

Aronian Nightmare

Large elemental, neutral good

Armour Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 120 ft., fly 120 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	7 (-2)	16 (+3)	11 (+0)

Saving Throws Dex +7

Damage Immunities cold, lightning

Senses darkvision 120 ft., passive Perception 13

Languages understands Aquan and Common but can't speak

Challenge 6 (2,300 XP)

Amphibious. The nightmare can breathe air and water.

Blitzing Speed. The nightmare doesn't provoke opportunity attacks when it moves out of an enemy's reach.

Confer Water Breathing. The nightmare can grant the ability to breathe underwater to anyone riding it.

Evasion. If the nightmare is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the nightmare instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

Multiattack. The nightmare makes four Hooves attacks. It must move at least 15 feet between each attack.

Hooves. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

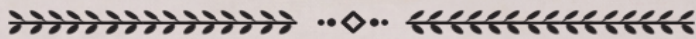
Reactions

Crashing Wave (Recharge 5-6). Until the end of its turn, each creature the nightmare hits with its Hooves attack takes an extra 7 (2d6) cold damage and must succeed on a DC 15 Strength saving throw or fall prone.





ARGUSSIAN GIANT



Many-Eyed Behemoths. Argussian giants, titanic sentinels birthed from the earth's core and the astral essence, stand as defenders created by Hera. Towering above the canopies

of the oldest forests and the spires of forgotten ruins, they patrol through their territory in search of intruders. Their skin, pocked with thousands of eyes, aids them in never missing a nearby threat. The giant quickly eradicates foes with chains of lightning and powerful, enchanted, panoptic magic.

Argussian Giant

Huge giant, neutral good (50%) or neutral evil (50%)

Armour Class 17 (natural armor)

Hit Points 212 (17d12 + 102)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	22 (+6)	14 (+2)	22 (+6)	13 (+1)

Saving Throws Con +10, Wis +10, Cha +5

Skills Insight +10, Investigation +6, Perception +10

Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded

Senses darkvision 120 ft., truesight 120 ft., passive Perception 20

Languages Celestial, Common, Giant

Challenge 12 (8,400 XP)

Ever-Vigilant. The giant has advantage on initiative checks and on Wisdom (Perception) checks.

Innate Spellcasting. The giant's spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material components (spell save DC 19):

At will: *alarm, detect magic, light*

2/day each: *arcane eye, locate creature, locate object*

1/day: *scrying*

Mark of Argus. If a creature within 30 feet of the giant teleports or uses interplanar travel, it must make DC 19 Charisma saving throw. On a failed save, it becomes marked for 1d4 days. The giant knows the exact location of each marked target.

Sensory Overload. If the giant takes damage from three or more sources during a single turn, he becomes stunned until the end of his next turn.

Thousand Eyes. The giant can take any number of reactions.

Actions

Multiattack. The giant makes three Slam attacks, then uses Chains of Hera, if recharged.

Slam. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage.

Chains of Hera (Recharge 4-6). The giant chooses three creatures he can see within 60 feet of him. Each chosen creature must succeed on a DC 20 Dexterity saving throw or become grappled by chains of lightning energy. Until this grapple ends, the target is restrained and takes 14 (4d6) lightning damage at the start of each of its turns. As an action, a restrained creature can repeat the saving throw to break free. On a successful save, it is no longer grappled and restrained.

Protector's Eye (1/Day). The giant summons a watchful eye at a point he can see within 120 feet of him. The eye is an object with AC 20, 60 hit points, resistance to bludgeoning, piercing, and slashing damage, and immunity to thunder damage. Each creature within 15 feet of the eye when it appears must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 33 (6d10) psychic damage and is watched by the eye for 1 minute. On a successful save, it takes half as much damage and suffers no additional effect. While watched, the creature has disadvantage on saving throws. If it is within 15 feet of the eye, it automatically fails all saving throws. A watched creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. As a bonus action on his turn, the giant can move the eye up to 15 feet.

Reactions

Panoptic Strike. As a reaction when a creature enters the giant's reach, the giant can make one Slam attack against it.

