

# GAIALAR

Gargantuan • Giant (Titan) • Neutral Good

**Armor Class** 20

**Initiative** +5 (15)

**Hit Points** 314 (17d20 + 136)

**Speed** 50 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	6 (-2)	26 (+8)	17 (+3)	21 (+5)	18 (+4)

**Saving Throws** Wis +12, Cha +11

**Skills** Nature +17, Perception +12

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, exhaustion, poisoned

**Senses** darkvision 120 ft., tremorsense 300 ft., passive Perception 22

**Languages** Common, Druidic, Giant, Sylvan

**CR** 21 (XP 33,000; PB +7)



**Living Terrain.** The gaialar can move through solid earth, stone, trees, or similar natural terrain as if they were difficult terrain. While doing so, the gaialar doesn't damage the material it moves through.

**Magic Resistance.** The gaialar has advantage on saving throws against spells and other magical effects.

**Rooted Resistance (3/Day).** If the gaialar fails a saving throw, it can choose to succeed instead. When it does so it becomes restrained until the start of its next turn.

**Speak with Beasts and Plants.** The gaialar can communicate with Beasts and Plants as if they shared a language.

**Unusual Nature.** The gaialar doesn't need to sleep.

## ACTIONS

**Multiattack.** The gaialar makes two Slam attacks. It can replace one attack with a use of Spellcasting to cast an at-will spell.

**Slam.** *Melee Weapon Attack:* +16, reach 15 ft. *Hit:* 27 (4d8 + 9) bludgeoning damage.

**Roots and Vines (Recharge 5-6).** *Strength Saving Throw:* DC 20, each creature of the gaialar's choice in a 90-foot cone. *Failure:* 31 (9d6) bludgeoning damage, and the gaialar can pull a target up to 30 feet towards it. Additionally, the target is restrained until the vines are destroyed (AC 15; HP 15; vulnerability to fire damage; immunity to psychic damage). *Success:* Half damage.

## GAIALAR — WEAKER

**Armor Class** 18

**Initiative** +4 (14)

**Hit Points** 262 (15d20 + 105)

**Speed** 50 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	6 (-2)	24 (+7)	15 (+2)	19 (+4)	16 (+3)

**Saving Throws** Wis +10, Cha +9

**Skills** Nature +14, Perception +10

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, exhaustion, poisoned

**Senses** darkvision 120 ft., tremorsense 300 ft., passive Perception 20

**Languages** Common, Druidic, Giant, Sylvan

**CR** 18 (XP 20,000; PB +6)



**Spellcasting.** The gaialar casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 20):

At will: *entangle* (40-foot square area), *plant growth*

2/day: *commune with nature*, *earthquake*, *move earth*, *wall of stone*, *wall of thorns*

## BONUS ACTIONS

**Encroaching Nature.** The gaialar moves the area of one of its *entangle* or *plant growth* spells by up to 15 feet in a direction of its choice.

## LEGENDARY ACTIONS

*Legendary Action Uses: 3. Immediately after another creature's turn, the gaialar can expend a use to take one of the following actions. The gaialar regains all expended uses at the start of each of its turns.*

**Gaia's Rejuvenation.** The gaialar chooses up to 4 creatures within 60 feet of it. A target gains 14 (2d8 + 5) temporary hit points for 10 minutes. While a creature has these temporary hit points, it has advantage on saving throws.

**Slam.** The gaialar makes one Slam attack.

**Rumbling Movement.** The gaialar moves up to its speed. Each creature within 10 feet of the gaialar as it moves is targeted once by the following effect. *Constitution Saving Throw:* DC 23. *Failure:* The target is knocked prone. *Failure or Success:* The gaialar can't take this action again until the start of its next turn.

**Living Terrain.** The gaialar can move through solid earth, stone, trees, or similar natural terrain as if they were difficult terrain. While doing so, the gaialar doesn't damage the material it moves through.

**Magic Resistance.** The gaialar has advantage on saving throws against spells and other magical effects.

**Rooted Resistance (3/Day).** If the gaialar fails a saving throw, it can choose to succeed instead. When it does so it becomes restrained until the start of its next turn.

**Speak with Beasts and Plants.** The gaialar can communicate with Beasts and Plants as if they shared a language.

**Unusual Nature.** The gaialar doesn't need to sleep.

## ACTIONS

**Multiattack.** The gaialar makes two Slam attacks. It can replace one attack with a use of Spellcasting to cast an at-will spell.

**Slam.** *Melee Weapon Attack:* +14, reach 15 ft. *Hit:* 22 (3d8 + 9) bludgeoning damage.

**Roots and Vines (Recharge 5-6).** *Strength Saving Throw:* DC 18, each creature of the gaialar's choice in a 90-foot cone.

