

ALEXANDER

Huge construct (Esper), unaligned

Armor Class AC 16 (natural armor)

Hit Points 144

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	22 (+6)	20 (+5)	27 (+8)	20 (+5)

Saving Throws Str +7, Dex +6, Con +8, Int +7, Wis +10, Cha +7

Damage Vulnerabilities necrotic

Damage Resistances radiant, bludgeoning, slashing, piercing

Senses Passive Perception 20

Languages understands the languages of its summoner, Celestial

ACTIONS

(1 Charge) **Hammerfist.** *Melee Attack:* +8 to hit, reach 10 ft, one target.
Hit: 18 (or 2d10+7) bludgeoning damage.

(3 Charges) **Banish Breath.** Creatures you choose within a 60 foot cone must make a DC 17 Constitution saving throw. On a failed save, they suffer 35 (or 5d10+8) radiant damage, or half as much damage on a successful one.

(5 Charges) **Divine Judgement.** Pick a location within 100 feet. Creatures you choose within a 25 feet of that point must make a DC 17 Constitution saving throw. On a failed save, they suffer 112 (or 16d12+8) radiant damage, or half as much damage on a successful one.



"An ancient weapon imbued with a sacred power."

Summoned by **Crowe**, as the first **Trial of the Crystal Covenant**, against the party. Stats have been taken into account.