

Eidolon

Medium, Undead, Any Alignment

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ARMOR CLASS

17

HIT POINTS

180 (24d8 + 72)

CHALLENGE

12 | 8,400 XP

PROFICIENCY

+4

Speed Fly 40 ft. (hover), Walk 0 ft.

Initiative +3

Saving Throws Cha +9, Wis +8

Skills History +5, Religion +5, Perception +8

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Poisoned, Prone, Restrained

Senses Darkvision 120 ft.; Passive Perception 18

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Languages The languages it knew in life

STR

7

-2

DEX

16

+3

CON

16

+3

INT

12

+1

WIS

18

+4

CHA

20

+5

Traits

Sacred Possession. The eidolon can merge with an unattended statue, idol, or sacred object of Large size or bigger, animating it as its body until the body is destroyed.

Incorporeal Drift. While not possessing an object, the eidolon can move through creatures and objects as if they were Difficult Terrain.

Actions

Spirit Smite. Melee Spell Attack: +9, reach 10 ft. Hit: 31 (7d8) Radiant or Necrotic damage, eidolon choice.

Temple Wrath (Recharge 5-6). Wisdom Saving Throw: creatures of the eidolon choice within 30 feet. Failure: 63 (14d8) Radiant or Necrotic damage and the target is Frightened until the end of its next turn. Success: Half damage.

Reactions

Sanctuary Refusal. When the eidolon fails a saving throw while in a shrine, tomb, or temple, it adds 4 to the roll, potentially turning the failure into a success.

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