



TITAN OF THE GODS

These massive ornate constructs were built to serve as conduits to the netherworld. They preside over the tombs of ancient kings, ensuring they are guided to the afterlife. In one hand, they wield a massive sun staff that lights the way through the netherworld and allows them to unleash solar rays through their burning eyes. In the other hand, they carry a set of scales used to judge the worthiness of souls and rip apart the life force of those still living.

When stirred to battle, the titan of the gods serves as an avatar of the divine that walks the mortal realm. Its connection to the realm of the gods allows divine beings to hear the prayers and rituals beseeching them for power more clearly. Those who draw on the gods for power find they can more freely call upon that power in the presence of this titan, and the titan serves as a messenger to communicate the gods' will to their supplicants.

TITAN OF THE GODS ADVENTURES

The following table provides some ways to introduce titans of the gods into your games:

TITAN OF THE GODS ADVENTURE HOOKS

d4

Adventure Hook

1 A cabal of rogue priests has constructed a titan of the gods and begun worshipping it as a false idol. They now seek to destroy all temples to "false gods."

2 The players need divine guidance and must seek out a titan of the gods to make contact with one or more gods who may use the titan to test their worth.

3 A god, bitter that it is being forgotten, has awoken an ancient titan built in its honor and is using it raise an army and exact vengeance on the descendants of its former worshippers.

4 The players are tasked with freeing a titan of the gods from the clutches of a wicked liche priest and guiding it back to its rightful caretakers. The titan will aid the players as they escape through hordes of the liche's undead minions.

TITAN OF THE GODS

Huge construct, unaligned

Armor Class 20 (natural armor)

Hit Points 250 (20d12 + 120)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	22 (+6)	16 (+3)	20 (+5)	18 (+4)

Saving Throws Int +8, Wis +10

Skills Athletics +13, Arcana +8, History +8, Insight +10, Religion +8, Perception +10

Damage Resistance necrotic, psychic, radiant

Damage Immunities poison

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

Senses truesight 120 ft., passive Perception 20

Languages Understands the languages of its creator but can't speak.

Challenge 15 (10,000 XP)

Proficiency Bonus +5

Animated Construct. The titan is infused with the souls of the dead. Its type is Undead in addition to Construct when determining the effects of features such as a paladin's Divine Smite.

Divine Awareness. The titan knows if it hears a lie.

Immutable Form. The titan is immune to any spell or effect that would alter its form.

Sleeping Giant. While the titan remains motionless, it is indistinguishable from an inanimate statue. It is also immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells or other magic that would detect it is a creature.

Spirit Caster. Spells the titan casts on the Material Plane can affect creatures on the Ethereal Plane.

Turning Defiance. The titan has advantage on saving throws against effects that turn undead.

Actions

Multiattack The titan can use its Frightful Presence. It then makes two attacks with its Sun Staff.

Sun Staff. *Melee Weapon Attack:* +12 to hit, reach 10ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage plus 13 (3d8) radiant damage.

Frightful Presence. Each creature of the titan's choice that is within 120 feet of the titan and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the titan's Frightful Presence for the next 24 hours.

Spellcasting. The titan casts one of the following spells, requiring no components and using Wisdom as its spellcasting ability (spell save DC 18, +10 to hit with spell attacks):

2/Day: *burning gaze** (5th level), *spirit leech** (5th level)

