Mouth of Grolantor

Name

Size	Type	Alignment
Huge	Giant (hill giant)	Chaootic Evil

AC: 14 (natural armor)

HP	Speed
105 (10d12+40)	50 ft.

STR	DEX	CON	INT	WIS	CHA
21	10	18	5	7	5
+5	+0	+4	-3	-2	-3

Senses:

Passive Perception	Challenge	XP
11	6	2,300

Languages: Giant

Traits

Skills Perception +1
Condition Immunities frightened

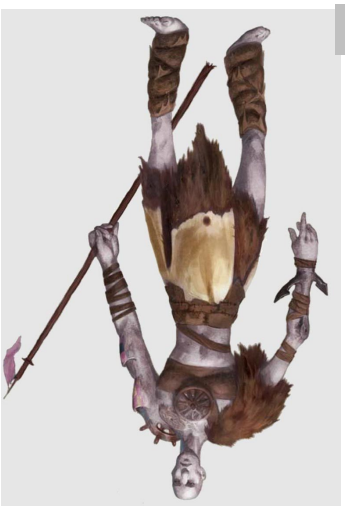
Features

Mouth of Madness. the giant is immune to *confusion* spells and similar magic. On each of its turns, the giant uses all its movement to move towards the nearest creature or whatever else it might perceive as food. Roll a d10 at the start of each of the giant's turns to determine its action for that turn:

1-3. The giant makes three attacks with its fists against one random target within its reach. The giant flies into a rage and gains advantage on all attack rolls until the end of its next turn.
4-5. The giant makes one attack with its fist against every creature within its reach. If no other creatures are within its reach, the giant makes one fist attack against itself.
6-7. The giant makes one attack with its bite against one random target within its reach. If no other creatures are within its reach, its eyes glaze over and it becomes stunned until the end of its next turn.
8-10. The giant makes three attacks against one random target within its reach: one attack with its bite and two with its fists. If no other creatures are within its reach, the giant flies into a rage and gains advantage on all attack rolls until the end of its next turn.

Actions
Bite. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one creature. *Hit:* 15 (3d6+5) piercing damage, and the giant magically regains hit points equal to the damage dealt.

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



Stone Giant Dreamwalker

Name

Size	Type	Alignment
Huge	Giant (stone giant)	Chaotic Neutral

AC: 18 (natural armor)

HP	Speed
161 (14d12+70)	40 ft.

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

Senses: Darkvision 60 ft.

Passive Perception	Challenge	XP
13	10	5,900

Languages: Common, Giant

Traits

Saving Throws Dex +6, Con +9, Wis +3
Skills Athletics +14, Perception +3
Condition Immunities charmed, frightened

Features

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 Quintessant

Name

Size	Type	Alignment
Huge	Giant)storm giant)	Chaotic Good

AC: 12

HP	Speed
230 (20d12+100)	50 ft., fly 50 ft. (hover), swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29	14	20	17	20	19
+9	+2	+5	+3	+5	+4

Senses: truesight 60 ft.

Passive Perception	Challenge	XP
20	16	15,000

Languages: Common, Giant

Traits

Saving Throws Str +14, Con +10, Wis +10, Cha +9
Skills Arcana +8, History +8, Perception +10
Damage Resistances cold; bludgeoning, piercing and slashing damage from nonmagical attacks
Damage Immunities lightning, thunder

Features

Amphibious. The giant can breathe air and water.

Actions
Multiattack. The giant makes two Lightning Sword attacks or uses Wind Javelin twice.

Lightning Sword. Melee Weapon Attack. +14 to hit, reach 15 ft., one target. Hit: 40 (9d6+9) lighning damage.
Wind Javelin. The giant coalesces wind into a javelin-like form and hurls it at a creature it can see within 600 feet of it. The javelin is considered a magic weapon and deals 19 (3d6+9) piercing damage to the target, striking unerringly. The javelin disappears after it hits.

Legendary Actions
The giant can take three legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The giant regains spent legendary actions at the start of its turn.

Gust. The giant targets a creature it can see within 60 feet of it and creates a magical gust of wind around it. The target must succeed on a DC 18 Strength saving throw or be pushed up to 20 feet in any horizontal direction the giant chooses.

Thunderbolt (2 Actions). The giant hurls a thunderbolt at a creature it can see within 600 feet of it. The target must make a DC 18 Dexterity saving throw, taking 22 (4d10) thunder damage on a failed save, or half as much damage on a successful one.

One with the Storm (3 Actions). The giant vanishes, dispersing itself into the storm surrounding its lair. The giant can end this effect at the start of any of its turns, becoming a giant once more and appearing in any location it chooses within its lair. While dispersed, the giant can't take any actions other than lair actions, and it can't be targeted by attacks, spells, or other effects. the giant can't use this ability outside its lair, nor can it use this ability if another creature is using a *control weather* spell or similar magic to quell the storm