



CHAPTER 2

LEGIONS AND DARK LORDS

CREATING A LEGION OF MONSTERS CAN BE AN EXCITING and challenging task for any Dungeon Master. However, creating a legion monster that is both challenging for players and fun to run can be difficult. In this chapter, we'll focus on creating a legion of a specific type of monster, such as zombies, ghosts, vampire spawns, or even dinosaurs.

It's important to note that a legion monster functions as a single unit, similar to a swarm, and is made up of multiple creatures of the same type. The creatures in the legion work together to move, attack, and defend, creating a unique challenge for players to overcome.

The first step in creating a legion is to determine the size and composition of the group. How many creatures will be in the legion, and what types of creatures will they be? For example, a zombie legion might consist of 50 to 100 zombies, while a ghost legion might only have 20 to 50 ghosts. The number of creatures in the legion will affect the overall difficulty and balance of the encounter.

It's important to note that a legion is "weaker" than if you would take the same amount of creatures and

put them in combat against players separately like it is today. However, these guidelines make it easier for dungeon masters and players to battle larger quantities of monsters.

From there, you can adjust the hit points and damage output of the legion to fit the needs of your campaign and the level of your players. A legion can also function without a dark lord, acting more like a traditional swarm. In this case, the legion will still be a formidable opponent, using its unique abilities to swarm and overwhelm players.

In some cases, a legion may be controlled by a powerful dark lord, who uses the legion to further their own agenda. The dark lord may have their own set of abilities and attacks, making the encounter even more challenging. If a dark lord is present, they will only be available to attack once the legion is at half its hit points. Once the dark lord is defeated, the legion will crumble and be defeated as well.

SIZE OF THE LEGION

The size of a “legion” can greatly affect its difficulty and balance. A legion with more creatures will have more actions per round, higher hit points, and greater damage output. To help balance the legion for your campaign, you can adjust the hit points and damage output of the legion based on the number of creatures in it.

The following tables provides guidelines for increasing the CR level, hit points, and damage output of a “legion” based 20, 50 and 100 creatures in it. To use these tables, simply choose the number of creatures in the “legion,” determine the starting CR of the creatures, and adjust the CR level increase, hit point multiplier, and damage output accordingly. We will go through this more thoroughly later in this chapter.

20 CREATURES

Number of Creatures	Starting CR	CR Level Increase	Hit Point Multiplier	Damage Output
20	1/8 or lower	+1	x3	+2 Dices
20	1/4	+2	x3	+2 Dices
20	1/2	+3	x3	+2 Dices
20	1	+4	x3	+2 Dices
20	2	+5	x3	+2 Dices
20	3	+6	x3	+2 Dices
20	4	+7	x3	+2 Dices
20	5	+8	x3	+2 Dices
20	6	+9	x3	+2 Dices
20	7	+10	x3	+2 Dices
20	8	+11	x3	+2 Dices
20	9	+12	x3	+2 Dices
20	10	+13	x3	+2 Dices
20	11	+14	x3	+2 Dices
20	12	+15	x3	+2 Dices
20	13	+16	x3	+2 Dices
20	14	+17	x3	+2 Dices
20	15	+18	x3	+2 Dices
20	16	+19	x3	+2 Dices
20	17	+20	x3	+2 Dices
20	18	+21	x3	+2 Dices
20	19	+22	x3	+2 Dices
20	20	+23	x3	+2 Dices

50 CREATURES

Number of Creatures	Starting CR	CR Level Increase	Hit Point Multiplier	Damage Output
50	1/8 or lower	+2	x4	+5 Dices
50	1/4	+3	x4	+5 Dices
50	1/2	+4	x4	+5 Dices
50	1	+6	x4	+5 Dices
50	2	+8	x4	+5 Dices
50	3	+10	x4	+5 Dices
50	4	+12	x4	+5 Dices
50	5	+14	x4	+5 Dices
50	6	+18	x4	+5 Dices
50	7	+19	x4	+5 Dices
50	8	+20	x4	+5 Dices
50	9	+21	x4	+5 Dices
50	10	+23	x4	+5 Dices
50	11	+25	x4	+5 Dices
50	12	+27	x4	+5 Dices
50	13	+29	x4	+5 Dices
50	14	+31	x4	+5 Dices
50	15	+33	x4	+5 Dices
50	16	+35	x4	+5 Dices
50	17	+36	x4	+5 Dices
50	18	+37	x4	+5 Dices
50	19	+38	x4	+5 Dices
50	20	+39	x4	+5 Dices

