

STELLAR TITAN

Gargantuan • Giant (Titan) • Neutral Evil

Armor Class 20

Initiative +9 (19)

Hit Points 332 (19d20 + 133)

Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	24 (+7)	19 (+4)	19 (+4)	24 (+7)

Saving Throws Int +11, Wis +11, Cha +14

Skills History +11, Investigation +11, Perception +11

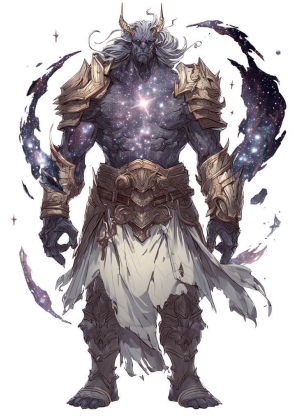
Damage Immunities poison, psychic, radiant

Condition Immunities charmed, frightened, exhaustion, poisoned, petrified, stunned

Senses truesight 60 ft., darkvision 300 ft., passive Perception 21

Languages Common, Giant, Deep Speech

CR 22 (XP 41,000 or 50,000 in lair, PB +7)



Starry Resistance (3/Day, 4/Day in Lair). If the titan fails a saving throw, it can choose to succeed instead. When it does so, one of the stars of its Constellation action vanishes, and it summons one less star if it uses that ability. This effect lasts until it finishes a long rest.

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

Starlight. The titan sheds flickering, dim light in a 30-foot emanation originating from it. *Constitution Saving Throw:* DC 22, each creature starting its turn inside the area. *Failure:* The target sheds dim light in a 5-foot radius until the end of its next turn. While affected, any attack roll against the target has advantage, and it can't benefit from being invisible.

Unusual Nature. The titan doesn't need to breathe or sleep.

Warded Mind. When a creature tries to read a titan's thoughts, that creature takes 21 (6d6) psychic damage, and the attempt to read its thoughts fails.

ACTIONS

Multiattack. The titan makes two Void Slam attacks.

Void Slam. *Melee Weapon Attack:* +17, reach 15 ft. *Hit:* 23 (3d8 + 10) force damage plus 10 (3d6) psychic damage.

Gravity Well. *Constitution Saving Throw:* DC 22, each creature in a 30-foot radius originating from a point within 150 feet that the titan can see. *Failure:* 28 (8d6) force damage and be pulled as close to the center of the area as possible. *Success:* Half damage. *Failure or Success:* The area is affected as by the *silence* spell until the start of the titan's next turn.

STELLAR TITAN — WEAKER

Armor Class 18

Initiative +7 (17)

Hit Points 280 (17d20 + 102)

Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	22 (+6)	17 (+3)	17 (+3)	22 (+6)

Saving Throws Int +9, Wis +9, Cha +12

Skills History +9, Investigation +9, Perception +9

Damage Immunities poison, psychic, radiant

Condition Immunities charmed, frightened, exhaustion, poisoned, petrified, stunned

Senses truesight 60 ft., darkvision 300 ft., passive Perception 19

Languages Common, Giant, Deep Speech

CR 19 (XP 22,000 or 25,000 in lair, PB +6)

Constellation (Recharges after a Rest). The titan creates six miniature stars at points it can see within 150 feet of it. Each star is an intangible 5-foot-radius sphere of heavily obscured light (the titan's vision is unimpeded by this light) that lasts for 10 minutes. *Constitution Saving Throw:* DC 22, any creature that enters the light's area for the first time on a turn or starts its turn there. *Failure:* 16 (3d10) radiant damage, and the target is blinded until the end of its turn. *Success:* Half damage.

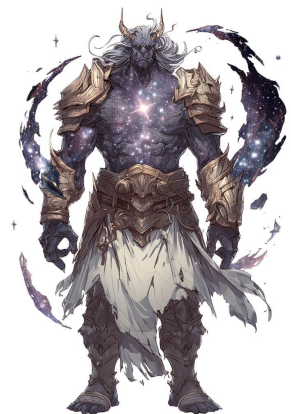
LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the titan can expend a use to take one of the following actions. The titan regains all expended uses at the start of each of its turns.

Slam. The titan makes one Void Slam attack. The titan can teleport into the area of one of its stars from the Constellation action beforehand.

Dark Chant. *Wisdom Saving Throw:* DC 22, one creature within 60 feet of the titan that it can see. *Failure:* The target becomes stunned until the end of its turn. If the creature starts its turn inside the Starlight's area while stunned, it starts to chant and takes 11 (2d10) psychic damage. Further, each creature in a 20-foot radius emanation from the chanting target becomes frightened of the target and the titan until the end of their next turn. *Failure or Success:* The titan can't take this action again until the start of its next turn.

The Stars Align. The titan moves up to two stars of its Constellation action up to 60 feet in directions of its choice. The titan can move the stars independently from each other.



Starry Resistance (3/Day, 4/Day in Lair). If the titan fails a saving throw, it can choose to succeed instead. When it does so, one of the stars of its Constellation action vanishes, and it summons one less star if it uses that ability. This effect lasts until it finishes a long rest.

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

Starlight. The titan sheds flickering, dim light in a 20-foot emanation originating from it. *Constitution Saving Throw:* DC 20, each creature starting its turn inside the area. *Failure:* The target sheds dim light in a 5-foot radius until the end of its next turn. While affected, any attack roll against the target has advantage, and it can't benefit from being invisible.

Unusual Nature. The titan doesn't need to breathe or sleep.

Warded Mind. When a creature tries to read a titan's thoughts, that creature takes 21 (6d6) psychic damage, and the attempt to read its thoughts fails.

