

PROTECTOR PRISM

Small • Construct • Unaligned

Armor Class 14

Initiative +3 (13)

Hit Points 31 (7d6 + 7)

Speed 0 ft., fly 30 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|--------|
| 1 (-5) | 12 (+1) | 12 (+1) | 1 (-5) | 12 (+1) | 1 (-5) |

Skills Perception +5

Damage Vulnerabilities force

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses blindsight 30 ft., passive Perception 15

Languages understands master's languages but can't speak them

CR 2 (XP 450; PB +2)



Attunement. The prism can be attuned like a magical item.

While attuned, its master knows the location of the prism at all times, and it follows all verbal commands of its master. While the prism is within 30 feet of its master, all damage its master takes is transferred to the prism, and its master has advantage on saving throws against spells and magical effects.

Hardened Surface. The prism has a damage threshold of 10.

Magic Resistance. The prism has advantage on saving throws against spells and other magical effects.

Sentinel. The prism can't be surprised.

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

ACTIONS

Multiattack. The prism makes two Zap attacks.

Zap. *Ranged Spell Attack:* +3, range 30 ft. *Hit:* 7 (2d6) lightning damage.

Dazing Pulse (2/Day). *Wisdom Saving Throw:* DC 11, each creature in a 15-foot cone. *Failure:* 13 (3d8) thunder damage, and the target has disadvantage on attack rolls for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. *Success:* Half damage.

BONUS ACTIONS

Covering Move. The prism moves up to half its speed towards its master.

PROTECTOR PRISM — WEAKER

Armor Class 13

Initiative +2 (12)

Hit Points 10 (3d6)

Speed 0 ft., fly 30 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|--------|
| 1 (-5) | 10 (+0) | 10 (+0) | 4 (-3) | 10 (+0) | 1 (-5) |

Skills Perception +4

Damage Vulnerabilities force

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses blindsight 30 ft., passive Perception 14

Languages understands master's languages but can't speak them

CR 1/4 (XP 50; PB +2)



Attunement. The prism can be attuned like a magical item. While attuned, its master knows the location of the prism at all times, and it follows all verbal commands of its master. While the prism is within 30 feet of its master, all damage its master takes is transferred to the prism, and its master has advantage on saving throws against spells and magical effects.

Hardened Surface. The prism has a damage threshold of 5.

Magic Resistance. The prism has advantage on saving throws against spells and other magical effects.

Sentinel. The prism can't be surprised.

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

PROTECTOR PRISM — STRONGER

Armor Class 15

Hit Points 82 (15d6 + 30)

Speed 0 ft., fly 30 ft. (hover)

Initiative +5 (15)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|--------|
| 1 (-5) | 14 (+2) | 14 (+2) | 4 (-3) | 14 (+2) | 1 (-5) |

Skills Perception +8

Damage Vulnerabilities force

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses blindsight 60 ft., passive Perception 18

Languages understands master's languages but can't speak them

CR 5 (XP 1,100; PB +3)

Attunement. The prism can be attuned like a magical item. While attuned, its master knows the location of the prism at all times, and it follows all verbal commands of its master. While the prism is within 30 feet of its master, all damage its master takes is transferred to the prism, and its master has advantage on saving throws against spells and magical effects.

Hardened Surface. The prism has a damage threshold of 15.

Magic Resistance. The prism has advantage on saving throws against spells and other magical effects.

Sentinel. The prism can't be surprised.

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

ACTIONS

Multiattack. The prism makes two Zap attacks.

Zap. *Ranged Spell Attack:* +2, range 30 ft. *Hit:* 3 (1d6) lightning damage.

Dazing Pulse (1/Day). *Wisdom Saving Throw:* DC 10, each creature in a 15-foot cone. *Failure:* 4 (1d8) thunder damage, and the target has disadvantage on attack rolls for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. *Success:* Half damage.

BONUS ACTIONS

Covering Move. The prism moves up to half its speed towards its master.



ACTIONS

Multiattack. The prism makes two Zap attacks.

Zap. *Ranged Spell Attack:* +5, range 30 ft. *Hit:* 16 (3d10) lightning damage.

Dazing Pulse (2/Day). *Wisdom Saving Throw:* DC 13, each creature in a 30-foot cone. *Failure:* 22 (4d10) thunder damage, and the target has disadvantage on attack rolls for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. *Success:* Half damage.

BONUS ACTIONS

Covering Move. The prism moves up to half its speed towards its master.