

HABITATION OF THE STONE GIANT LORD

by Gaius Stern



A 5th Edition adventure for
13th-level characters.



MAL AND TAL
ENTERPRISES, LLC

HABITATION OF THE STONE GIANT LORD

by Gaius Stern



Converted by Michael J. Tresca



TABLE OF CONTENTS

Table of Contents	3
Foreword	4
Introduction	6
Outpost Blacter	7
Level #1	16
Level #2	37
Level #3	54
Rock Giant	63



FOREWORD

TIM HUTCHINGS

I was introduced to the *Habitation of the Stone Giant Lord* in 2012 when the manuscript was donated to the archive by a game collector who goes by the pseudonym Scribe of New York City. The illustrations are raw and clumsy, and you can practically feel the typewriter keys beating every typo into the page, but the youthful energy and dedication that it took to produce *The Habitation* still astonish.

I managed to track down the author, G.J. Caesar, whose real name is Gaius Stern; he teaches at the University of California - Berkeley. Gaius wrote and illustrated this adventure when he was fourteen years old in 1982, and he wants me to make sure to state that fact loudly and clearly so we all know that the grammar and spelling errors of young Gaius are not those of contemporary Gaius.

Gaius was surprised that this manuscript survived: "I had assumed that my mother thrown these things away in a garbage can circa 1987. There was a lot more but they will never be seen again, I suspect."

Which is heartbreaking. So much work and effort created these fantastic things, now lost. Situations like this are why I created the Play Generated Map and Document Archive. PlaGMaDA collects and preserves gaming ephemera created for or during actual game play. Used character sheets, game maps, manuscripts, notes and scribbles: any mark made on paper is fair game. The conceit of the archive is that game ephemera are a sort of folk art, and have a value both aesthetic and academic. Such items usually wind up in trash bins, but PlaGMaDA aims to interrupt that process and preserve these items for the future.

PlaGMaDA depends on donations of ephemera from people like you, and people like your old gaming buddies who don't play anymore. Rather than throw something away, donate it to the collection. Email collections@plagmada.org to set the process in motion; it's simple and free. All papers donated to the archive are scanned and placed in the online, public archive so that you can access them forever; the originals go into the archives at The Strong National Museum of Play in Rochester, New York. Archivists there ensure that your documents will be around for a long, long time. Throw nothing away—donate it all to the archive.

And if you like *The Habitation of the Stone Giant Lord*, please dig around and find your own adventures to contribute to future editions. Contact us at collections@plagmada.org.

--Originally published in "Habitation of the Stone Giant Lord and other adventures from our shared youth"

JON PETERSON

The Habitation of the Stone Giant Lord (1981) positions itself as an incremental addition to the 1978 "Against the Giants" modules: its cover calls it "G22", presumably a second iteration of G2. It is however focused on stone giants rather than the frost giants of G2, and it moreover introduces a new type of giant, the "rock giant." From studying the text, we learn that the author had previously produced a second iteration of "G1," the chief antagonists of which were hill giants named Bardol and Gagamelos (see level 2, room 16), though unfortunately that work does not seem to have survived.

There are many overt respects in which the *Habitation* closely follows the precedent of the G series modules. It blends itself into the narrative of the giants by involving Snurre, the fire giant king of G3, whose name appears in several places, and whose likeness even graces a dart board in one of the rooms of the *Habitation*. On its first page, the *Habitation* provides a "Giant's Bag Contents" table which only slightly modifies the corresponding table in G1–G3: the *Habitation* rewords all entries slightly, combines a couple, and removes sandals in favor of a "metal idol, magic," but otherwise the list is identical. Where each TSR giants module concludes with a postgraph of the form "This Ends the Expedition to the Glacial Rift of the Jarl," the *Habitation's* final line is "This Ends the Raid on the *Habitation of the Stone Giant Lord*."

Overall, the *Habitation* follows the pattern of G3: it is a three-level dungeon with living quarters, kitchens, smithies, nurseries, emissaries from other giant strongholds, jails, treasure rooms, and so on. Interspersed in the text are periodic illustrations of different sizes that recall David C. Sutherland III's incidental images in TSR's modules.

While the *Habitation* challenges TSR's authority by inserting itself into one of the company's signature narratives, it simultaneously embraces all of the trappings of that authority. It codes itself into the G series. The cover is clearly, if crudely, drawn to the model of the monochrome design of TSR's pre-1980 modules. It asserts a copyright in the name of "GJC Modules," a presumably fictitious company. It disguises itself as a product you might find in your local gaming store, granting it a quaint and disarming appearance thirty years later.

--Originally published in "Habitation of the Stone Giant Lord and other adventures from our shared youth"

MIKE TRESCA

I was one of the original supporters of Tim's Kickstarter that released *Habitation* to the public. I love this adventure -- fourteen-year-old me could easily have written it -- and planned to use it in a Fifth Edition *Dungeons & Dragons* campaign with my own kids.

I attempted to preserve much of the spirit of the adventure in its original form while updating it to Fifth Edition rules. I also corrected several spelling errors -- including the title, corrected to "Habitation" to distinguish it from the original. I gave some of the more powerful monsters names. I also changed the dragons so they were a bit more within the power structure of the rest of the challenges in the dungeon levels.

Habitation of the Stone Giant Lord is meant to be a sequel to the first adventure in the G series, *G1: Steading of the Hill Giant Chief*. To fit it in with the adventure that came afterward, *G2: The Glacial Rift of the Frost Giant Jarl*, I numbered this adventure G1.5.

This is an old-school adventure, which means not a lot of detail is spent on explaining why certain creatures are together. Some may be persuaded not to fight at all, while others have specific triggers that will enrage them (like their children being harmed). This adventure puts the PCs in morally gray areas and let them deal with the consequences. Be warned that unscrupulous PCs will be quickly tested.

Please note that this adventure features art from other sources. The only original art from the adventure, drawn by Gaius, is on page 2.

I reproduced the maps as faithfully as possible. It's worth bearing in mind that this is a giant compound, and therefore everything is substantially larger. In some cases, not all the creatures can fit comfortably. Use your discretion as appropriate, or if need be double the scale to 20 feet per square.

Finally, I added a reference to Haayon the Punisher, which ties the cloud giant in this adventure to *Princes of the Apocalypse*. This adventure was originally going to be used as a connection (Haayon got away, so this is where he ended up in our campaign). Feel free to switch him out with another cloud giant. We never got the chance, but now that effort lives on -- Gaius, Tim's, and mine -- and I'm hopeful it brings back memories of your own adventures!

DISCLAIMER

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2019 by Gaius Stern and published under the Community Content Agreement for Dungeon Masters Guild.

INTRODUCTION

BACKGROUND

Pinpointed on maps is the dwelling of the terrible stone giants. It is known that these giants carry a map to other giant locations. These giants like bears, and they have an alliance with the fearsome rock giants. If the adventurers return without sufficient evidence of kills, they may be hanged or similarly executed...

START

After a few words of advice from the only survivor of a raid made 15 years ago (who is a cripple, as he got hit by a rock by a giant), the party sets out. The inn in a near-by town will provide room and board, as this is a spot the giants raid every once in a while, provisions are free. A final word, says an elder, the giants have spies all around. Trust no one.

The villagers all pitched in to buy (rent) a room in the best inn around town, The Steaming Whale.

NOTES FOR THE DM

There are spies everywhere, even in the 'Whale. A pretty barmaid will question the party about where they are going. She is really a succubus in the employ of the stone giants. After she pumps as much information as she can, she will mysteriously disappear. The head barmaid will announce she quit and left.

In reality she left for the north to tell the other giants of the plans of the party. Almost all of the stone giants have nets and bears. These are stronger and bigger giants than the hill giants and their leader is better. If the party leaves the habitation, traps, newly equipped outposts, and more giants will be waiting for the party on their return.

The stone (and the rock) giants were the last to join in and sign Snurre's pact, so if ultimate destruction is brought

on them, they will pull out of the plan to destroy the humans. Contrary to reports, the stone giants only participated in the raids. Even then they didn't do as much destruction as the hill giants. No stone giant led any attacks as is believed by most. Nevertheless, if they see armed invaders, they won't stand around. They will fight.

GIANT'S BAG CONTENTS

Roll for 1d4+1 items.

1d100	Giant Bag Contents
1-3	Old axe blade, hand chopper
4-20	1d4 small rocks and a horn
21-22	Bowl and tin spoon
23'-24	Various bent brass items
25-26	1d6 caltrops (roll again)
27-28	Hard moldy cheese, stinking
29-33	Shabby wool or fur cloak
34-35	Bone comb and hair pins
36-43	Iron cooking pot (reroll)
44-47	Knife and sandals
48-53	Linens, soiled, patched
54-60	1d2 meat haunches
61-64	1d4*100 copper pieces
65-67	2d4*10 silver pieces
68-69	1d4*10 gold pieces (reroll)
70-76	Pelt, fur, worthless, mangy
77-83	1d12*10-foot rope, coil, strong
84-85	Bag or box of salt
86-94	Skin, water or wine (reran)
95-98	Metal idol, magic
99-00	Teeth or tusks, no value

OUTPOST BLACTER

Each square = 10 ft.



1. GUARD ROOM (700/350)

A stone giant, and his pet cave bear are standing as guards.

STONE GIANT

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

The bear will try to wake his master by growling.

CAVE BEAR

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Challenge 2 (450 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

- **Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.
- **Claws.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

2. GREEN DRAGON LAIR

A large green dragon rests here.

GREEN DRAGON (TIEMETH, LORD OF THE GREEN)

Large dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5

Skills Deception +5, Perception +7, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 8 (3900 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

- **Bite.** Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 7 (2d6) poison damage.
- **Claw.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Treasure: He does have a statue, of a powerful looking dragon. It is silver, and worth 9,000 gp.

3. STONE GIANT HOME

Six stone giants live here

Five are home the sixth is at room 1.

STONE GIANTS (5)

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.
- Rock.** Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Treasure: Each giant wears a necklace with a jewel in it. Jewels are worth 100 gp each.

4. FOOD STORAGE

Food and wine are kept here in this sort of storeroom.

5. ARMORY

Helmets, shields, and armor are kept here.

Treasure: There are ten helmets, one of which is a *helm of*

initiative. 26 shields, and 29 suits of various armor.

HELM OF INITIATIVE

Wondrous item, uncommon (requires attunement)

Your Dexterity score is 19 while you wear this helm. It has no effect on you if your Dexterity is already 19 or higher.

6. ARSENAL

A wide assortment of giant weapons lies here.



7. SUCCUBUS TRAP

The corridor eventually leads to the barmaid you spoke to. She is tied up.

