



DEFLECTOR

Built with finesse by the most trusted experimenters of Runehalt, the Deflectors and Nullifiers now serve as the most prominent defensive units of the city. They excel in dealing with rogue magicians or brutish foes, standing their ground and retaliating with arcane-infused powers.

Art by Toby Gregory

DEFLECTOR

Medium construct, unaligned

Armor Class 16 (breastplate)

Hit Points 71 (11d8 + 22)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	14 (+2)	14 (+2)	10 (+0)	1 (-5)

Saving Throws Dex +7, Con +5

Skills Perception +6

Damage Immunities poison, psychic

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

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 16

Languages understands Common

Challenge 5 (1,800 XP)

Deflector's Battery. After the deflector uses the shield spell to turn a hit into a miss, its next forceclaw attack deals an additional 9 (2d8) force damage. For each additional attack deflected with *shield* after the first one, the damage increases by 4 (1d8).

Immutable Form. The deflector is immune to any spell or effect that would alter its form.

Innate Spellcasting. deflector's spellcasting ability is Intelligence (spell save DC 13). deflector can innately cast the following spells, requiring no material components:

At will: *shield*

3/day each: *absorb elements*, *displacing protection*

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

Overclock. The deflector increases its awareness, pushing it to its limits. The deflector can choose to gain additional reactions (no action required), taking 2d6 lightning damage, which ignores resistances, for each additional reaction used each round.

Actions

Multiattack. The deflector makes two forceclaw attacks.

Forceclaw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) force damage.

NULLIFIER

Large construct, unaligned

Armor Class 18 (plate)
Hit Points 93 (11d10 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	17 (+3)	10 (+0)	10 (+0)	1 (-5)

Saving Throws Str +6

Skills Perception +6

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 16

Languages understands Common

Challenge 5 (1,800 XP)

Arcane Sensor. The nullifier can sense any spell being cast within 500 feet of it. After the nullifier senses a creature casting a spell, it knows the creature's exact location for the next minute and cannot be surprised by it.

Immutable Form. The nullifier is immune to any spell or effect that would alter its form.

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

Actions

Multiattack. The nullifier makes two ball and chain attacks.

Ball and Chain. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Nullifying Field Generator. The nullifier chooses a point within 60 feet. In a 20-foot radius centered on that point, a nullifying field is formed. All creatures within the field have resistance to damage from spells or other magical effects. While within the circle, a creature cannot cast any spells. The field lasts for 10 minute or until the nullifier uses this ability again.

Reactions

Arcanic Blowback. If a creature casts a spell of 1st level or higher within 60 feet of the nullifier, it can use its reaction to send arcane reverberations against the caster. The target takes force damage equal to 3 x the level of the spell.

