

## DESECRATED IDOL

*Tiny or Small • Construct • Chaotic Evil*

**Armor Class** 15

**Initiative** -5 (5)

**Hit Points** 55 (10d6 + 20)

**Speed** 0 ft.



STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	15 (+2)	1 (-5)	1 (-5)	16 (+3)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, petrified, poisoned, prone, stunned, unconscious

**Senses** blindsight 60 ft., passive Perception 5

**Languages** understands one language but can't speak

**CR** 1 (XP 1,100; PB +2)

**Damage Transfer.** While it is using its Dominate ability on one or multiple creatures, all damage dealt to the idol is equally split between the idol and those creatures.

**False Appearance.** If the idol is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the idol move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the idol is animate.

**Immutable Form.** The idol can't shape-shift.

**Greater Magic Resistance.** The idol automatically succeeds on saving throws against spells and other magical effects, and the attack rolls of spells automatically miss it.

**Unusual Nature.** The idol doesn't require air, food, drink, or sleep.

### ACTIONS

**Tempt.** *Wisdom Saving Throw:* DC 13, one creature with an Intelligence score of 6 or higher within 60 feet that the idol can see. *Failure:* The target becomes charmed by the idol. The target can repeat the save at the end of each of its turns whenever it takes damage or when it ends its turn further away than 30 feet from the idol. While charmed, the target covets the idol and wants to carry it on their person. If another creature carries the idol, the target tries to steal it from that creature's possession.

**Dominate.** *Wisdom Saving Throw:* DC 13, one creature charmed by the idol. *Failure:* The idol precisely controls what the creature does on its next turn.

## DESECRATED IDOL — WEAKER

**Armor Class** 13

**Initiative** -5 (5)

**Hit Points** 22 (5d6 + 5)

**Speed** 0 ft.



STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	13 (+1)	1 (-5)	1 (-5)	14 (+2)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, petrified, poisoned, prone, stunned, unconscious

**Senses** blindsight 60 ft., passive Perception 5

**Languages** understands one language but can't speak

**CR** 1 (XP 200, PB +2)

**Damage Transfer.** While it is using its Dominate ability on one or multiple creatures, all damage dealt to the idol is equally split between the idol and those creatures.

**False Appearance.** If the idol is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the idol move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the idol is animate.

**Immutable Form.** The idol can't shape-shift.

**Greater Magic Resistance.** The idol automatically succeeds on saving throws against spells and other magical effects, and the attack rolls of spells automatically miss it.

**Unusual Nature.** The idol doesn't require air, food, drink, or sleep.

### ACTIONS

**Tempt.** *Wisdom Saving Throw:* DC 13, one creature with an Intelligence score of 6 or higher within 60 feet that the idol can see. *Failure:* The target becomes charmed by the idol. The target can repeat the save at the end of each of its turns whenever it takes damage or when it ends its turn further away than 30 feet from the idol. While charmed, the target covets the idol and wants to carry it on their person. If another creature carries the idol, the target tries to steal it from that creature's possession.

**Dominate.** *Wisdom Saving Throw:* DC 13, one creature charmed by the idol. *Failure:* The idol precisely controls what the creature does on its next turn.

# DESECRATED IDOL — STRONGER

**Armor Class** 17

**Initiative** -5 (5)

**Hit Points** 84 (13d6 + 39)

**Speed** 0 ft.



STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	16 (+3)	1 (-5)	1 (-5)	18 (+4)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, petrified, poisoned, prone, stunned, unconscious

**Senses** blindsight 60 ft., passive Perception 5

**Languages** understands one language but can't speak

**CR** 7 (XP 2,900; PB +3)

**Damage Transfer.** While it is using its Dominate ability on one or multiple creatures, all damage dealt to the idol is equally split between the idol and those creatures.

**False Appearance.** If the idol is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the idol move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the idol is animate.

**Immutable Form.** The idol can't shape-shift.

**Greater Magic Resistance.** The idol automatically succeeds on saving throws against spells and other magical effects, and the attack rolls of spells automatically miss it.

**Unusual Nature.** The idol doesn't require air, food, drink, or sleep.

## ACTIONS

**Tempt.** *Wisdom Saving Throw:* DC 15, one creature with an Intelligence score of 6 or higher within 60 feet that the idol can see. *Failure:* The target becomes charmed by the idol. The target can repeat the save at the end of each of its turns whenever it takes damage or when it ends its turn further away than 30 feet from the idol. While charmed, the target covets the idol and wants to carry it on their person. If another creature carries the idol, the target tries to steal it from that creature's possession.

**Dominate.** *Wisdom Saving Throw:* DC 15, one creature charmed by the idol. *Failure:* The idol precisely controls what the creature does on its next turn.