaction to deal 2d6 additional fire damage (Burning Revenge) to a creature who hit you and should you die, remember that you explode for additional 2d6 damage (Death Burst)!

SUMMON SCORCHED LEGION

5th-level conjuration

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a broken blade and a pinch of volcanic ash)

Duration: Up to 1 hour

You call forth an two Scorched Legionaries. Choose an empty 10 ft. square within range. Two Legionaries of the Scorched Legions will step from a burning gate. They disappear when they drop to 0 hit points or when the spell ends. The Legionaries are friendly to you and your companions for the duration. Roll initiative for each Legionary, both have their own turns. They obeys any verbal commands that you issue to them (no action required by you). If you don't issue any commands to the Legionaries, they defend themselves from hostile creatures but otherwise takes no actions. **At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, you summon one additional Legionary. When you cast this spell using a 9th level spell slot, you summon five Legionaries.

