

# Planar Defender

Gargantuan Construct

**Armor Class 20 (Natural Armor)**

**Hit Points 150**

**Speed 60 ft.**

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	20 (+5)	As player	As player	As player

**Skills** All INT, WIS and CHA skills as player

**Saving Throws** All INT, WIS and CHA saves as player

**Senses** As player

**Languages** As player

**Core** This construct starts with 5 core points. Core points can be to perform the abilities described below. At the start of each of your turns, regain D4 core points up to a maximum of 5.

**Glide Through Stone** Spend 2 core points to merge your form with the minerals below, and instantly travel through any earth or stone surface to any point you could see at the start of your turn

**Block** Spend 1 core point as a reaction to increase your AC by +5 against a single attack.

**Power Blast** Spend 3 core points - until the start of your next turn any attacks made as an action can be made as ranged attacks, with a range of 26400/52800

**Charge Up** When making an attack with the attack action, spend any number of core points up to your current maximum. For each point spent, add an additional D10 damage to the roll.

## ACTIONS

**Multiattack:** Make two slam attacks

**Slam.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target.  
*Hit:* (2D10 + 8) bludgeoning damage. If the target is Large or smaller it is slain instantly.