

# CUSTODIAN

Huge • Construct • Lawful Neutral

**Armor Class** 20

**Initiative** +5 (15)

**Hit Points** 283 (21d12 + 147)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	24 (+7)	14 (+2)	10 (+0)	9 (-1)

**Skills** History +14, Perception +12

**Damage Immunities** poison, psychic

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

**Senses** truesight 30 ft., darkvision 300 ft., passive Perception 22

**Languages** understands all languages but can't speak

**CR** 18 (XP 20,000; PB +6)



**Immutable Form.** The custodian can't shape-shift.

**Limited Magic Immunity.** The custodian can't be affected or detected by spells of 3rd level or lower unless it wishes to be. It has advantage on saving throws against all other spells and other magical effects.

**Limited Telepathy.** The custodian can magically transmit simple messages and images to any creature within 30 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

**Protective Glyphs.** The custodian can cast *glyph of warding* (level 6, explosive rune with psychic damage) at will, requiring no material components and using Constitution as spellcasting modifier (spell save DC 21). It can only have a total of four glyphs active at the same time this way. If the custodian creates a fourth glyph, the first glyph vanishes.

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

## ACTIONS

**Multiattack.** The custodian makes two Slam and two Arcane Beam attacks. It can replace both Arcane Beam attacks with a use of Information Overload, if available.

## CUSTODIAN — WEAKER

**Armor Class** 18

**Initiative** +4 (14)

**Hit Points** 225 (18d12 + 108)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	22 (+6)	14 (+2)	10 (+0)	9 (-1)

**Skills** History +12, Perception +10

**Damage Immunities** poison, psychic

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

**Senses** truesight 30 ft., darkvision 300 ft., passive Perception 20

**Languages** understands all languages but can't speak

**CR** 15 (XP 13,000; PB +5)

**Slam.** *Melee Weapon Attack:* +14, reach 10 ft. *Hit:* 34 (4d12 + 8) bludgeoning damage.

**Arcane Beam.** *Ranged Spell Attack:* +13, range 120 ft. *Hit:* 22 (4d10) force damage. Being within 5 feet of a hostile creature doesn't impose disadvantage on this attack.

**Information Overload (Recharge 5-6).** *Intelligence Saving Throw:* DC 21, each creature of the custodian's choice in a 20-foot emanation originating from the custodian. *Failure:* The target becomes stunned. *Success:* The target has disadvantage on attack rolls and ability checks until the end of its next turn.

## BONUS ACTIONS

**Adjust Size.** The custodian magically shrinks to Medium or Large size or assumes its original Huge size. Its statistics are the same in each form, except its size and its melee reach, which is reduced to 5 feet while being Medium or Large. Any equipment it is wearing or carrying isn't transformed.

**Summon Servants.** The custodian casts *unseen servant*. While a servant is within 300 feet of the custodian, it can communicate with them telepathically, and the custodian shares their senses. The custodian can have a maximum of 15 servants at a time.



**Immutable Form.** The custodian can't shape-shift.

**Limited Magic Immunity.** The custodian can't be affected or detected by spells of 2nd level or lower unless it wishes to be. It has advantage on saving throws against all other spells and other magical effects.

**Limited Telepathy.** The custodian can magically transmit simple messages and images to any creature within 30 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

**Protective Glyphs.** The custodian can cast *glyph of warding* (level 5, explosive rune with psychic damage) at will, requiring no material components and using Constitution as spellcasting modifier (spell save DC 19). It can only have a total of three glyphs active at the same time this way. If the custodian creates a fourth glyph, the first glyph vanishes.

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

## ACTIONS

**Multiattack.** The custodian makes two Slam and two Arcane Beam attacks. It can replace both Arcane Beam attacks with a use of Information Overload, if available.

## CUSTODIAN — STRONGER

**Armor Class** 22

**Hit Points** 319 (22d12 + 176)

**Speed** 40 ft.

**Initiative** +6 (16)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	9 (-1)	26 (+8)	16 (+3)	10 (+0)	9 (-1)

**Skills** History +17, Perception +14

**Damage Immunities** poison, psychic

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

**Senses** truesight 60 ft., darkvision 300 ft., passive Perception 24

**Languages** understands all languages but can't speak

**CR** 21 (XP 33,000; PB +7)

**Immutable Form.** The custodian can't shape-shift.

**Limited Magic Immunity.** The custodian can't be affected or detected by spells of 4th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and other magical effects.

**Limited Telepathy.** The custodian can magically transmit simple messages and images to any creature within 30 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

**Protective Glyphs.** The custodian can cast *glyph of warding* (level 7, explosive rune with psychic damage) at will, requiring no material components and using Constitution as spellcasting modifier (spell save DC 23). It can only have a total of five glyphs active at the same time this way. If the custodian creates a fourth glyph, the first glyph vanishes.

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

## ACTIONS

**Multiattack.** The custodian makes two Slam and two Arcane Beam attacks. It can replace both Arcane Beam attacks with a use of Information Overload, if available.

**Slam.** *Melee Weapon Attack:* +12, reach 10 ft. *Hit:* 34 (3d12 + 7) bludgeoning damage.

**Arcane Beam.** *Ranged Spell Attack:* +11, range 90 ft. *Hit:* 16 (3d10) force damage. Being within 5 feet of a hostile creature doesn't impose disadvantage on this attack.

**Information Overload (Recharge 6).** *Intelligence Saving Throw:* DC 19, each creature of the custodian's choice in a 20-foot emanation originating from the custodian. *Failure:* The target becomes stunned. *Success:* The target has disadvantage on attack rolls and ability checks until the end of its next turn.

## BONUS ACTIONS

**Adjust Size.** The custodian magically shrinks to Medium or Large size or assumes its original Huge size. Its statistics are the same in each form, except its size and its melee reach, which is reduced to 5 feet while being Medium or Large. Any equipment it is wearing or carrying isn't transformed.

**Summon Servants.** The custodian casts *unseen servant*. While a servant is within 100 feet of the custodian, it can communicate with them telepathically, and the custodian shares their senses. The custodian can have a maximum of 10 servants at a time.



**Slam.** *Melee Weapon Attack:* +16, reach 10 ft. *Hit:* 41 (5d12 + 9) bludgeoning damage.

**Arcane Beam.** *Ranged Spell Attack:* +15, range 120 ft. *Hit:* 27 (5d10) force damage. Being within 5 feet of a hostile creature doesn't impose disadvantage on this attack.

**Information Overload (Recharge 5-6).** *Intelligence Saving Throw:* DC 23, each creature of the custodian's choice in a 30-foot emanation originating from the custodian. *Failure:* The target becomes stunned. *Success:* The target has disadvantage on attack rolls and ability checks until the end of its next turn.

## BONUS ACTIONS

**Adjust Size.** The custodian magically shrinks to Medium or Large size or assumes its original Huge size. Its statistics are the same in each form, except its size and its melee reach, which is reduced to 5 feet while being Medium or Large. Any equipment it is wearing or carrying isn't transformed.

**Summon Servants.** The custodian casts *unseen servant*. While a servant is within 500 feet of the custodian, it can communicate with them telepathically, and the custodian shares their senses. The custodian can have a maximum of 20 servants at a time.