

LITHOFLUX SENTINEL

Medium • Construct • Unaligned

Armor Class 14

Initiative +2 (12)

Hit Points 91 (14d8 + 28)

Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	8 (-1)	14 (+2)	5 (-3)

Skills Perception +5

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages understands the languages of its creator but can't speak

CR 8 (XP 3,900; PB +3)



Adaptation. When the sentinel is hit by an attack roll, the next attack roll against the sentinel before the start of its next turn has disadvantage.

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

Malleable Form. The sentinel can move through a space fit for a Small creature without squeezing.

Petrifying End. The sentinel grapples and solidifies when it dies. *Strength Saving Throw:* DC 14, one creature within 5 feet that the sentinel can see. *Failure:* The target is restrained until the stone is destroyed (AC 15; HP 20; vulnerability to bludgeoning damage; immunity to poison and psychic damage).

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

ACTIONS

Multiattack. The sentinel makes two Slam or Gravitational Bolt attacks. It can replace one attack with one use of Whirl.

Slam. Melee Weapon Attack: +6, reach 5 ft. Hit: 12 (2d8 + 3) bludgeoning damage plus 10 (3d6) force damage.

Gravitation Bolt. Ranged Spell Attack: +5, range 60 ft. Hit: 22 (4d10) force damage and the target is moved 5 feet in one direction of the sentinel's choice.

Whirl. *Dexterity Saving Throw:* DC 14, each creature in a 5-foot emanation originating from the sentinel. *Failure:* 14 (4d6) bludgeoning damage, and the target's speed is halved until the end of its next turn. *Success:* Half damage.

REACTIONS

Sentinel Attack. *Trigger:* A hostile creature enters the sentinel's reach. *Response:* The sentinel makes one Slam attack against the target.

LITHOFLUX SENTINEL — WEAKER

Medium • Construct • Unaligned

Armor Class 14

Initiative +2 (12)

Hit Points 65 (10d8 + 20)

Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	8 (-1)	13 (+1)	5 (-3)

Skills Perception +4

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages understands the languages of its creator but can't speak

CR 5 (XP 1,800; PB +3)



Adaptation. When the sentinel is hit by an attack roll, the next attack roll against the sentinel before the start of its next turn has disadvantage.

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

Malleable Form. The sentinel can move through a space fit for a Small creature without squeezing.

Petrifying End. The sentinel grapples and solidifies when it dies. *Strength Saving Throw:* DC 13, one creature within 5 feet that the sentinel can see. *Failure:* The target is restrained until the stone is destroyed (AC 15; HP 15; vulnerability to bludgeoning damage; immunity to poison and psychic damage).

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

LITHOFLUX SENTINEL — STRONGER

Medium • Construct • Unaligned

Armor Class 15

Hit Points 150 (20d8 + 60)

Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	8 (-1)	16 (+3)	5 (-3)

Skills Perception +7

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages understands the languages of its creator but can't speak

CR 11 (XP 7,200; PB +4)

Adaptation. When the sentinel is hit by an attack roll, the next attack roll against the sentinel before the start of its next turn has disadvantage.

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

Malleable Form. The sentinel can move through a space fit for a Small creature without squeezing.

Petrifying End. The sentinel grapples and solidifies when it dies. *Strength Saving Throw:* DC 16, one creature within 5 feet that the sentinel can see. *Failure:* The target is restrained until the stone is destroyed (AC 15; HP 30; vulnerability to bludgeoning damage; immunity to poison and psychic damage).

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

ACTIONS

Multiattack. The sentinel makes two Slam or Gravitational Bolt attacks. It can replace one attack with one use of Whirl.

Slam. Melee Weapon Attack: +5, reach 5 ft. Hit: 6 (1d8 + 2) bludgeoning damage plus 9 (2d8) force damage.

Gravitation Bolt. Ranged Spell Attack: +5, range 60 ft. Hit: 14 (4d6) force damage and the target is moved 5 feet in one direction of the sentinel's choice.

Whirl. *Dexterity Saving Throw:* DC 13, each creature in a 5-foot emanation originating from the sentinel. *Failure:* 10 (3d6) bludgeoning damage, and the target's speed is halved until the end of its next turn. *Success:* Half damage.

REACTIONS

Sentinel Attack. *Trigger:* A hostile creature enters the sentinel's reach. *Response:* The sentinel makes one Slam attack against the target.



ACTIONS

Multiattack. The sentinel makes two Slam or Gravitational Bolt attacks. It can replace one attack with one use of Whirl.

Slam. Melee Weapon Attack: +8, reach 5 ft. Hit: 13 (2d8 + 4) bludgeoning damage plus 18 (4d8) force damage.

Gravitation Bolt. Ranged Spell Attack: +5, range 60 ft. Hit: 27 (5d10) force damage and the target is moved 5 feet in one direction of the sentinel's choice.

Whirl. *Dexterity Saving Throw:* DC 16, each creature in a 5-foot emanation originating from the sentinel. *Failure:* 22 (5d8) bludgeoning damage, and the target's speed is halved until the end of its next turn. *Success:* Half damage.

REACTIONS

Sentinel Attack. *Trigger:* A hostile creature enters the sentinel's reach. *Response:* The sentinel makes one Slam attack against the target.