

Emerald Eye Construct

Medium, Construct, Unaligned

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ARMOR CLASS

17

HIT POINTS

95 (10d8 + 50)

CHALLENGE

5 | 1,800 XP

PROFICIENCY

+3

Speed

Walk 30 ft.

Initiative

+1

Saving Throws

Con +8, Wis +5

Skills

Perception +5

Damage Resistances

Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities

Poison, Psychic

Condition Immunities

Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses

Darkvision 120 ft.; Passive Perception 15

Passive Perception

15

Languages

Understands the language of its creator but cannot speak

STR18
+4**DEX**12
+1**CON**20
+5**INT**8
-1**WIS**14
+2**CHA**6
-2

Traits

Emerald Sight. Magical darkness does not impede the construct darkvision.

Immutable Form. The construct is immune to effects that would alter its form.

Actions

Multiattack. The construct makes two Stone Fist attacks.

Stone Fist. Melee Attack Roll: +7, reach 5 ft. Hit: 13 (2d8 + 4) Bludgeoning damage.

Emerald Ray (Recharge 5-6). Dexterity Saving Throw: one creature within 90 feet. Failure: 27 (6d8) Force damage. Success: Half damage.

Reactions

Watching Jewel. When a creature within 60 feet becomes Invisible, the construct marks its space until the end of the construct next turn.

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