The succubus isn't tied up at all and can easily escape. She bides her time, attempting to charm whomever she can. If she fails at the entire party, she will attempt to slip away.

SUCCUBUS

Medium fiend (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Challenge 4 (1100 XP)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to *polymorph* into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Claw (Fiend Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours. The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is re-

duced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

8. TROLL LAIR

This is the lair of four troll retainers.

The four trolls who live here are retainers of the stone giants.

TROLLS (4)

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 5 (1800 XP)

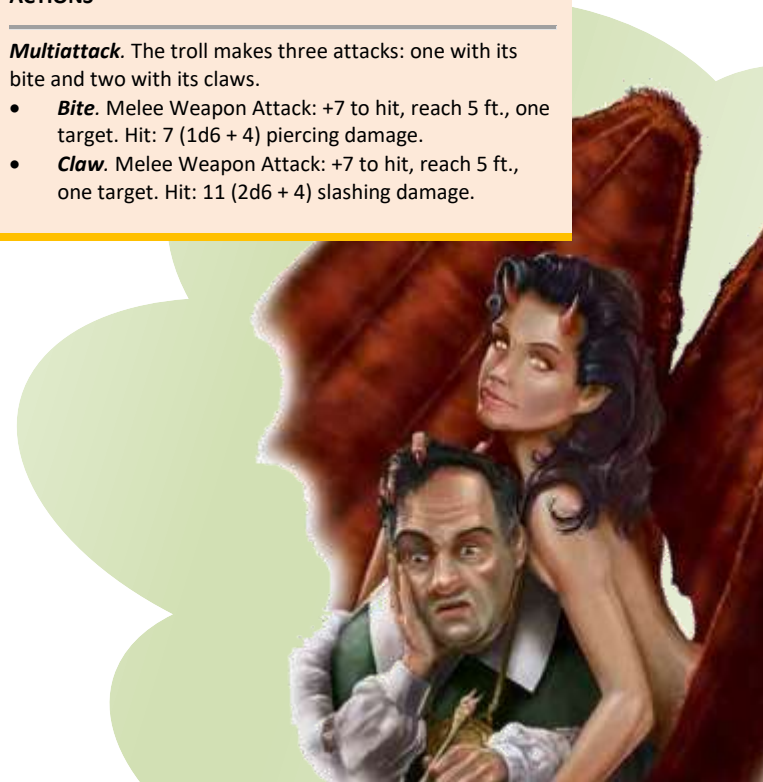
Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

- **Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.
- **Claw.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.



9. GNOME DELEGATION

Five gnomes live here. Each has a bed, a chest of clothes, and a chair.

The gnomes are in the employ of the rock giants and do not take kindly to intruders.

PRIEST

Small humanoid (gnome), neutral

Armor Class 13 (chain shirt)

Hit Points 23 (5d6 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

- **Cantrips (at will):** *light, sacred flame, thaumaturgy*
- **1st level (4 slots):** *cure wounds, guiding bolt, sanctuary*
- **2nd level (3 slots):** *lesser restoration, spiritual weapon*
- **3rd level (2 slots):** *dispel magic, spirit guardians*

ACTIONS

Mace. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

THUGS (3)

Small humanoid (gnome), neutral

Armor Class 11 (leather armor)

Hit Points 27 (5d6 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The thug makes two melee attacks.

- **Mace.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

DRUID

Small humanoid (gnome), neutral

Armor Class 11 (16 with barkskin)

Hit Points 22 (5d6 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic plus any two languages

Challenge 2 (450 XP)

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

- **Cantrips (at will):** *druidcraft, produce flame, shillelagh*
- **1st level (4 slots):** *entangle, longstrider, speak with animals, thunderwave*
- **2nd level (3 slots):** *animal messenger, barkskin*

Quarterstaff. Melee Weapon Attack: +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with shillelagh.

10. STONE GIANT LAIR

The room has two beds, a big straw pile for the bears, two chests, and two chairs.

Two giants live here with their bears, who are home.

STONE GIANTS (2)

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

CAVE BEARS (2)

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 2 (450 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

- **Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.
- **Claws.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Treasure: Each bear has a copper collar, with two jewels on each. Each collar is worth 850 gp.

11. GAME ROOM

A large table, a deck of few things, as well as four other decks of cards, seven foldable chairs, and six balls, 10" in diameter.



12. STONE GIANT LAIR

This is the home of five Stone Giants, and the head of the outpost is here visiting.

STONE GIANTS (6)

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.
- Rock.** Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

CAVE BEAR

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 2 (450 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

- **Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.
- **Claws.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

13. STONE GIANT LAIR

Around the room lie six made beds, seven chairs, and seven chests.

Five stone giants live here, one is home. With him is a bear.

STONE GIANT

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

Treasure: Each chest contains two bag items, and 1,600 sp. In the fifth bed, there is a *potion of clairvoyance*. A pile of hides is in one corner. A pile of clothes in another. In the pile of clothes are a pair of *gauntlets of ogre power*. Under the hides is a +2 *sling*.

14. LEADER'S LAIR

This room contains the following furnishings: a large bed, four chairs, and two chests. Also, there are two piles of hides, a chest of drawers, and a hamper. A greatsword is on the peg up on the walls.

The leader of the outpost lives here, with his pet, a chimera.

CHIMERA

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages understands Draconic but can't speak

Challenge 6 (2300 XP)

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.

- **Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.
- **Horns.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) bludgeoning damage.
- **Claws.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Fire Breath (Recharge 5-6). The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

Treasure: The sword on the wall is a *frost brand greatsword* (to giants it is a longsword). The chimera wears a collar under its lion mane studded with seven gems worth 8,000 gp each. Invisible behind the first pile of hides there is a pile of 10,020 gp. A scroll of 5 scrolls is in his top drawer. The spells can be from 1-8 level. A *fiend slayer dagger* (to Medium-sized creatures it is a longsword) is in the second pile of hides. In the chest of drawers, second from the top, there is a pair of *boots of elvenkind*, and a

ring of invisibility. All of the drawers contain clothes. In each chest, there are two bag items.

FIEND SLAYER

Weapon (any), rare

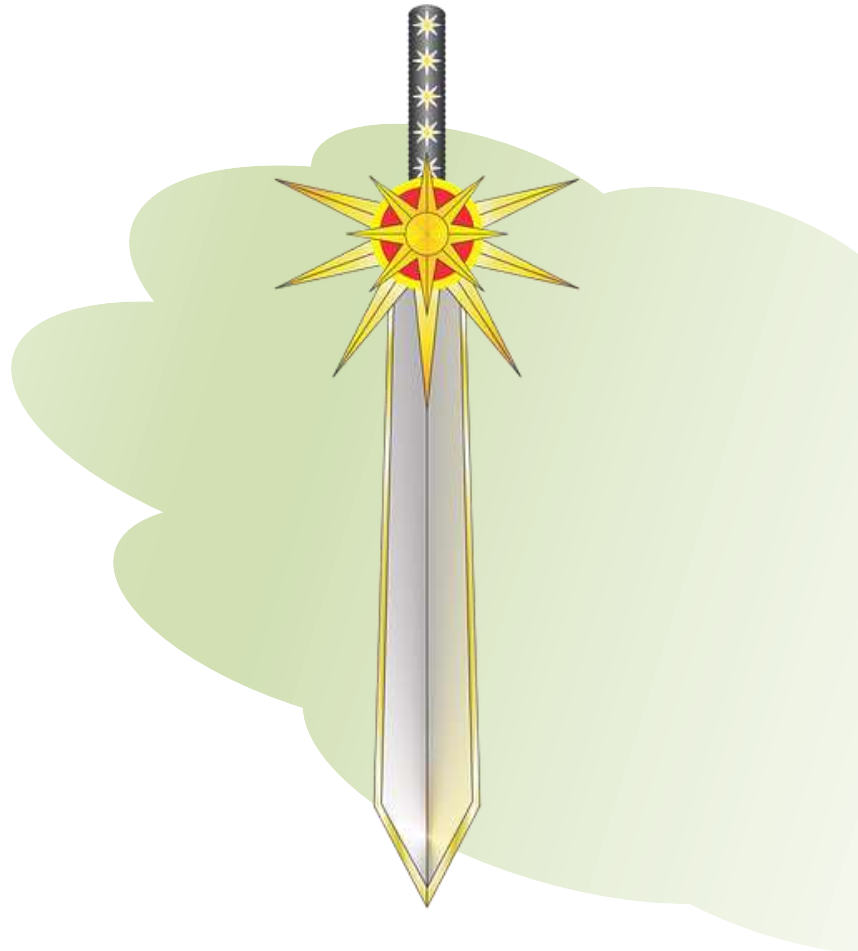
You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a fiend with this weapon, the fiend takes an extra 3d6 damage of the weapon's type.

15. REC ROOM

This is a sort of recreation room. Here two Stone giants are playing a game of darts. A pool table is in the room, so is a deck of cards scattered on the floor.

Also, the target for the dart game is a wooden dummy of Antipar! On the wall, there are 4 pictures.

- #1 is of the two giants Nosra and Bardol,
- #2 is of Tregis and Lastri.
- #3 is of the Frost Giant Jarl
- #4 is of Snurre making a chart of the northern Greek cities.



STONE GIANTS (2)

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.
- Rock.** Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

16. TROPHY ROOM

This is a trophy room. Half-a-dozen tables are littered with pieces of humanoids.

17. BEDROOM

The room has two beds, two chests, and two chairs.



LEVEL #1

Each square = 10 ft.



WANDERING MONSTERS

Wandering monsters occur on 1 on a d8.

1d4	Wandering Monster
1.	2-5 kids walking a bear
2.	1-4 Stone giants, 4 is a Rock.
3.	2-4 Stone giantesses
4.	2 patrolling S. Giants/Ettin

1. GUARD ROOM

A stone giant and two ogres act as guards.

These are guards, and won't attack, unless attacked first.

STONE GIANT

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

OGRES (2)

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

ACTIONS

Greatclub. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Treasure: The ogres have 1 item in their bags.



2. GUARD ROOM

A stone giant is standing at the second door, with an axe in his hand.

He has a button gizmo which releases a concealed pit ahead of the door. Again, this giant won't attack, unless he is attacked. But if he is charged, he will press his button and pit his assailant.

A successful DC 15 Wisdom (Perception) check discerns an absence of foot traffic over the section of floor that forms the pit's cover. A successful DC 15 Intelligence (Investigation) check is necessary to confirm that the trapped section of floor is actually the cover of a pit. The pit trap swings open like a trapdoor, causing the intruder to spill into the pit below. The pit is 20 feet deep, inflicting 2d6 bludgeoning damage to anyone who is standing on it.

