DUALINK

Sentinel of the Azure Deep

Monster and Buff



Runeterra Edition

Sentinel of the Azure Deep

Large elemental, neutral

Armor Class 15 (arcane hide)
Hit Points 121 (14d10 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Wis +6
Damage Resistances force, psychic
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 13
Languages understands Primordial
Challenge 7 (2,900 XP)

Arcane Flow. At the start of its turn, the Sentinel regains 10 hit points if it has no creatures within 5 feet of it.

Disruptive Aura. Creatures concentrating on a spell within 10 feet of the Sentinel have disadvantage on concentration checks.

Runic Pulse. Whenever the Sentinel succeeds on a saving throw against a spell, the caster takes 5 (1d10) force damage.

Actions

Multiattack. The Sentinel makes two Arcane Strike attacks.

Arcane Strike. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target *Hit:* 14 (2d10 + 3) force damage.

Mana Pulse (Recharge 5–6). Arcane energy erupts outward. Creatures within 15 feet must make a DC 14 Constitution saving throw. On a failed save, 18 (4d8) force damage.

On a successful save, half damage. Creatures that fail have disadvantage on the next spell attack roll they make before the end of their next turn.

Blue Buff

Supernatural Blessing

When the Sentinel is reduced to 0 hit points, the creature that dealt the final blow gains **Blue Buff** for 24 hour. Arcane energy flows freely through your mind, allowing effortless spellcasting and heightened focus.

While you have Blue Buff, you gain the following benefits:

Flow of Mana

At the start of each of your turns, you gain **temporary spell slots** whose total combined level equals **half your proficiency bonus (rounded up)**.

These temporary spell slots:

- can be used to cast spells as normal
- disappear at the end of your turn if unused
- cannot be combined to cast a spell higher than your normal maximum spell slot level
- cannot be converted into sorcery points or other class resources

You choose how the slot levels are distributed when gained.

Clarity of Mind

You have advantage on Constitution saving throws made to maintain concentration.

Arcane Acceleration

Once per turn when you deal

damage with a spell, you may add your **proficiency bonus** to one damage roll of the spell.

Still Waters

If you start your turn without having moved since the end of your previous turn, your speed increases by **10 feet** until the end of the turn.