

UNIQUE

LE

MEDIUM

FIEND

DEVIL

Converted by VaranSL

**Perception** +32; greater darkvision, true seeing

**Languages** Ancient Osiriani, Celestial, Draconic, Infernal; telepathy 100 feet


**Skills** Acrobatics +33, Arcana +29, Athletics +30, Deception +34, Diplomacy +32, Intimidation +32, Religion +30, Stealth +33

**Str** +5, **Dex** +8, **Con** +5, **Int** +6, **Wis** +7, **Cha** +9


**Items** major ring of electricity resistance (P, Lv14)


**AC** 41; **Fort** +26, **Ref** +29, **Will** +32; +1 status to all saves vs. magic

**HP** 295; **Immunities** fire; **Resistances** electricity 15, physical 12 (except silver); **Weaknesses** good 12

**Reflexive Grab**  **Trigger** A creature leaves a square within Eshen's reach using a move action or attempts a melee Strike against Eshen; **Effect** Eshen lashes out with a tentacle, attempting to Grapple the triggering creature. If the triggering Strike was with a melee weapon, the attacking creature can Release the weapon to cause Eshen to automatically fail the Athletics check.

**Speed** 35 feet, climb 35 feet

**Melee**  claw +33 [+29/+25] (agile, evil, finesse, magical), **Damage** 3d8+15 slashing plus 1d6 evil


**Melee**  tentacle +33 [+28/+23] (evil, finesse, magical, reach 10 feet), **Damage** 3d12+15 bludgeoning plus 1d6 evil and Grab


**Divine Innate Spells** DC 40, attack +32 ; **9th** *dispel magic, dominate*; **8th** *charm*; **5th** *black tentacles, dimension door, illusory object* (at will); **4th** *charm* (×3), *dimension door* (at will); **3rd** *enthrall* (at will); **2nd** *flaming sphere*; **Constant (9th)** *true seeing*


**Bloodline Spells** 3 Focus Points, DC 40 , attack +32; **9th** *diabolic edict, embrace the pit, hellfire plume*;

**Rituals** DC 40; **8th** *infernal pact* (erinyes only)

**Blood Magic** When Eshen casts a bloodline spell, hellfire scorches a target or fills Eshen's tongue with lies. Either a target takes 9 fire damage (if the spell already deals initial fire damage, combine this with the spell's initial damage before determining weaknesses and resistances), or Eshen gains a +1 status bonus to Deception checks for 1 round.

**Change Shape**  (concentrate, divine, polymorph, transmutation) Eshen adopts the appearance of any Small or Medium humanoid. This doesn't change their Speed or the attack and damage modifiers of their Strikes, but it might change the damage type their Strikes deal (typically to bludgeoning).

**Indispensable Savvy**  **Frequency** once per day; **Trigger** Eshen attempts a skill check but hasn't rolled yet; **Effect** Eshen demonstrates a preternatural ability for the task at hand. They use their Deception modifier for the triggering check and for all skill checks using the same skill thereafter until the next time Eshen uses this ability or until 24 hours have passed, whichever happens first.

**Tentacle Encage**  (attack); **Requirements** Eshen has a Medium or smaller creature grabbed; **Effect** Eshen transfers the grabbed creature into their lower body's net of encaging tentacles, freeing their limbs and tentacles to make Strikes. This has the same effects as Swallow Whole (Medium, 2d12+12 bludgeoning, Rupture 30), except the encaged creature is not at risk of suffocation, and Eshen can bring the encaged creature with them when they cast *dimension door*. Eshen can have only one creature encaged at a time

