

Living Bigby's Hand

Large, Construct (Living Spell), Unaligned

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ARMOR CLASS

14

HIT POINTS

75 (10d10 + 20)

CHALLENGE

4 | 1,100 XP

PROFICIENCY

+2

Speed Fly 60 ft. (hover), Walk 0 ft.

Initiative +2

Saving Throws Con +5, Wis +3

Skills Perception +3

Damage Resistances Force; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Passive Perception 13

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Languages None

STR17
+3**DEX**14
+2**CON**17
+3**INT**6
-2**WIS**12
+1**CHA**8
-1

Traits

Living Spell. Living Bigby's Hand can hover, does not need to breathe, eat, drink, or sleep, and can move through creatures' spaces as difficult terrain.

Pressure Pattern. Once on each of its turns when Living Bigby's Hand damages a creature with Force damage, that creature has Disadvantage on its next opportunity attack before the start of Living Bigby's Hand's next turn.

Actions

Multiattack. Living Bigby's Hand makes two Force Fist attacks.

Force Fist. Melee Spell Attack: +5, reach 10 ft. Hit: 26 Force damage.

Crushing Grasp (Recharge 5-6). Strength Saving Throw: one creature within 10 feet. Failure: 36 Force damage and the target is Grappled. Success: Half damage.

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