

# Eonic Savant

Medium, Aberration (Savant), Neutral

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**ARMOR CLASS**

17

**HIT POINTS**

170 (20d8 + 80)

**CHALLENGE**

10 | 5,900 XP

**PROFICIENCY**

+4

|                             |  |
|-----------------------------|--|
| <b>Speed</b>                | Fly 40 ft. (hover), Walk 30 ft.                  |
| <b>Initiative</b>           | +4   |
| <b>Saving Throws</b>        | Dex +8, Int +9, Wis +8                           |
| <b>Skills</b>               | Arcana +9, History +9, Insight +8, Perception +8 |
| <b>Damage Resistances</b>   | Force, Psychic                                   |
| <b>Damage Immunities</b>    | Charmed  |
| <b>Condition Immunities</b> | Charmed  |
| <b>Senses</b>               | Truesight 60 ft.; Passive Perception 18          |
| <b>Passive Perception</b>   | 18   |
| <b>Languages</b>            | Deep Speech, telepathy 120 ft.                   |

**STR**10  
+0**DEX**18  
+4**CON**18  
+4**INT**20  
+5**WIS**18  
+4**CHA**16  
+3

## Traits

**Out-of-Sequence Mind.** The savant has Advantage on saving throws against being Charmed, Frightened, or Stunned.

**Temporal Calculation.** At the start of each of its turns, the savant can choose one creature it can see. The savant has Advantage on the first attack roll it makes against that creature this turn.

## Actions

**Multiattack.** The savant makes two Chronal Lance attacks.

**Chronal Lance.** Ranged Spell Attack: +9, range 120 ft. Hit: 27 (5d8 + 5) Force damage, and the target Speed is reduced by 10 feet until the end of its next turn.

**Time Fold (Recharge 5-6).** Intelligence Saving Throw: creatures in a 20-foot-radius sphere within 90 feet. Failure: 54 (12d8) Psychic damage and the target cannot take Reactions until the end of its next turn. Success: Half damage.

## Bonus Actions

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**Borrowed Second.** The savant teleports up to 30 feet to an unoccupied space it can see.

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## Reactions

**Correct the Moment.** When the savant fails a saving throw, it adds 4 to the roll, potentially turning the failure into a success.

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