STONE GIANT

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Treasure: He carries bag contents 74 and 00. He is fat as an ox. He is also ugly.

3. GUARD ROOM

A stone giant is sleeping here.

There is a 42% chance that the fight at room 2 will wake him up. If so, there is a 54% chance he will rush in to help.

STONE GIANT

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

4. GIANT LORD'S LAIR

The giant Lord and his wife sleep and live here. The furniture consists of his steep bed, two benches, a file cabinet, two large chests of drawers, a four-drawer desk, seven chairs and stools, and 12 hides, mostly tiger.

Anyone with 74 hp lying on his bed will fall asleep as per a 4th-level *sleep* spell. Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Treasure: On a shelf are *several figurines of wondrous power*: bronze griffon, ebony fly, ivory goats, and a marble elephant. Under the bed is a barrel. In the barrel, 1/4 gone, is lots of mead. In his file cabinet are various maps and charts. In the second drawer, they have stored a rotten fish, and many papers, amongst them, Snurre's pact, which Tregis signed only a short time in the past. The third drawer contains a *potion of animal friendship* under Tregis' birth certificate. Amongst the clothes is a *robe of blending*. There are two different hides, a unicorn and an Irish Deer. In the chests of drawers, Clatus placed clothes, and in the bottom drawer is a *frost brand*.

- In the first drawer of the desk, there is a pure silver horn, a cubit long, worth 1,084 gp as well as 2 rocks, and an ivory tusk, worth 1d4*100 gp.
- The second drawer is full of elf feet and toes. Also at the bottom is a *ring of animal influence*. There is no blood.
- The third drawer is empty, except a 2-5 gp gem.
- The fourth drawer has about a dozen bone scroll cases. All but the fifth are empty. The fifth is a *protection from evil*. Four of the daggers have *Nystul's magic aura*. The fifth dagger is really a *dagger of venom*. There is also a sixth dagger which is *invisible*, but not magical.

5. GAME ROOM

The room contains 8 beds, 4 stools, 5 chairs, a poker table, and deck of cards.

Eight stone giants live here. Only one is here, as his duty for the day has been served. He is strong but not too smart.

STONE GIANT

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.
- Rock.** Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Treasure: In the seventh bed mattress is 3,751 cp.

6. VISITOR'S ROOM

This is the visitor's room. Lasri's furnishings are: a large bed for him, a cot for Juger, three chairs and benches, a stool, an old clock, a table, and a three-drawer desk.

At present, the chief rock giant, Lasri, and his guard live here. The guard Juger is present, and wide awake. Anyone entering in Lasri's room is to be attacked. Juger isn't surprised.

ROCK GIANT (JUGER)

Large giant, neutral evil

Armor Class 17 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft. (30 ft. when rolling, 60 ft. rolling downhill)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	9 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant

Challenge 5 (1,800 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Shapechanger. The rock giant can use its action to *polymorph* into a boulder, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

False Appearance (boulder form only). While the giant remains motionless, it is indistinguishable from a normal boulder.

Rolling Charge (boulder form only). If the giant rolls at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Greatclub (giant form only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Rock (giant form only). Ranged Weapon Attack: +6 to hit, range 60/240 ft., one target. Hit: 20 (3d10 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Slam (boulder form only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

REACTIONS

Rock Catching (giant form only). If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10

Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Treasure: In the first drawer is a bunch of papers and a seven-foot-long belt with the word Ylik (Yie lick was Lasri's father) on it written in giant. Any touching it who pronounces the word will be transported to Lasri's home. In the second drawer many things lie. Roll five times on the giant bag contents chart omitting 61-69. Any food will be inedible to humans. The third drawer contains about a dozen small throwing rocks. Only one has any significance. The sixth functions as a *feign death spell scroll*.

7. GUARD ROOM

Two stone giants stand guard.

The latter is Tregis' nephew. Both are assigned to attack anyone, as only authorized giants are allowed here.

STONE GIANTS (2)

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

8. STONE GIANT BARRACKS

All four giants are on laying their beds. There is an unplayed poker game on the table, five unmade beds (with blankets on the floor), six stools and chairs, a desk, and a clothes hamper.

Five stone giants live here, and four are home (the fifth is in room 10). These giants have a soundproof door, so anyone attempting to listen to the door will have disadvantage on the check. The giant will be surprised if the PCs enter stealthily. The giants will use the secret door as escape.

STONE GIANTS (4)

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.
- Rock.** Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Treasure: In the second bed, there is a 1,000 gp gem. One of the stools is an illusioned box of treasures: an extra *healing potion*, a *wand of magic missiles*, and a *giant slayer short sword*. The desk contains 10 gp in the first drawer, and a poison needle trap in the second.

POISON NEEDLE TRAP

Mechanical trap

A poisoned needle is hidden within the desk drawer. Opening the drawer without the proper key causes the needle to spring out, delivering a dose of poison. When the trap is triggered, the needle extends 3 inches straight out from the lock. A creature within range takes 1 piercing damage and 11 (2d10) poison damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour. A successful DC 20 Intelligence (Investigation) check allows a character to deduce the trap's presence from alterations made to the lock to accommodate the needle. A successful DC 15 Dexterity check using thieves' tools disarms the trap, removing the needle from the lock. Unsuccessfully attempting to pick the lock triggers the trap.

9. CLOSET

In the closet, hanging from a rod are various giant garments, mostly torn. Also is a wood statue of a hill giant, used as a daft target.

The secret door from eight leads to a closet. Behind the concealed door is a corridor to area 10.



10. MAIN HALL GUARD

A stone giant acts as guard of the main hall.

He will charge out if there is a fight, surprising on a 1-4 on a d6. He has a shield and will attempt to blow a horn, and then flee to room 8.

STONE GIANT

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Treasure: His giant bag is in area 9.

11. GUARD ROOM

A pair of stone giant guards are here to see that no one can get in to see the Lord as he is in a conference with Tregis.

The two giants will not try to flee, for fear of being called cowards. Though they will blow horns.

STONE GIANTS (2)

Huge giant, neutral

Armor Class 20 (natural armor, chain mail, shield)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Treasure: These giants wear chain mail and shields, and helms.

12. THRONE ROOM

Tregis, and two stone giants, Lasri, and an advisor are here. Tregis is sitting on a ivory throne, with a gold crown with on his head and a silver scepter, and a electrum orb. Lasri is sitting on a big oak chair, covered with pelts, with his four wolves around him.

Tregis is a big, grey skinned fellow, with fangs, and no hair. Lasri has green eves, black hair, and tight brown hide.

If there is a fight, there is a 45% chance they won't be surprised, but will instead surprise their enemies, i.e. they have a 45% chance of hearing the fight at room 11, and surprising the party. Lasri brought four of his dire wolves along.

If these giants don't hear the fight at room 11, or the party entered from room 7, or room 13, Tregis will be sitting on a ivory throne. The giants have a 60% chance of hearing a fight at room 13, and a 15% chance of hearing a fight at room 7.

TREGIS AND LASRI (2)

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 162 (13d12 + 78)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +3, Con +10, Cha +5

Skills Athletics +11, Perception +6

Senses passive Perception 16

Languages Giant

Challenge 9 (5000 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greataxe attacks or two greatclub attacks.

- **Greataxe.** Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 28 (6d6 + 7) slashing damage.
- **Greatclub.** Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 28 (6d6 + 7) bludgeoning damage.

Rock. Ranged Weapon Attack: +11 to hit, range 60/240 ft., one target. Hit: 29 (4d10 + 7) bludgeoning damage.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

STONE GIANTS (2)

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.



DIRE WOLVES (4)

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages -

Challenge 1 (200 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Treasure: The crown (6,000 gp), scepter (2,500 gp) and orb (2,000 gp). No one has any bags or money, but on a table there is a bag of 988 gp as payment for Lasri's services.

13. KITCHEN

This is the kitchen, and six stone Giantesses work here, doing the normal kitchen chores.

If attacked, they will react violently. The first will throw pots and pans before attacking in hand to hand. The second will attack with a rolling pin, the third and fourth will throw glasses (16 each, throw two each round) and the fifth and sixth will use anything possible (most likely, cutting knives). Eight gnolls are servants.

STONE GIANTESSES (6)

Huge giant, neutral

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2

Senses passive Perception 12

Languages Giant

Challenge 5 (1800 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two improvised weapon attacks.

- **Improvised Weapon.** Melee or Ranged Weapon Attack: +8 to hit, reach 10 ft. or 20/60 ft., one target. Hit: 18 (3d4 + 5) bludgeoning damage.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

GNOLLS (8)

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (hide armor, shield)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 1/2 (100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.

Spear. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

14. BARRACKS

Around the room there is: seven bunks, nine stools and benches (two broken), four chairs, two chests, four dressers, and various clothes and hides on the floor.

Seven stone giants live here. Three are present with a cave bear.

STONE GIANTS (3)

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

CAVE BEAR

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 2 (450 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

- **Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.
- **Claws.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Treasure: Chest #1 contains marbles, in them is a *pearl of power*. In the second chest, is a +2 *broadsword*, under a pile of candles, 64 to be exact. The 37th candle is really a *candle of invocation*.



15. TREASURE GUARD

The room has two chests, four coffers, and four trunks.

An ettin and a stone giant guard Tregis' treasure room. The ettin has a button which will alert two rock giants and four stone giants with a 45% chance of an ettin appearing as well.

STONE GIANT

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

ETTIN

Large giant, chaotic evil

Armor Class 12 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant, Orc

Challenge 4 (1100 XP)

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

Multiattack. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

- **Battleaxe.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.
- **Morningstar.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

Treasure: Each chest is 2' by 1' by 1', each coffer is .75' by 1' by 1/2', and each trunk is 2' by 1' by 1'. Together the two chests hold 12,422 sp with a giant lizard in the second chest (it attacks with surprise). The coffers hold 2,100 gp pearls each, wrapped in silk. (5 sq. feet, worth 50 gp) Each trunk has 1,619 worthless lead pieces (unless in Sparta). linter that lie 864 gp per trunk. A 150 gp dark green gem which is an alexandrite.

GIANT LIZARD

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses darkvision 30 ft., passive Perception 10

Languages -

Challenge 1/4 (50 XP)

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

16. KIDS' ROOM

The kids live here. Noise can be heard easily, shouts, laughter, and so forth.

Four stone giantesses and presently 12 kids.

