DUALINK

Eye of Cthulhu

BBEG



Terraria Edition

Eye of Cthulhu

Large aberration, chaotic evil

Armor Class: 16 (natural armor)

Hit Points: 187 (22d10 + 66)

Speed: 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	10 (+0)	14 (+2)	12 (+2)

Saving Throws: Dex +7, Con +6, Wis +5

Skills: Perception +7

Senses: Darkvision 120 ft. , Passive Perception 17

Languages: Understands Deep Speech but cannot speak

Nightbound. The Eye exists only under the cover of night. If the ambient light brightens to daylight or the area is bathed in direct sunlight, it vanishes at the start of its turn reappearing only when night falls.

Psychological Dread. The Eye's unblinking gaze radiates a weak but unsettling influence. Any creature that can see the Eye at the start of its turn and is within 30 feet must succeed on a DC 13 Wisdom saving throw or be overcome by a brief surge of unease.

On a failure, the creature has disadvantage on its next attack roll or ability check before the start of its next turn. A creature that saves is immune to this effect for 24 hours.

Floating Horror. Unbound by gravity, the Eye is immune to effects that would normally restrain or grapple a creature.

Withdrawals and Retreats. If combat persists for 10 rounds or if the ambient light begins to mimic the approach of dawn the Eye must attempt to retreat. At the start of its turn under these conditions, it makes a DC 15 Constitution saving throw. On a failure, it immediately vanishes, ending the encounter (though lingering magical effects may remain). On a success, it can remain for that round before trying again on its next turn.

Actions

Multiattack. The Eye of Cthulhu makes two attacks, one with Eye Beam and one with Sinister Dash.

Eye Beam. *Ranged Spell Attack:* +7 to hit, range 60 ft. On a hit, the target takes 2d10 + 4 psychic damage and must succeed on a DC 15 Wisdom saving throw or be frightened until the end of its next turn.

Sinister Dash. The Eye of Cthulhu rushes in a straight line up to its full movement speed (60 ft.) without provoking opportunity attacks. If it moves at least 20 feet before stopping adjacent to a creature, it makes a melee Slam Attack against that target. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *On a hit*, the target takes 2d8 + 4 force damage and must make a DC 15 Dexterity saving throw or be knocked prone. If a creature is already prone when hit, it takes an additional 1d8 force damage.

Spawn Servants (Recharge 5-6). The Eye of Cthulhu conjures 1d4 + 2 Servants of Cthulhu, which materialize from its pupil and act immediately after it in the initiative order. These small aberrations have AC 12, HP 12, a fly speed of 40 feet, and attack with a +5 to hit for 1d8 piercing damage.

Bonus Actions

Horrid Glare. The Eye of Cthulhu fixes its baleful gaze on a creature within 30 feet. That creature must make a DC 14 Wisdom saving throw or suffer disadvantage on attack rolls against the Eye until the start of its next turn. If the target is already frightened, it automatically fails this saving throw.

Lurking Shift. As an unnatural entity that moves erratically, the Eye of Cthulhu can subtly distort its position. It teleports up to 20 feet to an unoccupied space it can see. If it reappears adjacent to a creature, that creature must make a DC 15 Dexterity saving throw or take 2d6 force damage from the sudden displacement.

Unfathomable Agility. The Eye momentarily surges with chaotic energy, allowing it to take the Dash or Disengage action. If it uses Dash, it does not provoke opportunity attacks this turn. If it uses Disengage, it gains resistance to non-magical weapon attacks until the start of its next turn.

Aberrant Evolution

When the Eye of Cthulhu's hit points drop to 75 or fewer, it undergoes a horrific transformation over the course of 1 round. The Eye's iris and sclera tear away, revealing a monstrous maw lined with jagged, serrated teeth. During this transition:

- It becomes partially intangible, gaining resistance to non-magical damage and advantage on Dexterity saving throws until the start of its next turn.

- It teleports up to 40 feet to a random unoccupied space within line of sight of a hostile creature.

At the start of its next turn, the transformation is complete granting the following benefits:

- If the Eye of Cthulhu reduced a creature to 0 hit points this turn, it gains 16 (4d6 + Wisdom Modifier) temporary hit points.
- Its Multiattack now includes an additional melee attack.
- Its Sinister Dash and Lurking Shift increase in range by 10 feet.
- All melee attacks (slam or bite) now deal an extra 1d6 necrotic damage.
- It gains Legendary Actions.

New Action

Maw Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *On a hit*, the target takes 2d10 + 4 slashing damage plus 1d6 necrotic damage. The wound seeps with unnatural energy, and the target cannot regain hit points until the end of its next turn.

Legendary Actions

The Eye of Cthulhu can take two legendary action at the end of another creature's turn. It regains its legendary action at the start of its turn.

Ravenous Lunge. The Eye of Cthulhu moves up to half its speed and makes a Maw Bite attack.

Disorienting Flash. The Eye dashes up to half its fly speed (without provoking opportunity attacks).

Any creature it passes within 5 feet must succeed on a DC 15 Wisdom saving throw or suffer disadvantage on its next attack roll before the start of its next turn.

Frenzied Pursuit (Costs 2 Actions). The Eye of Cthulhu locks onto a single target. Until the end of its next turn, the target cannot take reactions, and the Eye gains advantage on all attack rolls against them.

Special Weakness

Discovery Mechanism. A creature can uncover the Eye's weakness through careful observation or knowledge of extraplanar beings. As an action, a player can make a DC 15 Arcana, Nature, or History check while observing the Eye for signs of instability in its form.

On a success, they recognize that its iris is a focal point for its teleportation magic and summoning abilities.

Once a creature succeeds on this check, they can communicate the information to their allies. Any creature who knows this weakness can attempt to exploit it.

Triggering Mechanism. A creature that has discovered the Eye's weakness may attempt a called shot to its iris. To do so, they must declare the attack before rolling and take a -5 penalty to the attack roll.

Consequence. If the attack hits, the Eye of Cthulhu takes an additional 3d6 psychic damage, and the impact destabilizes its otherworldly magic.

All Servants of Cthulhu immediately dissolve, vanishing in a burst of dark mist. Additionally, the Eye loses the ability to teleport or use any effect that allows it to shift locations for 1d4 - 2 rounds (minimum of 1). This weakness can only be exploited once, and while the eye is in its first phase.

Behavior

The Eye of Cthulhu is a relentless predator of the night, lurking in darkness until disturbed, its unblinking gaze scanning the battlefield for prey. As combat begins, it employs psychological warfare, instilling creeping dread in those who dare oppose it.

As the fight progresses and it sustains heavy wounds, the Eye's tactics shift dramatically, becoming erratic and unpredictable. During its transition, it briefly resists damage, flickering across the battlefield before emerging in its true, frenzied form, its iris torn away to reveal a horrific, gaping maw.

The battle is not just a test of strength but of time itself; if the encounter stretches too long or dawn's light begins to creep in, the Eye is compelled to resist its inevitable banishment, desperately testing its will against the rising sun.