100 CREATURES

Number of Creatures	Starting CR	CR Level Increase	Hit Point Multiplier	Damage Output
100	1/8 or lower	+6	x7	+10 Dices
100	1/4	+7	x7	+10 Dices
100	1/2	+8	x7	+10 Dices
100	1	+10	x7	+10 Dices
100	2	+12	x7	+10 Dices
100	3	+14	x7	+10 Dices
100	4	+16	x7	+10 Dices
100	5	+18	x7	+10 Dices
100	6	+22	x7	+10 Dices
100	7	+23	x7	+10 Dices
100	8	+24	x7	+10 Dices
100	9	+25	x7	+10 Dices
100	10	+27	x7	+10 Dices
100	11	+29	x7	+10 Dices
100	12	+31	x7	+10 Dices
100	13	+33	x7	+10 Dices
100	14	+35	x7	+10 Dices
100	15	+37	x7	+10 Dices
100	16	+39	x7	+10 Dices
100	17	+40	x7	+10 Dices
100	18	+41	x7	+10 Dices
100	19	+42	x7	+10 Dices
100	20	+43	x7	+10 Dices

CALCULATING THE CR LEVEL INCREASE

The CR level increase determines how much the CR of the “legion” should be increased to reflect its greater strength and abilities. To calculate the CR level increase for a “legion,” use the following formula:

$$\text{CR Level Increase} = (\text{Number of Creatures} - 1) / 4$$

NUMBER OF CREATURES

The number of creatures in the “legion” should be taken into account when determining the CR level increase. A “legion” with more creatures will have higher hit points, and greater damage output.

The CR level increase calculated using this formula should be added to the starting CR to determine the final CR of the “legion.” For example, if the starting CR is 1 and the CR level increase is +6, the final CR of the “legion” is $1 + 6 = 7$.

Note that the CR level increase is only a guideline, and you should adjust it as needed to balance the “legion” for your campaign. You can also adjust the hit points and damage output of the “legion” to further balance it, as described in the previous section.

CALCULATING LEGION HIT POINTS

When creating a legion of monsters, it’s important to adjust their hit points to account for the increased number of creatures in the group. The hit point multiplier table below provides guidelines for adjusting the hit points based on the number of creatures in the legion.

Number of Creatures	Hit Point Multiplier
10-30	x3
31-50	x4
51-70	x5
71-90	x6
91-110	x7

To use the table, determine the number of creatures in the legion and choose the corresponding hit point multiplier. Multiply the base hit points of each creature by the hit point multiplier to determine the final hit points for the legion.

For example, let’s say we have a legion of 40 zombies with a starting CR of 1/4 and base hit points of 22 (3d8+9). Using the hit point multiplier table, we can see that the multiplier for 31-50 creatures is x4.

This means that the final hit points for the legion would be:

- **Final Hit Points.** *Base Hit Points x Hit Point Multiplier* = $22 \times 4 = 88$ (12d8+36)

INCREASING THE DAMAGE

When you create a “legion” of monsters, you’re essentially taking a group of individual creatures and treating them as a single unit. This means that they will act and attack as one, but will have much higher hit points and damage output than a single creature.

To reflect this increased damage output, we use a “bonus dice” notation, where each group of creatures deals extra dice of damage depending on the number of creatures. The bonus dice are added to the damage of each attack or feature that the monster has which deals damage. For example, if a zombie normally deals 1d6+1 damage with its slam attack, a “legion” of zombies with +2 bonus dice would deal 3d6+1 damage with each slam attack.

