

YAZURIAN CYCLOPS

Yazur is a 900-square-mile island off the coast of Northern Omeria. For reasons unknown, magic does not work on the island. In fact, its antimagic aura extends up to 5 miles beyond its beaches. As such, ships rarely pass through the channel east of the island. Dinzer aircraft avoid the area at all costs. And for more than thirty years now Yazur has served as a prison for dangerous mages.

But the arcoprisoners of Yazur aren't alone. The one-eyed giants of Yazur act as sentries, guardians, and often, friends to these powerless mages. Unlike the cyclopes found throughout the foothills of the Basilisk's Spine, Yazurian cyclopes shy from chaos and destruction. Certainly, they are just as stubborn and slow to understand complex ideas as their mainland cousins. However, Yazurian cyclopes refrain from being reactive. Instead, they approach the world with child-like innocence and wonder.

Sadly, Yazurian cyclopes have become an endangered species. Agrayan poachers hunt the gentle giants for their horns, the source of their antimagic aura.



YAZURIAN CYCLOPS

Huge giant, neutral

Armor Class 14 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	8 (-1)	9 (-1)	9 (-1)

Saving Throws Wis +2
Senses passive Perception 9
Languages Common, Giant
Challenge 7 (3,900 XP)

Antimagic Aura. A 30-foot radius invisible sphere of antimagic surrounds the cyclops, as in the *antimagic field* spell.

Legendary Stubbornness (1/day). If the cyclops fails a Wisdom saving throw, it can choose to succeed instead.

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

Actions

Multiattack. The cyclops make two quarterstaff attacks.

Quarterstaff. +9 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage, or 19 (3d8 + 6) bludgeoning damage when wielded with two hands.

Rock. Ranged Weapon Attack: +9 to hit, range 30/120 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.