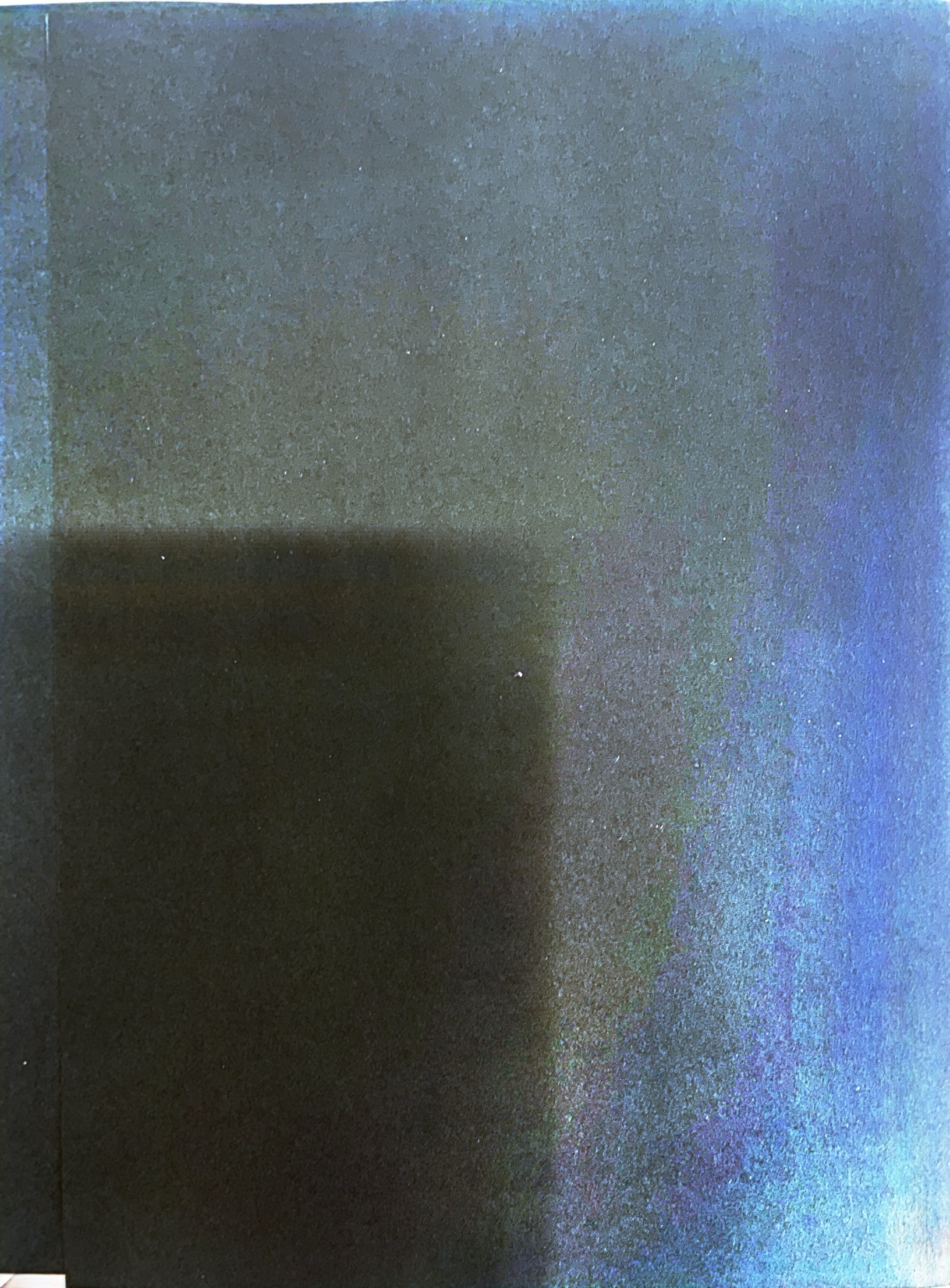
DUNGEONS & DRAGONS
BIGBY PRESENTS
GLORY OF THE GIANTS



BIGBY PRESENTS

GLORY OF THE GIANTS™

OLIVIER BERNARD

Credits

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Project Lead: James Wyatt
Art Director: Emi Tanji
Writers: Makenzie De Armas, Dan Dillon, Ben Petrisor, Jason Tondro
Rules Developers: Jeremy Crawford, Ben Petrisor
Lead Editor: Janica Carter
Editors: Judy Bauer, Eytan Bernstein, Adrian Ng
Lead Graphic Designer: Trish Yochum
Additional Graphic Designers: Matt Cole, Bob Jordan
Additional Art Directors: Kate Irwin, Dawn Murin, Zack Stella
Cover Illustrators: Cynthia Sheppard, Olena Richards
Cartographer: Dyson Logos
Interior Illustrators: Carlo Arellano, Francesca Baerald, Eric Belisle, Olivier Bernard, Christopher Burdett, Dmitry Burmak, Dawn Carlos, Kai Carpenter, Manuel Castañón, Bud Cook, Kent Davis, Nikki Dawes, Olga Drebas, Sarah Finnigan, Evyn Fong, Jessica Fong, Tony Foti, Isabel Gibney, Michele Giorgi, Quintin Gleim, Alexandre Honoré, Julian Kok, Katerina Ladon, Adrián Ibarra Lugo, Warren Mahy, Andrew Mar, Brynn Metheney, Robson Michel, Riccardo Moscatello, Irina Nordsol, Hinchel Or, Vicki Pangestu, Claudio Pozas, Arash Radkia, Chris Rahn, Julio Reyna, Ilya Shkipin, Matias Tapia, Brian Valeza, Jabari Weathers
Concept Artists: Daarken, John Grello, April Prime, Shawn Wood
Consultants: Siena East, Winona Nelson, John Tomhave
Project Engineer: Cynda Callaway
Imaging Technicians: Daniel Corona, Kevin Yee
Prepress Specialist: Jefferson Dunlap

D&D Studio

Executive Producer: Kyle Brink
Game Architects: Jeremy Crawford, Christopher Perkins
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Kim Mohan edited more D&D books and mentored more D&D writers than anyone in memory. His kindness and wit are woven into decades of the game, and he will influence its writers and editors for decades to come. This book is dedicated to his beloved memory.

On the Cover

Bigby's grasping hand steals a giant goose's golden egg from its cloud giant keepers in this painting by Cynthia Sheppard.

On the Alt-Cover

Bigby plays chess—a game whose Giant name translates to "war of the stone kings"—with a stone giant in this cover by Olena Richards.

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Contents

Diancastra's Saga 4
Glory of the Giants 5
Annam and the Giants 6
Giantkind 7
Giants of Many Worlds 8

Ch.1: Character Creation 11
Subclass Option 11
Barbarian: Path of the Giant 11
Backgrounds 12
Bonus Feats 12
Giant Foundling 12
Rune Carver 14
Big Heroes, Big Stories 15
Heroes of the Giants 15
Birthplaces and Hometowns 16
Tall Tales 17
Feats 17
Feat Descriptions 17

Ch. 2: Giants in Play 21
Roleplaying Giants 21
Size 21
Age 22
Volume 22
Pride 22
Names 23
The Ordning 24
Rejecting the Ordning 26
Origin of the Ordning 26
Gods and Religion 27
Annam and the Ordning 27
Interloper Gods 31
Gods and Adventures 33
Social Structures 34
Recluse 35
Exile 35
Band 36
Family 37
Steading 37
Settlement 38
Organizations 39
Hidden Rune 39
Stewards of the Eternal Throne 40
Worldroot Circle 41

Ch. 3: Giant Adventures 43
Encounters 43
Using the Tables 43
Giantkind Encounters 44
Connected Creatures 48
Adventures 55
Adventure Models 55
Giant Patrons 59
Campaigns 62
A World of Giants 62
Campaign Events 62
Giants and Other Ancients 63
Giants of Myth 65

Ch. 4: Giant Enclaves 67
Using Enclaves 67
Giant Enclave General Features 67
Annam's Cradle 68
Ashen Grotto 70
Dreamer's Reach 72
Endless Rockslide 74
Forest Crystal 76
Forsaken Deep 78
Gale's Eye Tower 80
Grolantor's Larder 82
Hiatea's Hearth 84
Horizon's Edge 86
Howling Iceberg 88
Karontor's Hold 90
Misty Vale 92
Runic Circle 94
Singing Sands 96
Star Forge 98
Thundering Observatory 100
Worldroot Sapling 102

Ch. 5: Giant Treasures 105
Giant Bags 105
Cloud Giant Bags 105
Fire Giant Bags 106
Frost Giant Bags 106
Hill Giant Bags 107
Stone Giant Bags 107
Storm Giant Bags 108
Relics of Giant Realms 108
Kinds of Treasure 108
Magic Items 110
A Note About Size 110
Giant-Crafted Items 110
Magic Item Descriptions 110

Ch. 6: Bestiary 119
Bag Jelly 120
Barrowghast 121
Cairnwight 122
Cinder Hulk 123
Cloud Giant Destiny Gambler 124
Cloud Giant of Evil Air 125
Death Giants 126
Death Giant Reaper 126
Death Giant Shrouded One 127
Dinosaurs 128
Aerosaur 128
Altisaur 129
Ceratops 129
Regisaur 130
Dust Hulk 131
Echo of Demogorgon 132
Ettin Ceremorph 133
Fensirs 134
Fensir Devourer 135
Fensir Skirmisher 135
Firbolgs 136
Firbolg Primeval Warden 136
Firbolg Wanderer 137
Firegaunt 137
Fire Giant Forgecaller 138
Fire Giant of Evil Fire 139
Fire Hellion 140
Flesh Colossus 141
Fomorians 142
Fomorian Deep Crawler 142
Fomorian Noble 143
Fomorian Warlock of the Dark 144
Frost Giant Ice Shaper 145
Frost Giant of Evil Water 146
Frostmourn 147
Fury of Kostchtchie 148
Gargantua 149
Giant Goose 150
Giant Lynx 151
Giant Ox 152
Giant Ram 153
Giant Tick 153
Gigant 154
Goliath Giant-Kin 155
Grinning Cat 156
Hill Giant Avalancher 157
Lightning Hulk 158
Maw of Yeenoghu 159
Mist Hulk 160
Mud Hulk 161
Rime Hulk 162
Runic Colossus 163
Scions of Giants' Gods 164
Cradle of the Hill Scion 164
Scion of Grolantor 165
Cradle of the Cloud Scion 166
Scion of Memnor 167
Cradle of the Stone Scion 168
Scion of Skoraeus 169
Cradle of the Storm Scion 170
Scion of Stronmaus 171
Cradle of the Fire Scion 172
Scion of Surtur 173
Cradle of the Frost Scion 174
Scion of Thrym 175
Spectral Cloud 176
Spotted Lion 177
Stalker of Baphomet 178
Stone Giant of Evil Earth 179
Stone Giant Rockspeaker 180
Storm Crab 181
Storm Giant Tempest Caller 182
Storm Herald 183
Tempest Spirit 184
Titanothere 185
Trolls 186
Troll Amalgam 186
Troll Mutate 187
Creature Lists 188
Giants by Kind 188
Challenge Ratings 188
Creature Types 189

Appendix A: Concept Art 190

Appendix B: Adventure Hooks 192

Sidebars

The Many Meanings of "Giant" 7
Giant Runes and Dwarvish Script 9
Giant Children 34
Giants and Tiers of Play 44
Pick a Giant, Any Giant 46
Entering Horizon's Edge 86
Giant-Crafted Items 110
Destiny Gambler Spell Winnings 125

DIANCASTRA'S SAGA

Battle-worn and weary, bruised from her journey,
Diancastra entered the All-Father's hall.
With calm confidence she claimed her due
Under the birthright of her blood:
  Her father's gift of godliness.

"Wise one, All-Father Annam, world-shaper of old,
Mighty were your deeds in time's dawning.
You scattered seeds of the sundered First World;
Your dreams created the cosmos,
  The teeming worlds, full of wonders.

"Six sons, goddess-born, you sanctioned as rulers
To govern the mortal multitudes.
Boorish and bumbling, they bungled the task!
Surely I am more deserving of divinity
  In spite of my mortal mother."

Scowling, all-wise Annam spoke to his daughter:
"Mighty are my sons in strength,
And Hiatea, your half sister, her heroism showed
In slaying a many-headed monster.
  What such deeds have you done?"

"The sphinx's riddles I solved to claim her prize.
I plumbed the secrets of the sea.
I ventured to the vault of the venerated lobster-god
To steal her precious pearls—
  And I found your secret sanctum."

"Pranks and rebellion! Prove your worth
Not with the willful choices of a child.
I will test your temper; try this challenge:
Bring me pure perfection—
  Something my craft cannot better."

Diancastra, undaunted, departed the sanctum
And journeyed to the waters beyond worlds.
She sailed forgotten seas into storms of chaos
And claimed a mote of matter,
  Shapeless, unformed, and ever-changing.

The All-Father mocked her and easily shaped it,
Making a fertile field.
But soon he scowled, not satisfied, and reshaped it
Into a storm-tossed sea,
  Then a fiery furnace-peak.

At last, Diancastra, laughing, said to him,
"Forsake your cunning craft!
Chaos is a canvas for creation, unbounded,
Perfectly imperfect and unformed.
  You cannot perfect potential."

Laughter filled Annam's hall, loud as thunder,
Shaking floor and firmament.
The All-Father acquiesced, admitting defeat,
And granted Diancastra's demand,
  Kindling the god-spark he gave her.

"Too bitterly I judged the bungling of my sons,
In haste I quickly condemned them.
I will watch them and see whether perhaps they too
Share your clever capacity
  To see perfection in potential."

A crown he then made, from chaos he shaped it,
And to her he gratefully gave it.
Divine Diancastra departed his sanctum,
With stirrings of hope for her harried kin,
  The All-Father's favor foreseen.

Dear reader,

This book represents a journey for me, and I am excited to take your hand and lead you along the same path. I never had much interest in giants, though I certainly respected their strength. My various encounters with Diancastra—who is no less than a daughter of Annam, the All-Father of the giants!—opened my eyes to the glories, the deep magic, and the wisdom of these ancient people.

I've asked Diancastra to review this text, and her notes appear throughout the book where her perspective can enlarge upon my own. I trust that her insight and my erudition will expand your horizons as she has broadened mine.

—Bigby

Glory of the Giants

Myths, fairy tales, folklore, and fantasy literature throughout the real world depict a tremendous range of giants. Some tales suggest that the humans of past ages were gigantic, and the relatively small stature of present-day humans is a mark of their degeneracy. Others imagine remote realms—cloud castles or lost continents—where Brobdingnagian people dwell, set apart from their puny relatives.

In the worlds of Dungeons & Dragons, the story of the giants is a tragic one that echoes this whole range of fantasy and myth. Begotten by the mighty god Annam, who intended them to rule the worlds with wisdom as well as might, giants have fallen far short of the lofty destiny their progenitor imagined for them. Now supplanted by myriad smaller peoples of the worlds, giants live apart in remote steadings, undersea palaces, subterranean realms, and flying citadels.

Bigby Presents: Glory of the Giants explores giants' role in D&D and their realms across the worlds. It delves into the history of the giants and details the places where they live in isolation, as well as the ruins they left behind in their decline. Our guide in this exploration is the wizard Bigby, a former apprentice of Mordenkainen and creator of the spell *Bigby's hand*. Though he began his career determined to use magic to dominate and control others, he eventually changed his ways and has worked hard to make amends for his past villainy. One factor that influenced his change of heart was Bigby's recurring encounters with Diancastra, a demigod revered by many giants. Throughout this book, we see glimpses into the relationship between these two mighty figures of legend.

This introduction presents a portion of the saga of Diancastra. The saga is a window into important aspects of giants' life and thought, and it introduces themes that reappear throughout the book: Annam's retreat from his children, the giants' fall from grace, and the hope some giants hold for a future restoration of their ancient glory.

Chapter 1 introduces giant-themed options for adventurers, including a subclass that allows characters to tap into the magic of giants (the Path of the Giant barbarian), two giant-related backgrounds (the giant foundling and the rune carver), and a wide selection of feats. The chapter also includes roleplaying suggestions to help you connect a character of any class to the grandeur of giants.

Chapter 2 offers advice and tables to help Dungeon Masters use giants in play. It covers roleplaying tips, an overview of the hierarchical structure of the ordning and giants' religion, and ideas about giants' organizations and societies.

FRANCESCA BAERALD (L), ROBSON MICHEL (R)

Chapter 3 presents tools to help Dungeon Masters build encounters, adventures, and whole campaigns around giants. The chapter includes tables you can use to populate the giants' enclaves presented in chapter 4.

Chapter 4 discusses the places where giants dwell: the remote enclaves and secret hideaways where they cling to the remnants of their ancient glory. Maps are a centerpiece of the chapter, presenting a range of sites steeped in giants' supernatural power that you can drop into any campaign.

Chapter 5 details the treasures characters might find as they deal with giants or explore giants' hidden realms. These treasures range from the contents of a wandering giant's bag to the mightiest relics of giants' ancient civilization. The chapter includes more than two dozen new magic items.

Chapter 6 provides stat blocks and lore for a tremendous variety of giants. The chapter includes new giant kinds (such as the death giant) and new variations on the giants found in the *Monster Manual*. A range of other enormous creatures, from towering dinosaurs to magical giant geese, can help DMs populate a giant-sized environment.

Annam and the Giants

The saga of the demigod Diancastra is an epic poem treasured by skalds and storytellers among all kinds of giants. The portion of the saga excerpted at the start of this book is among its most popular scenes, describing how Diancastra convinced her father to imbue her with divinity even though her mother was a mortal giant.

The story is unusual among the sagas of the giants in its description of Annam's deeds "in time's dawning." It boldly claims Annam collected the fragments of the First World—the original world of the Material Plane, created by the primordial dragons Bahamut and Tiamat—and contributed in some way to their transformation into the Material Plane as it exists today with its myriad worlds. Other sagas claim Annam was similarly instrumental in the creation of the Inner Planes, slowly sorting the tumult of the Elemental Chaos until the four Elemental Planes took shape. These sagas explain the giants' close ties to the elemental forces of air, earth, fire, and water by pointing to Annam's early efforts in the Elemental Planes.

Diancastra's Saga also summarizes the central tragedy of giantkind's long history: Annam intended the giants to rule over all the worlds of the Material Plane, but his six sons—the gods Stronmaus, Memnor, Surtur, Thrym, Skoraeus, and Grolantor—failed to live up to their father's expectations for them. (Diancastra calls her brothers "boorish and bumbling." Notably, Annam does not refute her on that point.) Annam's disappointment in his sons caused him to retreat to a hidden realm within the Outlands, far removed from the Material Plane and the domains of other gods.

A key moment in *Diancastra's Saga* is Annam's challenge to his daughter. He dismisses her deeds as "pranks and rebellion" and defies Diancastra to bring him "pure perfection," some item that for all his craft and skill he is unable to improve. He clearly intends this to be an impossible task.

But Diancastra surprises him. Journeying to the outermost reaches of the Elemental Chaos, where unshaped elements form a tumult of matter and energy, she claims a mote of raw chaos and brings it to her father. Annam quickly shapes it, but he is unsatisfied with the result; he shapes it again and again, but—as Diancastra points out—each of his efforts to craft something from the chaos ends up reducing its raw potential into mere actuality.

The saga makes a point that concerns more than Diancastra's cleverness. In granting his daughter's request for divinity, Annam acknowledges that the same chaotic, changeable potential exists within his sons and their descendants. Ultimately, this acknowledgment holds out the possibility that Annam's faith in his descendants might be restored and the All-Father might one day be drawn from his self-imposed exile. That glimmer of hope, faint as it might be, is a significant motivation for those giants who hope to reclaim their people's ancient glory, and it might account for the saga's popularity among giants of all kinds.

A good saga, well-told, reveals a great deal about the teller. If you're lucky and self-aware, it can also show you something about yourself. Only rarely does it tell you much worth knowing about its subject among its alliteration and kennings and such. That said, Bigby presented me with several versions of my saga, and I insisted he use this one. The interpretation he presents here is a reasonable one.

—Diancastra

Giantkind

The descendants of Annam are the various creatures of the Giant creature type. The precise details of genealogy linking Annam to these Giants are a matter of mythology, and myths vary from world to world and from one teller to another. Most tellings make a distinction between the main families of giants who are descended from the sons of Annam and the various other creatures whose origins are murkier.

Heirs of Annam

As described in the *Monster Manual*, the ordning ranks the six main families of giants. Each family's place in the ordning corresponds to the birth order of the associated son of Annam: Stronmaus, Annam's firstborn, is regarded as the progenitor of storm giants, and Grolantor, progenitor of hill giants, is Annam's youngest son. Thus, the ordning neatly encompasses and arranges storm giants, cloud giants, fire giants, frost giants, stone giants, and hill giants by connecting them to Stronmaus, Memnor, Surtur, Thrym, Skoraeus, and Grolantor, respectively.

That neat structure overlooks the daughters of Annam: Hiatea, Iallanis, and Diancastra. Indeed, these goddesses and their worshipers often push against the boundaries of the ordning, both within each kind of giant and in the overall rankings of the giant families. No giants count the goddesses as ancestors, but that helps ensure their popularity extends across giantkind.

Fomorians. The structure of the ordning also overlooks the fomorians and their progenitor, Karontor, who is usually described as Grolantor's older twin. Just as Annam banished Karontor from the family of the gods for his part in inciting the fomorians to assault the Feywild, the All-Father also excluded the fomorians from the ordning.

Death Giants. Once cloud giants, death giants (introduced in chapter 6 of this book) technically have the same rank in the ordning as the other descendants of Memnor. However, by turning away from the gods of their ancestors to serve the Raven Queen, they have abdicated their place in the ordning.

Other Giants

The other creatures of the Giant type, who are not included in the category of "giants," are connected to Annam but not descended from him.

Trolls and Ogres. The monstrous god Vaprak is connected to Annam in some myths, though he is never regarded as a proper son of Annam. The Dwarvish *Saga of Gnarldan Steelshield* describes how Vaprak arose from Annam's blood when it was spilled on one of the worlds he tended, and the trolls in turn arose from Vaprak's blood shed in a similar manner. The fensirs introduced in chapter 6 of this book are descended from trolls. Ogres are sometimes described as descendants of Vaprak, giving them a distant and distorted connection to Annam. Oni are often said to be distantly related to ogres, but at this point they are more fiendish than Giant.

Cyclopes. Contradictory legends explain the origin of cyclopes, and none of those legends are told by cyclopes themselves (who generally display little interest in the question of their origins and their connection to the gods). Some myths lump them in with ogres as descendants of Vaprak, while others claim they were once ogres who joined the ancient fomorians' invasion of the Feywild and thus shared in fomorians' banishment to the Underdark and the resulting corruption of their physical forms. One myth suggests cyclopes are descendants of Karontor like the fomorians, but stemming from a line that began after Karontor's banishment rather than before it.

Ettins. A widespread folktale suggests ettins were once orcs who were transformed into their giant-like form by a blessing of the demon lord Demogorgon. If that were true, though, ettins would have no connection to Annam and couldn't be considered kin of the giants. Most giants acknowledge ettins as distant relatives and consider them descendants of Grolantor (and thus distant cousins of hill giants) or of hill giants who were transformed by Demogorgon.

The Many Meanings of "Giant"

The word "giant" has multiple meanings in English and in the rules of D&D, opening the possibility of some confusion.

As a rule, when this book talks about "giants," it refers to the various creatures that include "giant" in their name—specifically, the giants found in the *Monster Manual*—cloud giants, fire giants, frost giants, hill giants, stone giants, and storm giants—as well as the death giants that appear in chapter 6 of this book. These giants are the focus of this book, so it's safe to assume that's what is meant when you see the word "giant" and it's not capitalized or otherwise qualified.

"Giant" is also a creature type in the D&D rules, and as such, it's capitalized whenever it's used. This book usually refers to "creatures of the Giant type" to make sure it's very clear what is being talked about. All the giants are creatures of the Giant type, as are cyclopes, ettins, fomorians, ogres, and trolls. But that latter group of creatures is not the focus of this book.

"Giant" (capitalized) is also the name of the language spoken by most creatures of the Giant type (as well as a few other creatures, such as hags). References to the language throughout this book typically refer to "the Giant language" or "Giant runes," so there should be no confusion between the language and the creature type.

Goliaths and Firbolgs

In addition to all these creatures classed as Giants, two Humanoid kinds also claim distant kinship to Annam's heirs. Goliaths and firbolgs appear in chapter 6 of this book and also appear as character races in *Mordenkainen Presents: Monsters of the Multiverse*. Their connection to Annam is undoubtedly distant, but some individuals among both peoples hold giants in high regard and even worship the divine children of Annam—especially his daughters.

Giants of Many Worlds

The saga of Diancastra hints that giants' presence throughout myriad worlds of the Material Plane might be attributable to Annam's role in the shaping of those worlds. Giants believe they were meant to rule the worlds of the Material Plane, and on many worlds, historical records show they once did. But their glory days are in the inconceivably ancient past, long before any smaller folk ever dreamed of writing histories.

Forgotten Realms

The origins of the giants on the world of Toril lie far in the past, long before any Humanoid peoples proliferated. According to the giants' sagas, Annam fathered the first giants and guided his sons in establishing an empire called Ostoria. In the sagas, this age is called the Time of Giants.

The age is also called the Time of Dragons, because dragons arose and flourished in the same period. Some say the giants were able to build Ostoria only because conflict among the dragons left power vacuums the giants filled.

After four millennia of coexistence and intermittent conflict, a mighty red dragon named Garyx—sometimes seen as a god among dragons—goaded the dragons into war with the giants of Ostoria. The conflict is remembered as the Thousand-Year War, though it almost certainly involved long periods of quiet interrupted by battles of intense savagery and widespread destruction. By the end of this conflict, Ostoria was reduced to a shadow of its former glory—and Annam turned his back on his descendants in disappointment.

For nearly thirty thousand years since the fall of Ostoria, giants have largely lived in seclusion, keeping as far as possible from the spread of smaller peoples' settlements. From time to time, giants lent their strength to conflicts among other folk. Charismatic giants occasionally forged short-lived kingdoms in ultimately futile efforts to restore the glory of Ostoria, but giants have never again been a driving force in the history of the world as they were during the Dawn Ages.

The Sword Coast of the Forgotten Realms holds many giant-built ruins featuring massive stone monoliths with keyhole-like openings.

Giant Runes and Dwarvish Script

When Annam created the giants, he also taught them language and gave them runes of power. These symbols are pictographs: each symbol represents a whole word or concept rather than a single letter or sound. Each rune holds latent magical power, much like the glyphs inscribed in magic circles of protection, teleportation circles, and magical traps like the *glyph of warding* spell. Thus, the first giants treated these runes as a sacred secret and rarely wrote them.

It wasn't until long after the first flourishing of the giants' culture that the introduction of the Dwarvish script—an alphabetic set of symbols, where each glyph represents a single sound—made transcribing the Giant language an easier task. To this day, most written forms of the Giant language use the Dwarvish script (as described in the *Player's Handbook*), and the knowledge of Giant runes is rare except among those who study magical writing.

Greyhawk

If the giants of Oerth had a mighty empire founded by Annam in the distant past, that fact is not recorded in any of the extant histories of the world. Even so, many giants of Greyhawk revere the sons of Annam, though others have been lured into the service of demon lords or various elder evils.

Dragonlance

During the Age of Dreams, the newly created peoples of Krynn awoke to the first dawn of the world. The first to awaken were a Giant folk known as irda, whose myths claimed they were shaped by the hands of the gods. (Some interpreters of these myths identify the dragon queen Takhisis as their creator, while giant scholars on other worlds believe Annam must have had a part in their creation.) The irda quickly established the first mighty nation of the young world, subjugating humans as their empire grew. The irda ruled for thousands of years, but they fell into decadent cruelty and their empire gradually declined until their human servitors overthrew them.

Eberron

From the ashes of a mythic war between angelic and demonic forces that left the primeval world in ruins, an empire of giants was born on the mysterious continent of Xen'drik. The giants dominated Xen'drik for millennia, ruling over many smaller peoples—including elves who chafed under their rule. When the might of the giants began to wane, the elves rebelled. As the giants prepared to use world-shattering magic to smite the elves, the dragons of far-off Argonnessen attacked Xen'drik and brought about the fall of the giants' civilization.

Some giants still live among the ruins of their ancient civilization, though both their numbers and their sophistication are greatly diminished since the fall of their empire. Other giants left Xen'drik and now live alongside smaller peoples. Giants have been known to study in the universities of the Five Nations, to lead bands of marauders in Droaam, and to trade with dwarf miners far beneath the surface of the Mror Holds.

The giants of Eberron do not tell legends of Annam the All-Father, nor do they adhere to the rigid structure of the ordning. This might be another example of the effects of Eberron's isolation from the rest of the multiverse, but it is also possible that Annam abandoned his children at the fall of their ancient empire, just as he did on other worlds, and they have since forgotten him entirely.

SARAH FINNIGAN

One of my first encounters with giants was also the last thing I did at my old friend (and former foe) MordenKainen's side. He claims to this day that no cleric was available to restore me to life, only a druid, but he can't hide his smirk when he says it.

—Bigby

CHAPTER 1

CHARACTER CREATION

MOST ADVENTURERS HAVE HEARD TALES of giants and their ilk. But for some adventurers, their connection to giants runs deeper than fanciful stories.

This chapter is for any D&D character who aspires to forge a link to the mighty giants. From sources of havoc-wreaking power to the artful study of rune magic, from boons that imbue an individual with giant-like might to fantastic tales that can shape an adventurer's entire life—giants can make both big and small impacts on a character's story.

The following sections present a variety of options for creating characters with ties to giants:

"Subclass Option" allows barbarians to explore ties to the nature of giants.

"Backgrounds" presents two new backgrounds: the giant foundling and the rune carver. These backgrounds represent formative years spent studying and living among giants, and they grant access to feats that represent that experience.

"Big Heroes, Big Stories" includes inspiration for narratively connecting characters to giants, regardless of their class or background.

"Feats" provides options for players who wish to link their characters to giants and primordial magic.

Subclass Option

This section presents one new subclass option: the Path of the Giant for the barbarian.

Barbarian: Path of the Giant

Barbarians who walk the Path of the Giant draw strength from the same primal forces as giants. As they rage, these barbarians surge with elemental power and grow in size, taking on forms that evoke the glory of giants. Some barbarians look like oversized versions of themselves, perhaps with a hint of elemental energy flaring in their eyes and around their weapons. Others transform more dramatically, taking on the appearance of an actual giant or a form similar to an Elemental, wreathed in fire, frost, or lightning.

Giant's Power

3rd-Level Path of the Giant Feature

When you choose this path, you learn to speak, read, and write Giant or one other language of your choice if you already know Giant. Additionally, you learn a cantrip of your choice: either *druidcraft* or *thaumaturgy*. Wisdom is your spellcasting ability for this spell.

Giant's Havoc

3rd-Level Path of the Giant Feature

Your rages pull strength from the primal might of giants, transforming you into a hulking force of destruction. While raging, you gain the following benefits:

Crushing Throw. When you make a successful ranged attack with a thrown weapon using Strength, you can add your Rage Damage bonus to the attack's damage roll.

Giant Stature. Your reach increases by 5 feet, and if you are smaller than Large, you become Large, along with anything you are wearing. If there isn't enough room for you to increase your size, your size doesn't change.

Elemental Cleaver

6th-Level Path of the Giant Feature

Your bond with the elemental might of giants grows, and you learn to infuse weapons with primordial energy.

When you enter your rage, you can choose one weapon that you are holding and infuse it with one of the following damage types: acid, cold, fire, thunder, or lightning. While you wield the infused weapon during your rage, the weapon's damage type changes to the chosen type, it deals an extra

KAI CARPENTER

1d6 damage of the chosen type when it hits, and it gains the thrown property, with a normal range of 20 feet and a long range of 60 feet. If you throw the weapon, it reappears in your hand the instant after it hits or misses a target. The infused weapon's benefits are suppressed while a creature other than you wields it.

While raging and holding the infused weapon, you can use a bonus action to change the infused weapon's current damage type to another one from the damage type options above.

Mighty Impel

10th-Level Path of the Giant Feature

Your connection to giant strength allows you to hurl both allies and enemies on the battlefield. As a bonus action while raging, you can choose one Medium or smaller creature within your reach and move it to an unoccupied space you can see within 30 feet of yourself. An unwilling creature must succeed on a Strength saving throw (DC equals 8 + your proficiency bonus + your Strength modifier) to avoid the effect.

If, at the end of this movement, the thrown creature isn't on a surface or liquid that can support it, the creature falls, taking damage as normal and landing prone.

Halfling Path of the Giant Barbarian

Demiurgic Colossus

14th-Level Path of the Giant Feature

The primordial power of your rage intensifies. When you rage, your reach increases by 10 feet, your size can increase to Large or Huge (your choice), and you can use your Mighty Impel to move creatures that are Large or smaller.

In addition, the extra damage dealt by your Elemental Cleaver feature increases to 2d6.

Backgrounds

This section presents two backgrounds that provide options linking characters to the ancient magic of giants. The giant foundling background represents a life spent around titanic creatures and their supernatural might. The rune carver background reflects a history of studying the ancient traditions of giants' runecraft.

Bonus Feats

If the DM decides to allow the giant foundling and rune carver backgrounds, all characters in the campaign gain access to a bonus feat. If you select one of those backgrounds, you gain the bonus feat specified in that background. If the background you choose doesn't provide a feat, you gain a bonus feat of your choice from the following list (these feats appear in the *Player's Handbook*):

- Skilled
- Tough

Giant Foundling

Though you aren't a Giant, you grew up among giants. Maybe you were an orphan taken in by a sympathetic family of stone giants who raised you as one of their own. Or perhaps you lived in a lost prehistoric pocket of the world, surrounded by giants and fearsome behemoths or hulking dinosaurs.

Something about your environment—perhaps the food or water that sustained you, elemental magic inherent in the site of your home, or some verdant blessing of growth placed on you—caused you to grow to a remarkable size for your kind. With the aid of this magic, you have learned how to embody the might of giants. You are used to moving through a world much bigger than you, and that is reflected in your skills, attitude, and perspective on life.

Skill Proficiencies: Intimidation, Survival
Languages: Giant and one other language of your choice
Equipment: A backpack, a set of traveler's clothes, a small stone or sprig that reminds you of home, and a pouch containing 10 gp

A GIANT FOUNDLING IS USED TO A LARGER WORLD.

KAI CARPENTER

Origin Stories

How you came to live among colossal creatures is up to you to determine, but the Foundling Origin table suggests a variety of possibilities.

Foundling Origin

d6	Origin
1	You were found as a baby by a family of nomadic giants who raised you as one of their own.
2	A family of stone giants rescued you when you fell into a mountain chasm, and you have lived with them underground ever since.
3	You were lost or abandoned as a child in a jungle that teemed with ravenous dinosaurs. There, you found an equally lost frost giant; together, you survived.
4	Your farm was crushed and your family killed in a battle between warring groups of giants. Racked with guilt over the destruction, a sympathetic giant soldier promised to care for you.
5	After you had a series of strange dreams as a child, your superstitious parents sent you to study with a powerful but aloof storm giant oracle.
6	While playing hide-and-seek with your friends, you stumbled into the castle of a cloud giant, who immediately adopted you.

Feature: Strike of the Giants

You gain the Strike of the Giants feat (described later in this chapter).

Building a Giant Foundling Character

Your life among giants has given you a unique perspective. Though you are unusually large for your kind, you're no larger than a giant child, so you might be very mindful of your size.

Suggested Characteristics. The Giant Foundling Personality Traits table suggests a variety of traits you might adopt for your character.

Giant Foundling Personality Traits

d6	Personality Trait
1	What I lack in stature compared to giants, I make up for with sheer spite.
2	I insist on being taken seriously as a full-grown adult. Nobody talks down to me!
3	Crowded spaces make me uncomfortable. I'd much rather be in an open field than a bustling tavern.
4	I embrace my shorter stature. It helps me stay unnoticed—and underestimated.
5	Every avalanche begins as a single pebble.
6	The world always feels too big, and I'm afraid I'll never find my place in it.

> What we call rune magic is the palest imitation of Annam's creative work. He shaped worlds from the primal elements; we struggle to bind the merest scraps of elemental power into the mystic shapes of our runes.
>
> —Diancastra

Rune Carver

You've dedicated your life to studying runecraft. Whether you were taught by a master rune carver or learned by poring over ancient engravings, you can tap into the supernatural power held within runes.

The art of runecraft was initially created by giants, but over time, the practice has been adopted by many peoples. As such, though Giant runes are the most commonly used, many rune carvers incorporate symbols from their native languages into the craft.

Skill Proficiencies: History, Perception
Tool Proficiencies: One set of artisan's tools
Languages: Giant
Equipment: A set of artisan's tools (one of your choice), a small knife, a whetstone, a set of common clothes, and a pouch containing 10 gp

Rune Styles

Each rune carver has a unique style and preferred medium. To determine how you make your runes, you can roll on the Rune Style table.

Rune Style

d6	Style
1	You inscribe runes in wax or clay with a fine metal needle.
2	You whittle pieces of wood into small figurines you mark with runes.
3	You engrave runes onto glass beads and thread them onto necklaces and bracelets.
4	You stitch runes into the hems of clothing.
5	You carve runes on a set of animal bones you can throw in different formations.
6	You draw runes into candles, melting the wax to smooth over the engravings.

Feature: Rune Shaper

You gain the Rune Shaper feat (described later in this chapter).

Orc Rune Carver

Building a Rune Carver Character

Scholarly pursuits, ancient mysteries, or a fateful encounter might inspire a character to pursue the secrets of a rune carver.

Suggested Characteristics. The Rune Carver Personality Traits table suggests a variety of traits you might adopt for your character.

Rune Carver Personality Traits

d6	Personality Trait
1	Is it practical to learn an ancient language that is rarely spoken? No. But is it fun? Very.
2	I learned one of my ancestors was a lauded rune carver whose story was lost to time. I seek to rekindle that legacy.
3	The old, traditional markings of runecraft look so boring. Why not give my runes some flair?
4	In my studies of runes, I strive to understand how great civilizations of the past fell, so I can prevent it from happening to societies of the present.
5	Life may be a whirlwind of chaos, but whenever I create my runes, I feel at peace.
6	My brain struggles to process words written in ink, but the feeling of carved runes makes my mind sing.

Big Heroes, Big Stories

The remnants of giants' power, ancient and strong, echo throughout the worlds, touching the lives of individuals regardless of their background. This section provides various ways to narratively tie your character to the myth and might of giants.

Heroes of the Giants

Barbarians who harness the might of giants are not the only adventurers who draw power from giants. A character of any class can explore ties to giants in the following ways.

Elements and Environments

If your spells or class features draw on elemental forces or the magic of the land, you might use a connection to giants to tap into that power. A druid belonging to the Circle of the Land might feel a connection to the giants who inhabit that land. A monk who follows the Way of the Four Elements might seek to emulate Annam, the All-Father, to shape and channel the forces of the Elemental Chaos.

Giant Ancestors

You might be distantly descended from giants and manifest the power of your ancestors in your class features or magic, which might explain your Rage as a barbarian or your spellcasting as a sorcerer.

Giant Foes

Your character's relationship to giants might be defined by animosity. You could choose class features specifically to target giants or all creatures with the Giant type, or you could write enmity toward giants into the tenets of your paladin's Sacred Oath.

Giant Lore

You might have learned magic, martial techniques, or other secrets from studying giants, either ancient or living. Your character might strive to unearth and record more of the ancient history of giants or to learn more of their present ways. This could be a matter of personal motivation, but it also might explain some of your class features or magic. A bard of the College of Lore might focus on the study of giants, a Rune Knight fighter (from *Tasha's Cauldron of Everything*) might use the magic of Giant runes, or a paladin's Sacred Oath could involve allegiance to the tenets of a philosophy or organization of giants (such as those described in chapter 2).

Giant-Made Accessories

You might use a giant-crafted item—probably something inscribed with one or more Giant runes—as a spellcasting focus. For example, the staff you wield as an arcane focus might have been a giant's wand. Your wizard's spellbook might be a relic from an ancient realm of giants, perhaps a large and heavy tome mostly written in the Giant language. Or you might wield a weapon that a giant intended for a different use, such as a giant's letter opener that works as a sword or a giant's hatchet that serves you as a greataxe. Perhaps you have learned to play a giant's violin as if it were a cello or use a musical instrument made for a giant child.

A druid summons a primeval beast.

NIKKI DAWES

Gods of the Giants

Your character might worship one of the gods described in chapter 2. If you were reared by giants, they might have taught you their faith. Perhaps one of those gods called you to fulfill a specific purpose. Alternatively, you could worship one of the so-called "interloper gods" (also described in chapter 2) who often take an interest in giants, or one of those entities might be your warlock's Otherworldly Patron.

Mentors and Patrons

Perhaps you had a giant as a mentor or a financial benefactor who taught you your profession or your class or provided you with your starting equipment. If you have a continuing obligation to this giant, see "Giant Patrons" in chapter 3 for additional inspiration.

Primeval Animals

You could have a connection with giant-sized or prehistoric animals. You might call on the spirits of cave bears, dire wolves, or eagle-eyed pteranodons, or you might use your magic to take the shapes of such creatures. Or you could have a dinosaur companion.

Birthplaces and Hometowns

Your character might hail from a location steeped in giants' history and primordial magic. From ancient ruins to underground caverns to elemental nexuses, this section provides various locales to tie to your character's backstory.

Ancient Giant Ruins

You grew up amid the ruins of one of the giants' civilizations. Perhaps the history of your home settlement is well-known, with lauded scholars traveling to the site to conduct archaeological research. Or maybe its origins are a mystery, your only clues being the strange, oversized objects occasionally found in the nearby land.

Giant Trinket. While exploring your home, you discovered some trivial remnant of the ancient inhabitants, as determined by rolling on the Giant Trinkets table. The items in parentheses are the normal-sized objects most analogous to the described giant trinkets.

Giant Trinkets

d6	Giant Trinket
1	A giant's toothpick (a dagger)
2	A giant's handkerchief (a blanket)
3	A giant's marble (a crystal orb)
4	A giant's match (a torch)
5	A giant's letter opener (a longsword)
6	A giant's thimble (an iron pot)

A character raised in the ruins of giant civilization uses giant-made tools.

Primordial Nexus

You grew up surrounded by powerful elemental magic. Maybe you lived in a place where the border between the Material Plane and an Elemental Plane was thin. Or perhaps you spent your formative years traversing the Elemental Planes as a merchant or scholar, visiting fantastic locations such as the City of Brass on the Plane of Fire or the Labyrinth Winds of the Plane of Air.

In any case, your time spent among these elemental forces deeply affected you. The Material Plane feels mundane and controlled, especially when you have experienced firsthand the churning chaos of the primordial elements.

Elemental Mark. Your exposure to primordial elemental magic has altered you physically in some small way, determined by rolling on the Elemental Marks table.

Elemental Marks

d6	Mark
1	Small, benign motes of elemental energy, like pebbles or water droplets, float around your head.
2	Your skin harmlessly feels blazing hot or freezing cold (your choice).
3	You have a faint scent reminiscent of your primordial nexus home, like petrichor, ozone, or smoke.
4	Sparks flicker in your eyes whenever you are angry or excited.
5	Patches of your skin are veined with stone, like marble or obsidian.
6	Your hair ripples as if moved by an unseen current.

Sequestered Caverns

You spent your formative years deep beneath the ground, sequestered far from the sun and wind of the surface.

You may have encountered giants during your time underground—particularly families of gentle stone giants or talented smithing guilds of fire giants. To you, the surface world is just a long-forgotten memory or distant dream.

Underground Quirk. Your time spent underground has changed you in some way, as determined by rolling on the Underground Quirks table.

Underground Quirks

d6	Quirk
1	You've seen few colors, instead primarily experiencing the world in shades of black and white.
2	Your eyes lack pigment and appear translucent.
3	You vaguely recall a phenomenon called "rain," during which fresh water fell from above.
4	Your ears are used to the echo of empty caverns, and the bustling noises of the surface are distracting for you.
5	The idea of a space with no ceiling terrifies you.
6	You're desperate to touch a cloud. You don't know what it will feel like, but you hope it's fluffy.

Tall Tales

Some folks are content to merely listen to stories of giants and other enormous peoples and creatures. For others, these tall tales become the basis of their entire adventuring career. Such individuals find themselves gripped by legends of giants, spurred to embark on dangerous quests in search of truth or vindication.

Myths about giants vary across the worlds. The Tall Tales table provides ideas for legends of—or encounters with—giant creatures that may have inspired your character to begin adventuring.

Tall Tales

d6	Tall Tale Connection
1	You stumbled into a giant castle in the sky when you were younger, but no one believed your story. You aim to prove them wrong.
2	A loved one died mysteriously at sea. You swore the culprit was a sea leviathan everyone else dismissed as a myth, and you seek vindication and revenge.
3	Stories say you're descended from a legendary giant-killer, and you strive to uphold that legacy.
4	A city's legends claim the neighboring landscape is the work of some ancient giant sculptor or rampaging titanic beast—or is itself a sleeping giant. You seek to discover the truth of the land's origin.
5	A relative once returned home claiming to have found a strange island inhabited by ancient, larger-than-life creatures. Because of this, your family became the town laughingstock, and you seek to redeem your family's reputation.
6	Your sibling says giants and other enormous creatures are stories for children. You hope to slay such a creature and bring back proof of their existence out of spite.

Feats

The following section presents a variety of feats linked to giants and their magic.

Feat Descriptions

The feats are presented in alphabetical order. If a feat has a prerequisite, you must meet that prerequisite to gain the feat.

Ember of the Fire Giant

Prerequisite: 4th Level, Strike of the Giants (Fire Strike) Feat

You've manifested the fiery combat emblematic of fire giants, granting you the following benefits:

Ability Score Increase. Increase your Strength, Constitution, or Wisdom score by 1, to a maximum of 20.

Born of Flame. You have resistance to fire damage.

Searing Ignition. When you take the Attack action on your turn, you can replace a single attack with a magical burst of flame. Each creature of your choice in a 15-foot-radius sphere centered on you must make a Dexterity saving throw (DC equals 8 + your proficiency bonus + the modifier of the ability increased by this feat). On a failed save, a creature takes fire damage equal to 1d8 + your proficiency bonus, and it has the blinded condition until the start of your next turn. On a successful save, the creature takes half as much damage only. You can use your Searing Ignition a number of times equal to your proficiency bonus (but no more than once per turn), and you regain all expended uses when you finish a long rest.

Fury of the Frost Giant

Prerequisite: 4th Level, Strike of the Giants (Frost Strike) Feat

You've manifested the icy might emblematic of frost giants, granting you the following benefits:

Ability Score Increase. Increase your Strength, Constitution, or Wisdom score by 1, to a maximum of 20.

Born of Ice. You have resistance to cold damage.

Frigid Retaliation. Immediately after a creature you can see within 30 feet of you hits you with an attack roll and deals damage, you can use your reaction to retaliate with a conjured blast of ice. The creature must make a Constitution saving throw (DC equals 8 + your proficiency bonus + the modifier of the ability increased by this feat). On a failed save, the creature takes cold damage equal to 1d8 + your proficiency bonus, and its speed is reduced to 0 until the end of its next turn. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Guile of the Cloud Giant

Prerequisite: 4th Level, Strike of the Giants (Cloud Strike) Feat

You've manifested the confounding magic emblematic of cloud giants, granting you the following benefits:

Ability Score Increase. Increase your Strength, Constitution, or Charisma score by 1, to a maximum of 20.

Cloudy Escape. When a creature you can see hits you with an attack roll, you can use your reaction to give yourself resistance to that attack's damage. You then teleport to an unoccupied space that you can see within 30 feet of yourself. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Keenness of the Stone Giant

Prerequisite: 4th Level, Strike of the Giants (Stone Strike) Feat

You've manifested the physical talents emblematic of stone giants, granting you the following benefits:

Ability Score Increase. Increase your Strength, Constitution, or Wisdom score by 1, to a maximum of 20.

Cavernous Sight. You gain darkvision with a range of 60 feet. If you already have darkvision from another source, its range increases by 60 feet.

Stone Throw. As a bonus action, you can take a rock and make a magical attack with it. The attack is a ranged spell attack with a range of 60 feet that uses the ability score you increased with this feat as the spellcasting ability. On a hit, the rock deals 1d10 force damage, and the target must succeed on a Strength saving throw (DC equals 8 + your proficiency bonus + the spellcasting ability modifier) or have the prone condition. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Rune Shaper

Prerequisite: Spellcasting Feature or Rune Carver Background

You've studied the magic of Giant runes, granting you the following benefits:

Comprehend Languages. You learn the *comprehend languages* spell. You can cast this spell without expending a spell slot, and you must finish a long rest before you can cast it in this way again. You can also cast this spell using any spell slots you have.

Rune Magic. You know a number of runes equal to half your proficiency bonus (rounded down), chosen from the Rune Spells table. Whenever you finish a long rest, you can inscribe each rune you know onto one nonmagical weapon, armor, piece of clothing, or other object you touch. You temporarily learn the 1st-level spells that correspond to the runes you inscribed, as specified on the Rune Spells table, and you know those spells until you finish a long rest, when the runes fade. While you are wearing or carrying any rune-marked object, you can cast the spells associated with those runes using any spell slots you have.

You can also invoke a rune inscribed on an object you are wearing or carrying and cast its associated spell without expending a spell slot or using material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Your spellcasting ability for this feat is Intelligence, Wisdom, or Charisma (choose when you select this feat).

Each time you gain a level, you can replace one of the runes you know with another one from the Rune Spells table.

Fury of the Frost Giant

NIKKI DAWES

Rune Spells

Rune	Spell
Cloud	*Fog cloud*
Death	*Inflict wounds*
Dragon	*Chromatic orb*
Enemy	*Disguise self*
Fire	*Burning hands*
Friend	*Speak with animals*
Frost	*Armor of Agathys*
Hill	*Goodberry*
Journey	*Longstrider*
King	*Command*
Mountain	*Entangle*
Stone	*Sanctuary*
Storm	*Thunderwave*

Soul of the Storm Giant

Prerequisite: 4th Level, Strike of the Giants (Storm Strike) Feat

You've manifested the tempest magic emblematic of storm giants, granting you the following benefits:

Ability Score Increase. Increase your Strength, Wisdom, or Charisma score by 1, to a maximum of 20.

Maelstrom Aura. As a bonus action, you surround yourself with an aura of magical wind and lightning that extends 10 feet from you in every direction but not through total cover. The aura lasts until the start of your next turn or until you are incapacitated. While the aura is active, you have resistance to lightning and thunder damage. In addition, attack rolls against you have disadvantage, and whenever another creature starts its turn within the aura, you can force the creature to make a Strength saving throw (DC equals 8 + your proficiency bonus + the ability modifier of the score increased by this feat). On a failed save, the creature's speed is halved until the start of its next turn. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Strike of the Giants

Prerequisite: Martial Weapon Proficiency or Giant Foundling Background

You have absorbed primeval magic that gives you an echo of the might of giants. When you take this feat, choose one of the benefits listed below. Once per turn, when you hit a target with a melee weapon attack or a ranged weapon attack using a thrown weapon, you can imbue the attack with an additional effect depending on the benefit you chose:

Cloud Strike. The target takes an extra 1d4 thunder damage. If the target is a creature, it must succeed on a Wisdom saving throw, or you become invisible to it until the start of your next turn or until immediately after you make an attack roll or cast a spell.

Fire Strike. The target takes an extra 1d10 fire damage.

Frost Strike. The target takes an extra 1d6 cold damage. If the target is a creature, it must succeed on a Constitution saving throw, or its speed is reduced to 0 until the start of your next turn.

Hill Strike. The target takes an extra 1d6 damage of the weapon's type. If the target is a creature, it must succeed on a Strength saving throw or have the prone condition.

Stone Strike. The target takes an extra 1d6 force damage. If the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet from you in a straight line.

Storm Strike. The target takes an extra 1d6 lightning damage. If the target is a creature, it must succeed on a Constitution saving throw, or it has disadvantage on attack rolls until the start of your next turn.

The saving throw DC for these effects equals 8 + your proficiency bonus + your Strength or Constitution modifier.

You can use this feat a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Vigor of the Hill Giant

Prerequisite: 4th Level, Strike of the Giants (Hill Strike) Feat

You've manifested the resilience emblematic of hill giants, granting you the following benefits:

Ability Score Increase. Increase your Strength, Constitution, or Wisdom score by 1, to a maximum of 20.

Bulwark. When you are subjected to an effect that would move you at least 5 feet or give you the prone condition, you can use your reaction to steady yourself. You aren't moved and don't have the prone condition.

Iron Stomach. Whenever you eat food as part of a short rest and spend one or more Hit Dice to regain hit points, you regain additional hit points equal to your Constitution modifier + your proficiency bonus.

New body, new adventures! The first time I encountered Diancastra was in the dungeons beneath the hill giant lord's hall. I thought her an ordinary prisoner and helped her escape. In return, she taught me the rudiments of rune carving.

—Bigby

CHAPTER 2

GIANTS IN PLAY

INTENDED FOR THE DUNGEON MASTER, THIS chapter explores key aspects of giants' life and society. The ideas and tables included here should inspire you as you prepare to use giants in your D&D game. This material is divided into five main sections:

"Roleplaying Giants" discusses how to bring giants to life during your game.

"The Ordning" explores the relationships among and within different giant kinds, with a focus on the ordning's role in driving adventures.

"Gods and Religion" describes a pantheon of gods consisting of Annam the All-Father and his children. It also discusses various "interlopers" that vie for the worship of giants in Annam's absence.

"Social Structures" explores various models of giant societies and the relationships between giants and other kinds of creatures.

"Organizations" details organizations that unite giants across the lines of the ordning, bringing them together around common goals and beliefs.

As with the rest of this book, this chapter focuses on the main families of giants described in the *Monster Manual*, but much of this advice can also be applied to other creatures of the Giant type.

Roleplaying Giants

Apart from their size, giants are much like humans—which is to say that they're tremendously diverse and hard to generalize about. When creating a giant for your campaign, you can use the tables for designing NPCs in the *Dungeon Master's Guide* to help you make the giant a distinctive character. Just like a Humanoid NPC, a giant with an unusual tattoo, a propensity for punning, or a knack for juggling becomes more vivid in your players' imaginations.

When creating giant characters or roleplaying giants, remember these key elements: size, age, volume, and pride. This section describes traits and behaviors you can incorporate into your portrayal of giants to emphasize each of these elements, and offers example names for each kind of giant.

Size

The giants of the ordning are enormous, ranging from 16 to 26 feet tall. The size relationship between a giant and a human is roughly comparable to that between an adult human and a newborn human baby. A giant might think of Humanoids as akin to helpless babies, adorable pets (like small dogs), disgusting vermin (like large rats), or toy soldiers.

Consider how you can convey a sense of a giant's size as you play the giant. You might stand above seated players to loom over them or describe behaviors that emphasize the giant's size. The Huge Behaviors table gives examples of habits and events that can communicate a giant's enormous scale.

Huge Behaviors

d8	Behavior
1	The giant has a pet (a panther, a wolf, or a giant weasel) that sits on the giant's lap or shoulder.
2	The giant swats at a murmuration of starlings as if it were a cloud of gnats.
3	The giant uses a dagger as a toothpick, a greatsword as a letter opener, or a pair of javelins as knitting needles.
4	The giant carefully lifts Humanoids (cradling their heads to avoid injury) to see and hear them better.
5	The giant exclaims with admiration at the fine detail and exquisite articulation of the characters' armor.
6	The giant fidgets with the skulls of Humanoids.
7	The giant drinks from a barrel as a human would from a waterskin.
8	The giant takes a messy bite from a large melon held in one hand.

KATERINA LADON

Age

Giants are long-lived compared to humans, though not as much as their semidivine ancestors. Their life spans generally correspond with their place in the ordning, with hill giants living about two centuries and storm giants as many as six. Stone giants are the exception, sometimes reaching over eight hundred years of age, as enduring as the stone for which they're named. The Life Spans table shows the average life span of each kind of giant within the ordning. (Other creatures of the Giant type live about as long as humans, on average.)

In keeping with their long life spans, giants tend to live their lives at a slower pace than smaller folk. They often speak slowly and avoid rushing into decisions. Adding potential confusion to their interactions with smaller races, giants are often comically out of touch with happenings in the wider world, keeping a store of knowledge about Humanoid realms and peoples that was already outdated when they learned it as children. The Ancient Behaviors table suggests some ways you can communicate a giant's age in an encounter.

Life Spans

Giant Kind	Life Span
Hill	200 years
Frost	250 years
Fire	350 years
Cloud	400 years
Storm	600 years
Stone	800 years

Ancient Behaviors

d8	Behavior
1	The giant addresses Humanoids as citizens of a fallen realm (equivalent to calling people in the real world "Babylonians").
2	The giant burdens conversation with irrelevant historical context.
3	The giant is curious about minute details of fashion, slang, and popular culture among Humanoids.
4	The giant is a hopeless procrastinator, always convinced there will be time later for any task.
5	The giant is prone to reminiscing about friends and family members who have died.
6	The giant is unwilling to accept any problems as truly urgent.
7	The giant is determined to wring every possible ounce of enjoyment from each day.
8	The giant is convinced that giants were meant to use their long lives to make a mark on the world.

Volume

Giants are loud. From the earth-shaking rumble of several-ton footsteps to ear-splitting roars supported by lungs the size of barrels, giants can make a lot of noise. Don't yell at your players, but consider raising your voice a little, and perhaps gently shaking the table to demonstrate how the earth trembles at the giant's footsteps. Finding ways to emphasize a giant's volume can help everyone at the table appreciate the scale of the encounter. The Loud Behaviors table offers more suggestions.

Loud Behaviors

d6	Behavior
1	The giant constantly (and loudly) encourages smaller creatures to speak up.
2	The giant's thoughtful "hmm" causes a rumbling vibration in the ground and the pit of listeners' stomachs.
3	The giant's exclamation of surprise or anger briefly sets listeners' ears ringing.
4	The giant's sneeze, snore, or sigh rattles windows or blows leaves off trees.
5	The giant's laughter feels like a small earthquake.
6	The giant's armor or weapons clang thunderously.

Pride

Many giants are taught that Annam begot the giants and intended them to rule the worlds of the Material Plane. Though giants have learned many hard lessons in the millennia since their origin, a sense of self-importance still pervades their stories and inflates their vanity. It can be hard for a 16- to 26-foot-tall giant to take 3- to 7-foot-tall Humanoids and their concerns seriously. Use the Proud Behaviors table to inspire your portrayal of giants' pride and vanity.

Proud Behaviors

d8	Behavior
1	The giant ignores smaller creatures unless they offer the giant obeisance and flattery.
2	The giant refuses to bend over, sit, or kneel in the presence of smaller creatures.
3	The giant ignores the names of smaller creatures, referring to them with generic labels (such as "human" or "armor shaker").
4	The giant's first reaction to smaller creatures—even when threatened or presented with a terrible problem—is laughter.

d8	Behavior
5	The giant constantly demeans or patronizes smaller creatures, calling them "tiny," "insignificant," "babies," "pests," "vermin," or similar terms.
6	The giant won't speak any language but Giant.
7	The giant erupts in rage at the slightest sign of insult or disrespect from a smaller creature.
8	The giant addresses smaller creatures in a tone that drips with condescension and refuses to take them seriously.

Names

If you need a name for a giant, use the Giants' Names table and freely combine or change names as you wish. You can also use a name that doesn't match the giant's kind, which might reflect, for example, a hill giant with lofty aspirations or a stone giant raised among frost giants.

Giants' Names

	— Name (by giant kind) —		
d10	Hill	Stone	Frost
1	Adj	Brunnar	Estia
2	Bor	Delveni	Flakkar
3	Cug	Frasta	Grugnur
4	Dop	Kragsten	Gurdrim
5	Gug	Maddag	Jokalla
6	Kru	Olhuud	Kallen
7	Moog	Pashka	Luskig
8	Noad	Ralden	Rimna
9	Paff	Steyras	Storvald
10	Tig	Thonna	Thryggid

	— Name (by giant kind) —		
d10	Fire	Cloud	Storm
1	Ashvalk	Alastrah	Adana
2	Askavar	Cressaro	Bullrak
3	Brasalag	Eigeron	Eblixten
4	Brimskarda	Kaaltar	Mirran
5	Glodden	Lissia	Nym
6	Osaglod	Messet	Orlekto
7	Snurre	Mollen	Serissa
8	Svavehild	Nedimma	Shaldoor
9	Tartha	Santar	Uthor
10	Zaltasker	Thullen	Vaasha

A HUGE MELON IN A HUMAN'S HANDS IS A SNACKING FRUIT IN A STONE GIANT'S.

JULIO REYNA

The Ordning

As described in the *Monster Manual*, the giants of many worlds organize themselves in a complex social ranking called the ordning. At the largest scale, the ordning establishes the relative positions of the six main kinds of giants, with storm giants at the top, followed (in order) by cloud giants, fire giants, frost giants, and stone giants, with hill giants at the bottom. Other creatures of the Giant type—such as ettins, fomorians, and trolls—are not counted as part of the ordning, placing them functionally below the hill giants.

At a smaller scale, every giant has a precise place within the larger framework of the ordning, and each kind of giant has a different way of assigning that place. Cloud giants rank themselves based on wealth, fire giants based on crafting skill, frost giants based on physical strength, and stone giants based on a combination of artistry and rock throwing. Hill giants give their respect to larger and stronger giants without putting much thought into hierarchical ranks. Only storm giants, largely solitary and imagining themselves above such petty concerns, have no interest in ranking themselves. Regardless of a giant's ranking within its kind, no giant can transcend the ordning of the six giant kinds; the most accomplished fire giant artisan ranks below the poorest cloud giant, for example.

For any given giant (except a storm giant), you can use the Giants and the Ordning table to determine the giant's place within the ranking of that particular giant kind, and the giant's attitude toward that place. Four more tables provide suggestions for how a cloud, fire, frost, or stone giant's efforts to retain or achieve a high status within the ordning might drive adventures. (Hill and storm giants aren't included here because of their limited participation in the ordning.)

Giants and the Ordning

d10	Ranking	Status
1	High	Very protective of that high status and angling to get even higher
2	High	Hoping to improve but not doing much to pursue an increase in status
3	High	Unconcerned with maintaining that status
4	Medium	On the rise
5	Medium	Contented
6	Medium	In a state of decline
7	Low	Despairing after years of steady decline
8	Low	Desperate to improve
9	Low	Resigned to that status
10	Outcast	Shunned by giant society

Cloud Giant Wealth

d6	Adventure Hook
1	A cloud giant seeks to gain wealth by investing in an adventuring party (perhaps giving the characters magic items or other valuables) in exchange for a share of the party's rewards.
2	A cloud giant hosts an art gala in a cloud castle to display their wealth, providing an opportunity for the characters to retrieve an important magic item from the giant's collection.
3	Wishing to one-up rivals, a cloud giant seeks adventurers to hunt exotic monsters for a lavish banquet.
4	With two nations on the brink of war, the characters discover cloud giants are betting on the outcome—and at least one giant is meddling behind the scenes to increase the likelihood of one side winning.
5	A cloud giant who recently lost a large amount of money on bad bets tries to recoup those losses by plundering a royal treasury or the adventurers' stronghold.
6	A cloud giant offers to buy the adventurers' services as an extravagant (and useful) gift for another giant.

Fire Giant Skill

d6	Adventure Hook
1	A fire giant demands payments from miners transporting a rare ore through a mountain pass. The miners seek adventurers to intervene.
2	The characters acquire a broken magic weapon that only a renowned fire giant smith can repair.
3	The characters find a giant-crafted sword—a magical masterpiece; when word of their find gets out, the artisan's descendants come looking for the sword.
4	When the characters' enemies take refuge in a giant-built ruin, an ambitious fire giant offers to help the characters get inside in return for a share of the treasure.
5	A fire giant captures a renowned Humanoid smith in the hope of learning a new technique, and the smith's spouse begs the adventurers to help.
6	A fire giant offers adventurers an extravagant sum for metal ore retrieved from another plane of existence.

The ordning strikes me as something between a god-ordained hierarchy and a true meritocracy.

—Bigby

Frost Giant Might

d6	Adventure Hook
1	Planning to claim all the credit, a frost giant seeks the help of powerful adventurers to defeat a foe the giant could never handle alone.
2	A frost giant wants help obtaining a *manual of gainful exercise* believed to be in a dragon's hoard.
3	A low-ranking frost giant prefers to be surrounded with weaker creatures and so leads a band of Humanoid brigands. A merchant council asks for aid against them.
4	A frost giant keeps a defeated foe's head as a trophy; the foe's family wants justice—and the head back—and asks adventurers for help.
5	Two groups of frost giants meet near a mountain pass. When their wrestling matches cause avalanches, travelers who rely on the pass ask for help.
6	A frost giant destroys works of Humanoid construction—such as bridges, barns, and walls—as a show of strength. Affected farmers beg for help.

Stone Giant Artistry

d6	Adventure Hook
1	A stone giant has been throwing stones near a city in the mountains. The mayor seeks help to protect the city from the destructive effects of the boulders.
2	A famous Humanoid sculptor attracts stone giants to the sculptor's town. The struggling town seeks protection from the rowdy giants, who thoughtlessly cause great damage because they believe they're in the dream world.
3	The characters' discovery of a huge, raw onyx attracts the attention of a stone giant who wants to carve the stone.
4	A stone giant traveler hones their skills by carving a relief into a city's walls. The city's rulers and masons beg for help.
5	Characters traveling underground encounter feuding stone giants who accuse each other of destroying their artwork; the characters can end the feud by finding the actual vandal (perhaps a third giant, a group of duergar, or an unwitting umber hulk).
6	A stone giant tries to manipulate characters into killing a fierce rival.

Don't forget simple family dynamics—or as simple as a family with ten children can be.

—Diancastra

Rejecting the Ordning

Some giants reject the ordning, in part or entirely. This rejection most commonly takes one of three forms.

First are giants who hold themselves to a different standard than the one their kind traditionally values. These are often giants whose ranking within their kind is low. For example, a contemplative cloud giant might pursue knowledge rather than wealth, or a weak frost giant might trade in secrets and blackmail to hold onto some measure of power. These giants might avoid the company of their own kind to escape the expectations and customs attached to the ordning. In addition, devotees of Annam's daughters—Hiatea, Iallanis, and Diancastra—tend to push against the strict definitions of the ordning as a matter of principle.

Second, a few giants take a revolutionary stance meant to upset the ordning. A mighty frost giant warrior, not content to rule only frost giants and lesser creatures, could attempt to subjugate fire or cloud giants. Such revolutionaries often aim to impose their own kind's understanding of the ordning on all kinds of giants, so a master artisan among the fire giants might attempt to claim a higher place than storm giants who lack the same crafting skill. These efforts rarely have any lasting impact, but some have managed to upset the ordning at a local level for a few centuries. Because their sense of the ordning relies on physical power and military strength, frost giants are the most likely to impose their standards on other giants. Along similar lines, sometimes giants measure themselves by the standards of a different kind of giant and try to break from the ordning by exceeding those standards. A strong stone giant, for example, might try to claim a place within the frost giants' ordning.

Third, giants who turn from the worship of Annam's children to other powers (as described under "Gods and Religion" later in this chapter) also reject the ordning. In some cases, as in the hierarchical cults of Elemental Evil, the new religion replaces the giants' ordning with a different structure that offers the same sense of order, purpose, and meaning. Such cults place giants at a higher position than the giants would otherwise enjoy in the ordning.

When giants join the cults of demon lords, they reject the entire concept of the ordning—the idea that there is any kind of order to the multiverse at all, which is the literal meaning of the word *ordning* in the Giant tongue. These giants reject meaning, status, and hierarchy in favor of chaos and destruction.

The Rejecting the Ordning table offers adventure hooks inspired by these ideas, illustrating how giants' attitudes toward the ordning can impact characters and the lives of Humanoids who live near them.

Rejecting the Ordning

d8	Adventure Hook
1	A giant wanders into a settlement of Humanoids looking for an opportunity to use talents the giant's kin do not value, but the giant is greeted with suspicion and hostility. The giant seeks adventurers to help negotiate peace with the settlement.
2	Characters must find a wise giant who has pursued specialized knowledge instead of excellence within the ordning.
3	A giant tries to use the characters as pawns in a scheme to subvert the ordning and increase the giant's status.
4	A charismatic leader gathers giants of different kinds into a mighty war band, intending to conquer and settle lands inhabited by Humanoids who seek adventurers' protection.
5	A storm giant asks adventurers to kill a revolutionary before the ordning is irrevocably disrupted.
6	A family of giants joined a cult of Elemental Evil and quickly took over the leadership, sorting its membership into a new hierarchy and creating dissension within the ranks—which the adventurers can use as they try to foil the cult's evil schemes.
7	A giant serving a demon lord attacks a town. The town's leaders ask the characters to retaliate against the giant's kin—which is exactly what the demon cultist was hoping for.
8	A group of giants seeks adventurers to deal with a surge of demon cult activity within the giants' community.