The bonus dice are based on the number of creatures in the “legion,” as shown in the following table:

Number of Creatures	Bonus Dice
10-20	+2
21-30	+3
31-40	+4
41-50	+5
51-60	+6
61-70	+7
71-80	+8
81-90	+9
91-100	+10

The bonus dice notation is intended to make it easy to apply the increased damage output for a “legion” of monsters, without having to go through and calculate the damage for each individual attack or feature. This allows you to quickly and easily



LEGION VULNERABILITY

Due to the concentrated nature of a legion, they are particularly vulnerable to area of effect (AoE) attacks such as fireball, lightning bolt, or similar spells. When a legion is hit with an AoE attack, the damage it takes is doubled. This vulnerability makes AoE attacks a powerful tool for taking down legions quickly.

Not only are legions vulnerable to spells, but they are also vulnerable to area of effect attacks from martial classes, such as the barbarian's "Desert" from its Storm Aura feature. These attacks can deal significant damage to legions, making them a valuable tool in battle.

EXAMPLE OF LEGIONS

Providing examples of legions can be a helpful way for Dungeon Masters to adopt the idea for their own games. For instance, a legion could consist of a group of orcs led by a powerful hobgoblin warlord, or a swarm of fiendish creatures bound to a powerful sorcerer.

EXAMPLE 1 - LEGION OF 50 ZOMBIES

- **Starting CR:** 1/4
- **Hit Points:** 22 (3d8+9)
- **Slam Attack.** +3 to hit, 1d6+1 bludgeoning damage

Assuming that the legion consists of 50 zombies, the hit point multiplier would be x4 and the CR level increase would be +3. Using these values, we can update the stats for the legion:

- **Final CR:** $1/4 + 3 = 4$ (rounded up)
- **Hit Points:** $22 (3d8+9) \times 4 = 88 (12d8+36)$
- **Slam Attack.** +3 to hit, 1d6+1 bludgeoning damage + 5d6 Note that we have added 5d6 to the damage output to account for the increased number of zombies in the legion. This means that each zombie in the legion will do an average of 8.5 points of additional damage per attack, making the legion more dangerous in combat.

Again, it's important to note that these stats are just guidelines, and you should adjust them as needed to balance the legion for your campaign. Additionally, the final CR of the legion is just an estimate, and should be adjusted based on the abilities and synergies of the creatures in the legion.

EXAMPLE 2 - LEGION OF 50 HILL GIANTS

- **Starting CR:** 5

- **Hit Points:** 105 (10d12+40)
- **Multiattack.** The giant makes two greatclub attacks.
- **Greatclub.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8+5) bludgeoning damage.
- **Rock.** Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. Hit: 21 (3d10+5) bludgeoning damage. Assuming that the legion consists of 50 hill giants, we can use the table to update the stats for the legion:
- **Final CR:** $5 + 14 = 19$ (rounded up)
- **Hit Points:** $105 (10d12+40) \times 4 = 420 (40d12+160)$
- **Multiattack.** The giant makes two greatclub attacks.
- **Greatclub.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8+5) bludgeoning damage + 5d8
- **Rock.** Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. Hit: 21 (3d10+5) bludgeoning damage + 5d10



MULTIPLE MONSTER TYPES WITHIN A LEGION

If the legion contains multiple types of monsters, the dungeon master can choose an action from one of the monster types to represent the legion's actions for that turn. The dungeon master can pick a different action each time it is the legion's turn. This allows for a variety of actions to keep the players on their toes and adapt to changing situations.

THE LEGION'S SPACE

The size of a legion can vary greatly depending on the number and size of the creatures within it. Generally speaking, a legion is considered huge in size if it consists of 10 to 20 creatures, and gargantuan in size if it consists of more than 20 creatures.

Legion Size	Space
Huge	The legion occupies a space of up to 15 feet by 15 feet, and can occupy the same space as other creatures.
Gargantuan	The legion occupies a space of up to 30 feet by 30 feet, and can occupy the same space as other creatures.

It's up to the DM to determine how the legion's space interacts with the battlefield and other creatures. The legion can occupy multiple creature's squares, much like a swarm monster, and can use this to its advantage to surround and overwhelm its enemies.

ADDING MONSTER FEATURES TO THE LEGION

The number of monster features that can be added to the legion depends on its starting CR.