STONE GIANTESSES (4)

Huge giant, neutral

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2

Senses passive Perception 12

Languages Giant

Challenge 5 (1800 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.
- **Rock.** Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

STONE GIANT KIDS (12)

Large giant, neutral

Armor Class 12 (hide armor)

Hit Points 30 (4d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	7 (-2)	9 (-1)	10 (+0)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Giant

Challenge 1 (200 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Battleaxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.

Rock. Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Treasure: Each kid has 2-8 gp and the giantesses each have 1-4 pp.

17. GUARD ROOM

The way to the second level is in this room. A stone giant and a rock giant are here chatting about the good old days.

They are slightly tipsy as well as mournful.

STONE GIANT

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

ROCK GIANT

Large giant, neutral evil

Armor Class 17 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft. (30 ft. when rolling, 60 ft. rolling downhill)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	9 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant

Challenge 5 (1,800 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Shapechanger. The rock giant can use its action to *polymorph* into a boulder, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

False Appearance (boulder form only). While the giant remains motionless, it is indistinguishable from a normal boulder.

Rolling Charge (boulder form only). If the giant rolls at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Greatclub (giant form only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Rock (giant form only). Ranged Weapon Attack: +6 to hit, range 60/240 ft., one target. Hit: 20 (3d10 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Slam (boulder form only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

REACTIONS

Rock Catching (giant form only). If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

18. ROCK GIANT LAIR

The furnishings consist of ten bunks, two are made, a illusion chest, a pair of clothes hampers, about a dozen articles of clothing, and a trunk.

Eight male rock giants live here. Four are home, at this guest room.

ROCK GIANTS (4)

Large giant, neutral evil

Armor Class 17 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft. (30 ft. when rolling, 60 ft. rolling downhill)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	9 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant

Challenge 5 (1,800 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Shapechanger. The rock giant can use its action to *polymorph* into a boulder, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

False Appearance (boulder form only). While the giant remains motionless, it is indistinguishable from a normal boulder.

Rolling Charge (boulder form only). If the giant rolls at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Greatclub (giant form only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Rock (giant form only). Ranged Weapon Attack: +6 to hit, range 60/240 ft., one target. Hit: 20 (3d10 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Slam (boulder form only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

REACTIONS

Rock Catching (giant form only). If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Treasure: The first carries nine gems, as his own. a chest of bones is really an illusion of a pile of 2,442 gp, and the pillow on the sixth bed is really a *potion of heroism*. In this trunk there are 12 torches. Number 9 is a *giantslayer greatsword*, and a +3 *longsword* is number 11.



19. STONE GIANT LAIR

The room furnishings are: beds, five chests of drawers, eight chairs and stools, and a table.

Ten stone giantesses live here, but only a stone giant and giantess are here. They are making love and will be surprised on a 50% chance.

STONE GIANT

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

STONE GIANTESS

Huge giant, neutral

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2

Senses passive Perception 12

Languages Giant

Challenge 5 (1800 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.

Rock. Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Treasure: 1,768 gp are on the table. 8,776 ep are under the eighth mattress. 5,742 gp are in the top drawer of the first chest of drawer. All other drawers are filled with clothes. Note, the door is locked, and the top drawer is 8 feet off the ground.

20. OGRE LAIR

There are six made beds, a pile of clothes, four chairs, two stools, two tables, and a chest of drawers.

Two ogres and five stone giants live here. None are home, but their pet cave bear is home. Though no one is home, the bear will make noise.

CAVE BEAR

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Challenge 2 (450 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

- **Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.
- **Claws.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Treasure: In the sixth mattress, there is a bag of four 500 gp gems. Six 500 gp gems are on the cave bear's collar. There are two 1,200 gp jewels in the second bed's frame which is hollow. Under the third bed is a wood box of potions. There are: 2 *healing*, an *extra healing*, *mind reading*, *invisibility*, *climbing*, *oil of etherealness*, *clairvoyance*, and *water breathing*. A giant skunk inhabits the box, a pet to the ogres (it attacks with surprise, leading off with its stench spray).

GIANT SKUNK

Medium beast, unaligned

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11

Languages -

Challenge 1/4 (50 XP)

Keen Smell. The skunk has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The skunk makes two attacks: one with its bite and one with its claws.

- **Bite.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.
- **Claws.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

Stench (Recharge 6). The skunk fires a 15-foot cone of poison. Each creature in that area must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the skunk's Stench for 24 hours.

21. STONE GIANT LAIR

Six beds, two chairs, stools and benches, six chests of drawers, a lamp, and a silver mirror are around. Like all the rooms, there are hides on the bed, and there is a boar hide on the floor as a rug.

Clatus' serving maids live here, six in all. Three are home. Three cave bears act as pets. These are very clean giantesses, and there is nothing on the floor.

STONE GIANTESSES (3)

Huge giant, neutral

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2

Senses passive Perception 12

Languages Giant

Challenge 5 (1800 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.

Rock. Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

CAVE BEARS (3)

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Challenge 2 (450 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

- **Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.
- **Claws.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Treasure: Each present wears a necklace, with a 50 gp gem in it. 8,001 cp are in a secret panel in the wall.



22. GUARD ROOM

This room has a staircase which leads to the second guard's room, and station.

There is a 50% chance that an ettin will stand as a guard. He will make enough noise, so there is a 41% chance of the giant at area 23 coming down to help.

ETTIN

Large giant, chaotic evil

Armor Class 12 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant, Orc

Challenge 4 (1100 XP)

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

ACTIONS

Multiattack. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

- **Battleaxe.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.
- **Morningstar.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.



23. STONE GIANT FAMILY

A stone giant, his wife, and his child live/work up here as guards.

The guard will fight with the reckless condition if his wife or child is attacked. He will give, nor accept any quarter, but he will be willing to be kept here as hostage, and have his wife and son set free. Of course, they will run off and tell Tregis that an invasion is underway.

STONE GIANT

Huge giant, neutral

Armor Class 17 (natural armor)
Hit Points 126 (11d12 + 55)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4
Skills Athletics +12, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Giant
Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Reckless. If the stone giant's family is harmed, it gains advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

STONE GIANTESS

Huge giant, neutral

Armor Class 13 (natural armor)
Hit Points 105 (10d12 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2
Senses passive Perception 12
Languages Giant
Challenge 5 (1800 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.

Rock. Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.

REACTIONS

Shield. When a creature makes an attack against the stone giant kid, the giantess grants a +2 bonus to the kid's AC if she is within 5 feet of the kid.

STONE GIANT KID

Large giant, neutral

Armor Class 12 (hide armor)

Hit Points 30 (4d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	7 (-2)	9 (-1)	10 (+0)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Giant

Challenge 1 (200 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Battleaxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.

Rock. Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.



24. STONE GIANT LAIR

The guard and his wife and child live in this room. A double bed, and a small bed are neatly made. A chest of drawers, a hamper, a table, and two chairs, a cupboard, a lamp, and a pair of stools, provide the furnishings.

A giantess is here. If she is threatened, she will cover for her child, and take as many blows, as not to let the child get hurt. If at all possible, the child will bolt, and scream for help. If the child is given a mortal hit he will give a scream, which has a 60% chance of being heard. Roll below to determine who arrives. She won't ever surrender if her child is killed.

1d100	Wandering Monster
1-20	1 ettin
41-60	1d4 stone giants and 1 rock giant
61-75	1d3 rock giants
76-95	1d4 stone giantesses and 1 stone giant
96-100	1d3 ettins

STONE GIANTESS

Huge giant, neutral

Armor Class 13 (natural armor)
Hit Points 105 (10d12 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2
Senses passive Perception 12
Languages Giant
Challenge 5 (1800 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.
- Rock.** Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.

REACTIONS

Shield. When a creature makes an attack against the stone giant kid, the giantess grants a +2 bonus to the kid's AC if she is within 5 feet of the kid.

STONE GIANT KID

Large giant, neutral

Armor Class 12 (hide armor)
Hit Points 30 (4d10 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	7 (-2)	9 (-1)	10 (+0)

Senses darkvision 60 ft., passive Perception 9
Languages Common, Giant
Challenge 1 (200 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Battleaxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.

Rock. Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

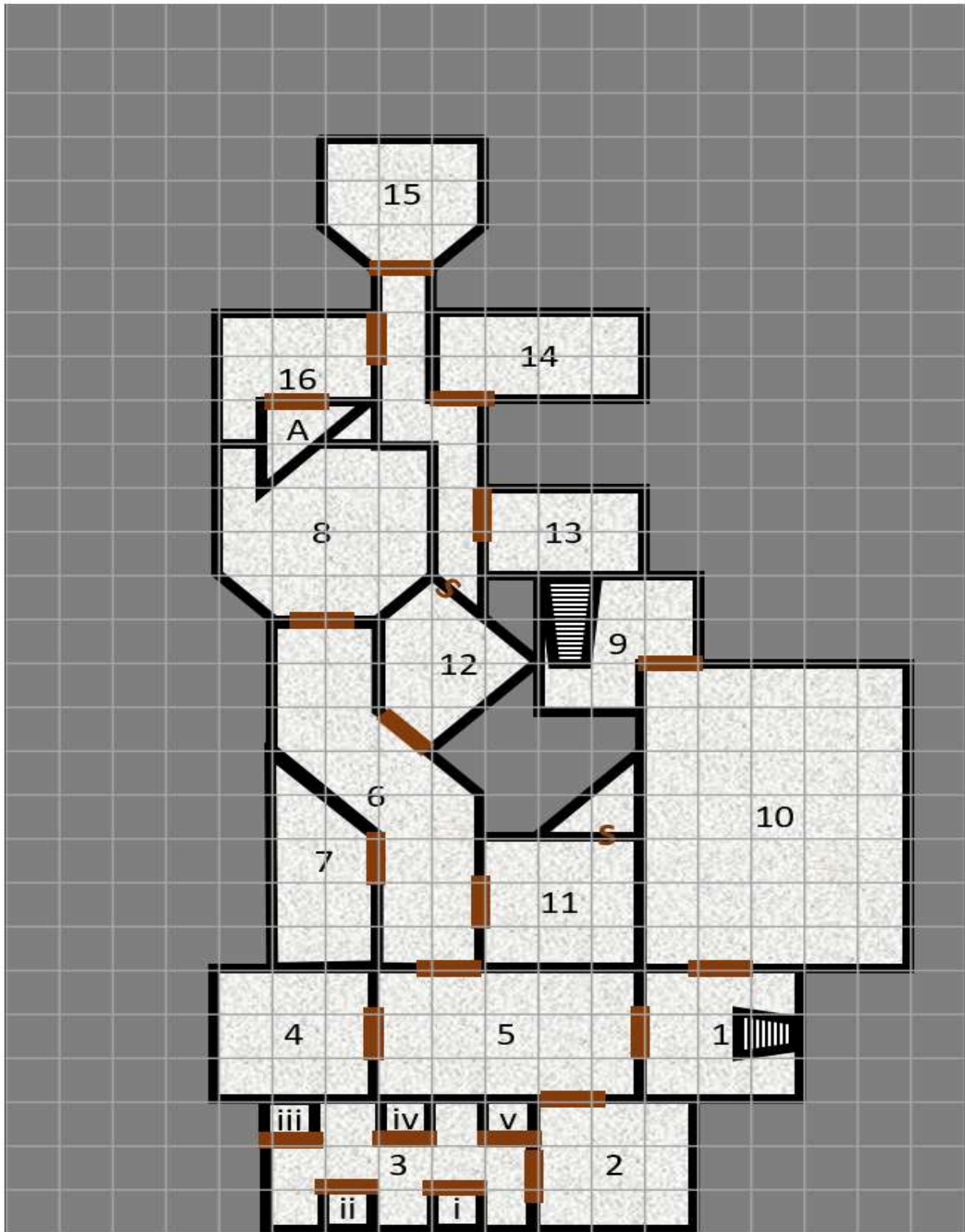
REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Treasure: 1-6 bags are in the double bed's mattress. These bags contain 5,988 gp which have an illusion cast on them to make the gold appear as copper until removed from the room. She wears a necklace with 6 gems and a jewel, worth 4,000 gp altogether. The necklace, being electrum is worth 500 gp alone, altogether worth 1,500 gp if damaged. Four 100 gp jewels are in the cupboard, behind some plates. They break as soon as they go downstairs (worth 1/4 original value).