Origin of the Ordning

Most giants believe Annam established the ordning at the very beginning and that it reflects the birth order of his sons. One myth likens the ordning to the structure of the mountains: from lowly foothills (hill giants), up to the stone of the mountain (stone giants), the snow on the peaks (frost giants), the lava spewing from the peak of a volcano (fire giants), and then above the peak to the clouds (cloud giants) and the storm (storm giants). These myths depict the ordning as an inherent part of what it means to be a giant, as natural as the geography of the land.

Sagas told among giants on some worlds suggest other explanations for the ordning, linking it to the giants' fall from Annam's good graces. In some of these stories, the ordning isn't natural at all; it's part of the giants' fall—an invention of Annam's sons and a distortion of Annam's will for them. In other stories, it is a consequence of their fall—a punishment Annam inflicted on the giants after they proved themselves incapable of governing the world. The

ordning might be necessary, or a burden giants are expected to bear, but giants who hold these views often look forward to Annam abolishing the ordning in some mythic future.

Giants on some worlds (including Eberron) have no concept of the ordning at all. Such giants might think of themselves as a single species, with the differences among giant kinds reflecting a cultural or geographical distinction rather than an inherent one. They might live in bands composed of multiple giant kinds or family groups of a single kind. Or giants of different kinds might not recognize each other as kindred at all. All these giants build a range of social structures in the same manifold ways other peoples do, without regard to an overarching ordning.

Gods and Religion

The myths of giants across the Material Plane differ in many details, but most of them portray giants as descendants of a progenitor god, typically Annam, the All-Father. Giants believe they are nearly divine, and they are inclined to view their existence as part of a mythic story that is still unfolding. Unlike some other powerful, ancient creatures (such as dragons), giants don't typically exalt themselves and demand worship from lesser beings. Rather, they are often drawn to follow gods—and sometimes other powerful beings—who help them live out their part in that epic saga.

Annam and the Ordning

Most giants revere a pantheon of gods comprising Annam and his divine children—a pantheon they call "the Ordning" because it is the archetype of the ordning that structures giant society. The head of the pantheon is the All-Father, but most giants view him as a remote, disinterested, or deeply disappointed father who has little role to play in giant life any more. The other ten gods, generally recognized as his children, are more important in most giants' view. The Gods of the Ordning table summarizes key information about these gods.

Annam

Annam is a complicated figure, depicted in a variety of ways in myths told across countless worlds of the Material Plane. These stories have been altered in the telling over the course of thousands of years. In some myths, he is the creator of worlds, and other gods merely populated the worlds Annam made with peoples of their own creation. Such myths often describe an ancient era when giants were the only people inhabiting the worlds, or giants shared the worlds with dragons. In other myths, Annam worked with other gods to create worlds together. *Diancastra's Saga*, told in part in the introduction to this book, describes Annam gathering the shattered fragments of the First World (the original creation of Bahamut and Tiamat) and spreading them across the Material Plane to create countless worlds. Still other myths describe Annam as a sleeping god whose dreams formed the substance of reality and allowed other gods to create within it.

Annam is often described as an all-knowing god whose deep learning, profound meditations, and expansive philosophy offer endless wisdom for his descendants to study. Occasionally, he's more of a trickster figure whose escapades across the worlds are greeted with uproarious laughter and serve as cautionary tales.

Gods of the Ordning

Name	Alignment	Suggested Cleric Domains	Symbol
Annam	LN	Knowledge	Two hands, wrists crossed, with fingers pointing downward
Diancastra	CN	Trickery	Journey rune
Grolantor	CE	War	Wooden club
Hiatea	N	Life, Nature	Flaming spear
Iallanis	NG	Light, Peace*	Garland of flowers
Karontor	NE	Death, Knowledge	Broken shackles
Memnor	N or NE	Knowledge, Trickery	Black obelisk
Skoraeus	N	Knowledge	Stalactite
Stronmaus	NG	Life, Tempest	Forked lightning bolt descending from a cloud partly obscuring the sun
Surtur	LE	Forge,** Knowledge, War	Flaming sword
Thrym	CE	War	White double-bladed axe

The suggested cleric domains are from the *Player's Handbook* unless followed by an asterisk.

**Tasha's Cauldron of Everything*

***Xanathar's Guide to Everything*

Giants on most worlds agree that Annam is no longer active in the affairs of giants in the Material Plane. Some say he despaired over his quarreling children. Others believe he lost hope in his descendants when their ancient empires fell into ruin. Some claim he was weakened after a long battle against his brother, Memnor (who is more commonly described as one of Annam's sons), and was forced to withdraw from the world until he regained his strength. Other dubious tales suggest he fled the Material Plane to escape the consequences of some misadventure.

Priests and Rites. Thanks to his prolonged absence from mortal giants' affairs, Annam has few priests. On some worlds, he has no priests and his name is all but forgotten. On other worlds, a priest of Annam serves as an adviser and mediator to scattered groups of giants, traveling extensively to visit far-flung communities. In some places, priests of Annam are great kings who rule over realms comprising different giant kinds. Even on worlds where Annam's priests are important, many giants (sometimes including his priests) are convinced Annam no longer hears the prayers of his people.

Diancastra

Diancastra is the youngest child of Annam, born of a mortal giant mother shortly before Annam retreated from the Material Plane. The saga of her effort to claim her full divine inheritance is a popular tale among giants who value guile and trickery over brute strength or magical might. The tale is also beloved because it offers hope that Annam might emerge from his self-imposed exile if his descendants can restore his faith in them.

Diancastra's Saga tells of the demigod boasting to her father of her clever deeds rather than her feats of strength: she solved a sphinx's riddles, plumbed the secrets of the ocean, and stole a string of pearls from a god of the kuo-toa. Through these and many other exploits, she demonstrated not just her giant-sized might but also her bravery (bordering on foolhardiness), her talent for trickery (often aided by magical illusions), and her cleverness. Giants who value or seek to emulate these qualities pray and sacrifice to her, asking her blessing. Those who hold out hope for the restoration of giants' ancient glory worship her as well, imploring her to find her way once more to Annam's secret sanctum and persuade him to end his seclusion.

Grolantor

Annam's youngest son and Karontor's younger twin is Grolantor, a brash braggart who takes enormous pride in his great strength (which some would say is his only redeeming quality). Tales of Grolantor's exploits highlight his strength and his insatiable hunger, and most of them end with him in conflict with

The Path of the Pilgrim climbs past shrines to each of Annam's children to reach the All-Father's temple.

one of his siblings. To hill giants, these stories make Grolantor a figure to be admired. Among the other giants, Grolantor is the butt of every joke, always coming out poorly in comparison to his siblings. Those giants think he is a selfish boor who has no respect for the ordning, as Grolantor refuses to see why his status should not be equal to that of Stronmaus and his other brothers.

In addition to hill giants, some frost giants admire Grolantor's physical might, and many ogres and ettins revere him as well. Grolantor exemplifies the principle that the strong should take what they want, without regard for the needs of weaker creatures. The ordning holds no meaning for hill giants—who are on the bottom rung—or ogres and ettins, who are even lower. The only social order they recognize is "might makes right."

Priests and Rites. Grolantor's priests often boast of having experienced a personal interaction with their god—a dream, waking vision, or even an encounter with a manifestation of Grolantor. These encounters typically involve the god demanding something he wants from the priests, such as a fresh kill or a precious trinket. His priests then demand (and often take by force) sacrifices for Grolantor from their kin, with a minimum of ritual or prayer involved.

Hiatea

Hiatea is Annam's second child, after Stronmaus, and the companionship and friendly rivalry between these two oldest children are the focus of many myths. In these stories, Hiatea is both a protective figure who keeps watch over the hearths and fields of giants, blessing their agriculture and their family lives, and a wild huntress who wields the power of nature as a weapon of destruction as well as a source of bounty. Some myths suggest her mother hid her among firbolgs after her birth, where Hiatea focused on strengthening communities. Then, when she learned of her true parentage, she pursued arduous quests as a hunter and monster slayer to prove her worth to her father. (It's possible that *Diancastra's Saga*, excerpted in the introduction to this book, alludes to this story when Annam compares Diancastra's deeds to Hiatea's.) Another myth suggests Stronmaus taunted Hiatea for remaining aloof from a bitter war against dragons, spurring her to prove herself a valiant warrior as well as a champion of peaceful giants.

Priests and Rites. Giants of all kinds offer prayers to Hiatea, ranging from simple blessings at the kindling of a hearth fire to thanksgivings at the conclusion of a successful hunt or harvest. She is the most popular god of the Ordning among goliaths and firbolgs, who claim a distant kinship with giants.

Hiatea's priests adopt one of two roles, reflecting the god's dual areas of concern. Some live within the giants' enclaves and focus their efforts on maintaining the community, tending to agriculture, and educating children. Others patrol the wilderness surrounding the enclave, guarding against threats to the community.

Iallanis

Born about the same time as Grolantor, Iallanis is everything her boorish brother is not: kind, loving, merciful, joyful, and thoughtful. She loves every part of the worlds her father made, and she constantly strives to bring not only her divine family but also mortal giants together in harmony. Iallanis envisions a restored giant empire as a realm of benevolence, learning, and innovation where giants lead but do not rule like tyrants.

Priests and Rites. Good-aligned giants who appreciate her ideals pray to Iallanis for peace, unity, and mercy. Her priests often officiate weddings among giants, even evil ones. Stone giants frequently appeal to her as an artistic muse, trusting that her love of beauty will inspire their work.

Karontor

Karontor is the elder twin of Grolantor. In a handful of myths, Karontor appears as a wicked schemer whose hatred of his brothers knows no bounds. The fomorians once occupied a place in the ordning corresponding to Karontor's place, but then Karontor incited the fomorians to assault the Feywild. Just as the fomorians were banished into the Underdark, so too did Annam banish Karontor to a subterranean prison.

Priests and Rites. Few dare to worship Karontor, even in secret. Superstitious giants believe if his name is spoken, Karontor might burrow up from the Underdark to drag the hapless speaker underground to an eternity of torture. To avoid uttering his name, giants sometimes refer to him as "the banished son," "the forgotten one," or "the king that crawls." A few cults revere him, beseeching him for sinister magical secrets or to consume their enemies.

Memnor

Memnor is an ambiguous figure in the mythology of giants, and the tales concerning him are so disparate that it's possible two gods exist with the same name. More likely, the confusion surrounding his nature and identity is a result of his own duplicity. In most myths, Memnor is constantly tricking and infuriating his father, drawing Annam's wrath down on himself and (more often) his brothers. In one myth, Memnor is Annam's sinister twin, constantly challenging his brother for control of the worlds. In this tale, Annam defeated Memnor but was left

BRIAN VALEZA

When it comes to Memnor, the wisest policy is the simplest: don't believe a single thing you read.

—Diancastra

so weakened by the contest that Annam fled to his private sanctum, leaving his children to govern the affairs of the giants.

Memnor is typically described as clever and persuasive on the one hand, and as sly and manipulative on the other. His brothers often suspect him of trying to usurp Annam's place at the head of the Ordning to rule all the affairs of giantkind. Among mortal giants, the same accusation is often leveled against his priests. But giants who revere him for his charisma and intellect insist he has the welfare of all giants at heart, seeking to restore them to their proper place at the head of all creation.

Priests and Rites. Memnor has wicked priests within his fold who emulate his duplicity, his self-interest, and his manipulative ability to make others do exactly what he wants—usually to their own detriment. These priests often undermine or exploit the ordning to their own benefit. Without careful investigation, it's impossible to separate these villains from the ranks of those priests of Memnor who faithfully serve the ordning, acting as advisers and advocates at every rank of giants' society.

Skoraeus

Despite being the fifth of Annam's sons, Skoraeus (called "Stonebones" by his stone giant followers) is depicted as the wisest among them, particularly knowledgeable about magic, wards, hidden treasures, and the secrets of the earth. It is said he gave Surtur the secret of smelting, showed Thrym how to carve magic runes on weapons, and crafted spears for Hiatea so she could complete her tasks of valor. A dour loner, Skoraeus often sits on the sidelines during the schemes and battles of his siblings. He appears in one myth after other as an observer, a confidant to the other gods, and a keeper of secrets.

Priests and Rites. Giants invoke Skoraeus's name when they begin any work of art or craft, particularly stonework, and they often dedicate the final product to his glory. Stone giants pray to Stonebones, the Great Creator, in a much broader range of circumstances, eager for divine insight as they carry out their daily lives. His priests undertake frequent pilgrimages into the Underdark, seeking revelation from Skoraeus in the depths of the earth.

Stronmaus

Annam's eldest child is jovial Stronmaus, whose greatest failing in myth is his inability to see the foolishness, jealousy, and outright evil that festers in the souls of his brothers. His boundless energy, sunny optimism, and zest for life pervade the legends that tell of his many mighty deeds. A few tales, though, describe a dramatic change in Stronmaus after his father's withdrawal from the Ordning, which left Stronmaus effectively in charge of the pantheon. Since then, Stronmaus has become brooding, aloof, and melancholy, deeply frustrated with his inability to unite the gods of the Ordning—and hurt by his father's abandonment.

Priests and Rites. All giants acknowledge Stronmaus's place on the throne of the gods in Annam's absence, but to most of them, he is but a steward, an inadequate substitute for the All-Father. They offer the required prayers and sacrifices (a scattering of fragrant herbs and incense on the wind each morning), but their prayers often sound more like a list of grievances than honest worship. His priests are drawn from giants who occupy high positions within the ordning of their kind, including wealthy cloud giants, strong frost giants, and accomplished stone giants. Being a priest of Stronmaus has no effect on a giant's rank in the ordning; instead, it often makes the giant a target of resentment and complaints from other giants.

Surtur

Surtur is the elder twin of Thrym, and rivalry has driven the two gods from the moment of their birth. Surtur is generally depicted as the cleverer of the two, often outwitting his brother in contests where Thrym's greater strength might otherwise let him prevail. Their history of competition ranges from striving to outdo each other in childhood accomplishments to bloody battles that ended only when their father or one of their siblings intervened. Other myths describe cunning Surtur leading his brother on dangerous adventures, typically leaving mayhem and destruction in their wake. Aside from his escapades involving Thrym, Surtur is known for his unsurpassed skill at metalwork, especially forging weapons and armor.

Priests and Rites. Giants pray to Surtur in search of creative inspiration and ask his blessing on their smithies. They invoke his name when they light forges, kilns, and ovens. Among fire giants, the worship of Surtur is often tinged with the expectation of a coming battle that will destroy worlds, slay many gods, and upend the ordning, leaving fire giants as the undisputed masters of all creation. Surtur's fire giant priests stoke the flames of this expectation when they address Surtur as "the All-Consuming Flame" or "the Cleansing Fire." Some

priests stockpile weapons—ranging from ordinary swords and axes to magical devices of devastating potential—in preparation for this great battle.

Thrym

As Surtur's younger twin, Thrym is described in myths as his brother's rival and coconspirator. He is depicted as the stronger and braver of the two, and he often comes out on top in contests and conflicts where those qualities outweigh Surtur's cleverness. Thrym is often described as a bully, frustrated that Annam seemed to favor Surtur; he vents that frustration by harassing his younger brother Skoraeus. Thrym appears in myth as the greatest warrior of the Ordning. He leads bands of mortal giants in raids and skirmishes, bringing glory to giantkind and striking terror into the enemies of Annam's children.

Priests and Rites. Giants sometimes ask Thrym for his blessing before hunting or going to war, and they pour out blood from their kills to thank Thrym for their success. Thrym's priests are war leaders who offer military counsel to the leaders of giant communities.

Interloper Gods

Annam's withdrawal has caused ongoing upheaval in the religious lives of giants across the Material Plane. Most believe Annam turned from his descendants in anger or disappointment, and many hope he can be convinced to return to his divine throne if the giants restore their ancient glory. But some giants believe that Annam is dead, that he is petulant and unworthy of worship, or that he will never reclaim his throne. Some of these giants look for purpose in the service of other gods or powers. Giants who remain faithful to the gods of the Ordning call these other powers "interloper gods," believing they are trespassing on the territory of Annam's children and intruding into the affairs of giants. A giant who worships these gods violates the ordning; giants' proper place in the multiverse is above such monstrous beings as demon lords, elemental evils, and gods who are not Annam's children, so it is upside-down for a giant to serve these entities. Giants who follow interloper gods are cast out of society if they are discovered, but they believe the benefits of serving those powers outweigh the risk of exile.

Vaprak

Some myths suggest Vaprak is a child of Annam and thus properly belongs to the Ordning, but others say he formed from Annam's spilled blood. For a variety of reasons, he is never accorded equal status to the All-Father's other children. Known as the Destroyer, Vaprak is prone to mindless, destructive rampages. The god is described as a greenish creature strongly resembling a troll. Indeed, legend suggests trolls formed from Vaprak's blood in the same way he came from Annam's, and many trolls venerate him. Some ogres and giants also worship Vaprak, particularly giants who despair of ever rising in the ordning.

Demon Lords

Service to a demon lord is tempting to many giants, particularly those frost and hill giants who value size and strength above all. For these giants, demon worship paradoxically offers both freedom from the strictures of the ordning (and from the notion of a cosmic order more generally), and exactly the kind of power their ordning rewards. Of the countless rulers of the infinite Abyss, four have particular influence among giantkind.

Baphomet. As described in the *Monster Manual*, Baphomet the Horned King encourages his followers to embrace their fundamentally bestial nature. Giants who delight in the frenzy of battle and bloodshed are easily lured to the demon lord's service. Stone giants who feel stifled and repressed by their society sometimes break free in dramatic fashion by embracing Baphomet's creed (see the stalker of Baphomet in chapter 6).

Demogorgon. Demogorgon has few followers among the giants of the ordning, but ettins often recognize a kindred spirit in the two-headed demon lord. The echo of Demogorgon in chapter 6 is an ettin cultist who has received Demogorgon's hideous gifts.

Kostchtchie. Though he is not terribly important in the Abyss, the demon lord Kostchtchie is revered by many giants, particularly frost giants. Part of his appeal is his willingness (when bribed with bloody offerings) to inspire his worshipers with ferocity and bloodlust. More than any other demon lord, what he offers his followers—raw strength and fury in battle—appeals directly to the values shared by many frost giants, making him appear as an exemplar of the giants' ideals. The fury of Kostchtchie in chapter 6 is an example of a frost giant whose devotion to the demon lord has brought great and terrible rewards. (Kostchtchie is described in *Baldur's Gate: Descent into Avernus*.)

Yeenoghu. Gnolls, ghouls, and some hill giants share two strange commonalities: insatiable hunger and a tendency to serve the demon lord Yeenoghu. Sometimes a hill giant who delights in senseless slaughter turns to the Beast of Butchery for help in achieving more senseless slaughter. Occasionally, an indiscriminately hungry hill giant consumes some item of unspeakable corruption and takes on a fiendish nature, falling under Yeenoghu's sway. In either case, the result is a horrible monster with a gullet akin to the bottomless Abyss itself (see the maw of Yeenoghu in chapter 6).

King Snurre's hall houses a temple where drow priests lead rites to the Elder Elemental Eye.

Elemental Evil

Another popular avenue for giants who turn from the gods of the Ordning derives from giants' close ties to the Elemental Planes. The nameless horror called the Elder Elemental Eye perverts natural elements, limiting them to their most destructive aspects in a way that appeals to giants who are disposed toward evil. More than most members of individual Elemental Evil cults, giants see the big picture of the four cults working toward the common goal of elemental cataclysm. Some giants even worship the Elder Elemental Eye directly rather than serving one of the subordinate cults.

As described earlier in this chapter (see "Rejecting the Ordning"), membership in the cults of Elemental Evil replaces the ordning with a different hierarchy—one in which giants gravitate toward the top. Giants who worship Elemental Evil alongside smaller peoples offer welcome physical (and sometimes magical) power to these cults, making them an even more significant force in the world. Intelligent and charismatic giants might enter positions of leadership in an elemental cult, while less cunning giants might become lieutenants or personal bodyguards of cult leaders.

Examples of giants serving each of the Elemental Evil cults appear in chapter 6.

Cult of Evil Earth. Giants who devote themselves to Ogrémoch and his earth cult—mostly hill and stone giants—seek the power to destroy the works of civilization with landslides, sinkholes, or mighty earthquakes. They believe the earth thirsts for the blood of those who don't give it proper veneration.

Cult of Evil Water. Giant cultists of Olhydra are mostly frost giants who see ice and cold as ultimate expressions of water's destructive power. They believe the seas and deep waters are eager to reclaim the water trapped in the bodies of living creatures and feel duty-bound to return others to the primal waters by drowning them, shedding their blood, or freezing them in ice.

Cult of Evil Fire. Fire giants who join Imix's cult yearn to burn away the impurities of the world in volcanic eruptions and uncontrolled fires, creating a wasteland of ash ruled by fiery Imix alone. They believe the world and all its peoples are wicked and degenerate and seek to purify the world by reducing it to smoking cinders.

Cult of Evil Air. Giants who follow Yan-C-Bin and his air cult, mostly cloud and a few storm giants, worship the devastating power of wind and storms. They aren't generally interested in destruction for its own sake, but they delight in the power to punish those who have wronged them and to express personal freedom through mayhem.

Other Evils. Some giants devote themselves to other powerful primordial creatures of the Elemental Planes, such as Maegera the Inferno, Mual-Tar the Thunder Serpent, and Draunn the Stonemaw. In practice, cults devoted to these primordials have similar aims and methods to cults of Elemental Evil.

Other Gods and Cults

Like other peoples, giants may choose to give their service and devotion to many different gods, not just the children of Annam or particular cults. On some worlds, the gods of the Ordning are unknown (perhaps forgotten) or known by different names. There, giants might have their own gods or worship the same gods other peoples do.

Giants might also turn from their traditional gods to serve devils, krakens, Great Old Ones, archfey, or other powerful ancient beings. Chapter 6 includes examples of several such giants: the fire hellion, the storm herald, and the fomorian warlock of the dark.

Gods and Adventures

The two tables in this section—the Annam's Children Adventures table and the Interloper Gods Adventures table—offer adventure hooks that involve the gods worshiped by giants.

Many of my adventures in Diancastra's company revolved around combating the influence of these interloper gods among the giants. From the maddening corruption of Elemental Evil to the utter degradation of demon cults, I've seen the corrosive effect of these groups not just on individual giants, but on whole societies.

—Bigby

It's hard to express just how deeply most giants loathe and distrust those who turn to the service of interloper gods. It's not about religion; it's a betrayal of family.

—Diancastra

Annam's Children Adventures

d12	Adventure Hook
1	A storm giant prophet claims a revelation from Annam and begins a campaign of unification and conquest to prepare the way for the All-Father's return. A rival asks adventurers to stop the prophet.
2	A mysterious woman leads adventurers through a perilous dungeon to find an ancient giant queen's crown. In the end, she reveals herself to be Diancastra and either blesses or curses the adventurers, depending on how they acted.
3	A stone giant recluse asks adventurers to help stop a hill giant who has gathered a band of other giants and is plundering nearby giant steadings in Grolantor's name.
4	A fire giant priest of Hiatea warns a city of a titanic monster wandering nearby. The city asks adventurers for aid, and the priest offers to help.
5	A cloud giant priest of Iallanis seeks a neutral party to negotiate a truce between warring giant families whose conflict threatens a town.
6	Adventurers investigating a series of kidnappings discover a stone giant carrying people into the Underdark as an offering to Karontor.
7	Adventurers sent as emissaries to a cloud giant enclave find the place in chaos, sown by a devotee of Memnor in a bid to seize power.
8	Adventurers find a stone giant community in distress because its priest of Skoraeus has not returned from a pilgrimage to the Underdark. The giants suspect the priest has been captured by mind flayers.
9	Adventurers are shipwrecked in a mighty storm and rescued by storm giants, who believe the storm is a message from Stronmaus and are trying to discern its meaning.
10	A metallic dragon wyrmling asks adventurers for help stopping a fire giant who is slaughtering older dragons. The giant hopes to provoke a conflict between giants and dragons that will lead to Surtur cleansing the world with fire.
11	When winter stretches too long, food grows scarce and a priest of Thrym leads a hunting band to prey on the beleaguered people, who seek adventurers' protection.
12	A frost giant seeks help protecting a strange baby giant whom she believes to be a child of Annam who will herald a new age for all giantkind.

Interloper Gods Adventures

d10	Adventure Hook
1	A giant who worships Vaprak leads ogres and ettins in a rebellion against their steading. The leaders ask adventurers for help.
2	Adventurers traveling underground become lost in a labyrinthine network of passages and are hunted by stone giant cultists of Baphomet.
3	A storm giant devotee of Demogorgon begins summoning the Prince of Demons in a sea cave, but before the ritual is complete, hordes of aquatic monsters swarm the area. Local fishers seek protection.
4	After being cast out from a steading, a frost giant devotee of Kostchtchie attacks caravans. The drivers hire adventurers as guards.
5	The characters discover a large horde of gnolls attacking a hill giant steading, but the more gnolls the hill giants kill (and eat), the more the giants seem to change into demonic forms.
6	The characters experience a series of small earthquakes while visiting a mountain town. Their investigation suggests Evil Earth cultists might be active nearby, practicing for a larger catastrophe. A stone giant leads the cult.
7	Adventurers encounter a longboat crewed by frost giant cultists of Evil Water, which is plundering a busy trade route.
8	Forest gnomes seek protection from Evil Fire cultists who are burning the forest, having grown impatient waiting for Surtur to cleanse the world in flames.
9	A storm giant cultist of Evil Air unleashes an endless storm upon a thriving seaport. The locals ask for help.
10	A fire giant opens a gateway to the Nine Hells in the heart of a volcano. Locals seek protection from the lava and marauding fiends.

It should not surprise me that the corruption of the Temple of Elemental Evil has spread far beyond my world of Greyhawk and infected even giants. It certainly does sadden me, though.

—Bigby

Social Structures

Though giants are not numerous on most worlds (at least compared to various Humanoid peoples), they are generally social creatures who prefer to live with others of their own kind. They also keep appropriately sized animals as pets and beasts of burden, and they often share their living space with smaller people.

As you create an encounter, adventure, or campaign involving giants, you can use these models to help you decide how many giants are present in an area and what other creatures might live alongside them. You can use the various tables in "Giantkind Encounters" (in chapter 3) to flesh out the details of encounters with these giants.

Giant Children

Generally, it's a good idea to avoid situations where you treat a giant child as a monster. While even giant toddlers can be dangerous, they're no match for adventurers who can handle giant parents. Young giants are no more inherently evil than any other free-willed creature, so fighting and killing them can raise abundant moral questions for good-aligned characters. At minimum, make sure all your players are comfortable with that kind of quandary before presenting it in your game.

If you need a stat block for a giant who is less than full grown, use the following guidelines (inspired by the examples presented in the *Storm King's Thunder* adventure).

For a giant child, use the **commoner** stat block. Change the creature type to Giant, increase the Strength to 14 (+2), and choose Giant as the child's one language. The child attacks at +4 and deals 4 (1d4 + 2) bludgeoning damage with a club (which might be a toy or anything else the child picks up to use as a weapon).

For a giant teenager, use the **ogre** stat block. Increase the Intelligence, Wisdom, and Charisma scores to 10 or match the parents' scores, whichever is lower. (This increases the teenager's passive Perception score to 10 as well.) Remove darkvision (unless the teenager is a stone giant) and adjust the teenager's weapons and armor as you see fit.

For a young adult giant, use the stat block of a giant lower in the ordning. For example, *Storm King's Thunder* includes young cloud giants that use the **hill giant** stat block with several adjustments. You can craft the stat block as you see fit to match the challenge rating you're aiming for.

For a giant child of any age, you can further modify one of these stat blocks by adding the parents' damage immunities and resistances (if any) and any inherent traits.

Recluse

Though most giants are social creatures, some live alone by choice or circumstance. They establish lairs in remote places, or they tend ancient ruins or enclaves that were more recently abandoned. Some wander the world, hoping to learn as much of its ways as they can; others are hermits who seek spiritual enlightenment in solitude. Some reclusive giants enjoy their solitude, while others are desperately lonely or eager to find a settlement where they can live among their own kind.

The Recluses table offers adventure hooks you can use to launch an adventure with a reclusive giant.

Recluses

d6	Adventure Hook
1	Adventurers stumble upon a giants' enclave where a deadly plague wiped out most of the inhabitants. One survivor remains, tending the site and trying to hold back the ravages of time.
2	A new settlement in a remote region seeks to hire adventurers to get rid of a giant lairing nearby. The giant just wants to be left alone and is tired of having to move every few decades as other creatures crowd too close to the giant's dwelling.
3	Adventurers are hired to deal with a rampaging wild beast, but they discover the beast has a collar. The beast's owner is a giant who was forced to move recently, and the beast got lost trying to find its new home.
4	A wandering giant comes to a city looking for people who are knowledgeable about the world and might possess maps of remote regions. City authorities point the giant to the adventurers.
5	An approaching giant alarms the people of a small town, who ask the adventurers to protect them. But the peaceful giant is just searching for a new community of giants to join after fleeing a community ravaged by internal conflict. The giant agrees to leave the town in peace if the adventurers will help find a new home for the giant.
6	Adventurers stumble across the humble abode of a reclusive giant who is hungry for company and doesn't want them to leave.

Exile

When giants are separated from or shunned by their own kind, they often end up living as exiles among other peoples. Giants who are very low in the ordning might leave their own kind to lord over lesser creatures. Giants who turn to the worship of interloper gods and are cast out of giants' society might live among other worshipers of the same gods. Occasionally, giants take up residence in bustling cities full of Humanoid peoples where they might attract attention but not necessarily open hostility.

> Many giants who wander the world in solitude offer prayers and homage to me, and I keep an eye on them as best I can. We are not that different.
>
> —Diancastra

Giants who live among smaller folk tend to gravitate to positions of importance. They might take on the role of crime lords or business owners. They often surround themselves with luxury as if they were aristocrats among their smaller neighbors. They sometimes take on the role of patrons for artists or adventurers, or take it upon themselves to teach smaller folk. The Exiles table offers ideas for adventures featuring exiled giants in a variety of such roles.

Exiles

d6	Adventure Hook
1	Characters get entangled in the affairs of a criminal gang operating in a major city and eventually discover the gang's leader is a giant whose headquarters is a huge warehouse at the city's outskirts.
2	Adventurers discover a secret cult conducting sinister rites in a vast mansion where a giant lives in luxury.
3	A giant takes up residence in a city and demands a huge share of tax revenue in exchange for protecting the city from outside threats.
4	An adventurer receives an exclusive invitation to study a topic of interest (perhaps giants' sagas or religion), but the invitation seems suspicious—demanding secrecy, traveling to a remote place, and so on. The teacher is a giant living near a city who is trying not to attract attention.
5	A group of adventurers—supplied with superior equipment and information by their giant patron—pursues the same goal as the characters.
6	A giant who lives in a city asks the characters to take the giant's teenage child with them on their next adventure. (See the "Giant Children" sidebar for suggestions on how to represent the teenage giant with a stat block.)

A SMALL BAND OF HILL GIANTS HUNTS ACROSS A RUIN-STUDDED LANDSCAPE.

Band

The giants most commonly encountered in the world are bands of two to four who are united by a common purpose. These are often warriors engaged in raiding, hunting, or a mission on behalf of the leader of their home community. Sometimes these bands are religious in nature—a small community dedicated to the service of a god (whether a member of the Ordning or an interloper god) and pursuing that god's interests in the world. A band could also be a group of young giants who want to experience the world before they get tied down with the responsibilities of adult life. A giant band might be accompanied by pets or by other creatures that share the giants' purpose or do the giants' bidding.

The Bands table offers hooks you can use to build an adventure around a band of giants.

Bands

d6	Adventure Hook
1	A band of giants is spotted near a town, and the adventurers are asked to dissuade the giants from coming any closer.
2	A raiding band of giants draws disaffected citizens of the region to join its ranks. The region's desperate despot hires adventurers to fight the giants.
3	A giant-led cult devoted to a demon lord or Elemental Evil wreaks destruction across the countryside.
4	A band of nature-revering giants seeks adventurers' help dealing with a corruption spreading through the local flora and turning animals into Aberrations.
5	A band of hunting giants has driven its prey—enormous beasts—into pastureland. The local farmers seek help.
6	Devout giants live a monastic life at a sacred site with vast magical power—power the adventurers require to deal with a cosmic threat.

From the perspective of smaller people, a roving giant band bent on mayhem or plunder is often the most common experience of giants. Even a small band can be extremely dangerous to a farming village or small town.

—Bigby

Family

Most giants live in family groups, typically four to six adult giants from multiple generations and one or two younger giants. The work of hunting, gathering, or cultivating food, as well as other household tasks, is divided among family members according to their abilities. These groups often include at least one member with exceptional abilities, such as the magic-wielding giants found in chapter 6. Giant families almost always include companion animals as described in the *Monster Manual* and shown on the tables in "Giantkind Encounters" in chapter 3.

The Families table provides adventure hooks involving a family group of giants and its associated creatures.

Families

d6	Adventure Hook
1	After a family of giants plunders a farming village of grain and livestock, adventurers are asked to track the raiders to their lair and prevent any further raids.
2	After a devastating storm, a lost giant child wanders into a settlement, looking for help getting home.
3	A giant begs adventurers for help after a family member becomes possessed by a murderous ghost.
4	Lost or stranded in the wilderness, the adventurers stumble upon a giant family's home.
5	Adventurers follow or track a fugitive to a giant family's home, where the villain hides from both the giants and the characters.
6	Characters seeking a mighty magical artifact learn it was lost during a battle against giants, and magical divination reveals it's now an heirloom treasured by a family of giants.

In my experience, nearly every steading or larger settlement of giants has a leader who imagines their tiny cluster of giants is an echo of a glorious fallen empire. Even the giants struggle to imagine the grandeur of what they once had and have now lost.

—Diancastra

Steading

Giants live in larger groups when circumstances allow it. Such circumstances might include an abundant food supply, a charismatic or powerful leader who can unite multiple families, or a dangerous environment where the giants benefit from greater numbers. In these situations, two or three family groups might dwell together in some kind of stronghold, often accompanied by companion animals and Humanoid allies.

The total population of a steading typically includes eight to twelve adult giants, including a leader, and three to five younger giants. Sometimes a few ettins or ogres and as many as two dozen Humanoids might live alongside the giants. Animal companions, elementals, and even a dragon might also dwell in a giant steading.

Any of the locations described in chapter 4 might serve as a giant steading, and you can use the tables in chapter 3 to help you populate the site. The Steadings table suggests adventure hooks you might use to bring characters to such a place.

Steadings

d6	Adventure Hook
1	A young giant looks for adventurers' help turning the rest of the steading, including the young giant's family, away from the worship of a demon lord.
2	The only possible source to learn about an ancient evil threatening the world is a steading of giants who preserved a detailed history of the evil's previous appearance thousands of years ago.
3	Giants raided a village and took several prisoners to their steading, and adventurers must free them.
4	An evil conqueror tries to recruit giants from a steading, which would be disastrous for the peaceful peoples standing against the conqueror. Adventurers are asked to make sure no alliance is made.
5	A dozen people arrive in a small town after escaping from captivity in a giant steading. Their fierce habits disrupt the peace in the town while they look for heroes who can help free the remaining captives.
6	A metallic dragon asks adventurers to help reclaim the dragon's lair, which has been occupied by giants.

Settlement

Larger settlements of giants are rare. Where they do exist, they are typically clusters of family groups and steadings in close proximity, united under the leadership of an exceptional ruler. A mountain might have several steadings and households at various points along its slopes, for example. Or a vast Underdark chasm might have many caves in its walls, each of which holds a giant steading linked to the others by a tangled network of bridges.

Steadings that make up a larger settlement are often arranged geographically according to the ordning ranking of the giants who live there. A giant sovereign's steading might be at the peak of a mountain or in the depths of a chasm. High-status giants populate nearby steadings, while the lowest-ranking giants inhabit those farthest away.

A larger settlement includes many Humanoid inhabitants, as well as companion animals and other creatures of the Giant type, such as ettins, ogres, or cyclopes. Often these are divided among the component steadings, but sometimes they live in a different part of the settlement—on the lower slopes of a mountain, for example.

The Settlements table offers adventure hooks that might bring adventurers to one of these places.

Settlements

d6	Adventure Hook
1	Adventurers track marauding giants to a settlement where a cult of an interloper god dominates about half the steadings. The giants who remain faithful to the gods of the Ordning are barricaded in their steadings.
2	Adventurers are sent on a diplomatic mission to a giant sovereign to ask permission to open new mines in the giants' territory.
3	Adventurers need to infiltrate a giants' settlement to discover who is leading its ruler on the path to war.
4	The death of a giant monarch is an opportunity for adventurers to help a giant who has a peaceable attitude toward smaller folk to claim the throne.
5	Characters investigating a magical catastrophe discover that it engulfed a giants' settlement, and the giants need help dealing with its effects.
6	Adventurers are asked to deliver a ransom to a giants' settlement to secure the freedom of a very important captive, but the giants decide the adventurers would be even more valuable captives!

Giants of the Hidden Rune explore a ruin with help from smaller assistants.

Organizations

Many giants are oriented to small family groups or particular interests of their kind. However, some organizations unite giants across the divides of the ordning and of devotion to particular deities or powers in pursuit of a common purpose. This section presents examples of such organizations whose interests extend across small regions, whole worlds, or multiple worlds.

Hidden Rune

To the giants of the Hidden Rune, the children of Annam are in a temporary state of decline, a pause between two great moments in their history. The mission of this scholarly order is to collect the accumulated learning of the past and preserve it so a future giant civilization can build upon it.

Giants of the Hidden Rune are active across many worlds of the Material Plane. On worlds that had giant empires in the ancient past (such as Ostoria in the Forgotten Realms and the giant empire of Xen'drik in Eberron), members of the Hidden Rune venture into the ruins of these lost civilizations to collect any writings, technology, and artifacts they find. On worlds with no historical record of such past glories, members of the organization nevertheless search for any remnants of an empire that might have been forgotten. If traveling giants from other worlds discover a rare world where giants' civilization is flourishing, they strive to document every aspect of that civilization.

A key assumption underpinning their work is that these ancient giant empires sprang from a common source—perhaps Annam and his sons, or a single civilization that colonized other worlds. By gathering as much information as possible about the ancient empires, the scholars hope to piece together a picture of the proto-empire behind them all.

The Hidden Rune maintains a vast archive in a secret location on the Elemental Plane of Earth. Miners work constantly to excavate new halls to store the troves of knowledge gathered by the order's agents across the Material Plane. Scholars pore over each new item in the collection, assessing its place not only in the history of the world it came from but also in the overall history of giants.

Unlike various religious groups among giants, such as the destructive priests of Surtur and the hopeful followers of Iallanis, the giants of the Hidden Rune do not believe they have any active role to play in building the future of giantkind. They are concerned only with preserving the past so that giants of the future—however that grand future might come into being—can access the riches of this knowledge.

Hidden Rune Adventures

The Hidden Rune Adventures table suggests ways characters on any world might encounter agents of this order.

Hidden Rune Adventures

d6	Adventure Hook
1	While exploring an ancient giant ruin, adventurers encounter an agent of the Hidden Rune who tries to drive them from the ruin.
2	After adventurers discover an artifact made by ancient giants, an agent of the Hidden Rune approaches them and demands the item for the order's archive.
3	A collector hires adventurers to retrieve stolen items, but the thief has already sold the items to a giant. The chase could lead all the way to the Elemental Plane of Earth.
4	An agent of the Hidden Rune is unable to open the sealed entrance to an ancient ruin. The giant lures adventurers there, hoping they'll figure it out.
5	A comet appears in the sky, last seen when giants ruled the world. Adventurers discover there is information about the comet in the Hidden Rune's archive, if the giants can be persuaded to share it.
6	An agent of the Hidden Rune steals an important artifact and flees to another world, but the adventurers have a chance to follow.

There's a myth behind the name of the Hidden Rune. According to this story, Annam gave the great giant empires of the past access to a rune of such enormous power that it guaranteed their dominance over the world. But when the empires fell, one of the giant gods (Diancastra, in some versions of the myth!) took the rune and hid it. The giants of the Hidden Rune hope to find it and use its power to restore their ancient might.

—Bigby

If these stories are true, I'd be the last to tell you!

—Diancastra

Stewards of the Eternal Throne

Myths and histories include many explanations for the decline of giants' ancient empires and Annam's abandonment of his descendants. The Stewards of the Eternal Throne posit the ancient giants failed in their responsibility to care for the lesser peoples of the worlds. Instead of tending the worlds Annam made and guiding their inhabitants toward greater wisdom and prosperity, the giants tried to rule the worlds, exploit their resources, and subjugate their peoples. For this sin, the stewards believe Annam cast down the giants' empires and turned his back on his children. Only by undoing that folly can giants return to their intended place in Annam's creation and regain his favor.

The Stewards of the Eternal Throne are organized as a knightly order with many chapters. Each chapter encompasses all the stewards who live across a wide geographical region, perhaps a continent or an entire world of the Material Plane, and is led by a chief steward. Each chapter is independent from all others, and the chief stewards of different chapters rarely meet and coordinate their efforts, except in cases where evils arise that threaten an entire world or multiple worlds.

Members of the Stewards of the Eternal Throne swear an oath of service to the order's mission. The specifics of the oath vary from chapter to chapter, but the fundamental tenets are the same in every chapter:

Stewardship. We are custodians of the worlds, not rulers, and we work to preserve what has been entrusted to our care.

Protection. Smaller and weaker peoples deserve our protection, not subjugation. We are strong and shelter the smaller folk behind our strength.

Education. Though we have forgotten much of the wisdom of our ancestors, we strive to ensure all peoples can pursue wisdom, learning, and enlightenment.

Peace. We foster peace among all peoples. All who desire to live peaceably together are welcome among us.

Knights of the Stewards of the Eternal Throne are mostly giants (predominantly cloud and storm giants), but some orders have been known to accept goliaths, firbolgs, and members of other peoples into their ranks. (Goliaths and firbolgs appear as character races in *Mordenkainen Presents: Monsters of the Multiverse*, and examples of these peoples appear in chapter 6 of this book.)

The principle of peace leads the knights to cooperate with other peoples, especially with beings they regard as near equals in age and importance, including dwarves, elves, and dragons. If a fundamental sin of the ancient giants was warring with these folk in the early years of the world, then cooperation with them is essential to undoing that sin and charting a new course for giantkind and other peoples. As part of this commitment, the stewards honor not just the gods of the giants, but also the gods revered by these other folk.

Each chapter of the Stewards of the Eternal Throne has a stronghold that is intended as a living embodiment of its central principles. These strongholds are mighty fortresses meant to withstand whatever evils might besiege them. They are bastions of peace and equality where diverse peoples can live together under the leadership, protection, and tutelage of giants—as Annam intended.

Eternal Throne Adventures

The Eternal Throne Adventures table offers hooks you can use to involve characters in the business of these giant knights.

Eternal Throne Adventures

d6	Adventure Hook
1	Characters arriving in a remote village are greeted by a stern giant who urges them to move along quickly, as the town is under the giant's protection.
2	A wandering knight of the stewards asks adventurers for help closing a planar portal that is allowing demons to spill across the countryside.
3	A Fiend or Undead hunted by a knight of the stewards poses as human and tells adventurers the giant is a dangerous marauder.
4	A giant knight is convinced the adventurers pose a threat and must be eliminated.
5	Following rumors of a "dangerous giants' hideout" in the mountains, the adventurers discover a bastion of the stewards.
6	After defeating a terrible evil, the adventurers receive an invitation to a stronghold of the stewards, where they are welcomed warmly and offered a peaceful life in the bastion if they agree to help protect it.

Many people know of giants only as raiding bands. Such folks often greet well-meaning knights of the Stewards of the Eternal Throne with fear, to their detriment.

—Digby

Worldroot Circle

A saga chanted among the giants of the Worldroot Circle describes a great tree that grew on the First World at the dawn of time. Planted and tended by the god Corellon, this tree was a seedling of the mighty Yggdrasil, the World Tree that connects all the Outer Planes. When the First World was destroyed, seeds from this great tree scattered into the void of the Material Plane. Myths say Annam nurtured each of these seeds until they sprouted and formed worlds of their own—all the myriad worlds that now constitute the Material Plane.

Giants of the Worldroot Circle tell this story as a way to remember their purpose. They imagine themselves to be Annam's gardeners, tasked with tending the roots of all the worlds he made. On some worlds, they literally tend a great world tree they believe to be a seedling of the tree on the First World. On other worlds, they believe some other geographical feature is the "root of the world," such as a towering mountain or mesa, a yawning cavern deep under the mountains, or a meteorite in an enormous crater. Whatever forms these roots take, the giants believe they are nexus points linking the worlds to each other and to the Outer Planes.

When giants of the Worldroot Circle gather at the roots of their worlds, they perform rites meant to preserve the roots, nurture the health of the world, and enable a mystical communion among members of the order—both the ones present and those on other worlds. Much like Humanoid druids, these giants strive to maintain the forces of nature in their delicate balance and oppose any forces—even the forces of gods such as Surtur and Thrym—that threaten to elevate one element over the others or to distort the elements beyond their natural proportions.

Worldroot Circle Adventures

Though the giants of the Worldroot Circle tend to live in remote wildernesses, they protect their worlds and are often concerned with global or even planar threats. They fiercely oppose the cults of Elemental Evil and remain constantly vigilant against unnatural corruption, including Undead and Aberrations. They guard against forces that threaten to undo the work of creation or corrupt the roots of the worlds, including destructive demons. The Worldroot Circle Adventures table provides examples of how these druidic giants might become involved in adventures in your campaign.

Worldroot Circle Adventures

d6	Adventure Hook
1	Giants of the Worldroot Circle need smaller adventurers to brave the caves beneath their world tree to stop whatever is gnawing or corrupting its roots.
2	A druid who saw the root of the world in a vision hires adventurers for protection on a pilgrimage to the site, which is guarded by the Worldroot Circle.
3	Long ago, the Worldroot Circle helped seal portals where invaders from another plane broke through. Now one of those portals has reopened, and the characters must find giants to reseal it.
4	Multiple oracles see visions of a great evil entering the world through a portal at its root, so adventurers are sent to find the place and ensure the portal doesn't open. They arrive to find giants of the Worldroot Circle locked in a losing battle to hold back the evil.
5	The characters find a magic staff made from a branch of a world tree, but the staff gives its owner haunting dreams that echo the Worldroot Circle's rites.
6	A giant of the Worldroot Circle comes to a city and insists a portal to the Far Realm has opened somewhere inside. Adventurers are tasked with helping the giant find and seal the portal.

Giants of the Worldroot Circle gather around a seedling of the World Tree.

IRINA NORDSOL

Diancastra's divine nature was not revealed to me until our second meeting, when she helped me put an end to a cult dedicated to Elemental Evil and its leader, a truly vicious cloud giant. I think she appreciated what our fists together could do!

—Bigby

CHAPTER 3

GIANT ADVENTURES

THIS CHAPTER, INTENDED FOR THE DUNGEON Master, is full of tables and inspiration you can use to build encounters, adventures, and entire worlds and campaigns that give giants a properly giant-sized role. The chapter has three parts:

"Encounters" provides tools to help you build encounters involving giants and the creatures that frequently accompany them. You can use the tables in this section to populate the giant-themed locations in chapter 4 or any other encounter.

"Adventures" includes adventure hooks and other tools you can use to craft an adventure involving giants and their worlds.

"Campaigns" helps you establish the role of giants in your game world and place these mighty peoples—past or present—in the forefront of your campaign.

ENCOUNTERS

Giants are social creatures, often living together in families or bands, or accompanied by smaller followers. Even when they live in isolation, they often keep pets or servants. While an encounter might consist of a single giant, more typical encounters include a mix of one or more giants with other creatures.

This section is loaded with inspiration to help you create such encounters, whether you're planning a single encounter or populating a giant-filled enclave. The tables are broken into two categories: "Giant-kind Encounters" and "Connected Creatures." The first includes tables for each of the six main families of giants, plus death giants and fomorians. The second covers a variety of other creatures often found alongside giants, including other creatures of the Giant type.

USING THE TABLES

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block. Creatures marked with an asterisk (*) appear in this book. Those marked with a dagger (†) appear in *Mordenkainen Presents: Monsters of the Multiverse*. (Where those monsters appear, a note to the table tells you what to do if you don't have that book.) All other creatures are described in the *Monster Manual*. If a Humanoid creature's kind is not specified, it can be any kind of Humanoid you choose.

Giants are dangerous foes. The encounter tables in this section are most suitable for use with characters in the third tier of play (levels 11–16). If you're creating giant-themed encounters for lower-level characters, you might use more dangerous creatures in the background to establish the setting of the adventure, or use them in a nonhostile capacity. For example, if you're creating encounters for a 6th-level party, a fight against two storm giants would make for a dreadfully one-sided battle. Instead, the characters could witness the giants in an altercation from a distance, foreshadowing a conflict that will threaten all the smaller folk in the region. Or you could decide the giants are indifferent or friendly toward the characters, leading to a dramatic interaction that might offer hooks to adventures more appropriate to your party's level. See the "Giants and Tiers of Play" sidebar for more advice.

ENCOUNTER CONTEXT

Each table entry presents a short description of the creatures in an encounter and what they're doing. Use these ideas as inspiration to fit the encounter into the location you're populating. If that context doesn't make sense for the situation you're building, consider using the context to inspire the creature's general motivation. For example, if you roll a 12 on the Cloud Giant Encounters table, it might not make sense for a cloud giant to be searching for the

Misty Vale (an enclave described in chapter 4) in that particular location. You might decide there is a clue to the vale's location in this place, or you can simply treat the giant's search for the Misty Vale as an overarching goal, regardless of what the giant is doing when the encounter occurs. That choice can influence how you roleplay the giant if the characters engage in conversation.

Initial Attitude

Each creature on these tables includes a suggested attitude roll in parentheses after its name. To randomly determine the initial attitude of creatures in an encounter, roll the dice specified in the parentheses, then refer to the appropriate line of the Initial Attitudes table.

Initial Attitudes

Attitude Roll Total	Initial Attitude
4 or lower	Hostile
5–8	Indifferent
9 or higher	Friendly

Giants and Tiers of Play

The giants of the ordning are appropriate threats for characters who have significant experience. When you plan giant encounters, pay attention to how much damage the giants can deal in a single attack. Many giants can kill lower-level characters with a single hit.

Use the guidelines in the *Dungeon Master's Guide* or *Xanathar's Guide to Everything* to build appropriately challenging encounters for your party. The guidelines here can help you plan adventures featuring giants for each tier of play:

First Tier (Levels 1–4). Ogres are the most suitable Giant opponents for characters in the first tier of play, and characters at level 4 might face a single hill giant. A lone hill giant can feel confident bullying (or eating) the inhabitants of a village, but more powerful giants (and larger groups) set their sights higher.

Second Tier (Levels 5–10). A single stone, frost, fire, or cloud giant is an appropriate challenge for characters in this tier. Near the top of this tier, characters might challenge two hill giants or possibly a storm giant. The intrusion of these giants into settled lands is a threat that a whole kingdom or region notices.

Third Tier (Levels 11–16). Three to five hill giants are an appropriate challenge for characters at this level, as are two to three stone or frost giants, two fire or cloud giants, or a single storm giant. Large groups of giants, when they are organized toward a single purpose, can determine the fate of nations.

Fourth Tier (Levels 17–20). Mighty characters in the fourth tier can challenge as many as eight hill giants, four to five stone or frost giants, three to five fire or cloud giants, or two to three storm giants. When giants in significant numbers work toward a common cause, they can alter the nature of worlds.

If an attitude doesn't fit what the creature is doing, you can either ignore the attitude or shape the encounter to match it. For example, if you roll an indifferent or friendly attitude for a creature that is hunting prey, you might decide the hunter simply doesn't find the characters to be a tasty treat. If the creature is sapient, it could ask the characters if they've seen which way its quarry has gone.

Giantkind Encounters

This section includes encounter tables themed around each of the six kinds of giants in the *Monster Manual*, plus death giants (found in chapter 6) and fomorians. Each table includes giants as well as creatures that might be found in or around the homes of giants, including those commonly associated with giants as pets (such as spotted lions for cloud giants and dire wolves for hill giants).

Cloud Giant Encounters

Cloud giants and related creatures thrive where there is fantastic wealth to be earned, plundered, or swindled; where there are secrets to be uncovered; and where diplomacy or guile can carry the day.

Cloud Giant Encounters

d12†	Encounter
1	1 **cloud giant** seeking to learn the secrets of 1 **spectral cloud*** (attitude for both: 1d8)
2	1 **cloud giant** (attitude: 1d12) trading riddles with 1 **djinni** (attitude: 1d6 + 4)
3	1d6 **nothics** (attitude: 2d4 + 2) coveting cloud giant arcana
4	1 **cloud giant destiny gambler*** (attitude: 1d8 + 2) conferring with 1 **mage** (attitude: 1d12)
5	1d4 **doppelganger** spies (attitude: 1d8 + 1) posing as servants while they try to glean secrets
6	2 **cloud giants** (attitude: 1d10 + 2; roll separately for each) engaged in a wager or battle of wits
7	1 **cloud giant** (attitude: 1d10 + 2) training 1 **spotted lion*** (attitude: 1d4 + 1)
8	1 **cloud giant of Evil Air*** bossing around 2 **air elementals** (attitude for all: 1d6)
9	1 **cloud giant** (attitude: 1d8 + 1) hunting with 1 **wyvern** (attitude: 1d6)
10	2d4 **goliath giant-kin*** (attitude: 1d6 + 4) trying to retrieve an **owlbear** (attitude: 1d6) on a rampage after running away from its giant owner
11	1d4 + 1 **vampiric mists**† (attitude: 1d4 + 1) lurking in a fog bank
12	1 **cloud giant smiling one**† (attitude: 1d10) seeking the Misty Vale (see chapter 4)

†Monsters marked with a dagger (†) appear in *Monsters of the Multiverse*. Roll a d10 if you don't have that book.
*See chapter 6.

Death Giant Encounters

The Death Giant Encounters table is appropriate for places steeped in gloom, whether within the Shadowfell or touched by that plane's sorrowful influence. The creatures on this table might populate places where giants fell into despair, sites where giants delved too deeply into necromantic magic, or areas where the Negative Plane's life-consuming influence seeps into the world.

Death Giant Encounters

d10[1]	Encounter
1	1d6 **skeletons** (attitude: 1d4 + 1) rebuilding a destroyed idol at the disinterested direction of 1 **death giant reaper*** (attitude: 1d10 + 2)
2	1 **death giant shrouded one*** (attitude: 1d8) wringing historical facts from a **ghost** (attitude: 1d6 + 4) that weeps over the memories
3	1d4 **wraiths** (attitude: 1d4 + 1) puzzling over a trinket that reminds them of their past lives
4	1 **death giant reaper*** (attitude: 1d6) stalking a creature to offer its soul to the Raven Queen
5	1 **stone giant** (attitude: 1d12) negotiating with 1 **death giant reaper*** (attitude: 1d8)
6	1 **revenant** (attitude: 1d10) bent on revenging itself on its killer—a death giant
7	1 **death giant reaper*** (attitude: 1d8 + 2) brooding over ancient carvings
8	1 **death giant reaper*** exile (attitude: 1d8 + 1) searching for a creature it killed whose soul escaped the Raven Queen's clutches (the creature is now a revenant)
9	1 **death giant shrouded one*** (attitude: 1d6) debating 1 **devourer**[1] (attitude: 1d4 + 1) on the finer points of souls
10	1 **nightwalker**[1] (attitude: 1d4 + 1) striding in search of a death giant's home or trappings

[1]Monsters marked with a dagger (†) appear in *Monsters of the Multiverse*. Roll a d8 if you don't have that book.

*See chapter 6.

Death giants are aptly named. Though they are not themselves undead, they wear death like a shroud. Its stink lingers around them, and even sunlight seems to dim in their presence.

—Bigby

Death giants haunt the Shadowfell and other places where death's influence is strong.

Fire Giant Encounters

Fire giants and their minions strive to create the strongest and finest crafts and fortresses. These giants can be found in any area rich in workable resources, particularly metal, as well as places where they can test their creations in battle.

Fire Giant Encounters

d12†	Encounter
1	1 **fire giant of Evil Fire*** overseeing the rampage of 2 **fire elementals** (attitude for all: 1d4 + 1)
2	1 **fire giant forgecaller*** using a **xorn** (attitude for both: 1d10) to track down mineral deposits
3	1 **fire giant** (attitude: 1d10) feeding 1d4 + 1 **hell hounds** (attitude: 1d6)
4	2d4 **rust monsters** (attitude: 1d10, automatically hostile toward anyone using metal objects) following the scent of iron
5	1 **firegaunt*** (attitude: 1d6) stalking its former fellows who betrayed it
6	2 **trolls** (attitude: 1d10 + 3) terrified to disobey the orders of 1 **fire giant** (attitude: 1d6)
7	1 soot-caked **iron golem** (attitude: 1d6)
8	1 **fire giant** smith (attitude: 1d10) working on a breastplate sized for a Large creature
9	2d4 **goliath giant-kin*** (attitude: 1d8 + 2) hauling a load of ore from a mine
10	3 **fire giants** (attitude: 1d6 + 1) battling an **adult red dragon** (attitude: 1d6)
11	1 **fire giant** (attitude: 1d8 + 1) leading 4 **firenewt warriors**† (attitude: 1d8 + 1) riding **giant striders**† (attitude: 1d8 + 3)
12	1 **fire giant dreadnought**† (attitude: 1d6) on guard

†Monsters marked with a dagger (†) appear in *Monsters of the Multiverse*. Roll a d10 if you don't have that book.
*See chapter 6.

Fomorian Encounters

The Fomorian Encounters table presents encounters that can occur in underground regions or at surface locations suffering an invasion from the depths. These encounters also fit well for places warped by the strange corruption of the Far Realm. Using these encounters to supplement another table can hint at deeper threats that are just beginning to burst through the fabric of the multiverse.

Fomorian Encounters

d10†	Encounter
1	1 **fomorian noble*** (attitude: 1d8 + 2) studying a treatise on arcane phenomena
2	1d4 + 2 **hook horrors** (attitude: 1d6) banging their hooks on rocks or their bodies
3	1 **fomorian** (attitude: 1d4 + 1) with 5 **commoner** captives (attitude: 1d8 + 4)
4	1 **fomorian deep crawler*** (attitude: 1d4 + 1) scuttling in search of victims
5	1 **fomorian** (attitude: 1d10) supervising 1 **umber hulk** (attitude: 1d6) as it digs new tunnels
6	2d4 **flumphs** (attitude: 1d8 + 4) trying to avoid 1 **ettin ceremorph*** (attitude: 1d4 + 1) while feeding on the ettin's psionic energy
7	2 **mind flayers** (attitude: 1d4 + 1) telepathically discussing the finer points of a brain they just shared
8	1 **fomorian** (attitude: 1d8) contemplating a gemstone it thinks is floating but that is actually suspended inside 1 **gelatinous cube** (attitude: 1d4 + 1)
9	1 **fomorian warlock of the dark*** (attitude: 1d8 + 2) seeking omens in the twisting slither of 1 **neothelid**† (attitude: 1d8)
10	1 **ulitharid**† (attitude: 1d6) bargaining with 1 **fomorian** (attitude: 1d8) to establish a new mind flayer colony in the fomorian's territory

†Monsters marked with a dagger (†) appear in *Monsters of the Multiverse*. Roll a d8 if you don't have that book.
*See chapter 6.

Frost Giant Encounters

The Frost Giant Encounters table includes encounters suitable for arctic regions or regions where the activity of frost giants has magically cooled the climate.

Pick a Giant, Any Giant

If you'd like to randomly determine the kind of giants that are dominant in a location, roll on the Giantkind Encounters table. You could also roll twice and use the resulting two tables to create either a cooperative or rival relationship between the indicated giants.

Giantkind Encounters

d8	Encounter Table
1	Cloud Giant Encounters
2	Death Giant Encounters
3	Fire Giant Encounters
4	Fomorian Encounters
5	Frost Giant Encounters
6	Hill Giant Encounters
7	Stone Giant Encounters
8	Storm Giant Encounters

Frost Giant Encounters

d12†	Encounter
1	1 **frost giant** (attitude: 1d8 + 1) leading 1 **titanothere*** (attitude: 1d10) loaded with fur and timber
2	1 **young silver dragon** (attitude: 1d10 + 3) tracking a frost giant raiding party
3	1 **frost giant** hunting with 1d4 **winter wolves** (attitude for all: 1d6)
4	2 **frost giants** (attitude: 1d6 + 2) burying a body that rises as 1 **frostmourn*** (attitude: 1d4 + 1) in the process
5	2d4 **giant goats** (attitude: 1d6 + 4) wandering about with chewed tethers
6	1 **troll** (attitude: 1d10 + 2) anxiously searching for the lost goats it tends for a frost giant tribe
7	1 **frost giant** (attitude: 1d8 + 1) building a wind shelter from ice blocks
8	1 **frost giant ice shaper*** (attitude: 1d10) performing a sacrifice to Thrym
9	1 bored **troll amalgam*** (attitude: 1d10) throwing its arm at a stack of boulders
10	2d4 **goliath giant-kin*** (attitude: 1d8 + 3) on a pilgrimage
11	1 **ogre bolt launcher**† and 1d4 + 2 **ogres** (attitude for all: 1d6) bringing spoils from a raid to their frost giant leader
12	1 **frost giant everlasting one**† (attitude: 1d4 + 1) plotting revenge against the tribe that exiled it

†Monsters marked with a dagger (†) appear in *Monsters of the Multiverse*. Roll a d10 if you don't have that book.
*See chapter 6.

Hill Giant Encounters

d12†	Encounter
1	2 **hill giants** charging at each other until their heads collide, while 4 **ogres** (attitude for all: 1d6 + 3) watch and cheer
2	1 **hill giant avalancher*** (attitude: 1d8 + 2) searching exasperatedly for a giant goose that stole from the giant's bag
3	2 **hill giants** (attitude: 1d10) trading broken weapons they've collected
4	1 **hill giant** and 3 **ogres** (attitude for all: 1d12) taking turns bowling ettin skulls at sticks stuck in the ground
5	1 **hill giant** (attitude: 1d6 + 3) dejectedly trying to reassemble a small stone building it accidentally demolished
6	1d4 **otyughs** (attitude: 1d10) in a waste pit where hill giants dispose of feast remnants
7	1 **hill giant** singing beautifully for 1d4 **dire wolves** (attitude for all: 1d10 + 2)
8	2 **hill giants** (attitude: 1d8) roasting a bear over a burning wagon and excessively seasoning it with spices plundered from the wagon
9	2d4 **goliath giant-kin*** (attitude: 1d8 + 2) enjoying a feast
10	1 **hill giant** (attitude: 1d6) asking for food from a gang of 2d4 **bugbears** (attitude: 1d6 + 2)
11	1 **flind**† (attitude: 1d4 + 1) leading a bloodthirsty party of 5 **gnoll hunters**† (attitude: 1d6)
12	1 **mouth of Grolantor**† (attitude: 1d6) eating everything in reach, including the landscape

†Monsters marked with a dagger (†) appear in *Monsters of the Multiverse*. Roll a d10 if you don't have that book.
*See chapter 6.

Hill Giant Encounters

The Hill Giant Encounters table presents hill giants alongside other creatures driven by hunger. These encounters are good for straightforward adventures that don't focus on twists and guile. These creatures simply seek to indulge their endless hunger.

Often, the most dangerous thing about a community of giants is the scattering of outcasts lingering on its outskirts, like wolves keeping a respectful distance from a campfire but unable to stray too far.

—Bigby

You could describe many giant communities the same way: unable to stray from the glory they have lost, but unwilling to approach it again.

—Diancastra

Stone Giant Encounters

The Stone Giant Encounters table presents stone giants and creatures that might appear in areas they inhabit, either by choice or because of geography. Sapient creatures might be drawn to stone giant artwork and stone shaping, or they might be caught in the giants' passion for seeking truth and insight from their dreams.

These creatures can appear on the surface rather than in typical stone giant tunnels. Perhaps they're following the giants on a quest to the "dream world" that is the surface, or maybe they're trading and conferring with such giants when they emerge.

Stone Giant Encounters

d12†	Encounter
1	1 **stone giant** and 1 **xorn** (attitude for both: 1d10) hunting for gems, much the way surface peoples hunt for truffles
2	1 **stone giant rockspeaker*** conferring with 2 **galeb duhrs** (attitude for all: 1d8 + 4)
3	1 **stone giant** (attitude: 1d12) playing fetch with 1 **carrion crawler** (attitude: 1d4 + 1)
4	2d4 **goliath giant-kin*** (attitude: 1d10) practicing throwing rocks
5	1 **stone giant** arguing with 1 **minotaur** (attitude for both: 1d12) about the best path for a maze they're designing
6	1 **stone giant** (attitude: 1d6 + 4) dreamily carving a slab of rock into an abstract hill giant figure
7	1 **cairnwight*** (attitude: 1d8 + 2) searching for treasure stolen from its tomb
8	2d4 cave bears (**polar bears**; attitude: 1d6 + 1) on patrol
9	1 **stone giant of Evil Earth*** (attitude: 1d6) arguing theology with 2 **stone giants** (attitude: 1d12)
10	2d6 dwarf prospectors (**veterans**; attitude: 1d12) delving into areas full of stone giant dream carvings
11	2 **korreds**† (attitude: 1d8) exchanging their cut hair with 1 **stone giant** (attitude: 1d10) for stone and gem artwork
12	1 **stone giant dreamwalker**† (attitude: 1d8 + 2) collecting objects and creatures to fuse into its body

†Monsters marked with a dagger (†) appear in *Monsters of the Multiverse*. Roll a d10 if you don't have that book.
*See chapter 6.

Storm Giant Encounters

The Storm Giant Encounters table includes storm giants as well as creatures that relate to or resonate with storm giant themes. Storm giants usually remain solitary, but they can get tangled in events that relate to prophecies and omens. These encounters might happen anywhere, at any time, and can be a sign on their own of momentous events to come.

Storm Giant Encounters

d12†	Encounter
1	1 **storm giant tempest caller*** (attitude: 1d8 + 2) communing with a lightning-lit face in a thundercloud
2	1 **storm giant** riding 1 **aerosaur*** (attitude for both: 1d10)
3	1 **lightning hulk*** (attitude: 1d6) reveling in destruction
4	1 **storm giant** hunting or fishing with 1 **griffon** or **giant octopus** companion (attitude for both: 1d10 + 2)
5	1 **storm giant** (attitude: 1d12) patiently explaining a Giant rune to 1d4 **ogres** (attitude: 1d10)
6	2 **storm giants** (attitude: 1d8 + 2) moving pieces on a massive game board according to events that haven't happened yet
7	1d4 **behirs** (attitude: 1d8 + 1) stalking storm giants
8	2d4 **goliath giant-kin*** (attitude: 1d8 + 3) meditating in hopes of receiving a vision or prophetic word
9	1 **storm herald*** conferring with 1 **kraken** (attitude for both: 1d8 + 1)
10	1 **adult blue dragon** (attitude: 1d6) seeking the secret refuge of a storm giant oracle who is an ancient enemy
11	1 **kraken priest**† and 3 **deep scions**† (attitude for all: 1d4 + 1) studying storm giant runes
12	1 **storm giant quintessent**† (attitude: 1d12) reading omens in the migration paths of 2 **rocs** or **killer whales** (attitude: 1d6 + 4)

†Monsters marked with a dagger (†) appear in *Monsters of the Multiverse*. Roll a d10 if you don't have that book.
*See chapter 6.

Connected Creatures

The encounter tables in this section include a variety of monsters grouped according to themes that might flavor a giant enclave or encounter. Combined with the encounters from the "Giantkind Encounters" section, you can create a series of events with a distinctive flavor.

Dinosaur World Encounters

Use the Dinosaur World Encounters table to populate "lost worlds" sequestered from the Material Plane during a long-forgotten era when dinosaurs ruled the world (with or without the presence of giants), or bustling settlements where giants use domesticated dinosaurs as companions and beasts of burden—perhaps using deinonychus as hunting hounds or herding triceratops like cattle.

Domesticated dinosaurs might have a variety of trappings—markings, brands, harnesses, collars, or saddles—that reflect the culture and nature of the giants who care for them. Hill giants might use crude twisted rope or rough leather cords, while storm giants could use bridles of spun copper that spark when touched or masterfully woven seaweed saddles.

