# Idol-Fused Horror

*Large aberration (idol-bound), chaotic evil*

**Armor Class** 15  
**Hit Points** 120 (16d10 + 32)  
**Speed** 30 ft., fly 40 ft. (hover)

| **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
| --- | --- | --- | --- | --- | --- |
| 18 (+4) | 14 (+2) | 14 (+2) | 10 (+0) | 13 (+1) | 16 (+3) |

**Damage Resistances** Radiant, Necrotic, Psychic  
**Condition Immunities** Charmed, Exhaustion, Frightened, Turned  
**Senses** Truesight 30 ft., Darkvision 60 ft., Passive Perception 13  
**Languages** Abyssal, telepathy 60 ft.  
**Challenge** 6 (2,300 XP)

### Traits

***Soul Pulse (Recharge 4–6).***  
Each creature in a 30-foot radius must succeed on a DC 15 Charisma saving throw or take 5d10 psychic damage, be pushed 10 feet, and lose concentration.

***Harvest Scream (1/Day).***  
All creatures within line of sight must make a DC 16 Wisdom saving throw or take 3d10 psychic damage and become frightened for 1 minute.

***Tether of Regret.***  
When the Idol-Fused Horror is damaged, the attacker must make a DC 13 Wisdom saving throw or take 2d8 psychic damage.

### Out of Combat Behavior

It pulses quietly in the darkness—its limbs merged into stone, flesh, and iconography. Whispering voices leak from its carved mouth and eye sockets, invoking heresies long forgotten.

### Triggers for Combat

* Attempting to **seal or absorb** the relic
* Casting high-level radiant or necrotic magic nearby
* Speaking the bishop’s true name

### Motivation / Purpose

The Horror is a **failed sealing**, the physical fusion of soul and idol. It now exists to consume divine energy, **distort memory**, and punish those who try to end the cycle.

### Number and Role

* Only one exists
* It is the final guardian, hidden within the forge or reliquary

### Read-Aloud: First Encounter

The altar splits. Not with thunder, but with sorrow.

From within the cracked stone, a creature unfolds—not summoned, but remembered into being.

Its face is part idol, part bone, and part unknown. A chain of relics binds its spine like vertebrae.

It opens its mouth to scream—but only memory pours out.