

Prism

Medium celestial, chaotic good

Armor Class 20/18* Without Coat of Protection

Hit Points 69

Speed 60 ft. Fly 15 ft.

Str 16 (+3) **Dex** 18 (+4) **Con** 14 (+2) **Int** 12 (+1) **Wis** 12 (+1) **Cha** 18 (+4)

Damage Resistances Radiant

Senses Passive Perception 11

Languages Common, Celestial, Infernal

Challenge 5

Heaven Sucks! Prism has advantage on Attack rolls made against Celestials.

Innate Spellcasting. Prism's innate spellcasting ability is Charisma (Spell save DC 14). Prism can innately cast the following spells, requiring no components:

At will: Counterspell, Enlarge/Reduce, Faerie Lights, Feather Fall, Light, Magic Missile

Prixie Stix! As a bonus action, Prism can consume one of her prixie stix. This allows her to regain 1d6 hit points, add 1d6 to her next roll, or move an additional 10 ft. during her turn. Each time Prism consumes a prixie stick she must also make a DC 12 Constitution saving throw. On failed save Prism takes 1d6+4 poison damage, and her turn ends immediately.

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

Magic Weapons. Prism's weapon attacks are magical.

Screw Gravity! Prism can move on walls, ceilings, and through difficult terrain as part of her movement action without suffering any movement penalty. Prism can also move through squares occupied by other creatures, and her movement provokes no attack of opportunity.

Sparkles & Glitter. Prism may choose to leave a trail of glitter in squares she passes through during her movement that remains until her next turn. Friendly creatures occupying these squares at the start of their turns gain 4 temporary hit points. These squares are considered difficult terrain for unfriendly creatures. Any unfriendly creature occupying one of these squares at the beginning of their turn takes 4 radiant damage.

Actions

Multiattack. Prism makes three attacks, one with her horn and two with her skates.

Horn. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 1d10+4 piercing damage, and an additional 1d6 radiant damage.

Poke. *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. A hit creature must make a DC 14 Strength saving through. On a failed save the creature is pushed 5 ft.

Skate. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 1d6+3 bludgeoning damage.

Lair Actions

On initiative count 20 (losing ties) Prism takes a lair action to cause one of the following effects:

- Prism chooses a point on the round that she can see within 60 feet. Tentacles sprout from the ground in a 15 foot radius centered on that point. Creatures occupying this space must make a DC 15 Strength saving throw, or they become restrained. Restrained creatures may attempt another saving throw during their turn.
- Music begins to play emanating from a square within 120 feet of Prism's choosing.