Dinosaur World Encounters

d10†	Encounter
1	1 **regisaur*** (attitude: 1d8) hunting
2	1 **altisaur*** (attitude: 1d8 + 2) grazing
3	2d4 **ankylosaurus** (attitude: 1d8) digging a nest
4	2d4 **allosaurus** (attitude: 1d6) engaged in territorial threat displays
5	1 **aerosaur*** (attitude: 1d8) slowly circling
6	1 **ceratops*** (attitude: 1d6) rampaging
7	1d4 + 1 **triceratops** (attitude: 1d6 + 4) grazing
8	1 **tyrannosaurus rex** (attitude: 1d4 + 1) pursuing prey
9	2d4 **brontosaurus**† (attitude: 1d6 + 4) migrating
10	1d4 **stegosaurus**† (attitude: 1d8 + 2) trying to help an additional one that is stuck in thick mud

†Monsters marked with a dagger (†) appear in *Monsters of the Multiverse*. Roll a d8 if you don't have that book.
*See chapter 6.

Elemental Encounters

Use the four Elemental Encounters tables to populate areas suffused with the elemental and magical nature of giants or places where the Elemental Planes break into the Material Plane. The creatures on these tables might be connected to the cults of Elemental Evil (described in chapter 2). Magical conduits might draw creatures from the Elemental

A place where giants and dinosaurs live in peaceable harmony sounds like some kind of paradise. I'd very much like to visit such a place.

—Bigby

Giants and dinosaurs are both ancient creatures belonging to a long-forgotte

QUINTIN GLEIM

A whirlpool from the Plane of Water is the center of this storm giant enclave.

Planes and disgorge them within powerful storms, deep chasms, tumultuous wildfires, or ocean maelstroms. Elemental forces might also come to the world to oppose their elemental rivals from opposite planes: air versus earth or fire versus water.

The elemental forces of air are most commonly connected with cloud and storm giants. Those of earth are typically associated with hill and stone giants. Elemental fire is closely tied to fire giants, and elemental water is typically connected to cloud and frost giants.

The Elemental Water Encounters table can be useful in any aquatic environment, not just one where the Plane of Water extends its reach. An ancient giant enclave sunken in some great catastrophe or a storm giant retreat beneath the sea is an appropriate locale for these encounters.

Elemental Air Encounters

d12†	Encounter
1	1d3 **mist hulks*** (attitude: 1d8) wandering about, wallowing in regret
2	2d4 **aarakocra** (attitude: 1d10 + 2) flying in formation
3	1d4 **air elementals** (attitude: 1d8 + 2) kicking up dust and debris
4	1d4 Evil Air cultists (**veterans**; attitude: 1d8) riding **hippogriffs** (attitude: 1d8 + 2) and accosting travelers
5	1 **invisible stalker** (attitude: 1d6) looking for a particular magic item
6	1 **young gold dragon** (attitude: 1d8 + 4) dancing in high wind currents
7	1 **cloud giant of Evil Air*** (attitude: 1d4 + 1) terrorizing the skies
8	1 **djinni** (attitude: 1d12 + 2) examining shattered gargoyle remains
9	2d4 **griffons** (attitude: 1d10) with blue and gray coloring soaring
10	1 **lightning hulk*** (attitude: 1d8) crackling in a jagged path
11	1d3 **air elemental myrmidons**† (attitude: 1d6) on high alert
12	1 **elder tempest**† (attitude: 1d6 + 2) reveling in a storm

†Monsters marked with a dagger (†) appear in *Monsters of the Multiverse*. Roll a d10 if you don't have that book.
*See chapter 6.

Elemental Earth Encounters

d12†	Encounter
1	2d4 **gargoyles** (attitude: 1d8) keeping watch, crouching utterly still
2	2 **galeb duhrs** (attitude: 1d10) singing a rumbling bass duet to an audience of boulders
3	1 **mud hulk*** (attitude: 1d4 + 1) futilely trying to bury 1 **dust hulk*** (attitude: 1d12) in piles of muck
4	2 **bulettes** (attitude: 1d6 + 2) burrowing and breaching the surface in an intricate dance
5	2 **xorn** (attitude: 1d10) gliding through the ground
6	1 **roper** lurking near its brood of 1d6 **piercers** (attitude for all: 1d4 + 1)
7	1 **stone giant of Evil Earth*** (attitude: 1d4 + 1) seeking surface-world creatures or structures to destroy
8	1 **medusa** (attitude: 1d10) anxiously planning its next move
9	1d3 **earth elementals** (attitude: 1d6 + 2) examining a crystal formation
10	1 **dao** (attitude: 1d8) shaking down 2 dwarf miners (**veterans**; attitude: 1d10 + 2) for "taxes"
11	2 **earth elemental myrmidons**† (attitude: 1d8) stoically patrolling
12	1 **zaratan**† (attitude: 1d6 + 2) lumbering through the area, heedless of damage it causes

†Monsters marked with a dagger (†) appear in *Monsters of the Multiverse*. Roll a d10 if you don't have that book.
*See chapter 6.

Elemental Fire Encounters

d12†	Encounter
1	1 **salamander** heating its spear over 2d4 **fire snakes** (attitude for all: 1d6 + 3) in a tangled coil
2	2 **cinder hulks*** (attitude: 1d4 + 1) seeking to burn everything in their path
3	1d4 + 1 **smoke mephits** (attitude: 1d6) following 1 **fire elemental** (attitude: 1d8) as it cuts a blazing swath
4	1 **efreeti** and its 1d4 dwarf minions (**thugs**; attitude for all: 1d4 + 1) demanding tribute
5	2d6 **magmins** (attitude: 1d6) searching for something sizable to burn
6	2d4 **azers** assembling pieces of a **helmed horror** (attitude for all: 1d10)
7	2 **fire elementals** (attitude: 1d8) flitting adoringly around a bonfire
8	1 **young red dragon** (attitude: 1d4 + 1) picking through the remains of a burned-out caravan
9	1 **fire giant of Evil Fire*** (attitude: 1d4 + 1) conquering in the name of Imix, Prince of Evil Fire
10	1 **flameskull** (attitude: 1d8 + 2) searching for a lost spellbook from its living days
11	1 **fire elemental myrmidon**† guarding 1 **azer** (attitude for both: 1d6 + 2) that is gathering metal or other raw material
12	1 **phoenix**† (attitude: 1d8 + 3) traveling to or from a site of great devastation

†Monsters marked with a dagger (†) appear in *Monsters of the Multiverse*. Roll a d10 if you don't have that book.
*See chapter 6.

Elemental Water Encounters

d12†	Encounter
1	A coven of 3 **sea hags** (attitude: 1d4 + 1) trying to peer into the future
2	1 **cult fanatic** and 2d6 **cultists** of Evil Water (all with swimming speeds of 30 feet and the ability to breathe water), with 1d2 **chuuls** (attitude for all: 1d4 +1)
3	1 **rime hulk*** (attitude: 1d6) wailing and stalking
4	1 **storm crab*** (attitude: 1d8) traveling in a straight path with purpose
5	1 **frost giant of Evil Water*** (attitude: 1d6) considering going on a rampage
6	1 **marid** singing as it lounges with 1 **water elemental** (attitude for both: 1d10)
7	1 **hydra** (attitude: 1d4 + 1) hunting
8	2 **water weirds** (attitude: 1d8) keeping watch in small pools
9	1 **dragon turtle** (attitude: 1d12) searching for an advantage against a rival kraken
10	2 **water elementals** (attitude: 1d10) diligently making furrows in the sand using their bodies, creating a sprawling pattern
11	2 **water elemental myrmidons**† (attitude: 1d6 + 2) barring a passage or portal
12	1 **leviathan**† (attitude: 1d8) swimming through an exceptionally high tide

†Monsters marked with a dagger (†) appear in *Monsters of the Multiverse*. Roll a d10 if you don't have that book.
*See chapter 6.

Fiendish Incursion Encounters

Use the Fiendish Incursion Encounters table for situations where giants have turned from the gods of the Ordning to serve fiends (as described in chapter 2), where the ancient magic of long-fallen realms of giants opened portals to the Lower Planes (either intentionally or by accident), where magic runes have gone horribly awry and unleashed fiendish corruption into the world, or where fiends seek powerful allies to aid their schemes among mortals.

Fiendish Incursion Encounters

d10	Encounter
1	1d4 **barlguras** (attitude: 1d4 + 1) capering around a blasphemous idol
2	1 **arcanaloth** (attitude: 1d12) searching for a tempting bit of lost lore
3	2 **chain devils** (attitude: 1d6) suspending corpses on spiked chains
4	1 **fury of Kostchtchie*** performing a rite with 2 **trolls** (attitude for all: 1d6)
5	1 **echo of Demogorgon*** (attitude: 1d4 + 1) building a two-headed effigy from corpses
6	1 **stalker of Baphomet*** (attitude: 1d4 + 1) and 2 **minotaur** cultists (attitude: 1d4 + 1) stalking a **scout** (attitude: 1d10 + 4)
7	1 **maw of Yeenoghu*** with 4 **gnolls** and 4 **hyenas** (attitude for all: 1d4 + 1), all stalking prey
8	1 **marilith** (attitude: 1d4 + 2) searching for a renowned giant smith to forge six new swords
9	1 **cambion** (attitude: 1d8) trading verbal jabs with 1 **succubus** (attitude: 1d12)
10	1 **fire hellion*** (attitude: 1d6) conjuring 1 **bone devil** (attitude: 1d12) into a red-hot iron circle

*See chapter 6.

Listen. I have glimpsed the pages of Iggwilv's Demonomicon. I've felt the soul-chilling touch of an incubus. I've even ventured to more than one of the Lower Planes. Somehow none of these things compares to the sheer horror of a giant transformed into something much, much worse by the corruption of a demon lord.

—Bigby

Abandoned by Annam, some fire giants turn to devils to understand their place in the cosmos.

Giant Construct Encounters

Use the Giant Construct Encounters table to populate ancient giants' ruins that have been sealed from the outside world for millennia or hostile environments without breathable air. The creatures in these encounters might also act as servitors to magically powerful giants or serve as a reminder of the forgotten magic of ancient giants.

You can alter the appearance of any Construct on this table to reflect the nature of its creators. An iron golem built by fire giants might spew embers and sooty smoke between its iron plates, while one built by cloud giants might leak wisps of mist and raindrops. Any of these Constructs might have Giant runes engraved somewhere on them as part of the magic that animates them. You can alter any Construct's size without changing any of the creature's other statistics.

Giant Construct Encounters

d10†	Encounter
1	1 **runic colossus*** (attitude: 1d6) slowly rousing from a dormant state
2	2d4 **animated armors** (Large) and 1 **rug of smothering** (attitude for all: 1d6) keeping watch
3	1 **iron golem** (attitude: 1d6) patrolling
4	1 **shield guardian** (attitude: 1d12) searching for its master
5	1 **stone golem** (attitude: 1d6) crudely carved to resemble a hill giant
6	1d4 + 1 **helmed horrors** (attitude: 1d8) in a partially dormant state, as if asleep
7	2 **flesh golems** (Large; attitude: 1d6) made from ogre corpses stitched with copper wire
8	1 **clay golem** (attitude: 1d6 + 6) awaiting the fulfillment of a verse of ancient prophecy, which the characters could fulfill
9	1 **cadaver collector**† (attitude: 1d8) gathering bodies destined to become a flesh colossus (described in chapter 6)
10	1 **retriever**† (attitude: 1d6) searching for a thief who stole a Giant rune

†Monsters marked with a dagger (†) appear in *Monsters of the Multiverse*. Roll a d8 if you don't have that book.
*See chapter 6.

Giant Kin Encounters

The Giant Kin Encounters table presents a range of creatures of the Giant type that are not encompassed by the ordning, along with related creatures that might be pursuing their own schemes or working as part of a giant's machinations. These giant kin might be drawn to runes and sites of giant power, even long after the creators of those sites are gone.

Giant Kin Encounters

d10†	Encounter
1	A band of 2d6 **ogres** (attitude: 1d6) fawning over enormous Giant runes inscribed in the ground
2	1d4 **cyclopes** (attitude: 1d10) tending a herd of sheep
3	1 **troll** and 2d4 **orcs** (attitude for all: 1d8) scouting new settlement locations
4	1 **troll mutate*** (attitude: 1d6) drawing, scratching, or painting with too many claws
5	1d4 **firbolg primeval wardens*** (attitude: 1d12) making camp
6	1d4 + 1 **fensir skirmishers*** (attitude: 1d6 + 2) frantically gathering and hunting food to stockpile
7	1 **firbolg wanderer*** (attitude: 1d8) reluctantly bargaining with 1 **green hag** (attitude: 1d8 + 3)
8	2 **ettins** (attitude: 1d8) playing cards, with each head as an individual player in a four-player game
9	2 **ogre chain brutes**† (attitude: 1d4 + 1) demolishing a small structure
10	1 **dire troll**† (attitude: 1d6) eating a dead troll before it regenerates

†Monsters marked with a dagger (†) appear in *Monsters of the Multiverse*. Roll a d8 if you don't have that book.
*See chapter 6.

My brothers will scoff and tell you that these giant kin don't matter, that they don't count in the ranking of the ordning, that they're irrelevant to the world. But they DO matter, and you overlook them at your peril—not just the danger they pose as foes, but the value they can bring as allies.

—Diancastra

MICHELE GIORGI

Giant Necropolis Encounters

Use the Giant Necropolis Encounters table to populate places where giants once thrived that have been destroyed, fallen into decline, or succumbed to necromantic magic. The meddling of death giants or the planar influence of the Shadowfell might cause a giant enclave to decay quickly into a necropolis where creatures such as the ones on this table flourish.

Even without a theme of undeath, you can use these encounters to add a flavor of despair or to suggest Undead giants are interested in a location for mysterious reasons.

Giant Necropolis Encounters

d10	Encounter
1	1 **young red shadow dragon** (attitude: 1d4 + 1) seeking treasures steeped in sorrow
2	2 **cairnwights*** (attitude: 1d6 + 3) critiquing each other's artistic works in progress
3	1 **barrowghast*** and 2 **zombies** (attitude for all: 1d4 + 1) prowling for living creatures to slay
4	1 **frostmourn*** (attitude: 1d8 + 1) contemplating the many notches on its greataxe
5	1d4 **shadows** (attitude: 1d8) playing out the last moments of their lives as a shadow puppet show on a wall
6	2d6 **zombies** (attitude: 1d4 + 1) shuffling listlessly, following a path of Giant runes painted in dried blood
7	1 **firegaunt*** (attitude: 1d4 + 1) killing and destroying, desperately hoping someone will end its existence
8	1 **flesh colossus*** (attitude: 1d6) marked with the Giant rune of death, defending the crumbled ruins of the place it was created to protect
9	1 **tempest spirit*** (attitude: 1d6) searching for lost magical knowledge
10	1 **spectral cloud*** (attitude: 1d12) wandering with a ghostly green lantern

*See chapter 6.

Megafauna World Encounters

The Megafauna World Encounters table suggests encounters with gigantic animals that might appear in a "lost world" where long-forgotten versions of modern animals still thrive. It could also reflect a world where not only giants but everything—from domestic animals to plant life—is vastly oversized (see "Into the Giant Realms" in the "Adventure Models" section later in this chapter).

As with the dinosaurs on the Dinosaur World Encounters table, you can add a variety of trappings to the animals encountered here to reflect the nature of the giants who care for them.

Megafauna World Encounters

d10†	Encounter
1	2d4 **giant oxen*** (attitude: 1d6 + 4) grazing on shrubs, trees, or thatched roofs
2	1d3 **titanotheres*** (attitude: 1d8 + 3) roaming; one of them scratches an itch on trees, uprooting them in the process
3	1 **giant goose*** (attitude: 1d8) running with an item from a hill giant's bag (see "Giant Bags" in chapter 5) in its mouth
4	2 **mammoths** (attitude: 1d6) locking tusks in a territory dispute
5	1 **gigant*** (attitude: 1d4 + 1) rampaging
6	1d4 **saber-toothed tigers** (attitude: 1d10) stalking near a herd of 2d4 **giant elk** (attitude: 1d6 + 3)
7	1 **purple worm** (attitude: 1d4 + 1) following vibrations toward food
8	2d6 **giant ticks*** (attitude: 1d4 + 1) sucking the last blood from a giant's corpse
9	1 **froghemoth**† (attitude: 1d6) trying to hide somewhere comically inadequate for its bulk
10	1 **gray render**† (attitude: 1d6 + 3) gnawing the scenery

†Monsters marked with a dagger (†) appear in *Monsters of the Multiverse*. Roll a d8 if you don't have that book.
*See chapter 6.

Too much of the legacy of my people is death and decay. Too many of us brood on the past or haunt our dusty ruins. Can we not focus on the glories that lie ahead, instead of dwelling on the glory we have lost?

—Diancastra

Perhaps the sad truth is that memory, however distant and distorted it might be, is more powerful than imagination.

—Bigby

Adventures

Giants often appear in adventures that aren't about giants, serving as powerful enemies or allies to adventurers. This section offers inspiration if you want to make giants or the realms they inhabit a central element of an adventure. This section has two parts:

"Adventure Models" outlines five categories of adventures to help you think about the role you want giants to play.

"Giant Patrons" explores various roles a giant might adopt as a patron for an adventuring party and the missions the giant might assign.

Adventure Models

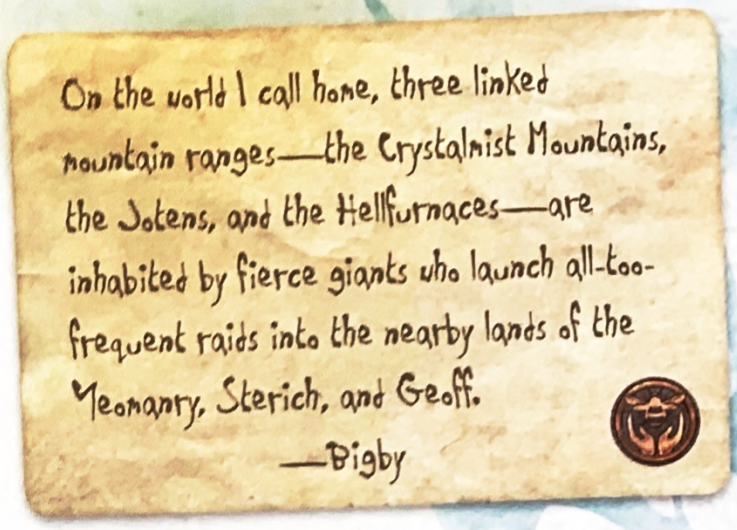
Giants serve as adversaries in many D&D adventures, but that's not the only possible role for them in your game. This section outlines five broad categories of adventures, including suggested adventure hooks for each category.

Against the Giants

Three of D&D's earliest published adventures featured giants as the primary opponents: *Steading of the Hill Giant Chief*, *The Glacial Rift of the Frost Giant Jarl*, and *Hall of the Fire Giant King*. (They were originally published in 1978, compiled together as *Against the Giants* in 1981, and reprinted multiple times in the decades since, most recently in 2017's *Tales from the Yawning Portal*.) The premise of these adventures is simple: "giants have been raiding civilized lands," so adventurers are assembled "to punish the miscreant giants." The adventurers fight their way up the ordning until their final confrontation with the fire giant king—and the revelation that the giants are merely pawns in the schemes of some sinister drow.

An adventure focused on giants as adversaries could involve a sustained battle against giants of a single kind (as each of the individual adventures in *Against the Giants* did), or it could involve progression through groups of different kinds of giants (as *Against the Giants* pitted characters against hill, frost, and fire giants in sequence). Alternatively, an adventure could involve giants of different kinds working together, perhaps united as members of a religious order or some other kind of organization that crosses the divide of giant kinds (see "Gods and Religion" and "Organizations," both in chapter 2).

The Against the Giants table offers suggestions for adventure hooks you can use to build an adventure following this theme.



Against the Giants

d8	Adventure Hook
1	Adventurers find a village completely deserted, with tracks leading to a hill giant steading. Can they rescue the surviving villagers and livestock before the hill giants eat them all?
2	A family of stone giants fell under the sway of Lolth and allied with Lolth-worshiping drow to raid the surface. Adventurers must break the alliance or eliminate the stone giants if necessary.
3	An especially harsh winter is accompanied by roving bands of frost giants and winter wolves preying on travelers.
4	Fire giants send hell hounds into mine tunnels to chase the miners out, then send their own azer servants to plunder the mineral-rich mines. The miners seek help to reclaim their mines.
5	A clever cloud giant plays several other powerful creatures against each other and against nearby Humanoids. Eliminating the giant will return the volatile situation to an uneasy status quo.
6	A frost giant leads a mixed band of weaker giants in a campaign of bloodlust to honor Thrym or a demon lord.
7	After a villainous group slays a young storm giant, the giant's parent unleashes an undiscriminating campaign of vengeance against any "interfering little gnats" living nearby.
8	As characters explore a steading belonging to one kind of giant (you can roll a d6 on this table to decide why the characters are there), they discover an honored guest of a more powerful giant kind who is coordinating the weaker giants' activities.

Clash of Titans

Sometimes giants are background elements to an adventure that has more to do with the impact of the giants' actions on the world than it does with the giants themselves. These adventures might be disaster stories, where characters might help bystanders escape. The source of the disaster might be a conflict between two giants (or two groups of giants), a clash between a giant and another powerful monster (such as a dragon, a dinosaur, a purple worm, or the tarrasque), or the stirring of a truly colossal giant (such as the scions of giants' gods described in chapter 6). An adventure might also challenge characters to drive the giants (and other forces of destruction) away from settled lands.

The giant in a scenario like this need not be the villain. A storm giant wrestling a kraken to keep the creature from destroying a coastal city might still cause accidental devastation. A giant might look for heroes to take care of bystanders while the giant deals with (or holds back) the greater threat.

The Clash of Titans table provides a sampling of adventure hooks you can use to build an adventure along these lines.

Clash of Titans

d6	Adventure Hook
1	Frost giants besiege a fire giant settlement, disrupting travel and trade across the region. Injured frost giants shelter in nearby towns, demanding the people there serve them while they recover.
2	A dragon and a giant, in the middle of a fierce battle, suddenly fall from the sky into a town square. Neither combatant is concerned about protecting the people around them.
3	Hired to guard a caravan heading to a remote mountain town, adventurers find the pass blocked with rockslides caused by stone giants at play.
4	A group of giants (perhaps members of the Stewards of the Eternal Throne, described in chapter 2) warns a city that the tarrasque is approaching and asks for heroes to evacuate the city while the giants hold the monster at bay.
5	A terrifying storm lashes a fishing village for days. After helping people get to safety, the adventurers investigate the storm, and they discover a storm giant locked in battle with a kraken nearby.
6	After slumbering for centuries, a scion of Grolantor (described in chapter 6), begins to stir. The residents of the farming village built on the sleeping giant's back seek help evacuating.

A GIANT AND A DRAGON ARE OBLIVIOUS TO THE DESTRUCTION THEY'RE CAUSING.

Delve into the Past

In the world of Eberron, the continent of Xen'drik is the ancestral home of giants and the location of their ancient empire. The continent is littered with the cyclopean ruins of this forgotten civilization, and now scholars and treasure hunters mount expeditions to plunder the ruins and unearth the secrets of the giants. On other worlds, the ruins of ancient giants' civilizations might not be as numerous or well known, but you can still build adventures that lead characters to explore the realms of past giants.

An expedition into giants' ruins might involve a confrontation with giants, or it might mean facing whatever monsters have taken up residence in the ruins in the centuries since the giants abandoned them. In Xen'drik, living giants still inhabit some of their ancient ruins, though they have fallen far from the height of their civilization. Ruins might be inhabited by the once-giant hulks or Undead giants that appear in chapter 6, by Constructs crafted by giants, or by any kind of creature that has taken shelter in the ruins—potentially including enormous creatures, such as dragons, that appreciate the roomy chambers crafted by ancient giants.

You can use the Delve into the Past table to inspire adventures leading characters into ancient giant ruins. You can also use the locations in chapter 4 as destinations for these adventures; each of those locations includes its own suggested adventure hooks that you can use instead, or combine with the ones here, as inspiration strikes you.

Delve into the Past

d6	Adventure Hook
1	During a long drought, the water level of a lake lowers, revealing huge structures at its bottom.
2	A sinkhole releases strange monsters into the surface world, and characters who investigate discover a ruined stronghold in its depths.
3	An eccentric aristocrat finances an expedition to a remote ruin to retrieve giant-made art and artifacts.
4	The characters' research suggests the last known location of the *Axe of the Dwarvish Lords* (or some other artifact they want to retrieve) was in an ancient giant stronghold.
5	Adventurers tracking a monster discover its lair in an ancient giants' ruin. While they hunt the monster, they can also piece together the history of the place.
6	Characters exploring a strange ruin accidentally trigger magic that causes seven flying castles—including the one the characters are in—to rise into the sky from where they had fallen.

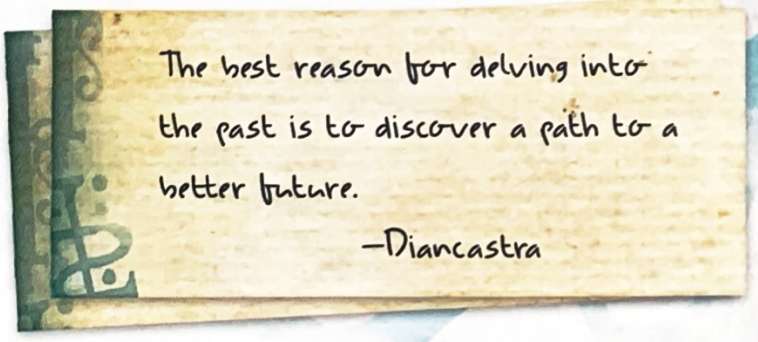
Giant-Sized Schemes

Giants are mythical creatures, descended from a god and imbued with the raw energy of the Elemental Planes. But they're also people whose relationships, ambitions, emotions, and subterfuge are literally larger than life. The intrigue among storm giant King Hekaton's daughters in *Storm King's Thunder* is an example of how interpersonal dramas can shake the whole world when they play out on the stage of a giant's realm.

The Giant-Sized Schemes table offers suggestions, including several inspired by the plots of famous dramas.

Giant-Sized Schemes

d6	Adventure Hook
1	The ghost of a murdered giant monarch appears to the monarch's heirs and demands they claim vengeance. The heirs and the murderer end up in a wide-ranging conflict that threatens to devastate settlements near the giants' realm.
2	Convinced she is the rightful ruler of another giant's domain, a giant launches an invasion, heedless of the inhabitants of the lands between the giants' realms.
3	Believing his sovereign has violated the ordning by promoting an inferior giant instead of him, a scheming giant hires adventurers to undermine the sovereign's authority.
4	Seeking to impress a fire giant, a frost giant tries to bind a powerful elemental, but the elemental escapes and rampages across the region.
5	A dejected storm or cloud giant causes a drought or flooding across nearby farmlands.
6	After being insulted by a giant sovereign, a noble giant schemes to open a portal to the Abyss and summon a demon lord to destroy the sovereign's settlement. The site becomes a festering sinkhole of evil as demons roam the surrounding area.



WARREN MAHY

THREE BRAVE URCHINS SEEM TO HAVE STEPPED THROUGH THE WRONG DOORWAY IN WATERDEEP!

Into the Giant Realms

In Jonathan Swift's novel *Gulliver's Travels*, the protagonist is swept off course on a sea voyage and finds himself in the land of Brobdingnag, where everything is twelve times its usual size, from people to rats. In Jules Verne's *Journey to the Center of the Earth*, explorers discover a subterranean world where giant-sized people tend herds of mastodons and where reptiles from Earth's ancient past still roam the sea and sky. The English fairy tale of Jack climbing a beanstalk to a giant's cloud castle is a similar example of an adventurer passing into a world of giants. In Norse myth, giants inhabit the realm of Jotunheim, where brave gods and heroes occasionally venture on dangerous quests.

An adventure inspired by these tales might see characters discovering a secret valley hidden in a remote mountain range where storm giants tend flocks of sheep the size of horses, delving deep into the Underdark where stone giants ride mammoths across vast subterranean plains, washing up on an uncharted island whose giant inhabitants hunt dinosaurs, or entering a demiplane where a portion of the ancient world of the giants is perfectly preserved. The characters might be lost travelers or bold explorers, or they might journey to these wondrous locations in search of some treasure or powerful magic used by the giants.

The Into the Giant Realms table offers more suggestions for how to bring characters to these realms.

Into the Giant Realms

d6	Adventure Hook
1	A fissure opens during an earthquake, and ordinary means can't determine its depth. Adventurers are asked to explore it and determine the source of the light that is barely visible far below.
2	Characters find a coded journal in a dragon's treasure hoard, indicating a path to a hidden paradise.
3	Adventurers find a giant-sized ring inscribed with the sigil sequence for a teleportation circle.
4	An enormous stone archway is carved with symbols that, when touched in the correct sequence, activate a portal.
5	A strange map shows a road where no road exists. During solstices, the road appears and stretches in an impossible direction to a mysterious destination.
6	Characters acquire a broken piece of an artifact that magically guides them to the location of another piece, which is in a realm of giants.

Giants of Surtland. Surtland is an example of a realm of giants inspired by Norse myth. This realm is one of ten worlds that make up the MAGIC: THE GATHERING setting of Kaldheim, all moving among the branches of a vast World Tree. Wintry Surtland is a realm of constant turmoil. Volcanoes burst through snow and ice to form new mountains as the bitter cold freezes steaming geysers into sprays of ice shards. Earthquakes and volcanic eruptions reshape the landscape almost daily. Avalanches of snow and broken rock tumble down mountainsides and change the course of half-frozen rivers.

The frost and fire giants of Surtland are locked in constant conflict. The frost giants prefer to be left alone, but they also claim the best, safest territories in the realm, building gleaming ice palaces on high mountain peaks and glacier fields. In addition, they hoard treasures and arcane secrets for themselves. The fire giants build shelters in the lowlands, where lava fissures carve paths through wide fields of snow, and the fire giants gather in bands to attack the frost giants.

At times, the worlds of Kaldheim overlap as they move around the World Tree. Such an overlap—called a Doomskar—is an explosive event marked by world-altering earthquakes and geological destabilization. You can use the idea of a Doomskar to bring Surtland (or a realm like it) into contact and conflict with your campaign world. During the Doomskar, characters can venture into Surtland, but giants can also raid into the other world.

GIANT PATRONS

Many of the adventure hooks throughout this book involve giants asking characters for help or hiring them to carry out a task. This section outlines long-term patron roles giants might fill.

If you want to use a giant as a patron for a group of adventurers, you can use the perks, contacts, and roles described in the "Group Patrons" chapter of *Tasha's Cauldron of Everything* alongside the adventure hooks and other information included here. Each of the roles described here corresponds (at least loosely) to a patron type described in that book, as shown on the Giant Patrons table.

GIANT PATRONS

Giant Role	Group Patron Type
Boss	Criminal Syndicate
Financier	Aristocrat
Seer	Ancient Being
Sovereign	Sovereign
Tutor	Academy
Warleader	Military Force

BOSS

A giant boss wields size and strength as tools to extract wealth and power from communities of smaller folk. The boss might threaten to harm adventurers or those they care about if they refuse to do the giant's bidding. Or the boss might recruit adventurers to share in the profits of a morally and legally questionable enterprise.

The archetypal giant boss is a hill giant, perhaps cleverer than most, who enjoys demonstrating just how superior a giant's strength is compared to smaller creatures. Such a boss might run a protection racket, a group of highway robbers, or a kidnapping ring. A giant boss might even take to a life of piracy, following in the enormous footsteps of Huzza, a hill giant in the world of the Forgotten Realms.

The Boss Assignments table suggests the kinds of missions a giant boss might send adventurers on.

BOSS ASSIGNMENTS

d6	Assignment
1	Thieves stole the giant's most precious treasure and fled into the sewers, where the giant can't follow. Hunt the thieves and retrieve the treasure.
2	A rival gang is encroaching on the giant's territory. Spy on these rivals, and identify the best place for the giant to strike to shut them down for good.
3	Somebody who works for the giant is stealing. Find out who it is, and make sure they never think about double-crossing the giant again.
4	The giant has a score to settle with a powerful foe (perhaps a dragon, a beholder, or another monstrous crime lord). Make sure the boss survives!
5	The boss wants a treasure that's being held in an underground refuge the giant can't enter. Plan and execute the perfect heist.
6	Another group of adventurers refuses to serve the boss anymore. Find them and convince them to return, or join forces with them to topple the giant.

FINANCIER

Armed with tremendous wealth, a giant financier pursues personal goals and interests that usually involve the acquisition of even greater wealth. Such a giant's appeal to adventurers is simply the promise of a steady salary and a luxurious lifestyle.

The archetypal giant financier is a cloud giant who constantly seeks to improve their standing in the ordning by amassing more wealth. The financier might back treasure-hunting expeditions into ancient ruins, prospecting missions to find valuable resources, or exploratory missions to map new lands or sea routes.

The Financier Assignments table suggests appropriate expeditions a giant might finance.

Financier Assignments

d6	Assignment
1	Follow a map found in an ancient tome to a long-forgotten ruin in search of treasure or lore.
2	Find a new route around or across inhospitable terrain such as a desert or ocean.
3	Delve into the Underdark in search of deposits of rare magical crystal, and map your route so miners can retrace it.
4	Sabotage the business of a rival giant.
5	Guard a wagon or caravan hauling goods to a remote settlement of giants.
6	Venture into a desolate wasteland to find the undiscovered ruined city at the center and identify the catastrophe that devastated the region.

Seer

A giant seer is guided by visions—glimpses of possible futures, messages from a god, or whisperings of some alien consciousness—and sends adventurers into the world to fulfill whatever those visions demand. The adventurers might share the giant's faith in whatever higher power is sending the visions, or they might be skeptical of the visions but enjoy the benefits of the giant's patronage.

The archetypal giant seer is a storm giant driven by the search for signs of Annam's activity. The seer might seek out omens written in natural phenomena, manipulate world events to bring about the fulfillment of prophecies, or work to prepare the world and its peoples for an impending catastrophe of apocalyptic scale.

The Seer Assignments table suggests quests a giant seer might lay on adventurers.

Seer Assignments

d6	Assignment
1	Help the giant re-create an ancient ritual that should reveal an omen or revelation from Annam.
2	Steal the research notes of some ancient sage (perhaps a dragon or a yugoloth), which hold information pertinent to Annam's activities.
3	Explore the ruins of an ancient temple to Annam, looking for records of revelations or prophecies.
4	Follow a devastating storm across the countryside, carefully mapping its path and cataloging the destruction left in its wake.
5	Brave a dragon's hoard to steal a device that tracks the positions of invisible celestial bodies.
6	Search for clues pointing to the location of the *Adze of Annam* (described in chapter 5) or some other artifact related to the gods of the Ordning.

Sovereign

A giant who rules over a settlement of other giants often needs Humanoid agents to act as emissaries to smaller peoples—and perhaps to enter locations where giants can't. Adventurers who fill such a role might do so out of loyalty to the giant sovereign, or they might be forced or bribed to serve the giant.

The archetypal giant sovereign is a fire giant who commands significant numbers of smaller folk, often including armies of Humanoids, as well as a community of giants. Adventurers in the sovereign's service might advance the giant's military, diplomatic, or clandestine goals on missions ranging from tactical assault to sabotage.

The Sovereign Assignments table lists some missions a giant sovereign might send adventurers on.

Sovereign Assignments

d6	Assignment
1	Steal intelligence from an enemy giant sovereign.
2	Weaken or remove a rival to the sovereign's rule—an ambitious general, fanatical priest, or jealous sibling.
3	Root out corruption or disloyalty among the giants, and eliminate their abuse of their strength to exploit the settlement's smaller inhabitants.
4	Bring gifts to a powerful dragon—and convince it not to destroy the settlement of giants.
5	Suppress (or secretly aid) an underground rebellion among the smaller folk of the settlement.
6	While pretending to entertain visiting diplomats, try to discover their secret reason for visiting.

Tutor

A giant who serves as a tutor to adventurers is often an exile from giant society, dwelling by necessity or choice among smaller folk and sharing the ancient wisdom of giants with them. Often, these giants are interested in pursuing esoteric studies of their own even as they share what they have learned with their eager students.

The archetypal giant tutor is a stone giant who is convinced the surface world—the world of dreams—has important wisdom to impart, just as the gods sometimes speak through dreams. The tutor might teach stone carving, runic magic, or the histories of the giants to eager students, while sending them on missions to gather wisdom from the dreaming world.

The Tutor Assignments table presents assignments a giant tutor might give to adventurous students.

Tutor Assignments

d6	Assignment
1	Capture and document the elemental hulks (see chapter 6) or other creatures that inhabit a remote valley, island, or cavern.
2	Explore the effects of a planar nexus on spellcasting, creatures, and magic items.
3	Delve into an ancient ruin to discover the nature of the plague, conflict, or magical catastrophe that exterminated the giants who once lived there.
4	Find the secret demiplane where an ancient city of giants was hidden to avoid catastrophe.
5	Find a set of artifacts that was plundered and scattered when a settlement of giants fell.
6	Plumb the secrets of a sect of giants that was wiped from the face of the earth by the gods' wrath.

Warleader

A giant warleader commands a military force, typically comprising many Humanoids, some number of lesser creatures of the Giant type (such as ogres, cyclopes, and ettins), and a few giants of the ordning. Adventurers might serve such a giant as skilled mercenaries or as part of this force.

The archetypal giant warleader is a frost giant commanding a horde of fierce soldiers. Adventurers in the warleader's service might participate in mass battles or more surgical strikes.

The Warleader Assignments table provides suggested missions the giant might assign.

Warleader Assignments

d6	Assignment
1	Take out a champion or commander at the rear of a mass of enemy forces.
2	Oversee the defense of a supply depot when enemies attack.
3	Sabotage or steal a powerful magical weapon before enemies can use it against the giant's forces.
4	Gather information on enemy troop numbers, placements, composition, or supply routes.
5	Protect the giant's forces from an attacking dragon.
6	Suppress the activities of bandits and rebels within the giant's territory.

I have learned a great deal from several important tutors in my life. My advice is to heed those whose minds are as expansive as their deeds.

—Bigby

Adventurers explore a ch[illegible] of petrified giants.

BUD COOK

Campaigns

Giants exist (or once existed) in nearly every D&D world, but in the present age, they are generally confined to the margins. If you want to feature giants more prominently in the past or present of your campaign, this section offers inspiration to help.

A World of Giants

Your first decision in building a campaign world around the significant place of giants is whether the giants are flourishing in the present or inhabiting the ruins of their past.

Flourishing Giants

You might set your campaign in a world where giants still rule over smaller peoples—as Annam intended, the giants might say. This world could be the ancient past of a setting such as the Forgotten Realms or Eberron, where empires of giants thrived thousands of years ago. Or it could be a world of your own creation, perhaps one where giants have maintained an unbroken line of rule for countless generations. As you build such a world, consider these four key questions:

How do different kinds of giants live together? The world might have a single empire of giants where giants hold ranks based on their position in the ordning. Or several smaller realms might coexist in varying degrees of mutual hostility. Maybe storm giants have their own realm or realms, cloud giants their domains, fire giants theirs, and so on. Or there might be different realms that all include multiple kinds of giants.

What's the place of Humanoids? Perhaps the giants view themselves as stewards of the world, whose divinely appointed role is to protect and uplift the smaller peoples, and Humanoids live in the realms of giants as valued citizens. Or maybe Humanoids are new arrivals on the world, and the first intrepid adventurers are trying to carve out a place for their peoples in a hostile world. Humanoids might enjoy comfortable positions in some realms (particularly those ruled by cloud or storm giants) and be subjugated or hunted in other realms. Humanoids might align themselves (voluntarily or otherwise) with different giant kinds, allowing the giants of the ordning to serve as patrons or adversaries.

What's the role of dragons? In the Forgotten Realms and Eberron, ancient giants warred with dragons for control over the young world. Maybe in your setting, giants won a similar war, driving dragons into obscurity or even extinction. Perhaps such a war is still raging. Dragons might have their own realms alongside the nations of giants, coexisting in peace or in rising tension punctuated by occasional skirmishes. Alternatively, giants and dragons might have worked together to quash any opposition to their dominance over the world.

What's the role of the giants' gods? With the giants ruling the world as Annam intended, perhaps the All-Father hasn't turned his back on his children. He might be a much more active deity here, and giants might be more engaged in his worship and service. Or perhaps the giants rebuilt their ancient empire with the help of other powers, such as Elemental Evils, demon lords, or the dragon gods.

Shaped by Giants

You can also build a campaign that puts the focus on the world inhabited by the giants of old, which might or might not include a significant number of living giants. The core idea of such a campaign might be that giants dominate the history of the world, so they are responsible for all the ancient sites, magic, and treasures that populate your adventures.

A campaign built on this idea might have a post-apocalyptic feel, as Humanoids spread and begin to explore the ruins of a world destroyed by giants. Or the giants' empires might be an ancient mystery, totally forgotten in the modern world until an ancient site and its treasures are discovered and history is rewritten.

The dungeons and ruins adventurers explore might all be places built by giants. Some might instead be strongholds built by giants' enemies, such as underground fortresses where dwarves sheltered against giants' attacks. If exploring giant-sized dungeons is the norm, characters are likely prepared for climbing huge stairs and navigating other challenges of giant-sized locations (see chapter 4).

D&D worlds often assume some magic items (especially artifacts) were created in ancient times using long-forgotten techniques. You might decide such items in your campaign were made either by giants or by those who warred against giants. Magic items made by giants might magically adjust to fit smaller peoples, or skilled artisans might have learned techniques to alter these items. Chapter 5 offers more information and suggestions concerning magic items and other treasures crafted by giants.

Campaign Events

If you don't want to build a world that focuses on the presence or absence of giants, you can instead build a campaign around world-shaking events that are instigated by giants. *Storm King's Thunder* is an example: the events of this campaign-length adventure are set in motion by Annam's suspension of the ordning and by the scheming among the daughters of a storm giant king. Similar events might mark the

start, middle, or end of a campaign as the actions of giants shake the world.

The World-Shaking Events table offers inspiration for giant-driven events that can set or alter the course of your campaign.

World-Shaking Events

d8	Event
1	A giant who claims prophetic inspiration from Annam unites scattered bands of giants into a powerful political and militaristic force.
2	The death of a storm giant sets off a wide-ranging struggle among various giant leaders to fill the resulting power vacuum.
3	A cataclysmic disaster (such as a volcanic eruption, unending winter, or relentless storm) displaces both giants and smaller folk from their homes; only later do adventurers discover giants caused the disaster.
4	A mighty army led by giants launches an invasion of its neighbors, secretly motivated by the desire to access an ancient ruin in neighboring territory.
5	Humanoids mobilize to overthrow their giant oppressors, but the Humanoids are hopelessly outmatched in battle.
6	One of the giants' organizations described in chapter 2 is founded or comes to this world for the first time.
7	A group of giants sailing in enormous boats makes landfall in an area inhabited by Humanoids, marking each people's first awareness of the other and the lands they inhabit.
8	A small but growing number of giants believe the adventurers might be the fulfillment of an ancient prophecy that means they will bring about the return of Annam—and either the downfall or the resurgence of the giants.

Thousands and thousands of years we have walked these many worlds. Are we not too old and too wise for ancient grudges?

—Diancastra

Giants and Other Ancients

In the mythic history of most D&D worlds, giants occupy a privileged place—alongside dragons—among the first sapient creatures to walk the earth. Elves and dwarves arose or arrived on most worlds later, and other peoples are generally considered by these ancient folk to be younger in terms of the history of these worlds. Considering the relationships among these ancients—both in history and in their current form—can be an interesting way to develop a campaign that prominently features giants.

Ancient History

The history of the giants and these other ancient peoples doesn't need to be important in your world, but it might have long-lasting implications. In the Forgotten Realms, giants and dragons sometimes nurse grudges against each other stemming from the Thousand-Year War that devastated their ancient empires millennia ago. Even for such long-lived creatures, twenty-five thousand years is a long time to hold a grudge. In your world, there might never have been conflict between giants and dragons, or they might have long ago set aside any lingering resentment. Perhaps giants and dragons banded together in ages past in a desperate effort to survive the rise of younger peoples. Or evil giants might have sided with chromatic dragons while good giants took up arms alongside metallic dragons in the long-running conflict between the children of Bahamut and the children of Tiamat.

Similarly, many D&D worlds feature an ancient history of conflict between dwarves and giants. This enmity is visible most clearly in certain magic items originally made by dwarves to be highly effective against giants (and other creatures of the Giant type): the *dwarven thrower*, *Whelm*, and the *Axe of the Dwarvish Lords*. Often this history of conflict is assumed to be simply a matter of fighting over territory, since both dwarves and giants often prefer to live in mountainous regions. But the myths told by both giants and dwarves on some worlds describe the conflict extending into the divine realms as well. The god Moradin, who is revered by many dwarves, is said to loathe the evil giant gods. But you might decide the dwarves and giants of your world have a long history of friendly relations, or that dwarves often side with good giants in opposition to the schemes and depredations of evil giants. Perhaps dwarves are frequently the subjects of giant-ruled realms in the mountains, living peaceful and prosperous lives under beneficent storm giant rulers or toiling in poverty under fire giant tyrants.

Most D&D worlds' histories don't include any particular animosity between elves and giants. Perhaps in your world, elves and giants have coexisted peacefully in separate regions of the world. Or

maybe they warred fiercely: an *elven thrower* (a spear that is otherwise identical to a *dwarven thrower* warhammer) might be a magic relic of those ancient battles. Perhaps elves and giants worked together to bring an end to evil dragons' dominion over the young world, and the two peoples maintain a sense of mutual respect.

War of the Ancients

You might also decide to create a campaign where the conflicts among the ancients, like the Thousand-Year War between giants and dragons in the Forgotten Realms, are not a matter of ancient history but a present reality. You could build an entire campaign in the shadow of such a conflict, which is basically taking the ideas described under "Clash of Titans" earlier in this chapter and extending them through many adventures.

The war might not be a simple two-sided conflict between giants and dragons. Perhaps elves, dwarves, good giants, and metallic dragons joined forces against a two-pronged assault from evil giants and chromatic dragons. Or war might be raging between dragons and elves while giants strive to protect smaller peoples from the fallout.

Other peoples and monsters might be involved. The war might be a largely subterranean clash between stone giants and mind flayers while dwarves and drow seek to escape the earth-shaking and cavern-collapsing aftershocks of battles. Or storm giants might combat krakens and other nightmares of the deep while coastal cities and merchant ships struggle to endure devastating storms and tidal waves.

The Thousand-Year War in the Forgotten Realms lasted a thousand years for good reason: neither giants nor dragons were ever particularly numerous, and actual skirmishes between giants and dragons were rare. For this reason, you could run a campaign where battles between the warring parties are isolated events along the lines of the world-shaking events described in "Campaign Events." You might begin the campaign with one such battle, have the adventurers spend months or even years dealing with the aftereffects of the cataclysmic battle, then send your campaign in a new direction with a second battle. Maybe a third, truly cataclysmic battle—in which the adventurers are now high enough level to participate in the combat and turn it in favor of one side or the other—brings the campaign to a close.

Giants of Myth

Another approach to making giants a significant part of your campaign is to feature them in the mythology of your world. Scions of giants' gods (see chapter 6) might feature prominently in these myths, as these examples illustrate.

Ancient Advocates

Giants stole secrets of knowledge and magic from the gods and shared them with Humanoids, thus helping the smaller folk build their first civilizations. For that crime, the giants have endured millennia of punishment at the hands of petty and vengeful gods. Some giants blame Humanoids for causing this punishment, but others still view helping and teaching smaller peoples as their responsibility. (Alternatively, maybe the giants were responsible for teaching Humanoids the evil use of magic and were justly punished for that sin.)

Earth Shapers

Whether it's recorded in revered myth, passed on as casual folklore, or simply fact, giants shaped the landscape in the earliest days of the world. Gigantic boulders scattered across a rolling moor weren't deposited by receding glaciers—they were dropped (or intentionally placed) by giants. A great canyon wasn't worn away by eons of erosion; it was formed when a tired giant dragged her axe behind her after a long day of hewing trees (or dragons). The basalt columns visible at low tide connecting an island to the mainland aren't the result of volcanic activity but rather the craft of ancient giants. A crater or lake might be the place where an ancient giant stepped, slept, or fell after trying to climb the stars to reach Annam's palace. Elemental magic might linger in these places, making them likely locations for dungeons or monster lairs. Carefully sifting through these tales and plotting the locations on a map might reveal the path some ancient giant walked across the land, pointing to the location of a great mystery at the beginning or end of that journey.

Gardens of Delight

In a world that is fundamentally inhospitable to life, giants are responsible for maintaining small areas where Humanoids can flourish. Perhaps storm and cloud giants control the weather to maintain small gardens of comfortable temperatures amid a world-spanning desert or frozen wasteland. The campaign might explore what happens to the inhabitants of one of these gardens when its giant caretaker falls ill or dies. Or the gardens might be the stuff of legend in a harsh world where the bravest explorers dare to search for them.

Giants Hold Up the World

Six scions of giants' gods literally hold the world together. Perhaps they're responsible for holding the continents above the ocean surface or supporting the dome of the sky, or they might keep the world together through magical means. In any case, if these titans were killed, the world would dissolve into the Elemental Chaos. (Giants of the Worldroot Circle, described in chapter 2, might be responsible for protecting these scions.)

The Never-Ending Saga

Though Annam granted her wish for divinity, Diancastra still roams the worlds of the Material Plane, continuing the whimsical adventures told in numerous sagas. She is a trickster figure whose curiosity, acquisitiveness, and wanderlust constantly get her into sticky situations—and whose cleverness and occasional exertion of giant strength always get her out of those situations. Though she often appears disguised as a young storm giant, she can just as easily appear as a human, elf, or gnome, making her true identity almost impossible to discern. She enjoys a variety of worldly pleasures and delights in the company of mortal creatures of all kinds. She loves to learn more spells, preferring spells of the enchantment and illusion schools.

Though her exploits seem to serve only her own desires, Diancastra does have a greater agenda: to convince Annam to emerge from his seclusion and restore the giants to their rightful place at the pinnacle of the created order. Adventurers who get caught up in her schemes might eventually have a hand in bringing about Annam's return—or preventing it!

The Six Sleepers

The world has six scions of giants' gods, near-divine titans who are sleeping until Annam awakens them. Their slumbering forms define the terrain features of a certain region of the world (or perhaps up to six regions if they are dispersed around the world). A prophecy suggests a means by which they might be awakened early, leading to the destruction of the world.

The Six-Story Mountain

At the center of the world is an enormous mountain that is the ancestral home of this world's giants. The mountain vertically embodies the ordning, from the foothills to the churning storm that perpetually roils above its sky-high peak. The giants were banished from this mountain in ancient times, and scions of giants' gods, angels, devils, or some other supernatural guardians watch over the place to make sure the giants don't return before Annam gives them leave. What secrets of the world's creation and ancient history are hidden in this mythic place?

When I set my mind on creating a lasting legacy, I asked Diancastra to help me find a place where I could craft an item with the power I had in mind. She brought me to the Star Forge.

—Bigby

CHAPTER 4

GIANT ENCLAVES

THIS CHAPTER, INTENDED FOR THE DUNGEON Master, presents giant enclaves—locations created by giants, controlled by them, or otherwise stemming from giants and their magic. Each section contains a map of the giant enclave, a description of the enclave's features and wondrous properties, and adventure ideas.

The chapter includes the following giant enclaves:

Annam's Cradle
Ashen Grotto
Dreamer's Reach
Endless Rockslide
Forest Crystal
Forsaken Deep
Gale's Eye Tower
Grolantor's Larder
Hiatea's Hearth
Horizon's Edge
Howling Iceberg
Karontor's Hold
Misty Vale
Runic Circle
Singing Sands
Star Forge
Thundering Observatory
Worldroot Sapling

USING ENCLAVES

Each of the locations in this chapter is a blank slate; you can decide who lives there, what they want, and how they interact with visitors. Each location includes a selection of adventure hooks that might attract characters to the enclave or give them a reason to draw on its magic. The adventure hooks also suggest specific creatures or encounter tables appearing in the "Encounters" section in chapter 3. And several of these hooks point to other enclaves, creating paths to string locations together into larger adventures.

When developing these enclaves into adventure sites, let your imagination run wild. Mix and match different encounter tables to see what can arise. Consider how randomly determining the attitude of the creatures generated can shift the tone of a story. If a hostile giant is the driving force behind an adventure seed, how does the adventure change if that giant is indifferent or even friendly to the characters?

GIANT ENCLAVE GENERAL FEATURES

Locations built, repurposed, or furnished by giants have a grand scale. A giant's castle contains massive thrones, dining tables that could serve as the foundation for a human's home, and cutlery a human army could use as weapons. As a general rule, multiply each dimension of a space or object by three to estimate its giant-sized version, or by four if it's made by cloud or storm giants. Giant-sized locations have the following features:

Ceilings. Comfortable ceilings for giants must exceed 20 feet at minimum. Most ceilings are 30 feet high, with luxurious or impressive construction pushing their height to 60 feet or more.

Doors. Door handles are typically 10 to 12 feet off the floor (or half the height of the giants who built them). Large or smaller creatures must reach the handle to unlatch it. Opening a door typically requires one character to operate the latch and another to wrestle the door open. While the handle is unlatched, a creature must use an action to push or pull on the heavy door, opening it with a successful DC 12 Strength (Athletics) check. (Alternatively, you can set the DC to 6 + the Strength modifier of the giants who built the door.) On a failed check, the door doesn't open.

Oversized Furnishing and Objects. Furnishings and other items in a location made for Huge giants are typically three times the size of human-sized equivalents and roughly twenty-seven times the weight. Medium and smaller creatures can clamber over or scuttle under giant-sized furniture, treating it as difficult terrain. Such creatures can move normally beneath particularly hefty pieces of giant furniture, such as a 12-foot-tall dining table.

Stairs. Giant-made steps range from 1½ to 3 feet high. Large and smaller creatures treat such staircases as difficult terrain. Ladders made for giants, with rungs spaced 3 feet apart, can also be treated as difficult terrain for creatures smaller than Huge.

JESSICA FONG

Annam's Cradle

Giants from an ancient empire created an empowered form of the life rune that channeled Annam the All-Father's raw creative might. The giants sought to create their own world as he once did, and invoked the rune in an immense cavern deep underground, which they named Annam's Cradle. The result was a permanent rift in the fabric of reality leading to the Positive Plane—the source from which radiant energy flows throughout the multiverse to fuel light and life.

This rift, an incandescent slash in the cavern's "sky," is known as the Radiant Sun. It floods the vast cavern with light and unchecked life. Fed by this sun, the cavern is a sprawling tropical jungle ecosystem where massive creatures thrive.

Annam's Cradle Features

The Radiant Sun fluctuates in size and intensity to approximate a cycle of day and night. During the day, the rift sheds bright light that counts as sunlight, raising the temperature in the jungle to about 100 degrees Fahrenheit. At night, the light fades to dim light and doesn't count as sunlight. The cavern's ceiling is a quarter of a mile high and has the appearance of a strangely rough-looking blue sky. The microclimate within the cavern features cloudy and rainy weather in addition to sunshine.

Map 4.1 depicts a region of Annam's Cradle with the following features:

Jungle. Nourished by the light of the Radiant Sun and persistent rainfall, this part of the cavern is covered in lush rain forest. The jungle is rife with natural hazards, including razorvine (explained in the *Dungeon Master's Guide*).

Ruins. Ancient structures built by giants lie in ruins, partially swallowed by the verdant jungle.

Villages. Settlements populated by giants, duergar, deep gnomes, and other creatures dot the cavern.

Waterfall. A mighty river plummets down a cliff face beneath the Radiant Sun. The waterfall gleams with inner light infused by the sun, and the water flows throughout the rest of the cavern in lesser rivers and streams. The waterfall sheds dim light for 30 feet. Water downriver of the falls sheds dim light for 5 feet.

Annam's Cradle Magic

The Radiant Sun imbues Annam's Cradle with the following properties:

Abundance of Life. Creatures other than Constructs or Undead who finish a long rest within Annam's Cradle regain all expended Hit Dice and remove 2 levels of exhaustion.

Infused Water. Water taken from the waterfall retains the imbued positive energy for 24 hours, during which time the water sheds dim light in a 5-foot radius. A creature that isn't a Construct or an Undead that drinks the water gains 2d10 temporary hit points and the benefits of a *greater restoration* spell. A creature that gains these benefits can't do so again until it finishes a long rest.

Planar Rift. The Radiant Sun is a permanent, one-way portal from the Positive Plane.

Annam's Cradle Adventures

Here are sample adventure hooks to bring characters to Annam's Cradle or to give them missions to pursue within the cavern.

Dreams in Stone

A great pillar of rock reaching to the cavern's ceiling is the petrified body of a primordial giant. The figure's arm stretches up, breaching the cavern ceiling, and its fingers emerge on the surface above as Dreamer's Reach (in this chapter). The sleeping primordial's nightmares might take the form of creatures from the Fiendish Incursion Encounters table or the Giant Necropolis Encounters table in chapter 3, and they crawl down the petrified form to terrorize the inhabitants of the cavern below. Or they could climb to the surface at Dreamer's Reach, leading the characters into Annam's Cradle to find their source.

The nightmares might be a once-in-a-lifetime disaster, making the adventure a matter of waiting them out and defending against the creatures that terrorize the area. Alternatively, they might recur regularly, leading characters to seek a way to end the cycle by soothing the slumbering titan's nightmares, which might require climbing its mountainous form and carving the Giant rune for "friend" into its forehead.

Little Fluffy Lost

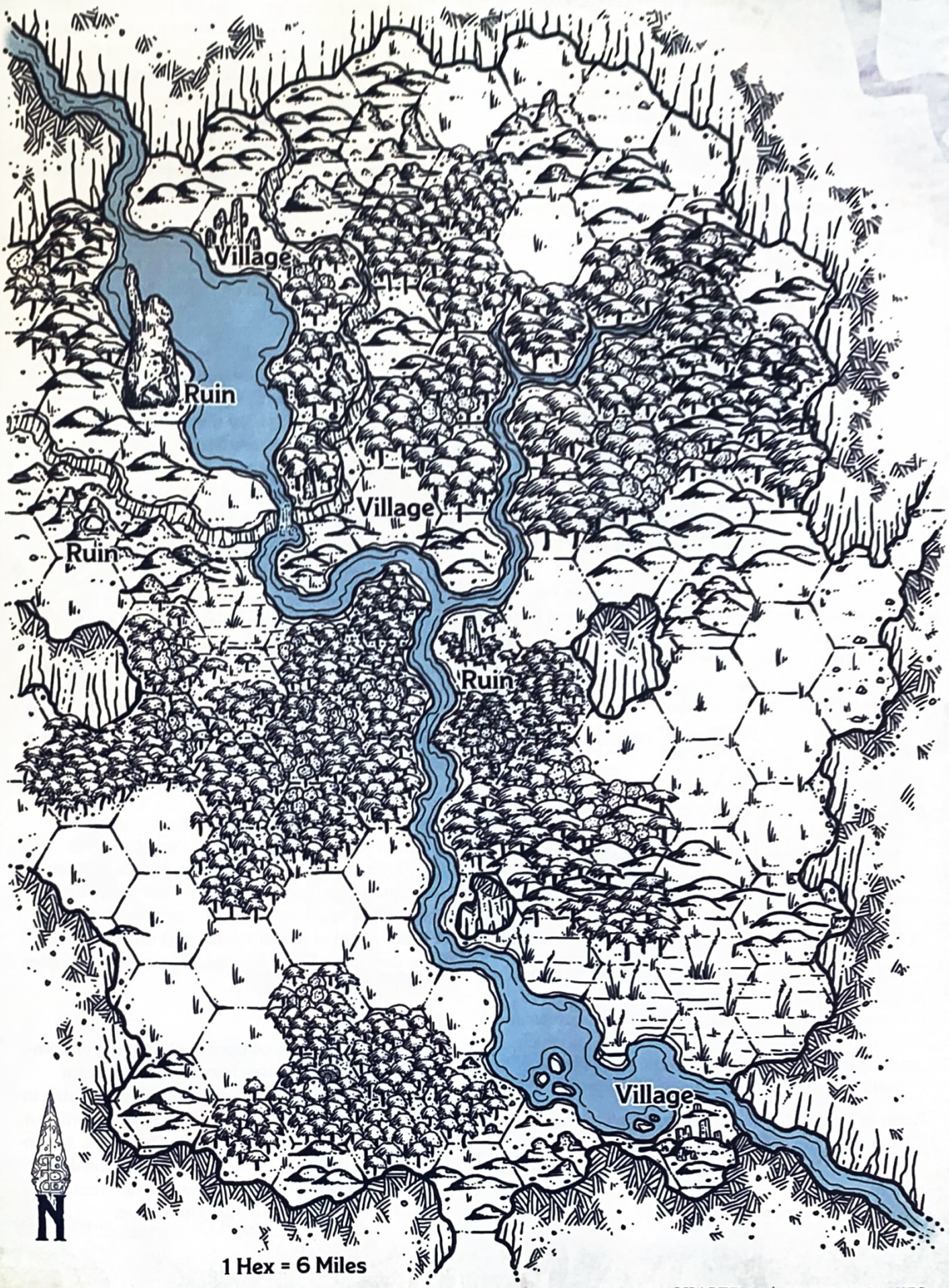
A distraught giant child lost their pet and begs for help retrieving it before it comes to harm. The child leads the characters into the jungle, where they find a menacing **allosaurus**. Before any hostilities erupt, the child delightedly shouts, "Fluffy!" The allosaurus wags its tail and rolls on its back for belly rubs. However, creatures from the Giant Kin Encounters table in chapter 3 have been hunting the dinosaur and close in for the kill.

Stricken Crown

A cursed ruler's failing health can be cured only by water taken from the cavern's central waterfall. But **hill giants** of especially immense stature led by a **hill giant avalancher** (see chapter 6) venerate and guzzle the waters. They violently defend the waterfall with beasts of war from the Megafauna World Encounters or Dinosaur World Encounters table in chapter 3.

ANNAM'S CRADLE

MAP 4.1



DYSON LOGOS

Ashen Grotto

The Ashen Grotto is a burial ground for giants. Since it was first established—in a long-ago age when a great empire of giants stretched across the world—giants of all kinds have brought their dead to be interred within this nexus of giants' magic.

Many giants hold strong beliefs and taboos about the grotto. Some might put aside a deadly enmity with their rivals to defend it against intruders. Others might refuse to enter for any reason other than during funerary rites to inter a family member's remains. Remains laid to rest within the grotto remain peaceful, and the power of the cave is anathema to Undead.

Ashen Grotto Features

The walls of this seaside cave of white limestone are reinforced with masonry and inscribed with verses extolling the ordning and reverence for one's ancestors. Most of the cave is above the sea's reach.

Map 4.2 depicts the Ashen Grotto's chambers and burial sites, including the following features:

Caskets. Stone and crystal caskets house the remains of stone giants.

Coral Pool. The bottom of a pool fed by an inlet from the sea is carpeted with storm giant bones covered in coral.

Frozen Skeletons. Frost giant skeletons lie or sit propped, wearing ancient armor covered in lasting rime.

Hidden Tomb. A secret door hides a repository of cloud giant dust.

Ossuary Pits. Hill giant remains are heaped in pits where scavengers thrive.

Urns. Brass and iron urns contain fire giant ashes.

Scattered among all these urns, caskets, and burial niches are the remains of other creatures who were loyal allies or loved ones of giants long gone, including creatures of the Giant type such as ettins and ogres, and even some Humanoids and other non-Giants.

Ashen Grotto Magic

The Ashen Grotto's magic reinforces the ordning specifically, and the natural, harmonious order of things in general. It can be used to break curses and ease afflictions, and to find insight into that which must be returned to its rightful course. The site is consecrated ground with the following properties:

Bane of Undead. Dead creatures can't become Undead in the grotto. An Undead that enters the grotto for the first time during a turn or that starts its turn there takes 22 (5d8) radiant damage. An Undead reduced to 0 hit points by this damage dies and can't be returned to its undead state by any means short of divine intervention.

Ordning's Path. A creature who spends 8 hours meditating in the grotto on the nature of order and the rightful course of history can cast one of the following spells at the end of that time (no additional casting time or spell components required): *legend lore*, *greater restoration*, or *remove curse* (cast at 9th level). The spellcasting ability for the spell is the creature's choice of Intelligence, Wisdom, or Charisma. After casting the spell, the creature gains 2 levels of exhaustion.

Ashen Grotto Adventures

Here are sample adventure hooks to bring characters to the Ashen Grotto or to give them missions to pursue within the cave.

Greedy Usurpers

Giants who wish to inter their dead in the Ashen Grotto ask the characters to help them remove a rival faction claiming it for themselves. The friendly giants respect the grotto's traditions and refuse to shed another giant's blood within, but the rivals no longer hold to tradition and seek to plunder the grotto's treasures and power. Use your choice of Giant-kind Encounters tables in chapter 3 for the rivals.

Key to the Past

A token in one of the most ancient burials is inscribed with the last surviving copy of a key rune. In the ages since its creation, the rune has become corrupted. It still functions, but it creates tears in the planar fabric. Creatures from the Fiendish Incursion Encounters table (see chapter 3) defend the rune. If this rune is inscribed in the Runic Circle, it opens a gateway to Horizon's Edge (both in this chapter).

Missing Pieces

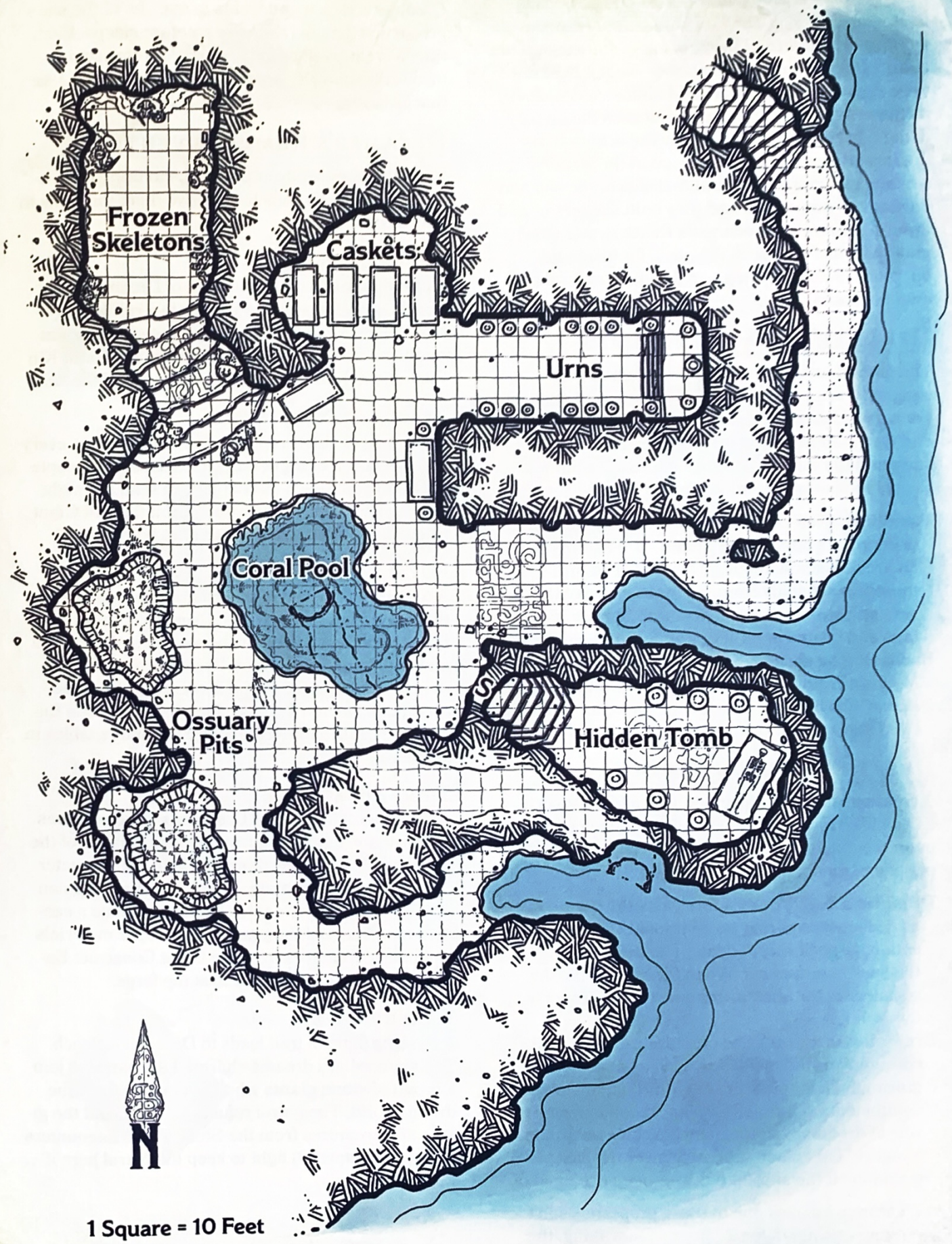
A storm giant asks the characters to retrieve an ancestor's bone from the Coral Pool, since she is forbidden to enter the grotto. She promises them a *javelin of lightning* if they retrieve the bone, which she intends to use to make a more powerful item. A **behir** agent of a rival storm giant and creatures from the Storm Giant Encounters table (see chapter 3) try to steal the bone first.

