

WATCHER DRONE

Tiny • Construct • Unaligned

Armor Class 13

Initiative +1 (11)

Hit Points 7 (3d4)

Speed 30 ft., climb 30 ft.



STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	10 (+0)	3 (-4)	10 (+0)	1 (-5)

Skills Perception +4, Stealth +3

Damage Immunities poison, psychic

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

Senses blindsight 60 ft., passive Perception 14

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

CR 1/8 (XP 25; PB +2)

Familiar. The drone can serve another creature as a familiar.

Proximity Sensor. The drone can see invisible creatures within 15 feet of it.

Spider Climb. The drone can climb difficult surfaces, including along ceilings, without needing to make an ability check.

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

ACTIONS

Disturb Senses. Ranged Spell Attack: +2, range 30 feet. Hit: 2 (1d4) psychic damage, and the target has disadvantage on its next attack roll.

Projection. The drone casts *minor image*, using Wisdom as the spellcasting ability.

WATCHER DRONE — WEAKER

Armor Class 12

Initiative +1 (11)

Hit Points 2 (1d4)

Speed 30 ft., climb 30 ft.



STR	DEX	CON	INT	WIS	CHA
2 (-4)	10 (+0)	9 (-1)	2 (-4)	10 (+0)	1 (-5)

Skills Perception +4, Stealth +3

Damage Immunities poison, psychic

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

Senses blindsight 30 ft., passive Perception 14

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

CR 0 (XP 10; PB +2)

Familiar. The drone can serve another creature as a familiar.

Spider Climb. The drone can climb difficult surfaces, including along ceilings, without needing to make an ability check.

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

ACTIONS

Projection. The drone casts *minor image*, using Wisdom as the spellcasting ability.

WATCHER DRONE — STRONGER

Armor Class 14

Initiative +2 (12)

Hit Points 24 (7d4 + 7)

Speed 30 ft., climb 30 ft.



STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	4 (-3)	14 (+2)	1 (-5)

Saving Throws Dex +4

Skills Perception +6, Stealth +3

Damage Immunities poison, psychic

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

Senses blindsight 120 ft., passive Perception 16

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

CR 1 (XP 200; PB +2)

Familiar. The drone can serve another creature as a familiar.

Proximity Sensor. The drone can see invisible creatures within 30 feet of it.

Spider Climb. The drone can climb difficult surfaces, including along ceilings, without needing to make an ability check.

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

ACTIONS

Disturb Senses. Ranged Spell Attack: +4, range 30 feet. Hit: 10 (3d6) psychic damage, and the target has disadvantage on its next attack roll.

Projection. The drone casts *minor image*, using Wisdom as the spellcasting ability.