# Argus

As often happens according to the tales, Zeus cast his lustful gaze around, and beheld Io, the nymph. He attempted to hide her from Hera by disguising her as a heifer, but Hera was wiser than that, and set her watchman, the giant Argus, to keep watch over her.

Hermes, under orders from Zeus, approached Argus, in the guise of a shepherd. The messenger god began to sing, and played the lyre, and eventually lulled the giant to sleep, whereupon Hermes slew him with a sword.

Proud of his loyal but unsuccessful service, Hera took the eyes of Argus, and placed them in the tail of the peacock. However, she is a powerful goddess, and who is to say she did not bring him back to life?

## Argus

*Huge Giant, Lawful Neutral*

**Armor Class** 19 (natural)
**Hit Points** 300 (24d12 + 144)
**Speed** 50ft

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 29 (+9) | 18 (+4) | 22 (+6) | 12 (+1) | 24 (+7) | 7 (–2) |

**Damage Resistances** bludgeoning, slashing, and piercing damage from non-magical weapons
**Immunities** poison, disease, any form of darkness or blindness
**Skills** Perception +12, Insight +12
**Senses** darkvision 240 feet, blindsight 120 feet, passive Perception 22
**Languages** Giant, Common, Celestial
**Challenge** 17 ( 18,000 XP)

***Divine Blood.*** Though not a full Titan, their blood runs in his veins. Argus is resistant to nonmagial melee attacks, and is immune to any form of aging or disease.

***Divine Eyesight.*** His many divine eyes not only grant him amazing perceptive abilities, they also allow him to not only see in absolute darkness, but also see Invisible creatures.

***Magic Resistance.*** Argus has advantage on all saving throws against spells and other magical effects.

***Magical Attacks.*** All of Argus's attacks count as magical weapons.

***Argus's Cattle.*** As a massive herdsman, Argus has a large herd of massive Cape Buffalo. They are larger than normal creatures of the type, and use stats similar to the Giant Elk. However, they have two more HD (and thus 60 hp), and their basic Ram damage is 20(4d6 + 4) piercing damage. They are CR: 3.

### Actions

***Multiattack.*** Argus makes two melee attacks with his Crookstaff, or two ranged attacks with his sling.

***Crookstaff.*** *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 27 (5d6 + 9) bludgeoning damage.

***Sling.*** *Ranged Weapon Attack:* +9 to hit, range 80/320, one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

**The Many Eyed One.**
Argus is a massive giant, as large as most Storm Giants, at more than 25 feet tall. Unlike Storm Giants, his head shows his unnatural descent, as it is covered in many eyes. Many of these eyes can see in different spectrums than mortals, and some see in ways not even he fully understands. This, coupled with the fact he does not normally age or sleep (but can be put to sleep with strong enough magic), makes him an outstanding and loyal watchman.

**Law and Duty**
Unlike most of his brethren, Argus is devoted to the concept of duty, and respects lawful behaviour overall. His hideous nature, however, means he tends to live a hermit's life, hidden away from society. After his death and subsequent resurrection, he has become even more reclusive - and absolutely terrified of Hermes.

He spends his days watching over a moderately large herd of Cape Buffalo, who will savagely attack anyone that is not accompanied by Argus. He sees their existence as his life's work, and holds on to them dearly.

**Adventure Hooks.**
Argus is not the typical raider or savage warrior. Instead, as a cowherd, he is more likely to be found up in the mountains in more southerly climates. However, he is willing to take tasks of guardianship, as long as he has been given the full information. In addition, he has a level of pride not found in most other giants, and will consider any giant other than an actual Titan (Empyrean) to be beneath him. This can lead to multiple scenarios:

*Scenario One:* An ogre or lesser giant, or some other being not afraid to snatch up a Cape Buffalo, has stolen one of Argus's herd. Enraged, but orderly, the massive, 25 foot tall giant storms up to the front gates of the nearest city, demanding the rights of a citizen, and also demanding the local lord or monarch do something about his stolen cattle - before he does. The players are sent to find out who or what stole it, find it, and retrieve the antisocial beast before Argus loses his patience.

*Scenario Two:* Where the previous scenario had Argus as the aggreived party, in this scenario he is an obstacle. Though Argus cares deeply about the law and discipline, he cares little about the moral alignments. A liche has taken advantage of this, and paid Argus to guard his phylactery. Depending on the power level of the party, they may duke it out with the scion of Titans, or try to find some way past his simply amazing perceptive abilities. A twist may come if, instead of a phylactery, Argus is asked to guard something that was stolen, and the PC's must prove this to him - which will, of course, anger him greatly.

*Scenario Three:* A high ranking Priest of Hermes, or his equivalent in the campaign, has discovered that Argus still lives. Taking this as a personal affront to his god, the priest has cooked up a plot to both get rid of the giant, but also promote himself within the priesthood. He will frame Argus for some horrendous crime, taking advantage of his hideous appearance to sway the opinion of the common man to his arguments. His sermons will paint Argus as a daemonic monster, who was summoned to imprison a poor, innocent nymph in the Days of Myth, and perhaps even as one of the direct servants of Hell. The players must solve the real crime Argus has been blamed for, and expose the priest's real motivations, as well as his lies. This could even directly follow Scenario One, above.