

MONSTROUS MENAGERIE

TITANS OF THE

END TIMES

MONSTROUS MENAGERIE presents new and fantastic creatures with which Game Masters of all levels of experience can populate their campaign worlds. The creatures found within these pages may be beneficent or malign, horrific or wondrous, but all are sure to astound your players. With this article, you can challenge your players with titans – giants of truly humongous power coming from a divine, infernal, or elemental source. Presenting a hitherto hidden but apocalyptic threat to the campaign world, they can be used as ultimate threats, servants of even more powerful villains, or as minor villains to challenge high-level PCs.



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ANTAEUS

Origins: Antaeus is based on a creature from Greek mythology.

Before you stands a 20-foot tall creature resembling a human male with an impeccably athletic physique. Its body is glistening white, as if chiseled from an enormous block of marble.

History: Millenia ago, Antaeus was created in a collective effort by the gods to act as a defender of divine order in the world of mortals, his body cut from a mountain of marble and infused with a spark of divine power. Prodigiously strong and impervious to normal weapons, Antaeus could crush the strongest of challengers with his bare hands. He overpowered dozens of powerful opponents such as ancient dragons, powerful giants, and archdemons, even though most of them never thought of subverting divine power. After a bout of wanton bloodshed, Antaeus built a grisly temple to the gods out of the skulls and bones of his enemies, an act they saw as profane and blasphemous. In their anger, they attempted to destroy him, only realizing that they could not undo their creation as long as it was in contact with the ground that spawned him. Antaeus saw this as a sign that the gods had lost their way and only he could uphold the laws of the cosmos in a corrupt and fallen world.

Place in the Campaign: Antaeus’s temple of bones is located in a distant corner of the world, laden with treasure gathered from his slain enemies and offered to the gods as a futile sacrifice. His lair is defended by undead mockeries of the monsters he had defeated and renegade angels sharing his beliefs. Sometimes, Antaeus leaves his temple, seeks out a powerful creature that he deems to be to challenge deems to the divine order, challenges it to a wrestling duel, slays it, and adds its bones to his temple.

Ideal: The world is in deep decline, the power of the gods is fading, and I am the only one strong enough to stem the tides of chaos.

Bond: I must destroy the enemies of the gods, even if they say otherwise.

Flaw: I underestimate the power of those who are smaller or weaker than I am.

Antaeus

Huge giant (titan), lawful evil
Armor Class 22 (natural armor)
Hit Points 277 (22d12 + 134)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	13 (+1)	23 (+6)	14 (+2)	18 (+4)	20 (+5)

Saving Throws Dex +7, Con +12, Wis + 10, Cha +11
Skills Athletics +16, Perception +10, Religion +8
Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons
Senses truesight 120 ft., passive Perception 20
Languages all
Challenge 20 (25,000 XP)

Divine Fists. Antaeus’ weapon attacks are magical.
Legendary Resistance (3/Day). If Antaeus fails a saving throw, he can choose to succeed instead.
Magic Resistance. Antaeus has advantage on saving throws against spells and other magical effects.
Strength from the Earth. Antaeus gains disadvantage on ability checks, attack rolls, and saving throws and loses Legendary Resistance, Magic Resistance, Titan’s Grace, and all immunities when he is not in contact with the ground.
Titan’s Grace. Antaeus’ Armor Class includes his Charisma bonus.

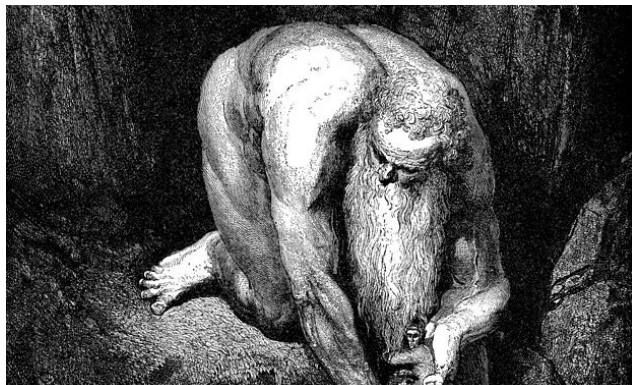
ACTIONS

Multiattack. Antaeus makes two fist attacks and either uses fling or slam, if possible.
Fist. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage,

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and the target is grappled (escape DC 20). Until this grapple ends, the target is restrained and takes 13 (3d8) bludgeoning damage at the start of each of its turns. Antaeus has two fists and can grapple a creature with each one.

Fling. One Large or smaller object held or creature grappled by Antaeus is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 20 Dexterity saving throw or take the same damage and be knocked prone.

Slam. Antaeus slams creatures grappled by him into each other or a solid surface. Each creature must succeed on a DC 20 Constitution saving throw or take 24 (4d6 + 10) bludgeoning damage and be stunned until the end of the Antaeus' next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

LEGENDARY ACTIONS

Antaeus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Antaeus regains spent legendary actions at the start of its turn.