LEVEL #2

Each square = 10 ft.



WANDERING MONSTERS

Encounter occurs 1 in 6

1d6	Wandering Monster
1	1 Ettin with 1-4 Giants
2	1-4 Rock Giants
3	2 visiting Fire Giants
4	1d4+1 S. Giantesses and a Stone or Rock Giant
5	A stone Giant walking a cave bear
6	2-4 Stone Giant guards

1. GUARD ROOM

There are two stone giants and one rock giant here. The two stone giants act as guards.

STONE GIANT

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greataxe.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) slashing damage.

Throwing Hammer. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

ROCK GIANT

Large giant, neutral evil

Armor Class 17 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft. (30 ft. when rolling, 60 ft. rolling downhill)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	9 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant

Challenge 5 (1,800 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Shapechanger. The rock giant can use its action to *polymorph* into a boulder, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

False Appearance (boulder form only). While the giant remains motionless, it is indistinguishable from a normal boulder.

Rolling Charge (boulder form only). If the giant rolls at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Greataxe (giant form only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Throwing Hammer (giant form only). Ranged Weapon Attack: +6 to hit, range 60/240 ft., one target. Hit: 20 (3d10 + 4) bludgeoning damage.

Slam (boulder form only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

REACTIONS

Rock Catching (giant form only). If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

The entrance from the first level (from room 17) is in this room. Each giant has five items in his bag. All three giants are armed with a throwing hammer and a battle axe.

2. ETTIN BARRACKS

Around the room, there are four benches, five chairs, a set of desks, a few papers on the floor, a dozen hides, four chests and trunks, and a table. On the table there are three items: a hunk of moldy cheese, a horn of water, and a haunch of meat, which has spoiled.

Seven ettins live here. Four at the present are out. Each ettin is on a bed, there are a total of 10 beds.

ETTINS (3)

Large giant, chaotic evil

Armor Class 12 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant, Orc

Challenge 4 (1100 XP)

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

ACTIONS

Multiattack. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

- **Battleaxe.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.
- **Morningstar.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

Treasure: In this haunch there are 2,500 gp gems which the ettin forgot about.

3. JAIL

The general jail, the jail keeper, a rusty old frost giant is enrolled in an argument with another frost giant, his assistant who is saying he is stronger. A number of cells are here.

FROST GIANTS (2)

Huge giant, neutral evil

Armor Class 15 (patchwork armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

Saving Throws Con +8, Wis +3, Cha +4

Skills Athletics +9, Perception +3

Damage Immunities cold

Senses passive Perception 13

Languages Giant

Challenge 8 (3900 XP)

ACTIONS

Multiattack. The giant makes two greataxe attacks.

- **Greataxe.** Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 25 (3d12 + 6) slashing damage.
- **Rock.** Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.



31. CELL

A centipede is in this cell.

A half-elf fighter/thief is *polymorphed* into a centipede. Also, there is an invisible rust monster who will charge out in a fury.

GIANT CENTIPEDE

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses blindsight 30 ft., passive Perception 8

Languages -

Challenge 1/4 (50 XP)

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

RUST MONSTER

Medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	13 (+1)	6 (-2)

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 1/2 (100 XP)

Invisibility. The rust monster is invisible.

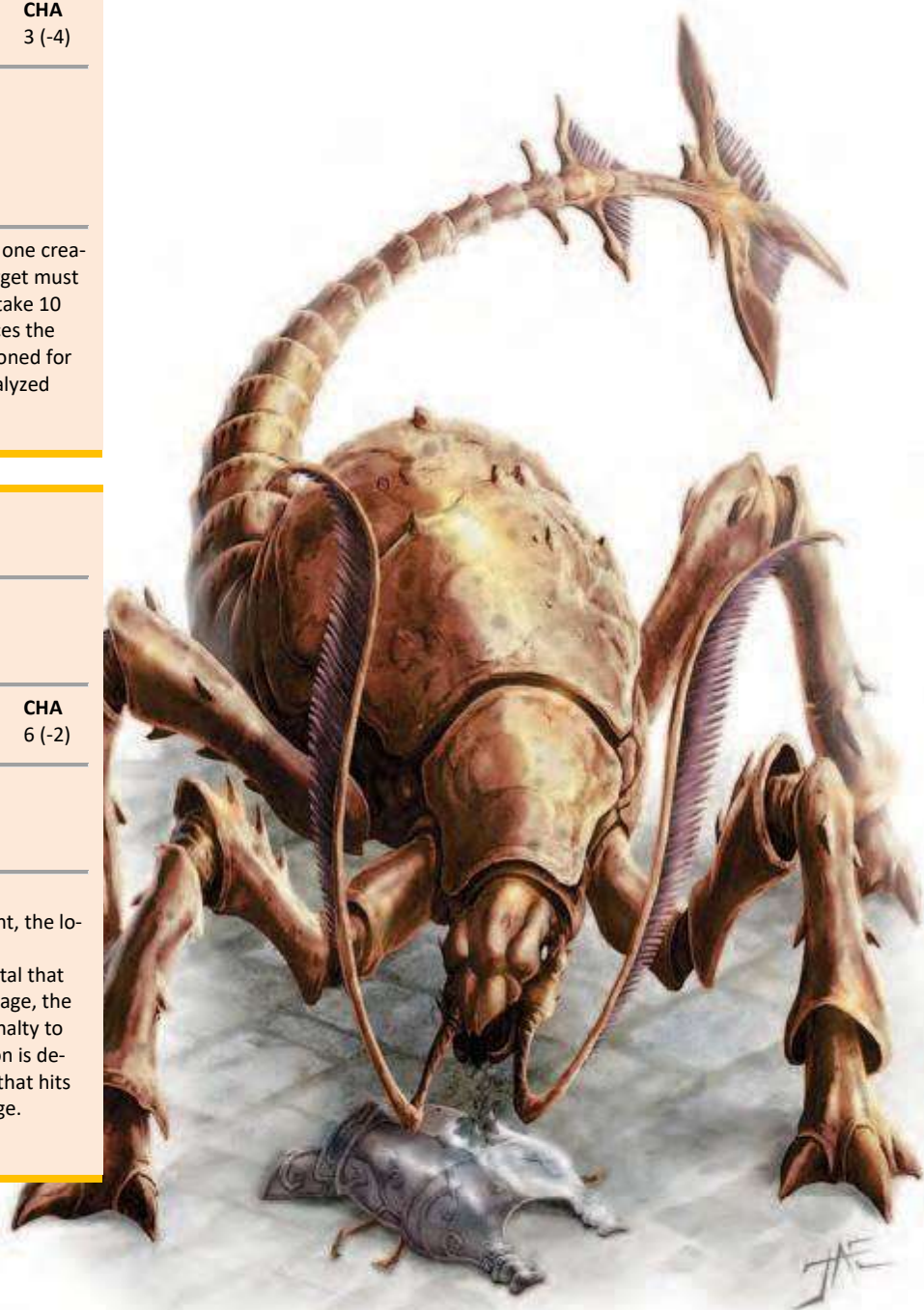
Iron Scent. The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the rust monster corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Antennae. The rust monster corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch. If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.



3II. CELL

A gem is in the far side of the cell.

An ochre jelly is on the ceiling about to drop on a victim.

OCHRE JELLY

Large ooze, unaligned

Armor Class 8

Hit Points 45 (6d10 + 12)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances acid

Damage Immunities lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 2 (450 XP)

Amorphous. The jelly can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The jelly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

REACTIONS

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

Treasure: The gem is only a 50 gp gem.

3III.

This cell is empty.

Treasure: An old bone is here. Otherwise, bone dry.

3IV. CELL

An earth elemental paces in this cell.

An enraged earth elemental with only one thought on his mind, revenge.

EARTH ELEMENTAL

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Terran

Challenge 5 (1800 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental makes two slam attacks.

- **Slam.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

3V. CELL

An umber hulk paces in this cell.

An equally enraged umber hulk who is furious at anyone even resembling a stone giant.

UMBER HULK

Large monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	9 (-1)	10 (+0)	10 (+0)

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 10

Languages UMBER Hulk

Challenge 5 (1800 XP)

Confusing Gaze. When a creature starts its turn within 30 feet of the umber hulk and is able to see the umber hulk's eyes, the umber hulk can magically force it to make a DC 15 Charisma saving throw, unless the umber hulk is incapacitated. On a failed saving throw, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the umber hulk until the start of its next turn, when it can avert its eyes again. If the creature looks at the umber hulk in the meantime, it must immediately make the save.

Tunneler. The umber hulk can burrow through solid rock at half its burrowing speed and leaves a 5 foot-wide, 8-foot-high tunnel in its wake.

ACTIONS

Multiattack. The umber hulk makes three attacks: two with its claws and one with its mandibles.

- **Claw.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage.
- **Mandibles.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.



4. GIANT LAIR

There are ten beds, six chairs, four stools, five benches, a chest under each bed, and a pile of rocks in a corner. There is a pile of gold in a different corner as well.

