



Art: AI



Amber Cyclops



Amber Cyclops

Large monstrosity, unaligned

Armor Class: 16 (natural armor)

Hit Points: 126 (12d10 + 60)

Speed: 30 ft., burrow 10 ft.

STR

DEX

CON

INT

WIS

CHA

19(+4)

9(-1)

20(+5)

3(-4)

11(+0)

7(-2)

Skills Perception +3

Damage Immunities lightning

Condition Immunities paralyzed, petrified

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 7 (2,900 XP)

Traits

False Appearance. While the Amber Cyclops remains motionless it is indistinguishable from a giant crystal formation.

Innate Spellcasting. The cyclops' innate spellcasting ability is Wisdom (spell save DC 11). It can innately cast the following spells, requiring no material components:



1/day each: meld into stone, stone shape

Lightning Absorption. Whenever the Amber Cyclops is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Actions

Multiattack. The Amber Cyclops makes two attacks: one with its slam and one with its eye beam.

Slam. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Eye Beam (Recharge 4-6). The Amber Cyclops shoots a beam of lightning from its eye at a point it can see within 120 feet of it. Each creature within 5 feet of that point must make a DC 14 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Reactive Charge. If the Amber Cyclops takes more than 20 damage in a single turn, its crystals begin to glow, charging its next Eye Beam attack. The next time it uses its Eye Beam before the end of its next turn, it does an extra 11 (2d10) lightning damage.