Wrestle. Antaeus makes one fist attack or uses fling or slam.

Trample (Costs 2 Actions). Antaeus steps on a Large or smaller target within 10 feet of him with his foot. The target must make a DC 20 Dexterity saving throw, taking 45 (10d8) bludgeoning damage on a failed save, or half as much damage on a successful one. If the target fails the save, it also falls prone and is restrained until the start of its next turn.

JACK-IN-IRONS

Origins: Jack-In-Irons is based on a creature from English folklore, and is pictured on the first page of this article.

This 18-foot tall giant with rugged, bestial features is clad in a chaotic mass of chains, locks, bars, and portcullises.

History: Jack-In-Irons was human once, but has forgotten his true name. Once a lowly highwayman, he came into possession of an artifact that allowed him to contact an archdevil known as the Jailer, the overlord of a hellish plane resembling a nightmarish prison. Faced with imminent capture, he struck a bargain with the archdevil, gaining enormous size and strength, magical abilities, and complete power over all locks, chains, and other restraints. In exchange, Jack-In-Irons' task was to capture one thousand and one souls and supply them to his master—this task is still in progress. In the meantime, his powers allowed him to establish himself as a secret mastermind of crime, with most crime lords unwittingly or openly furthering his agenda.

Place in the Campaign: Jack-In-Irons resides on a distant island in a fortress that once served as a prison for particularly dangerous criminals. He has rebuilt the jail and bolstered its defenses. Jack-In-Irons commands a small army of delinquents, his minions running the gamut from small-time crooks to highly trained assassins, as well as several chain devils. Using the intelligence gathered by his underlings and exploiting his shapeshifting abilities, Jack-In-Irons strikes when honest folk are at their weakest, especially during wars, plagues, and natural disasters. Reveling in carnage and destruction, he reaps the harvest of souls for his infernal master.

Ideal: After becoming the king of criminals in this world, I am ready to move on to the next one, and the next, and the next...

Bond: For the time being, I need to gather souls for The Jailer to keep him satisfied.

Flaw: My deviousness and callous cruelty often cloud my judgment.

Jack-In-Irons

Huge giant (shapechanger, titan), neutral evil

Armor Class 21 (natural armor)

Hit Points 218 (19d12 + 95)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	21 (+5)	16 (+3)	15 (+2)	17 (+3)

Saving Throws Str +13, Dex +8, Wis +8

Skills Deception +9, Intimidation +9, Perception +8, Sleight of Hand +8

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons; fire, poison

Condition Immunities frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Common, Giant, Infernal

Challenge 18 (20,000 XP)

Devil's Sight. Magical darkness doesn't impede Jack-In-Irons' darkvision.

Freedom of Movement. Jack-In-Irons ignores difficult terrain, and magical effects can't reduce his speed or cause him to be restrained. He can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Hellish Chains. Jack-In-Irons' weapon attacks are magical.

Innate Spellcasting. Jack-In-Irons' spellcasting ability is Charisma (spell save DC 19). He can innately cast the following spells, requiring no material components:

At will: *alter self* (can become Medium-sized when changing his appearance), *darkness*, *invisibility*, *knock*

3/day each: *arcane lock*, *dimension door*, *hold monster*, *resilient sphere*, *slow*, *telekinesis*

Jail the Soul. Any creature reduced to 0 hit points by Jack-In-Irons' weapon attacks is killed instantly. The creature's psyche is magically imprisoned by Jack-In-Irons, and it may not be returned to life by any means short of a *wish* until Jack-In-Irons is killed. Jack-In-Irons can voluntarily release a creature's soul if he chooses.

Legendary Resistance (3/Day). If Jack-In-Irons fails a saving throw, he can choose to succeed instead.

ACTIONS

Multiattack. Jack-In-Irons makes two chain or chain harpoon attacks.

Chain. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage. The target is grappled (escape DC 19) if Jack-In-Irons isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 21 (6d6) piercing damage at the start of each of its turns.

Chain Harpoon. *Ranged Weapon Attack:* +13 to hit, range 60/180 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against Jack-In-Irons or be pulled up to 60 feet toward him.

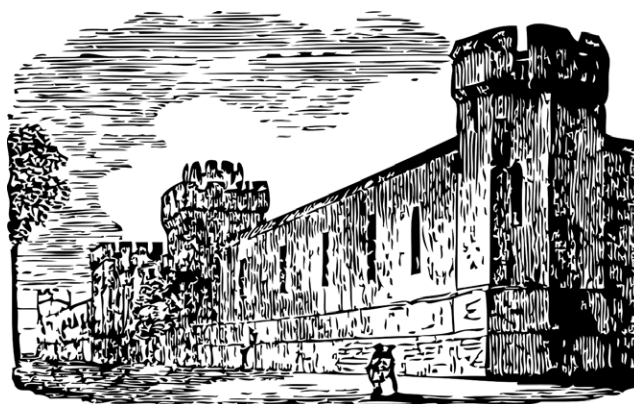
LEGENDARY ACTIONS

Jack-In-Irons can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Jack-In-Irons regains spent legendary actions at the start of his turn.

