

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 originating from **ALEXANDER** 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 of **ALEXANDER**. 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.

CHARGES



5 + Crowe's Level (2)

RULES

- A player may summon their Esper at a rate of half the summoner's Proficiency bonus per day, recharging at dawn.
- An Esper lasts, at most, 1 minute, or until they run out of charges to spend on Esper Actions.
- A Summoner has as many charges as the 5 + summoner's character level.
- A Summoner uses their class' spellcasting ability modifier for some of their Esper's abilities. A Summoner without a spellcasting ability uses the summoner's highest mental ability.
- An Esper's attacks count as magical.