



**Siege Monster.** The giant deals double damage to objects and structures.

**Tackle.** When the giant enters any enemy's space for the first time on a turn, the enemy must succeed on a DC 19 Strength saving throw or be knocked prone.

## FROST GIANTS

Some adult frost giants are skilled hunters who construct and hurl nets weighted down with fragments of metal or bone. This ability is represented by the following action option.

**Weighted Net.** *Ranged Weapon Attack:* +5 to hit, ranged 20/60 ft., one Small, Medium, or Large creature. *Hit:* The target is restrained until it escapes the net. Any creature can use its action to make a DC 17 Strength check to free itself or another creature in the net, ending the effect on a success. Dealing 15 slashing damage to the net (AC 12) destroys the net and frees the target.

## HILL GIANTS

Some adult hill giants like to hurl themselves bodily at smaller foes and crush them beneath their bulk. This ability is represented by the following action option.

**Squash.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 26 (6d6 + 5) bludgeoning damage, the giant lands prone in the target's space, and the target is grappled (escape DC 15). Until this grapple ends, the target is prone. The grapple ends early if the giant stands up.

## STONE GIANTS

Some adult stone giants like to grab enemies and fling them through the air. They can also roll boulders across the ground, striking multiple enemies in a line. These abilities are represented by the following action options.

**Fling.** The giant tries to throw a Small or Medium creature within 10 feet of it. The target must succeed on a DC 17 Dexterity saving throw or be hurled up to 60 feet horizontally in a direction of the giant's choice and land prone, taking 1d6 bludgeoning damage for every 10 feet it was thrown.

**Rolling Rock.** The giant sends a rock tumbling along the ground in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 22 (3d10 + 6) bludgeoning damage and falling prone on a failed save.

## STORM GIANTS

Some adult storm giants can channel thunderous power through their bodies and release it with a deafening stomp. This ability is represented by the following action option.

**Thunderous Stomp (Recharge 6).** The storm giant stomps the ground, triggering a thunderclap. All other creatures within 15 feet of the giant must succeed on a DC 17 Constitution saving throw or take 33 (6d10) thunder damage and be deafened until the start of the giant's next turn. On a successful save, a creature takes half as much damage and isn't deafened. The thunderclap can be heard out to a range of 1,200 feet.