

STONE GIANT DREAMWALKER

Huge giant (stone giant), chaotic neutral

Armor Class 18 (natural armor)

Hit Points 161 (14d12 + 70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	10 (+0)	8 (-1)	12 (+1)

Saving Throws Dex +6, Con +9, Wis +3

Skills Athletics +14, Perception +3

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 13

Languages Common, Giant

Challenge 10 (5,900 XP)

Dreamwalker's Charm. An enemy that starts its turn within 30 feet of the giant must make a DC 13 Charisma saving throw, provided that the giant isn't incapacitated. On a failed save, the creature is charmed by the giant. A creature charmed in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once it succeeds on the saving throw, the creature is immune to this giant's Dreamwalker's Charm for 24 hours.

ACTIONS

Multiattack. The giant makes two attacks with its greatclub.

Greatclub. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Petrifying Touch. The giant touches one Medium or smaller creature within 10 feet of it that is charmed by it. The target must make a DC 17 Constitution saving throw. On a failed save, the target becomes petrified, and the giant can adhere the target to its stony body. *Greater restoration* spells and other magic that can undo petrification have no effect on a petrified creature on the giant unless the giant is dead, in which case the magic works normally, freeing the petrified creature as well as ending the petrified condition on it.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

STORM GIANT QUINTESSENT

To forestall the inevitable, some storm giants approaching the end of their natural life spans seek an escape from death. They plumb the depths of their powerful connection to the elements and disperse themselves into nature, literally transforming into semiconscious storms. The blizzard that rages unendingly around a mountain peak, the vortex that swirls around a remote island, or the thunderstorm that howls ceaselessly up and down a rugged coastline could, in fact, be the undying form of a storm giant clinging to existence.

Elemental Weapons. A storm giant quintessent sheds its armor and weapons, but gains the power to form makeshift weapons out of thin air. When the giant has no further use of them, or when the giant dies, its elemental weapons disappear.



Forsaken Form. A storm giant quintessent can revert to its true giant form on a whim. The change is temporary but can be maintained long enough for the giant to communicate with a mortal, carry out a short task, or defend its home against aggressors.

A QUINTESSENT'S LAIR

A storm giant quintessent has no need for castles or dungeon lairs. Its lair is usually a secluded region or prominent geographic feature, such as a mountain peak, a great waterfall, a remote island, a fog-shrouded loch, a beautiful coral reef, or a windswept desert bluff. As befits the environment, the storm in which the giant lives could be a blizzard, a typhoon, a thunderstorm, or a sandstorm.

Lair Actions. A storm giant quintessent can use lair actions in giant form and while transformed into a storm. On initiative count 20 (losing initiative ties), the giant can take a lair action to cause one of the following effects; the giant can't use the same effect two rounds in a row:

- The giant creates a thunderclap centered on a point anywhere in its lair. Each creature within 20 feet of that point must succeed on a DC 18 Constitution saving throw or be deafened until the end of its next turn.
- The giant creates a 20-foot-radius sphere of fog (or murky water within water) centered on a point anywhere in its lair. The sphere spreads around corners, and its area is heavily obscured. The fog lasts until the