Eight rock giants are staying here. Two are here, visited by a stone giant.

ROCK GIANTS (2)

Large giant, neutral evil

Armor Class 17 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft. (30 ft. when rolling, 60 ft. rolling downhill)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	9 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant

Challenge 5 (1,800 XP)

False Appearance (boulder form only). While the giant remains motionless, it is indistinguishable from a normal boulder.

Rolling Charge (boulder form only). If the giant rolls at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Shapechanger. The rock giant can use its action to *polymorph* into a boulder, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Greataxe (giant form only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Throwing Hammer (giant form only). Ranged Weapon Attack: +6 to hit, range 60/240 ft., one target. Hit: 20 (3d10 + 4) bludgeoning damage.

Slam (boulder form only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

REACTIONS

Rock Catching (giant form only). If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

STONE GIANTS (2)

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Treasure: The pile of gold is really a pile of dung. In each chest there are clothes, and 450 ep. In the ninth chest, there are 900 ep. In the tenth chest, a kobold will attack with surprise whoever opens the chest.

KOBOLD BOSS

Small humanoid, lawful evil

Armor Class 22 (Dragon Scale Mail +1, +2 shield, +2 haste)

Hit Points 25 (6d6+3)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	11 (+0)	11 (+0)	12 (+1)

Saving Throws Dexterity +2 (advantage)

Damage Resistances The Kobold Boss has resistance to a damage type as indicated by his Dragon Scale Mail.

Senses darkvision 60ft; passive perception 12

Challenge 1 (200 XP)

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The Kobold Boss makes three melee attacks; two with its scimitar, and one with its dagger.

- **+2 Scimitar.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) slashing damage.
- **Dagger.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 3) piercing damage.

Javelin. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 3) piercing damage.

5. GUARD ROOM

Four stone giants stand guard here.

STONE GIANTS (4)

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Treasure: Each has three items in his bag.



6. GUARD ROOM

Two guards stand watch at either end of the hall.

If there is a fight, the second will run to help the first.

STONE GIANTS (2)

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Treasure: These two Stone Giants only carry 1 gem, and 4-16 sp each.



7. FIRE GIANT LAIR

The fire giants were provided with a dozen cots, six chests of drawers, a large table, six stools, four chairs, and two benches.

11 Fire Giants are staying here; they may be out, as they arrived yesterday and they want to inspect the habitation. At least two are out. (the encounter table). Four are home. Three hell hounds are here as well.

FIRE GIANTS (4)

Huge giant, lawful evil

Armor Class 18 (plate)

Hit Points 162 (13d12 + 78)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +3, Con +10, Cha +5

Skills Athletics +11, Perception +6

Damage Immunities fire

Senses passive Perception 16

Languages Giant

Challenge 9 (5000 XP)

ACTIONS

Multiattack. The giant makes two greatsword attacks.

- **Greatsword.** Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 28 (6d6 + 7) slashing damage.

Rock. Ranged Weapon Attack: +11 to hit, range 60/240 ft., one target. Hit: 29 (4d10 + 7) bludgeoning damage.

HELL HOUNDS (3)

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Infernal but can't speak it

Challenge 3 (700 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is

within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5-6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Treasure: Under each bed is a locked small locker. In each locker is a 50 base value gem, which has increased to 100 gp. The sixth locker has a false bottom. A *spell scroll* (*arcane lock*) is in a false bottom. In the 11th bed, under the pillow, wrapped under the sheets is an *arrow of golem slaying*. The bottom drawer of the fourth chest of drawers has a giant scorpion and a *web* scroll. The giant scorpion attacks with surprise. There is a *dragonslayer broadsword* in a hollowed-out part of the table.

GIANT SCORPION

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	1 (-5)	9 (-1)	3 (-4)

Senses blindsight 60 ft., passive Perception 9

Languages -

Challenge 3 (700 XP)

ACTIONS

Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.

- **Claw.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.
- **Sting.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

8. ADVISOR'S LAIR

The advisor to Tregis lives here. He has two stone giants as guards. There are also two frost giants seeking advice from the respected small mage.

Nartis is overconfident. If necessary, he will *fireball* everyone, even his giants. Nartis wears a *cloak of displacement*, he has a *potion of greater healing*, a level 5 spell scroll, a *staff of the magi*, and *boots of levitation*.

NARTIS

Medium humanoid (human), neutral evil

Armor Class 12

Hit Points 55 (10d8+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	15 (+2)	17 (+3)	13 (+1)	14 (+2)

Saving Throws Int +5, Wis +3 (advantage *staff of the magi*)

Skills arcana +10, history +8

Senses passive perception 11

Languages any four languages

Challenge 5 (1,800 XP)

Boots of Levitation: While Nartis wear these boots, he can use an action to cast the *levitate* spell on himself at will.

Cloak of Displacement. While Nartis wears this cloak, it projects an illusion that makes him appear to be standing in a place near his actual location, causing any creature to have disadvantage on attack rolls against him. If he takes damage, the property ceases to function until the start of his next turn. This property is suppressed while he is incapacitated, restrained, or otherwise unable to move.

Magic Resistance. The mage has advantage on saving throws against spells and other magical effects.

Spellcasting. The mage is a 10th-level spellcaster, its spellcasting ability is intelligence (spell save DC 15, +9 to hit with spell attacks). The mage has the following wizard spells prepared:

- **Cantrips (at will):** *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*
- **1st level (4 slots):** *detect magic*, *mage armor**, *magic missile*, *protection from evil and good*
- **2nd level (3 slots):** *detect thoughts*, *locate object*, *hold person*, *ray of enfeeblement*, *web*
- **3rd level (3 slots):** *fireball*, *slow*, *haste*
- **4th level (3 slots):** *polymorph*, *stoneskin**, *wall of fire*
- **5th level (2 slots):** *bigby's hand*, *cone of cold*, *conjure elemental*

*the mage casts these spells on itself before combat.

ACTIONS

Staff of the Magi. Melee Weapon Attack: +7 to hit, reach 5 ft., one target, Hit: (1d6 + 3) bludgeoning damage.

Spells: While holding the staff, Nartis can use an action to expend some of its charges to cast one of the following spells from it, using his spell save DC and spellcasting ability: *conjure elemental* (7 charges), *dispel magic* (3 charges), *fireball* (7th-level version, 7 charges), *flaming sphere* (2 charges), *ice storm* (4 charges), *invisibility* (2 charges), *knock* (2 charges), *lightning bolt* (7th-level version, 7 charges), *passwall* (5 charges), *plane shift* (7 charges), *telekinesis* (5 charges), *wall of fire* (4 charges), or *web* (2 charges). He can also use an action to cast one of the following spells from the staff without using any charges: *arcane lock*, *detect magic*, *enlarge/reduce*, *light*, *mage hand*, or *protection from evil and good*.

REACTION

Spell Absorption. While holding the staff, Nartis has advantage on saving throws against spells. In addition, Nartis can use his reaction when another creature casts a spell that targets only him. If he does, the staff absorbs the magic of the spell, canceling its effect and gaining a number of charges equal to the absorbed spell's level. However, if doing so brings the staff's total number of charges above 50, the staff explodes as if Nartis activated its retributive strike.

FROST GIANTS (2)

Huge giant, neutral evil

Armor Class 15 (patchwork armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

Saving Throws Con +8, Wis +3, Cha +4

Skills Athletics +9, Perception +3

Damage Immunities cold

Senses passive Perception 13

Languages Giant

Challenge 8 (3900 XP)

ACTIONS

Multiattack. The giant makes two greataxe attacks.

- **Greataxe.** Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 25 (3d12 + 6) slashing damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

STONE GIANTS (2)

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

9. STAIRWAY

There is a rock giant heading up from the third level.

The stairway to level three.

ROCK GIANT

Large giant, neutral evil

Armor Class 17 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft. (30 ft. when rolling, 60 ft. rolling downhill)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	9 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant

Challenge 5 (1,800 XP)

False Appearance (boulder form only). While the giant remains motionless, it is indistinguishable from a normal boulder.

Rolling Charge (boulder form only). If the giant rolls at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Shapechanger. The rock giant can use its action to *polymorph* into a boulder, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Greatclub (giant form only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Rock (giant form only). Ranged Weapon Attack: +6 to hit, range 60/240 ft., one target. Hit: 20 (3d10 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Slam (boulder form only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

REACTIONS

Rock Catching (giant form only). If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Treasure: He has six items in his bag.

10. CAVE BEAR LAIR

Twelve adult cave bears are here, (eight males, six females) and six of the young as well. Three stone giant keepers are here to watch the young and old bears.

STONE GIANTS (3)

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

CAVE BEARS (12)

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Challenge 2 (450 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Reckless. If the cave bear's cubs are harmed, it gains advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

- **Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.
- **Claws.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

YOUNG BEARS (6)

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages -

Challenge 1/2 (100 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

- **Bite.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.
- **Claws.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

Treasure: None of the giants have bags, but each have 4-16 pp and 1-18 gp

11. STONE GIANT LAIR

Two tables, a big chest, eight beds, five chairs, four benches, and one stool decorate this room. About a dozen pelts, and an idol of a yeti cast in bronze on a table.

Eight stone giants live here, three are here. They are sitting around boasting and have no idea of the invasion under-way.

STONE GIANTS (3)

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Treasure: The chest has only clothes in it. The chest is in front of the secret door. Nothing in here, except more clothes.

12. SMITHY

This is the smithy. Three fire giants work here, making the weapons. The head giant is making a platinum dagger.

If the head giant wins initiative he will throw the dagger. If he doesn't have initiative, the head giant has a 20% per round of throwing it into the fire. The second smith will throw coals. The third giant grapples foes and attempts to throw them into the furnace. The fire giant makes a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check. If he succeeds, he subjects the target to the grappled condition. The giant then moves to the furnace.

During the 2nd round of combat, there is a 50% chance of 1-4 stone giants walking in, with an order from the Lord. This chance rises 15% per round thereafter.

Note: Only one character can fit in the furnace at a time. A character in the furnace will cover up the coals, so the second giant can't throw any. The second giant will pull out a club, and hit the player with it. Per round in the furnace, a player will take 6d6 fire damage.

FIRE GIANTS (3)

Huge giant, lawful evil

Armor Class 18 (plate)

Hit Points 162 (13d12 + 78)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +3, Con +10, Cha +5

Skills Athletics +11, Perception +6

Damage Immunities fire

Senses passive Perception 16

Languages Giant

Challenge 9 (5000 XP)

ACTIONS

Multiattack. The giant makes two melee or ranged attacks.