Tide of Death

Fleeing from a horde comprising hundreds of **zombies** (as well as creatures from the Death Giant Encounters or Giant Necropolis Encounters table in chapter 3), villagers took sanctuary in the grotto but are now trapped and running out of supplies. Adventurers must disperse the horde by killing the **death giant shrouded one** (see chapter 6) who created it or clear a path for the villagers to escape.

Ashen Grotto

Map 4.2



DYSON LOGOS

Dreamer's Reach

Dreamer's Reach is steeped in dreams. Five stone monoliths stand atop a low mound of earth, reaching toward the sky. The monoliths are the fingers of a petrified, primordial being of earth and stone. This being strove to reach the surface—what it believed to be the world of dreams—and almost succeeded: its fingers reached into the air, but then the being fell into perpetual slumber. Now the echoes of its dreams whisper to any who sleep in the vicinity.

Stone giants were the first to discover the site and its magical properties, and they built shelters in and around the mound. Dreamer's Reach draws stone giant pilgrims who seek the place for its magic, but other creatures often use the shelters for their own purposes.

Dreamer's Reach Features

The mound around the stone fingers has been smoothed to a circular plateau. Giant-sized shelters are carved into the sides of the plateau, and several free-standing structures made of fitted stones surround the mound. Map 4.3 depicts Dreamer's Reach, including the following features:

Monoliths. Four of the monoliths—the fingers of the primordial's outstretched hand—are arranged in an arc and stand about 30 feet tall. The fifth (the thumb) is set apart from the inner curve of the fingers and stands about 15 feet tall. Spiraling carvings and Giant runes adorn all five monoliths.

Shelters. The shelters are spacious for Small or Medium creatures, but they are cozy for the stone giants who built them, with just enough room for two Huge creatures to lie down side by side.

Dreamer's Reach Magic

A creature who falls asleep or uses a feature such as an elf's Trance trait at Dreamer's Reach can call upon the magic of the place while sleeping, activating one of the following properties:

Dreamer's Call. The creature casts the *dream* spell as it sleeps, requiring no additional casting time, action, or spell components. The caster must be the spell's messenger. When the spell ends, the recipient of the spell is immune to this property for 24 hours.

Dreaming Intuition. The creature casts either the *commune* or the *divination* spell as it sleeps, requiring no additional casting time, action, or spell components. The spells tap into a collective reservoir of dreams, and the answers come as dream imagery. This reservoir can answer the caster's questions if the subject has ever been dreamed of.

A creature who uses one of these properties can't use either one again for 24 hours. On waking, the creature must succeed on a DC 10 Charisma saving throw or have the charmed condition for 24 hours. A creature charmed in this way refuses to leave Dreamer's Reach and wants to use one of the site's properties the next time the creature sleeps. Each time a creature succeeds on or fails this saving throw, the save DC permanently increases by 1 for that creature.

Dreamer's Reach Adventures

Here are sample adventure hooks to bring characters to Dreamer's Reach or to give them missions to pursue there.

Dreaming Key

A **cloud giant** has taken control of Dreamer's Reach, searching for the answer to a riddle that leads to the Misty Vale (in this chapter). The giant has hired and tricked creatures from the Giant Kin Encounters table (see chapter 3) to defend the site.

Plague of Nightmares

Many people suffer repeating, terrible dreams every night. A coven of **night hags** uses dozens of people at Dreamer's Reach as channels to send the nightmares. The hags use creatures from the Hill Giant Encounters table (see chapter 3) as bodyguards.

Royal Nightmare

A monarch is locked in nightmare-filled slumber that magic has failed to end. Characters must use Dreamer's Reach to enter the sleeper's nightmares and end them from within. Dream entities oppose the effort, taking the forms of creatures from the dreamer's life and from the Fiendish Incursion Encounters and Giant Necropolis Encounters tables in chapter 3.

Starry Beacon

A character who rests at Dreamer's Reach dreams of a brilliant star falling from the sky. Images of the dream persist upon waking and lead the character to a distinctive mountain. There, the character can use the Star Forge (in this chapter) to create a sentient magic item if they gather the proper materials and defeat creatures from the Giant Construct Encounters table (see chapter 3) at the forge.

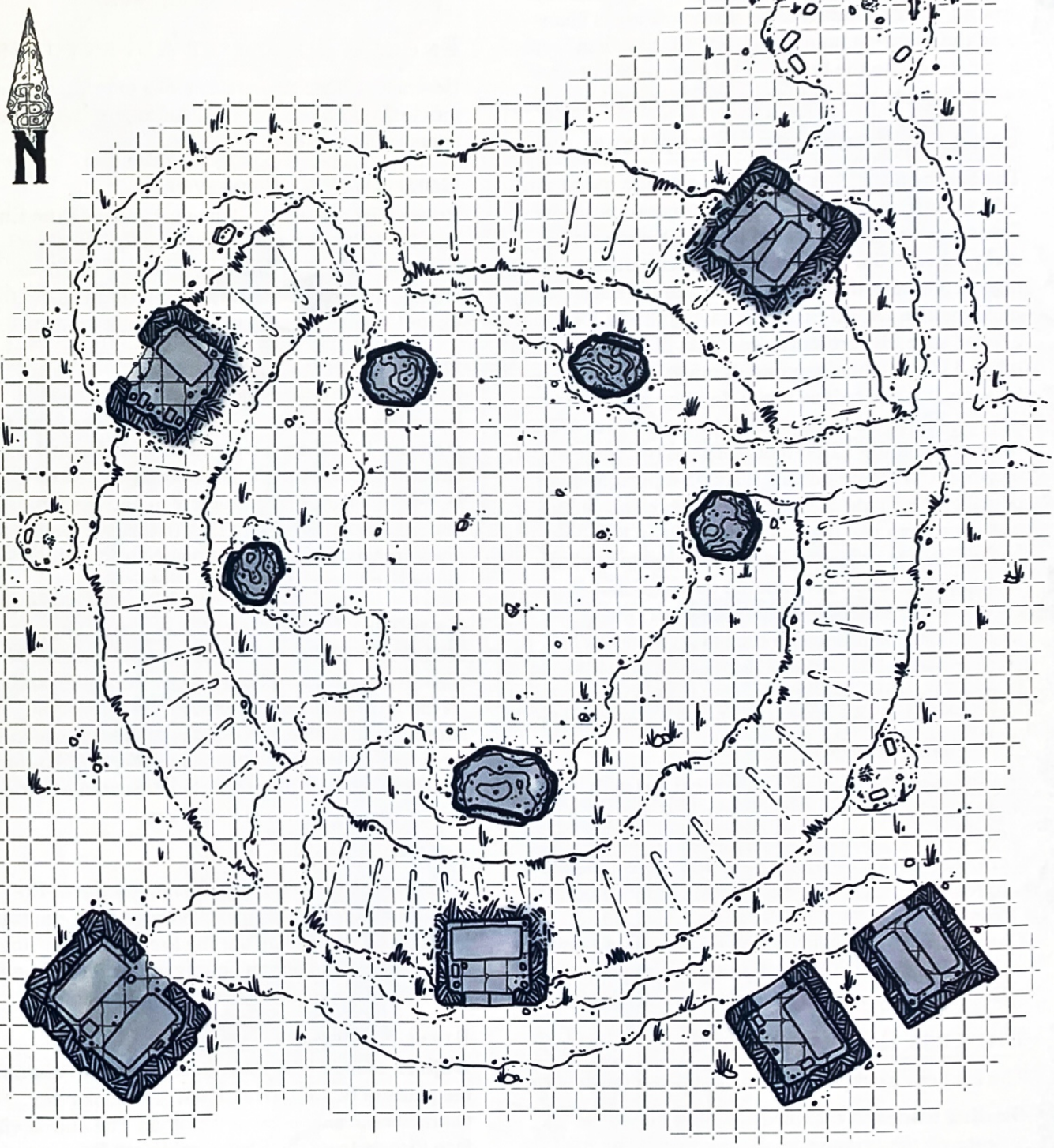
Wakeup Call

A missing patrol's trail leads to Dreamer's Reach. The primordial's dreams charmed the patrol to join a group of **stone giants** who seek omens from the dream world. The patrol refuses to leave, and the giants and creatures from the Stone Giant Encounters table (see chapter 3) fight to keep the patrol here if necessary.

DREAMER'S REACH

Map 4.3

1 Square = 10 Feet



DYSON LOGOS

Endless Rockslide

A perpetual cascade of stone and earth, from pebbles to boulders, begins near the peak of a mountain and tumbles down the slope before disappearing into a crevice. This Endless Rockslide originates from the Elemental Plane of Earth, emerging from a planar portal near the mountain peak and plunging through a second portal deep in the crevice, ending in a different area of the Plane of Earth.

Giants of an ancient civilization sought to harvest the rockslide's magic and endless mineral resources. To aid their work, they carved walkways around the rockslide and built stone bridges spanning the fissure it pours into. The Giant runes these folk carved into the bridges still glimmer with crystalline light as they harness elemental earth magic.

Endless Rockslide Features

The Endless Rockslide plunges down the mountainside with tremendous force and thunderous sound. Creatures within 100 feet of the earth slide make ability checks that require hearing with disadvantage. A creature that starts its turn in the rockslide must make a DC 20 Strength saving throw. On a failed save, the creature descends 200 feet and takes 33 (6d10) bludgeoning damage. On a successful save, it takes half as much damage and can grab a stable handhold within reach to avoid descending. After descending 1,000 feet from the rockslide's origin, the creature passes through a permanent portal to the Plane of Earth. A creature with a burrow speed can use that speed to move in the slide, has advantage on the saving throw, and takes half damage on a failed save and no damage on a successful save. A creature with the Earth Glide trait automatically succeeds on the saving throw. The source of the slide is also a permanent portal to the Plane of Earth.

Map 4.4 shows the following features surrounding the Endless Rockslide:

Bridges and Walkways. Bridges carved with Binding Runes (see below) span the chasm, and walkways allow access around the rockslide. A crane and winch with buckets and sieves, installed in recent times, allow workers to gather minerals from the slide.

Chambers. Giant-sized chambers are carved into the rock near the falls, including a workshop that holds tools for working metal, stone, and gems.

Endless Rockslide Magic

The Endless Rockslide has the following properties:

Binding Runes. A creature touching one of the runes on the bridge can attempt to activate it with 1 minute of concentration and a DC 20 Intelligence (Arcana) check. On a failed check, the creature takes 22 (4d10) force damage, as the bound elemental power releases explosively. On a successful check, the rune conjures an **earth elemental** that remains for 1 hour and obeys the creature. Once a creature has used this property to cast the spell, that creature can't use this property of any binding rune again until it finishes a long rest.

Endless Resources. The Endless Rockslide is an inexhaustible source of minerals. A creature who spends 8 hours using appropriate tools to gather materials from the slide acquires 2d6 × 50 gp worth of useful or valuable minerals.

Endless Rockslide Adventures

Here are sample adventure hooks to bring characters to the Endless Rockslide or to give them missions to pursue there.

Constructive Endeavors

Runes harnessing the elemental power of the Endless Rockslide hold the key to a **mage's** research. The mage offers a *manual of golems* (clay) in exchange for help in overcoming guardians from the Giant Construct Encounters table (see chapter 3).

Dangerous Beauty

Stone giant artisans find inspiration in the Endless Rockslide and create beautiful works from its material, but a **fomorian warlock of the dark** (see chapter 6) curses the crafts to bring misfortune. The stone giants ask the characters to find the fomorian and end the curse before they're overwhelmed with creatures drawn from the Fomorian Encounters and Giant Kin Encounters tables in chapter 3.

Greatest Game

A **frost giant** loves to hunt dangerous creatures. She intends to divert the Endless Rockslide and use its force to break open a rock formation sealing off Annam's Cradle (in this chapter). Opening the path frees beasts from the Megafauna World Encounters table (see chapter 3), which then threaten a settlement of deep gnomes and duergar.

Hungry Earth

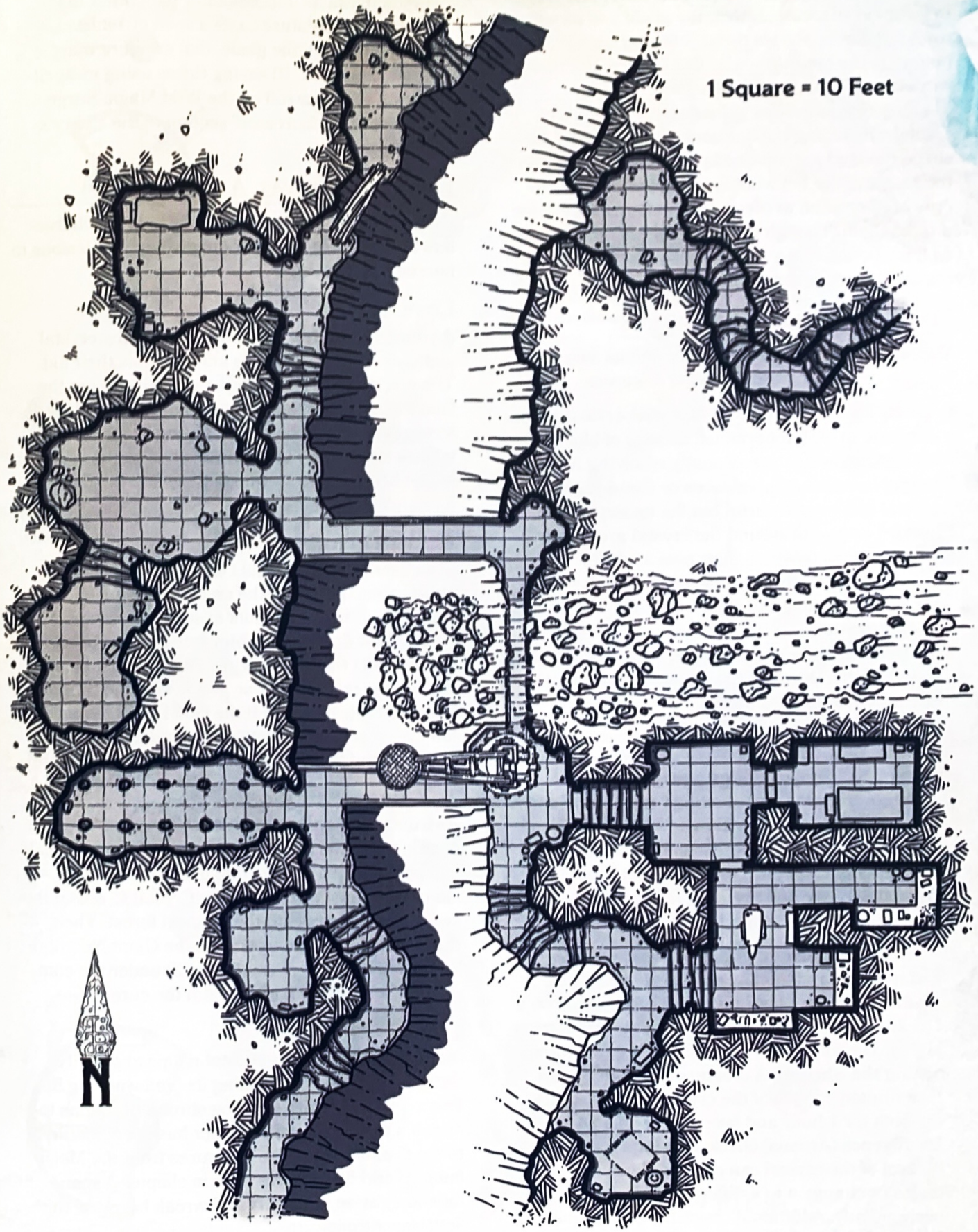
Hungry creatures from the Elemental Earth Encounters table (see chapter 3) swarm from the Endless Rockslide, driving out the fire giants working there. The giants offer a bounty of metal craft and gems in exchange for help retaking the site.

Rival Elements

A **djinni** assaults the Endless Rockslide to disrupt the plans of her **dao** rival. Each genie asks the characters to side against the other. The characters face threats from the Elemental Earth Encounters or Elemental Air Encounters table in chapter 3 as appropriate.

ENDLESS ROCKSLIDE

MAP 4.4



DYSON LOGOS

Forest Crystal

A great blue crystal juts from the moss of a forest glade and pulses with soft light. The plants of the surrounding wood grow to fantastic proportions. Regardless of local weather, the glade and its surrounding forest always thrive, offering shelter and bounty to the creatures who dwell there. But this verdant region hides a dark secret.

A forgotten empire of giants used a network of crystals, including the one at the forest's heart, to shape the land to their needs. The crystals tap into the magic of the Feywild, drawing the natural energy of that realm to overlay the material landscape around them. Though the forest is real for all practical purposes, it is a magical illusion concealing a region of sinister corruption.

Forest Crystal Features

Map 4.5 depicts the forest crystal and its surrounding glade, including the following features:

Crystal. The 80-foot-tall, 50-foot-wide crystal sheds dim light in a 30-foot radius. Shades of blue swirl within the crystal, occasionally resolving into murky images of giants' faces or Giant runes. The crystal radiates powerful but fluctuating magic.

Plants. The plants around the crystal grow quite large and can move on their own as if sapient—often uprooting themselves to wander into the forest, keeping the glade relatively free of undergrowth.

Tree Dwellings. Wooden huts with slate or thatched roofs perch in some of the larger trees around the edges of the glade.

Forest Crystal Magic

The Forest Crystal extends a powerful magical shroud covering the surrounding region. The land surrounding the crystal within a radius of 5 miles is transformed into lush forest as if by the *mirage arcane* spell, except pieces of the forest brought outside this range don't vanish. The magic has the following additional properties:

Dispelling the Shroud. A *dispel magic* spell targeting an area of the forest ends the effect in a 20-foot cube for 1 hour if the caster succeeds on a DC 20 ability check using the caster's spellcasting ability. The affected area reverts to a fetid swamp.

Shifting the Shroud. A creature in the glade can take limited control of the crystal by concentrating on it for 1 hour and succeeding on a DC 25 Intelligence (Arcana) check. A creature who takes control of the crystal can end the shroud for 24 hours or change it to a different type of terrain permanently. Additional creatures beyond the first can assist in controlling the crystal. For each additional creature who concentrates for the full hour, reduce the DC of the check by 1 (to a minimum of DC 15).

Wild Magic. The Feywild energy that fuels the crystal interacts unpredictably with other magic. Whenever a creature casts a spell of 1st level or higher within the glade, that creature must succeed on a DC 10 saving throw using its spellcasting ability or roll on the Wild Magic Surge table (see the "Sorcerer" section in the *Player's Handbook*).

Forest Crystal Adventures

Here are sample adventure hooks to bring characters to the Forest Crystal or to give them missions to pursue there.

Lost Legacy

A **young green dragon** who lairs near the crystal approaches the characters and requests their aid. The minions of a rival dragon (creatures from the Giant Kin Encounters table in chapter 3) seek to destroy the crystal. The rival, a **young black dragon**, wishes to reclaim the swamp hidden by the crystal's magic because the swamp belonged to the dragon's ancestor.

Reclamation

Creatures from the Cloud Giant Encounters table (see chapter 3) assault the crystal, causing kobolds who live in the treetop huts to seek assistance. A **cloud giant destiny gambler** (see chapter 6) seeks to reconnect the crystal with others of its kind, including the remains of one that is now the Singing Sands (in this chapter). If the cloud giant is successful, the reestablished network of crystals could allow the giant to reshape great portions of the world.

To Cure a Kingdom

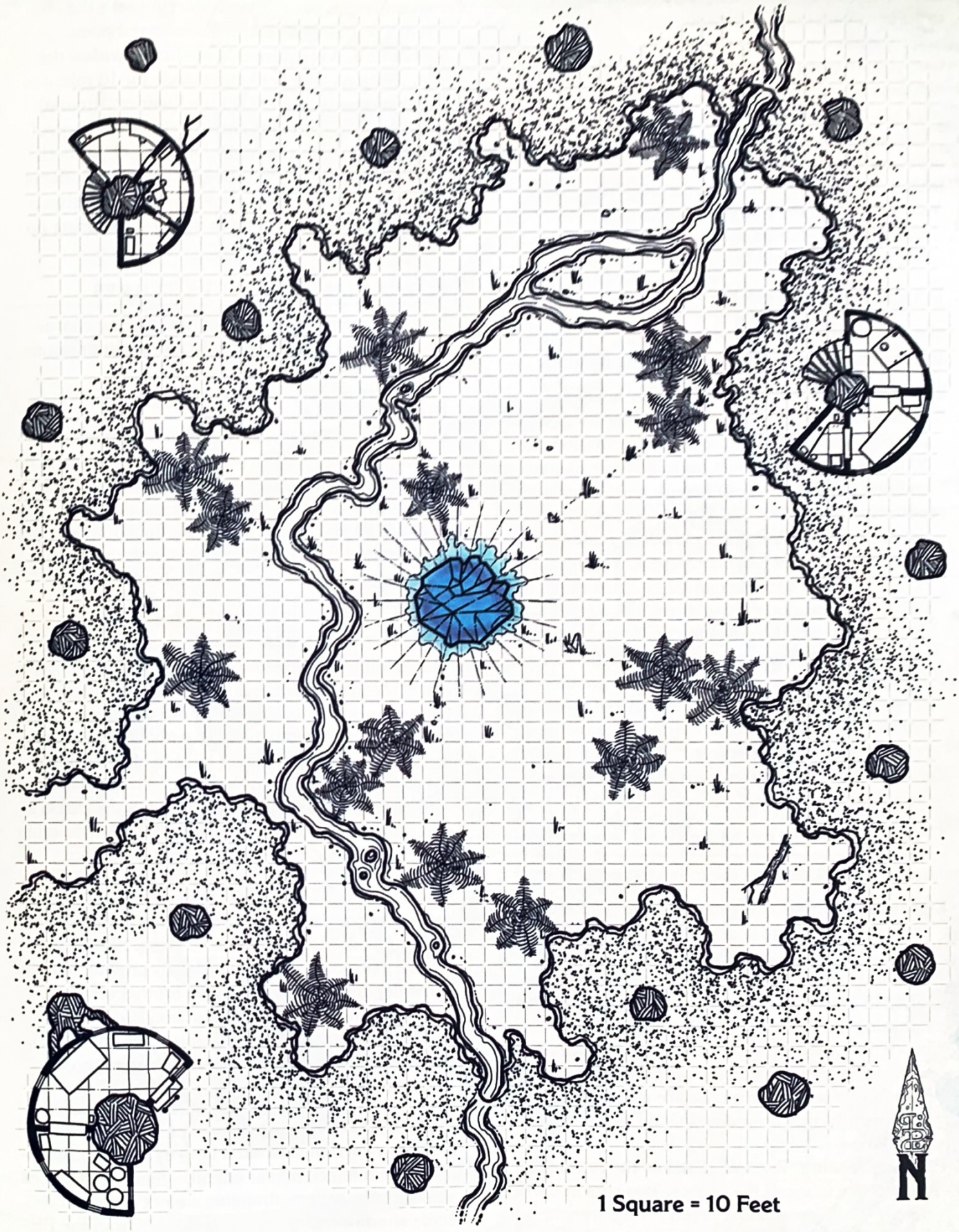
A virulent plague ravages the countryside. The only cure is a specific mushroom, but all accounts speak of it growing in a swamp that doesn't exist. The characters must use the Forest Crystal to reveal the swamp hidden beneath the magical forest. Then they must battle creatures from the Giant Necropolis Encounters table (see chapter 3) under the command of a **mummy lord** to claim the cure.

Urban Renewal

A circle of **druids** uses ancient magic to amplify the crystal's power, spreading its land-warping influence. The crystal's growing shroud threatens to engulf a nearby city whose ruler has been hostile to the druids in the past. Creatures from the Megafauna World Encounters table in chapter 3 spontaneously arise in the city and wreak havoc as the settlement transforms.

FOREST CRYSTAL

MAP 4.5



DYSON LOGOS

Forsaken Deep

The coral-covered ruins of a storm giant retreat cling to the ocean floor at the edge of an undersea trench. Storm giants once used this place as a haven to contemplate omens, to refine experimental magic, and to commune with the ocean. Its peace shattered when death giants from the Shadowfell found a lightless river that led into the trench and killed the retreat's original inhabitants.

Portions of the retreat still hold foul air, but most areas have been flooded by the cold deep. The retreat's runic circle still channels elemental power from a portal to the Plane of Water deep in the trench, and crystalline archives hold lost knowledge of the giants who built them.

Forsaken Deep Features

Map 4.6 shows the ruins of the storm giant retreat and the trench, including the following features:

Library. The retreat's flooded library holds five crystalline, coral archives that contain knowledge preserved in crackling lightning. The formations are 10 feet across and 20 feet high. Two are shattered and useless, but three still spark with knowledge.

Meditation Chamber. The great dome still holds the ocean at bay, but the air inside is fouled by time and rot. After each hour spent within the dome, a creature that breathes air must make a DC 15 Constitution saving throw. On a failed save, the creature has the poisoned condition until it finishes a short or long rest in a place with fresh air. The restless spirits of the slain storm giants congregate in this chamber, harmlessly but mournfully wailing their sorrow. A circle of Giant runes on the floor hums softly (see "Storm Call" below).

Trench. The oceanic trench dives into darkness (see "Planar Crossing" below).

Forsaken Deep Magic

The Forsaken Deep has the following properties:

Lightning Archive. A creature touching an archive can use an action to access the stored knowledge. Roll a d10. On a 1 or 2, the archive surges with lightning. Each creature in the room must make a DC 15 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much on a successful one. If the d10 roll was 3 or higher, the creature can query the archive as by a *commune* spell. Once a creature uses the archive successfully, that creature can't do so again for 24 hours.

Planar Crossing. The trench below the retreat pierces the fabric of the planes. Two rifts in the planar fabric open in the depths of the trench, one leading to the Shadowfell and the other to the Elemental Plane of Water. Sluggish currents flow from each rift, each traveling about 200 feet before they meet and well upward, 500 feet below the fortress. By swimming against the current, a creature can pass through the rift that's the current's source and enter the connected plane.

Storm Call. A creature that meditates within the Meditation Chamber's rune circle for 10 minutes and succeeds on a DC 20 Intelligence (Arcana) check can create the effects of either the *control weather* spell or the *control water* spell, or both simultaneously (user's choice). The magic affects the ocean and surface above the retreat within a radius of 10 miles for up to 8 hours, requiring no concentration.

Forsaken Deep Adventures

Here are sample adventure hooks to bring characters to the Forsaken Deep or to give them missions to pursue there.

Burial at Sea

Restless spirits of the storm giants who died in the Forsaken Deep create a perpetual necrotic storm on the ocean surface above. To stop it, the characters must brave creatures from the Elemental Water Encounters and Giant Necropolis Encounters tables (see chapter 3), retrieve the giants' remains from the deep, and inter them in the Ashen Grotto (in this chapter).

Distant Thunder

The lightning archives hold the key to gaining control of the apparatus contained in the Thundering Observatory (in this chapter). A **death giant reaper** (see chapter 6) claims the deep with minions from the Death Giant Encounters table in chapter 3, but the giant might trade this knowledge if the characters capture a **marid** thief and dispatch the marid's minions from the Elemental Water Encounters table (see chapter 3).

Glory of the Storm

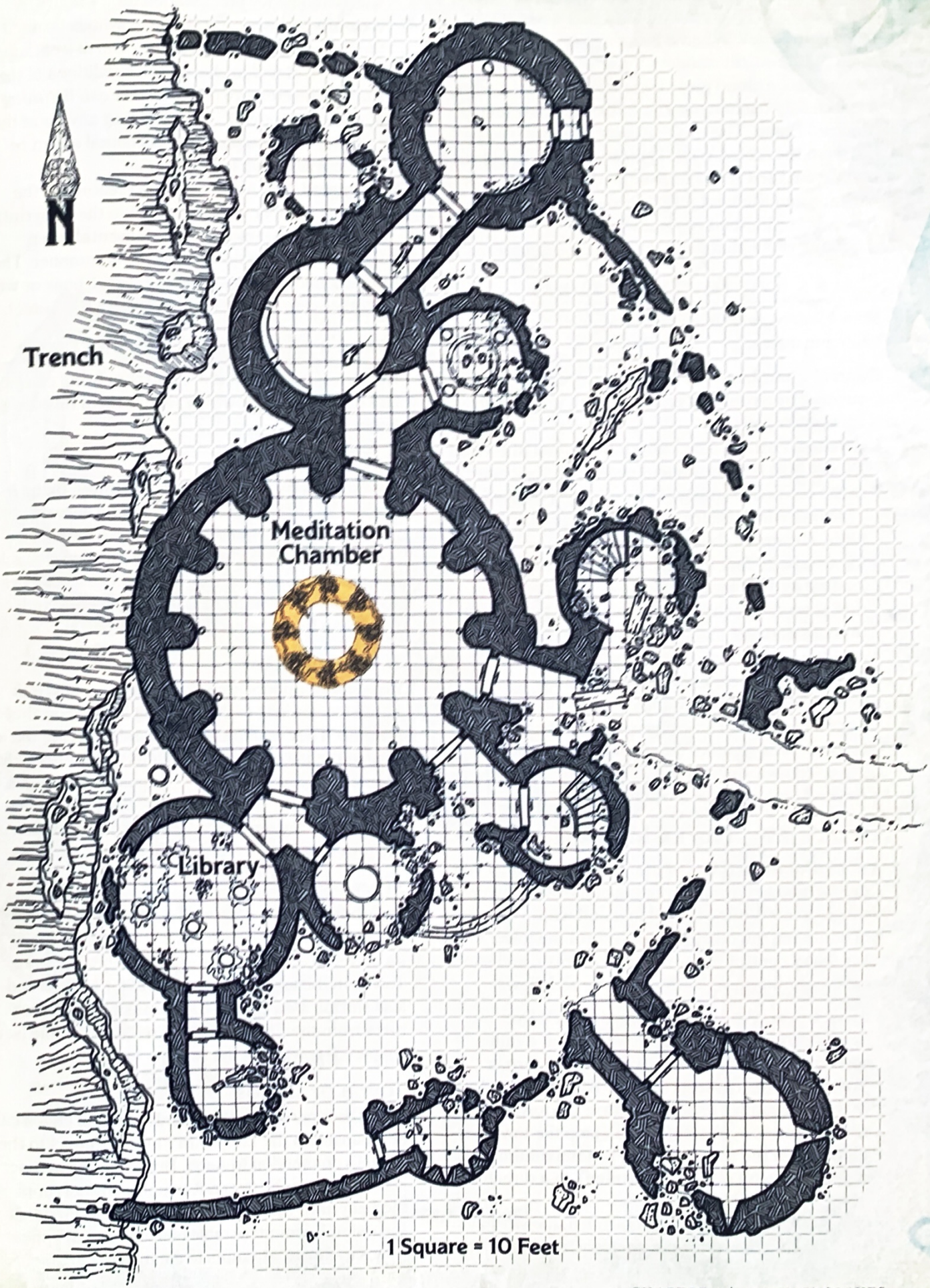
An **empyrean** daughter of Stronmaus seeks worthy heroes to lead into the Forsaken Deep. She hopes to earn a place at her father's side by proving herself in the depths against her wicked brother and his minions from the Fiendish Incursion Encounters and Storm Giant Encounters tables (see chapter 3), and she promises Stronmaus's blessing to those who help her.

Inky Depths

A shadow-corrupted **kraken** lairs in the deep, steeping in the mingled planar energies there. It menaces ships over its waters, dragging sailors down to become **shadows**, **ghouls**, and creatures from the Elemental Water Encounters table (see chapter 3).

FORSAKEN DEEP

MAP 4.6



DYSON LOGOS

Gale's Eye Tower

A tower built from a combination of stone and solidified clouds floats in the eye of a perpetual storm. The storm's intensity fluctuates, but it never dissipates completely. When it lacks a steady will to command it, the storm wanders the world.

Long ago, a cloud giant traveler built the tower as a wandering bastion against forces of chaos on the Material Plane. The traveler constructed it using a gift from the fabled Wind Dukes of Aaqa—beings of order from the Plane of Air who oppose the forces of chaos and Elemental Evil throughout the multiverse. This gift, the Labyrinth Funnel, is a conduit to the Plane of Air that fuels the tower's magic.

Gale's Eye Tower Features

Map 4.7 depicts Gale's Eye Tower, including the following features:

Control Chamber. The topmost level of the tower is covered by a roof and enclosed with unbreakable crystal windows.

Labyrinth Funnel. The Labyrinth Funnel (the Wind Dukes' gift) is a permanent cyclone in the center of the control chamber. The cyclone is a cylinder of strong winds 60 feet in diameter and 60 feet high. The eye of the cyclone is a column of crushing winds, 10 feet in diameter, that forms a portal leading to the Elemental Plane of Air. A creature that enters the central column takes 110 (20d10) thunder damage and appears in the realm known as Aaqa, a shining domain of silver spires and verdant gardens atop a fertile earth mote.

Storm Wall. The tower hangs suspended in the eye of a perpetual storm, surrounded by a wall of tempestuous weather (equivalent to the effect of the *wind wall* spell) about 400 feet in diameter. Beyond that wall, the storm rages.

Gale's Eye Tower Magic

A creature within 5 feet of the Labyrinth Funnel can safely attune to it (remaining outside it) as if it were a magic item. While attuned to it and within the control chamber, the creature can control the tower's movement, control the surrounding storm, and summon creatures from the Plane of Air as follows:

Flying Tower. While uncontrolled, Gale's Eye Tower drifts at an altitude of 500 feet at 8 miles per hour (80 feet per round). During its turn, a creature in the control chamber who is attuned to the Labyrinth Funnel can cause the tower to ascend or descend 100 feet, can stop the tower, or can change the tower's speed, to a maximum of 12 miles per hour (120 feet per round), in a direction of the creature's choice.

Perpetual Storm. While uncontrolled, the storm surrounding the tower creates light wind and occasional rain in a 5-mile radius. Every day, there is a 10 percent chance the storm spikes in intensity to become a full thunderstorm with strong winds and heavy precipitation for 24 hours. A creature in the control chamber who is attuned to the Labyrinth Funnel can cast *control weather* (as an action) at will to change the conditions of the storm. The creature can also cast *call lightning* at will (spell save DC 17), targeting any point the creature can see under the perpetual storm regardless of range.

Summoned Aid. As an action, a creature in the control chamber who is attuned to the Labyrinth Funnel can summon an **air elemental** or an **invisible stalker** that serves the summoner. The summoned creature vanishes after 1 hour or when another creature is summoned with the funnel.

Gale's Eye Tower Adventures

Here are sample adventure hooks to bring characters to Gale's Eye Tower or to give them missions to pursue there.

Glorious Aerie

A group of **aarakocra** controls the tower, flying it across the countryside and assaulting servants of the cults of Elemental Evil. They have recruited creatures from the Elemental Air Encounters table in chapter 3 to aid their campaign. The aarakocra know a secret method to stabilize the Labyrinth Funnel so it can be used safely as a portal.

Ill Winds Blow

Frost giant raiders are subverting the Labyrinth Funnel to connect to the Howling Iceberg (in this chapter). They manipulate the winds to bring the iceberg to the tower's location, but as a side effect, the perpetual storm grows more intense and ravages the surrounding countryside. Creatures from the Frost Giant Encounters table (see chapter 3) defend the tower while the giants work.

Silver Storm

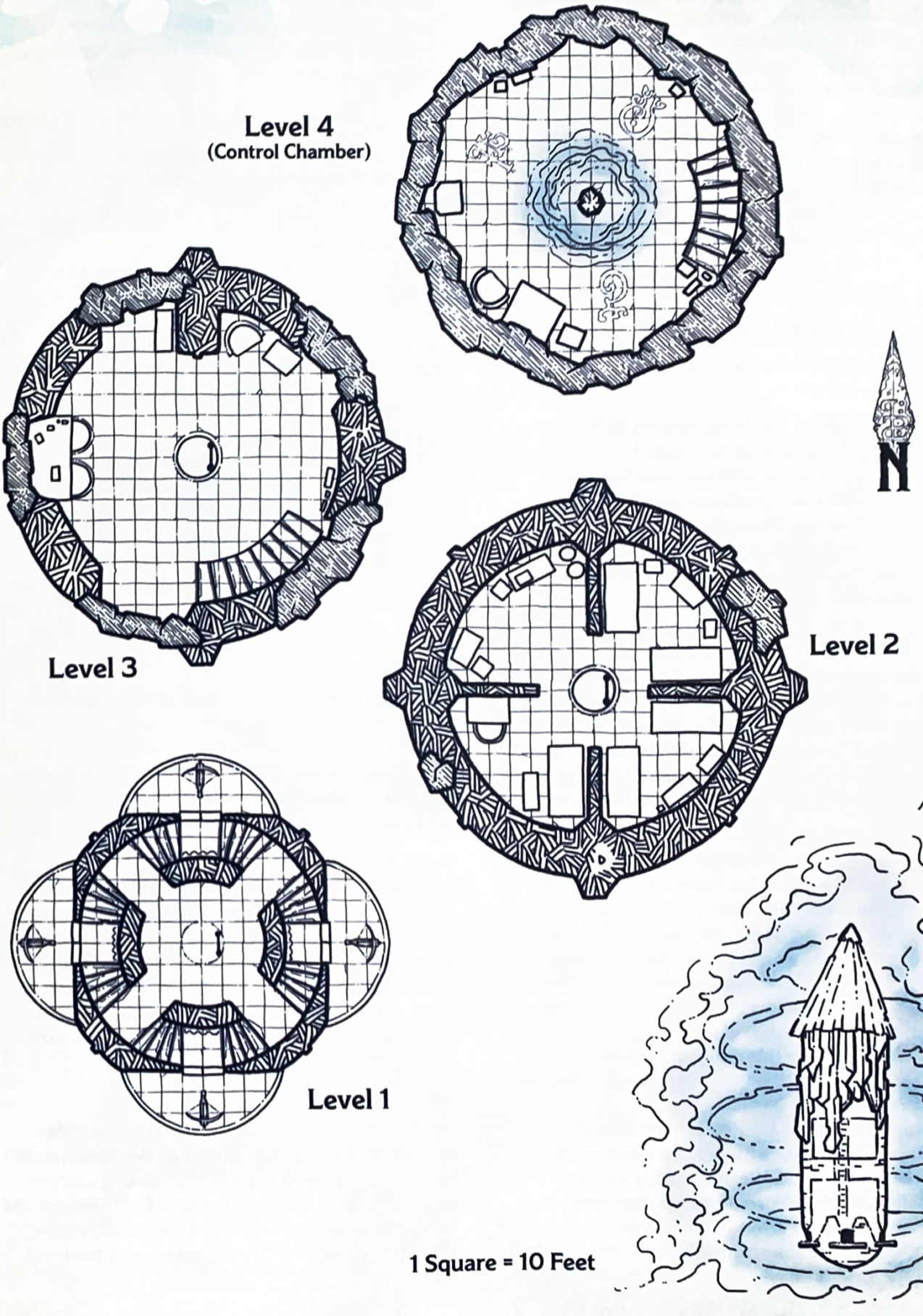
An **adult silver dragon** took control of the tower when it drifted into her territory, and she is using its power to drive other beings from her domain. Towns in the area desperately call for help as endless storms assail them and an onslaught of creatures from the Elemental Air Encounters table (see chapter 3) terrorizes the region.

Touch of Chaos

An artifact cursed by the cosmic touch of chaos can be cleansed in the Labyrinth Funnel, thanks to the funnel's connection to Aaqa. But when the artifact is brought into the tower, it temporarily corrupts the Labyrinth Funnel. Demons from the Fiendish Incursion Encounters table (see chapter 3) appear in waves to thwart attempts to cleanse the artifact.

GALE'S EYE TOWER

MAP 4.7



DYSON LOGOS

Grolantor's Larder

In ages past, giants found a secluded valley surrounded by low hills. Blessed by nature deities or perhaps abundant energy from the Elemental Planes, the vale teems with game animals and produces an inexhaustible supply of delicious fruits and grains. The giants named it Grolantor's Larder for the god who would most appreciate its copious bounty.

Cares and sorrow melt away here, and the harshest weather beyond the valley becomes mild within its boundaries. A babbling stream feeds a sizable pond where fish thrive. Game animals graze lazily, and birds flit between the trees and brush. Those who find their way here can rarely muster the will to leave.

Grolantor's Larder Features

Map 4.8 depicts Grolantor's Larder, including the following features:

Groves. Fruit trees and berry bushes fill the valley, and fields of wild grains surround it.

Pond. The pond brims with fish, and the cool stream that feeds it contains clear, safe water.

Revelers' Clearing. The central clearing is carpeted with lush, soft grass. A great flat stone propped upon smaller boulders serves as a table that can accommodate giants.

Grolantor's Larder Magic

The essential magic of Grolantor's Larder is the abundant growth of food-bearing plants, providing ample food for all who visit. Foraging in the grove is a simple task that requires no ability checks. With some extra effort, visitors can gather a feast of gigantic proportions, but this magic has its risks:

Boundless Bounty. With 2 hours of foraging for the choicest foods, a character can gather enough magical food to furnish a *heroes' feast* spell (no other components required). A creature who receives the benefits of the spell must make a DC 15 Constitution saving throw. On a failed save, the creature suffers uncomfortable indigestion for 12 hours. On a successful save, the creature gains the enlarge effect of the *enlarge/reduce* spell for 12 hours. Once this magical feast has been gathered, the grove can't furnish another until the next dawn.

Entrapping Beauty. After each hour a creature spends in Grolantor's Larder, the creature must succeed on a DC 15 Wisdom saving throw or be unwilling to leave. A creature who has eaten food gathered from the grove in the last 24 hours has disadvantage on the saving throw. A creature that fails the saving throw can repeat the save after finishing a long rest.

Rampant Growth. Seeds, fruits, and cuttings of food-bearing plants from Grolantor's Larder retain their magic for up to 7 days. If they are planted in that time, the plants that grow are enriched for 1 year and yield twice the normal amount of food when harvested. After 1d4 such plant samples leave the grove, this property doesn't function until the next dawn.

Grolantor's Larder Adventures

Here are sample adventure hooks to bring characters to Grolantor's Larder or to give them missions to pursue there.

Ashes of War

A war-torn country's farmland was razed and burned. The farmers need seeds and plant cuttings from Grolantor's Larder to replant their fields, but monsters from the Dinosaur World Encounters or Megafauna World Encounters table (see chapter 3) inhabit the grove and view intruders as food.

Discerning Taste

The hill giant leader occupying Grolantor's Larder wants a delicacy from Karontor's Hold (in this chapter). He uncharacteristically offers to share wondrous food from the larder to anyone who manages to slay an **aboleth** living in flooded tunnels beneath the castle and return with its meat. Creatures from the Fomorian Encounters table (see chapter 3) stand in the adventurers' way.

Ravenous

Hill giant cultists led by a **maw of Yeenoghu** (see chapter 6) raid settlements close to the grove, capturing townsfolk to be the main course in a massive feast ritual. Giants, **gnolls** and creatures from the Hill Giant Encounters table (see chapter 3) stand between the captives and freedom.

Safe Haven

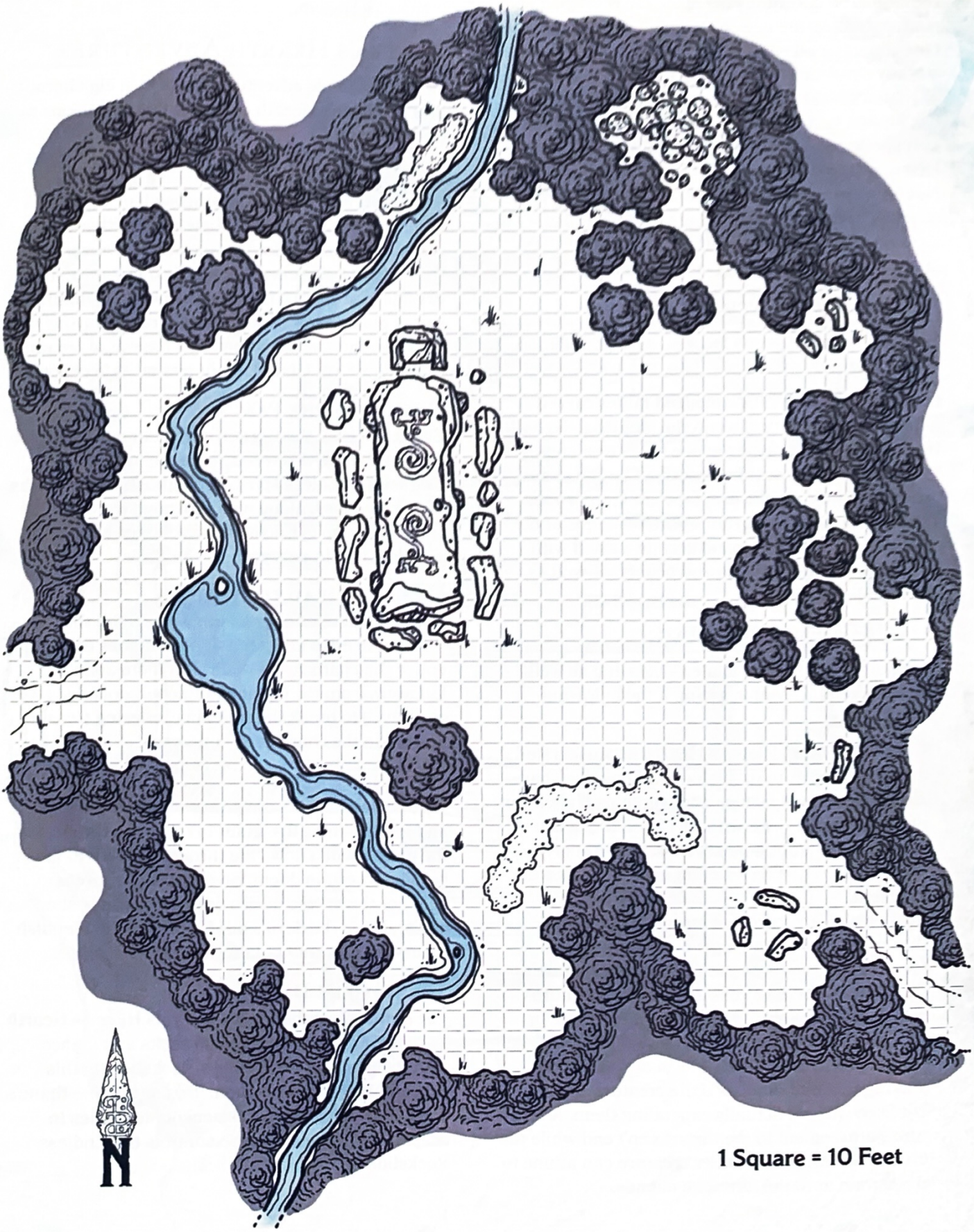
The characters travel with refugees fleeing from disaster. The survivors are exhausted and starving when they stumble upon the grove. The **unicorn** who watches the grove and her **centaur** subjects will shelter the refugees if the characters agree to slay a nearby pride of **displacer beasts** and creatures from the Elemental Earth Encounters table (see chapter 3).

Wayward Son

A noble seeks adventurers to find and return her son, who vanished while traveling. His route passed by Grolantor's Larder, where the missing man became entranced by the sumptuous feast. **Satyrs** and creatures from the Cloud Giant Encounters table in chapter 3 entice the characters to join the feast permanently.

GROLANTOR'S LARDER

Map 4.B



DYSON LOGOS

Hiatea's Hearth

A stone feast hall of gigantic proportions radiates the warmth of hearth and home. The great flagstone floor, the massive throne, and the stone arch surrounding the cavernous fireplace are inscribed with runes extolling the god Hiatea and invoking her blessing upon all who shelter here.

Many dynasties of giants have claimed ownership of Hiatea's Hearth since its founding, and each one has known vast prosperity within its walls—followed by a spectacular fall. The magic of the hall invokes Hiatea's aspect as a tender of the hearth, but it also carries a curse laid by her brother Karontor. Whoever sits upon the throne brings fortune and glory to their people, but this prosperity is short-lived, lasting only until another supplants them.

Hiatea's Hearth Features

Map 4.9 depicts Hiatea's Hearth, including the following features:

Feast Tables. Several giant-sized tables carved from whole tree trunks run the length of the hall.

Hearth. An enormous fireplace holds iron spits, pots, and kettles within. Inscribed on the stone arch surrounding the fireplace are Giant runes.

Throne. An immense granite throne stands at the head of the hall. It is intricately decorated with stylized figures of giants and beasts, as well as more Giant runes.

Hiatea's Hearth Magic

Hiatea's Hearth carries Hiatea's blessing as well as the curse of Karontor, giving it the following properties:

Hiatea's Blessing. Hiatea's Hearth is consecrated ground. A creature in the hall that has the Channel Divinity class feature and worships Hiatea can use that feature once without expending a use of it. Once a creature benefits from this property, the creature can't do so again until it finishes a long rest.

Prosperity. A creature can attune to the hall's throne as if it were a magic item. While the attuned creature sits on the throne, the creature's Charisma score becomes 25. While a creature is attuned to the throne, whether it sits there or not, any creature that finishes a short rest within Hiatea's Hearth removes 1 level of exhaustion and regains hit points as if the creature spent 2 Hit Dice without actually expending them. A creature's attunement to the throne can't end while the creature lives, and no other creature can attune to the throne until the attunement ends.

What Rises Must Fall. The creature attuned to the throne has disadvantage on Wisdom checks, initiative rolls, and death saving throws. Any creatures friendly to the creature attuned to the throne have the same disadvantage while within Hiatea's Hearth.

Hiatea's Hearth Adventures

Here are sample adventure hooks to bring characters to Hiatea's Hearth or to give them missions to pursue there.

Dying Embers

An **efreeti** who claimed the throne has fought off several attempts to wrest Hiatea's Hearth away. In studying the hall's history, the efreeti realized the truth of the hall's curse. She is desperate to escape her fate and offers a handsome reward, including a suit of plate *armor of resistance* (fire), to anyone who helps her survive the impending assault of creatures from the Storm Giant Encounters table in chapter 3.

Ghosts of the Past

Creatures from the Giant Kin Encounters table (see chapter 3) have taken control of the hall but are plagued by restless spirits. The **ghosts** and **wraiths** of defeated foes, along with creatures from the Giant Necropolis Encounters table (see chapter 3), refuse to rest in peace.

Head to Head to Head

Two rival factions of giant kin vie to claim the throne. An **ettin** and a **fensir skirmisher** each entice the characters to side with them and their followers from the Giant Kin Encounters table (see chapter 3) to break the stalemate, offering treasure and aid in the characters' endeavors.

Infernal Bargain

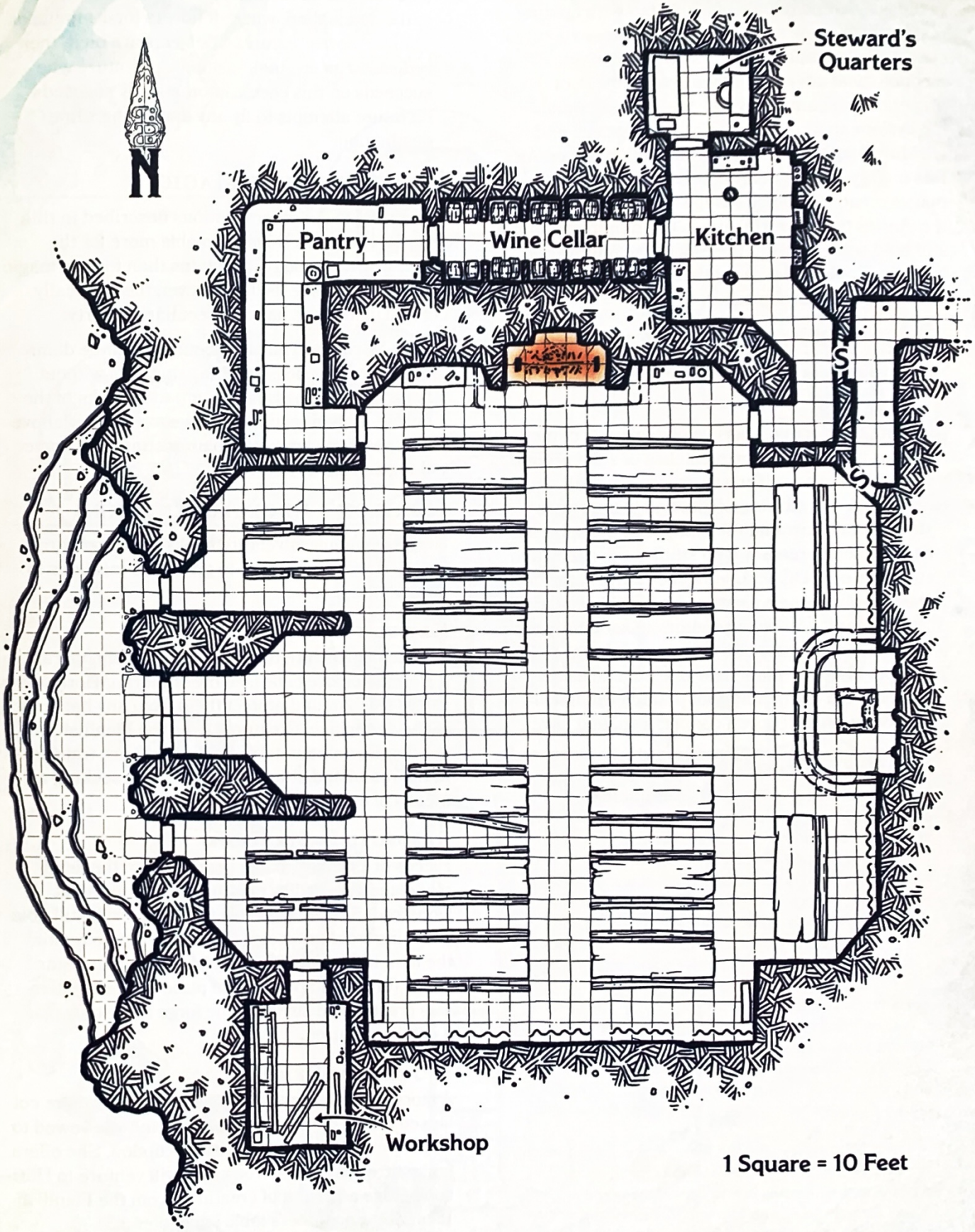
A **bone devil** knows the power of Hiatea's Hearth and is tempting a **fire giant** to claim the throne, but the giant's wife knows the throne's curse will mean her love's certain doom. She begs adventurers to help her thwart the devil's designs, because she can't take on the devil's minions (from the Fiendish Incursion Encounters table in chapter 3) alone.

Turn of the Dynasty

The **stone giant** thane who controls Hiatea's Hearth fears their dynasty ending and seeks an alliance with the giants at the Endless Rockslide (in this chapter), but the giants there are plotting the thane's downfall. Choose any of the encounter tables in chapter 3 to determine who controls the Endless Rockslide.

HIATEA'S HEARTH

MAP 4.9



DYSON LOGOS

Horizon's Edge

Horizon's Edge is a demiplane refuge that drifts in the roiling fog of the Deep Ethereal plane, beyond a shimmering, golden ethereal curtain. The demiplane is a serene bubble of air dotted with floating platforms of stone supporting enormous structures.

An ancient empire of giants achieved magical and technological advances that outshine those of the present age: spanning worlds and planes, building cyclopean monuments and intricate art, and wielding magic of almost unimaginable power. As this mighty empire neared its collapse, its greatest mages created Horizon's Edge to preserve some of the glories of their civilization. The demiplane might still hold secrets lost to the rest of the multiverse, including tools and devices that fuse magical and technological techniques.

Horizon's Edge Features

Map 4.10 depicts Horizon's Edge, including the following features:

Building Platforms. Massive plates made of meticulously fitted stones form patches of solid ground upon which giant-sized structures are built.

Rune Ring. A great ring of glowing Giant runes slowly rotates around the equator of the spherical demiplane. A creature who studies the runes and succeeds on a DC 15 Intelligence (Investigation) check realizes their rotation marks out repeating 12-hour cycles, allowing visitors to keep time with the Material Plane worlds they came from.

Transport Disks. Inlaid near one edge of each platform is a distinct 20-foot-diameter magical disk of intricately woven copper, iron, and silver. A creature standing on one of these disks can use an action to manipulate sliding portions of the disk and designate a destination platform. If the creature succeeds on a DC 20 Intelligence (Arcana) check, the disk flies at a speed of 60 feet to the destination, where it hovers for 1 minute or until no more creatures or objects are on it, then returns to its original position. A creature who succeeds on this check automatically succeeds on future attempts to fly any disk to the same destination.

Entering Horizon's Edge

The lost giant empire left puzzle cubes scattered across the Material and Inner Planes, and these cubes are among the few ways to enter Horizon's Edge. A *Horizon puzzle cube* is an 8-inch magical cube made of gold, iron, crystal, and copper, and it is worth 5,000 gp to a sage or collector. A functioning puzzle cube can be solved with 30 minutes of work and a successful DC 25 Intelligence (Investigation) check. When the cube is solved, a 30-foot-diameter portal appears before the creature who solved the cube, leading to the northeastern platform of Horizon's Edge. The portal is two-way and remains open for 10 minutes or until a creature uses an action to change the puzzle's configuration. Puzzle cubes don't function while on Horizon's Edge, but a device somewhere in the demiplane allows a cube to function in reverse while the cube is fitted into it.

Without a puzzle cube, the *plane shift* spell can reach the demiplane, but the specifications for the tuning fork necessary for the spell to access the plane are lost. A trek through the Deep Ethereal might reveal the single ethereal curtain that reaches the demiplane.

Horizon's Edge Magic

In contrast to the other locations described in this chapter, Horizon's Edge is notable more for the magic and technology it contains than for any magic inherent to the site itself. However, the magically created demiplane has one peculiar property:

Looped Gravity. The outer boundary of the demiplane warps space. Anything that falls without being arrested passes through the bottom of the bubble. It then reappears at the top directly above that point and continues plummeting until something arrests its fall.

Horizon's Edge Adventures

Here are sample adventure hooks to bring characters to Horizon's Edge or to give them missions to pursue there.

Key to the Past

Archaeologists hire the characters to help operate a *Horizon puzzle cube* (see the "Entering Horizon's Edge" sidebar) and protect them from any hazards in the demiplane. Creatures from the Fiendish Incursion Encounters table in chapter 3 are trapped in the realm and attack the expedition, seeking a means of escape.

Reforged in Starlight

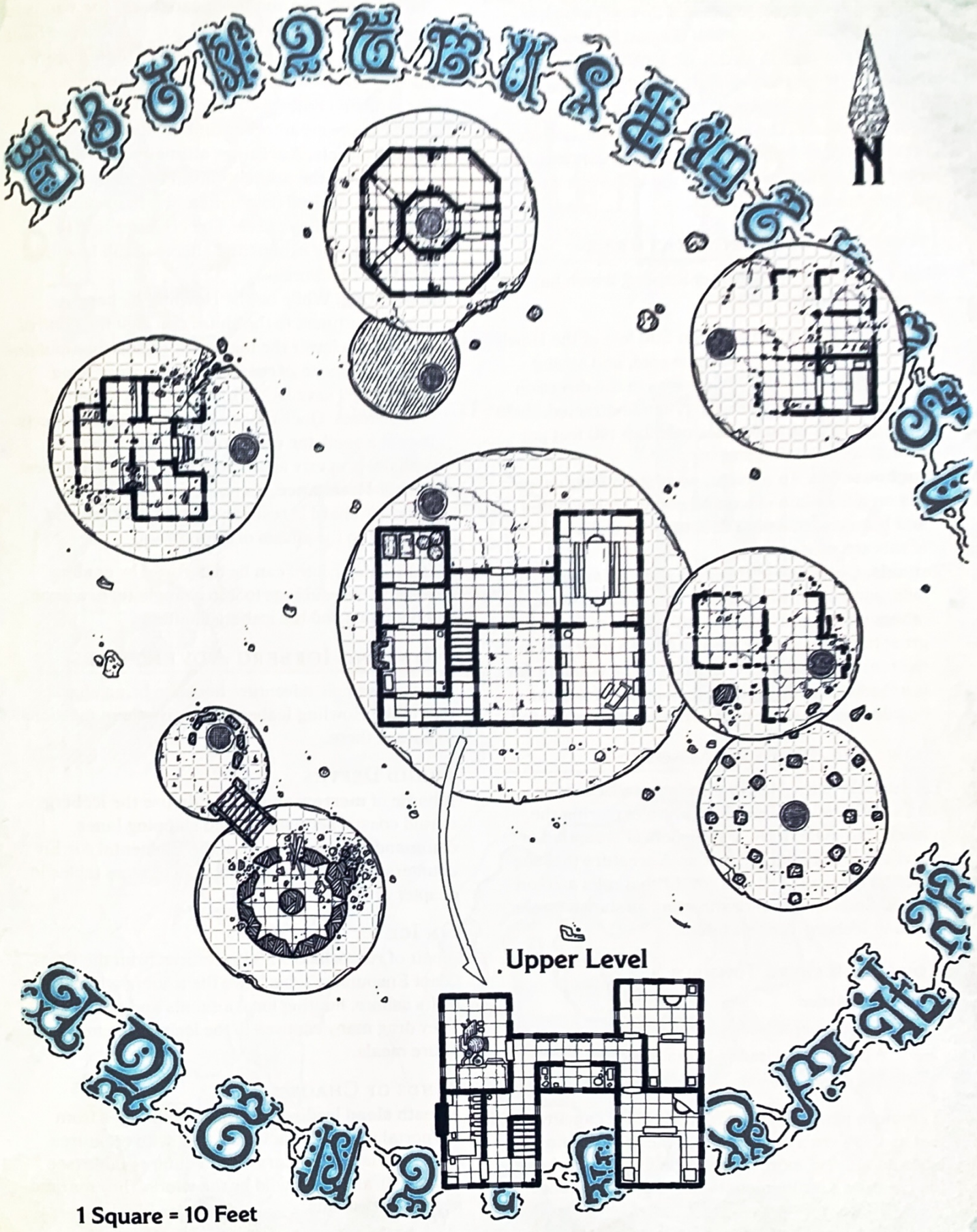
Pieces of a broken magic item found in the demiplane and guarded by creatures from the Giant Construct Encounters table (see chapter 3) still hold lingering traces of magic. Every attempt to repair the item fails. A platinum tablet refers to the Star Forge (in this chapter) as the place where the item was created and suggests the forge is the only place it can be repaired.

Scourge of Demons

A storm giant learned the ancient giants' empire collapsed due to demonic corruption, and she vowed to destroy every remnant of that corruption. She offers fantastic rewards to heroes who will venture to Horizon's Edge and rid it of creatures from the Fiendish Incursion Encounters table in chapter 3.

Horizon's Edge

Map 4.19



DYSON LOGOS

Howling Iceberg

The Howling Iceberg is a massive chunk of glacial ice, sapphire blue where the light refracts and gleaming white where it reflects. The iceberg is riddled with convoluted tunnels through which perpetual winds howl. It was created by frost giant cultists of the demon lord Kostchtchie around a sliver of ice from the Frostfell, the Plane of Ice that forms the border between the Elemental Planes of Air and Water. The iceberg never melts, and its perpetual winds blow from the planes, carrying the biting cold of the Frostfell and the torturous howls of Pandemonium.

Howling Iceberg Features

Map 4.11 shows the Howling Iceberg, which has the following features:

Biting Winds. The area within 500 feet of the Howling Iceberg is always extreme cold, and strong winds blow throughout that area in the direction of the iceberg's movement. When undirected, the iceberg drifts up to 4 miles per hour (40 feet per round) with the tide and winds.

Longhouse (A). An ancient, weathered longhouse sits on a flat plain of ice and snow. Trophy hides and horns of monsters decorate the walls and roof of this structure.

Tunnels. Openings in the ice lead to twisting tunnels, some naturally formed by wind and water, others tooled and cut, and still others melted by great heat. A creature who finishes a long rest in the tunnels must succeed on a DC 14 Wisdom saving throw or gain 1 level of exhaustion from the howling winds wearing down the creature's mind.

Howling Iceberg Magic

The tunnels in the Howling Iceberg twist deeper than should be possible. A creature exploring the tunnels can make a DC 20 Wisdom (Perception or Survival) check after each hour. A creature that succeeds on three checks in a row or that rolls a 20 on the d20 finds a special destination, as shown on the Howling Iceberg Tunnels table.

Howling Iceberg Tunnels

d10	Destination
1–4	A planar portal leading to the Frostfell
5–8	A planar portal leading to Pandemonium
9–10	The cavern where the Frostfell Shard rests

A creature who finds the Frostfell Shard can attune to it as if it were a magic item. If the creature finishes a long rest more than 1 mile from the iceberg, the creature's attunement to the shard ends. The shard can't be moved. Attunement to the shard gives the following benefits:

Howling Wind. While on the Howling Iceberg, a creature attuned to the shard who doesn't have the incapacitated condition can direct the winds to howl and propel the iceberg up to 8 miles per hour (80 feet per round) in a direction of the creature's choice. The iceberg continues this movement until the attuned creature changes the direction and speed or the creature's attunement ends.

Planar Tunnels. A creature attuned to the shard can navigate the tunnels within the iceberg to reach any desired destination in 1 hour without making an ability check. The creature is also immune to the exhausting effects of the howling winds in the tunnels.

Spellcasting. While on the Howling Iceberg, a creature attuned to the shard can cast the *control weather* (to lower the temperature and manipulate wind only), *cone of cold*, *fear*, and *gust of wind* spells (spell save DC 17), requiring no material components. Once the creature uses this property to cast a spell, the creature can't cast that spell with the property again until it finishes a long rest.

Weather Resistance. A creature attuned to the iceberg's shard is resistant to cold damage and immune to the effects of strong wind.

The Frostfell Shard can be destroyed by dealing at least 75 fire damage to it in a single turn, whereupon it melts and the iceberg shatters.

Howling Iceberg Adventures

Here are sample adventure hooks to bring characters to the Howling Iceberg or to give them missions to pursue there.

Frigid Depths

A horde of **merrow** and **sahuagin** use the iceberg to raid coastal settlements and shipping lanes, commanding creatures from the Elemental Air Encounters and Elemental Water Encounters tables in chapter 3.

