

ELDRITCH GIANT

Huge • Giant • Evil

Armor Class 15

Initiative +2 (12)

Hit Points 168 (16d12 + 64)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	18 (+4)	21 (+5)	17 (+3)	17 (+3)

Saving Throws Int +9, Wis +7, Cha +7

Skills Arcana +13, History +9, Insight +7, Investigation +9

Gear arcane focus

Senses darkvision 60 ft., passive Perception 13

Languages Common, Giant and two other languages

CR 11 (7,200 XP; PB +4)



Mental Magic Resistance. The giant has advantage on saving throws against being charmed and against spells and other magical effects from the illusion school.

ACTIONS

Multiattack. The giant makes two Eldritch Punch attacks. It can replace one attack with a use of Spellcasting.

Eldritch Punch. *Melee Weapon Attack:* +12, reach 10 ft. Hit: 18 (3d6 + 8) bludgeoning damage plus 18 (4d8) force damage.

Spellcasting. The giant casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 17):

At will: *detect magic, dispel magic, magic missile (level 6)*

3/day: *dimension door, mirror image, protection from energy*

1/day: *globe of invulnerability (20-foot-radius sphere)*

REACTIONS

Absorb Magic. *Trigger:* A creature the giant can see targets it with a spell. *Response:* The giant gains resistance against damage that spell would cause. Further, the next time the giant casts magical missiles, it creates an additional 4 projectiles.

ELDRITCH GIANT — WEAKER

Huge • Giant • Evil

Armor Class 14

Initiative +2 (12)

Hit Points 142 (15d12 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	17 (+3)	20 (+5)	16 (+3)	16 (+3)

Saving Throws Int +9, Wis +7, Cha +7

Skills Arcana +13, History +9, Insight +7, Investigation +9

Gear arcane focus

Senses darkvision 60 ft., passive Perception 13

Languages Common, Giant and two other languages

CR 9 (XP 5,000; PB +4)



Mental Magic Resistance. The giant has advantage on saving throws against being charmed and against spells and other magical effects from the illusion school.

ACTIONS

Multiattack. The giant makes two Eldritch Punch attacks. It can replace one attack with a use of Spellcasting.

Eldritch Punch. *Melee Weapon Attack:* +11, reach 10 ft. Hit: 14 (2d6 + 7) bludgeoning damage plus 13 (3d8) force damage.

Spellcasting. The giant casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 17):

At will: *detect magic, dispel magic, magic missile (level 5)*

3/day: *dimension door, mirror image, protection from energy*

1/day: *globe of invulnerability (20-foot-radius sphere)*

REACTIONS

Absorb Magic. *Trigger:* A creature the giant can see targets it with a spell. *Response:* The giant gains resistance against damage that spell would cause. Further, the next time the giant casts magical missiles, it creates an additional 3 projectiles.

ELDRITCH GIANT — STRONGER

Huge • Giant • Evil

Armor Class 15

Initiative +2 (12)

Hit Points 199 (19d12 + 76)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	18 (+4)	22 (+6)	18 (+4)	18 (+4)

Saving Throws Int +11, Wis +9, Cha +9

Skills Arcana +16, History +11, Insight +9, Investigation +11

Gear arcane focus

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant and two other languages

CR 13 (XP 10,000; PB +5)



Mental Magic Resistance. The giant has advantage on saving throws against being charmed and against spells and other magical effects from the illusion school.

ACTIONS

Multiattack. The giant makes two Eldritch Punch attacks. It can replace one attack with a use of Spellcasting.

Eldritch Punch. *Melee Weapon Attack:* +12, reach 10 ft. Hit: 18 (3d6 + 8) bludgeoning damage plus 24 (7d6) force damage.

Spellcasting. The giant casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 19):

At will: *detect magic, dispel magic, magic missile (level 7)*

3/day: *dimension door, mirror image, protection from energy*

1/day: *globe of invulnerability (20-foot-radius sphere)*

REACTIONS

Absorb Magic. *Trigger:* A creature the giant can see targets it with a spell. *Response:* The giant gains resistance against damage that spell would cause. Further, the next time the giant casts magical missiles, it creates an additional 5 projectiles