- **Greatsword.** Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 28 (6d6 + 7) slashing damage.
- **Greatclub.** Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 28 (6d6 + 7) bludgeoning damage.
- **Hot Coal.** Ranged Weapon Attack: +11 to hit, range 60/240 ft., one target. Hit: 18 (2d10 + 7) bludgeoning and 7 (2d6) fire damage.
- **Dagger.** Ranged Weapon Attack: +11 to hit, range 60/240 ft., one target. Hit: 29 (4d10 + 7) piercing damage.

Treasure: These giants have no bags. The dagger makes its owner's eyes glow in the dark and is worth 400 gp.

13. FIRE GIANT LAIR

A fire giant is present. He is sleeping on one of four beds. The room also contains: two chairs, one bench, and two stools, a large chest, a locker under each bed, a table, seven pelts, and a large (8' tall) wardrobe. Standing guard are four hell hounds.

Four fire giants live here. The giant is asleep, even though he is supposed to be helping in the smithy. The hell hounds are very alert, and hungry, as the giants forgot to feed them all day. The hell hounds can wake the Giant up easily enough.

FIRE GIANT

Huge giant, lawful evil

Armor Class 18 (plate)
Hit Points 162 (13d12 + 78)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +3, Con +10, Cha +5

Skills Athletics +11, Perception +6

Damage Immunities fire

Senses passive Perception 16

Languages Giant

Challenge 9 (5000 XP)

ACTIONS

Multiattack. The giant makes two greatsword attacks.

- **Greatsword.** Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 28 (6d6 + 7) slashing damage.

Rock. Ranged Weapon Attack: +11 to hit, range 60/240 ft., one target. Hit: 29 (4d10 + 7) bludgeoning damage.

HELL HOUNDS (4)

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Infernal but can't speak it

Challenge 3 (700 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5-6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Treasure: Roll 16 giant bag contents to determine what is in the chest. In each locker there is a 1,000 gp jewel. Also in each locker is 846 gp and 50 cp.



14. STONE GIANT LAIR

Around the room are ten beds, two wardrobes; a pile of eight pelts, three chests, two tables, and a pile of torches. Two giants are on the floor playing with five cave bears.

10 stone giants live here. Only two are home.

STONE GIANTS (2)

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

CAVE BEARS (5)

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Challenge 2 (450 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Reckless. If the cave bear's cubs are harmed, it gains advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

- **Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.
- **Claws.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Treasure: Under the torches is a pile of 5,224 gp.

Invisible pair of coffer is under each bed. In each one there is: 139 gp and 504 cp. Also in the 2nd, 4th and 8th there is a 12 gp gem in each. Under the pile of pelts is a *potion of silver dragon control*. In the cave bear's basket is a little pin with a turtle on it. It is a *scarab of protection* (not cursed). In the chest of drawers, 1st one, 2nd drawer is a +1 dagger, +2 vs. all winged creatures. (gp sale price: 850).



15. MAP ROOM

There are maps and charts spread across the three tables. Six chairs are around the tables, as well as two benches.

This is Tregis' private map and military plans room. The stone giant here is ordered not to let anyone but the Chief and his kind read these tables of the amount of giants and the like that can be rounded up to fight mankind. If the battle goes against him, he will set fire to all the papers.

STONE GIANT

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.
- Rock.** Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

HILL GIANTS (6)

Huge giant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2

Senses passive Perception 12

Languages Giant

Challenge 5 (1800 XP)

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.
- Rock.** Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.

DIRE WOLVES (4)

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages -

Challenge 1 (200 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

16. HILL GIANT LAIR

These two hill giants have brought two boulders on their table, and a raw beaten leg of mutton. A foldable table is here collecting dust.

This room houses six hill giants. With them is their favorite pets, four dire wolves.

Treasure: A chest of drawers is filled with clothes, and an *invisibility potion*. Also there are four stone maces, and an invisible suit of *plate mail of vulnerability*. Also in the bed mattress is a +2 *dagger*, +3 *vs. spell users*.

LEVEL #3



WANDERING MONSTERS (1, AND 6-12)

1d4	Encounter
1	2-5 Stone Giants walking
2	1-4 Rock Giants with 1-2 cave bears
3	A chimera
4	2-12 Ogres/or 2 Ettins

As always encounter occurs on a 1 in 6.

WANDERING MONSTERS (2-5)

1d3	Encounter
1	1 Lamia
2	2-4 Xorns
3	2-7 Trolls

1. GUARD ROOM

Two rock giants are waiting impatiently for their comrade to return.

ROCK GIANTS (2)

Large giant, neutral evil

Armor Class 17 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft. (30 ft. when rolling, 60 ft. rolling downhill)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	9 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant

Challenge 5 (1,800 XP)

False Appearance (boulder form only). While the giant remains motionless, it is indistinguishable from a normal boulder.

Rolling Charge (boulder form only). If the giant rolls at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Shapechanger. The rock giant can use its action to *polymorph* into a boulder, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Greatclub (giant form only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

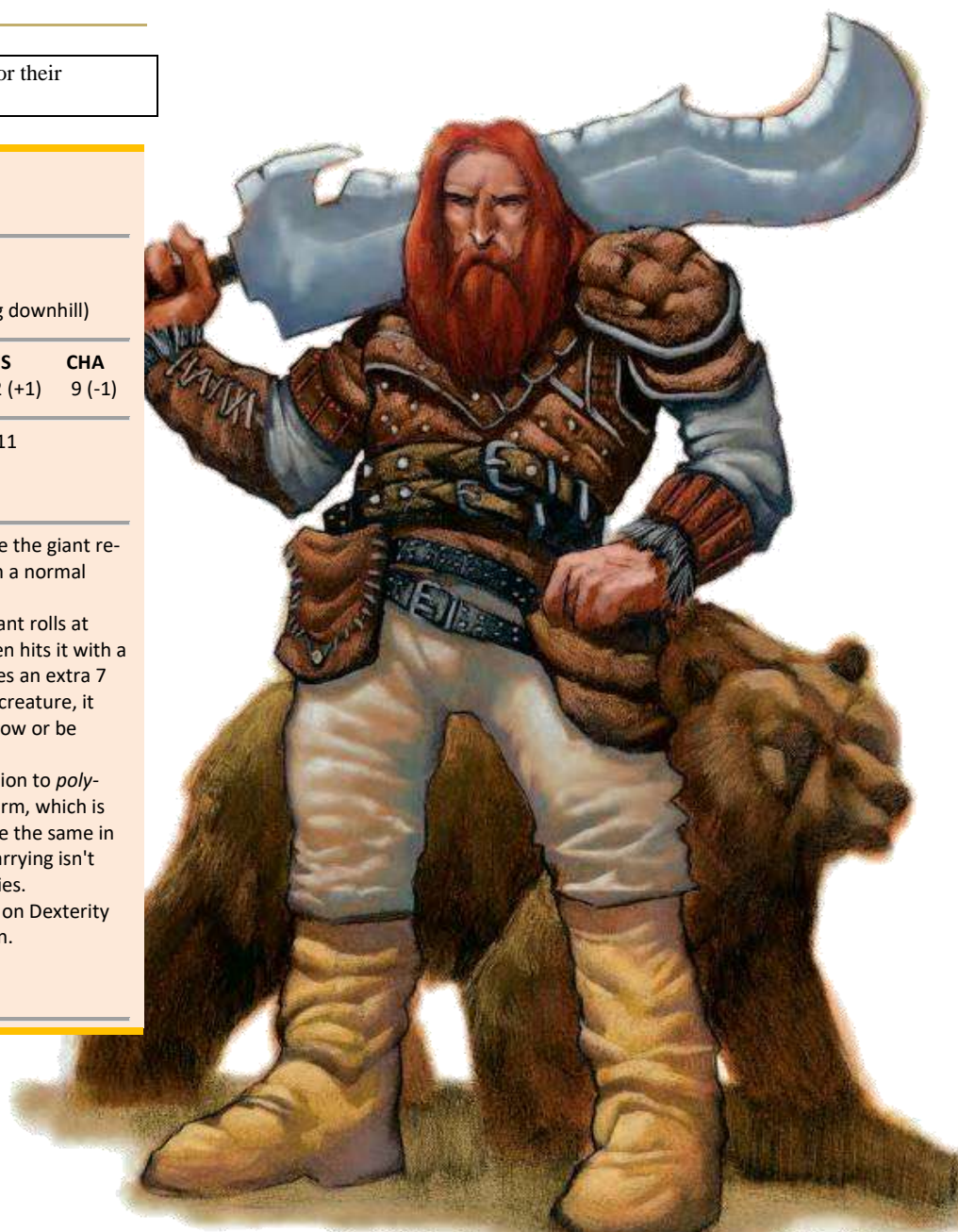
Rock (giant form only). Ranged Weapon Attack: +6 to hit, range 60/240 ft., one target. Hit: 20 (3d10 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Slam (boulder form only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

REACTIONS

Rock Catching (giant form only). If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Treasure: Both giants have bags.



2. RED DRAGON'S LAIR

A huge red dragon rests here.

The giants tend to leave this entire portion of the level alone.

ADULT RED DRAGON

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11

Skills Perception +13, Stealth +6

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 17 (18000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

- **Bite.** Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.
- **Claw.** Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage.
- **Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 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 dragon's Frightful Presence for the next 24 hours.

Tail. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon 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. The dragon regains spent legendary actions at the start of its turn.

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Treasure: The treasure that he has is at the secret door at room 3.



3. RED DRAGON HOARD

There is an illusionary wall that blocks the second secret door. From the inside it is fairly easy to tell there is a secret door. Three fire lizards are here, 90% chance of being recognized as red dragons.

FIRE LIZARDS (3)

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 85 (9d12 + 27)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Damage Resistances Fire

Skills Stealth +5

Senses passive Perception 10, blindsight 10 ft., darkvision 60 ft.

Languages Draconic

Challenge 5 (1800 XP)

Hold Breath. The fire lizard can hold its breath for 30 minutes.

ACTIONS

Multiattack. The fire lizard makes two attacks: one with its bite and one with its tail.

- **Bite.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the fire lizard can't bite another target.
- **Tail.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target not grappled by the fire lizard. Hit: 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Fire Breath (Recharge 5-6). The fire lizard exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Treasure: Invisibly hidden there is 900 gp and 2,250 gp from the dragon, and 900 gp and 6,750 gp in an invisible urn.



4. BEHOLDER ROOM

Three beholders turn to face you as you enter!

There is no escape from this guy. He'll fight and he won't give up.