On Ice

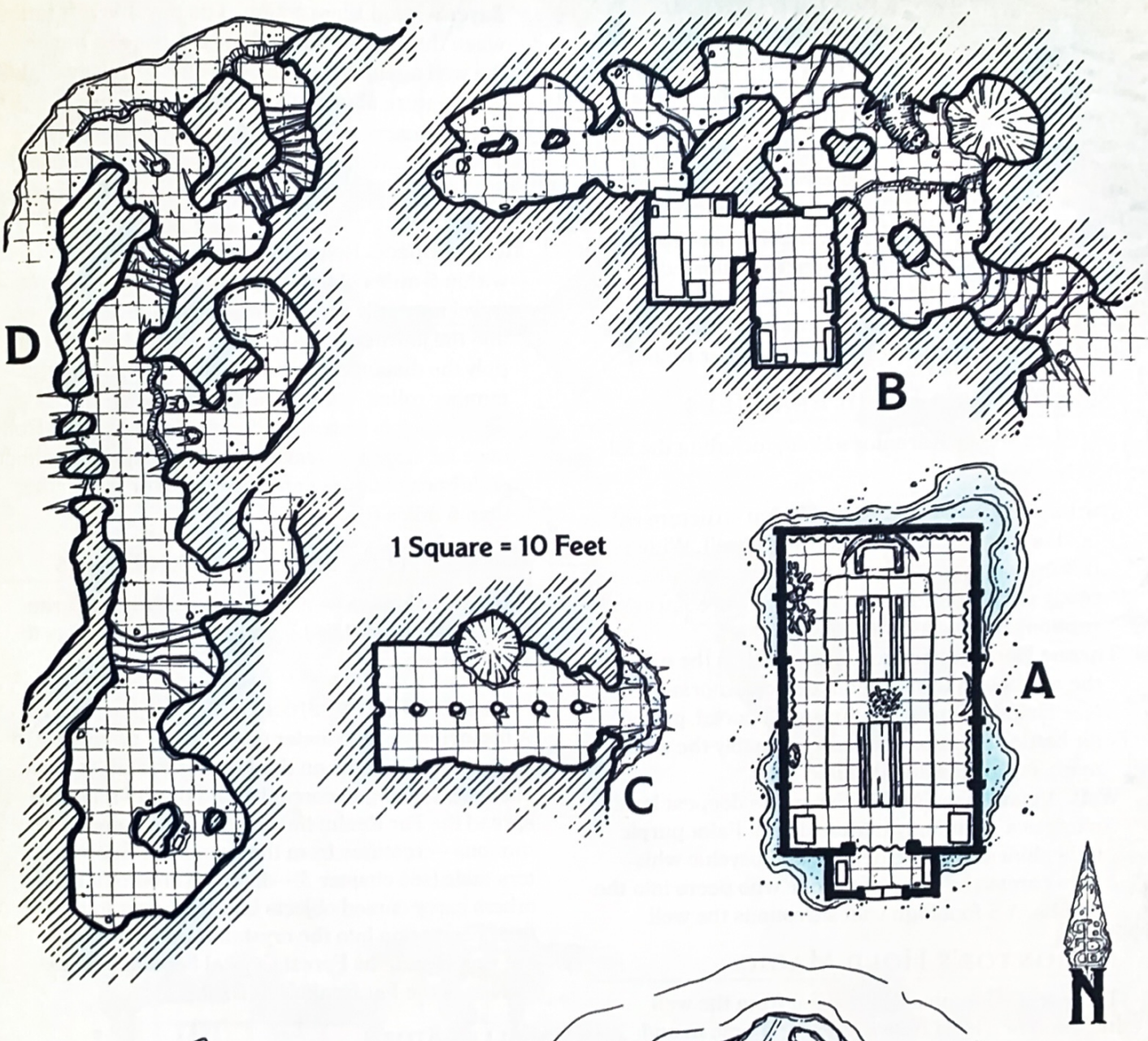
A pair of **remorhazes** and creatures from the Frost Giant Encounters table leave the iceberg when it drifts ashore, hunting local animals and people. They drag many captives to the iceberg to store for future meals.

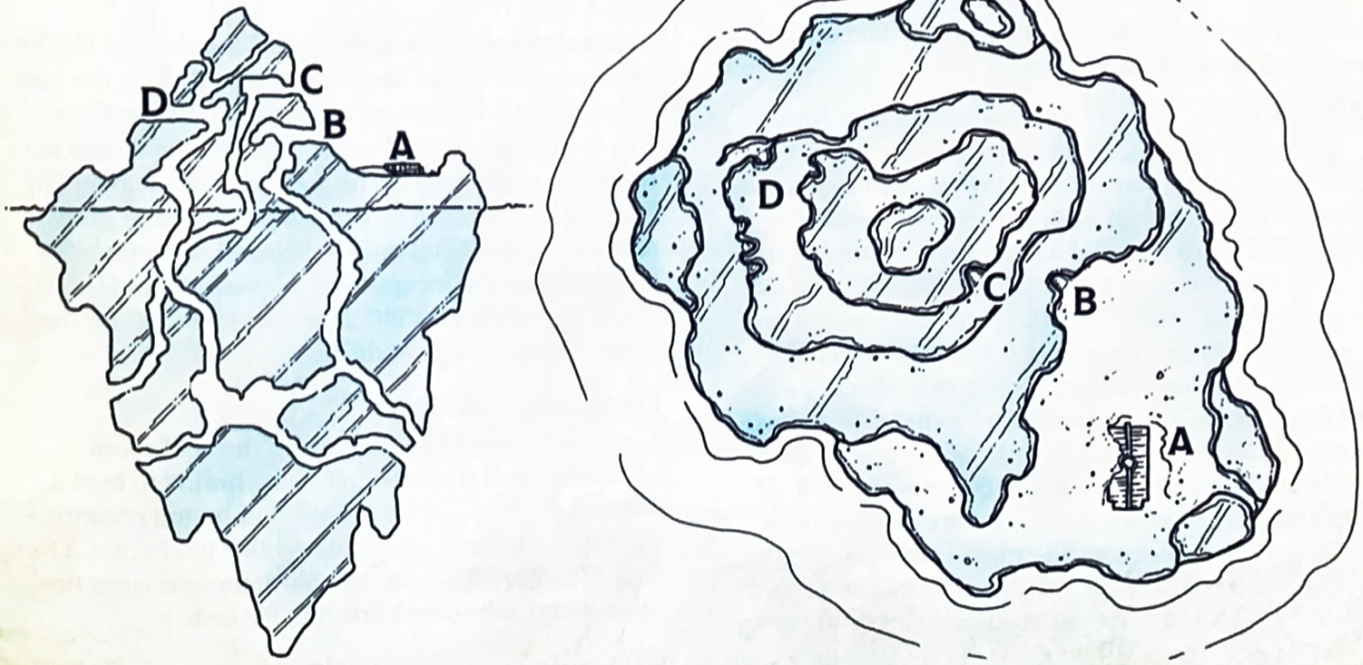
Winds of Chaos

A **death slaad** leading other slaadi emerges from the portal to Pandemonium. Along with creatures from the Fiendish Incursion Encounters table (see chapter 3), all driven wild by the winds, they maraud nearby settlements.

Howling Iceberg

Map 4.11





DYSON LOGOS

Karontor's Hold

Karontor's Hold is a small keep (by giant standards) that stands on a lonely rock bluff. The approach is disorienting: the keep seems closer—or sometimes farther—than it actually is. Creatures that sleep in the vicinity find their rest plagued by disturbing dreams and unintelligible whispers that hint at something simultaneously enticing and repulsive.

Beneath the keep is a well that once held a portal to the Feywild. Ancient fomorians built Karontor's Hold around the font to study and harness its power. They used this crossing to launch an ill-fated assault on the Feywild. When the offending fomorians were exiled to the Underdark, the well's magic was twisted into a connection to the alien Far Realm.

Karontor's Hold Features

Map 4.12 shows Karontor's Hold, including the following features:

Far Realm Distortion. The physical structure of the hold is warped near and above the well. Within this area, glistening stone flows like viscous liquid, sickly purplish radiance gleams at the edge of perception, and the air has an acrid taste.

Throne Room. Damaged bas-reliefs on the walls of the crumbling throne room depict fomorian nobles (see chapter 6) passing through a portal, girded for battle. The next scene, presumably the aftermath, is defaced and illegible.

Well. A giant-sized well in the keep's deepest level plunges a seemingly infinite depth. Faint purple light shines from the depths, and psychic whispers caress the mind of anyone who peers into the depths. A 5-foot-high wall surrounds the well.

Karontor's Hold Magic

The Far Realm intrusion flowing from the well in Karontor's Hold twists space and time in and around the keep to a range of 6 miles. The enclave has the following properties:

Dilated Time. The Far Realm distortion in Karontor's Hold warps creatures' perception of time in stressful situations. At the start of each creature's turn in combat, roll a d4. On an even number, the creature's speed is halved until the end of the turn. On an odd number, the creature's speed is doubled until the end of the turn. Aberrations and creatures with a psychic gift from the Psychic Well (see below) are immune to this effect.

Psychic Well. A creature can try to harness the psychic power of the well by gazing into it for 1 minute while remaining within 10 feet of the well. At the end of the minute, the creature must make a DC 15 Intelligence saving throw. On a failed save, the creature takes 22 (4d10) psychic damage and gains 1 level of exhaustion. On a successful save, the creature gains a psychic gift of its choice: either the ability to cast the *dimension door* spell requiring no spell components, or the use of a **mind flayer's** Mind Blast action. The psychic gift fades when the creature uses it, or if it tries to harness the well again. While this psychic gift is available, the creature also gains telepathy to a range of 30 feet (as described in the *Monster Manual*). Once a creature attempts to harness the power of the well, the creature can't do so again until it finishes a long rest.

Twisted Space. Roll a d4 when creatures travel within 6 miles of the keep. On a 1, the creatures travel normally. On a 2 or a 4, distance stretches and the journey takes longer than it should; multiply the distance creatures have to travel by the number rolled. On a 3, distance constricts and the journey is faster; divide the distance by 3. Roll once for creatures traveling as a group. This effect ends once creatures enter the keep or get farther than 6 miles from it.

Karontor's Hold Adventures

Here are sample adventure hooks to bring characters to Karontor's Hold or to give them missions to pursue there.

Amplified Intrusion

A **fomorian deep crawler** (see chapter 6) lurking in the hold has designs on the Forest Crystal (in this chapter), seeking to corrupt it and use its magic to spread the Far Realm intrusion. While some of its minions—creatures from the Fomorian Encounters table (see chapter 3)—defend Karontor's Hold, others carry cursed objects into the forest to infuse their corruption into the crystal. If these minions are successful, the Forest Crystal becomes an extension of the Far Realm's intrusion.

Fallen Storm

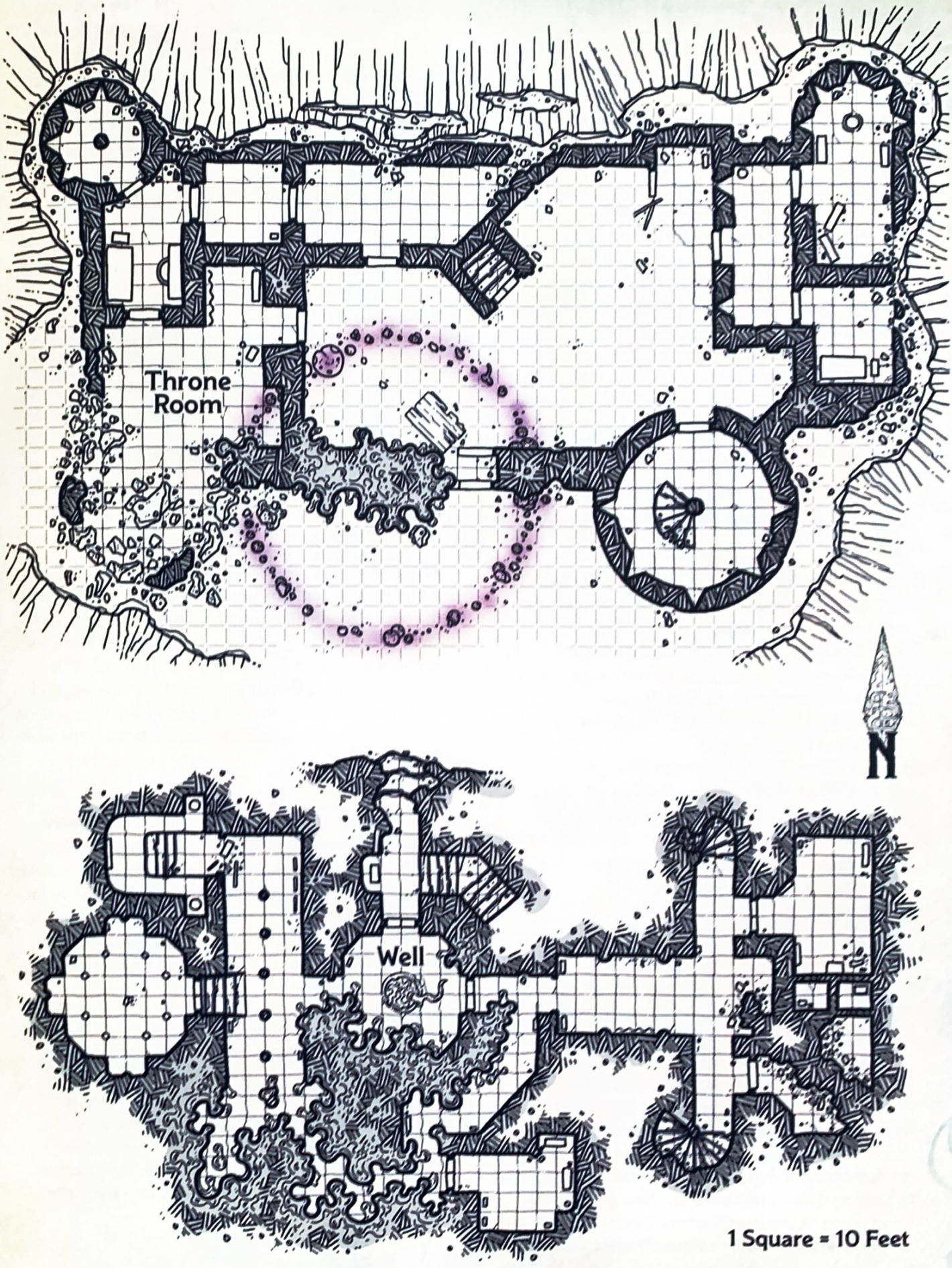
A **storm giant** who sought to cleanse the Far Realm corruption from the keep has succumbed to the corruption and now gathers creatures from the Giant Kin Encounters table in chapter 3 to unleash on surrounding settlements. The giant can be cleansed of Far Realm influence by the *remove curse* or *greater restoration* spell, but only if the spell is cast while the giant has the incapacitated condition and the caster succeeds on a DC 20 ability check using the caster's spellcasting ability.

Food for Thought

A colony of **mind flayers** flooded the well room with brine, and they are collecting brains to feed a nascent elder brain. They send dominated creatures from the Hill Giant Encounters table in chapter 3 to fetch victims. An ally of the characters survives the assault and asks the characters for help.

KARONTOR'S HOLD

MAP 4.12



Misty Vale

The Misty Vale is a remote mountain valley that exists simultaneously in many places across different worlds of the Material Plane. Aside from the perpetual fog that encloses it, the valley looks much like any other at first glance. A closer investigation reveals its anomalies: terrain features and structures in the valley that don't make sense, many of which change from one visit to the next.

Cloud giant sorcerers from an ancient empire of giants combined their might to turn a mountain into a vanishing fortress, but they weren't fully successful. The mountain vanished, as did everyone and everything on it, and in its place is the Misty Vale. The fabric of the Material Plane is tangled and torn where the mountain once stood, so the valley links multiple worlds together. Because of the unpredictable nature of this tangle in space, bizarre events surround the Misty Vale as creatures, objects, and entire settlements shift—in whole or in part—from one world to another, unmoored from their proper place in reality.

Misty Vale Features

Map 4.13 shows the Misty Vale, including the following features:

Foggy Border. The edges of the valley are heavily obscured by fog, which thins to lightly obscuring mist in the valley itself.

Grounded Boat. A riverboat rests on a grassy hill, canted to one side. There is no water anywhere near it and no sign of it being dragged.

Misty Canyon. Gravel-choked, fog-shrouded ravines lead to and from the vale.

Partial Village. Some houses in this village are intact and others only partially present, as if they were sliced in half and set down gently in their current place. The interiors are perfectly in order, as if the human-sized occupants walked away moments ago.

Misty Vale Magic

The Misty Vale has the following properties:

Guardian. A creature known as "the guardian" is the only being that can control the Misty Vale's movements and connections among worlds. The guardian's exact form is unknown and changes from encounter to encounter, but its alignment is always chaotic neutral, its Intelligence is at least 16, and it speaks both Common and Giant. You can roll on any encounter table in chapter 3 to determine the guardian's current form. If the guardian dies, it re-forms in a new guise at the next dawn. A creature can convince the guardian to grant safe passage to virtually any location on the Material Plane by one of three methods: answering a riddle posed by the guardian, offering a valuable gift such as a magic item or a secret to the guardian, or verbal argument. The last option requires a successful DC 25 Charisma (Persuasion) check.

Multiversal. The Misty Vale connects to other places on the world and to different worlds of the Material Plane. The surrounding fog acts as a portal when the valley connects to a new place, allowing two-way travel.

Shrouded Presence. Divination spells cast from outside the vale can't target anything in the valley or reveal information about it. Trying to navigate the dense fog into or out of the valley without the aid of the guardian requires 1 hour of travel and a DC 20 group Wisdom (Survival) check. On a successful check, the group finds its way to or from the valley. On a failed check, the travelers wander the foggy terrain for 1 additional hour before they can repeat the check.

Misty Vale Adventures

Here are sample adventure hooks to bring characters to the Misty Vale or to give them missions to pursue there.

Hospitality

A community of **commoners** living in the vale offers the characters hospitality, perhaps while the characters are traveling and lost in fog. If the characters spend the night in the village, they find the valley connected to a different place in the morning, and the villagers have transformed into murderous creatures from the Fiendish Incursion Encounters table in chapter 3.

Price of Passage

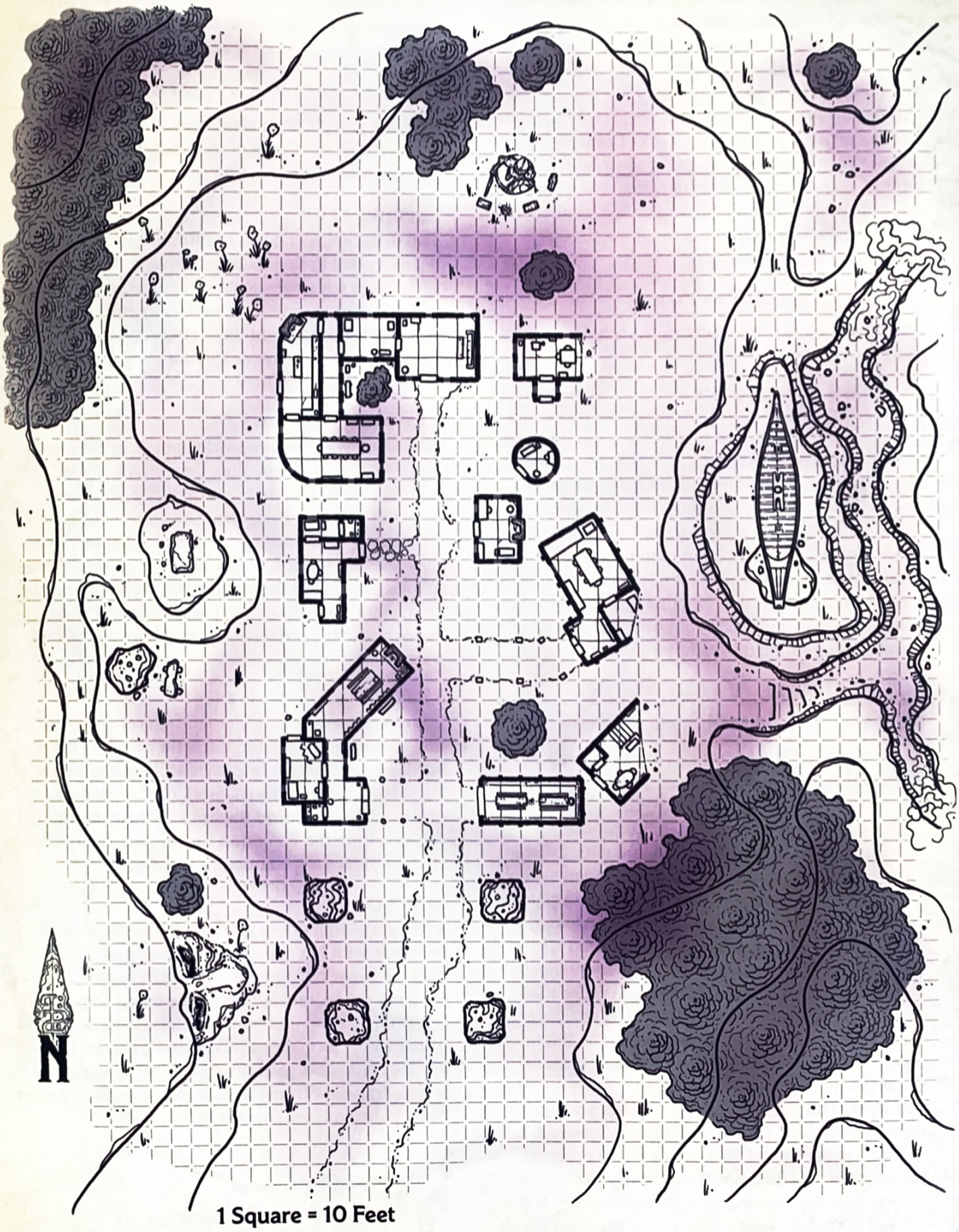
The guardian of the vale (appearing as an **androsphinx**) demands a golden apple from Grolantor's Larder (in this chapter) in exchange for safe passage to a destination of the characters' choice. At the larder, a **hill giant avalancher** (see chapter 6) hoards three golden apples, which act as *potions of heroism*, and leads a band from the Hill Giant Encounters table in chapter 3.

Unexpected Hunger

Hill giant raiders stumbled into answering the guardian's riddle by coincidentally having the answer in one of their bags—a live sheep—and they now raid targets through the valley's mists. Creatures from the Hill Giant Encounters table (see chapter 3) appear in places they shouldn't, raid for food and treasure, and then vanish into the valley.

MISTY VALE

MAP 4.13



DYSON LOGOS

Runic Circle

The Runic Circle combines the functions of a giant's spellbook, an astronomical chart, and a beacon to travelers beyond the stars. The ancient giants who created the circle traveled to distant lands and other worlds. Those who stayed behind used the circle to maintain communication with explorers, helping them pilot their flying ships home.

Standing stones form a great circle inscribed into a flat stone hilltop. The stones bear Giant runes, carved constellations, and strange symbols. On the ground, an enormous circle of Giant runes of power links the monoliths and circumscribes smaller circles of runes. Carved lines throughout the circle link different strings of symbols.

Runic Circle Features

Map 4.14 depicts the Runic Circle, including the following features:

Carvings. The carvings are a combination of Giant runes of power, magical formulas like those in a wizard's spellbook, and extremely accurate charts of stars and other bodies in the sky.

Shelters. Simple shelters of tight-fitted stone, just large enough to hold a single giant, dot the area around the hill. Most are partially reclaimed by nature, but some have been maintained.

Standing Stones. The outer circle is formed of 40-foot-tall stone monoliths that bear constellation carvings and Giant runes of power. At night, the star carvings shed dim light for 10 feet.

Runic Circle Magic

The Runic Circle has the following properties:

Magic Archive. The inscribed runes make up a gigantic archive of spells. With 1 hour of study, a creature that is capable of casting spells can try to decipher a spell coded in the carvings. The spell is subject to your approval and must belong to the conjuration, divination, or evocation school. If the creature has spell slots of the appropriate level and succeeds on an Intelligence (Arcana) check with a DC equal to 10 + the desired spell's level, the creature can cast the spell immediately without expending a spell slot. A character that is a wizard can copy the spell into the character's spellbook following the usual procedure, but must do so within 24 hours, or the character must repeat the hour of study to try again.

Star Port. The largest circle of runes is a permanent teleportation circle. Additionally, at night, a character can spend 10 minutes tracing constellation carvings that match the stars visible in the sky to cast the *sending* spell from the circle. If the target is on the Material, Astral, or Ethereal Plane, there is no chance the message doesn't arrive, and the recipient knows the direction to the Runic Circle until it finishes a long rest. Targets on other worlds of the Material Plane might perceive the direction as nonsense, such as in the sky, in the ground, or in a direction that doesn't correspond to three-dimensional space.

Runic Circle Adventures

Here are sample adventure hooks to bring characters to the Runic Circle or to give them missions to pursue there.

Falling Feud

Two flying ships crash at the Runic Circle, appearing as a great fireball blazing through the night sky. Characters who investigate this celestial event find **mind flayers** skirmishing with **githyanki warriors** and a **githyanki knight** amid the wreckage of their vessels. Both sides are desperate and offer rewards to the characters for their help.

Far-Flung Invaders

Creatures from another world appear in the circle during a stellar conjunction, then attack the surrounding area. The invaders might be creatures from the Fiendish Incursion Encounters table or Dinosaur World Encounters table in chapter 3, or they could be other creatures of your choice. Waves of invaders appear throughout the night, unless the characters can activate the proper sequences of runes and star carvings to sever the invaders' connection to the circle.

Missing Coordinates

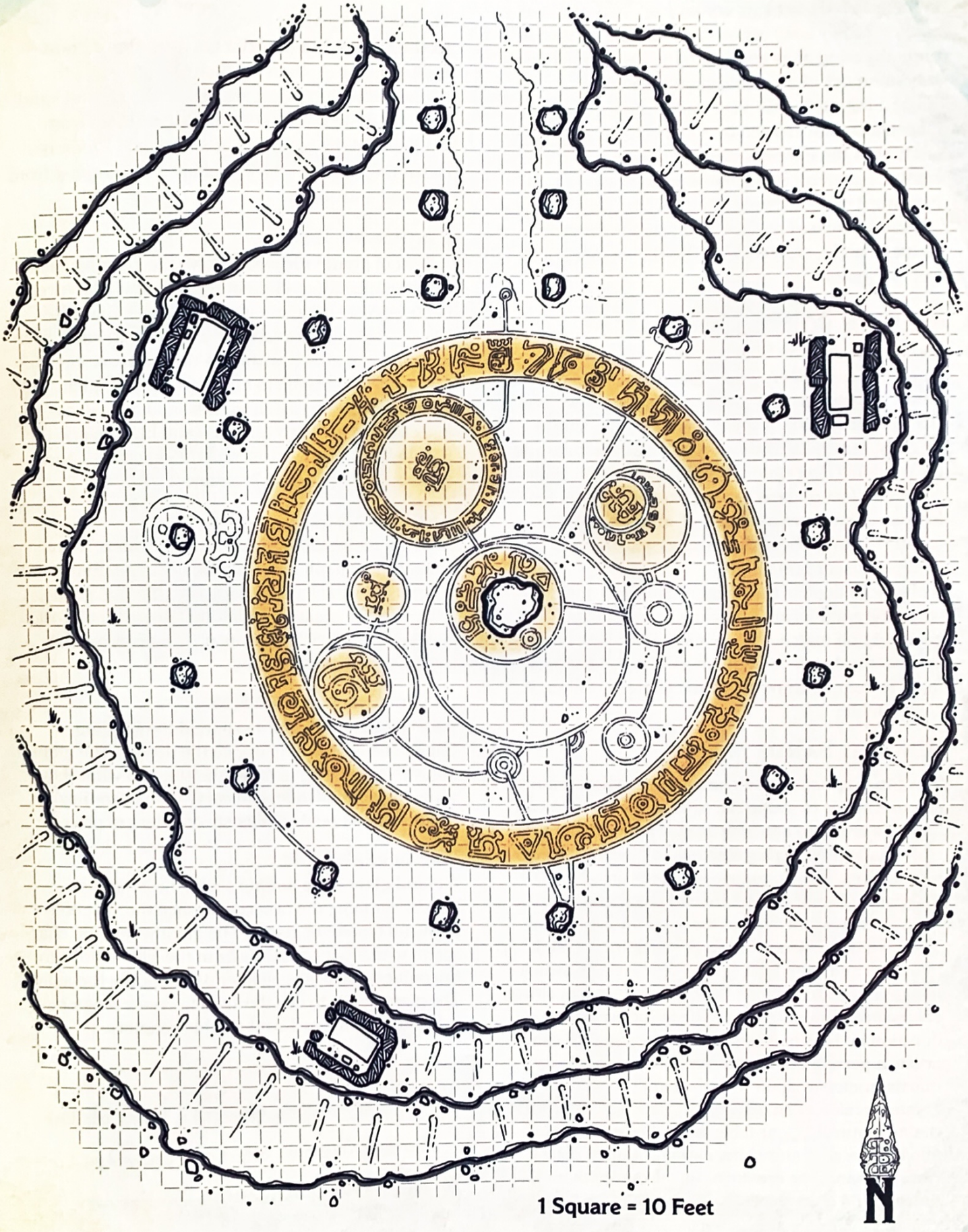
Characters in search of a crucial secret at the circle find the sequence of star charts they need is damaged. The only place the charts still exist is in the Forsaken Deep (in this chapter), in recorded storm giant prophecies. **Mind flayers** and their dominated minions from the Fomorian Encounters table (see chapter 3) race the characters to the prize.

Shipyard

A **fire giant** shipwright is studying the records in the circle with her apprentices and minions from the Fire Giant Encounters table (see chapter 3), puzzling out the secret of creating the flying ships used by the civilization that built the circle. She demands tribute in the form of magical metal treasure to allow the characters to access the circle. She also accepts a fragment from the core of a supposedly inert **runic colossus** (see chapter 6).

RUNIC CIRCLE

MAP 4.14



DYSON LOGOS

Singing Sands

A patch of glittering, powdered crystal melodically chimes as the desert wind blows it in small, rolling dunes. The Singing Sands shine like diamonds in the harsh desert sun, soaking up light and heat as their lonely song echoes through the wastes. At night the song goes quiet, and the sands rise into a solid memory of a simple, giant-created fort.

The Singing Sands were once a single object, a massive crystal created by a lost empire of giants (similar to the Forest Crystal in this chapter). The crystal's function is lost to time, but it was part of a network of such devices and was protected by a small fortress. The sand takes on the fortress' shape at night, crystallizing into the memory of its former home.

Singing Sands Features

During the day, the Singing Sands consist of two small dunes of gleaming, crystalline sand. The wind blows the sand across the desert at 1 mile per hour (10 feet per round). It reflects the sun and shines brightly, imposing disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight within 50 feet of them. As the sand moves, its melodious chimes are audible to 1 mile away. When a creature moves through the sand, the chiming becomes a discordant shriek.

Map 4.15 depicts the Singing Sands at night, when the sand forms a glowing, warm shelter. The construction matches a giant's proportions, but the architectural style is familiar only from ancient ruins. The temperature inside the fortress is always comfortable.

Singing Sands Magic

The Singing Sands don't just make music; creatures can use music to shape the sand to their will. As an action, a creature can sing or play music to magically shape the Singing Sands into physical objects as it desires. If the creature succeeds on a DC 10 Charisma (Performance) check, the creature can form up to a 5-foot cube of the sand into any shape. The resulting object is made of sparkling, crystalline sand and lasts for 1 hour. For every 5 by which the creature exceeds the DC, the creature can either shape an additional 5-foot cube or increase the duration by 1 hour. Alternatively, the creature can create a permanent crystal version of a simple or martial melee weapon with the light property, or a crystal version of an object worth up to 10 gp from the Adventuring Gear table in the *Player's Handbook*. Once a creature shapes a permanent object from the sand, the creature can't do so again until it finishes 1d4 long rests.

Singing Sands Adventures

Here are sample adventure hooks to bring characters to the Singing Sands or to give them missions to pursue there.

Desert Dreams

Goliath giant-kin escort a nervous **stone giant rockspeaker** (both in chapter 6) who needs to commune with his dreams within the crystal sand fortress at night. While he does, creatures from the Fiendish Incursion Encounters and Elemental Earth Encounters tables in chapter 3 manifest from the sand and attack.

Lingering Ties

A flock of **giant vultures** follows the Singing Sands through the day, circling over creatures who investigate it. After dark, creatures from the Giant Necropolis Encounters table (see chapter 3) burst from the sand and attack anyone in the fortress. The vultures pick off stragglers and feast on the fallen. The creatures that emerge from the sand come from a lost city that holds an intact crystal like the one the Singing Sands once was, and the magical connection between the crystals endures.

Living Sands

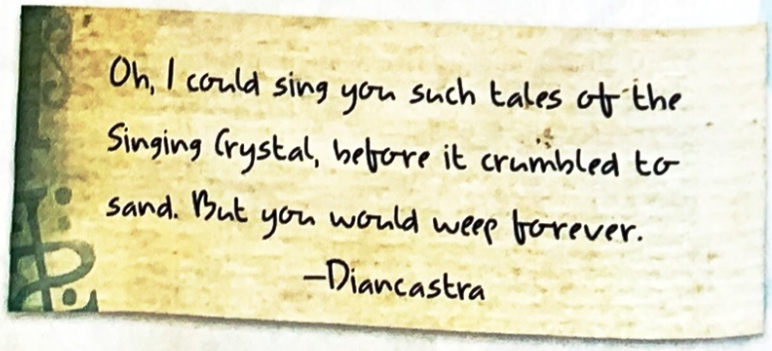
Settlements along a fertile river in the desert are attacked by **purple worms** made of crystalline sand. Tales told by the locals lead to the Singing Sands, where hostile creatures from the Megafauna World Encounters tables (see chapter 3) appear, but the creatures are made of sand.

Searching for the Key

A lost group of **hill giants** spotted the Singing Sands and followed them into the desert. The giants know they can sing to make the sand do what they want, but none of them can carry a tune, so they're frustrated and ready to smash intruders to pieces.

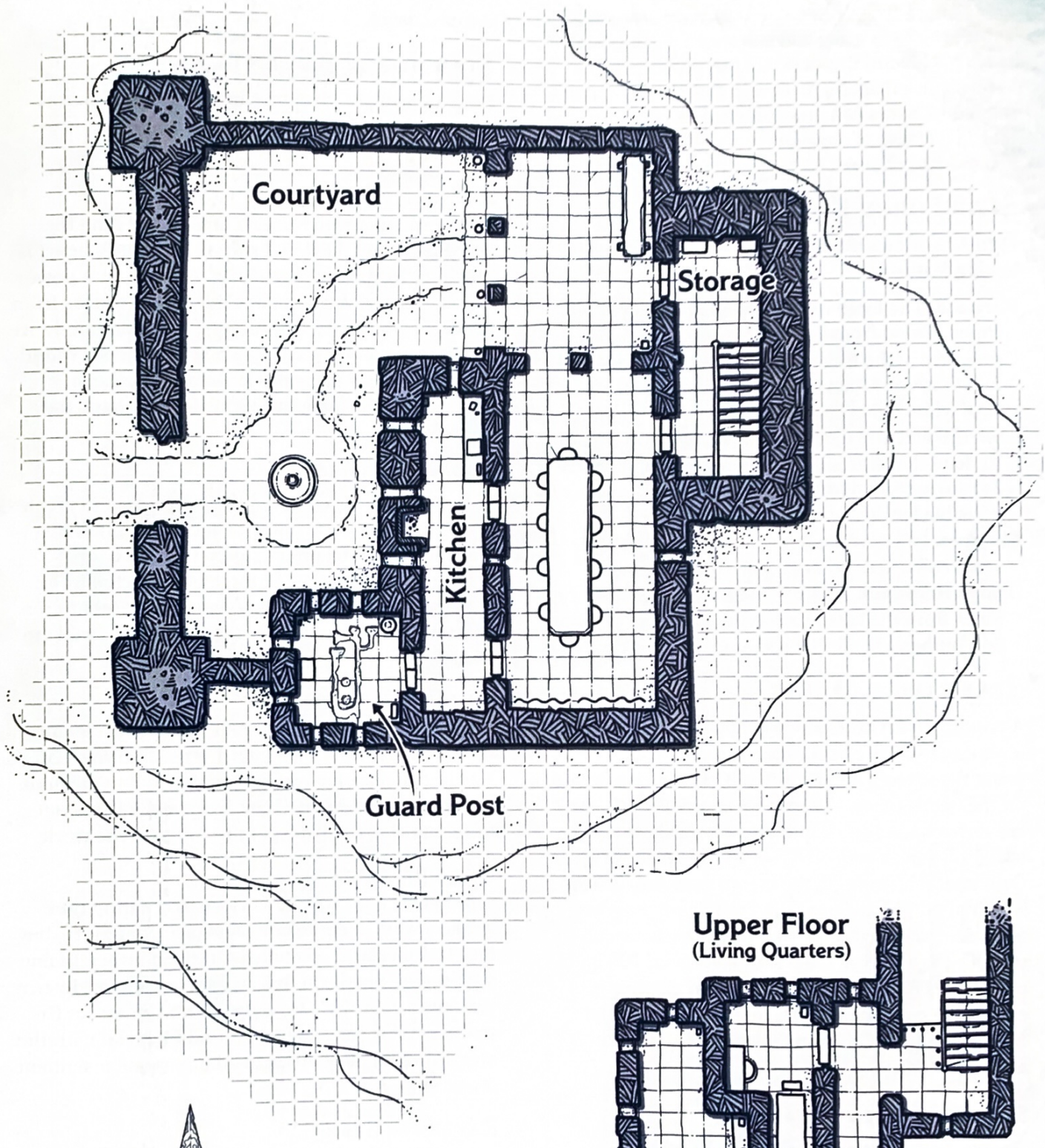
Wanderer's Hope

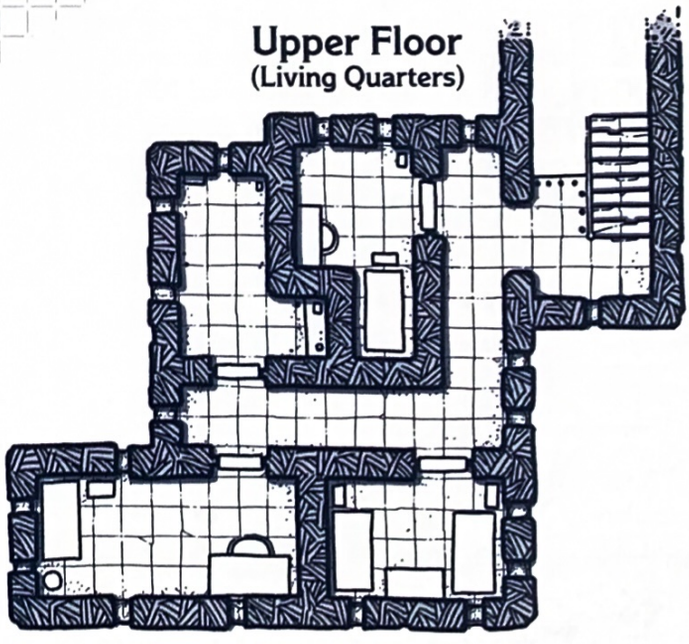
A **cloud giant** in an airship seeks the Singing Sands, claiming the desert was once the seat of a powerful empire of giants. The giant wants the characters to distract creatures from the Elemental Fire Encounters table (see chapter 3) defending the sand. The giant hopes to use the sand to create a compass to locate Gale's Eye Tower (in this chapter).



SINGING SANDS

MAP 4.15





1 Square = 10 Feet

BYSON LOCUS

Star Forge

The Star Forge blazes on a small obsidian island in a lake formed in the crater where a star fell to earth. The Forge's incandescent iron furnace spills light across the dark glass and still water, casting long shadows toward the slopes of the crater.

The star fell ages ago, devastating the surrounding land. Giants of a now-vanished empire found the star in a cradle of obsidian and built the iron forge around it to channel its power into their craft.

Star Forge Features

Map 4.16 shows the Star Forge, including the following features:

Furnace. The forge itself is a great housing of iron. Pipes extend from a central vessel, channeling the radiance of the forge into a vent so bright it's painful to look at. Giant runes etched on the iron flare with white light. The Star Forge sheds bright light for 100 feet and dim light for another 100 feet. An Undead that starts its turn in the bright light takes 3 (1d6) radiant damage. On a clear night, the light is visible for 300 miles.

Shelters. Iron and stone dwellings dot the shore, some collapsed, others carefully maintained.

Bridge Remnant. An iron bridge once spanned the water from the lakeshore to the island. Now rusted iron pilings are all that remain.

Star Forge Magic

A creature with proficiency in appropriate artisan's tools can use the Star Forge to create magic items using those tools and an amount of materials based on the item's rarity. For every 8 hours of work, the creature can make an Intelligence check using its tool proficiency, with a DC set by the item's rarity. On a successful check, the creature makes 100 gp worth of progress. On a failed check, no progress is made. For every 10 by which the check exceeds the DC, the creature makes an additional 100 gp of progress. The item is complete when the progress equals the cost of materials for the item. See the Star Forge Item Creation table for item rarity, cost, and check DC.

Star Forge Item Creation

Rarity	Material Cost	Check DC
Common	100 gp	10
Uncommon	500 gp	15
Rare	5,000 gp	20
Very Rare	50,000 gp	25
Legendary	500,000 gp	30

Additionally, a creature that works material in the workshop area can use the forge to cast the *fabricate* spell requiring no spell components. Once this property has been used, it can't be used again until the next dawn.

Star Forge Adventures

Here are sample adventure hooks to bring characters to the Star Forge or to give them missions to pursue there.

A Star Is Reborn

Thieves damaged the Giant runes stabilizing the Star Forge, and the fallen star at the forge's heart is regaining its former magnitude. As the star's power grows, frequent earthquakes release creatures from the Elemental Earth Encounters and Elemental Fire Encounters tables (see chapter 3) into the surrounding area. Unless the runes are repaired, the star threatens to consume the region—or perhaps the whole world.

Forging a Throne

A dwarf smith hopes to use the Star Forge to create a crown that will end a war of succession in their clan, but they need protection to reach the forge and finish their work. The forge is protected by an **iron golem** fueled by radiant energy and other creatures from the Giant Construct Encounters table in chapter 3.

Guiding Whispers

A voice whispers into a character's dreams, leading the character toward the Star Forge. The voice offers instructions for creating a fantastic magic item, but creatures from the Giant Necropolis Encounters table (see chapter 3) desperately oppose the work.

Magnum Opus

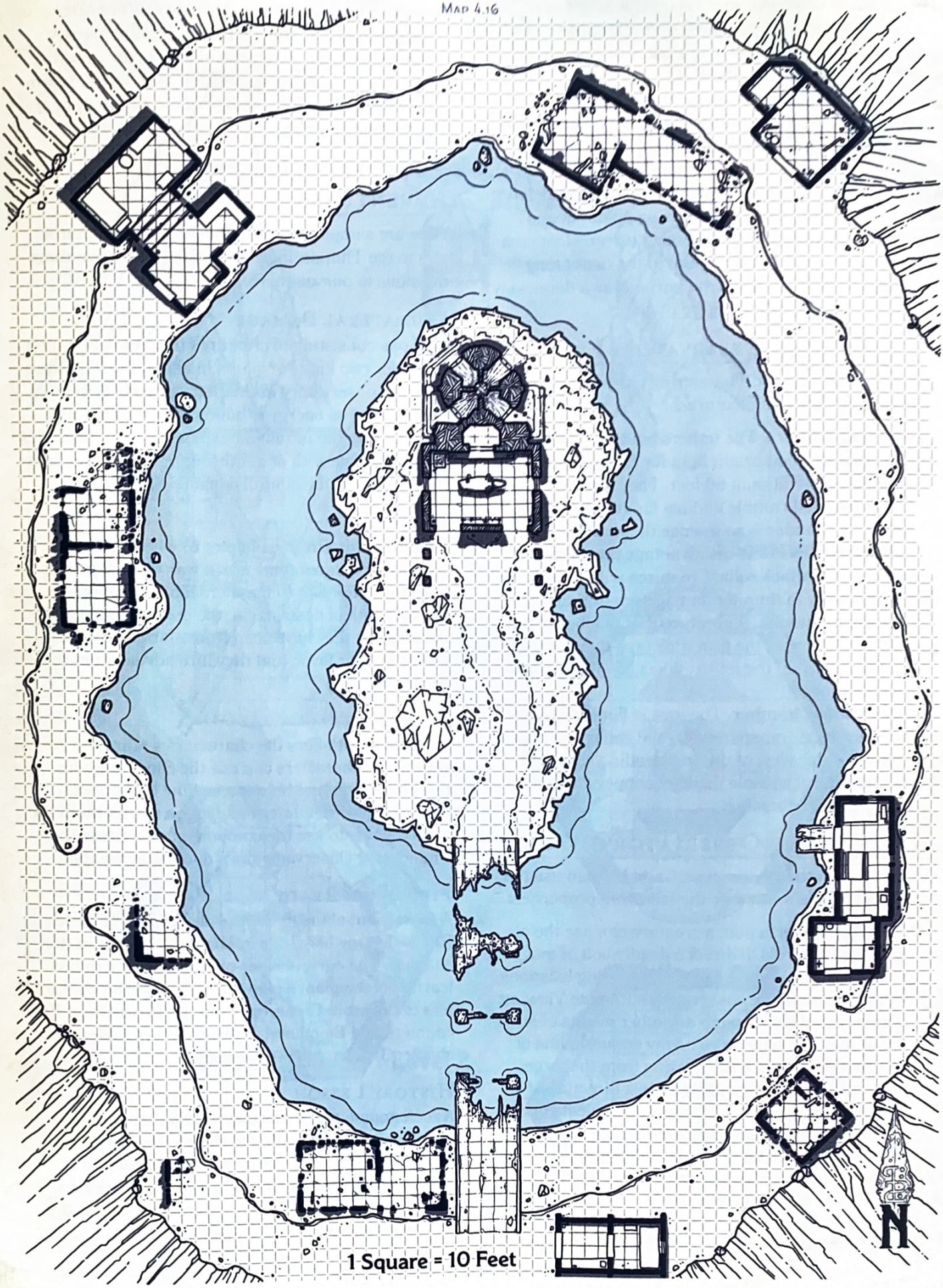
A **fire giant** forge master is close to creating their greatest work, a **runic colossus** (see chapter 6), but they lack a crucial component. If the characters find the Singing Sands (in this chapter), evade or destroy the sand's guardians from the Giant Construct Encounters table (see chapter 3), and fill a vial with the magical sand, the giant helps them create a sentient magic item.

Ravenous Star

An **azer** begs the characters for help. Other azers at the Star Forge are forced to work for an **aboleth** that claims to be a scion of a living star, Hadar the Dark Hunger. The azers' work supplies the aboleth's minions from the Fomorian Encounters table (see chapter 3) with formidable weapons and armor.

STAR FORGE

MAP 4.16



DYSON LOGOS

Thundering Observatory

A gigantic turret of stone and crystal hangs in the sky, suspended between two breathtakingly tall mountain peaks by twin tethers of rumbling lightning. The light and rolling thunder herald the location's existence for many miles, though it's so remote that only a handful of people have ever seen it, and fewer still have explored it.

The few people who have managed to enter and explore the Thundering Observatory have thus far discovered only its remote viewing potential and not the full truth of the suspended turret. Most creatures can't comfortably remain in the turret long enough to puzzle out its true purpose as a doomsday weapon built by a lost empire of giants.

Thundering Observatory Features

Map 4.17 depicts the Thundering Observatory, including the following features:

Lightning Tethers. The tethers holding up the observatory shed bright light for 50 feet and dim light for an additional 50 feet. They also emit a constant, loud rumble audible for 10 miles. This constant thunder is so intense that any creature within the turret has disadvantage on ability checks and attack rolls. Creatures with resistance or immunity to thunder damage are immune to this disorientation. A creature that touches or enters the tether for the first time on a turn, or that starts its turn in the tether, takes 55 (10d10) lightning damage.

Observation Chamber. The lowest floor of the observatory has transparent crystal walls that offer a spectacular view of the surrounding region. A magic control console made of copper and gold occupies this chamber.

Thundering Observatory Magic

A creature in the Observation Chamber can use the control console to activate the following properties:

Death Ray. As an action, a creature can use the observatory controls to direct a deadly bolt of magical energy at a point it can see, including locations viewed through the observatory's Remote Viewing property (but not through any other means of scrying or magical sensing). The ray creates a line of destruction 10 feet wide starting from the target point and progressing 100 feet in a direction of the creature's choice. Creatures and objects in that line take 143 (26d10) force damage. A creature reduced to 0 hit points is disintegrated into fine gray ash and can be returned to life only by a *true resurrection* or *wish* spell. A creature that activates this property gains 6 levels of exhaustion. Immunity to lightning or thunder damage reduces the number of levels gained by 1 for each such immunity.

Remote Viewing. As an action, a creature operating the controls can make a DC 20 Intelligence (Arcana) check. On a successful check, the creature can cast the *scrying* spell (spell save DC 17) from the device. A magical image of the target appears before the controls.

Thundering Observatory Adventures

Here are sample adventure hooks to bring characters to the Thundering Observatory or to give them missions to pursue there.

Collateral Damage

Factions consisting of creatures from the encounter tables for two kinds of giants in chapter 3 have damaged the observatory in their struggle for control of the site, and its energy is building toward an overload. To stop the imminent explosion, the characters must negotiate with or get through the fighting creatures to repair the control console.

Escalation

Goliath giant-kin (see chapter 6) who live on one of the nearby mountains are at war with creatures from the Giant Kin Encounters table in chapter 3. On the brink of destruction, the goliaths hope the observatory they have seen from afar can tip the scales in their favor, and they hire adventurers to secure it.

Final Key

A **storm giant** offers the characters a stunning reward if the characters can use the Star Forge (in this chapter) to build him a machine component. Once they do, an **adult gold dragon** warns them the giant intends to use the component to activate the Thundering Observatory as a doomsday weapon.

Fire When Ready

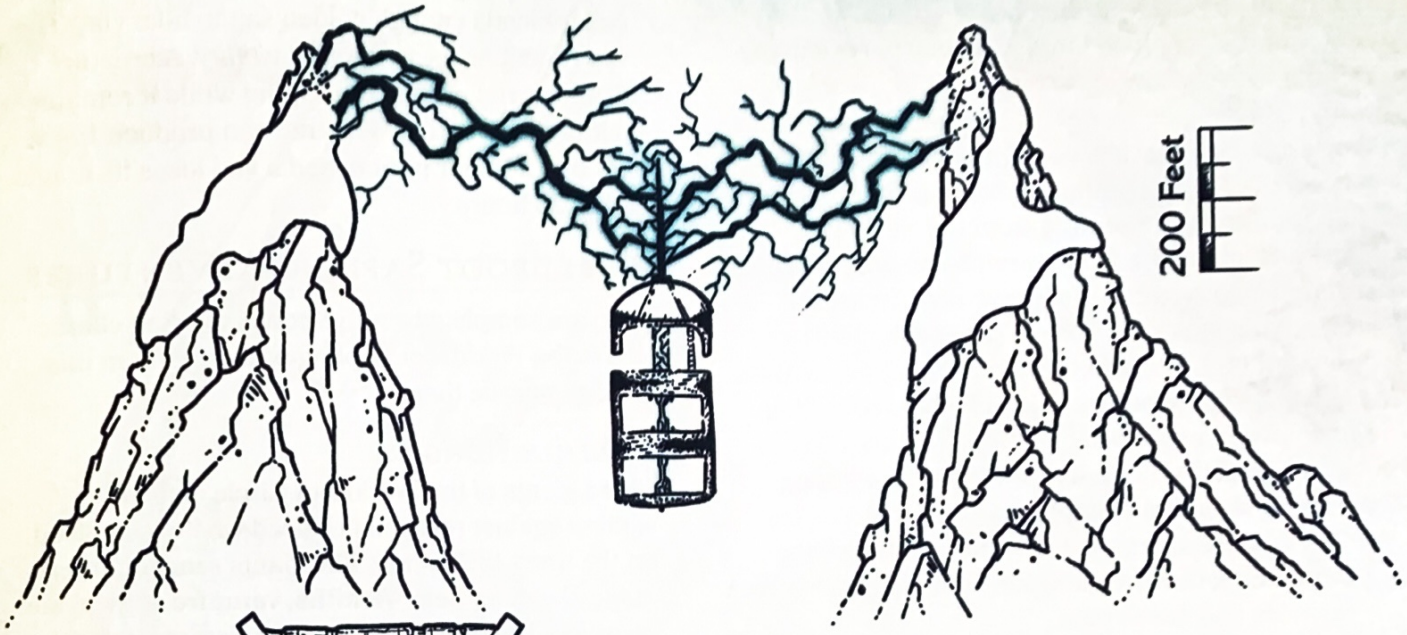
A **frost giant** plans to use the observatory's Death Ray to destroy her rivals in Hiatea's Hearth (in this chapter). The current ruler of Hiatea's Hearth has learned of the giant's plan and implores the characters to thwart it. Creatures from the Frost Giant Encounters and Elemental Air Encounters tables (see chapter 3) defend the observatory.

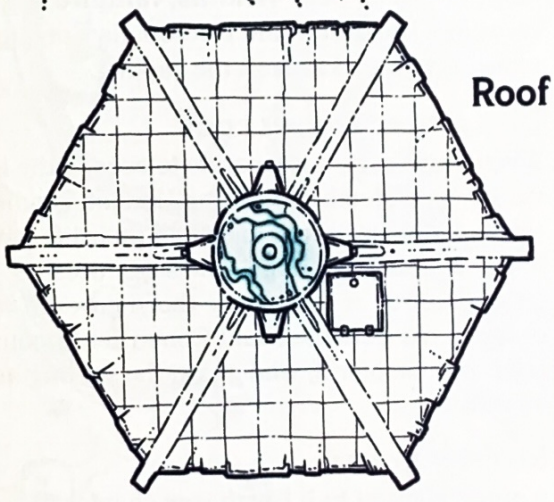
History Lesson

A rock gnome **mage** has pieced together accounts from ancient sites leading to the observatory. Creatures from the Giant Construct Encounters table in chapter 3, fueled by magical lightning, deny entrance to the turret when the characters escort the gnome there to study.

Thundering Observatory

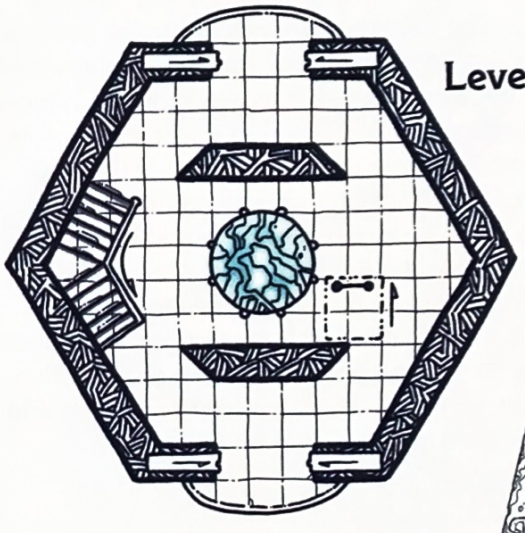
Map 4.17



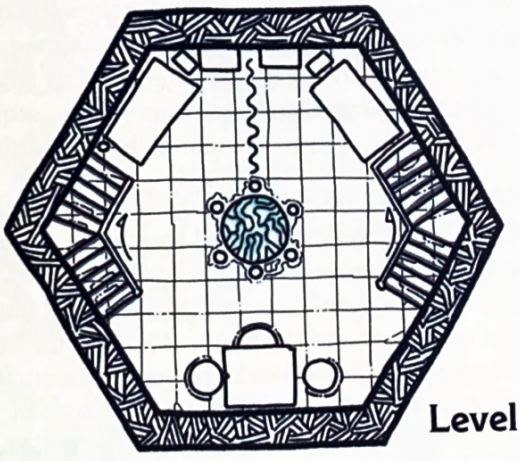


Roof

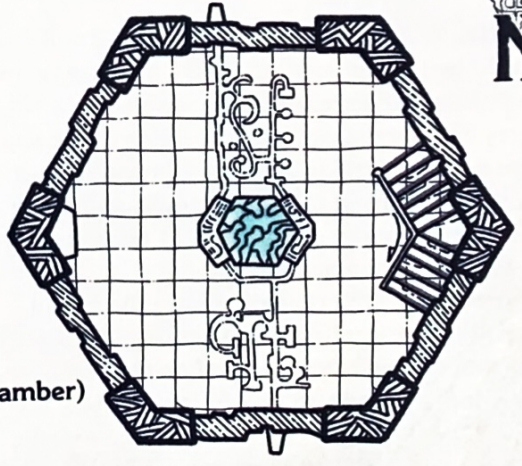
1 Square = 10 Feet



Level 3



Level 2



Level 1
(Observation Chamber)

DYSON LOGOS

Worldroot Sapling

In a remote corner of the world, immense, thorny tree roots twist across the barren ground. In the center of this desolate tangle, an enormous sapling gleams with the green of fresh growth, clearly a young tree despite its prodigious size. This is the Worldroot Sapling, a spark of defiant life amid the remnants of dead plants and ashen ground.

The sapling is a seedling from the world tree Yggdrasil, planted and nurtured by an enigmatic group of giants called the Worldroot Circle (described in chapter 2). Some tales speak of the world tree stretching through every plane and world of the multiverse, while others say wicked dragons long ago gnawed on and poisoned the great tree. Whatever the fate of Yggdrasil, the Worldroot Sapling stands as a symbol of hope and the perseverance of life. The life energy of the sapling suffuses the ground in the clearing, and the light it sheds soothes weariness and eases pain.

Worldroot Sapling Features

Map 4.18 depicts the Worldroot Sapling, including the following features:

Gnarled Roots. The great, twisted roots of an enormous dead tree cover a vast area surrounding the sapling. The roots bristle with immense thorns, some up to 5 feet long. The roots can be climbed easily, but a creature that moves more than half its speed on its turn while within 5 feet of the roots must succeed on a DC 15 Strength (Athletics) check or take 11 (2d10) piercing damage.

Sapling. The Worldroot Sapling stands in a clearing created by the twisting roots. The sapling is 30 feet tall, and its trunk is 10 feet in diameter. Despite its size, it has the proportions and appearance of a very young tree. The tree glows with a bright, greenish-golden light for 30 feet, and dim light reaches an additional 30 feet.

Worldroot Sapling Magic

The Worldroot Sapling has the following properties:

Font of Life. A dead creature buried in the soil within 30 feet of the sapling for 24 hours returns to life as if by a *true resurrection* spell. Once this property has been used, all properties of the sapling are suppressed for 30 days. Alternatively, a dead creature buried in the clearing's soil more than 30 feet from the sapling for 24 hours returns to life as if by a *reincarnation* spell.

Invigorating Light. A creature within the bright light shed by the sapling has advantage on ability checks and saving throws based on Constitution and Wisdom. A creature that finishes a long rest within the bright light removes all levels of exhaustion it has.

Life-Giving Sap. If the sapling's bark is pierced or cut, it bleeds enough golden sap to fill a vial. The sap functions as a *potion of vitality*. A creature that drinks a vial of sap stops aging while it remains within the clearing. The tree can produce 1d4 vials in a 24-hour period, and a vial loses its magic after 24 hours.

Worldroot Sapling Adventures

Here are sample adventure hooks to bring characters to the Worldroot Sapling or to give them missions to pursue there.

Deathly Hunger

Cloud giants of the Worldroot Circle defend the sapling against ravenous Undead who wish to feed on the tree's life energy. The giants send an urgent, magical call for help. **Wraiths**, **vampire spawn**, and creatures from the Giant Necropolis Encounters table in chapter 3 assault the sapling.

Persistent Knowledge

A venerable sage is desperate to escape the looming threat of death. Becoming Undead is odious to them, and their search to extend their life led them to the Worldroot Sapling. The sage hires the characters to destroy or disable the thorn-covered versions of creatures from the Giant Construct Encounters table (see chapter 3) who guard the sapling against all intruders.

Rotten Roots

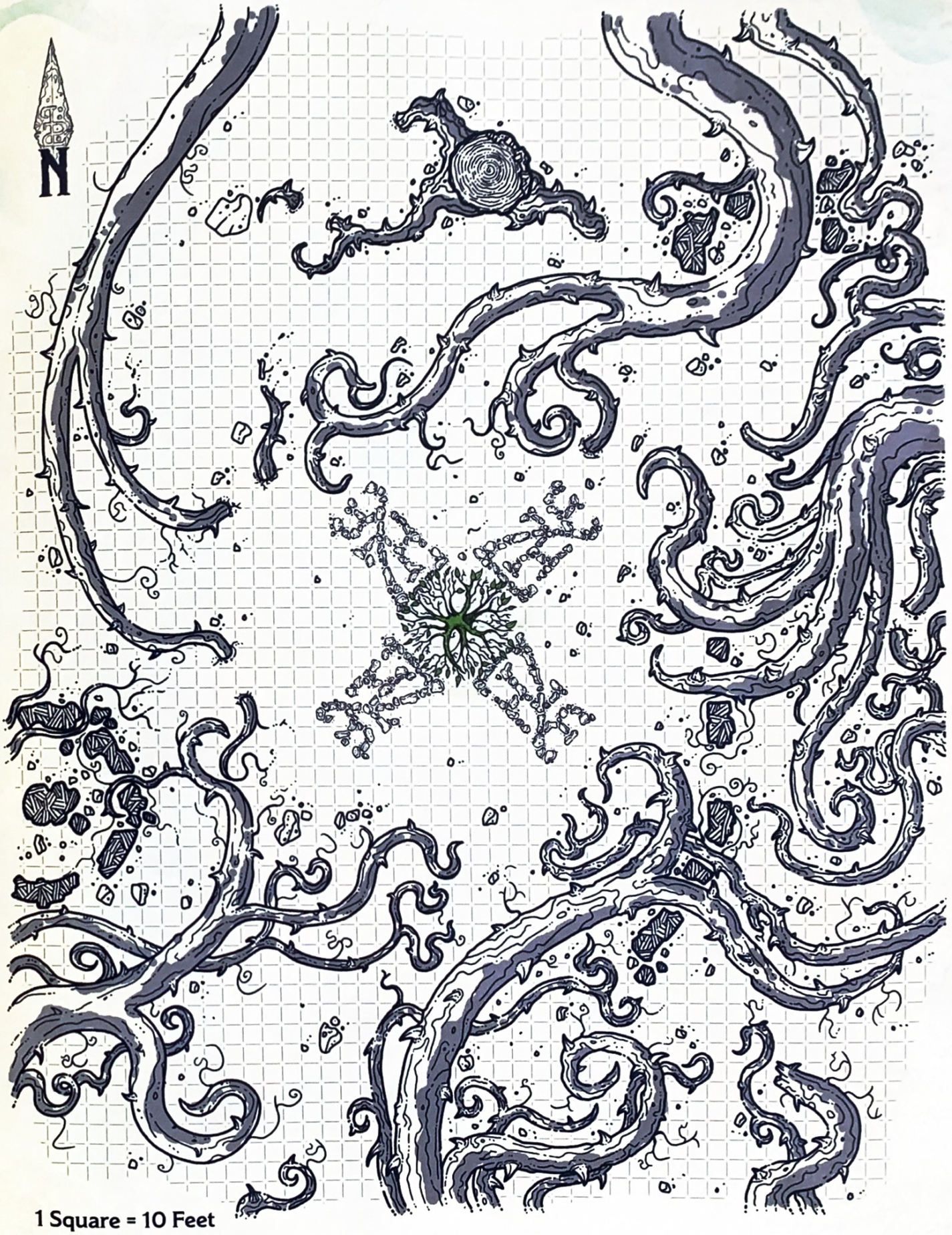
A **stone giant of Evil Earth** (see chapter 6) and the giant's evil minions from the Elemental Earth Encounters table in chapter 3 have taken control of the Worldroot Sapling. The cultists are pouring corrupt earth elemental energy into the sapling, twisting it to create a **gargantua** (see chapter 6). A **stone giant** seer begs the characters to help her thwart the cult.

Spreading Branches

A group of **firbolg primeval wardens** (see chapter 6) seek to reconnect the Forest Crystal and Singing Sands (both in this chapter) to a magical network that once spanned the world. The firbolgs believe they can use the network created by an ancient civilization of giants to channel the sapling's life energy to revitalize devastated regions of the world. They need help carrying cuttings of the sapling to the two sites. Along the way, the characters must deal with creatures from the Fiendish Incursion Encounters table at the Singing Sands and with tyrannical giants from the Storm Giant Encounters table at the Forest Crystal (both tables are in chapter 3).

WORLDROOT SAPLING

Map 4.18



DYSON LOGOS

Working together forged our friendship as well as my beneficent bracelet. Afterward, Diancastra delighted in showing me the glory of the giants across the breadth of the multiverse.

—Bigby

CHAPTER 5

GIANT TREASURES

GIANTS COLLECT AN ECLECTIC ASSORTMENT of treasures and trinkets over the course of their long life spans. This chapter, intended for the Dungeon Master, explores treasures intrepid adventurers might find during their encounters with giants, focusing on the six main families of giants described in the *Monster Manual*. This chapter contains the following sections:

"Giant Bags" provides tables you can use to determine the contents—both valuable and mundane—of a roaming giant's bag.

"Relics of Giant Realms" details the variety of valuable treasures left by ancient giants' civilizations.

"Magic Items" presents new magic items associated with giants, their legends, and their magic runes.

GIANT BAGS

Giants on the move carry colossal bags containing miscellaneous items collected over many years. Giant bags are strange repositories of unusual mementos, titanic tools, and giant-sized portions of food and drink. This section provides guidance for determining the contents of the bag of a giant of any kind.

Each of the lists in this section includes coinage (replacing the Individual Treasure tables in the *Dungeon Master's Guide*), boulders for throwing, and a number of other nonmagical items determined by rolling on another table. These items can include valuable objects, as well as food, tools, and curiosities. At your discretion, any giant bag might also contain a **bag jelly** (described in chapter 6).

CLOUD GIANT BAGS

Most cloud giant bags are sewn from richly dyed fabric and trimmed with gold. Giants who carry such bags thrive on showcasing the full extent of their wealth, and they often carry lavish items to further boast about their riches.

Other cloud giant bags are deceptive: they appear to be small and flat but abound with hidden pockets to stash all manner of items. Giants who carry such bags identify with the trickster aspect of the god Memnor and take pride in their cleverness.

CLOUD GIANT BAG CONTENTS

140 (4d6 × 10) sp
140 (4d6 × 10) gp
10 (3d6) pp
3 (1d4 + 1) boulders (for throwing)
2 (1d4) items from the Cloud Giant Bag Items table

CLOUD GIANT BAG ITEMS

d12	Item
1	A 4-foot-diameter gourd
2	A massive mortar and pestle
3	A gilded birdcage, large enough to hold a Medium creature, worth 50 gp
4	A giant-sized silver ring set with blue crystals, worth 75 gp
5	A large, gaudy citrine pendant carved to look like the sun, worth 90 gp
6	A giant-sized brass spyglass worth 100 gp
7	A life-sized malachite statue of a vulture, worth 110 gp
8	A tall electrum goblet inlaid with jade, worth 115 gp
9	A giant-sized silk dressing gown worth 125 gp
10	A 3-foot-tall turquoise idol depicting Memnor, worth 150 gp
11	Two 1-foot-tall golden eggs, each worth 100 gp
12	A large platinum mask worth 200 gp, which can depict two expressions—one of grand joy and one of deep sorrow—depending on its orientation

Adventurers discover the eclectic contents of a cloud giant's bag.

Fire Giant Bags

Fire giants include many skilled smiths, and some of them create gorgeous pieces from fired clay and blown glass.

Fire giants are often pragmatic, carrying only necessary tools and examples of their finest work. Their bags are sewn from resilient materials like thick leather, designed to withstand the heat of the forge as well as the fire giants' own searing heat.

Fire Giant Bag Contents

210 (6d6 × 10) sp
70 (2d6 × 10) ep
140 (4d6 × 10) gp
10 (3d6) pp
3 (1d4 + 1) boulders (for throwing)
2 (1d4) items from the Fire Giant Bag Items table

Fire Giant Bag Items

d12	Item
1	A battered, giant-sized pewter bowl and spoon
2	A giant-sized leather apron stained with soot
3	A branding iron of the giant's family name
4	Six giant-sized iron ingots
5	A large pot of metal polish
6	An old iron warhammer (used to emboss metal)
7	120 feet of thick hemp rope coated in fire-retardant lacquer
8	A diagram showing how to make a spiked tower shield
9	A 3-foot-tall ceramic mug with golden paint
10	A giant-sized ivory beard comb worth 50 gp
11	Fragments of a fire opal, worth 60 gp
12	A delicate, blown-glass flower wrapped carefully in gauze, worth 80 gp

Frost Giant Bags

Frost giant bags are coated in waterproof lacquer and lined with thick fur to keep their contents dry in the harsh weather of the giants' arctic domains. In addition to weapons and travel supplies, frost giants like to carry trophies from their battles to boast about.

Frost Giant Bag Contents

210 (6d6 × 10) sp
105 (3d6 × 10) ep
140 (4d6 × 10) gp
3 (1d6) pp
3 (1d4 + 1) boulders (for throwing)
2 (1d4) items from the Frost Giant Bag Items table

Frost Giant Bag Items

d12	Item
1	A large bronze bell with no clapper
2	A giant-sized wineskin, half-filled with wine frozen to slush
3	A necklace made of griffon beaks and skulls
4	The jagged claw of a white dragon with ice still riming its tip
5	A giant-sized fur cloak, ripped and patched in multiple places
6	A rusty longsword used to skin animals
7	A sack of dried meat strips, with "Wolf Treats" stitched in Giant on the front
8	Six large iron caltrops
9	Three ivory tusks, each worth 10 gp
10	Two polar bear pelts, each worth 20 gp
11	A massive, gold-tipped war horn worth 50 gp
12	Five large blue quartz gems, each worth 25 gp

Hill Giant Bags

The items found in hill giant bags reflect a diversity of taste and interest as broad as that found among any other giants. Some hill giants carry only food and boulders for throwing, while others collect artistic or scholarly materials that defy stereotypes attached to their kind.

Hill giant bags are made from simple materials like burlap or linen. Most have a distinctive "snack pocket"—a smaller compartment on the side of the bag used to store and easily access food while traveling. Food is of utmost importance to hill giants, and many carry different spices and cooking utensils with them.