Starting CR	Number of Features
1/8 - 10	2
11 - 20	3
21 - 30	4

The features must be within the statblock of a monster that is already part of the legion. Here are some examples:

Feature Description

Pack Tactics	The legion has advantage on attack rolls against a creature if at least one of the legion's allies is within 5 feet of the creature and the ally isn't incapacitated.
Keen Senses	The legion has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.
Charge	If the legion moves at least 20 feet straight toward a target and then hits it with a melee attack on the same turn, the target takes an extra 10 (3d6) bludgeoning damage.
Flyby	The legion doesn't provoke an opportunity attack when it flies out of an enemy's reach.



EXTENDED MONSTER STAT TABLE

While this table provides additional stats for monsters with a challenge rating of 30 or higher, it is important to note that these values are intended for use in high-level games where players have reached level 20 or above and may have access to Epic Boons or Epic Levels. Using these values in lower-level games could lead to imbalanced encounters and make combat overly difficult for lower-level characters. It is recommended that this table be used only in appropriate high-level campaigns.

CR	Prof. Bonus	Armor Class	Hit Points	Attack Bonus	Damage / Round	Save DC
31	+9	19	851-895	+14	339-356	23
32	+9	19	896-940	+14	357-374	23
33	+10	20	941-985	+15	375-392	23
34	+10	20	986-1030	+15	393-410	23
35	+10	20	1031-1075	+15	411-428	23
36	+10	20	1076-1120	+16	429-446	23
37	+11	20	1121-1165	+16	447-464	23
38	+11	20	1166-1210	+16	465-482	23
39	+11	20	1211-1255	+17	483-500	24
40	+11	20	1256-1300	+17	501-518	24
41	+12	20	1301-1345	+17	519-536	24
42	+12	20	1346-1390	+18	537-554	24
43	+12	20	1391-1435	+18	555-572	24
44	+12	20	1436-1480	+18	573-590	24
45	+13	20	1481-1525	+19	591-608	24
46	+13	20	1526-1570	+19	609-626	24
47	+13	20	1571-1615	+19	627-644	24
48	+13	20	1616-1660	+20	645-662	24
49	+14	20	1661-1705	+20	663-680	24
50	+14	20	1706-1750	+20	681-698	25
51	+14	20	1751-1795	+20	699-716	25
52	+14	20	1796-1840	+20	717-734	25
53	+15	20	1841-1885	+20	735-752	25
54	+15	20	1886-1930	+20	753-770	25
55	+15	20	1931-1975	+20	771-788	25
56	+15	20	1976-2020	+20	789-806	25
57	+15	20	2021-2065	+20	807-824	25
58	+15	20	2066-2110	+20	825-842	25
59	+15	20	2111-2155	+20	843-860	25
60	+15	20	2156-2200	+20	861-878	25



DARK LORD IN A LEGION

In some cases, a legion may be controlled by a powerful Dark Lord, who uses the legion to further their own agenda. The Dark Lord may have their own set of abilities and attacks, making the encounter even more challenging.

The Dark Lord can only act through Mythic actions, which work similarly to legendary actions, and will correspond to the Dark Lord's actions. The Dark Lord can only act when either the legion moves, after being targeted by a spell (after the spell has resolved), or after the legion is attacked (after the attack has been resolved). The Dark Lord can only be targeted once the legion is at half its hit points. At that point, the Dungeon Master should inform the players by stating something like:

"The number of creatures from the legion has been greatly reduced, and you all see an opening to target the Dark Lord (insert name of the Dark Lord if appropriate)."

If the legion already has legendary or mythic actions, then the Dark Lord and the legion receives separate pools of legendary or mythic actions and act independently from each other.

It's important to note that the Dark Lord will remain even if the creatures of the legion are defeated. Players will still have to deal with the Dark Lord's unique abilities and attacks until it is defeated, making for a more challenging and memorable encounter. It's also worth noting that if the legion is defeated, any remaining mythic actions of the Dark Lord will turn into normal actions as if the legion never existed.

"My dear little mortals, do not fear the darkness, for it is where true power lies. You see, life is but a fleeting shadow, a temporary illusion that we must all embrace for a time. But death, ah death is eternal. Death is the ultimate reality, and I am the mistress of that reality. Every arrow I loose, every life I take, adds to the legion under my command. They rise at my whim, and they will serve me in life and in death. So come, my little playthings, come and dance with the darkness."