Attack. Jack-In-Irons makes one attack with a chain or a chain harpoon.

Teleport. Jack-In-Irons magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

Gates of Hell (Costs 2 Actions). An enormous adamantine portcullis magically appears within 90 feet of Jack-In-Irons, drops to the ground, and then vanishes. All targets in a 90-foot high, 100-foot long line must make a DC 19 Dexterity saving throw, taking 35 (10d6) piercing damage on a failed save, or half as much damage on a successful one. The target is also knocked prone if it fails the saving throw.



SVYATOGOR

This colossal silver-bearded warrior, clad in shining chainmail, carrying an enormous scarlet shield and armed with a sword thrice the height of a grown man, is over 40 feet tall. He is mounted on an equally titanic horse that shakes the ground with its trotting.

Origins: Svyatogor is based on a creature from Russian folklore.

History: Described in an old ballad as “lower than the clouds but taller than the trees”, Svyatogor is an ancient and enigmatic being. Various sages deem him to be the last of a vanished race of giants, the primordial progenitor of giantkind as a whole, a demigod banished to the mortal world, or a distant ancestor of the ferragut race. Whatever his true identity, Svyatogor is definitely older than any giant in existence, and has magical armaments from ages past in his possession. Whenever he appears, he is always seen mounted on his gigantic destrier, the origins of which also pose a mystery. Even though Svyatogor’s sheer bulk can uproot forests and reduce towns to rubble, the giant seems to be benevolent and even oddly protective of smaller humanoids.

Place in the Campaign: Svyatogor spends most of his time in deep sleep in a distant mountain cave, surrounded by treasures from a bygone age; only a dire threat to the world can awaken him. His appearance in the world of smaller races is a sure signal of impending disaster that can only be stopped by a mighty hero. In Svyatogor’s mind, he has grown too old and weak to fulfill his duty of protecting the “smallfolk”, and needs to pass his mantle to another hero. Taciturn and emotionally distant, Svyatogor hopes that his cavalcades through the realms of “smallfolk” will cause such a hero to arise and defeat him.

Ideal: I hope to meet my match in strength and valor and pass my treasures to my conqueror.

Bond: The smaller, younger races need my protection and guidance, and I cannot fail them.

Flaw: Oblivious to my size and strength, I’m heedless of the collateral damage I might cause.

Svyatogor

Gargantuan giant (titan), lawful neutral

Armor Class 20 (+2 mithral chain mail, +2 shield)

Hit Points 310 (20d20 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	21 (+5)	12 (+1)	20 (+5)	17 (+3)

Saving Throws Dex +6, Con +11, Int +7, Cha +9

Skills Animal Handling +9, Athletics +16, History +7

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities paralyzed, prone

Senses darkvision 120 ft., passive Perception 15

Languages Common, Giant, Primordial

Challenge 19 (22,000 XP)

Elemental Weapons. Svyatogor’s weapon attacks are magical.

Epic Demise. When reduced to 0 hit points, Svyatogor rapidly sinks into the earth, leaving his treasures behind.

Legendary Resistance (3/Day). If Svyatogor fails a saving throw, he can choose to succeed instead.

Siege Monster. Svyatogor deals double damage to objects and structures.

Svyatogor’s Treasures. Svyatogor has the following magical equipment: +2 mithral chain mail, +2 shield, +2 longsword. (The GM may modify the properties of these items to better suit your campaign.) Normally sized for a Gargantuan creature, this equipment resizes for a creature of any smaller size that spends a short rest examining it.

ACTIONS

Longsword. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 30 (4d8 + 12) slashing damage. If the target is a creature, it must also succeed on a DC 15 Constitution saving throw or be stunned until the end of Svyatogor’s next turn.

LEGENDARY ACTIONS

Svyatogor can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature’s turn. Svyatogor regains spent legendary actions at the start of his turn.



Attack. Svyatogor makes one melee attack.

Sweep (Costs 2 Actions). Svyatogor makes one melee attack against each creature within his reach.

Mighty Breath (Costs 2 Actions). Svyatogor exhales a powerful gust of air. Creatures within a 90-foot cone must make a DC 19 Constitution saving throw, taking 28 (8d6) thunder damage on a failed save, or half as much damage on a successful one. The target is also pushed up to 20 feet away from Svyatogor if it fails the saving throw. 

Svyatogor's Mount

Svyatogor's mount has the statistics of a **mammoth**, with the following alterations:

- ▶ It is a Gargantuan fey.
- ▶ Its Intelligence score is 9 (–1).
- ▶ It understands Common and Giant.
- ▶ It cannot be charmed or frightened while Svyatogor is mounted on it or within its sight.
- ▶ It can only make **stomp** attacks, but they can target non-prone creatures and qualify for **trampling charge**.