Hill Giant Bag Contents

2,100 (6d6 × 100) cp
210 (6d6 × 10) sp
35 (1d6 × 10) ep
35 (1d6 × 10) gp
3 (1d4 + 1) boulders (for throwing)
2 (1d4) items from the Hill Giant Bag Items table

Hill Giant Bag Items

d12	Item
1	Five wheels of cheese
2	A giant-sized pair of old sandals
3	The skull of a Monstrosity native to the region
4	A haunch of smoked meat
5	A rusty dagger the giant used as a toothpick
6	Iron prongs and a trough of coal to create a makeshift spit-roast setup
7	A beehive with live bees
8	A small picture book for learning Common
9	A hefty box containing an assortment of colorful peppercorns
10	A clay tablet carved with stirring poetry
11	An unopened cask of honey mead, worth 25 gp
12	A cracked, giant-sized porcelain plate, repaired with silver lacquer, worth 50 gp

Stone Giant Bags

On a large scale, stone giants love elaborate murals and exquisite carvings. But when it comes to the trinkets in their bags, they favor trinkets that stimulate nonvisual senses, such as musical instruments, textured beads, and fragrant spices. However, many stone giants are fascinated by light and view it as a rare treasure. They cherish objects that generate or interact with light, such as prismatic crystals and bioluminescent flora.

Stone Giant Bag Contents

1,400 (4d6 × 100) cp
210 (6d6 × 10) sp
105 (3d6 × 10) ep
70 (2d6 × 10) gp
3 (1d6) pp
4 (1d6 + 1) boulders (for throwing)
2 (1d4) items from the Stone Giant Bag Items table

Stone Giant Bag Items

d12	Item
1	A striated boulder, notably smooth on one side but rough and bumpy on the other
2	A pair of flat stones tied together with hempen rope, currently pressing bioluminescent flowers
3	A string of giant-sized clay beads, each engraved with different patterns that mimic constellations
4	A wooden ocarina that perfectly imitates the sound of wind echoing in an underground cavern
5	A leather sack containing pungent spices
6	A multifaceted crystal prism
7	A giant-sized iron kettle
8	A misshapen, plush rendition of a giant cave spider
9	A giant-sized, elegant silver chisel and hammer used for carving runes, worth 20 gp
10	Seven giant-sized knucklebones worth 50 gp total
11	A 2-foot-diameter moonstone pendant depicting the profile of Skoraeus, worth 70 gp
12	Two halves of a 3-foot-diameter geode worth 120 gp total, split to reveal jagged indigo crystals

Storm Giant Bags

With their disposition toward divination, many storm giants are inclined to be superstitious, constantly searching the world for omens. They often carry a multitude of talismans and charms whose nature reflects the storm giant's home. A storm giant who lives in the sea might employ special kelp and shells for divination. A storm giant who spends more time in the sky might view lightning as a harbinger of good fortune and collect talismans made from objects struck by lightning or items that resemble lightning bolts.

Storm Giant Bag Contents

210 (6d6 × 10) sp
105 (3d6 × 10) ep
210 (6d6 × 10) gp
35 (1d6 × 10) pp
3 (1d4 + 1) boulders (for throwing)
2 (1d4) items from the Storm Giant Bag Items table

Storm Giant Bag Items

d12	Item
1	The bones of a roc, carved with prophetic runes
2	A giant-sized deck of ornately illustrated cards, their edges trimmed with gold foil
3	A drop of crystallized amber from a sacred tree
4	An earthenware jar filled with salt
5	10 pounds of candle wax in various colors
6	An elegant, giant-sized drinking horn engraved with a prayer to Stronmaus in the Giant language
7	A smooth, triangular blue stone crossed with etchings that look like lightning strikes
8	A giant-sized dulcimer inlaid with mother-of-pearl, worth 100 gp
9	A large bronze gong worth 50 gp
10	A gold toad pendant with carnelian eyes, worth 90 gp
11	A star rose quartz orb worth 120 gp
12	Three giant-sized sticks of incense, worth 75 gp each

Relics of Giant Realms

Though their inhabitants may be long gone, the ruins of ancient giants' civilizations are littered with valuable treasure for adventurers to discover. The random treasure tables in the *Dungeon Master's Guide* can help you quickly generate items characters may find while exploring such ruins. If you want treasures that feel uniquely giant-themed, this section provides suggestions for more distinctive items.

This section can also be used to generate treasure found among still-thriving giant societies; such treasure may have been passed down between generations, created in the imitation of ancient styles, or unearthed by the giants themselves.

Kinds of Treasure

Use these guidelines in conjunction with the information in the *Dungeon Master's Guide* to detail treasures adventurers might find in ancient ruins built by giants.

Coins

Giants' civilizations minted coins using copper, silver, electrum, gold, and platinum. These coins were sized for the creatures that used them and are thus comparatively massive to the average adventurer. (Most coins found in giants' bags are ordinary coins minted by more recent civilizations.)

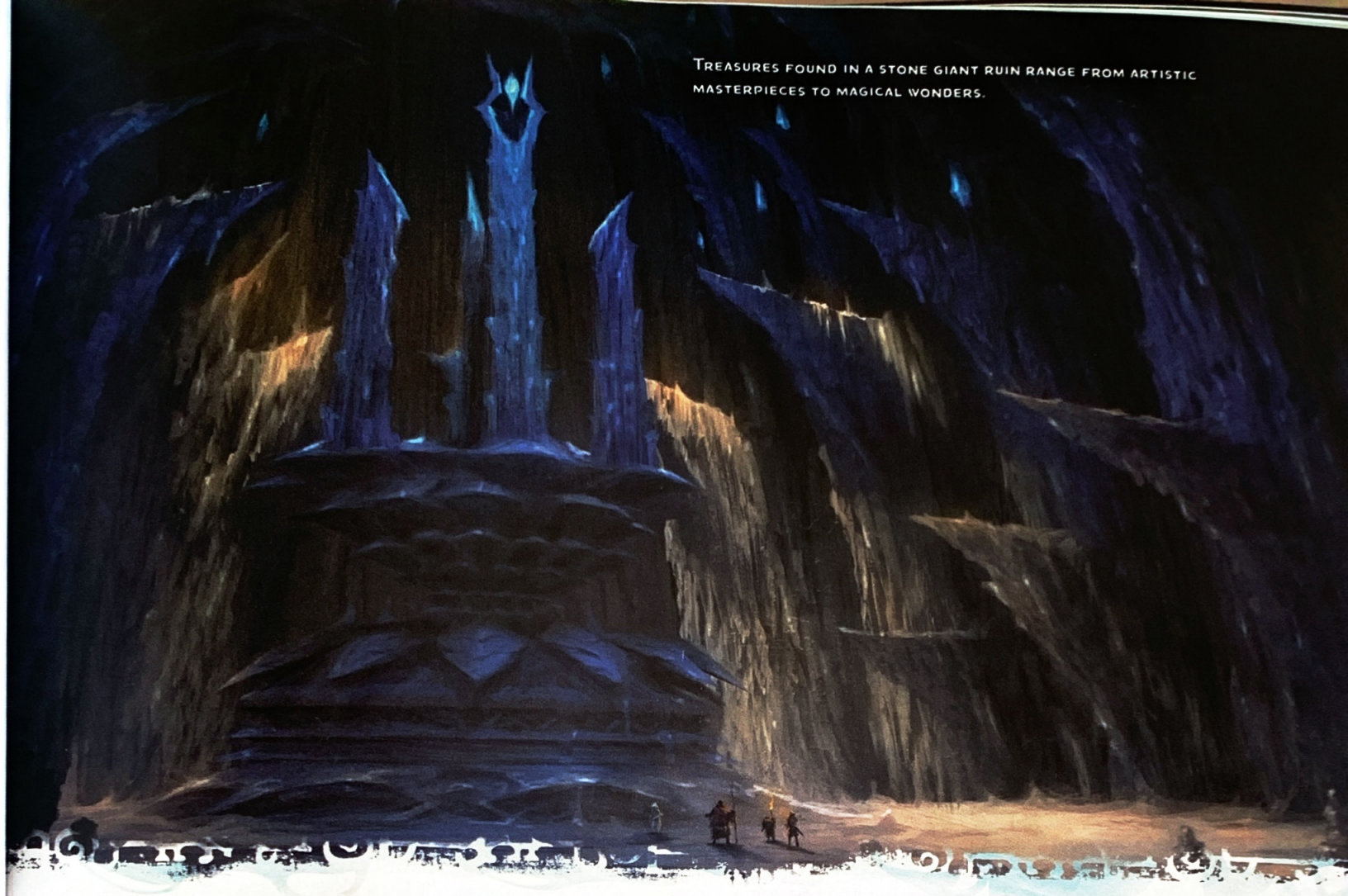
Giant-made coins vary in shape and design across civilizations, but in general, the coins are about 4 inches in diameter and at least 1/4-inch thick. Due to the sheer amount of precious metal used to make them, these coins are worth ten times more than their normal-sized counterparts. For example, one giant-sized copper coin is worth 10 cp (or 1 sp) and one giant-sized gold coin is worth 10 gp (or 1 pp).

Giant-made coins are also much heavier than normal coins. Five giant-sized coins of any type weigh 1 pound.

Gemstones

Jewels and other precious stones cut by smaller folk are too small for most giants to notice, let alone find value in. But ancient giants might have mastered ways of mining and cutting gemstones more appropriate to their size. They also harvested oversized pearls from giant clams.

You can use the "Gemstones" section of the *Dungeon Master's Guide* to randomly generate different jewels adventurers might find while plundering a giant's hoard. A giant-cut gemstone is worth ten times its normal value; for example, a giant-cut garnet (a stone on the 100 gp Gemstones table in the *Dungeon Master's Guide*) is worth 1,000 gp.



Treasures found in a stone giant ruin range from artistic masterpieces to magical wonders.

Art Objects

The art objects found in ancient giants' ruins reflect the societies and types of giants that once inhabited them. For example, ancient stone giant art is handsomely carved stonework, often adorned with tactile writing systems to accommodate visitors who aren't accustomed to the lightless depths such giants call home. Meanwhile, storm giant artwork reflects the variety of climes these giants inhabit, with thalassic treasures like pearls and seashells found alongside electroplated metals and jewelry charged with the might of a maelstrom.

In conjunction with the tables in the *Dungeon Master's Guide*, you can use the following tables to generate distinctive, giant-sized art objects for a specific ruin or hoard belonging to giants.

25 gp Art Objects

d8	Item
1	A dome-shaped crystal carved with patterns of constellations
2	A pale-blue clay mask depicting an expression of raucous laughter
3	A set of gilded, giant-sized cutlery
4	A 5-foot-tall stone tablet engraved with runes that feel warm to the touch
5	A quartz pendant carved in the likeness of a god
6	A slightly bent silver crown kept as a trophy
7	A lopsided chunk of luminous stone
8	A bronze war horn, its flared bell shaped like a charging ram

250 gp Art Objects

d8	Item
1	An ornate tapestry depicting a high-ranking family of giants
2	The expertly stuffed and mounted remains of a Large Monstrosity native to the area
3	An abstract spiral sculpture carved from a fulgurite
4	A rowboat displayed inside a giant-sized green crystal bottle
5	An iridescent conch shell that echoes with the sounds of a maelstrom
6	A hefty ceramic funerary urn, intricately painted with scenes from its inhabitant's lifetime
7	A 10-foot-tall mirror set in a gem-encrusted frame
8	A complex bronze armillary sphere, its rings engraved with various Giant runes and prophecies

JULIAN KOK

Magic Items

Giants have perfected numerous forms of magical crafting. This section presents new magic items associated with the might of giants.

A Note about Size

As described in the *Dungeon Master's Guide*, magic items meant to be worn can fit a creature regardless of size or build. If your campaign features a lot of magic items made by giants, you might decide to tweak this rule. Consider these two options:

Everything Fits. Perhaps the ancient giants of your world lived among creatures of varying statures, and as such, they took great care to ensure their magic items would resize to comfortably suit their users. With this option, any magic item created by giants (even one that is not worn, such as a wand or a weapon) magically resizes to suit any creature between Small and Huge size. The creature must spend 10 uninterrupted minutes touching the item and must attune to it if it requires attunement.

Nothing Resizes. Perhaps ancient giants made magic items to be used exclusively by giants. In this case, giant-made items don't resize. Smaller creatures might be able to adapt these items in various ways. A giant-made ring can be worn as a bracelet, a giant-made bracelet could serve as a headband, and so on. Some items can't be comfortably wielded by smaller creatures, but magical techniques might exist that allow skilled artisans to reshape and resize magic items with a few days of work.

Some of the magic items described in this chapter have special properties that allow them to fit creatures of any size. For the rest, you can decide whether characters find giant-sized items they need to resize (one way or another) or they find items that were made by giants for smaller allies—or made by smaller creatures using giants' techniques.

Giant-Crafted Items

Beyond its size, a giant-crafted version of a magic item might look different from its traditional appearance. For example, runes and rune carving are central to the magic traditions of the giants, so a *rod of rulership* created by a giant artisan might be inscribed with the king rune, while a giant-crafted *periapt of wound closure* might bear the life rune. Also, a magic item might absorb some of the latent elemental power of its giant users or creators. A *+1 longsword* forged by a fire giant, for example, could glow faintly like embers in the dark, while the *sentinel shield* once carried by a frost giant could be perpetually cold to the touch.

None of these cosmetic effects alter a magic item's capabilities. They merely provide a narrative link to giants' realms that characters might explore.

Magic Item Descriptions

The following magic items are presented in alphabetical order.

Adze of Annam

Weapon (Greataxe), Artifact (Requires Attunement)

This massive adze is said to have been wielded by All-Father Annam, not as a weapon but as the tool he used to shape the various worlds of the Material Plane eons ago.

Random Properties. The adze has the following random properties, determined by rolling on the appropriate table in the *Dungeon Master's Guide*:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties

Magic Weapon. When a creature attunes to the adze, the artifact magically adjusts its size so that creature can wield it as a greataxe. The adze is a magic weapon that grants a +3 bonus to attack and damage rolls made with it. On a hit, the adze deals an additional 3d12 force damage. It also deals double damage to objects and structures.

Divine Mattock. As an action, you can call upon the might of the All-Father and use the adze to cast *move earth* or *fabricate*. Once this property is used, it can't be used again until the next dawn.

Adze of Annam

Armor of Safeguarding

Armor (Heavy), Very Rare (Requires Attunement)

Set in the center of this armor's chest is a citrine engraved with the shield rune.

While wearing this armor, your hit point maximum increases by an amount equal to 10 + your level.

Invoking the Rune. As an action, you can invoke the armor's rune to cast the *beacon of hope* spell with it; the spell has a duration of 1 minute and doesn't require concentration. Once the rune has been invoked, it can't be invoked again until the next dawn.

Bigby's Beneficent Bracelet

Wondrous Item, Artifact (Requires Attunement)

This gorgeous jewelry piece, crafted by the wizard Bigby himself, consists of four gold rings attached via delicate chains to a wrist cuff studded with sapphires and diamonds.

Random Properties. The bracelet has the following random properties, determined by rolling on the appropriate table in the *Dungeon Master's Guide*:

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property

Dexterous Fingers. While wearing the bracelet, you can cast *mage hand*.

Force Sculpture. By focusing and channeling the bracelet's magic for 1 minute, you can create a spectral copy of a Large or smaller nonmagical object. The copy appears in an unoccupied space within 10 feet of you, and it is made of tangible but translucent force that mimics the size, weight, and other properties of the object it's copying. The copy must appear on a surface or liquid that can support it. Creatures can touch and interact with the copy as if it were a nonmagical object.

The copy is immune to all damage and can't be dispelled, but a *disintegrate* spell destroys it immediately. Otherwise, the copy disappears after 8 hours or when you dismiss it as an action.

The bracelet can create up to three copies and regains all expended uses at dawn.

Helpful Hand. As an action, you can use the bracelet to cast *Bigby's hand* as a 9th-level spell (spell attack bonus +13). When you cast the spell this way, the spell doesn't require concentration. Once this property is used, it can't be used again until the next dawn.

Bloodshed Blade

Weapon (Any Sword), Very Rare (Requires Attunement)

The hilt of this sword bears a carnelian engraved with the blood rune.

Bigby's Beneficent Bracelet

You can add your Constitution modifier (minimum of +1) to the damage rolls of attacks made with this weapon.

Invoking the Rune. When you target a creature with an attack using this weapon, you can invoke the sword's rune, causing it to flare with crimson light and infusing your attack with bloodthirsty precision. You then spend and roll one of your unspent Hit Dice and add the number rolled to the attack roll. You can choose to invoke the rune after rolling the d20.

If this attack hits, you can also spend and roll any number of your unspent Hit Dice and add the total rolled to the weapon's damage.

Once the rune has been invoked, it can't be invoked again until the next dawn.

Crown of the Wrath Bringer

Wondrous Item, Rare (Requires Attunement)

This jagged iron circlet bears ornaments in the shape of the enemy rune. When worn, the crown glows with pale light as it draws upon the wearer's fury to strike opponents with vicious terror.

When you make an attack roll against a creature and hit it while wearing this crown, you can spend and roll one of your unspent Hit Dice. The creature takes extra psychic damage equal to the number rolled.

ISABEL GIBNEY

Invoking the Rune. As an action, you can invoke the crown's rune to cast the *fear* spell (save DC 15) with it; the spell has a duration of 1 minute and doesn't require concentration. Once the rune has been invoked, it can't be invoked again until the next dawn.

Delver's Claws

Wondrous Item, Rare (Requires Attunement)

The back of this weatherworn leather glove is adorned with three large metal hooks shaped like a mole's claws. Stitched into the glove's palm is the mountain rune.

The glove is considered a simple melee weapon with the finesse and light properties, and it deals 1d4 slashing damage on a hit. While attuned to the glove, you gain a burrowing speed equal to your walking speed and blindsight to 15 feet.

Invoking the Rune. As an action, you can invoke the glove's rune to bolster yourself with the sturdiness of the earth. Spend and roll a number of your unspent Hit Dice up to a maximum equal to your proficiency bonus. You then regain a number of hit points equal to the total roll plus your Constitution modifier.

Once the rune has been invoked, it can't be invoked again until the next dawn.

Glowrune Pigment

Wondrous Item, Rare

This set of 1d4 + 2 small paint pots contains pigments mixed from crushed luminescent gemstones. This magical paint bestows temporary magical gifts on creatures with runes drawn on their skin with this paint.

One paint pot contains enough pigment to paint one rune. A creature can spend 10 minutes to paint one of the following runes onto itself or another creature:

Journey Rune. Difficult terrain doesn't cost the painted creature extra movement.

Life Rune. The painted creature gains 10 temporary hit points and has advantage on death saving throws.

Light Rune. The painted creature gains darkvision to a range of 30 feet. If the painted creature already has darkvision from another source, the range of its darkvision increases by 30 feet.

Mountain Rune. The painted creature is immune to being knocked prone and has advantage on Strength and Constitution saving throws.

Shield Rune. The painted creature has advantage on Dexterity saving throws against effects that deal damage.

A creature can benefit from only one painted rune at a time, so a new rune painted on a creature has no effect unless the old one is removed first. The rune's benefits last for 8 hours or until the painted creature uses its action to wipe away the rune.

Harp of Gilded Plenty

Wondrous Item, Legendary (Requires Attunement)

This golden harp is sculpted in the image of the god Iallanis, depicted as a young cloud giant woman. When a creature comes within 5 feet of the harp, the instrument animates and is capable of speaking, singing, and playing by itself.

Whenever you attempt to attune to the harp, you must first make either a DC 15 Charisma (Performance) check or a DC 20 Charisma (Persuasion) check to convince the harp that you are worthy, attuning to the harp on a success. If you fail, you can't attempt to attune to the harp again until the next dawn. Once you have successfully attuned to the harp, the harp resizes to suit you.

Stalwart Song. Whenever you make a Charisma check while attuned to the harp, you can treat a roll of 9 or lower on the die as a 10.

Feast of Plenty. If you spend 10 minutes playing the harp, you can cast the *heroes' feast* spell from it. Once this property is used, it can't be used again until 1d10 + 10 days have passed.

Soothing Melody. As an action, you can use the harp to cast the *calm emotions* spell (save DC 19). When the spell is cast using the harp, its duration increases to 1 hour, provided you maintain concentration on the spell. This property can be used five times, and it regains all uses at dawn.

Sentience. The harp is a sentient, chaotic good object with an Intelligence of 13, a Wisdom of 15, and a Charisma of 20. It has hearing and darkvision to a range of 120 feet.

The harp can speak, read, and understand Common and Giant. It can also communicate telepathically with the creature attuned to it.

The harp has a dramatic and pompous personality, taking extreme pride in the quality of music produced from its strings. If the harp is shorter than 6 feet tall, it bemoans its height.

Helm of Perfect Potential

Wondrous Item, Artifact (Requires Attunement)

This copper-hued helm contains a shard of the Elemental Chaos embedded in its forehead, surrounded by a motif of a rising sun. Legend says Annam fashioned this helm for his daughter Diancastra to hold the fragment of chaos she used to prove her worth to her father.

Random Properties. The helm has the following random properties, determined by rolling on the appropriate table in the *Dungeon Master's Guide*:

- 2 minor beneficial properties
- 1 major beneficial property
- 1 minor detrimental property

Master of Guile. While wearing the helm, you have advantage on Charisma (Deception) and Wisdom (Insight) checks.

Arrow of Elemental Havoc. As a bonus action while wearing the helm, you can launch a bolt of searing elemental energy toward a creature you can see within 90 feet of yourself. The target must make a DC 20 Dexterity saving throw. On a failed save, the creature takes 4d6 acid, cold, fire, lightning, or thunder damage (your choice). On a successful save, the creature takes half as much damage.

Spellcasting. The helm has 6 charges and regains 1d6 charges each dawn. As an action while wearing the helm, you can expend 1 or more of its charges to cast one of the following spells (save DC 20): *elemental weapon* (1 charge), *call lightning* (2 charges), *wall of fire* (3 charges), *conjure elemental* (4 charges), *tsunami* (5 charges).

Lash of Immolation

Weapon (Whip), Rare

The handle of this dark leather whip bears the fire rune, and embers dance around the whip's tail.

You gain a +1 bonus to attack and damage rolls made with this weapon, and on a hit, the whip deals an extra 1d6 fire damage. When you score a critical hit with an attack using this whip, the target also has the restrained condition until the start of your next turn, as fiery bands lash around the target.

Invoking the Rune. When you make an attack with the whip and hit, you can use your reaction to invoke the whip's rune. Doing so increases the extra fire damage dealt by the whip to 2d6.

Once the rune has been invoked, it can't be invoked again until the next dawn.

Longbow of the Healing Hearth

Weapon (Longbow), Legendary (Requires Attunement)

This ivory longbow is inscribed with a prayer to the god Hiatea, the runes of which are entwined with gilded engravings of wheat stalks and deer antlers.

You gain a +3 bonus to attack and damage rolls made with this weapon. If you load no ammunition in the weapon, it produces its own, automatically creating one magic arrow when you pull back the string. The arrow created by the bow vanishes the instant after it hits or misses a target.

Helm of Perfect Potential

The bow has 8 charges for the following properties, which you can use while wielding the bow. The bow regains 1d4 + 1 charges daily at dawn.

Curative Arrow. When you take the Attack action using the bow, you can expend 1 charge to replace one of your attacks with a blazing arrow of curative magic, which automatically hits one creature you can see within 150 feet of you. The target can then immediately spend and roll one of its unspent Hit Dice and regain a number of hit points equal to the roll plus your Wisdom modifier (minimum of +1). If the target has no unspent Hit Dice remaining, nothing happens. You can use a curative arrow only once per turn.

Spellcasting. While holding the bow, you can use an action to expend 1 or more of its charges to cast one of the following spells from it (save DC 18): *create food and water* (1 charge), *warding bond* (2 charges), *guardian of faith* (3 charges).

Lucent Destroyer

Weapon (Musket), Very Rare (Requires Attunement)

This magic weapon is a triple-barreled bronze musket. You gain a +1 bonus to attack and damage rolls made with it. It requires no ammunition, its damage is radiant instead of piercing, and it doesn't have the

ISABEL GIBNEY

loading property. The base of the weapon is emblazoned with the light rune.

Additionally, while attuned to the weapon, you can cast *dancing lights* from the musket at will.

Invoking the Rune. As an action, you can invoke the weapon's rune to cast the *sunbeam* spell (save DC 17) with it. Once the rune has been invoked, it can't be invoked again until the next dawn.

Mistral Mantle

Wondrous Item, Very Rare (Requires Attunement)

This thick, fur-lined cloak has the ice rune stitched on the hem in silvery blue thread. Frigid wind swirls around the cloak, regardless of the weather.

While wearing this cloak, you have resistance to cold damage. Additionally, when you move within 5 feet of a creature, you can cause the cloak's cold wind to buffet the creature. The creature must succeed on a DC 14 Dexterity saving throw or take 1d6 cold damage and have the prone condition. A creature can be affected by the mantle only once during a turn.

Invoking the Rune. As an action, you can invoke the mantle's rune to cast the *sleet storm* spell (save DC 14) with it. When you use the mantle to cast the spell, the area of the spell isn't difficult terrain for you, and you can see through the storm, ignoring the normal penalties of a heavily obscured area.

Once the rune has been invoked, it can't be invoked again until the next dawn.

Nimbus Coronet

Wondrous Item, Very Rare (Requires Attunement)

The design of this bronze circlet resembles swirling clouds. At its center is set a deep-blue stone, upon which is inscribed the cloud rune.

While wearing this circlet, you take no damage from falling. Additionally, as a bonus action, you and everything you are wearing or carrying can teleport to an unoccupied space you can see within 15 feet of yourself, reappearing in a puff of shimmering clouds.

Invoking the Rune. As an action, you can invoke the circlet's rune to assume a cloudlike form. The form lasts for 1 minute, until you are incapacitated, or until you dismiss it (no action required).

While in cloud form, you have a flying speed of 60 feet and resistance to bludgeoning, piercing, and slashing damage.

Once the rune has been invoked, it can't be invoked again until the next dawn.

Orb of Skoraeus

Wondrous Item, Legendary (Requires Attunement by a Spellcaster)

Said to be infused with the wisdom and power of the god Skoraeus, this polished stone orb is veined with iridescent crystal that seems to glow from within. The orb is 8 inches in diameter and weighs 8 pounds, making it a palm-sized trinket for a stone giant but a more unwieldy item for a Medium creature to use.

While holding this orb, you can use it as a spellcasting focus for your spells. You also gain the following benefits:

Abundant Components. The orb has 3 charges and regains all expended charges at dawn. When you cast a spell while holding this orb, you can expend up to 3 charges to ignore the spell's material components with a gold piece cost, up to 300 gp per charge expended.

Astute Mind. You gain a +2 bonus to any Constitution saving throw you make to maintain your concentration on a spell.

Divine Sight. You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Prehistoric Figurines of Wondrous Power

Wondrous Item, Varies

Larger and more roughly hewn than typical *figurines of wondrous power*, these statuettes depict dinosaurs and related creatures from the earliest days of the world.

As an action, you can throw a *prehistoric figurine of wondrous power* to a point on the ground within 60 feet of yourself while speaking a command word, whereupon the figurine magically transforms into a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions. See the *Monster Manual* for the creature's statistics.

The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its statuette form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

Carnelian Triceratops (Very Rare). This figurine becomes a **triceratops** for up to 6 hours and can be ridden as a mount. Once it has been used, it can't be used again until 10 days have passed.

Jasper Tyrannosaurus Rex (Legendary). This figurine, crafted from rare green jasper, becomes a **tyrannosaurus rex** for up to 1 hour. Once it has

been used, it can't be used again until 14 days have passed.

Whenever you command the figurine while it's in tyrannosaurus rex form (including commanding it to revert to figurine form), you must roll a d20. On a 1, you lose control of the figurine, and it becomes hostile to you and your companions until it is reduced to 0 hit points, at which point it reverts to figurine form.

Kyanite Pteranodon (Rare). This figurine becomes a **pteranodon** for up to 8 hours. If your size is Medium or smaller, you can ride the pteranodon as a mount. Once it has been used, it can't be used again until 7 days have passed.

Pyrite Plesiosaurus (Uncommon). This figurine becomes a **plesiosaurus** for up to 12 hours and can be ridden as a mount. Once it has been used, it can't be used again until 4 days have passed.

While you are riding the plesiosaurus, you can use it to cast *water breathing* at will.

Reaper's Scream

Weapon (Morningstar), Legendary (Requires Attunement)

The spikes of this iron morningstar glow with sickly, pale light. The death rune is inscribed on its shaft and inlaid with pearl.

You gain a +2 bonus to attack and damage rolls made with this weapon, and attacks with this weapon deal necrotic damage instead of piercing damage.

When you attack a creature with this weapon and roll a 20 on the attack roll, you gain 10 temporary hit points. Any creature that hits you with a melee attack while you have 1 or more of these temporary hit points takes 10 necrotic damage.

Invoking the Rune. As a bonus action, you can invoke the weapon's rune, unleashing the screams of every creature slain by the weapon in one cacophonous burst. Each creature of your choice within 60 feet of you must succeed on a DC 15 Wisdom saving throw or have the stunned condition until the start of your next turn.

Once the rune has been invoked, it can't be invoked again until the next dawn.

Ring of Amity

Ring, Very Rare (Requires Attunement)

This ring is carved from hematite and bears an engraving of the friend rune.

Prehistoric Figurines of Wondrous Power (clockwise from left): Carnelian Triceratops, Jasper Tyrannosaurus Rex, Pyrite Plesiosaurus, Kyanite Pteranodon

When you first attune to this ring, you can touch one willing creature and form a magical bond between the two of you. While this bond lasts, whenever you are subjected to a spell or magical effect that restores hit points, the bonded creature also receives the benefits of the spell or effect.

You can bond with a different creature whenever you finish a long rest, provided that you can touch the creature and the creature is willing.

A creature can benefit from only one *ring of amity*'s bond at a time. The bond ends if either you or the creature travels to a different plane of existence, if you bond with a different creature at the end of a long rest, or if you sever the bond as a bonus action.

Invoking the Rune. When the bonded creature hits a target with an attack roll, you can use your reaction to invoke the ring's rune if you are within 60 feet of the bonded creature. The bonded creature's attack is then turned into a critical hit.

Once the rune has been invoked, it can't be invoked again until the next dawn.

Sanctum Amulet

Wondrous Item, Very Rare (Requires Attunement)

A black opal pendant hangs at the base of this pearlescent chain. The sacred rune is inscribed on the back of the pendant.

While wearing this item, you have resistance to necrotic damage. Additionally, you can cast the *spare the dying* cantrip using either an action or a bonus action.

Invoking the Rune. When a creature you can see within 60 feet of you is reduced to 0 hit points as a result of taking damage, you can use your reaction to invoke the item's rune, causing the pendant to flash with pale light. The creature then instead drops to 1 hit point.

Once the rune has been invoked, it can't be invoked again until the next dawn.

Shield of the Blazing Dreadnought

Armor (Shield), Legendary (Requires Attunement)

Modeled after the formidable spiked tower shields wielded by some fire giants, this iron shield emanates a constant warmth.

You can use a bonus action to activate the shield, causing glowing lava to flow through the shield's grooves for 1 minute. While the shield is active, you gain the following benefits:

Blazing Soul. You have immunity to fire damage.

Cleansing Fire. As an action, you can cause the shield to flare with the cleansing fire of the god Surtur. Choose one creature you can see within 30 feet of yourself (you can choose yourself). One disease or condition of your choice affecting this creature ends immediately; the condition can be blinded, charmed, deafened, or poisoned.

Shield Bash. When you take the Attack action on your turn, you can replace one of your attacks with a shield bash, targeting one creature you can see within 5 feet of yourself. The target must make a Strength saving throw (DC equals 8 + your proficiency bonus + your Strength modifier). On a failed save, the target takes 3d6 bludgeoning damage plus 3d6 fire damage and is knocked prone. On a successful save, the target takes half as much damage only. You can use Shield Bash only once per turn.

Once the shield has been activated, it can't be activated again until the next dawn.

Staff of the Rooted Hills

Staff, Rare (Requires Attunement)

The hill rune is carved into this gnarled wooden staff. The staff magically resizes to match the height of any creature that attunes to it.

The staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it. The first time you hit any creature with the staff on your turn, the creature must succeed on a DC 12 Strength saving throw or be restrained by spectral vines until the start of your next turn.

Invoking the Rune. As an action, you can invoke the staff's rune to cast either *hold person* (save DC 12) or *speak with plants* with the staff. When you cast *hold person* using the staff, the target is wreathed in spectral vines.

Once the rune has been invoked to cast either spell, it can't be invoked again until the next dawn.

Stonebreaker's Breastplate

Armor (Breastplate), Legendary (Requires Attunement)

This breastplate is made from marbled granite, though it feels no heavier than a typical metal breastplate. Its chest is emblazoned with the stone rune.

While wearing this breastplate, you have resistance to bludgeoning, piercing, and slashing damage and are immune to being knocked prone.

Invoking the Rune. As an action, you can invoke the breastplate's rune to cast the *wall of stone* spell (save DC 14) with it. When you cast the spell in this way, you have advantage on saving throws made to maintain concentration on the spell.

Once the rune has been invoked, it can't be invoked again until the next dawn.

Thunderbuss

Weapon (Pistol), Very Rare

This magic ranged weapon is a flared pistol with the storm rune engraved along the barrel. You gain a +1 bonus to attack and damage rolls made with it.

THUNDERBUSS

It requires no ammunition, its damage is thunder instead of piercing, and it doesn't have the loading property.

Invoking the Rune. As a bonus action, you can invoke the weapon's rune to launch a ball of energy to a point you can see within 30 feet of yourself. The energy then detonates into a 10-foot-radius sphere of turbulent wind and thunder centered on that point, and each creature in that sphere must make a DC 14 Constitution saving throw. On a failed save, a creature takes 3d6 thunder damage, and it can't take reactions until the end of your next turn. On a successful save, a creature takes half as much damage only.

Once the rune has been invoked, it can't be invoked again until the next dawn.

War Horn of Valor

Wondrous Item, Rare

This brass war horn is engraved with the war rune, which glows purple when the horn is blown.

You can blow the horn as a bonus action. When you do, if you have the frightened condition, you immediately end that condition on yourself. You also have advantage on saving throws against being frightened until the start of your next turn.

Invoking the Rune. When you blow the horn, you can also invoke the rune, imbuing the horn's deep call with protective magic that affects creatures of your choice within 30 feet of yourself. You and all affected creatures gain a +1 bonus to AC until the start of your next turn.

Once the rune has been invoked, it can't be invoked again until the next dawn.

Wayfarer's Boots

Wondrous Item, Rare (Requires Attunement)

This pair of boots is made of durable cloth, with the journey rune stitched in golden thread above each heel. While you are wearing this item, your walking speed increases by 10 feet, and you have advantage on Wisdom (Survival) checks.

Invoking the Runes. As a bonus action, you can invoke the boots' runes to cast the *expeditious retreat* spell with them. Once the runes have been invoked, they can't be invoked again until the next dawn.

Wyrmreaver Gauntlets

Wondrous Item, Very Rare (Requires Attunement)

Originally crafted for ground-bound giant brawlers to fight against dragons and other enormous predators of the sky, these studded gauntlets are engraved with the dragon rune.

While you are wearing these gauntlets, your unarmed strike deals an additional 1d6 force damage on a hit. Additionally, whenever you finish a long rest, choose one of the following damage types: acid, cold, fire, lightning, or poison. You have resistance to the chosen damage type until you finish another long rest.

Invoking the Runes. As a bonus action, you can invoke the gauntlets' runes and summon two enormous spectral fists that envelop the gauntlets and mimic your hand motions. The fists can also launch themselves to strike distant opponents, returning immediately to your space after they hit or miss.

The fists last for 1 minute or until you are incapacitated. While the spectral fists are active, unarmed strikes you make on your turn have a reach of 30 feet, and when you hit a creature with an opportunity attack made with your unarmed strike, the creature must succeed on a Strength saving throw (DC equals 8 + your proficiency bonus + your Strength modifier) or have the prone condition.

Once the runes have been invoked, they can't be invoked again until the next dawn.

Zephyr Armor

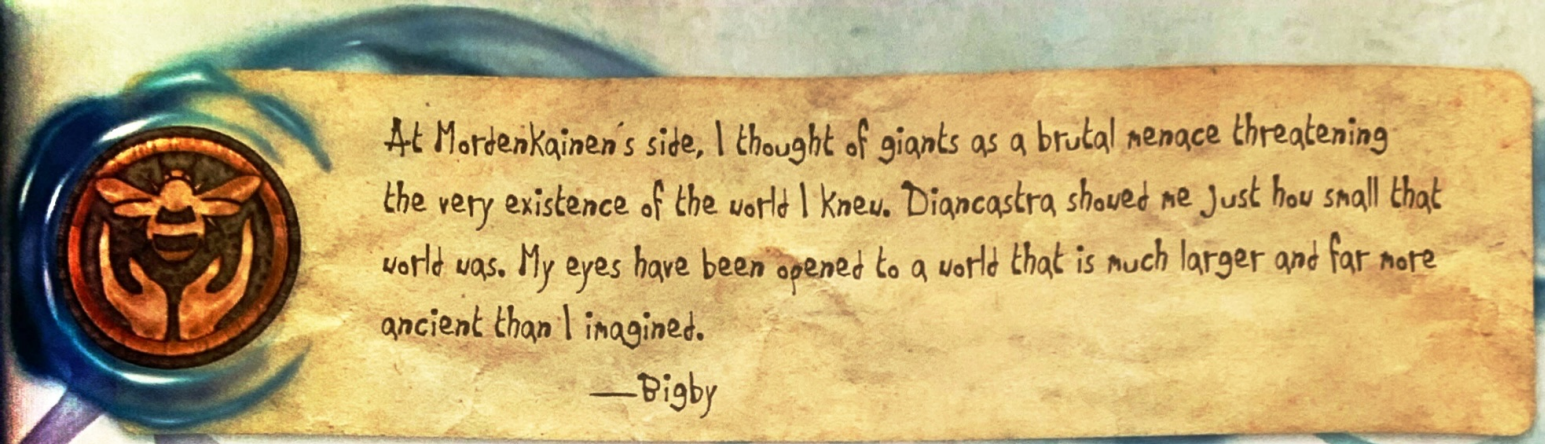
Armor (Light), Rare (Requires Attunement)

This fine set of white-and-silver armor bears the wind rune upon its chest.

While wearing this armor, you have advantage on Dexterity (Acrobatics) checks and Dexterity saving throws as your movements are bolstered by gentle currents of wind.

Invoking the Rune. As an action, you can invoke the armor's rune to cast the *wind wall* spell (save DC 15) with it. Once the rune has been invoked, it can't be invoked again until the next dawn.

ISABEL GIBNEY



At Mordenkainen's side, I thought of giants as a brutal menace threatening the very existence of the world I knew. Diancastra showed me just how small that world was. My eyes have been opened to a world that is much larger and far more ancient than I imagined.

—Bigby

CHAPTER 6

BESTIARY

ACROSS THE MULTIVERSE, GIANTS ARE shaped by ancient traditions and a powerful connection to the Elemental Planes. This chapter describes dozens of giants and related creatures for use in your game. For guidance on how to use a creature's stat block, consult the introduction of the *Monster Manual*.

Herein you'll find weapons that deal unusual damage types and spellcasting that functions in atypical ways. Such an exception is a special feature of a monster and represents how it uses the weapon or casts its spells; the exception has no effect on how a weapon or a spell functions for others.

If a stat block contains the name of a class in the monster's name or in parentheses under the name, the monster is considered a member of that class for the purpose of meeting magic item prerequisites.

The monsters in this chapter are arranged in alphabetical order for ease of reference. Here's an overview of the creatures herein:

Extended Family. This chapter introduces death giants, fensirs from the Outer Planes, and the monstrous gargantuas, as well as primordial scions of the giant gods.

Magic-Using Giants. Each of the giants of the ordning has new variants in this chapter. The cloud giant destiny gambler, fire giant forgecaller, frost giant ice shaper, hill giant avalancher, stone giant rockspeaker, and storm giant tempest caller all wield the traditional rune magic of their kind. They are joined by the death giant shrouded one and the fomorian warlock of the dark, giants outside the ordning that nevertheless wield rune magic.

Giant Cultists. Other variations include giants that follow the cults of "interloper gods." Some of these are Fiends transformed by their devotion to demon lords or archdevils, including the echo of Demogorgon, the fire hellion, the fury of Kostchtchie, the maw of Yeenoghu, and the stalker of Baphomet. Others are cultists of Elemental Evil: a cloud giant of Evil Air, a fire giant of Evil Fire, a frost giant of Evil Water, and a stone giant of Evil Earth. The fomorian deep crawler and the storm herald—a storm giant transformed into a monstrous Aberration—round out this category.

Other Giant Variations. The unfallen form of fomorians is here, along with a variant ettin (the ettin ceremorph) and two versions of trolls (the troll amalgam and the troll mutate).

Elemental Hulks. Withered branches of the giant family tree, the elemental hulks (cinder, dust, lightning, mist, mud, and rime hulks) are Elemental creatures descended from giants.

Undead Giants. Undead forms of the giants of the ordning appear in this chapter: barrowghasts, cairnwights, firegaunts, frostmourns, spectral clouds, and tempest spirits.

Gigantic Animals. Dinosaurs and other enormous creatures are often found in giants' enclaves. These include four Gargantuan dinosaurs (aerosaur, altisaur, ceratops, and regisaur), giant geese, giant lynxes, giant oxen, giant rams, giant ticks, gigants, grinning cats, spotted lions, storm crabs, and titanotheres.

Humanoid Giant Kin. Firbolgs and goliaths appear here in a few different varieties.

Others. Two enormous Constructs appear here (the flesh colossus and the runic colossus), as well as an Ooze that lives in giants' bags—the aptly named bag jelly.

Tables at the end of this chapter list all the creatures herein by giant kind, challenge rating, and creature type.

A Dwarvish saga claims bag jellies are the result of a curse laid by Durgrid Bladeforge, who was beaten to death while hiding inside a giant's bag.

—Bigby

I'm not one to discount Dwarvish sagas as a rule, but everyone knows that food left in a bag too long sometimes comes alive. "Eat it before it eats you." That's my motto.

—Diancastra

Bag Jelly

Bag jellies are olive-hued oozes similar to the dungeon scavengers described in the *Monster Manual*. As their name suggests, though, these creatures are most often found in the bags carried by giants, where they feed on whatever organic material they find. Bag jellies are resistant to squishing, which helps them survive when a giant throws the bag, sits on it, or uses it as a makeshift bludgeon.

Some giants keep their bags scrupulously clean to avoid attracting bag jellies, but others actually use these scavengers to hinder thieves. Many would-be thieves who rummage through a sleeping giant's bag find themselves stuck to a bag jelly's adhesive surface and unable to flee as the sound of their struggle wakes the giant.

Bag Jelly

Medium Ooze, Unaligned

Armor Class 8
Hit Points 42 (5d8 + 20)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (–2)	19 (+4)	2 (–4)	7 (–2)	2 (–4)

Damage Resistances acid, bludgeoning
Condition Immunities exhaustion
Senses blindsight 60 ft. (can't see beyond this radius), passive Perception 8
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

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

Actions

Multiattack. The bag jelly makes two Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) acid damage. If the target is a Medium or smaller creature, it has the grappled condition (escape DC 11). Ability checks made to escape this grapple have disadvantage.

Barrowghast

A hill giant who dies with an empty stomach, full of rage and regret, might become suffused with energy from the Negative Plane and rise as a barrowghast. Though it looks like little more than an animated corpse, a barrowghast is filled with necrotic energy and driven by spite and malice. Its blood is a thick and toxic ichor that gives the barrowghast a noxious stench.

Barrowghasts no longer hunger for physical food and instead crave life energy drained from living creatures. They often target former family members and allies, but they feast indiscriminately on any creatures they encounter. When barrowghasts drain Humanoids' life energy, those Humanoids rise as zombies.

Barrowghast

Huge Undead, Typically Chaotic Evil

Armor Class 12 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (–1)	20 (+5)	5 (–3)	9 (–1)	6 (–2)

Damage Resistances necrotic, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Giant
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Stench. Any creature that starts its turn within 10 feet of the barrowghast must make a DC 16 Constitution saving throw. On a failed save, the creature has the poisoned condition for 1 minute. While poisoned this way, the creature can't regain hit points. On a successful save, the creature is immune to the Stench of all barrowghasts for 24 hours.

Actions

Multiattack. The barrowghast makes two Slam attacks. It can replace one Slam attack with a Life Drain attack.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage.

Life Drain. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 9 (1d8 + 5) necrotic damage, and the target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced 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.

A Humanoid slain by this attack immediately rises as a **zombie** (see the *Monster Manual*). The zombie acts as an ally of the barrowghast but isn't under its control.

Reactions

Noxious Wound. Immediately after the barrowghast takes piercing or slashing damage, poisonous ichor sprays from the wound. Each creature within 5 feet of the barrowghast must make a DC 16 Dexterity saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Cairnwight

Stone giants believe the god Skoraeus Stonebones inspires artists to create their finest stone carvings. Sometimes a giant pursues this divine inspiration to the exclusion of all other tasks, retreating into a spacious cavern and blocking out all distractions. Creating a masterwork can become such a driving obsession that death can't stop it: a giant who dies while creating art might rise as a cairnwight and continue the work. Once the artwork is completed, the cairnwight remains as its undying guardian.

A cairnwight looks much like an emaciated stone giant. Its form is caked with lichens and mineral deposits, which help it blend with its cavern tomb. Should a creature attempt to interfere with the completion of the cairnwight's project, damage the art, or steal from the cairnwight, the giant petrifies the creature, places the resulting statue outside as a warning, then reseals its cavern vault.

Cairnwight

Huge Undead, Typically Neutral

Armor Class 19 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 40 ft.

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

Saving Throws Con +9, Wis +5
Skills Athletics +10, Perception +5, Stealth +8
Condition Immunities charmed, exhaustion, frightened, petrified
Senses darkvision 60 ft., passive Perception 15
Languages Giant
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Actions

Multiattack. The cairnwight makes two Slam attacks or two Rock attacks, and it uses its Petrifying Touch if available.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage, and the target must succeed on a DC 17 Strength saving throw or have the prone condition.

Petrifying Touch (Recharge 5–6). The cairnwight touches one creature it can see within 10 feet of itself. The target must succeed on a DC 17 Constitution saving throw or take 26 (4d12) force damage and have the restrained condition as it begins to turn to stone. The affected target must repeat the saving throw at the end of its next turn. On a successful save, the effect ends on the target. On a failed save, the target has the petrified condition instead of the restrained condition.

Cinder Hulk

Cinder hulks are distant descendants of fire giants who isolated themselves from the world and steeped themselves in the energy of the Elemental Planes. Over the course of centuries, these giants were transformed into Elementals made of smoke and cinders. Half the size of their giant ancestors, cinder hulks maintain the basic physical shape of fire giants, but ash and embers billow around their barely cohesive physical forms.

Cinder hulks live in isolated enclaves in fiery locations on the Material Plane, in the Elemental Planes of Air and Fire, and especially in the Great Conflagration, the border region between those two planes. They retain none of the skills and motivation of their giant ancestors; they simply want to burn as much as they can until their own flames are extinguished. When a cinder hulk dies, it collapses into a billowing cloud of searing smoke.

Cinder Hulk

Large Elemental, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 84 (8d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	9 (−1)	14 (+2)	10 (+0)

Saving Throws Dex +4, Con +8, Wis +5
Skills Perception +5
Damage Immunities fire, poison
Condition Immunities exhaustion, poisoned
Senses passive Perception 15
Languages Giant, Ignan
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Death Burst. When the cinder hulk dies, it leaves behind a cloud of cinders and smoke that fills a 10-foot-radius sphere centered on its space. The sphere is heavily obscured. Any creature that moves into the area for the first time on a turn or starts its turn there must succeed on a DC 16 Constitution saving throw or take 10 (3d6) fire damage. The cloud lasts for 1 minute or until it is dispersed by strong wind.

Actions

Multiattack. The cinder hulk makes two Slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage plus 10 (3d6) fire damage.

Wave of Cinders (Recharge 5–6). The cinder hulk emits a wave of smoldering ash from its face, hands, or chest in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 31 (7d8) fire damage and has the blinded condition until the end of its next turn. On a successful save, a creature takes half as much damage only.

Cloud Giant Destiny Gambler

Cloud giants rise in the ordning by amassing valuable and beautiful treasures—often by gambling. While many cloud giants are content with risking their wealth in games with each other, those who aim for the top of their ordning challenge all manner of beings in games of chance and wit. A destiny gambler is a cloud giant who has won increasingly high-stakes wagers against other giants, smaller folk, and even beings from the Outer Planes.

Destiny gamblers wear half masks that cover their eyes. The masks' runic magic allows these giants not only to see normally, but also to see through illusions, invisibility, darkness, and other forms of magical trickery.

Years of successful wagers make destiny gamblers so confident in their ability to win any challenge that they invite potential rivals to name the terms of a wager. Those who are foolish enough to issue a combat challenge quickly find these giants' magical prowess is nearly unmatched.

Cloud Giant Destiny Gambler

Huge Giant (Bard), Any Alignment

Armor Class 15 (natural armor)
Hit Points 337 (27d12 + 162)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	22 (+6)	19 (+4)	16 (+3)	22 (+6)

Saving Throws Con +12, Int +10, Wis +9, Cha +12
Skills Deception +18, Insight +9, Perception +9
Damage Immunities thunder
Senses truesight 30 ft. (requires Cloud Rune), passive Perception 19
Languages Common, Giant
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Cloud Rune. The giant has a cloud rune inscribed on a mask in its possession. While holding or wearing the mask bearing the rune, the giant has truesight within a range of 30 feet and can use its Thunderous Clap action and Negate Spell reaction.

The mask bearing the cloud rune has AC 15; 45 hit points; and immunity to necrotic, poison, and psychic damage. The mask regains all its hit points at the end of every turn, but it turns to dust if reduced to 0 hit points or when the giant dies. If the rune is destroyed, the giant can inscribe a cloud rune on a mask in its possession when it finishes a short or long rest.

Actions

Multiattack. The giant makes three Flying Staff attacks.

Flying Staff. *Melee or Ranged Weapon Attack:* +14 to hit, reach 10 ft. or range 30/90 ft., one target. *Hit:* 18 (3d6 + 8) bludgeoning damage plus 16 (3d10) thunder damage. *Hit or Miss:* The staff magically returns to the giant's hand immediately after a ranged attack.

Spellcasting. The giant casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 20):

At will: *detect magic*, *fog cloud*, *light*, *minor illusion*
1/day each: *dream* (as an action), *gaseous form*, *major image*

Thunderous Clap (Requires Cloud Rune). The giant magically summons a thundercloud that fills a 30-foot-radius sphere centered on a point the giant can see within 60 feet of itself. The cloud spreads around corners. Each creature in that area must make a DC 20 Constitution saving throw as the cloud emits a thunderous boom. On a failed save, a creature takes 52 (8d12) thunder damage and has the prone condition. On a successful save, a creature takes half as much damage only. The thunderclap is audible within 300 feet of the cloud's center point.

The cloud's area is heavily obscured. The cloud lingers until the start of the giant's next turn or until a strong wind disperses it.

Reactions

Negate Spell (Requires Cloud Rune). When the giant sees a creature within 60 feet of itself casting a spell, the giant tries to interrupt it. If the creature is casting a spell using a spell slot of 3rd level or lower, the spell fails and has no effect. If the creature is casting a spell of 4th level or higher, it must succeed on a DC 18 Intelligence saving throw, or the spell fails and has no effect.

JABARI WEATHERS

Cloud Giant of Evil Air

Given their inherent link to elemental air, cloud giants who turn from the gods of the Ordning often gravitate to the service of Yan-C-Bin, Prince of Evil Air. These giants' cunning, charisma, and sheer physical and magical might make them well suited to leadership positions in the cults of Elemental Evil. A cult with a cloud giant at its head can be a formidable force of corruption and destruction in the world. As if that weren't enough, cloud giants often bring tremendous wealth with them, swelling the cult's coffers to finance more far-reaching operations.

A cloud giant dedicated to Evil Air wears a magic vest adorned with wings made from roc feathers and enchanted with elemental air, allowing the giant to fly. The vest functions only for the giant who wears it.

Cloud Giant of Evil Air

Huge Giant, Typically Neutral Evil

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

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	12 (+1)	16 (+3)	19 (+4)

Saving Throws Con +10, Wis +7, Cha +8
Skills Insight +7, Perception +7, Stealth +4
Senses passive Perception 17
Languages Auran, Common, Giant
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Flyby. The giant doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Actions

Multiattack. The giant makes two Scimitar attacks and one Storm Boomerang attack.

Scimitar. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage.

Storm Boomerang. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 15 (3d4 + 8) bludgeoning damage plus 7 (2d6) thunder damage, and the target must succeed on a DC 16 Constitution saving throw or have the stunned condition until the end of its next turn. *Hit or Miss:* The boomerang magically returns to the giant's hand immediately after the attack.

Spellcasting. The giant casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *detect magic, fog cloud, light*
2/day: *telekinesis*
1/day: *gaseous form*

Destiny Gambler Spell Winnings

Destiny gamblers aren't content with winning mere treasures, preferring to play for power and favors from creatures who possess great magic. Tales passed through cloud giant generations tell of a giant who outwitted a celestial being to win a feather imbued with the light of an extinct sun, and another who obtained a fraction of power from the demon lord Orcus. To depict a destiny gambler who won such a wager, you can add one or more of these spells to the destiny gambler's Spellcasting action, each castable once per day: *circle of death, harm, Otiluke's freezing sphere, sunbeam.*

Death Giants

Long ago, a large band of cloud giants traveled to the Shadowfell in search of a way to preserve their collapsing empire. Desperate to save themselves and their way of life, they collectively made a bet with the Raven Queen, a mysterious god of death and memory who dwells on that plane. Accounts of that bet and its outcome vary: some say the Raven Queen answered every riddle the giants posed until the giants collapsed from exhaustion, while others describe a series of increasingly improbable events favoring the Raven Queen in every wager. What is certain is that the giants severely underestimated the Raven Queen. When they lost their wager, the Shadowfell became their home, and they have grudgingly served the Raven Queen ever since.

Over time, the Shadowfell transformed these giants; their bodies shriveled, and their complexions took on a deep-purple hue. They became the first death giants, and their descendants haunt the Shadowfell to this day, searching both that plane and the Material Plane for souls that might please their divine queen.

Death Giant Reaper

Death giant reapers wield massive scythes and wear armor that resembles the carapaces of giant insects. They wield the magic of shadow, which lets them take on a ghastly appearance and disappear, as well as twist shadow into terrifying bolts of energy that drain the vigor of their victims.

Death Giant Reaper

Huge Giant, Any Alignment

Armor Class 18 (plate)
Hit Points 172 (15d12 + 75)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	20 (+5)	18 (+4)	16 (+3)	16 (+3)

Saving Throws Con +9, Int +8, Wis +7, Cha +7
Skills Arcana +8, History +8, Perception +7, Stealth +6
Damage Immunities necrotic
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 17
Languages Giant
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Actions

Multiattack. The giant makes two Scythe or Soul Bolt attacks.

Scythe. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage plus 11 (2d10) necrotic damage.

Soul Bolt. *Ranged Spell Attack:* +8 to hit, range 120 ft., one creature. *Hit:* 26 (4d10 + 4) necrotic damage. If the target has the frightened condition, the giant gains temporary hit points equal to the damage dealt.

Bonus Actions

Frightening Teleport (Recharge 4–6). The giant magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Each creature within 10 feet of the location the giant left must succeed on a DC 16 Wisdom saving throw or have the frightened condition until the end of that creature's next turn.

Most giants know better than to make regular use of the death rune.

—Diancastra

"Know better"? Perhaps, but there's no denying that death giants can make excellent use of it.

—Digby

Death Giant Shrouded One

A death giant shrouded one has learned the secrets of death magic—some say from the Raven Queen herself. A shrouded one collects the skulls of fallen kin and inscribes the death rune on a prized skull from this grisly collection. Abandoning armor in favor of gloomy robes, the shrouded one uses rune magic to create a shadowy scythe blade at the end of a staff and to conjure an aura of tormented souls for protection.

Death Giant Shrouded One

Huge Giant (Wizard), Any Alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 195 (17d12 + 85)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	20 (+5)	23 (+6)	16 (+3)	16 (+3)

Saving Throws Con +10, Int +11, Wis +8, Cha +8
Skills Arcana +11, Perception +8, Stealth +7
Damage Immunities necrotic
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 18
Languages Common, Giant
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Death Rune. The giant has a death rune inscribed on a giant's skull in its possession. While holding or wearing the skull bearing the rune, the giant can use its Reaping Scythe action and Shroud of Souls bonus action.

The skull bearing the death rune has AC 18; 35 hit points; and immunity to necrotic, poison, and psychic damage. The skull regains all its hit points at the end of every turn, but it turns to dust if reduced to 0 hit points or when the giant dies. If the rune is destroyed, the giant can inscribe a death rune on another skull in its possession when it finishes a short or long rest.

Actions

Multiattack. The giant makes three Soul Burst attacks. Alternatively, if the giant has its death rune, it can make three Reaping Scythe attacks.

Soul Burst. *Melee or Ranged Spell Attack:* +11 to hit, reach 10 ft. or range 120 ft., one target. *Hit:* 28 (4d10 + 6) necrotic damage. If the target has the frightened condition, the giant gains temporary hit points equal to the damage dealt.

Reaping Scythe (Requires Death Rune). *Melee Spell Attack:* +11 to hit, reach 15 ft., one creature. *Hit:* 38 (7d10) necrotic damage, and the target can't regain hit points until the end of its next turn. The target dies if it is reduced to 0 hit points by this attack.

Spellcasting. The giant casts one of the following spells, using Intelligence as the spellcasting ability:

At will: *detect magic, mage armor*
3/day each: *speak with dead, Tenser's floating disk*

Bonus Actions

Frightening Teleport (Recharge 4–6). The giant magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Each creature within 10 feet of the location the giant left must succeed on a DC 19 Wisdom saving throw or have the frightened condition until the end of that creature's next turn.

Shroud of Souls (Requires Death Rune). The giant shrouds itself in a torrent of souls. While the giant is shrouded, each creature that starts its turn within 5 feet of the giant must succeed on a DC 19 Wisdom saving throw or have disadvantage on saving throws until the end of that creature's next turn. The shroud disappears after 1 minute, when the giant dies, when the giant uses this bonus action again, or when the giant's death rune is destroyed.

CARLO ARELLANO

Aerosaur

Dinosaurs

When Annam's children first began to populate the worlds of the Material Plane, the All-Father created behemoth dinosaurs to live alongside them as companions. The primeval magic used to create the dinosaurs still thrums through their being and manifests in colorful, scar-like lines on their towering bodies. Some of these ancient dinosaurs persist in timeless jungles, hidden enclaves, and other lands untouched by the rest of the world.

Aerosaur

A pterosaur the size of the most ancient dragons, an aerosaur boasts a wingspan of nearly 200 feet. Elemental energy traces patterns like lightning across its scales, giving additional thunderous power to the beating of its enormous wings.

Altisaur

The altisaur is a titanic sauropod often likened to a walking mountain, with craggy spines, patterns of elemental energy that glow in its hide like streams of lava, and eight massive legs the size of ancient trees. It creates gullies where its tail drags along the ground. Clouds often seem to gather around its head, which can reach as high as 150 feet off the ground.

Ceratops

Stretching over 200 feet from the tip of its enormous nose horn to the end of its spiky tail, a ceratops gleams with lines of vibrant green energy in its thickly scaled hide. Its horn alone is larger than most giants, and the ceratops can trample ancient forests under its feet when it becomes enraged.

Aerosaur

Gargantuan Monstrosity, Unaligned

Armor Class 14 (natural armor)
Hit Points 155 (10d20 + 50)
Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	21 (+5)	3 (−4)	10 (+0)	5 (−3)

Skills Perception +4
Senses passive Perception 14
Languages —
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

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

Actions

Multiattack. The aerosaur makes one Bite attack and one Talons attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 27 (3d12 + 8) piercing damage. If the target is a Huge or smaller creature, it has the grappled condition (escape DC 18). Until this grapple ends, the target has the restrained condition, and the aerosaur can't Bite another target.

Talons. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) slashing damage.

Wing Gusts (Recharge 5–6). The aerosaur beats its wings, creating bursts of thunderous force. Each creature within 10 feet of the aerosaur must make a DC 20 Strength saving throw. On a failed save, a creature takes 38 (7d10) thunder damage, is pushed up to 30 feet horizontally from the aerosaur, and has the prone condition. On a successful save, a creature takes half as much damage and is pushed up to 15 feet horizontally from the aerosaur.

ALTISAUR

ALTISAUR

Gargantuan Monstrosity, Unaligned

Armor Class 15 (natural armor)
Hit Points 198 (12d20 + 72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	6 (–2)	23 (+6)	3 (–4)	12 (+1)	7 (–2)

Skills Perception +11
Senses passive Perception 21
Languages —
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

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

ACTIONS

Multiattack. The altisaur makes one Stomp attack and one Tail attack. The altisaur can't make both attacks against the same target.

Stomp. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 33 (7d6 + 9) bludgeoning damage. If the target is a Huge or smaller creature, it must succeed on a DC 22 Strength saving throw or have the prone condition.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 45 (8d8 + 9) bludgeoning damage, and the target is pushed up to 20 feet horizontally from the altisaur.

CERATOPS

Gargantuan Monstrosity, Unaligned

Armor Class 16 (natural armor)
Hit Points 139 (9d20 + 45)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (–1)	21 (+5)	4 (–3)	10 (+0)	7 (–2)

Senses passive Perception 10
Languages —
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

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

ACTIONS

Multiattack. The ceratops makes one Gore attack and one Stomp attack.

Gore. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage. If the ceratops moved at least 20 feet in a straight line toward the target immediately before the hit, the target takes an extra 11 (2d10) piercing damage; if the target is a creature, it also must succeed on a DC 19 Strength saving throw or be pushed up to 20 feet from the ceratops and have the prone condition.

Stomp. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Regisaur

Aptly called "the ruler of dinosaurs," a regisaur is an enormous predator large enough to swallow a giant whole. Fiery veins of elemental energy course through its skin and glow in its eyes and nostrils.

Regisaur

Gargantuan Monstrosity, Unaligned

Armor Class 17 (natural armor)
Hit Points 181 (11d20 + 66)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	8 (–1)	23 (+6)	4 (–3)	12 (+1)	6 (–2)

Senses passive Perception 11
Languages —
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

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

Actions

Multiattack. The regisaur makes one Bite attack and one Tail attack. The regisaur can't target the same creature with both attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 47 (6d12 + 8) piercing damage, and the target has the grappled condition (escape DC 18). Until this grapple ends, the target has the restrained condition, and the regisaur can't Bite another target.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage.

Bonus Actions

Swallow. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one Huge or smaller creature grappled by the regisaur. *Hit:* The regisaur swallows the target, and the grapple ends. A swallowed creature has the blinded and restrained conditions, it has total cover against attacks and other effects outside the regisaur, and it takes 7 (2d6) acid damage at the start of each of its turns. The regisaur can have up to two creatures swallowed at a time.

If the regisaur takes 25 damage or more on a single turn from a swallowed creature, the regisaur must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate the creature, which falls in a space within 5 feet of the regisaur and has the prone condition; the creature no longer has the blinded and restrained conditions.

MICHELE GIORGI

It's tempting to view the various hulks as symbols of the long, slow decline of the giants as a people. But that's hardly fair to the giants who still survive and thrive in the world, heirs of tremendous glory.

—Bigby

Dust Hulk

Dust hulks are descended from enclaves of stone giants who lived in extreme environments, isolated from others. Elemental energy from the Plane of Air eroded their physical forms and slowly transformed them into Elementals. They are little more than clouds of gravel and dust, barely maintaining a cohesive form. When a dust hulk dies, it disperses into a cloud of dust.

Dust hulks retain their ancestors' passion for artistry, but instead of carving stone, they view their bodies as living works of art. As they fly, coursing along wind currents or blowing through underground tunnels like living sandstorms, they create mesmerizing dances with their ever-shifting forms.

Dust Hulk

Large Elemental, Typically Chaotic Neutral

Armor Class 16 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	16 (+3)	10 (+0)	12 (+1)	8 (−1)

Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, restrained
Senses darkvision 60 ft., passive Perception 11
Languages Giant, Terran
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Air Form. The dust hulk can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch without squeezing.

Death Burst. When the dust hulk dies, it explodes in a burst of dust that fills a 10-foot-radius sphere centered on itself. Each creature in that area must succeed on a DC 14 Constitution saving throw or have the blinded condition for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Actions

Multiattack. The dust hulk makes three Slam attacks. It can replace one of these attacks with Stinging Dust.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Stinging Dust. One creature of the dust hulk's choice inside its space must make a DC 14 Constitution saving throw. On a failed save, the creature takes 10 (3d6) bludgeoning damage and has the blinded condition until the end of its next turn. On a successful save, the creature takes half as much damage only.

No transformation wrought by the hand (or tentacle, whatever) of a demon lord is rightly understood as a "blessing."

—Bigby

Echo of Demogorgon

Some legends claim the first ettins were orcs transformed by Demogorgon, the Prince of Demons, while others tie their origin to Grolantor or another god of the Ordning. Whatever the truth of their origin, ettins sometimes recognize a kindred soul in the two-headed Demogorgon and devote themselves to his service. Those who prove exceptionally valuable to Demogorgon's purposes in the Material Plane are rewarded with a "blessing" that transforms them into monstrous echoes of their demon patron.

The arms of an echo of Demogorgon transform into powerful tentacles, and the heads take on a more bestial appearance. The transformation leaves the echo frenzied with rage; the two heads shout and howl at each other with a fury that resounds with demonic magic, sowing discord and confusion around them. As the echo's monstrous heads roar and bite at each other, nearby creatures are racked with psychic pain or join in the ruckus, attacking their allies.

Echo of Demogorgon

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	17 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Str +9, Cha +5
Skills Perception +7
Damage Resistances cold, fire, lightning
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 17
Languages Abyssal, Giant, Orc
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

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

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

Actions

Multiattack. The echo makes two Tentacle attacks.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 9 (2d8) necrotic damage.

Bonus Actions

Discordant Screams. The echo directs its frenzied howls at one creature it can see within 60 feet of itself. The target must succeed on a DC 13 Wisdom saving throw or suffer one of the following effects of the echo's choice:

Confused Reaction. The target must use its reaction to make a melee attack against another creature of the echo's choice that the echo can see.
Psychic Torment. The target takes 13 (2d12) psychic damage.

Ettin Ceremorph

Mind flayers, which are described in the *Monster Manual*, are created through ceremorphosis, a process that begins with the implantation of an illithid tadpole in the brain of a Humanoid host. Mind flayers have subjected giants to this process in an effort to create larger, stronger mind flayers, but those experiments all ended in failure: a giant's body is simply too large for a single tadpole to take over.

Ettins, however, proved to be perfect subjects. An ettin's two brains provide sufficient food for two tadpoles, and the two tadpoles are able to transform the entirety of the ettin's body, creating an ettin ceremorph. As part of the transformation process, one of the ettin's heads sinks into the body, with that brain focused on controlling the body. The other head focuses on cogitation and psionic power, though its power is not as great as a mind flayer's.

Ettin ceremorphs serve mind flayer colonies, protecting the elder brains that rule the communities and guarding their treasures. They retain no memory of their previous existence as ettins.

Ettin Ceremorph

Large Aberration, Typically Lawful Evil

Armor Class 15 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	18 (+4)	15 (+2)	14 (+2)

Saving Throws Int +7, Wis +5
Skills Perception +8
Damage Resistances psychic
Condition Immunities charmed, frightened, stunned, unconscious
Senses darkvision 120 ft., passive Perception 18
Languages Deep Speech, Giant, Undercommon, telepathy 60 ft.
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

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

Actions

Multiattack. The ceremorph makes one Tentacles attack and one Slam attack. The ceremorph can replace one of the attacks with a Mind Bolt attack, if available.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10 + 4) psychic damage. If the target is Large or smaller, it has the grappled condition (escape DC 14) and must succeed on a DC 15 Intelligence saving throw or have the stunned condition until this grapple ends.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 22 (4d8 + 4) bludgeoning damage.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated Humanoid grappled by the ceremorph. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the ceremorph kills the target by extracting and devouring its brain.