*Failure:* 21 (6d6) bludgeoning damage, and the gaialar can pull a target up to 30 feet towards it. Additionally, the target is restrained until the vines are destroyed (AC 15; HP 10; vulnerability to fire damage; immunity to psychic damage).  
*Success:* Half damage.

**Spellcasting.** The gaialar casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 18):

At will: *entangle* (30-foot square area), *plant growth*

1/day: *commune with nature*, *earthquake*, *move earth*, *wall of stone*, *wall of thorns*

## BONUS ACTIONS

**Encroaching Nature.** The gaialar moves the area of one of its *entangle* or *plant growth* spells by up to 10 feet in a direction of its choice.

## LEGENDARY ACTIONS

*Legendary Action Uses: 3. Immediately after another creature's turn, the gaialar can expend a use to take one of the following actions. The gaialar regains all expended uses at the start of each of its turns.*

**Gaia's Rejuvenation.** The gaialar chooses up to 4 creatures within 60 feet of it. A target gains 11 (2d6 + 4) temporary hit points for 10 minutes. While a creature has these temporary hit points, it has advantage on saving throws.

**Slam.** The gaialar makes one Slam attack.

**Rumbling Movement.** The gaialar moves up to its speed. Each creature within 10 feet of the gaialar as it moves is targeted once by the following effect. *Constitution Saving Throw:* DC 21. *Failure:* The target is knocked prone. *Failure or Success:* The gaialar can't take this action again until the start of its next turn.

## GAIALAR — STRONGER

**Armor Class** 22

**Hit Points** 370 (19d20 + 171)

**Speed** 50 ft., burrow 40 ft.

**Initiative** +5 (15)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	6 (-2)	26 (+9)	19 (+4)	23 (+6)	20 (+5)

**Saving Throws** Wis +13, Cha +12

**Skills** Nature +18, Perception +13

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, exhaustion, poisoned

**Senses** darkvision 120 ft., tremorsense 300 ft., passive Perception 23

**Languages** Common, Druidic, Giant, Sylvan

**CR** 24 (XP 62,000; PB +7)



**Living Terrain.** The gaialar can move through solid earth, stone, trees, or similar natural terrain as if they were difficult terrain. While doing so, the gaialar doesn't damage the material it moves through.

**Magic Resistance.** The gaialar has advantage on saving throws against spells and other magical effects.

**Rooted Resistance (3/Day).** If the gaialar fails a saving throw, it can choose to succeed instead. When it does so it becomes restrained until the start of its next turn.

**Speak with Beasts and Plants.** The gaialar can communicate with Beasts and Plants as if they shared a language.

**Unusual Nature.** The gaialar doesn't need to sleep.

## ACTIONS

**Multiattack.** The gaialar makes two Slam attacks. It can replace one attack with a use of Spellcasting to cast an at-will spell.

**Slam. Melee Weapon Attack:** +17, reach 15 ft. *Hit:* 37 (5d10 + 10) bludgeoning damage.

**Roots and Vines (Recharge 5-6).** *Strength Saving Throw:* DC 21, each creature of the gaialar's choice in a 90-foot cone. *Failure:* 38 (11d6) bludgeoning damage, and the gaialar can pull a target up to 30 feet towards it. Additionally, the target is restrained until the vines are destroyed (AC 15; HP 20; vulnerability to fire damage; immunity to psychic damage). *Success:* Half damage.

**Spellcasting.** The gaialar casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 21):

At will: *entangle* (50-foot square area), *plant growth*

2/day: *commune with nature*, *earthquake*, *move earth*, *wall of stone*, *wall of thorns*

## BONUS ACTIONS

**Encroaching Nature.** The gaialar moves the area of one of its *entangle* or *plant growth* spells by up to 20 feet in a direction of its choice.

## LEGENDARY ACTIONS

*Legendary Action Uses: 3. Immediately after another creature's turn, the gaialar can expend a use to take one of the following actions. The gaialar regains all expended uses at the start of each of its turns.*

**Gaia's Rejuvenation.** The gaialar chooses up to 4 creatures within 60 feet of it. A target gains 17 (2d10 + 6) temporary hit points for 10 minutes. While a creature has these temporary hit points, it has advantage on saving throws.

**Slam.** The gaialar makes one Slam attack.

**Rumbling Movement.** The gaialar moves up to its speed. Each creature within 10 feet of the gaialar as it moves is targeted once by the following effect. *Constitution Saving Throw:* DC 24. *Failure:* The target is knocked prone. *Failure or Success:* The gaialar can't take this action again until the start of its next turn.