ACTIONS

Multiattack. The titan makes two Void Slam attacks.

Void Slam. *Melee Weapon Attack:* +16, reach 15 ft. *Hit:* 17 (2d6 + 10) force damage plus 7 (2d6) psychic damage.

Gravity Well. *Constitution Saving Throw:* DC 20, each creature in a 30-foot radius originating from a point within 120 feet that the titan can see. *Failure:* 21 (6d6) force damage and be pulled as close to the center of the area as possible. *Success:* Half damage. *Failure or Success:* The area is affected as by the *silence* spell until the start of the titan's next turn.

STELLAR TITAN — STRONGER

Armor Class 22

Hit Points 407 (22d20 + 176)

Speed 50 ft., fly 50 ft. (hover)

Initiative +11 (21)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	26 (+8)	21 (+5)	21 (+5)	26 (+8)

Saving Throws Int +13, Wis +13, Cha +16

Skills History +13, Investigation +13, Perception +13

Damage Immunities poison, psychic, radiant

Condition Immunities charmed, frightened, exhaustion, poisoned, petrified, stunned

Senses truesight 60 ft., darkvision 300 ft., passive Perception 23

Languages Common, Giant, Deep Speech

CR 25 (XP 75,000 or 90,000 in lair, PB +8)

Constellation (Recharges after a Rest). The titan creates five miniature stars at points it can see within 150 feet of it. Each star is an intangible 5-foot-radius sphere of heavily obscured light (the titan's vision is unimpeded by this light) that lasts for 10 minutes. *Constitution Saving Throw:* DC 20, any creature that enters the light's area for the first time on a turn or starts its turn there. *Failure:* 11 (2d10) radiant damage, and the target is blinded until the end of its turn. *Success:* Half damage.

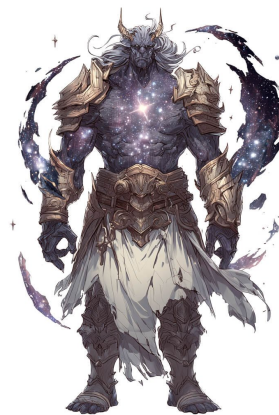
LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the titan can expend a use to take one of the following actions. The titan regains all expended uses at the start of each of its turns.

Slam. The titan makes one Void Slam attack. The titan can teleport into the area of one of its stars from the Constellation action beforehand.

Dark Chant. *Wisdom Saving Throw:* DC 20, one creature within 60 feet of the titan that it can see. *Failure:* The target becomes stunned until the end of its turn. If the creature starts its turn inside the Starlight's area while stunned, it starts to chant and takes 5 (1d10) psychic damage. Further, each creature in a 20-foot radius emanation from the chanting target becomes frightened of the target and the titan until the end of their next turn. *Failure or Success:* The titan can't take this action again until the start of its next turn.

The Stars Align. The titan moves up to two stars of its Constellation action up to 60 feet in directions of its choice. The titan can move the stars independently of each other.



Starry Resistance (3/Day, 4/Day in Lair). If the titan fails a saving throw, it can choose to succeed instead. When it does so, one of the stars of its Constellation action vanishes, and it summons one less star if it uses that ability. This effect lasts until it finishes a long rest.

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

Starlight. The titan sheds flickering, dim light in a 30-foot emanation originating from it. *Constitution Saving Throw:* DC 24, each creature starting its turn inside the area. *Failure:* The target sheds dim light in a 5-foot radius until the end of its next turn. While affected, any attack roll against the target has advantage, and it can't benefit from being invisible.

Unusual Nature. The titan doesn't need to breathe or sleep.

Warded Mind. When a creature tries to read a titan's thoughts, that creature takes 21 (6d6) psychic damage, and the attempt to read its thoughts fails.

ACTIONS

Multiattack. The titan makes two Void Slam attacks.

Void Slam. *Melee Weapon Attack:* +18, reach 15 ft. *Hit:* 32 (4d10 + 10) force damage plus 14 (4d6) psychic damage.

Gravity Well. *Constitution Saving Throw:* DC 24, each creature in a 30-foot radius originating from a point within 150 feet that the titan can see. *Failure:* 35 (10d6) force damage and be pulled as close to the center of the area as possible. *Success:* Half damage. *Failure or Success:* The area is affected as by the *silence* spell until the start of the titan's next turn.

Constellation (Recharges after a Rest). The titan creates seven miniature stars at points it can see within 150 feet of it. Each star is an intangible 5-foot-radius sphere of heavily obscured light (the titan's vision is unimpeded by this light) that lasts for 10 minutes. *Constitution Saving Throw:* DC 24, any creature that enters the light's area for the first time on a turn or starts its turn there. *Failure:* 22 (4d10) radiant damage, and the target is blinded until the end of its turn. *Success:* Half damage.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the titan can expend a use to take one of the following actions. The titan regains all expended uses at the start of each of its turns.

Slam. The titan makes one Void Slam attack. The titan can teleport into the area of one of its stars from the Constellation action beforehand.

Dark Chant. *Wisdom Saving Throw:* DC 24, one creature within 60 feet of the titan that it can see. *Failure:* The target becomes stunned until the end of its turn. If the creature starts its turn inside the Starlight's area while stunned, it starts to chant and takes 16 (3d10) psychic damage. Further, each creature in a 20-foot radius emanation from the chanting target becomes frightened of the target and the titan until the end of their next turn. *Failure or Success:* The titan can't take this action again until the start of its next turn.

The Stars Align. The titan moves up to two stars of its Constellation action up to 60 feet in directions of its choice. The titan can move the stars independently of each other.