Mind Bolt (3/Day). *Ranged Spell Attack:* +7 to hit, range 120 ft., one creature. *Hit:* 17 (2d12 + 4) psychic damage, and the target must succeed on a DC 15 Intelligence saving throw or have the stunned condition until the end of its next turn.

MATIAS TAPIA

Two fensirs bring an offering of food to a hungry devourer that has outgrown her hut.

Bringing trolls to a place where nothing ever truly dies seems like a transparently bad idea. What were those giants thinking?

—Bigby

Fensirs

Long ago, a band of frost giants led trolls in a campaign to win Annam's favor by conquering the outer plane of Ysgard. The campaign's aspirations of conquest quickly failed, but the raiders discovered a key feature of Ysgard: creatures slain on that plane return to life the next dawn. Thus, the giants' incursion became a part of the eternal battle that rages across the plane. The trolls, whose fundamental nature was altered by constant regeneration and rebirth amid the energy of Ysgard, slowly changed into entirely new creatures: fensirs.

Fensirs' troll ancestry is hardly apparent in their appearance. They retain prominent noses and a hint of green in their skin but otherwise resemble relatively small frost or stone giants. They use armor and weapons similar to what other combatants on Ysgard use in the eternal battle.

The transformation that created fensirs left them with an odd quirk to their regenerative powers: their regeneration doesn't function in sunlight, and in fact, sunlight can turn these creatures to stone.

And yet, can we fairly say that the existence of fensirs is "transparently bad"? Some might argue they are a significant improvement over trolls. At the very least, the diversity of life in the multiverse increased, and new wonders were revealed. That's only bad if you think a small universe that fits within your narrow understanding is good.

—Diancastra

Fensir Devourer

Some fensirs undergo a transformation after living in Ysgard for at least a thousand years. They grow rapidly to a height of 25 feet, fueled by an insatiable hunger. These fensir devourers use their great size and strength to overwhelm foes. They can also issue a baleful curse in their final moments.

Fensir Devourer

Huge Celestial, Typically Chaotic Neutral

Armor Class 17 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	21 (+5)	10 (+0)	14 (+2)	11 (+0)

Skills Survival +8, Perception +8
Senses darkvision 60 ft., passive Perception 18
Languages Common, Giant
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Death Curse. When the fensir starts its turn with 0 hit points and doesn't regenerate, it releases a curse on those around it. Each creature within 30 feet of the fensir when it dies must succeed on a DC 13 Charisma saving throw or be cursed for the next 24 hours.

While cursed in this way, an affected creature gains no benefit from finishing a short or long rest. At the end of every hour, the creature must succeed on a DC 13 Charisma saving throw or take 11 (2d10) psychic damage.

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

Sunlight Hypersensitivity. When the fensir starts its turn in sunlight, it must succeed on a DC 15 Constitution saving throw or have the petrified condition until the fensir is no longer in sunlight.

Actions

Multiattack. The fensir makes two attacks, using Rend, Boulder, or a combination of them.

Rend. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) slashing damage.

Boulder. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 16 Strength saving throw or have the prone condition. After the fensir throws the boulder, roll a d6; on a roll of 4 or lower, the fensir has no more boulders to throw.

Fensir Skirmisher

Fensir skirmishers boast great skill in battle, honed over centuries of endless conflict on the battlefields of Ysgard. They also wield elemental magic of earth and stone. True to their giant heritage, they can transform even a pinch of mud or gravel into a boulder suitable for hurling, and the thrown stone grows in flight to knock its target flat on impact.

Fensir Skirmisher

Large Giant, Any Alignment

Armor Class 15 (chain shirt)
Hit Points 94 (9d10 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	20 (+5)	14 (+2)	11 (+0)	12 (+1)

Saving Throws Int +5, Wis +3
Skills Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages Common, Giant
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

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

Sunlight Hypersensitivity. When the fensir starts its turn in sunlight, it must succeed on a DC 15 Constitution saving throw or have the petrified condition until the fensir is no longer in sunlight.

Actions

Multiattack. The fensir makes three Battleaxe attacks or two Magic Stone attacks.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands.

Magic Stone. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 15 (2d12 + 2) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 13 Strength saving throw or have the prone condition.

Mud to Stone (Recharge 6). The fensir lobs a magical mass of mud that splashes all creatures in a 30-foot-radius sphere centered on a point the fensir can see within 60 feet of itself. Each non-fensir creature in that area must succeed on a DC 13 Dexterity saving throw or take 13 (3d8) bludgeoning damage and have the restrained condition as the mud begins to turn to stone. An affected creature must repeat the saving throw at the end of its next turn. On a successful save, the effect ends on the creature. On a failed save, the creature has the petrified condition for 24 hours.

Spellcasting. The fensir casts one of the following spells, using Intelligence as the spellcasting ability:

1/day each: *create or destroy water, detect magic, pass without trace*

Firbolg
Primeval Warden

Firbolg Wanderer

Firbolgs

Distant cousins of giants, the first firbolgs wandered the primeval forests of the multiverse, and the magic of those forests entwined itself with the firbolgs' souls. Ages later, that magic still thrums inside firbolgs.

Firbolgs are often drawn to the service or emulation of the gods Diancastra and Hiatea. Firbolgs' innate magic of obscurement and trickery resonates with Diancastra's wily resourcefulness. A traditional emphasis on community and harmony leads many firbolgs to pledge themselves to Hiatea's service.

Firbolg Primeval Warden

Like giant priests of Hiatea, firbolgs who serve her fall into two distinct roles that parallel Hiatea's dual nature. At home, primeval wardens tend the hearths and tutor the young. Primeval wardens who patrol the borders of firbolg communities are fierce hunters who guard against external threats and incursions.

Firbolg Wanderer

Firbolgs inspired by the saga of Diancastra embark on adventures to create their own legends. These wanderers use their magic for trickery and disguise to emulate Diancastra.

Firbolg Primeval Warden

Medium Humanoid (Druid), Any Alignment

Armor Class 16 (hide armor, shield)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	12 (+1)	16 (+3)	11 (+0)

Saving Throws Int +3, Wis +5
Skills Medicine +5, Nature +3, Perception +7
Senses passive Perception 17
Languages Common, Druidic, Giant
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

Multiattack. The firbolg makes two Spear or Fire Lance attacks.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 9 (2d8) fire damage.

Fire Lance. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 14 (2d10 + 3) fire damage.

Spellcasting. The firbolg casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

At will: *entangle*, *speak with animals*, *speak with plants*
1/day each: *commune with nature* (as an action), *detect magic*, *disguise self*

Bonus Actions

Hidden Step (2/Day). The firbolg magically turns invisible until the start of its next turn, until it makes an attack roll, or until it forces someone to make a saving throw.

Firbolg Wanderer

Medium Humanoid (Cleric), Any Alignment

Armor Class 16 (breastplate)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	14 (+2)	17 (+3)	16 (+3)

Saving Throws Dex +5, Cha +6
Skills Perception +6, Persuasion +6, Stealth +5
Senses passive Perception 16
Languages Common, Giant
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Actions

Multiattack. The firbolg makes two attacks using Longsword, Bewitching Bolt, or a combination of them.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 9 (2d8) psychic damage.

Bewitching Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one creature. *Hit:* 10 (2d6 + 3) psychic damage, and the target must succeed on a DC 14 Charisma saving throw or have the charmed condition until the start of the target's next turn.

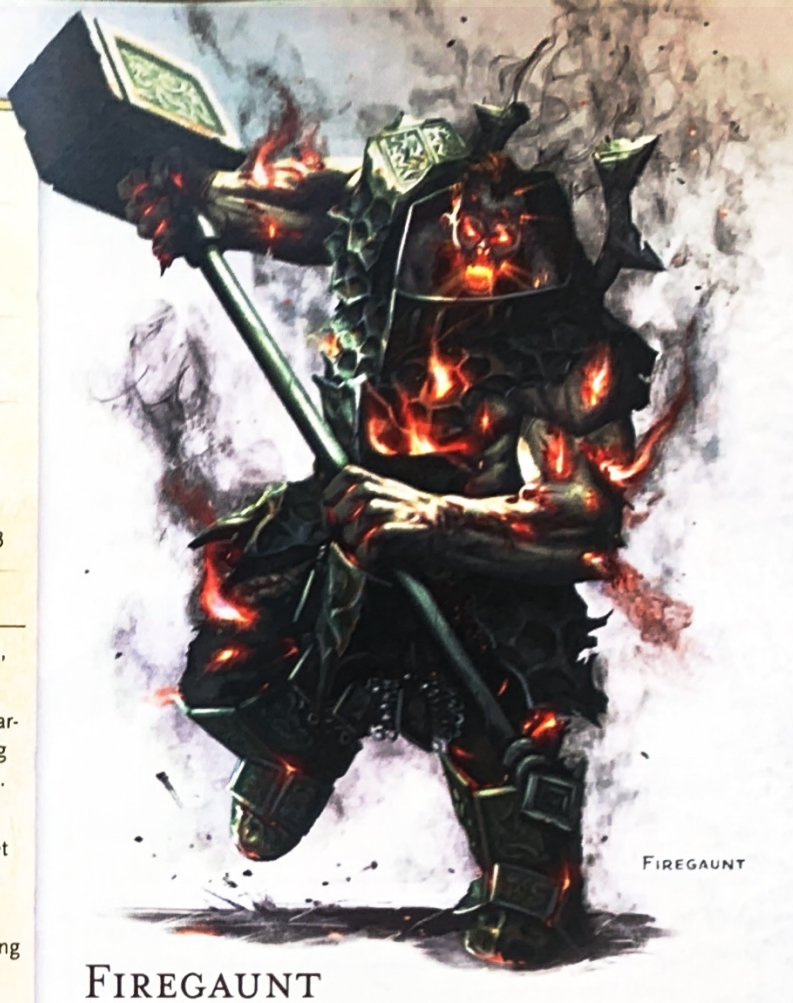
Spellcasting. The firbolg casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14):

At will: *mage hand*, *minor illusion*, *Tasha's hideous laughter*
1/day each: *detect magic*, *disguise self*, *dispel magic*, *polymorph*

Bonus Actions

Duplicitous Movement (1/Day). The firbolg projects an illusory duplicate of itself in an unoccupied space it can see within 30 feet of itself. The firbolg can then swap places with the illusion. The illusion vanishes after 1 minute, if the firbolg is incapacitated, or if the illusion is more than 120 feet from the firbolg.

As a bonus action on later turns, the firbolg can move the illusion up to 30 feet and can then swap places with it.



Firegaunt

Firegaunt

A fire giant whose burning hatred prevents it from moving on to the afterlife rises as a firegaunt. Spawned from deep rancor, the firegaunt seeks out living creatures to destroy. Like a specter, it doesn't seek redemption; it just hopes to cause as much destruction as possible before attaining its final oblivion.

A firegaunt looks like a severely burned corpse. Supernatural crimson flames flow through its veins, erupting from its wounds and its mouth.

Firegaunt

Huge Undead, Typically Lawful Evil

Armor Class 15 (damaged plate)
Hit Points 175 (14d12 + 84)
Speed 40 ft.

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

Saving Throws Dex +2, Con +10, Cha +5
Skills Athletics +11, Perception +6
Damage Resistances necrotic
Damage Immunities fire, poison
Condition Immunities exhaustion, petrified, poisoned
Senses passive Perception 16
Languages Giant
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Fire Blood. Whenever a creature within 5 feet of the firegaunt hits the firegaunt with a melee attack that deals piercing or slashing damage, that creature takes 5 (1d10) fire damage.

Actions

Multiattack. The firegaunt makes two Heated Maul attacks.

Heated Maul. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage. The firegaunt can cause the maul to erupt with crimson flames, and the target must succeed on a DC 18 Dexterity saving throw or take 10 (3d6) fire damage and 10 (3d6) necrotic damage. The maul can erupt with flames in this way only once per turn.

Crimson Rays (Recharge 5–6). The firegaunt emits beams of fire from its eyes, mouth, and wounds in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one. On a success or failure, that creature catches fire. Until the burning creature or another creature that can reach it takes an action to extinguish the fire, the burning creature can't regain hit points and takes 5 (1d10) fire damage at the start of each of its turns.

Fire Giant Forgecaller

A fire giant who masters traditional rune magic can control the heat of a volcanic environment and conjure raw elemental energy of fire and magma. In a fire giant community, these forgecallers oversee both forges and the community's defense, often in Surtur's name. Some forgecallers prefer to live and work in isolation, seeking the hottest fires in volcanoes' hearts or the Elemental Plane of Fire to pursue their own crafts and studies.

A forgecaller is a walking furnace, clad head to toe in plate armor that seems to barely contain intense heat and billowing smoke. They conjure waves of magma and can fly by jetting magical fire from their legs and body.

Fire Giant Forgecaller

Huge Giant (Cleric), Any Alignment

Armor Class 18 (plate)
Hit Points 312 (25d12 + 150)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	23 (+6)	16 (+3)	21 (+5)	18 (+4)

Saving Throws Dex +6, Int +9, Wis +11
Skills Athletics +13, Perception +11
Damage Immunities fire
Senses passive Perception 21
Languages Common, Giant
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

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

Fire Rune. The giant has a fire rune inscribed on a medallion or some other object in its possession. While holding or wearing the object bearing the rune, the giant can use its Magma Wave action and Furnace Armor bonus action.

The object bearing the rune has AC 15; 40 hit points; and immunity to necrotic, poison, and psychic damage. The object regains all its hit points at the end of every turn, but it turns to dust if reduced to 0 hit points or when the giant dies. If the rune is destroyed, the giant can inscribe a fire rune on an object in its possession when it finishes a short or long rest.

Actions

Multiattack. The giant makes three Forge Hammer attacks or two Heated Rock attacks.

Forge Hammer. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 24 (5d6 + 7) bludgeoning damage. *Hit or Miss:* The giant can cause the hammer to emit a burst of heat in a 30-foot-radius sphere centered on the target. Metal objects in that area glow red-hot until the start of the giant's next turn. Any creature in physical contact with a heated object at the start of its turn must make a DC 19 Constitution saving throw. On a failed save, the creature takes 10 (3d6) fire damage and has disadvantage on attack rolls until the start of its next turn unless it has immunity to fire damage. The hammer can emit heat in this way only once per turn.

Heated Rock. *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage plus 19 (3d12) fire damage. If the target is a Large or smaller creature, it must succeed on a DC 21 Strength saving throw or have the prone condition. After the giant throws the rock, roll a d6; on a roll of 3 or lower, the giant has no more rocks to throw.

Magma Wave (Requires Fire Rune). The giant emits a wave of magma from its fire rune in a 30-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw. On a failed save, a creature takes 36 (8d8) fire damage and has the restrained condition. As an action, a creature can make a DC 19 Strength (Athletics) check, freeing itself or a creature within its reach from the rock on a success. The rock restraining each creature has AC 17; 20 hit points; and immunity to fire, poison, and psychic damage. On a successful save, a creature takes half as much damage only.

Bonus Actions

Furnace Armor (Requires Fire Rune). The giant causes smoke and cinders to billow from its armor, filling a 30-foot-radius sphere centered on the giant. While the armor is billowing smoke, the giant has half cover. The armor stops billowing smoke after 1 minute, when the giant dies, when the giant uses a bonus action to end the effect, or when the giant's fire rune is destroyed.

Fire Giant of Evil Fire

A fire giant is born around flame, works with flame, and lives among flames, but a fire giant who gazes into flames too deeply may see the Prince of Evil Fire, Imix, gazing back. Giants who fall to Imix's corruption might leave their homes to join with like-minded cultists, but others remain within their communities to pursue Imix's destructive agenda.

A fire giant of Evil Fire forges a set of armor and weapons in flames blessed by Imix. The giant can then call on these magical flames to strike the foes of the Eternal Flame. The armor forged in these flames welds to the flesh, so while the giant isn't burned, the armor can't be removed once donned. When the giant dies, the armor explodes as a final gift from the All-Consuming Fire.

Fire Giant of Evil Fire

Huge Giant, Typically Lawful Evil

Armor Class 18 (plate)
Hit Points 150 (12d12 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (–1)	23 (+6)	10 (+0)	19 (+4)	14 (+2)

Saving Throws Con +10, Wis +8, Cha +6
Skills Athletics +11, Perception +8
Damage Immunities fire
Senses passive Perception 18
Languages Common, Giant, Ignan
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Shrapnel Explosion. When the giant drops to 0 hit points, its armor explodes, destroying the giant's body and scattering the armor as shrapnel. Creatures within 10 feet of the giant when its armor explodes must make a DC 18 Dexterity saving throw, taking 21 (6d6) piercing damage on a failed save, or half as much damage on a successful one.

Actions

Multiattack. The giant makes two Searing Scepter attacks or two Bolt of Imix attacks.

Searing Scepter. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage plus 9 (2d8) fire damage, and the target is magically branded. While branded in this way, the target becomes visible if it's invisible, can't become invisible, and sheds dim light in a 5-foot radius. The brand disappears after 24 hours, or it can be removed from a creature or an object by any spell that ends a curse.

Bolt of Imix. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 20 (3d10 + 4) fire damage, and the target must succeed on a DC 16 Wisdom saving throw or have the frightened condition until the end of the target's next turn.

To my mind, the fire hellion perfectly illustrates the difference between natural fire and the corrupt flames of the Nine Hells.

—Bigby

Fire Hellion

Fire giants study war in its many forms across the multiverse, which sometimes leads the giants to a fascination with the Blood War—the endless conflict between demons and devils across the Lower Planes. Such a giant might enter into a pact with a powerful devil, hoping to learn tactics the devils have fine-tuned over millennia and to acquire magical gifts to help the giant rise in the ordning.

Over time, the giant is corrupted, becoming a Fiend in its own right. The devil teaches the giant how to forge with infernal iron and hellfire, enabling the giant to craft weapons that can funnel the souls of the slain to Avernus, the first layer of the Nine Hells. In this way, the devil stands to gain a constant supply of souls from the giant's enemies, as well as the promise that the giant will serve the devil as a smith in the Nine Hells after death.

The corrupted fire giant takes on fiendish features, including horns, cloven hooves for feet, and a forked tail.

Fire Hellion

Huge Fiend (Devil), Typically Lawful Evil

Armor Class 18 (plate)
Hit Points 175 (14d12 + 84)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	14 (+2)	21 (+5)

Saving Throws Wis +6, Cha +9
Skills Arcana +7, Athletics +11, Perception +6
Damage Immunities fire
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 16
Languages Common, Giant, Infernal
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

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

Soul Taker. A Giant or a Humanoid that is reduced to 0 hit points by the hellion dies, and its soul rises as a **lemure** (see the *Monster Manual*) on Avernus, one of the Nine Hells, in 1d4 hours. If the creature isn't revived before then, it can be restored to life only by a *wish* spell or by killing the lemure and casting *true resurrection* on the creature's original body.

Actions

Multiattack. The hellion makes two Morningstar attacks.

Morningstar. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage plus 11 (2d10) fire damage. If the target is a creature, it can't regain hit points until the start of the hellion's next turn.

Infernal Orb. The hellion hurls a magical ball of fire that explodes in a 20-foot-radius sphere centered on a point the hellion can see within 120 feet of itself. The sphere spreads around corners. Each creature in that area must make a DC 17 Dexterity saving throw. A creature takes 18 (4d8) fire damage and 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

CHRIS RAHN

Flesh Colossus

During the dawn of the giants' empires, twisted minds sought to make their fallen comrades continue their service. Wizard giants stitched and wove the flesh of various giants over an adamantine skeleton, creating a grisly colossal construct. Inside the flesh colossus's chest is a stone sphere infused with spirits from each elemental plane acting as its core.

To this day, some of these ancient flesh colossi guard abandoned ruins, sites sacred to giants, and lost treasures—and possibly the procedure to create new examples of their kind.

Flesh Colossus

Gargantuan Construct, Unaligned

Armor Class 14 (natural armor)
Hit Points 280 (16d20 + 112)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (–1)	24 (+7)	6 (–2)	10 (+0)	5 (–3)

Damage Immunities lightning, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands Giant but can't speak
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Berserk. If the core inside the colossus is destroyed, the colossus goes berserk. On each of its turns while berserk, the colossus attacks the nearest creature it can see. If no creature is near enough to move to and attack, the colossus attacks an object. Once the colossus goes berserk, it remains berserk until it is destroyed.

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

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

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

Actions

Multiattack. The colossus makes two Fist attacks.

Fist. *Melee Weapon Attack:* +13 to hit (with advantage if the colossus is berserk), reach 20 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage. If the target is a Large or smaller creature, it is pulled up to 15 feet toward the colossus, it has the grappled condition (escape DC 17), and it has the restrained condition until this grapple ends. The colossus can have up to two creatures grappled this way at a time.

Elemental Breath (Recharge 5–6). The colossus exhales a cloud swirling with elemental energy in a 90-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw. On a failed save, a creature takes 40 (9d8) damage of a type of the colossus's choosing: acid, cold, fire, or lightning. On a successful save, a creature takes half as much damage.

At the same time as the colossus releases this exhalation, creatures inside the colossus's chest cavity take 40 (9d8) force damage from churning elemental energy.

Bonus Actions

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one Large or smaller creature grappled by the colossus. *Hit:* 20 (3d8 + 7) bludgeoning damage, and the creature is swallowed. A swallowed creature has the restrained condition, has total cover against attacks and other effects outside the colossus, and takes 10 (3d6) force damage at the start of each of the colossus's turns.

The colossus's chest cavity can hold up to two creatures at a time. Inside its chest cavity is its core, which is a Large object with AC 16 that is immune to lightning, poison, and psychic damage. It has 140 hit points and sheds dim light in a 10-foot radius. If the core is destroyed, the colossus regurgitates all swallowed creatures, each of which falls in a space within 10 feet of the colossus and has the prone condition, and the colossus can no longer swallow a creature. If the colossus dies, any swallowed creature no longer has the restrained condition and can escape from the corpse using 10 feet of movement, exiting with the prone condition.

Fomorian Deep Crawler

Huge Giant, Any Alignment

Armor Class 14 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	9 (−1)	17 (+3)	6 (−2)

Skills Perception +7, Stealth +6
Senses darkvision 120 ft., passive Perception 17
Languages Giant, Undercommon
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Contortionist. The fomorian can enter a space large enough for a Large creature without squeezing.

Crawling Stance. While the fomorian has the prone condition, crawling does not cost it extra movement. In addition, the prone condition does not grant advantage on attack rolls against the fomorian.

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

Actions

Multiattack. The fomorian makes two Slam attacks and uses Crawling Hex if it is available.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Crawling Hex (Recharge 4–6). The fomorian targets one creature it can see within 60 feet of itself. The target must succeed on a DC 15 Wisdom saving throw or take 31 (7d8) psychic damage, have the prone condition, and become cursed for 1 hour. While cursed this way, the target can't stand up and end the prone condition on itself.

Fomorians

Descended from Annam's son Karontor, fomorians once occupied a place in the giants' ordning between hill and stone giants. In ancient times, they were scholars of magic known for their keen intellect—but also for their inflated egos and sense of entitlement. Karontor exploited these qualities, tempting them with promises of higher standing in the ordning, and incited his descendants to launch an assault on the Feywild. When the assault failed, the fomorians were banished to the Underdark and their god was consigned to a subterranean prison. Subjected to the strange magic of the Underdark, the fomorians' bodies and souls twisted until they became the fomorians of today.

Fomorian Deep Crawler

Deep crawlers are fomorians whose bodies are adapted to crawling through the tunnels of the Underdark, perhaps in imitation or in honor of Karontor, "the king that crawls." Their limbs are long and sinuous, and their grip is strong enough for them to climb walls and ceilings.

The fomorian nobles I have met are so utterly unrepentant and so unmoved by the plight of their cursed kindred that I struggle to embrace them as my cousins.

—Diancastra

Fomorian Noble

Before their banishment to the Underdark, fomorians ordered themselves based on achievements of knowledge and magical power. Before Karontor urged his descendants into an ill-fated assault against the Feywild, some of the most ambitious, inquisitive, and power-hungry fomorians felt they had already learned all they could from the Material Plane, and they departed to the Inner Planes, where they could continue their journeys of knowledge unopposed.

In their arrogance, these fomorian nobles unknowingly escaped the dreadful fate of their kin, and they remain unchanged in their remote enclaves. Occasionally they return to the Material Plane to survey the world they left. With angular features and apparently ageless faces, these fomorians resemble gigantic elves.

Fomorian Noble

Huge Giant (Wizard), Typically Chaotic Evil

Armor Class 14 (17 with *mage armor*)
Hit Points 253 (22d12 + 110)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	20 (+5)	19 (+4)	14 (+2)	16 (+3)

Saving Throws Int +9, Wis +7, Cha +8
Skills Arcana +14, Perception +7, Stealth +9
Condition Immunities charmed
Senses passive Perception 17
Languages Giant plus any three languages
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Actions

Multiattack. The fomorian makes three Rod attacks.

Rod. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage plus 11 (2d10) force damage.

Spellcasting. The fomorian casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 17):

At will: *mage armor* (self only), *mage hand*, *prestidigitation*
1/day each: *chain lightning*, *cone of cold* (6th-level version), *fireball* (6th-level version), *fly*, *plane shift* (self only)

Bonus Actions

Beguiling Presence. The fomorian targets a creature it can see within 60 feet of itself. The target must succeed on a DC 17 Wisdom saving throw or have the charmed condition for 1 minute. An affected target can repeat the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target becomes immune to all fomorians' Beguiling Presence for the next 24 hours.

KATERINA LADON (L), EVYN FONG (R)

Fomorian Warlock of the Dark

Some fomorians search for the arcane glory their kind possessed before their banishment into the Underdark. They forge magical pacts with entities of the dark—perhaps powerful Fey of the Gloaming Court or eldritch entities buried deep in the Underdark. Their pacts give these fomorians power over shadows, allowing them to mold and shape darkness like clay.

Fomorian Warlock of the Dark

Huge Giant, Any Alignment

Armor Class 15 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	9 (−1)	14 (+2)	18 (+4)

Saving Throws Wis +6, Cha +8
Skills Arcana +3, Perception +6, Stealth +5
Senses darkvision 120 ft., passive Perception 16
Languages Giant, Undercommon
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Blood Rune. The fomorian has a blood rune inscribed on an effigy or some other object in its possession. While holding or wearing the object bearing the rune, the giant can use its Corrupting Hex action and Poisoning Rebuke reaction.

The object bearing the blood rune has AC 15; 30 hit points; and immunity to necrotic, poison, and psychic damage. The object regains all its hit points at the end of every turn, but it turns to dust if reduced to 0 hit points or when the fomorian dies. If the rune is destroyed, the fomorian can inscribe a blood rune on an object in its possession when it finishes a short or long rest.

Devil's Sight. Magical darkness doesn't impede the fomorian's darkvision.

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

Actions

Multiattack. The fomorian makes three Greatclub attacks. If the fomorian has its blood rune, it can replace one of these attacks with a use of Corrupting Hex.

Greatclub. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage plus 7 (2d6) necrotic damage.

Corrupting Hex (Requires Blood Rune). The fomorian targets one creature it can see within 60 feet of itself. The target must succeed on a DC 16 Charisma saving throw or take 27 (6d8) necrotic damage and become cursed for 24 hours. While cursed this way, the target's speed is reduced by half, and if it tries to cast a spell, it must first succeed on a DC 16 Intelligence check or the spell fails and is wasted.

Eldritch Burst. Magical energy explodes in a 20-foot-radius sphere centered on a point the fomorian can see within 120 feet of itself. Each creature in that area must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 32 (5d12) force damage and has the prone condition. On a successful save, a creature takes half as much damage only.

Spellcasting. The fomorian casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 16):

At will: *detect magic, levitate, mage hand, prestidigitation*
1/day each: *detect thoughts, suggestion, telekinesis*

Bonus Actions

Creeping Gloom (Recharge 6). The fomorian momentarily conjures grasping darkness in a 30-foot-radius sphere centered on a point it can see within 120 feet of itself. Each creature in that area must succeed on a DC 16 Constitution saving throw or take 11 (2d10) necrotic damage and have the blinded condition until the end of its next turn.

Reactions

Poisoning Rebuke (Requires Blood Rune). In response to being damaged by a creature the fomorian can see within 60 feet of itself, the fomorian forces that creature to make a DC 16 Constitution saving throw; on a failed save, the creature has the poisoned condition until the end of its next turn.

Frost Giant Ice Shaper

Frost giants who master rune magic are known as ice shapers, and their sheer power typically contributes to a meteoric rise in the giants' ordning. Many of them end up as jarls, leading their communities, or as advisers to jarls—often the true power behind the throne. They are usually devoted to Thrym.

True to their name, these ice shapers manipulate the raw elemental energy of air and water to wield ice in both offense and defense. They summon ice elementals in the shape of wolves, cloak themselves in icy armor, and just as quickly turn that armor into a hail of deadly ice shards.

Frost Giant Ice Shaper

Huge Giant (Cleric), Any Alignment

Armor Class 16 (chain mail)
Hit Points 310 (27d12 + 135)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	11 (+0)	19 (+4)	16 (+3)

Saving Throws Str +12, Con +11, Wis +10, Cha +9
Skills Athletics +12, Perception +10
Damage Immunities cold
Senses passive Perception 20
Languages Common, Giant
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Frost Rune. The giant has a frost rune inscribed on a chunk of ice or some other object in its possession. While holding or wearing the object bearing the rune, the giant can use its Ice Wolves action and Ice Armor reaction.

The object bearing the rune has AC 16; 40 hit points; and immunity to necrotic, poison, and psychic damage. The object regains all its hit points at the end of every turn, but it turns to dust if reduced to 0 hit points or when the giant dies. If the rune is destroyed, the giant can inscribe a frost rune on an object in its possession when it finishes a short or long rest.

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

Actions

Multiattack. The giant makes three attacks using Greataxe, Freezing Ray, or a combination of them.

Greataxe. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) slashing damage plus 9 (2d8) cold damage.

Freezing Ray. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 17 (3d8 + 4) cold damage, and the target must make a DC 18 Constitution saving throw. On a failed save, the target has the restrained condition until the end of its next turn. On a successful save, the target's speed is reduced by 10 feet until the end of its next turn.

Ice Wolves (Requires Frost Rune). The giant magically summons 1d4 wolves made of ice (use the **winter wolf** stat block in the *Monster Manual* to represent them, but they are Elementals instead of Monstrosities). The wolves appear in unoccupied spaces the giant can see within 30 feet of itself. The wolves take their turn immediately after the giant on the same initiative count, and they obey the giant's commands. The wolves gain a +6 bonus to their attack and damage rolls while they are within 30 feet of the giant. The wolves disappear after 1 minute, when the giant dies, or when the giant uses this action again.

Reactions

Ice Armor (Requires Frost Rune). When a creature the giant can see makes an attack roll against it, the giant can form a coat of ice around itself, granting it a +6 bonus to its AC against that attack. After the attack hits or misses, the ice shatters, and each creature within 5 feet of the giant must succeed on a DC 18 Dexterity saving throw or take 13 (3d8) cold damage.

I learned enough about the Temple of Elemental Evil in my studies with Mordenkainen that I regard giants connected to the cult with a healthy amount of respect. When you combine a cultist's fanatical devotion with a giant's sheer power, the result can be horrifying.

—Bigby

Frost Giant of Evil Water

Huge Giant, Typically Neutral Evil

Armor Class 16 (scale mail)
Hit Points 172 (15d12 + 75)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	21 (+5)	9 (–1)	14 (+2)	12 (+1)

Saving Throws Dex +7, Con +9, Wis +6
Skills Athletics +10, Perception +6
Damage Immunities cold
Senses passive Perception 16
Languages Aquan, Common, Giant
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Amphibious. The giant can breathe air and water.

Actions

Multiattack. The giant makes two Battleaxe attacks and one Harpoon attack.

Battleaxe. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage, or 22 (3d10 + 6) slashing damage if used with two hands, plus 7 (2d6) cold damage.

Harpoon. *Ranged Weapon Attack:* +7 to hit, range 50/200 ft., one creature. *Hit:* 14 (2d10 + 3) piercing damage, and the target has the grappled condition (escape DC 16). While the target is grappled this way, its speed isn't reduced, but it can't move farther from the giant. The target takes 5 (1d10) slashing damage if it escapes from the grapple or if it tries and fails. The giant can grapple only one target at a time with its harpoon.

Bonus Actions

Reel In. The giant pulls the target grappled by its Harpoon up to 20 feet toward itself.

Frost Giant of Evil Water

Though primordials of frost and ice do exist (most notably Cryonax, who is sometimes considered almost the equal of the four Princes of Elemental Evil), frost giants who turn from the gods of the Ordning to embrace Elemental Evil are more likely to serve Olhydra, the Princess of Evil Water. To these giants, water is a cruel and destructive force that finds its ultimate expression in ice. These cultists of Evil Water often hide their allegiance as long as possible while urging their communities to ever-increasing depths of cruelty and violence, but if the cultists' apostasy is revealed and they are exiled, they often end up as leaders of Olhydra's cults in colder regions.

Olhydra grants these frost giants the ability to breathe underwater, and they wield armor and weapons that reflect their commitment to the cult. Their armor is outfitted with enormous crossbows that can launch barbed harpoons, which the giants use to drag enemies into or through the water.

OLIVIER BERNARD

Frostmourn

Huge Undead, Typically Neutral Evil

Armor Class 13 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (–1)	21 (+5)	9 (–1)	11 (+0)	18 (+4)

Saving Throws Con +9, Wis +4
Skills Athletics +10, Perception +4
Damage Vulnerabilities fire
Damage Immunities cold, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses passive Perception 14
Languages Giant
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Actions

Multiattack. The frostmourn makes one Freezing Touch attack and one Icy Axe attack. It can replace one of these attacks with a Polar Ray attack.

Freezing Touch. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 18 (4d8) cold damage plus 18 (4d8) necrotic damage. If this damage would reduce the target to 0 hit points, the target drops to 1 hit point instead and has the petrified condition, turning into a frozen statue.

If the statue takes bludgeoning damage, it shatters, killing the frozen creature. If the statue would take fire damage, it instead takes no damage and thaws, ending the petrification.

Icy Axe. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage plus 7 (2d6) cold damage.

Polar Ray. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 31 (5d10 + 4) cold damage, and the target's speed is reduced by 10 feet until the end of its next turn.

Reactions

Blizzard Escape. Immediately after a creature the frostmourn can see hits it with an attack roll, the frostmourn momentarily dissolves into a blizzard, reducing the damage to itself by half. The frostmourn can then magically teleport to an unoccupied space it can see within 30 feet of itself.

Frostmourn

When a frost giant is murdered in a dishonorable manner—perhaps poisoned, stabbed in the back, or killed while sleeping—the slain giant can rise as a frostmourn. Driven by its desire for vengeance, the frostmourn can turn the living into frozen statues with a touch or blast enemies with frigid wind. Achieving vengeance is not always enough to grant these creatures rest; often, their hatred and loathing of the living is sufficient to keep them roaming the wilds for years after their murderers are slain.

A frostmourn looks like a desiccated corpse mummified by exposure to bitter cold. It carries the marks of its death on its body: a wound that seeps frosty vapor or vibrant, purple veins showing the ravages of poison. It can momentarily dissolve its body into a swirling blizzard to avoid harm, reforming at a distance to continue its assault.

Fury of Kostchtchie

Frost giants who struggle to rise in their ordning, along with those who reject Annam and his children, sometimes turn to the worship of the demon lord Kostchtchie. In the myths of these giants, Kostchtchie was once a frost giant of such tremendous might that he slew a demon lord in single combat, claimed its Abyssal realm for himself, and now waits for other frost giants to join him in conquering the rest of the Abyss.

When Kostchtchie answers the pleas of giants, he gives them supernatural strength and ferocious bloodlust. The giants' muscles expand, their arms extend past their knees, and bitter cold surrounds them. The demon lord's gifts come at a cost, though, as the giants' souls slowly burn away to fuel these newfound powers. Over time, the sensation of burning in the chest intensifies, driving these giants into a frenzy. The newly transformed Fiends quickly find that only combat can numb the burning.

Fury of Kostchtchie

Huge Fiend (Demon), Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 216 (16d12 + 112)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	25 (+7)	10 (+0)	12 (+1)	11 (+0)

Saving Throws Con +12, Wis +6
Skills Athletics +13, Perception +6
Damage Resistance fire, lightning, poison
Damage Immunities cold
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 16
Languages Abyssal, Giant
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Chilling Aura. A creature that starts its turn within 10 feet of the fury must succeed on a DC 20 Constitution saving throw or take 11 (2d10) cold damage.

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

Actions

Multiattack. The fury makes two Fist or Rock attacks.

Fist. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage plus 10 (3d6) cold damage, or 17 (5d6) cold damage if the target took damage from the fury's Chilling Aura since the end of the fury's last turn.

Rock. *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Bonus Actions

Charge. The fury can move up to its speed toward an enemy it can see.

ALEXANDRE HONORÉ

Gargantua

From time to time—perhaps once a generation, under a particular configuration of stars and planets, or at the whim of some malicious god—a gargantua is born to giant parents. Though the child appears like any other of its kind, the creature's true nature manifests upon reaching adulthood: its complexion turns purplish and horns sprout from its head. The gargantua grows rapidly, eventually towering over other giants at a height of 40 feet or more.

Most gargantuas do not feel at home in giant communities and end up searching for homes large enough to hold their enormous frames. They might find a suitable home in an ancient forest, a deep canyon, or an immense cavern in the Underdark. Some gargantuas seek only peace and solitude, while others lash out fiercely at a world that fears them.

Giants tell a variety of stories to explain the existence of gargantuas. One tale connects their origin to an ancient enclave's pact with an entity from the Far Realm. Another claims that Karontor, "the banished son" of Annam, creates gargantuas in retaliation for his imprisonment. A third blames Annam, claiming the All-Father of the giants is disgusted with his descendants and seeks to destroy them.

Gargantua

Gargantuan Aberration, Typically Chaotic Neutral

Armor Class 17 (natural armor)
Hit Points 388 (21d20 + 168)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	26 (+8)	9 (–1)	16 (+3)	18 (+4)

Saving Throws Dex +7, Int +6, Wis +10
Damage Resistances force, psychic
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 13
Languages Giant
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Weird Aura. At the start of each of the gargantua's turns, each creature of the gargantua's choice within 30 feet of it must make a DC 19 Wisdom saving throw. On a failed save, a target sees the gargantua as a manifestation of the target's worst fears; it takes 17 (5d6) psychic damage and has the frightened condition until the start of the target's next turn. On a successful save, a target is immune to this gargantua's Weird Aura for 24 hours.

Actions

Multiattack. The gargantua makes two Slam or Rock attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 27 (3d12 + 8) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +15 to hit, range 120/480 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage.

Bonus Actions

Baleful Hex. The gargantua curses one creature it can see within 120 feet of itself. The target must succeed on a DC 19 Wisdom saving throw or have the incapacitated condition until the end of its next turn.

Teleport. The gargantua teleports, along with any equipment it is wearing or carrying, to an unoccupied space that it can see within 120 feet of itself.

Reactions

Flick. Immediately after the gargantua takes damage from a Large or smaller creature it can see within 20 feet of itself, it attempts to flick the creature away. The target must succeed on a DC 23 Strength saving throw, or the target takes 18 (3d6 + 8) bludgeoning damage, is pushed horizontally up to 100 feet away from the gargantua, and has the prone condition.

Spell Mimicry (1/Day). Immediately after a creature the gargantua can see casts a spell of 5th level or lower, the gargantua tries to copy the spell. That creature must succeed on a DC 19 Charisma saving throw, or the gargantua immediately casts the same spell at the same level (+11 to hit with spell attacks, spell save DC 19), requiring no material components and choosing the spell's targets.

ERIC BELISLE

Giant Goose

Giants keep geese as livestock for eggs and because geese make excellent sentries, protecting the giants' property with their keen senses and loud voices. Not only are giant geese from fey stock significantly larger than ordinary geese, but they also have two magical properties that make them even more valuable: their honk is a powerful defense against intruders, and they can lay eggs with shells of pure gold.

When commanded by its keeper, a giant goose lays a golden egg—a hollow shell of gold, 1 foot long and weighing 2 pounds. The shell is worth 100 gp. Sometimes, the egg inexplicably contains some kind of small trinket or minor magic item. Once it lays a golden egg, a giant goose can't do so again for a year and a day.

You can use the Goose Egg Trinket table to determine the contents of a golden egg. A giant goose's egg can be a great way to give characters an item that's important to the story of an adventure or your campaign.

Goose Egg Trinket

d12	Egg Contents
1	The egg is empty, but the inside of the shell is inscribed with a poem or an intricate illustration.
2	The gold shell encloses a candy egg.
3	The egg holds a small toy goose that makes a loud honking noise when squeezed.
4	The egg contains a *potion of giant strength* (hill giant) with no container.
5	The egg holds a *pearl of power.*
6	The egg contains a *brooch of shielding.*
7	The egg contains a *figurine of wondrous power* (silver raven) that activates automatically as the egg is opened, releasing what appears to be a living bird.
8–12	The egg is empty.

Giant Goose

Large Fey, Typically Neutral

Armor Class 13
Hit Points 60 (8d10 + 16)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	6 (–2)	14 (+2)	11 (+0)

Skills Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages understands Giant and Sylvan but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Multiattack. The goose makes one Beak attack and two Wing attacks.

Beak. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage.

Wing. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage, and the target must succeed on a DC 12 Strength saving throw or have the prone condition.

Thunderous Honk (Recharge 5–6). The goose honks with ear-splitting volume. Each other creature within 30 feet of the goose must make a DC 12 Constitution saving throw. On a failed save, a creature takes 16 (3d10) thunder damage and has the deafened condition until the start of the goose's next turn. On a successful save, a creature takes half as much damage only. The honk can be heard within 300 feet.

BRYAN MCTHONEY

Shortly before encountering the frost giant whose well-placed boulder ended my human existence, Mordenkainen and I saw a giant lynx. It was just staring into space, in that oh-so-feline way. Mordenkainen wanted to talk to it, to find out what it was looking at, but I successfully dissuaded him.

—Bigby

When you see a giant lynx staring into space, you can be quite sure it's looking at something that isn't there. Or at a ghost.

—Diancastra

Giant Lynx

Though they're often mistaken for mundane cats, giant lynxes are magical creatures with origins in the snowy woodlands of the Feywild. Their coats grow lighter in winter, helping to camouflage them in their favored habitats even when the landscape is draped in snow.

Giant lynxes are crafty hunters, cooperating in small groups to trap prey and occasionally using a magical gift to scout likely hunting locations. They're also smart enough to outwit many of the hunters who seek to trap them for their fur, and they're fond of disabling any trappers' snares they find in their territories.

Frost and cloud giants sometimes befriend giant lynxes and treat them as beloved pets. As long as the lynxes' intelligence and independence are respected, the creatures are happy to share their divination magic with their giant companions.

Giant Lynx

Medium Fey, Typically Neutral

Armor Class 14
Hit Points 22 (4d8 + 4)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	13 (+1)	12 (+1)	14 (+2)	10 (+0)

Skills Perception +6, Stealth +6
Damage Resistances cold
Senses truesight 60 ft., passive Perception 16
Languages Giant, Sylvan
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Lynx's Sight (1/Day). The lynx can cast *clairvoyance*, requiring no spell components and using Wisdom as the spellcasting ability.

Woodland Camouflage. The lynx has advantage on Dexterity (Stealth) checks made to hide in undergrowth or snowy terrain.

Actions

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage. If the lynx moved at least 20 feet straight toward the target immediately before the hit, the target must succeed on a DC 12 Strength saving throw or have the prone condition. If the target has the prone condition, the lynx can make another Claws attack against it as a bonus action.

Giant Ox

Giant oxen labor as beasts of burden for giants of all kinds, pulling plows, hauling oversized carts, and performing similar tasks well suited to their tremendous strength. These cattle are covered in thick, shaggy hide, often in vibrant colors, such as sky blue or deep violet.

Giant Ox

Huge Fey, Unaligned

Armor Class 12 (natural armor)
Hit Points 105 (10d12 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	19 (+4)	4 (–3)	11 (+0)	9 (–1)

Senses passive Perception 10
Languages understands Giant and Sylvan but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Beast of Burden. The ox is considered to be one size larger for the purpose of determining its carrying capacity.

Actions

Gore. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage. If the ox moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 7 (2d6) piercing damage, and it must succeed on a DC 16 Strength saving throw or have the prone condition.

It's easy to get caught up in the wonders of giant-sized wildlife when you're wandering some pocket of a primeval world tucked away in a remote valley or demiplane somewhere. "Look, that goose laid a golden egg!" "Look, that ox is blue!" "Look, this ram's magic fleece is so soft!" Then a tick that's bigger than you tries to drain every drop of blood from your body. Nope, nope, nope. Time to go home.

—Digby

Giant Ram

Giant rams are prized livestock among giants. The rams' fleece stores magical energy by absorbing ambient magic and drawing power from spells. While a ram is alive and unshorn, it uses its fleece's magic for self-defense, channeling the power it absorbs into a magical blast to drive off predators.

If the fleece is shorn from the ram without damaging the creature, it can be made into a protective magical garment. When woven into cloth, the fleece serves as a *cloak of protection*. It can also be woven into the lining of armor to make *armor of resistance* that protects against cold, fire, or lightning damage.

Giant Ram

Large Fey, Unaligned

Armor Class 13 (natural armor)
Hit Points 28 (3d10 + 12)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	3 (−4)	14 (+2)	10 (+0)

Damage Resistances cold, fire, lightning
Senses passive Perception 12
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

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

Actions

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage plus 3 (1d6) force damage. If the ram moved at least 20 feet straight toward the target immediately before the hit, the target must succeed on a DC 14 Strength saving throw or have the prone condition.

Force Bolt. *Ranged Spell Attack:* +4 to hit, range 30 ft., one target. *Hit:* 7 (2d6) force damage.

Reactions

Absorbent Fleece (Recharge 6). Immediately after the ram succeeds on a saving throw against a spell or a spell's attack misses it, the ram can make one Force Bolt attack.

Giant Tick

Ticks the size of boars have feasted on the blood of giants for countless ages. Though these parasites are painful nuisances to giants, they can be terrible threats to smaller folk, since a hungry tick will consume the blood of any creature it can catch.

Giant Tick

Medium Monstrosity, Unaligned

Armor Class 14 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	2 (−4)	10 (+0)	2 (−4)

Senses passive Perception 10
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Actions

Proboscis. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage, and the tick attaches to the target. While attached, the tick can't make Proboscis attacks. The tick can detach itself by spending 5 feet of its movement. As an action, a creature within reach of the tick can try to detach the tick, doing so with a successful DC 13 Strength check.

Blood Drain. The tick deals 10 (2d6 + 3) necrotic damage to one creature it is physically attached to, provided that creature isn't a Construct or an Undead, or 17 (4d6 + 3) necrotic damage if the creature is a Giant. The tick regains hit points equal to the damage dealt.

Gigant

A gigant is a towering insectile creature variously regarded as a harbinger of doom, a defender of nature, and a divine messenger of mysterious purpose. Giants regard them as a plague, since gigants prefer giants over other food. Some giants claim gigants are created by the weird magical aura that surrounds a gargantua (described earlier in this chapter).

A gigant resembles an enormous beetle with legs ending in sharp talons. It uses its talons to bring creatures to its enormous mandibles, which are strong enough to carry a giant to the gigant's nest to be devoured.

A gigant's wings are usually folded under its carapace, but the speedy flier can also beat its wings to create a horrible sound or to spread a toxic dust.

Gigant

Gargantuan Monstrosity, Unaligned

Armor Class 17 (natural armor)
Hit Points 325 (21d20 + 105)
Speed 50 ft., burrow 50 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	21 (+5)	3 (−4)	14 (+2)	11 (+0)

Saving Throws Dex +8, Wis +8
Skills Perception +8
Senses darkvision 120 ft., passive Perception 18
Languages —
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Spell-Resistant Carapace. The gigant has advantage on saving throws against spells, and any creature that makes a spell attack against the gigant has disadvantage on the attack roll.

Actions

Multiattack. The gigant makes one Mandibles attack and two Talons attacks.

Mandibles. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one creature. *Hit:* 21 (4d6 + 7) slashing damage, and the target has the grappled condition (escape DC 17). Until the grapple ends, the target takes 21 (4d6 + 7) slashing damage at the start of each of the gigant's turns. While the gigant is grappling a target, it can't use Mandibles against other targets.

Talons. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage, and the target is pulled 10 feet straight toward the gigant.

Scale Dust (Recharge 5–6). The gigant releases magical dust from its wings in a 30-foot cube. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one. On a success or failure, the creature has the poisoned condition for 1 hour. While poisoned this way, the creature can't regain hit points.

Bonus Actions

Drone. The gigant produces a horrid droning sound by rapidly beating its wings. Each creature within 10 feet of the gigant must succeed on a DC 19 Constitution saving throw or take 10 (3d6) thunder damage and have the incapacitated condition until the end of its next turn. The gigant can then fly up to half its flying speed.

CHRISTOPHER BURDETT

Few things bring me as much delight as goliaths who strive to celebrate their connection to the magnificent history of giants. When they sing me hymns, their voices are sweetest.

—Diancastra

Goliath Giant-Kin

Goliaths are Humanoids distantly related to giants. Infused with the supernatural essence of their ancestors' mountainous home, goliaths have the strength and fortitude to garner a giant's respect. Communities of goliaths who live in close relationship with giants emulate them and are recognized by the giants as kin. These goliath giant-kin often act as liaisons between giant clans and other Humanoids.

Though they rarely stand more than 8 feet tall, goliaths can hold their own in contests of strength with ogres. Goliath giant-kin can also channel the magic of their giant relatives into mighty melee attacks.

Though they are not part of the ordning, goliath giant-kin often revere the divine ancestors of the giants, with a particular affinity for Annam's daughters: Diancastra, Hiatea, and Iallanis. They also tend to extol the same virtues as the giants they live alongside, so goliath giant-kin dwelling near frost giants boast of their might, while those dwelling with stone giants cherish artistry.

Goliath Giant-Kin

Medium Humanoid, Any Alignment

Armor Class 18 (half plate, shield)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	12 (+1)	12 (+1)

Skills Athletics +6, Perception +3, Survival +3
Damage Resistances cold
Senses passive Perception 13
Languages Common, Giant
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Multiattack. The goliath makes two Spear attacks.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damageif used with two hands to make a melee attack.

Bonus Actions

Giant's Strikes (Recharge 5–6). Until the end of its turn, the goliath's melee attacks each deal an extra 7 (2d6) damage of a type determined by the goliath's giant community: cold (frost giant), fire (fire giant), force (stone giant), lightning (storm giant), piercing (hill giant), or thunder (cloud giant).

My one and only interaction with a grinning cat made me want to wipe the smirk off that thing's face with a great big clenched fist, if you get my meaning.

—Bigby

Trust me when I tell you that the cat was every bit as annoyed as you were, my friend.

—Diancastra

Grinning Cat

Grinning cats are mischievous Fey who delight in pestering and misleading travelers. They resemble oversized domestic cats with long, needlelike claws, but they're distinguished by the wide, toothy smiles that give them their name.

Grinning cats often dwell in or near giants' enclaves. They spend much of their time invisible, lounging on tree branches until prey—or a potential conversation partner—wanders by. While trading riddles or witticisms, a cat often decides to reveal its grin, its tail, or sometimes its whole head to confuse or intimidate the creature it's talking to.

A grinning cat can be persuaded to bestow one of its whiskers as a gift. A creature holding a whisker can use it to cast the *misty step* spell once, then the whisker turns to smoke and is destroyed. If a grinning cat is slain, 2d12 of its whiskers can be retrieved for this purpose.

Grinning Cat

Large Fey, Typically Chaotic Neutral

Armor Class 12
Hit Points 45 (7d10 + 7)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	15 (+2)	14 (+2)	16 (+3)

Skills Perception +4, Stealth +6
Senses darkvision 60 ft., passive Perception 14
Languages Common, Sylvan
Challenge 1 (200 XP) **Proficiency Bonus** +2

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage. If the grinning cat was invisible before it attacked, the target must succeed on a DC 12 Strength saving throw or have the prone condition. If the target has the prone condition, the cat can make a Bite attack against it as a bonus action.

Fade Away. The grinning cat magically becomes invisible for 1 hour or until it attacks, gradually fading away over the course of its turn. It can choose to leave part of its body visible, such as its tail, its head, or its grinning mouth. Any equipment the cat wears or carries is invisible with it.

Bonus Actions

Fade Back. The grinning cat becomes visible or makes part of its body visible. Any equipment the cat wears or carries on a visible part of its body also becomes visible.

Grinning Step. The grinning cat teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

DAWN CARLOS

Hill Giant Avalancher

Hill giants who master rune magic discover a close connection to the natural forces of earth and stone. Their magic, combined with their size and strength, helps them quickly rise to positions of leadership.

These hill giants drape themselves in rocks attached to chains or ropes, then use their magic to knock down and pummel their foes with these stones. This magic, combined with their ability to defeat and devour their prey as quickly as a torrent of boulders cascades down a mountain, leads other giants to call them avalanchers.

Hill Giant Avalancher

Huge Giant (Druid), Any Alignment

Armor Class 15 (natural armor)
Hit Points 220 (21d12 + 84)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (–1)	19 (+4)	9 (–1)	18 (+4)	10 (+0)

Saving Throws Str +9, Con +8, Wis +8
Skills Nature +7, Perception +8
Senses passive Perception 18
Languages Common, Giant
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Hill Rune. The giant has a hill rune inscribed on a rock or some other object in its possession. While holding or wearing the object bearing the rune, the giant can use its Stone Avalanche action and Hill Rebuff reaction.

The object bearing the rune has AC 15; 20 hit points; and immunity to necrotic, poison, and psychic damage. The object regains all its hit points at the end of every turn, but it turns to dust if reduced to 0 hit points or when the giant dies. If the rune is destroyed, the giant can inscribe a hill rune on an object in its possession when it finishes a short or long rest.

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

Actions

Multiattack. The giant makes one Greatclub attack and uses Stone Bolas.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 9 (2d8) thunder damage.

Stone Bolas. The giant conjures three stone balls connected by lines of magical force and throws them at one creature it can see within 60 feet of itself. The target must make a DC 16 Dexterity saving throw. On a failed save, the target has the restrained condition until the start of the giant's next turn, and the stones erupt in a burst of thunderous energy that deals 14 (4d6) thunder damage to the target and each creature within 10 feet of the target. On a successful save, the stones vanish without erupting.

Spellcasting. The giant casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 16):

At will: *druidcraft*, *guidance*
1/day each: *stone shape*, *wall of stone*

Stone Avalanche (Requires Hill Rune). The giant conjures a hail of rocks in a 20-foot-radius, 40-foot-high cylinder centered on a point on the ground it can see within 120 feet of itself. Each creature in that area must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 28 (8d6) bludgeoning damage and has the prone condition. On a successful save, a creature takes half as much damage only.

The rocks turn the ground in that area into difficult terrain until the start of the giant's next turn, when the rocks vanish.

Reactions

Hill Rebuff (Requires Hill Rune). Immediately after the giant takes damage from a creature it can see within 10 feet of itself, that creature must succeed on a DC 16 Constitution saving throw or take 10 (3d6) force damage and be pushed horizontally 10 feet away from the giant.

At least the lightning hulk and the dust hulk seem satisfied with their lot in life. There's a grace to their existence, as fractured as it seems.

—Bigby

Lightning Hulk

Large Elemental, Typically Chaotic Neutral

Armor Class 15
Hit Points 102 (12d10 + 36)
Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	16 (+3)	14 (+2)	14 (+2)	15 (+2)

Saving Throws Dex +9, Con +7, Wis +6, Cha +6
Skills Perception +6
Damage Resistances cold, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses passive Perception 16
Languages Auran, Giant
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Illumination. The lightning hulk sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Lightning Form. The lightning hulk can enter a hostile creature's space and stop there. The first time the lightning hulk enters a creature's space on a turn, or if it begins its turn in a creature's space, that creature takes 7 (2d6) lightning damage. The hulk can also move through a space as narrow as 1 inch without squeezing. A creature that touches the lightning hulk or hits it with a melee attack while within 5 feet of it takes 7 (2d6) lightning damage.

Actions

Arc Lightning. *Melee or Ranged Weapon Attack:* +9 to hit, reach 10 ft. or range 60 ft., one target. *Hit:* 18 (4d8) lightning damage. If the target is a creature, it can't take reactions until the start of its next turn, and lightning jumps from the target to another creature of the lightning hulk's choice that it can see within 30 feet of the target. The second creature must succeed on a DC 18 Dexterity saving throw or take 18 (4d8) lightning damage.

Lightning Hulk

Lightning hulks are the descendants of storm giants who retreated from the world in ages past. Over the course of centuries, the elemental nature of these giants—aided by infusions of energy from the Elemental Planes—grew to dominate these giants, eventually freeing them from the limitations of flesh.

A lightning hulk is essentially a living bolt of lightning, with the one lasting vestige of its former nature being a vague face that appears at the head of the bolt as it streams through the air. In rare moments, the hulk coalesces into a bipedal shape resembling a storm giant, but these moments are as fleeting as a lightning strike. At other times, particularly when near metal or solid earth, the hulk seems on the verge of dispersing entirely, losing its last shreds of cohesion as a single entity. Its mental state is similarly incoherent: a lightning hulk rushes from one place to another with little sense of purpose and no hint of the contemplation that occupies its distant cousin giants.

RICCARDO MOSCATELLO

Maw of Yeenoghu

Huge Fiend (Demon), Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	8 (–1)	14 (+2)	10 (+0)

Saving Throws Con +9, Cha +4
Skills Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages Abyssal, Giant
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

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

Actions

Multiattack. The maw makes two Bite or Fang Fling attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 6) piercing damage.

Fang Fling. *Ranged Weapon Attack:* +10 to hit, range 30/90 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage.

Gorging Charge (Recharge 5–6). The maw moves up to its speed without provoking opportunity attacks and can move through the spaces of Large or smaller creatures. Each time the maw enters a creature's space for the first time during this move, that creature must succeed on a DC 18 Strength saving throw or take 25 (3d12 + 6) piercing damage and have the grappled condition (escape DC 16); if a creature is already grappled this way, it has the prone condition. Until this grapple ends, the target has the restrained condition. The maw can have only one creature grappled in this way at a time.

Reactions

Fanged Rebuke. In response to taking damage, the maw makes one Bite attack against a random creature within 10 feet of itself. If no creature is within reach, the maw can make two Fang Fling attacks.

Maw of Yeenoghu

Hill giants are known for their voracious appetites, which can attract the attention of the demon lord Yeenoghu, known as the Beast of Butchery. A cruel hill giant sometimes turns to Yeenoghu for help in expanding the reach of its malevolence. Occasionally a hill giant consumes an evil artifact that transforms the giant into a fiendish form. Once in a while, Yeenoghu whispers promises of power in the dreams of a giant whose hunger surpasses other giants'. In any case, the result is a ravenous monster called a maw of Yeenoghu, which is wholly devoted to the demon lord.

A maw of Yeenoghu grows a mane of hair and hunches over like a gnoll. Its jaw grows and widens, and its mouth fills with multiple rows of sharp teeth. These teeth constantly grow, driving the maw to bite and chew on anything within reach. Some maws desperately rip the teeth from their mouth for relief, but the teeth quickly regrow. Cunning maws use this phenomenon as a ready supply of weaponry, throwing clusters of teeth at their foes.

A maw of Yeenoghu charges at its prey on all fours with its mouth wide open, scraping the ground like a plow.

I mourn for the hulks, all of them. The sight of a mist hulk, in particular, fills me with a melancholy that is hard to shake off.

—Diancastra

Mist Hulk

Descended from ancient cloud giants, mist hulks are Elementals that embody their ancestors' mixed elemental nature of Air and Water. After countless ages of isolation—often on one of the Elemental Planes or some hidden demiplane—they retain the barest hint of their ancestors' physical form, and even less of the giants' culture.

A mist hulk resembles a bipedal figure made of dark rain clouds. Parts of its body seem more solid than others, but these parts are transparent enough that the churning vapors of the hulk's substance are visible inside. Wisps of cloud constantly leak from the creature, as if it might dissolve completely at any time. When it is slain, its misty form condenses into a torrent of water.

A mist hulk's mood is always gloomy, and when threatened, it often howls in infectious misery. All who hear this wail are magically reminded of past regrets, real or imagined.

Mist Hulk

Large Elemental, Typically Chaotic Neutral

Armor Class 15
Hit Points 94 (9d10 + 45)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	20 (+5)	11 (+0)	13 (+1)	16 (+3)

Saving Throws Con +8, Wis +4, Cha +6
Skills Perception +4, Stealth +8
Damage Resistances thunder
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, poisoned, restrained
Senses passive Perception 14
Languages Auran, Giant
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Air Form. The mist hulk can enter another creature's space and stop there. It can move through a space as narrow as 1 inch without squeezing.

Death Burst. When the mist hulk dies, it bursts in a wave of water. Each creature within 10 feet of it must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 11 (2d10) bludgeoning damage and has the prone condition. On a successful save, a creature takes half as much damage only.

Actions

Multiattack. The mist hulk makes two Slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) cold damage.

Hideous Wailing (Recharge 5–6). The mist hulk releases a wail infused with magical anguish. Each creature within 30 feet of it must make a DC 14 Wisdom saving throw. A creature in the mist hulk's space has disadvantage on the saving throw. On a failed save, a creature takes 14 (4d6) psychic damage and has the incapacitated condition for 1 minute. The affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mud Hulk

The ancestors of mud hulks were hill giants who, living in isolation, ate everything within reach until they were forced to subsist on the earth itself. The giants' elemental nature asserted itself and transformed them into creatures of living mud.

A mud hulk vaguely resembles its ancestors, but its body consists of wet mud that constantly sloughs off around it, creating thick pools of the stuff everywhere the creature goes. It retains the hunger of a hill giant, enveloping anything even vaguely edible and directly absorbing it into its body. When threatened, it hurls masses of mud at its enemies to make sure they stay in place long enough for the mud hulk to consume them.

Mud Hulk

Large Elemental, Typically Chaotic Evil

Armor Class 13 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	16 (+3)	5 (–3)	9 (–1)	6 (–2)

Damage Resistances acid
Condition Immunities exhaustion, paralyzed
Senses passive Perception 9
Languages Giant, Terran
Challenge 3 (700 XP) **Proficiency Bonus** +2

Amorphous. The mud hulk can move through a space as narrow as 1 inch without squeezing.

Sticky Mud. The ground within 15 feet of the mud hulk is difficult terrain for other creatures.

Actions

Enveloping Slam. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 13 Strength saving throw or be pulled into the mud hulk's space and be engulfed by the mud hulk. While engulfed, the target can't breathe, has the restrained condition, and takes 6 (1d12) acid damage at the start of each of its turns. When the mud hulk moves, the engulfed target moves with it. The mud hulk can have only one target engulfed at a time. While a creature is engulfed, the mud hulk can't use its Amorphous trait.

An engulfed target can repeat the saving throw at the end of each of its turns. On a successful save, the target escapes and enters the nearest unoccupied space.

Mud Splash. The mud hulk lobs a mass of mud that splashes in a 10-foot-radius sphere centered on a point within 30 feet of the mud hulk. Each creature in that area must make a DC 13 Dexterity saving throw, taking 10 (2d6 + 3) bludgeoning damage on a failed save, or half as much damage on a successful one. The affected area is difficult terrain until the start of the mud hulk's next turn.

Well, while you're mourning, that thing is trying to engulf me in mud! Pardon me while I interpose a hand to keep it away from me.

—Bigby

Rime Hulk

Rime hulks are a withered branch of the frost giant family tree, descended from ancient giants who withdrew from the world and succumbed to their elemental nature. Most rime hulks dwell in the Frostfell, the "plane of ice" that forms the border between the Elemental Planes of Air and Water. Others lurk in isolated rifts in enormous polar glaciers.

Smaller and weaker than their ancestors, rime hulks are roughly formed masses of frost and ice. Their vaguely giant-shaped physical forms are unstable, constantly breaking apart and reforming as clouds of frost billow off them. As a rime hulk moves, it leaves a trail of ice that can freeze enemies in place. When it dies, a rime hulk explodes in a burst of frost.

Rime Hulk

Large Elemental, Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	8 (–1)	9 (–1)	6 (–2)

Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses passive Perception 9
Languages Aquan, Giant
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Death Burst. When the rime hulk dies, it explodes in a 10-foot-radius sphere of frigid air and frost centered on itself. Each creature in that area must succeed on a DC 15 Constitution saving throw or take 10 (3d6) cold damage.

Actions

Multiattack. The rime hulk makes two Slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage plus 9 (2d8) cold damage.

Trail of Frost (Recharge 5–6). The rime hulk moves up to its speed without provoking opportunity attacks and can move through the space of any Medium or smaller creature. Each time the rime hulk enters another creature's space for the first time during this move, that creature must make a DC 15 Constitution saving throw. On a failed save, the creature takes 22 (4d10) cold damage, and its speed is reduced by 10 feet until the start of the rime hulk's next turn. On a successful save, the creature takes half as much damage only.

In all seriousness, though, it's best not to get caught up in what these hulks were or might have become had things gone differently for them. They're dangerous, and most of them do not wish you well. Act accordingly.

—Bigby

Runic Colossus

Gargantuan Construct, Unaligned

Armor Class 20 (natural armor)
Hit Points 315 (18d20 + 126)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (–1)	24 (+7)	3 (–4)	11 (+0)	1 (–5)

Damage Resistances acid, cold, fire, lightning
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands Giant but can't speak
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

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

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

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

Actions

Multiattack. The colossus makes two Slam attacks and then uses Stomp.

Slam. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage. If the target is a Huge or smaller creature, it must succeed on a DC 22 Dexterity saving throw or have the prone condition. Until the colossus uses its Stomp again or moves, the creature has the restrained condition. The restrained creature or another creature within 5 feet of it can use its action to make a DC 22 Strength check. On a successful check, the affected creature relocates to an unoccupied space of its choice within 5 feet of the colossus and is no longer restrained.

Arcane Beam (Recharge 5–6). The colossus fires a beam of magical force from its chest, hands, or head in a 150-foot line that is 10 feet wide. Each creature in that area must make a DC 22 Dexterity saving throw, taking 58 (9d12) force damage on a failed save, or half as much damage on a successful one.

Reactions

Spell Reflection (2/Day). *Ranged Spell Attack:* +14 to hit, range 120 ft., one creature casting a spell of 5th level or lower. *Hit:* 26 (4d12) force damage, and the target must succeed on a DC 15 Intelligence saving throw or the spell fails and has no effect.

Runic Colossus

According to *The Saga of the Dragon Queller*, told by giants on some worlds, a disparate group of giants combined their efforts to protect their ancient empire from a particularly vicious dragon. Stone and hill giants hewed a mighty form from living stone. Cloud and frost giants gathered rare metals, and fire giants shaped them into flexible joints and plated armor. Storm giants inscribed runes into the inert form to give it the semblance of life. The fruit of these labors was an everlasting guardian: the first runic colossus.

A runic colossus stands 30 feet tall. It regards all non-giants as a threat, and unless it has other orders, it attacks such creatures on sight.

The art of crafting a runic colossus is lost to modern giants, but many tales suggest the instructions might be buried deep in ruins from ancient giants' empires.

CHRISTOPHER BURDETT

Scions of Giants' Gods

Giants are descended from the All-Father, Annam, and his children. But scions of giants' gods boast a greater claim: they are Annam's grandchildren, and they occupy a privileged place among giants. On some worlds, these scions ruled the first empires of giants until Annam retreated into seclusion. On other worlds, the scions guard their birthplaces (which are rich in elemental magic) or hold the substance of the world together. (See "Giants of Myth" in chapter 3 for additional inspiration.)

Scions of giants' gods are enormously powerful beings who infuse the world around them with primeval magic. In many worlds, they slumber and have become part of the landscape. In this case, each scion is enclosed in stasis inside a powerful Elemental called a cradle. The cradle protects the slumbering scion and follows its subconscious wishes, including driving off intruders. But if the cradle dies, the scion within fully awakens.

Scion of Grolantor

A slumbering scion of Grolantor is often mistaken for a hill, and sometimes people erect standing stones, a village, or a city on a scion's back, unaware of the mighty power beneath them. Such settlements can thrive for centuries, as the scion's magic causes crops to flourish and livestock to thrive in the surrounding region. An ancient tree towers from the crest of the hill.

When roused, a cradle of the hill scion rises as a mass of dirt, stone, and roots with two massive arms. The cradle uses tree roots and waves of dirt to entangle and entomb foes.

If the cradle is destroyed, the scion of Grolantor inside it awakens. Standing 50 feet tall, the scion devours everything within reach to satiate its hunger. Its powerful lungs can suck food straight into its gullet. The scion uses a great tree to bat foes far into the distance.