– Silviana, The Undying Huntress



DARK LORDS

Dark Lords are a terrifying force to be reckoned with. They come from all walks of life, from powerful spellcasters to cunning fiends. Some Dark Lords are masters of necromancy, able to summon hordes of undead to do their bidding. Others command armies of demons or fiends from the Nine Hells. These powerful beings are not to be trifled with, as they can bring entire kingdoms to their knees.

Master of the Undead. Some Dark Lords have gained mastery over the dead, able to summon skeletons, zombies, and other undead creatures to do their bidding. They are often accompanied by legions of undead soldiers that can overwhelm even the mightiest of armies.

Deadly Accuracy. Some Dark Lords are skilled with ranged weapons, such as longbows or crossbows. They are able to pick off their enemies from a distance with deadly accuracy, taking down their foes before they even know what hit them.

Soul Stealing. Dark Lords with ties to the fiendish or demonic realms have the ability to steal the souls of their victims. They use this power to create new minions to serve them, or to fuel their own dark magic.

Fiendish Commanders. Some Dark Lords have made deals with fiends and other extraplanar beings, granting them command over vast armies of demons or other creatures. These legions can lay waste to entire cities and are nigh unstoppable in battle.

Corrupting Influence. Many Dark Lords are able to corrupt and manipulate those around them, turning even the most loyal of subjects into their willing thralls. They are able to bend the wills of others to their own, creating an army of fanatically loyal soldiers that will follow their every command without question.

Ancient Evils. Some Dark Lords have been around for centuries or even millennia, gaining power and knowledge beyond that of mortals. They may have been powerful sorcerers, priests, or warriors in life, and in death have become even more dangerous. These Dark Lords may have access to ancient and powerful artifacts or have control over powerful magical ley lines.

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LADY ISADORA

BLACKWOOD

Medium humanoid (dark lord), lawful evil

- **Armor Class** 15 (chain shirt)
- **Hit Points** 228 (24d8 + 120)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	23 (+6)	21 (+5)	16 (+3)	15 (+2)	18 (+4)

- **Saving Throws** Dex +11, Con +10, Wis +7
- **Skills** Acrobatics +11, Perception +7, Religion +8
- **Damage Resistances** acid, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** poison
- **Condition Immunities** blinded, charmed, frightened, paralyzed, petrified, poisoned, restrained Senses darkvision 60 ft., passive Perception 17
- **Languages** Abyssal, Common, Elvish, Infernal, Sylvan
- **Challenge** 15 (13,000 XP)

Dark Lord's Invulnerability. The dark lord cannot be targeted by spells and is immune to all conditions and damage until the legion is at half its hit points. Once the legion is at half its hit points, the dark lord can be targeted as normal.

Dark Lord's Last Stand. If the dark lord is reduced to 0 hit points, the legion it commands crumbles and dies.

MYTHIC ACTIONS

The dark lord can only take a Mythic Action when the right circumstances present themselves. The dark lord can take one Mythic Action at a time and only when

- The legion moves.
- After the legion is affected by a spell (after the spell has resolved).
- After the legion is attacked (after the attack has been resolved).

The dark lord regains the expended Mythic Action at the start of their legion's turn.

It's important to note that these Mythic Actions only apply as long as the legion exists. If the legion is vanquished before the dark lord, these Mythic Actions turn into normal actions.

Raise Undead. Lady Isadora raises a d20 (1d4 if the legion is defeated) number of zombies or skeletons to join the legion. These undead increase the hit points

and hit point maximum of the legion by 10 for each zombie and skeleton that she raises.

Undead Command. Lady Isadora issues a command to the undead in the legion (or to each individual skeleton or zombie if the legion is defeated), causing them to take an additional action on their turn. This action can be used to move or attack.

Life Drain. *Ranged Spell Attack:* +11 to hit, range 30 ft., one target. *Hit:* 36 (8d8) necrotic damage and Lady Isadora regains hit points equal to the damage dealt.