1/Day: *dispel evil and good, forbiddance*

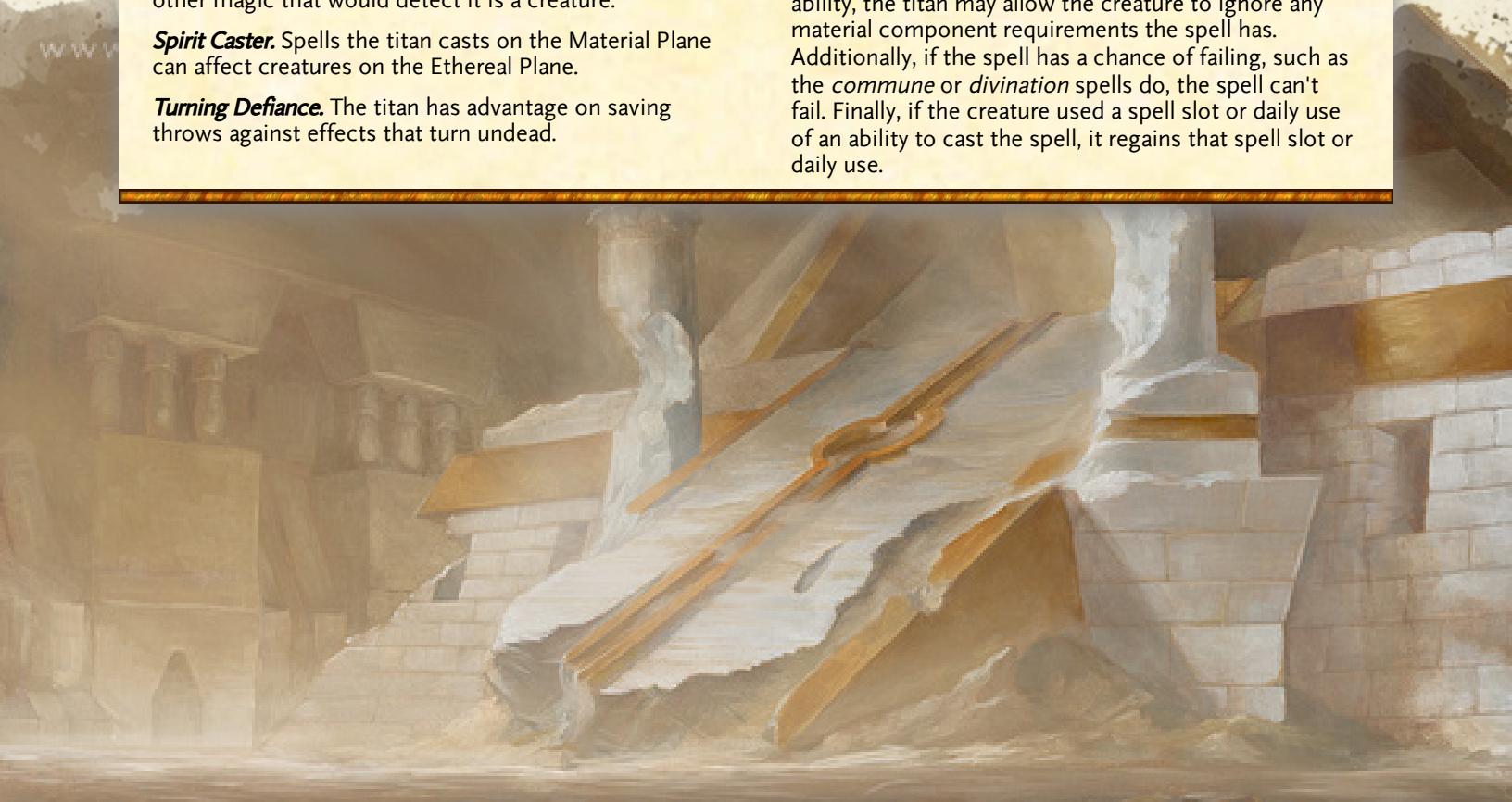
*new spell found at end of document

Bonus Actions

Battle Magic When the titan uses its action to cast a spell, it can use its Frightful Presence and make one Sun Staff attack.

Reactions

Spirit Conduit (5/Day). Whenever another friendly creature within 60 feet of the titan would cast a spell of 5th level or lower using Wisdom as its spellcasting ability, the titan may allow the creature to ignore any material component requirements the spell has. Additionally, if the spell has a chance of failing, such as the *commune* or *divination* spells do, the spell can't fail. Finally, if the creature used a spell slot or daily use of an ability to cast the spell, it regains that spell slot or daily use.



NEW SPELLS

BURNING GAZE

1st-level evocation

Casting Time: 1 action

Range: 20 feet

Components: V

Duration: Instantaneous

Classes: Cleric

You choose two points within 10 feet of each other and within the spell's range. Searing beams of light shoot from your eyes, moving between the two points. Each creature caught in the path of the beams must make a Dexterity saving throw. A creature takes 1d6 fire damage and 1d4 radiant damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the fire damage increases 1d6, the radiant damage increases by 1d4, the range increases by 20 feet, and the maximum possible distance between the two points increases by 10 feet for each slot level above 1st.

SPIRIT LEECH

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V S

Duration: Instantaneous

Classes: Warlock

You extend a hand towards a target creature within range and siphon away its essence. The target must make a Charisma saving throw. It takes 2d6 necrotic damage on a failed save, or half as much on a successful one. You regain hit points equal to necrotic damage dealt. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d6 for each slot level above 1st.

ART CREDIT

- Hollow One - Anthony Palumbo, Wizards of the Coast
- Plains, Hour of Devastation - Lars Grant-West, Wizards of the Coast
- Essence Drain - Jim Nelson, Wizards of the Coast



CHANGE LOG

1.0.0

- Document release