Regional Effects

The region surrounding a scion of Grolantor is altered by the giant's magic, creating one or more of the following effects:

Abundant Food. Crops and domestic animals grow and reproduce quickly within 6 miles of the scion.

Empowered Hill Giants. Hill giants within 1,000 feet of the scion gain a +7 bonus to attack and damage rolls.

Farming Weather. The weather within 6 miles of the scion is always ideal for farming: sunny and warm with occasional showers.

If the scion dies, these effects end immediately.

Cradle of the Hill Scion

Gargantuan Elemental, Typically Chaotic Evil

Armor Class 19 (natural armor)
Hit Points 402 (23d20 + 161)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	24 (+7)	9 (–1)	16 (+3)	10 (+0)

Saving Throws Wis +10, Cha +7
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone
Senses passive Perception 13
Languages Giant, Primordial
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Awakening of the Scion. The cradle is a container for the **scion of Grolantor**. When the cradle drops to 0 hit points, its body crumbles to dirt and moss. The scion instantly appears in the space the cradle occupied and uses the cradle's initiative count.

Legendary Resistance (5/Day). If the cradle fails a saving throw, it can choose to succeed instead.

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

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

Actions

Multiattack. The cradle makes three Slam or Spit Rock attacks in any combination and one Grasping Root attack.

Slam. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 33 (4d12 + 7) bludgeoning damage.

Spit Rock. *Ranged Weapon Attack:* +14 to hit, range 120 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage, and the target must succeed on a DC 22 Strength saving throw or have the prone condition.

Grasping Root. *Melee Weapon Attack:* +14 to hit, reach 30 ft., one creature not grappled by the cradle. *Hit:* the target has the grappled condition (escape DC 17). Until the grapple ends, the target takes 29 (4d10 + 7) bludgeoning damage at the start of each of its turns. The root has AC 19 and can be severed by dealing 15 or more slashing damage to it on one attack. Cutting the root doesn't hurt the cradle but ends the grapple.

Rolling Hills (Recharge 6). The cradle magically creates a wave of dirt that extends from a point on the ground within 120 feet of itself. The wave is up to 30 feet long, up to 30 feet tall, and up to 30 feet wide. Each creature in the wave must make a DC 22 Strength saving throw. On a failed save, a creature takes 58 (9d12) bludgeoning damage, has the prone condition, and is buried under dirt. On a successful save, a creature takes half as much damage only.

A buried creature has the restrained condition, has total cover, and can't breathe. As an action, a creature buried in this way, or another creature within 5 feet of it that isn't buried, can make a DC 17 Strength (Athletics) check. On a successful check, the buried creature no longer has the prone or restrained conditions.

Scion of Grolantor

Gargantuan Giant (Titan), Typically Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 402 (23d20 + 161)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	15 (+2)	21 (+5)	18 (+4)

Saving Throws Wis +12, Cha +11
Skills Perception +12
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, poisoned
Senses passive Perception 22
Languages Giant, Primordial
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Legendary Resistance (6/Day). If the scion fails a saving throw, it can choose to succeed instead.

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

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

Actions

Multiattack. The scion makes one Great Tree Club attack and two Slam attacks, or it makes three Boulder attacks.

Great Tree Club. *Melee Weapon Attack:* +15 to hit, reach 30 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 23 Strength saving throw or be pushed horizontally up to 100 feet straight away from the scion and have the prone condition.

Slam. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 26 (4d8 + 8) force damage.

Boulder. *Ranged Weapon Attack:* +15 to hit, range 120/480 ft., one target. *Hit:* 27 (3d12 + 8) bludgeoning damage.

Inhale (Recharge 5–6). The scion inhales a vortex of air in a 120-foot line that is 15 feet wide. Each creature in that area that is Huge or smaller must succeed on a DC 23 Strength saving throw or be pulled up to 120 feet straight toward the scion and be swallowed. A swallowed creature has the restrained condition, has total cover against attacks and other effects outside the scion, and takes 24 (7d6) force damage at the start of each of the scion's turns.

The scion's stomach can hold up to two creatures at a time. If the scion takes 60 damage or more on a single turn from a creature inside it, the scion must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 10 feet of the scion and has the prone condition. If the scion dies, any swallowed creature no longer has the restrained condition and can escape from the corpse using 15 feet of movement, exiting with the prone condition.

Bonus Actions

Earth-Shaking Movement. The scion moves up to its speed and then sends a shock wave through the ground in a 60-foot-radius circle centered on itself. Each creature on the ground in that area that is concentrating must succeed on a DC 23 Constitution saving throw or lose concentration.

Reactions

Feed. Immediately after taking damage, if it has at least one creature swallowed, the scion deals 10 (3d6) force damage to each swallowed creature and regains 10 hit points.

Scion of Memnor

A slumbering scion of Memnor appears as a dense, slowly drifting tower of clouds that never dissipates. Often, this cloud lingers over a remote valley, creating a constantly overcast sky. Sapient creatures who live beneath this cloud often display superstitious and duplicitous behavior, almost unconsciously leaving gifts for "rain spirits" while playing mischievous pranks on each other.

When roused, a cradle of the cloud scion manifests as a titanic air elemental made of fierce winds and wisps of cloud. It wields air and thunder to knock enemies from the sky.

If the cradle is destroyed, the scion of Memnor emerges from the dissipating cloud, often laughing as if it just heard a great joke. Incredibly tall and lanky, the scion towers 75 feet tall and wields a morningstar made from magically dense clouds. It tends to regard other creatures as toys rather than serious threats, and it uses its illusion magic to manipulate creatures into fighting each other. If seriously threatened, it wields thunder and wind to demolish its enemies.

Regional Effects

The region surrounding a scion of Memnor is altered by the giant's magic, creating one or more of the following effects:

Compulsory Offering. The first time a sapient creature comes within 6 miles of the scion, the creature must succeed on a DC 15 Wisdom saving throw or feel an overwhelming compulsion to leave an offering worth at least 5 gp stashed in an out-of-the-way place. Cloud giants within 6 miles of the cradle or scion immediately sense the location of this gift. A creature can be affected only once by this compulsion.

Empowered Cloud Giants. Cloud giants within 1,000 feet of the scion gain a +8 bonus to attack and damage rolls.

Mischievous Whispers. Whispers can be heard on the wind within 1 mile of the scion. The words are indistinct, but a creature with an Intelligence score of 5 or higher interprets them as instructions for a prank they can play on others.

If the scion dies, these effects end immediately.

Cradle of the Cloud Scion

Gargantuan Elemental, Typically Chaotic Neutral

Armor Class 19 (natural armor)
Hit Points 624 (32d20 + 288)
Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
29 (+9)	21 (+5)	28 (+9)	14 (+2)	22 (+6)	19 (+4)

Saving Throws Int +10, Cha +12
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, thunder
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses passive Perception 16
Languages Giant, Primordial
Challenge 26 (90,000 XP) **Proficiency Bonus** +8

Awakening of the Scion. The cradle is a container for the **scion of Memnor**. When the cradle drops to 0 hit points, its body dissipates into cloud wisps. The scion instantly appears in the space the cradle occupied and uses the cradle's initiative count.

Flyby. The cradle doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Legendary Resistance (5/Day). If the cradle fails a saving throw, it can choose to succeed instead.

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

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

Actions

Multiattack. The cradle makes three Slam or Wind Javelin attacks in any combination.

Slam. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 31 (4d10 + 9) bludgeoning damage plus 19 (3d12) thunder damage.

Wind Javelin. *Ranged Weapon Attack:* +17 to hit, range 120 ft., one target. *Hit:* 27 (4d8 + 9) bludgeoning damage plus 10 (3d6) thunder damage, and the target must succeed on a DC 25 Strength saving throw or have the prone condition.

Vortex (Recharge 5–6). The cradle conjures a vortex of wind at a point it can see within 90 feet of itself. The wind vortex is a 30-foot-radius, 100-foot-high cylinder centered on that point. Each creature other than the cradle in that area must make a DC 25 Dexterity saving throw. On a failed save, a creature takes 71 (11d12) bludgeoning damage and has the restrained condition within the vortex. On a successful save, a creature takes half as much damage and is pushed to the nearest unoccupied space outside the cylinder. The vortex lasts until the start of the cradle's next turn. A creature with the restrained condition falls prone when the vortex ends.

A creature with the restrained condition can use its action to try to escape the vortex. The creature makes a DC 19 Strength (Athletics) or Dexterity (Acrobatics) check. On a successful check, the creature escapes and moves 3d6 × 10 feet away from the vortex in a random direction.

Reactions

Thunderclap. Immediately after taking damage, the cradle unleashes a thunderclap in a 30-foot-radius sphere centered on itself. All other creatures in that area must succeed on a DC 25 Constitution saving throw or take 18 (4d8) thunder damage and have the deafened condition for 1 minute.

Scion of Memnor

Gargantuan Giant (Titan), Typically Chaotic Neutral

Armor Class 20 (natural armor)
Hit Points 656 (32d20 + 320)
Speed 60 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	18 (+4)	30 (+10)	24 (+7)	22 (+6)	26 (+8)

Saving Throws Dex +12, Cha +16
Skills Arcana +15, Perception +14
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities thunder
Condition Immunities charmed, frightened, paralyzed, petrified
Senses truesight 120 ft., passive Perception 24
Languages Giant, Primordial
Challenge 26 (90,000 XP) **Proficiency Bonus** +8

Flyby. The scion doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Legendary Resistance (6/Day). If the scion fails a saving throw, it can choose to succeed instead.

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

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

Actions

Multiattack. The scion makes one attack using Cloud Morningstar or Wind Javelin, as well as two Slam attacks.

Cloud Morningstar. *Melee Weapon Attack:* +18 to hit, reach 30 ft., one target. *Hit:* 32 (4d10 + 10) force damage plus 22 (4d10) thunder damage.

Wind Javelin. *Ranged Weapon Attack:* +18 to hit, range 120/480 ft., one target. *Hit:* 42 (5d12 + 10) thunder damage, and the target must succeed on a DC 26 Strength saving throw or have the prone condition.

Slam. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 28 (4d8 + 10) force damage.

Thunderous Vortex (Recharge 5–6). The scion magically creates a vortex of wind in a 60-foot-radius sphere centered on a point it can see within 120 feet of itself. Each creature in the sphere must succeed on a DC 24 Strength saving throw or be pulled straight toward the sphere's center, ending in an unoccupied space as close as possible to the center. Then a burst of thunder erupts in a 30-foot-radius sphere centered on the same point. Each creature in that area takes 52 (8d12) thunder damage and must succeed on a DC 24 Constitution saving throw or have the stunned condition until the end of its next turn.

Bonus Actions

Fog of Deception. The scion conjures a magical cloud that fills a 30-foot-radius sphere centered on a point it can see within 90 feet of itself. Each creature in that area must make a DC 24 Wisdom saving throw. On a failed save, a creature has the charmed condition until the end of its next turn. While it has the charmed condition, the creature must use its action to make a melee attack against a creature other than itself of the scion's choice. If no creature is within its reach, the affected creature makes a ranged attack against a creature of the scion's choice, throwing its weapon if necessary. On a successful save, a creature is immune to the scion's Fog of Deception for the next 24 hours.

One time Diancastra and I were exploring deep underground, and suddenly an eye opened in the wall of the cave and a rumbling voice said, "Auntie D, is that you?" I nearly . . . well, let's just say I was startled.

—Bigby

Don't forget who I am, dear Bigby.

—Diancastra

Scion of Skoraeus

A scion of Skoraeus typically slumbers deep in the heart of a towering mountain, almost becoming one with the earth. While the scion dreams, the mountain's minerals are transformed into fine carving stones and brilliant gems.

If a miner tunnels too close to the heart of the mountain, the cradle awakens as a bipedal mass of stone and crystals. It brings the weight of the mountain down on the intruder's head and unleashes an earsplitting roar that can collapse mine tunnels.

If the cradle is destroyed, the scion of Skoraeus inside it awakens. At nearly 70 feet tall, it towers over most other creatures and wields a mass of crystal as a club. Once awakened, the scion continues to pursue the art that ornamented its dreams, seeking to mold and shape stone into beautiful elegance. If it needs more raw materials, the scion can transform a living creature in its palm into stone.

Regional Effects

The region surrounding a scion of Skoraeus is altered by the giant's magic, creating one or more of the following effects:

Abundant Stone and Minerals. Smooth stones and gems grow within 6 miles of the scion.

Edible Moss. Carpets of golden moss that stone giants find tasty grow on cavern walls within 6 miles of the scion.

Empowered Stone Giants. Stone giants within 1,000 feet of the scion gain a +7 bonus to attack and damage rolls.

If the scion dies, the Empowered Stone Giants effect ends immediately. The other effects cease to produce new moss and minerals, and existing moss dies within 1d10 days.

Cradle of the Stone Scion

Gargantuan Elemental, Typically Neutral

Armor Class 20 (natural armor)
Hit Points 455 (26d20 + 182)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	24 (+7)	11 (+0)	18 (+4)	10 (+0)

Saving Throws Wis +11, Cha +7
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses tremorsense 120 ft., passive Perception 14
Languages Giant, Primordial
Challenge 23 (50,000 XP) **Proficiency Bonus** +7

Awakening of the Scion. The cradle is a container for the **scion of Skoraeus**. When the cradle drops to 0 hit points, its body crumbles to dust. The scion instantly appears in the space the cradle occupied and uses the cradle's initiative count.

Legendary Resistance (5/Day). If the cradle fails a saving throw, it can choose to succeed instead.

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

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

Actions

Multiattack. The cradle makes two Slam or Spit Rock attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Spit Rock. *Ranged Weapon Attack:* +15 to hit, range 120 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage, and the target must succeed on a DC 23 Strength saving throw or have the prone condition.

Shattering Roar (Recharge 5–6). The cradle lets out a painfully load roar. Each creature within 60 feet of the cradle must make a DC 23 Constitution saving throw. On a failed save, a creature takes 33 (6d10) thunder damage and has the incapacitated condition until the end of its next turn.

Bonus Actions

Crystal Flare. The cradle causes the crystals on its body to flare with light. Each creature within 30 feet of the cradle must succeed on a DC 22 Constitution saving throw or take 21 (6d6) radiant damage and have the blinded condition until the end of the cradle's next turn.

Stone Spikes. The cradle causes the ground in a 20-foot square within 90 feet of itself to sprout crystal spikes until the start of its next turn. The area becomes difficult terrain for the duration. A creature takes 10 (3d6) piercing damage for each 5 feet it moves on this terrain.

Scion of Skoraeus

Gargantuan Giant (Titan), Typically Neutral

Armor Class 19 (natural armor)
Hit Points 444 (24d20 + 192)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	20 (+5)	26 (+8)	19 (+4)	24 (+7)	14 (+2)

Saving Throws Dex +12, Wis +14
Skills Acrobatics +12, Perception +14
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid
Condition Immunities charmed, frightened, paralyzed, petrified
Senses truesight 120 ft., passive Perception 24
Languages Giant, Primordial
Challenge 23 (50,000 XP) **Proficiency Bonus** +7

Legendary Resistance (6/Day). If the scion fails a saving throw, it can choose to succeed instead.

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

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

Actions

Multiattack. The scion makes one Crystal Club attack and two Slam attacks, then uses Entombing Grasp if available. Alternatively, the scion makes two Runic Boulder attacks.

Crystal Club. *Melee Weapon Attack:* +16 to hit, reach 30 ft., one target. *Hit:* 35 (4d12 + 9) bludgeoning damage. *Hit or Miss:* The scion can cause the club to flare with bright light, and the target must succeed on a DC 22 Constitution saving throw or take 18 (4d8) radiant damage and have the blinded condition until the start of the scion's next turn.

Slam. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 31 (4d10 + 9) force damage.

Runic Boulder. *Ranged Weapon Attack:* +16 to hit, range 120/480 ft., one target. *Hit:* 27 (4d8 + 9) bludgeoning damage. *Hit or Miss:* The boulder explodes. The target and each creature within 30 feet of it must make a DC 22 Dexterity saving throw. On a failed save, a creature takes 19 (3d12) force damage and has the prone condition. On a successful save, a creature takes half as much damage only.

Entombing Grasp (Recharge 6). The scion wreathes its hand in petrifying magic and touches one Huge or smaller creature it can see within 20 feet of itself. The target must succeed on a DC 24 Dexterity saving throw or take 28 (8d6) force damage and have the grappled condition (escape DC 19). At the start of the scion's next turn, if the target is still grappled, the target has the petrified condition.

Bonus Actions

Earth-Shaking Movement. The scion moves up to its speed and then sends a shock wave through the ground in a 60-foot-radius circle centered on itself. Each creature on the ground in that area that is concentrating must succeed on a DC 24 Constitution saving throw or lose concentration.

Cradle of the Storm Scion

Gargantuan Elemental, Typically Chaotic Good

Armor Class 19 (natural armor)
Hit Points 682 (35d20 + 315)
Speed 40 ft., fly 60 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	29 (+9)	16 (+3)	23 (+6)	18 (+4)

Damage Resistances cold, fire, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses passive Perception 16
Languages Giant, Primordial
Challenge 27 (105,000 XP) **Proficiency Bonus** +8

Awakening of the Scion. The cradle is a container for the **scion of Stronmaus**. When the cradle drops to 0 hit points, its body bursts into light. The scion instantly appears in the space the cradle occupied and uses the cradle's initiative count.

Legendary Resistance (5/Day). If the cradle fails a saving throw, it can choose to succeed instead.

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

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

Actions

Multiattack. The cradle makes three Slam or Spit Hailstone attacks in any combination.

Slam. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 36 (4d12 + 10) bludgeoning damage plus 19 (3d12) lightning damage.

Spit Hailstone. *Ranged Weapon Attack:* +18 to hit, range 120 ft., one target. *Hit:* 32 (4d10 + 10) bludgeoning damage plus 14 (4d6) cold damage, and the target must succeed on a DC 26 Strength saving throw or have the prone condition.

Lightning Barrage (Recharge 5–6). The cradle hurls multiple magical lightning bolts at up to two creatures it can see within 500 feet of itself. Each target must make a DC 22 Dexterity saving throw. On a failed save, the target takes 71 (11d12) lightning damage and has the stunned condition until the end of its next turn. On a successful save, the target takes half as much damage only.

Reactions

Booming Step. Immediately after taking damage, the cradle cracks with thunder and then magically teleports up to 60 feet to an unoccupied space it can see. Each creature within 10 feet of the space the cradle left must make a DC 22 Constitution saving throw, taking 14 (4d6) thunder damage on a failed save, or half as much damage on a successful one.

ROBSON MICHEL

Scion of Stronmaus

A scion of Stronmaus often slumbers high in the sky or deep in the ocean, where the tumult caused by the scion's restless sleep has little effect on the world. If it drifts too near the ground or the ocean surface, it causes mighty storms or fierce maelstroms. A scion's slumber is filled with dreams ranging from inspiring visions of Annam's return to melancholy prophecies of inevitable decline, from joyful glimpses of an idyllic past to horrific nightmares of torment and devastation.

A cradle of the storm scion stirs into action not only when the scion is threatened but also if the scion's sleep is troubled by nightmares. When roused, the cradle takes on a vaguely giant-shaped form consisting of air, water, and ice whirling in fury.

If the cradle is destroyed, the scion of Stronmaus inside it awakens. Among the mightiest creatures of all giantkind, the scion stands 80 feet tall. It often finds some relief in waking and being freed from its troubling dreams, so it doesn't necessarily lash out in violence when emerging from its cradle. But it's not particularly interested in Humanoids or other little creatures—either in conversing with them or in protecting them from harm it might cause.

If the scion is threatened, it unleashes elemental might like few other forces in the multiverse can muster: blades of lightning, boulder-sized hailstones, and a storm of churning elements.

Regional Effects

The region surrounding a scion of Stronmaus is altered by the giant's magic, creating one or more of the following effects:

Elemental Portals. Two-way portals to the Elemental Plane of Air (if the scion is in the sky) or the Elemental Plane of Water (if the scion is in the ocean) form within 1 mile of the cradle or scion, allowing elemental creatures into the world.

Empowered Storm Giants. Storm giants within 1,000 feet of the scion gain a +8 bonus to attack and damage rolls.

Extreme Weather. The weather within 1 mile of the scion dramatically shifts day to day, ranging from pleasantly sunny to brutal hailstorms.

If the scion dies, these effects end immediately.

Scion of Stronmaus

Gargantuan Giant (Titan), Typically Chaotic Good

Armor Class 20 (natural armor)
Hit Points 656 (32d20 + 320)
Speed 60 ft., fly 80 ft. (hover), swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	20 (+5)	30 (+10)	26 (+8)	28 (+9)	24 (+7)

Saving Throws Dex +13, Int +16
Skills Arcana +16, History +16, Perception +17
Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, thunder
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, prone
Senses truesight 120 ft., passive Perception 27
Languages Giant, Primordial
Challenge 27 (105,000 XP) **Proficiency Bonus** +8

Flyby. The scion doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Legendary Resistance (6/Day). If the scion fails a saving throw, it can choose to succeed instead.

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

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

Actions

Multiattack. The scion makes one attack using Lightning Sword or Hailstone, as well as two Slam attacks.

Lightning Sword. *Melee Weapon Attack:* +18 to hit, reach 30 ft., one target. *Hit:* 36 (4d12 + 10) force damage plus 22 (4d10) lightning damage.

Hailstone. *Ranged Weapon Attack:* +18 to hit, range 120/480 ft., one target. *Hit:* 32 (4d10 + 10) bludgeoning damage plus 18 (4d8) cold damage, and the target must succeed on a DC 26 Strength saving throw or have the prone condition.

Slam. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 36 (4d12 + 10) force damage.

Bonus Actions

Vengeful Storm (Recharge 6). The scion conjures a churning storm cloud in a 30-foot-radius, 10-foot-tall cylinder centered on a point within 120 feet of itself. The cloud's area is heavily obscured. The cloud lasts for 1 minute, until the scion dies, or when the scion uses this bonus action again.

When the cloud appears, and as a bonus action on later turns, the scion can move the cloud up to 30 feet and cause one of the following effects in a 30-foot-radius, 120-foot-high cylinder directly below it; the scion can't choose the same effect two rounds in a row:

Acid Rain. The cloud rains acid. Each creature in the cylinder must succeed on a DC 25 Constitution saving throw or be covered in acid for 1 minute or until a creature uses its action to remove the acid from itself or another creature. A creature covered in the acid takes 26 (4d12) acid damage at the start of each of its turns.

Freezing Storm. Shards of ice pelt down, and freezing wind fills the area. Each creature in the cylinder must succeed on a DC 25 Dexterity saving throw or take 28 (8d6) cold damage and be hindered by ice formations for 1 minute or until it or another creature within reach of it uses an action to break away the ice. A creature hindered by ice has its speed reduced to 0.

Lightning Bolts. Bolts of lightning strike down. Each creature in the cylinder must succeed on DC 25 Dexterity saving throw or take 18 (4d8) lightning damage and have the stunned condition until the end of its next turn.

When a volcanic eruption makes me concerned, not just for the fate of settlements and wildlife nearby, but that there might be a much more personal sort of violence heading my way, I begin to question my life choices.

—Bigby

Scion of Surtur

A scion of Surtur slumbering at the peak of a volcano causes an unending plume of smoke to rise, sometimes lit from below by fiery bursts of lava. As the scion dreams of battle—perhaps a battle to rouse Annam from seclusion by uniting the giants or a war to conquer all in Surtur's name—the volcano rumbles and spews molten rage.

If intruders disturb its resting place, the fire scion's cradle rises as a bipedal juggernaut of molten rock. Sometimes miners risk their lives to find rich veins of ore in a scion's volcano, or misguided fire cultists offer sacrifices meant to appease or awaken the volcano, and the awakened cradle defies all their expectations. Like a living volcano, the cradle hurls balls of magma at intruders, exhales fiery gases, and causes molten stone to erupt from the ground around it.

If the cradle is destroyed, the scion of Surtur inside it awakens. Standing 60 feet tall, the scion's form is shrouded in a continual cloud of billowing ash and smoke. The awakened scion forms a blade of lava in its mighty hand and schemes to resume its ancient campaigns of conquest, preferably at the head of a fire giant army.

Regional Effects

The region surrounding a scion of Surtur is altered by the giant's magic, creating one or more of the following effects:

Abundant Ore. Veins of precious metals and ore are more common within 6 miles of the scion.

Desertification. Precipitation is almost nonexistent within 6 miles of the scion, parching the land and withering most plant life.

Empowered Fire Giants. Fire giants within 1,000 feet of the scion gain a +8 bonus to attack and damage rolls.

If the scion dies, existing ore remains, but new veins of ore stop forming. The other effects end immediately.

Cradle of the Fire Scion

Gargantuan Elemental, Typically Lawful Evil

Armor Class 20 (natural armor)
Hit Points 555 (30d20 + 240)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	27 (+8)	12 (+1)	20 (+5)	17 (+3)

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, petrified, poisoned
Senses darkvision 120 ft., passive Perception 15
Languages Giant, Primordial
Challenge 25 (75,000 XP) **Proficiency Bonus** +8

Awakening of the Scion. The cradle is a container for the **scion of Surtur**. When the cradle drops to 0 hit points, its body hardens and crumbles to ash. The scion instantly appears in the space the cradle occupied and uses the cradle's initiative count.

Legendary Resistance (5/Day). If the cradle fails a saving throw, it can choose to succeed instead.

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

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

Actions

Multiattack. The cradle makes three Slam or Hurl Lava attacks in any combination.

Slam. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 31 (4d10 + 9) bludgeoning damage plus 14 (4d6) fire damage.

Hurl Lava. *Ranged Weapon Attack:* +17 to hit, range 120 ft., one target. *Hit:* 27 (4d8 + 9) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature within 5 feet of the fire takes an action to douse the fire, the target takes 10 (3d6) fire damage at the start of each of its turns.

Erupting Breath (Recharge 5–6). The cradle exhales flames and volcanic gases in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw. On a failed save, a creature takes 55 (10d10) fire damage and has the poisoned condition for 1 minute. On a successful save, a creature takes half as much damage only.

A creature poisoned in this way can make a DC 24 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Lava Geyser. The cradle causes lava to erupt from a point on the ground it can see within 120 feet of itself. Each creature in a 20-foot-radius, 50-foot-high cylinder centered on that point must succeed on a DC 21 Dexterity saving throw or take 14 (4d6) fire damage.

Scion of Surtur

Gargantuan Giant (Titan), Typically Lawful Evil

Armor Class 20 (natural armor)
Hit Points 546 (28d20 + 252)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	17 (+3)	28 (+9)	21 (+5)	24 (+7)	20 (+5)

Saving Throws Dex +11, Cha +13
Skills Athletics +18, Perception +15
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified
Senses truesight 120 ft., passive Perception 25
Languages Giant, Primordial
Challenge 25 (75,000 XP) **Proficiency Bonus** +8

Legendary Resistance (6/Day). If the scion fails a saving throw, it can choose to succeed instead.

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

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

Actions

Multiattack. The scion makes one attack using Lava Blade or Lava Ball, as well as two Slam attacks.

Lava Blade. *Melee Weapon Attack:* +18 to hit, reach 30 ft., one target. *Hit:* 32 (4d10 + 10) slashing damage plus 18 (4d8) fire damage.

Lava Ball. *Ranged Weapon Attack:* +18 to hit, range 120/480 ft., one target. *Hit:* 29 (3d12 + 10) bludgeoning damage plus 10 (3d6) fire damage, and the target must succeed on a DC 26 Strength saving throw or have the prone condition.

Slam. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 28 (4d8 + 10) force damage.

Lava Wave (Recharge 5–6). The scion emits a wave of lava from its blade, hands, or mouth in a 90-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw. On a failed save, a creature takes 60 (11d10) fire damage and has the restrained condition from being embedded in hardening rock. A creature can make a DC 25 Strength (Athletics) check as an action, freeing itself or a creature within reach from the rock on a success. The rock has AC 17 and 40 hit points, and it is immune to fire, poison, and psychic damage. On a successful save, a creature takes half as much damage only.

Bonus Actions

Earth-Shaking Movement. The scion moves up to its speed and then sends a shock wave through the ground in a 60-foot-radius circle centered on itself. Each creature on the ground in that area that is concentrating must succeed on a DC 26 Constitution saving throw or lose concentration.

Incendiary Smoke. The scion causes smoke and white-hot embers to billow from its skin, filling a 30-foot-radius sphere centered on itself that moves with it. While the scion's skin billows smoke, ranged attacks against the scion are made with disadvantage. A creature that moves into the smoke for the first time on a turn or starts its turn there must succeed on a DC 25 Constitution saving throw or take 14 (4d6) fire damage. The scion's skin stops billowing smoke after 1 minute, when the scion dies, or when the scion uses this bonus action to stop the smoke.

KENT DAVIS

Scion of Thrym

A slumbering scion of Thrym encased in its cradle is functionally identical to a glacier or iceberg, nestled in an alpine valley or drifting in a polar sea. In its wintry seclusion, the scion dreams of battle and glory.

If it is disturbed, the scion's cradle animates as a bipedal figure formed of ice and snow. It smashes intruders with its icy fists or hurls shards of its own icy substance at them, and it can exhale a blast of frigid air to freeze foes in place.

If the cradle is destroyed, its icy body shatters to reveal the awakened scion of Thrym inside it. Forming a double-bladed axe in its hand, the 70-foot-tall scion rushes at any foe that dares to challenge it. Emulating sagas of Thrym, the scion can achieve a tremendous feat of strength: creating a glacier in the ground and hurling it skyward, along with any creatures standing on it.

Regional Effects

The region surrounding a scion of Thrym is altered by the giant's magic, creating one or more of the following effects:

Biting Chill. Extreme cold envelops the land within 6 miles of the scion (see the *Dungeon Master's Guide* for rules on extreme cold). If the climate in the area already features extreme cold, the cold is numbing—creatures in the area without immunity or resistance to cold damage have disadvantage on Strength and Dexterity checks.

Empowered Frost Giants. Frost giants within 1,000 feet of the scion gain a +7 bonus to attack and damage rolls.

Thriving Wildlife. Beasts reproduce rapidly and thrive within 6 miles of the scion.

If the scion dies, these effects end immediately.

Cradle of the Frost Scion

Gargantuan Elemental, Typically Neutral Evil

Armor Class 20 (natural armor)
Hit Points 499 (27d20 + 216)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	26 (+8)	11 (+0)	19 (+4)	16 (+3)

Saving Throws Wis +11, Cha +10
Damage Resistances fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 14
Languages Giant, Primordial
Challenge 24 (62,000 XP) **Proficiency Bonus** +7

Awakening of the Scion. The cradle is a container for the **scion of Thrym**. When the cradle drops to 0 hit points, its body shatters into shards of ice. The scion instantly appears in the space the cradle occupied and uses the cradle's initiative count.

Legendary Resistance (5/Day). If the cradle fails a saving throw, it can choose to succeed instead.

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

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

Actions

Multiattack. The cradle makes two Slam or Hurl Icicle attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage plus 11 (2d10) cold damage.

Hurl Icicle. *Ranged Weapon Attack:* +15 to hit, range 120 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage plus 9 (2d8) cold damage, and the target must succeed on a DC 23 Strength saving throw or have the prone condition.

Freezing Breath (Recharge 5–6). The cradle exhales a blast of frost in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw. On a failed save, a creature takes 52 (8d12) cold damage, and its speed is reduced to 0 until the end of its next turn. On a successful save, a creature takes half as much damage only. If this damage would reduce the target to 0 hit points, the target drops to 1 hit point instead and has the petrified condition, turning into a frozen statue.

If the statue takes bludgeoning damage, it shatters, killing the frozen creature. If the statue would take fire damage, it instead takes no damage and thaws, ending the petrification.

Bonus Actions

Chilling Mist. The cradle magically conjures a cloud of chilling mist that fills a 30-foot-radius sphere centered on a point it can see within 90 feet of itself. The mist spreads around corners. Each creature in that area must succeed on a DC 19 Constitution saving throw or take 28 (8d6) cold damage and be unable to use reactions until the start of its next turn. The mist vanishes at the end of the cradle's turn.

Scion of Thrym

Gargantuan Giant (Titan), Typically Neutral Evil

Armor Class 19 (natural armor)
Hit Points 499 (27d20 + 216)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	27 (+8)	17 (+3)	20 (+5)	21 (+5)

Saving Throws Wis +12, Cha +12
Skills Athletics +17, Perception +12
Damage Resistances fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified
Senses truesight 120 ft., passive Perception 22
Languages Giant, Primordial
Challenge 24 (62,000 XP) **Proficiency Bonus** +7

Legendary Resistance (6/Day). If the scion fails a saving throw, it can choose to succeed instead.

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

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

Actions

Multiattack. The scion makes one Ice Axe and two Slam attacks, or it makes two Glacier Throw attacks.

Ice Axe. *Melee Weapon Attack:* +17 to hit, reach 30 ft., one target. *Hit:* 36 (4d12 + 10) force damage plus 18 (4d8) cold damage.

Slam. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 32 (4d10 + 10) force damage.

Glacier Throw. *Ranged Weapon Attack:* +17 to hit, range 120/480 ft., one target. *Hit:* 36 (4d12 + 10) bludgeoning damage plus 14 (4d6) cold damage, and the target must succeed on a DC 25 Strength saving throw or have the prone condition.

Glacial Upheaval (Recharge 5–6). The scion digs its hands into the ground at a point it can see within 30 feet of itself and launches a magically conjured mass of ice into the air. Each creature other than the scion in a 30-foot-radius, 100-foot-high cylinder centered on that point must make a DC 25 Dexterity saving throw. On a failed save, a creature takes 36 (8d8) bludgeoning damage plus 19 (3d12) cold damage and is pushed vertically to the top of the cylinder, at which point the creature falls. On a successful save, a creature takes half as much damage and is pushed to the nearest unoccupied space outside the cylinder with no additional effects.

At the start of the scion's next turn, a mass of ice plummets to the ground on a point the scion can see within 60 feet of the point the scion dug its hands into. Each creature in a 30-foot-radius, 100-foot-high cylinder centered on that point must succeed on a DC 25 Dexterity saving throw or take 18 (4d8) bludgeoning damage plus 18 (4d8) cold damage.

Bonus Actions

Earth-Shaking Movement. The scion moves up to its speed and sends a shock wave through the ground in a 60-foot-radius circle centered on itself. Each creature on the ground in that area that is concentrating must succeed on a DC 25 Constitution saving throw or lose concentration.

Spectral Cloud

A cloud giant that dies through an act of betrayal or an ill-fated wager sometimes returns as a spectral cloud. While this Undead seems to be merely a thick cloud or fog bank, observers can sometimes spot a shadowy bipedal figure lurking within. At the heart of the cloud, the figure's appearance becomes clear: a skeletal cloud giant corpse.

Tales suggest cloud giants sometimes seek this fate rather than accept the end of their naturally long lives. In such stories, a cloud giant undergoes a ritual in which its heart is transplanted into a cloud, causing the giant's body to dissolve and its spirit to animate the cloud.

Spectral Cloud

Huge Undead, Typically Neutral

Armor Class 11
Hit Points 189 (18d12 + 72)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	18 (+4)	12 (+1)	17 (+3)	16 (+3)

Saving Throws Dex +6, Cha +8
Skills Perception +8
Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, thunder
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses passive Perception 18
Languages Common, Giant
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Blurred Form. Attack rolls against the spectral cloud are made with disadvantage unless the attacker is within 15 feet of the spectral cloud or the spectral cloud is incapacitated.

Incorporeal Movement. The spectral cloud can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Multiattack. The spectral cloud makes two Spectral Touch attacks.

Spectral Touch. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) force damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 20 Constitution saving throw, or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

A Humanoid slain by this attack immediately rises as a miniature spectral cloud (use the **specter** stat block in the *Monster Manual*). The miniature spectral cloud acts as an ally of its creator but isn't under its control.

Chilling Winds (Recharge 5–6). The spectral cloud emits intensely cold wind in a 60-foot line that is 10 feet wide. Each creature in that area must make a DC 20 Constitution saving throw. On a failed save, a creature takes 38 (7d10) cold damage and has the incapacitated condition for 1 minute. The affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage only.

If a creature's saving throw is successful or the effect ends for it, that creature is immune to this spectral cloud's Chilling Winds for the next 24 hours.

When it comes to infiltrating giant steadings, I must admit that spotted lions are in some ways preferable to, say, dire wolves or cave bears. Namely, if they're well fed, they're more likely to stretch and yawn than they are to raise an alarm when they spot you.

—Bigby

Spotted Lion

Roughly twice the size of a common lion, a spotted lion has a dusky coat and mane, both speckled with charcoal-colored spots. Spotted lions gather in prides to hunt enormous prey ranging from giant elk to mammoths. Stone and cloud giants often keep these massive beasts as pets and hunting companions.

Spotted Lion

Huge Beast, Unaligned

Armor Class 15 (natural armor)
Hit Points 66 (7d12 + 21)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	17 (+3)	5 (−3)	13 (+1)	10 (+0)

Skills Perception +5, Stealth +6
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

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

Actions

Rend. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage. If the lion moved at least 20 feet straight toward the target immediately before the hit, the target must succeed on a DC 16 Strength saving throw or have the prone condition. If the target has the prone condition, the lion can make another Rend attack against it as a bonus action.

Stalker of Baphomet

Demon worship is rare among stone giants; the destructive tendency of demons is the antithesis of the artistry that drives the stone giant's ordning. The Horned King, Baphomet, is an exception. Though he is a merciless hunter, the Prince of Beasts also crafts complex mazes as his hunting grounds. Stone giants can become mesmerized by the demon lord's mazes and enter his service. These giants can continue pursuing art by crafting mazes, while satiating their bloodlust by hunting in them.

Baphomet rewards his most faithful cultists with transformation into demonic stalkers. Such a giant grows an elaborate crown of six horns, and Baphomet gives the stone giant a magic glaive and the ability to call up horns of stone from the earth.

Stalker of Baphomet

Huge Fiend (Demon), Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	17 (+3)	22 (+6)	13 (+1)	16 (+3)	12 (+1)

Saving Throws Dex +7, Wis +7
Skills Athletics +15, Perception +7, Stealth +11
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 17
Languages Abyssal, Giant
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Labyrinthine Recall. The stalker can perfectly recall any path it has traveled.

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

Actions

Multiattack. The stalker makes two Glaive attacks or two Rock attacks.

Glaive. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage plus 9 (2d8) force damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 23 (3d10+ 7) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Strength saving throw or have the prone condition. After the stalker throws the rock, roll a d6; on a roll of 3 or lower, the stalker has no more rocks to throw.

Erupting Horns (Recharge 5–6). The stalker causes the earth to churn at a point on the ground it can see within 60 feet of itself. Six horn-shaped stones erupt in a 30-foot-radius, 30-foot-high cylinder centered on that point and then crumble to dust. Each creature in that area must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 33 (6d10) piercing damage and is pushed up to 30 feet upward and then falls. On a successful save, a creature takes half as much damage only.

Spellcasting. The stalker casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 15):

1/day each: *meld into stone, stone shape, wall of stone*

Stone Giant of Evil Earth

Stone giants with a bent toward cruelty and destruction might reject the gods of the Ordning and turn to the worship of Ogrémoch, the Prince of Evil Earth. These giants view the surface world not as a realm of dream but as a nightmare worthy only of destruction, so they lend their strength to cults that plan to reduce the world to rubble.

Outfitted in heavy armor crafted to resemble the cult's patron, stone giants of Evil Earth wield weapons that pulse with thunderous energy. These giants serve as the muscle for the cult, wielding their might to destroy the surface world in the name of Ogrémoch.

Stone Giant of Evil Earth

Huge Giant, Typically Neutral Evil

Armor Class 20 (plate)
Hit Points 137 (11d12 + 66)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	22 (+6)	10 (+0)	12 (+1)	9 (–1)

Saving Throws Str +10, Con +10
Skills Athletics +14, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Common, Giant, Terran
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Actions

Multiattack. The giant makes two Thundering Stone Club or Boulder attacks in any combination.

Thundering Stone Club. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage. The giant can cause the club to emit a burst of thunderous energy that deals 10 (3d6) thunder damage to each creature, other than the giant, within 30 feet of the target. The club can emit a burst this way only once per turn.

Boulder. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage, and the target must succeed on a DC 18 Strength saving throw or have the prone condition. After the giant throws the boulder, roll a d6: on a roll of 3 or lower, the giant has no more boulders to throw.

Reactions

Unyielding. In response to failing a saving throw to avoid being moved, having the prone condition, or both, the giant succeeds instead.

Stone Giant Rockspeaker

Stone giants practice rune magic more than other giants do, perhaps because of these giants' interest in and aptitude for carving stone. Stone giants who combine this magic with prodigious artistic skill are called rockspeakers. Within their communities, they act as leaders and oracles.

Rockspeakers incorporate crystals and stones into their clothing and embed them in their skin. By invoking the power of their stone runes, these giants can turn these crystals into scintillating works of art. In combat, rockspeakers can use this same magic to cause their crystals to emit brilliantly colored, intense beams of light than can sear flesh and inhibit enemies.

Stone Giant Rockspeaker

Huge Giant (Wizard), Any Alignment

Armor Class 19 (natural armor)
Hit Points 276 (24d12 + 120)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	19 (+4)	14 (+2)	10 (+0)

Saving Throws Dex +7, Con +10, Int +9, Wis +7
Skills Athletics +16, History +9, Perception +7
Senses darkvision 120 ft., passive Perception 17
Languages Common, Giant, Terran
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

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

Stone Rune. The giant has a stone rune inscribed on a mineral object in its possession. While holding or wearing the object bearing the rune, the giant can use its Prismatic Rays action.

The object bearing the rune has AC 18; 30 hit points; and immunity to necrotic, poison, and psychic damage. The object regains all its hit points at the end of every turn, but it turns to dust if reduced to 0 hit points or when the giant dies. If the rune is destroyed, the giant can inscribe a stone rune on an object in its possession when it finishes a short or long rest.

Actions

Multiattack. The giant makes three Prism Staff attacks.

Prism Staff. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage plus 13 (3d8) radiant damage.

Exploding Geode. The giant throws a geode at a point within 60 feet of itself, and the geode explodes in a dazzling flash. Each creature in a 20-foot-radius sphere centered on that point must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 13 (3d8) piercing damage plus 13 (3d8) radiant damage and has the blinded condition until the end of its next turn. On a successful save, a creature takes half as much damage only. After the giant throws the geode, roll a d6; on a roll of 4 or lower, the giant has no more geodes to throw.

Prismatic Rays (Requires Stone Rune). The giant's stone rune emits beams of light that form a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw. For each creature in that area, roll a d6 to determine what ray affects it:

1–2: Blazing Red. On a failed save, the creature takes 35 (10d6) radiant damage and has the blinded condition until the end of the giant's next turn. On a successful save, the creature takes half as much damage only.

3–4: Dreadful Blue. On a failed save, the creature takes 35 (10d6) necrotic damage and has the frightened condition until the end of the giant's next turn. On a successful save, the creature takes half as much damage only.

5–6: Sapping Green. On a failed save, the creature takes 35 (10d6) force damage and has the incapacitated condition until the end of the giant's next turn. On a successful save, the creature takes half as much damage only.

ALEXANDRE HONORÉ

Storm Crab

Storm crabs are colossal crustaceans with four monstrous claws and a poisonous stinger. Equally adept underwater or on shore, they can exhale a jet of pressurized water to crush foes.

Giants on some worlds claim Stronmaus or one of his children created storm crabs in the early years of an ancient empire. Just as behirs were created to fight dragons on land and rocs to challenge dragons' mastery of the sky, storm crabs were meant to battle dragon turtles, bronze dragons, and other aquatic foes. On many worlds, these creatures fiercely guard the underwater strongholds of storm giants, as well as the ruined keeps giants have abandoned.

Storm Crab

Gargantuan Monstrosity, Unaligned

Armor Class 18 (natural armor)
Hit Points 155 (10d20 + 50)
Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	5 (–3)	14 (+2)	9 (–1)

Saving Throws Str +10, Con +9
Skills Perception +6
Damage Resistances cold, fire, lightning
Senses blindsight 60 ft., passive Perception 16
Languages understands Giant but can't speak
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Amphibious. The crab can breathe air and water.

Actions

Multiattack. The crab makes two Claw attacks and one Stinger attack.

Claw. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the target is a Huge or smaller creature, it has the grappled condition (escape DC 16). The crab has four claws, each of which can grapple one target.

Stinger. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 22 (3d10 + 6) piercing damage, and the target must succeed on a DC 17 Constitution saving throw or have the poisoned and paralyzed conditions for 1 minute. The affected creature can repeat the saving throw at the end of each of its turns, ending both the poisoned and paralyzed conditions on itself on a success.

Water Jet (Recharge 5–6). The crab exhales water in a 150-foot line that is 10 feet wide. Each creature in that area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 27 (6d8) bludgeoning damage, is pushed up to 30 feet from the crab, and has the prone condition. On a successful save, a creature takes half as much damage only.

Given all the weird things that swim in the deep ocean, who am I to complain about a colossal crab with a poison stinger that can knock you away with a high-speed jet of water?

—Bigby

Storm Giant Tempest Caller

While most storm giants care little for the intricate details of ranking in the ordning, tempest callers proudly claim a position at the pinnacle of that ranking—and few dare to challenge them. Wielding the power of rune magic in addition to the innate magic that courses through them, these storm giants are highly respected. If any giant can draw Annam's attention to the world, it would likely be a tempest caller.

Tempest callers implant *crystal balls* inscribed with the storm rune into their foreheads or eye sockets, allowing them to see through magical deception. They can also create a momentary vortex of freezing winds and storm clouds around themselves, engulfing their foes in elemental fury.

Storm Giant Tempest Caller

Huge Giant (Sorcerer), Any Alignment

Armor Class 17 (natural armor)
Hit Points 310 (27d12 + 135)
Speed 50 ft., fly 50 ft. (hover), swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	21 (+5)	18 (+4)	25 (+7)

Saving Throws Str +15, Con +11, Wis +10, Cha +13
Skills Arcana +17, Athletics +15, Perception +10
Damage Resistances cold
Damage Immunities lightning, thunder
Senses truesight 120 ft., passive Perception 20
Languages Common, Giant, Primordial
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Alert. The giant can't be surprised, and it has advantage on initiative rolls.

Amphibious. The giant can breathe air and water.

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

Scrying (Requires Storm Rune). The giant can use its *crystal ball* to cast the *scrying* spell (save DC 17).

Storm Rune. The giant has a storm rune inscribed on a *crystal ball*. While the object bearing the rune is embedded in its body, the giant can use its Tempest Call action and its Scrying trait.

The object bearing the storm rune has AC 17; 50 hit points; and immunity to necrotic, poison, and psychic damage. The object regains all its hit points at the end of every turn, but it turns to dust if reduced to 0 hit points or when the giant dies. If the rune is destroyed, the giant can inscribe a storm rune on another *crystal ball* in its possession when it finishes a short or long rest.

Actions

Multiattack. The giant makes three Lightning Blade or Lightning Lance attacks.

Lightning Blade. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) slashing damage plus 16 (3d10) lightning damage.

Lightning Lance. *Ranged Spell Attack:* +13 to hit, range 500 ft., one target. *Hit:* 39 (5d12 + 7) lightning damage.

Spellcasting. The giant casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 21, +13 to hit with spell attacks):

At will: *detect magic, detect thoughts*
1/day each: *control water, control weather* (as an action), *dispel magic, plane shift, sending, time stop*

Tempest Call (Requires Storm Rune). The giant creates an elemental vortex that fills a 60-foot-radius sphere centered on itself. Each creature in that area other than the giant must make a DC 21 Dexterity saving throw. On a failed save, a creature takes 43 (8d8 + 7) damage of a type of the giant's choosing: cold, lightning, or thunder. On a successful save, a creature takes half as much damage.

RICCARDO MOSCATELLO

Storm Herald

Ancient and alien beings dwell or slumber in ocean depths, awaiting some cosmic circumstance that signals their time to rise. In their retreat from the world, storm giants sometimes stray into the orbit of such creatures, perhaps while seeking insight into some omen, vision, or prophecy. Krakens, aboleths, and Great Old Ones delight in corrupting storm giants to their service, transforming them into storm heralds.

A storm herald grows fins and tentacles, giving it a monstrous appearance. Its mind is wholly under its master's sway, and the herald gains fearsome psychic powers to use in advancing its master's plans. When the herald dies, it reverts to its previous appearance.

A storm herald might try to sway other storm giants to its master's service, while others gather devoted cults of lesser creatures to serve the monsters of the deep.

Storm Herald

Huge Aberration, Typically Lawful Evil

Armor Class 16 (natural armor)
Hit Points 287 (23d12 + 138)
Speed 50 ft., swim 100 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	22 (+6)	24 (+7)	18 (+4)	18 (+4)

Saving Throws Wis +10, Cha +10
Skills Arcana +13, Deception +10, Perception +10
Damage Resistances cold, psychic
Damage Immunities lightning, thunder
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 20
Languages Common, Giant, telepathy 120 ft.
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Amphibious. The herald can breathe air and water.

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

Actions

Multiattack. The herald makes one Claw attack, one Tentacles attack, and one Trident attack.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage.

Tentacles. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage. If the target is a Large or smaller creature, it has the grappled condition (escape DC 18). It also has the restrained condition and takes 16 (3d10) psychic damage at the start of each of its turns until this grapple ends. The herald can have only one creature grappled this way at a time.

Trident. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) piercing damage or 21 (3d8 + 8) piercing damage if used with two hands, plus 13 (3d8) lightning damage.

Psychic Wave (Recharge 6). The herald unleashes a blast of psionic energy into the minds of up to three creatures it can see within 90 feet of itself. Each target must make a DC 21 Intelligence saving throw. On a failed save, a target takes 23 (3d10 + 7) psychic damage and has the stunned condition for 1 minute. On a successful save, a target takes half as much damage only. An affected 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 is reduced to 0 hit points by this psychic damage, it dies and its head explodes if it has one.

Spellcasting (Psionics). The herald casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 21):

At will: *detect magic*, *detect thoughts*, *mage hand* (the hand is invisible)
1/day each: *control water*, *control weather* (as an action), *sending*

Tempest Spirit

A storm giant can escape death through a mystical ritual that transforms the giant into a semiconscious storm. However, if the giant performs the ritual in a place where the barrier between the Material Plane and the Shadowfell is thin, the seeping negative energy drastically alters the ritual's outcome. The giant's soul becomes infused with negative energy and doesn't disperse into the elements. Rather, it absorbs the elemental energy around it, and its lower body becomes a storm cloud. The resulting tempest spirit is similar in appearance to a djinni and is sometimes mistaken for one by adventurers.

Some tempest spirits cannot accept their new form and seek to undo the transformation in solitude. Others are overcome with rage and hew a path of destruction. Massive hailstones and lightning infused with necrotic energy rain from tempest spirits on those that get too close to them.

Tempest Spirit

Huge Undead, Typically Chaotic Evil

Armor Class 12
Hit Points 195 (17d12 + 85)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	19 (+4)

Saving Throws Con +10, Int +8, Wis +9, Cha +9
Skills Arcana +8, Perception +9
Damage Resistances cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, thunder
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses passive Perception 19
Languages Common, Giant
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Incorporeal Movement. The spirit can move through other creatures and objects as if they were difficult terrain. The spirit takes 5 (1d10) force damage if it ends its turn inside an object.

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

Actions

Multiattack. The spirit makes two Lightning Fist or Hailstone attacks in any combination.

Lightning Fist. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) lightning damage.

Hailstone. *Ranged Weapon Attack:* +12 to hit, range 90/180 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage plus 7 (2d6) cold damage.

Death Bolt (Recharge 5–6). The spirit hurls a magical lightning bolt in a 120-foot line that is 10 feet wide. Each creature in that area must make a DC 18 Dexterity saving throw, taking 27 (6d8) lightning damage plus 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

On a success or failure, an affected creature's hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the creature finishes a long rest. The creature dies if its hit point maximum is reduced to 0.

Bonus Actions

Hailstorm (Recharge 4–6). The spirit conjures a hailstorm in a 20-foot-radius, 40-foot-high cylinder centered on a point it can see within 120 feet of itself. Each creature in that area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 10 (3d6) bludgeoning damage plus 10 (3d6) cold damage and has the prone condition. On a successful save, a creature takes half as much damage only.

RICCARDO MOSCATELLO

I have fond memories of riding across an ice sheet on the back of a trusty, thick-furred titanothere I called Woolly. But that was thousands of years ago and many worlds away . . .

—Diancastra

Titanothere

Titanotheres are a family of enormous mammals related to rhinoceroses. Some of them lack any horns on the face, while others have one, two, or more horns of various shapes and sizes. Some have rough, almost stony skin; some have horny plates; and some have thick, shaggy fur. These creatures are united by their tremendous stature, their herding behavior, and their irritable disposition.

Titanothere

Huge Beast, Unaligned

Armor Class 16 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (–4)	12 (+1)	6 (–2)

Senses passive Perception 11
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Beast of Burden. The titanothere is considered to be one size larger for the purpose of determining its carrying capacity.

Actions

Stomp. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the titanothere moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 13 (3d8) bludgeoning damage, and the target must succeed on a DC 18 Strength saving throw or have the prone condition if it is a creature.

Trolls

The dwarven tale titled *The Saga of Gnarldan Steelshield* claims the god Vaprak the Destroyer came into being when Annam was injured and his blood spilled on the ground. The saga further claims that trolls were born similarly when Vaprak's blood was spilled. Whatever the truth of their origin, trolls embody life's steadfast determination to grow and thrive despite all obstacles.

Trolls' rapid healing makes them subject to bizarre mutations, particularly when they regenerate in unusual environments or heal from extraordinary magical wounds. Troll amalgams and troll mutates are two examples of such strangely mutated forms.

Troll Amalgam

A troll amalgam forms when multiple trolls fuse together during regeneration. This sometimes occurs when many trolls are slain in a single battle, when troll parts are thrown into charnel pits or mass graves, or through twisted rituals of wicked spellcasters. Sometimes troll worshipers of Vaprak hear a call to gather in the Underdark and perform a gruesome rite that fuses them into an amalgam that is regarded as an avatar of their fearsome god.

A troll amalgam is a misshapen mass of rubbery flesh, claws, and faces. If a creature tries to attack it from beyond its reach or to escape through a small tunnel, the troll amalgam tears off a piece of its own body and hurls it at the creature. These body parts eventually regenerate into full trolls, and sometimes they regather and combine into a new troll amalgam.

Troll Amalgam

Gargantuan Giant, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 217 (14d20 + 70)
Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	21 (+5)	9 (–1)	16 (+3)	5 (–3)

Saving Throws Con +11, Wis +9
Skills Perception +9
Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 19
Languages Giant, Undercommon
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

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

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

Regeneration. The amalgam regains 15 hit points at the start of its turn. If the amalgam takes acid or fire damage, it regains only 5 hit points at the start of its next turn. The amalgam dies only if it takes 20 or more acid or fire damage while it has 0 hit points.

Actions

Multiattack. The amalgam makes three Rend attacks.

Rend. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 25 (4d8 + 7) slashing damage.

Bonus Actions

Fling Limb (3/Day). *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage. If the limb hits a Medium or smaller creature, that creature has the grappled condition (escape DC 17). The limb has the statistics of a troll amalgam, except for the following: it is Medium, it has 45 hit points, its speed is 30 ft., it doesn't have a challenge rating or Legendary Resistance, and the only action it can take is the Attack action, which it can use only to grapple.

Until this grapple ends, the target has the restrained condition and takes 25 (4d8 + 7) slashing damage at the start of each of its turns. If the limb is not destroyed within 24 hours of being flung, roll a d12; on a roll of 12, the limb regenerates into a **troll** (see the *Monster Manual*). Otherwise, the limb withers away.

BRIAN VALEZA

I'll just keep reminding myself that the gods delight in the variety of their creations, new wonders are revealed every day, and the multiverse is much larger than I can imagine. And that's a good thing!

—Bigby

Excellent. But these trolls are loathsome.

—Diancastra

Troll Mutate

When exposed to corrupting alien energy, such as that found near a gate to the Far Realm or the strange magic that emanates through the Underdark, a regenerating troll undergoes strange mutations. Among the most common mutations are wings, stretchable bodies, resistance to magic, and a strange reflective psychic property. Many troll mutates also have small additional limbs and eyes, externalized organs, and other variations.

Troll Mutate

Large Giant, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 30 ft., fly 30 ft. (Winged Form only)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	17 (+3)	9 (–1)	12 (+1)

Saving Throws Con +7, Int +6
Skills Perception +5, Stealth +4
Senses blindsight 60 ft., passive Perception 15
Languages Giant, telepathy 60 ft.
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Mutation. When the troll mutate is created, it gains one of four possible body mutations at random: 1, Elastic Body; 2, Psionic Mirror; 3, Spell Scarred; or 4, Winged Form. This mutation determines certain traits in this stat block.

Amorphous (Elastic Body Only). The mutate can move through a space as narrow as 1 inch without squeezing.

Magic Resistance (Spell Scarred Only). The mutate has advantage on saving throws against spells and other magical effects.

Psychic Rebuke (Psionic Mirror Only). If the mutate takes psychic damage, each creature within 20 feet of it takes that damage as well.

Regeneration. The mutate regains 10 hit points at the start of its turn. If the mutate takes acid or fire damage, this trait doesn't function at the start of the mutate's next turn. The mutate dies only if it starts its turn with 0 hit points and doesn't regenerate. If the mutate starts its turn with 0 hit points and regenerates, it randomly gains a mutation it doesn't already have (up to a maximum of four mutations).

Actions

Multiattack. The mutate makes two Rend attacks.

Rend. *Melee Weapon Attack:* +7 to hit, reach 5 ft. (or 15 ft. if the mutate has the Elastic Body mutation), one target. *Hit:* 15 (2d10 + 4) slashing damage plus 9 (2d8) force damage.

Psychic Burst (Recharge 5–6). The mutate unleashes a wave of psychic energy. Each creature within 30 feet of the mutate must make a DC 14 Intelligence saving throw, taking 28 (8d6) psychic damage on a failed save, or half as much damage on a successful one.

Creature Lists

This section contains three guides to help you find your way to the right giant (or giant-related creature) for an encounter. First, "Giants by Kind" presents seven tables indexing the creatures in this chapter and creatures of the Giant type from other sources. Then "Challenge Ratings" presents a table organizing the creatures in this chapter by their challenge rating, and "Creature Types" lists creatures in this chapter by type.

Giants by Kind

On the tables in this section, monsters whose names are followed by an asterisk (*) are found in this chapter, those followed by a dagger (†) are found in *Mordenkainen Presents: Monsters of the Multiverse*, and other monsters are found in the *Monster Manual*.

Cloud Giants

Giant	CR
Cloud giant	9
Cloud giant destiny gambler*	19
Cloud giant of Evil Air*	12
Cloud giant smiling one†	11
Mist hulk*	6
Scion of Memnor*	26
Spectral cloud*	13

Fire Giants

Giant	CR
Cinder hulk*	7
Firegaunt*	11
Fire giant	9
Fire giant dreadnought†	14
Fire giant forgecaller*	18
Fire giant of Evil Fire*	10
Fire hellion*	11
Scion of Surtur*	25

Frost Giants

Giant	CR
Frost giant	8
Frost giant everlasting one†	12
Frost giant ice shaper*	17
Frost giant of Evil Water*	11
Frostmourn*	10
Fury of Kostchtchie*	14
Rime hulk*	5
Scion of Thrym*	24

Hill Giants

Giant	CR
Barrowghast*	7
Hill giant	5
Hill giant avalancher*	12
Maw of Yeenoghu*	10
Mouth of Grolantor†	6
Mud hulk*	3
Scion of Grolantor*	22

Stone Giants

Giant	CR
Cairnwight*	9
Dust hulk*	5
Scion of Skoraeus*	23
Stalker of Baphomet*	12
Stone giant	7
Stone giant dreamwalker†	10
Stone giant of Evil Earth*	9
Stone giant rockspeaker*	16

Storm Giants

Giant	CR
Lightning hulk*	9
Scion of Stronmaus*	27
Storm giant	13
Storm giant quintessent†	16
Storm giant tempest caller*	20
Storm herald*	17
Tempest spirit*	15

Other Giants

Giant	CR
Cyclops	6
Death giant reaper*	12
Death giant shrouded one*	15
Dire troll†	13
Echo of Demogorgon*	6
Ettin	4
Ettin ceremorph*	8
Fensir skirmisher*	6
Fensir devourer*	8
Fomorian	8
Fomorian deep crawler*	10
Fomorian noble*	15
Fomorian warlock of the dark*	12
Gargantua*	21
Ogre	2
Ogre battering ram†	4
Ogre bolt launcher†	2
Ogre chain brute†	3
Ogre howdah†	2
Rot troll†	9
Spirit troll†	11
Troll	5
Troll amalgam*	17
Troll mutate*	7
Venom troll†	7

Challenge Ratings

Creatures by Challenge Rating

CR	Creature
1/2	Giant lynx
1	Bag jelly
1	Giant ram
1	Grinning cat
2	Giant tick
3	Giant goose
3	Giant ox
3	Goliath giant-kin
3	Mud hulk
3	Spotted lion
4	Firbolg primeval warden
5	Dust hulk
5	Firbolg wanderer
5	Rime hulk

CR	Creature
5	Titanothere
6	Echo of Demogorgon
6	Fensir skirmisher
6	Mist hulk
7	Barrowghast
7	Cinder hulk
7	Troll mutate
8	Ettin ceremorph
8	Fensir devourer
9	Cairnwight
9	Ceratops (dinosaur)
9	Lightning hulk
9	Stone giant of Evil Earth
10	Aerosaur (dinosaur)
10	Fire giant of Evil Fire
10	Fomorian deep crawler
10	Frostmourn
10	Maw of Yeenoghu
11	Firegaunt
11	Fire hellion
11	Frost giant of Evil Water
11	Storm crab
12	Cloud giant of Evil Air
12	Death giant reaper
12	Fomorian warlock of the dark
12	Hill giant avalancher
12	Stalker of Baphomet
13	Altisaur (dinosaur)
13	Spectral cloud
14	Fury of Kostchtchie
14	Regisaur (dinosaur)
15	Death giant shrouded one
15	Fomorian noble
15	Tempest spirit
16	Stone giant rockspeaker
17	Frost giant ice shaper
17	Storm herald
17	Troll amalgam
18	Fire giant forgecaller
19	Cloud giant destiny gambler
20	Flesh colossus
20	Gigant
20	Storm giant tempest caller
21	Gargantua
21	Runic colossus
22	Scion of Grolantor
23	Scion of Skoraeus
24	Scion of Thrym
25	Scion of Surtur
26	Scion of Memnor
27	Scion of Stronmaus

Creature Types

Aberrations
Ettin ceremorph
Gargantua
Storm herald

Beasts
Spotted lion
Titanothere

Celestial
Fensir devourer

Constructs
Flesh colossus
Runic colossus

Elementals
Cinder hulk
Dust hulk
Lightning hulk
Mist hulk
Mud hulk
Rime hulk
Cradle of the cloud scion
Cradle of the fire scion
Cradle of the frost scion
Cradle of the hill scion
Cradle of the stone scion
Cradle of the storm scion

Fey
Giant goose
Giant lynx
Giant ox
Giant ram
Grinning cat

Fiends
Echo of Demogorgon
Fire hellion
Fury of Kostchtchie
Maw of Yeenoghu
Stalker of Baphomet

Giants
Cloud giant destiny gambler
Cloud giant of Evil Air
Death giant reaper
Death giant shrouded one
Fensir skirmisher
Fire giant forgecaller
Fire giant of Evil Fire
Fomorian deep crawler
Fomorian noble
Fomorian warlock of the dark
Frost giant ice shaper
Frost giant of Evil Water
Hill giant avalancher
Scion of Grolantor
Scion of Memnor
Scion of Skoraeus
Scion of Stronmaus
Scion of Surtur
Scion of Thrym
Stone giant of Evil Earth
Stone giant rockspeaker
Storm giant tempest caller
Troll amalgam
Troll mutate

Humanoids
Firbolg primeval warden
Firbolg wanderer
Goliath giant-kin

Monstrosities
Aerosaur (dinosaur)
Altisaur (dinosaur)
Ceratops (dinosaur)
Giant tick
Gigant
Regisaur (dinosaur)
Storm crab

Ooze
Bag jelly

Undead
Barrowghast
Cairnwight
Firegaunt
Frostmourn
Spectral cloud
Tempest spirit

APPENDIX A

CONCEPT ART

The concept art on these pages is intended to inspire and delight all who are delving into the glory of giants.

Fensirs bear little resemblance to their troll ancestors.

Gargantuas boast a variety of impressive horns.

Death giants are as tall as their cloud giant ancestors, and even more gaunt.

Truly colossal dinosaurs live alongside giants in some remote enclaves.

DAARKEN, APRIL PRIME, SHAWN WOOD

Goliaths often adopt the habits and learn the magic of giants.

An echo of Demogorgon's two heads often howl and bite at each other.

Mordenkainen often urges me to transfer the contents of my spellbook into a volume more appropriately sized for my new form. I refuse to give him the satisfaction.

—Bigby

— NIKKI DAWES, JOHN GRELLO, SHAWN WOOD

APPENDIX B

ADVENTURE HOOKS

THIS BOOK IS FULL OF SEEDS YOU CAN USE to craft adventures involving giants and the realms they inhabit. Tables (and text) in chapters 2, 3, and 4 present giants as patrons, rivals, or adversaries, or suggest reasons why characters might venture to locations constructed or occupied by giants. The adventure hooks are spread throughout these three chapters because they're intended to complement the information presented in each chapter. For example, if you get excited as you're reading about the giant pantheon and decide you want to build an adventure that features these gods, a table is right there to spark your imagination.

If you're unsure where to start, you can use the Adventure Hooks table here to help you decide.

Adventure Hooks

d100	Adventure Hook Table or Text
01–02	Cloud Giant Wealth (chapter 2, "The Ordning")
03–04	Fire Giant Skill (chapter 2, "The Ordning")
05–06	Frost Giant Might (chapter 2, "The Ordning")
07–08	Stone Giant Artistry (chapter 2, "The Ordning")
09–11	Rejecting the Ordning (chapter 2, "The Ordning")
12–14	Annam's Children Adventures (chapter 2, "Gods and Religion")
15–17	Interloper Gods Adventures (chapter 2, "Gods and Religion")
18–20	Recluses (chapter 2, "Social Structures")
21–23	Exiles (chapter 2, "Social Structures")
24–25	Bands (chapter 2, "Social Structures")
26–27	Families (chapter 2, "Social Structures")
28–29	Steadings (chapter 2, "Social Structures")
30–31	Settlements (chapter 2, "Social Structures")
32–33	Hidden Rune Adventures (chapter 2, "Organizations")
34–35	Eternal Throne Adventures (chapter 2, "Organizations")
36–37	Worldroot Circle Adventures (chapter 2, "Organizations")
38–40	Against the Giants (chapter 3, "Adventure Models")
41–43	Clash of Titans (chapter 3, "Adventure Models")
44–46	Delve into the Past (chapter 3, "Adventure Models")
47–49	Giant-Sized Schemes (chapter 3, "Adventure Models")
50–52	Into the Giant Realms (chapter 3, "Adventure Models")
53–54	Boss Assignments (chapter 3, "Giant Patrons")
55–56	Financier Assignments (chapter 3, "Giant Patrons")
57–58	Seer Assignments (chapter 3, "Giant Patrons")
59–60	Sovereign Assignments (chapter 3, "Giant Patrons")
61–62	Tutor Assignments (chapter 3, "Giant Patrons")
63–64	Warleader Assignments (chapter 3, "Giant Patrons")
65–66	Annam's Cradle Adventures (chapter 4)
67–68	Ashen Grotto Adventures (chapter 4)
69–70	Dreamer's Reach Adventures (chapter 4)
71–72	Endless Rockslide Adventures (chapter 4)
73–74	Forest Crystal Adventures (chapter 4)
75–76	Forsaken Deep Adventures (chapter 4)
77–78	Gale's Eye Tower Adventures (chapter 4)
79–80	Grolantor's Larder Adventures (chapter 4)
81–82	Hiatea's Hearth Adventures (chapter 4)
83–84	Horizon's Edge Adventures (chapter 4)
85–86	Howling Iceberg Adventures (chapter 4)
87–88	Karontor's Hold Adventures (chapter 4)
89–90	Misty Vale Adventures (chapter 4)
91–92	Runic Circle Adventures (chapter 4)
93–94	Singing Sands Adventures (chapter 4)
95–96	Star Forge Adventures (chapter 4)
97–98	Thundering Observatory Adventures (chapter 4)
99–00	Worldroot Sapling Adventures (chapter 4)

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