LORD EZU

Medium humanoid (dark lord), lawful evil

- **Armor Class** 18 (plate armor)
- **Hit Points** 297 (22d8 + 154)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	24 (+7)	18 (+4)	16 (+3)	20 (+5)

- **Saving Throws** Wis +9, Cha +11
- **Skills** Athletics +11, Intimidation +11, Religion +10
- **Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** cold, poison
- **Condition Immunities** blinded, charmed, frightened, paralyzed, petrified, poisoned
- **Senses** truesight 60 ft., passive Perception 13
- **Languages** Abyssal, Common, Infernal
- **Challenge** 19 (22,000 XP)

Dark Lord's Invulnerability. The dark lord cannot be targeted by spells and is immune to all conditions and damage until the legion is at half its hit points. Once the legion is at half its hit points, the dark lord can be targeted as normal.

Dark Lord's Last Stand. If the dark lord is reduced to 0 hit points, the legion it commands crumbles and dies.

MYTHIC ACTIONS

The dark lord can only take a Mythic Action when the right circumstances present themselves. The dark lord can take one Mythic Action at a time and only when:

- The legion moves.
- After the legion is affected by a spell (after the spell has resolved).
- After the legion is attacked (after the attack has been resolved).

The dark lord regains the expended Mythic Action at the start of their legion's turn.

It's important to note that these Mythic Actions only apply as long as the legion exists. If the legion is vanquished before the dark lord, these Mythic Actions turn into normal actions.

Call of the Abyss. Lord Ezu calls forth 1d6+1 demons from the Abyss to join the legion. These demons increase the hit points and hit point maximum of the legion by 30 for each creature that he calls.

Fiendish Command. Lord Ezu issues a command to the fiends in the legion, causing them to take an additional action on their turn. This action can be used to move or attack.

Hellfire Blast. *Ranged Spell Attack:* +10 to hit, range 60 ft., one target. *Hit:* 35 (10d6) fire damage and the target is engulfed in flames, taking an additional 10 (3d6) fire damage at the start of each of its turns until the flames are extinguished (a creature can use its action to put out the flames or they are automatically extinguished after 1 minute).



XIL'THALASS

Huge aberration (dark lord), chaotic evil

- **Armor Class** 19 (natural armor)
- **Hit Points** 300 (24d12 + 144)
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	22 (+6)	13 (+1)	17 (+3)	10 (+0)

- **Saving Throws** Str +12
- **Damage Resistances** force; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** psychic
- **Condition Immunities** blinded, charmed, frightened, petrified, stunned
- **Senses** truesight 60 ft., passive Perception 13
- **Languages** Deep Speech
- **Challenge** 19 (22,000 XP)

Dark Lord's Invulnerability. The dark lord cannot be targeted by spells and is immune to all conditions and damage until the legion is at half its hit points. Once the legion is at half its hit points, the dark lord can be targeted as normal.

Dark Lord's Last Stand. If the dark lord is reduced to 0 hit points, the legion it commands crumbles and dies.

MYTHIC ACTIONS

The dark lord can only take a Mythic Action when the right circumstances present themselves. The dark lord can take one Mythic Action at a time and only when:

- The legion moves.
- After the legion is affected by a spell (after the spell has resolved).
- After the legion is attacked (after the attack has been resolved).

The dark lord regains the expended Mythic Action at the start of their legion's turn.

It's important to note that these Mythic Actions only apply as long as the legion exists. If the legion is vanquished before the dark lord, these Mythic Actions turn into normal actions.

Summon Thralls. Xil'thalass summons 1d20 (1d6 if the legion is defeated) aberrations to join the legion. These aberrations increase the hit points and hit point maximum of the legion by 10 for each creature summoned.

Mind Fly. Xil'thalass targets a creature within 60 feet and makes a Wisdom saving throw DC 20. On a

failed save, the target takes 27 (6d8) psychic damage and becomes stunned until the end of its next turn. On a successful save, the target takes half damage and is not stunned.

Dimensional Rift. Xil'thalass opens a rift to another plane of existence within 300 feet of it, causing all creatures within 60 feet of the rift to make a Dexterity saving throw DC 20. On a failed save, a creature takes 44 (8d10) force damage and is teleported to a random location within its legion's space. On a successful save, the creature takes half damage and is not teleported.