BEHOLDER

Large aberration, lawful evil

Armor Class 18 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 0 ft., fly 20ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	17 (+3)	15 (+2)	17 (+3)

Saving Throws Int +8, Wis +7, Cha +8

Skills Perception +12

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 22

Languages Deep Speech, Undercommon

Challenge 13 (10,000 XP)

Antimagic Cone. The beholder's central eye creates an area of antimagic, as in the anti-magic field spell, in a 150-foot cone. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active. The area works against the beholder's own eye rays.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 14 (4d6) piercing damage.

Eye Rays. The beholder shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. **Charm Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by the beholder for 1 hour, or until the beholder harms the creature.
2. **Paralyzing Ray.** The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. **Fear Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. **Slowing Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of

each of its turns, ending the effect on itself on a success.

5. **Enervation Ray.** The targeted creature must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.
6. **Telekinetic Ray.** If the target is a creature, it must succeed on a DC 16 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.
7. **Sleep Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.
8. **Petrification Ray.** The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.
9. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller non-magical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.
10. **Death Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

LEGENDARY ACTIONS

The beholder can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

- **Eye Ray.** The beholder uses one random eye ray.

GAS SPORES (2)

Large plant, unaligned

Armor Class 5

Hit Points 1 (1d10 - 4)

Speed 0 ft., fly 10ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	1 (-5)	3 (-4)	1 (-5)	1 (-5)	1 (-5)

Damage Immunities poison

Condition Immunities blinded, deafened, frightened, paralyzed, poisoned, prone

Senses blind sight 30ft. (blind beyond this radius), passive Perception 5

Challenge 1/2 (100 XP)

Death Burst. The gas spore explodes when it drops to 0 hit points. Each creature within 20 feet of it must succeed on a DC 15 Constitution saving throw or take 10 (3d6) poison damage and become infected with a disease on a failed save. Creatures immune to the poisoned condition are immune to this disease. Spores invade an infected creature's system, killing the creature in a number of hours equal to 1d12 + the creature's Constitution score, unless the disease is removed. In half that time, the creature becomes poisoned for the rest of the duration. After the creature dies, it sprouts 2d4 Tiny gas spores that grow to full size in 7 days.

Eerie Resemblance. The gas spore resembles a beholder. A creature that can see the gas spore can discern its true nature with a successful DC 15 Intelligence (Nature) check.

ACTIONS

Touch. Melee Weapon Attack: +0 to hit, reach 5 ft., one creature. Hit: 1 poison damage, and the creature must succeed on a DC 10 Constitution saving throw or become infected with the disease described in the Death Burst trait.

GLABREZU

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	19 (+4)	17 (+3)	16 (+3)

Saving Throws Str +9, Con +9, Wis +7, Cha +7

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 9 (5000 XP)

Innate Spellcasting. The glabrezu's spellcasting ability is Intelligence (spell save DC 16). The glabrezu can innately cast the following spells, requiring no material components:

- **At will:** *darkness, detect magic, dispel magic*
- **1/day each:** *confusion, fly, power word stun*

Magic Resistance. The glabrezu has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The glabrezu makes four attacks: two with its pincers and two with its fists. Alternatively, it makes two attacks with its pincers and casts one spell.

- **Pincer.** Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). The glabrezu has two pincers, each of which can grapple only one target.
- **Fist.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) bludgeoning damage.

5. DEMON ROOM

As you enter the corridor behind you is filled with rocks. There are giant bones, as well a gnoll, and other types of beings.

In the small room is a Type (Razizs) three demon. He will be glad to gate another demon. It is of little wonder the giants avoid this area.

6. GUEST ROOM

The unoccupied guest room here is furnished with six cots, eight chairs and stoles, six chests, and a sort of model of the first giant to form a community of similar giants.

Treasure: Also 4-16 gp.

7. TREGIS' THRONE ROOM

This is Tregis' throne room. With his old throne, an iron chair with pelts over it.

Now this is his trophy room and he goes here every now and then to admire himself.

Treasure: His first kill, a cave bear, four pairs of ivory tusks, a pair of silver boxes (worth 200 gp each, weighs 500 gp each) Also is a +2 *bill-guisarme*, and various useless items. He has in here five small oak chests, four giant bag items in each.

8. LIBRARY

This is a kind of library.

STONE GIANTS (5)

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

- **Greatclub.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

ROCK GIANTS (2)

Large giant, neutral evil

Armor Class 17 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft. (30 ft. when rolling, 60 ft. rolling downhill)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	9 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant

Challenge 5 (1,800 XP)

False Appearance (boulder form only). While the giant remains motionless, it is indistinguishable from a normal boulder.

Rolling Charge (boulder form only). If the giant rolls at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Shapechanger. The rock giant can use its action to *polymorph* into a boulder, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Greatclub (giant form only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Rock (giant form only). Ranged Weapon Attack: +6 to hit, range 60/240 ft., one target. Hit: 20 (3d10 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Slam (boulder form only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

REACTIONS

Rock Catching (giant form only). If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Treasure: There are 59 Scrolls, and 62 books. The 4th book is a *book of exalted deeds*. The first scroll is on the history of giants. The 42nd book is a *manual of gainful exercise*. The giant in charge is unaware of the magical items.

9. LIBRARIAN LAIR

Everything is kept in neat order. He has: a bed, two chests, two chairs, and a small table, usable by humans.

This is where the librarian works, and lives. Each chest has four bag contents.

10. GUEST ROOM

This is an uninhabited guest room. There are seven beds, ten chests, eight chairs, and a table.

Treasure: The ten chests contain five giant bag contents.

11. JAILER ROOM

The frost giant jailers live here. They have two beds, a bag content under the first pillow, a teddy bear, four charts, a set of six worthless keys, four pairs of boots (man, sized), five chairs, a broken door, and an empty bookshelf.

Treasure: There are giant bag contents under the first pillow. Clothes are in metal lockers under each bed. In the second locker lie 146 lead pieces. A broken ping pong table with a fist sized hole in it. behind that, covered with dust is a 41 gp jewel. Also there is a pile of rags, six goblin skulls, and four broken shields. And a bear.

12. VISITOR ROOM

This room a bed, eight pictures, five chairs, four chests, and a large chest of drawers in his room.

A respected cloud giant, who is oddly neutral. He is a sort of an old wise man. Any interruptions will annoy him to the extent, which he will scream (40% of attracting 1d4 other giants). He is accompanied by two saber-toothed tigers.

CLOUD GIANT (HAAYON THE PUNISHER)

Huge giant, neutral

Armor Class 14 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Con +10, Wis +7, Cha +7
Skills Insight +7, Perception +7
Senses passive Perception 17
Languages Common, Giant
Challenge 9 (5000 XP)

Innate Spellcasting. The giant's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

- **At will:** *detect magic, fog cloud, light*
- **3/day each:** *feather fall, fly, misty step, telekinesis*
- **1/day each:** *control weather, gaseous form*

Keen Smell. The giant has advantage on Wisdom (Perception) checks that rely on smell.

Reckless. At the start of its turn, the cloud giant can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The giant makes two morningstar attacks.

- **Morningstar.** Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 21 (3d8 + 8) piercing damage.

Rock. Ranged Weapon Attack: +12 to hit, range 60/240 ft., one target. Hit: 30 (4d10 + 8) bludgeoning damage.

SABER-TOOTHED TIGERS (2)

Large beast, unaligned

Armor Class 12
Hit Points 52 (7d10 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6
Senses passive Perception 13
Languages -
Challenge 2 (450 XP)

Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

13. MAIN HALL

Main hall.

Here is a rock giant wondering why he is here. He'll yell.

ROCK GIANT

Large giant, neutral evil

Armor Class 17 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft. (30 ft. when rolling, 60 ft. rolling downhill)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	9 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant

Challenge 5 (1,800 XP)

False Appearance (boulder form only). While the giant remains motionless, it is indistinguishable from a normal boulder.

Rolling Charge (boulder form only). If the giant rolls at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Shapechanger. The rock giant can use its action to *polymorph* into a boulder, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Greatclub (giant form only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Rock (giant form only). Ranged Weapon Attack: +6 to hit, range 60/240 ft., one target. Hit: 20 (3d10 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Slam (boulder form only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

REACTIONS

Rock Catching (giant form only). If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.



ROCK GIANT

Rock giants usually live in mountains, if they live anywhere. As not many are together at once normally, few are found in a small area, unless there for a reason.

Rock Giants tend to have grayish brown skins, light brown to black hair, red or green eyes, and black teeth. Their skin can be from light gray to black, but is usually just a dirty brown. They typically use stone maces.

Rock giants like pets and will be 45% likely to have them. 75% of all pets will be mountain lions, 10% will be lizards, of the giant sort, and 15% will be dire wolves who are raised from birth.

If encountered in their lair, numbers 6 and 8 will be giantesses and number 7 will be a young giant (dice for size)

If encountered, there is a 10% chance, per giant that a stone giant will be present, i.e. two rock giants have a 20% chance of being accompanied by a stone giant. In the lair there is only a 5% chance per rock giant of stone giant presence.

ROCK GIANT

Large giant, neutral evil

Armor Class 17 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft. (30 ft. when rolling, 60 ft. rolling downhill)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	9 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant

Challenge 5 (1,800 XP)

False Appearance (boulder form only). While the giant remains motionless, it is indistinguishable from a normal boulder.

Rolling Charge (boulder form only). If the giant rolls at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Shapechanger. The rock giant can use its action to *polymorph* into a boulder, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Greatclub (giant form only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Rock (giant form only). Ranged Weapon Attack: +6 to hit, range 60/240 ft., one target. Hit: 20 (3d10 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Slam (boulder form only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

REACTIONS

Rock Catching (giant form only). If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.



HABITATION OF THE STONE GIANT LORD

by Gaius Stern

A fan sequel to the Against the Giants Series!

The Habitation of the Stone Giant Lord is a fan-created module created by Gaius Stern. He wrote the adventure when he was just fourteen years old. It is meant to be inserted into the "Against the Giants" series. It focuses on the "missing" giants in the series, the stone giants, and introduces a new type of giant, the rock giant.

Tim Hutchings, archivist of The Play Generated Map and Document Archive (PlaGMaDA), was introduced to the manuscript in 2012 when it was donated to the archive by a game collector who goes by the pseudonym Scribe of New York City. He managed to track down the author and then Mike Tresca converted and updated the adventure for Fifth Edition Dungeons & Dragons.

PlaGMaDA collects and preserves gaming ephemera created for or during actual game play. All proceeds from the sales of this adventure go directly to PlaGMaDA to and Cystic Fibrosis Research, Inc.

If you have gaming material please consider donating it to the collection by emailing collections@plagmada.org.
