

Giant Commander

huge ♦ giant ♦ neutral evil

DESCRIPTION

The Giant Commander is the leader of the assault on your Storm King's Thunder town. To explain away the discrepancy between this stat block and regular giants elsewhere in the campaign, be sure to describe their battle weariness, wounds they've taken elsewhere in the assault and general fatigue. Their weapon is a magical great maul called the Mammoth Skull Hammer — it's a massive hammer, shaft made of petrified wood with tusked skull as the weapon's head. When describing the Giant Commander and their minions, flavour the whole force depending on the type of giant assaulting the town.

TACTICS

The prone condition is the name of the game here. When the Giant Commander knocks someone prone, have the minions attack prone targets so they get advantage. If the players are massively losing the battle, end combat early by having a signal fire off somewhere on the battlefield, letting the Giant Commander know they've accomplished their faction's mission, so they signal to withdraw. If the Giant Commander is losing, they will attempt to retreat, perhaps reappearing later in the campaign.

MINIONS



Minions have only 1HP, 14AC, +0 on all saving throws and initiative, and 30ft of movement. If affected by a feature which does half damage on a successful saving throw, minions instead take zero damage on a successful saving throw. The number of minions in combat cannot exceed the number of players.

◆ Minion Attack

Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 14 (1d8 + 2) damage.

ACTIONS

◆ Multiattack

As an action, the Giant Commander makes two heavy maul attacks.
Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 14 (2d10 + 4) bludgeoning damage.

◆ The Mammoth Skull Hammer [recharge 5-6]

As an action, the Giant Commander makes a single strike, channeling the power of their Mammoth Skull Hammer to create a shockwave at the point of impact.
Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 14 (2d10 + 4) bludgeoning damage. Regardless of whether that attack hits, after the attack, every creature within 10ft of the target except the Giant Commander must make a DC16 Dexterity saving throw or fall prone.

◆ Reinforce

As an action, the Giant Commander can summon 1D4+1 minions from elsewhere on the battlefield to join this combat. Summoned minions appear at the end of the Giant Commander's turn and act on the same initiative as the other minions already in combat. Summoned minions appear at the point furthest from the Giant Commander on the battle map. The number of minions in combat cannot exceed the number of players. For example, if the party has four players, there is a maximum of four minions in battle at any one time.

BONUS ACTIONS

◆ Runt Punt

As a bonus action, the Giant Commander kicks a Medium or smaller creature within 5ft. The target must make a DC16 Strength saving throw or be knocked 10ft back, taking 1D6 bludgeoning damage and landing prone.

LEGENDARY ABILITIES

◆ Legendary Resistance (1/Day)

If the Giant Commander fails a saving throw, they can choose to succeed instead.

HIT POINTS 100	ARMOUR 13
INITIATIVE -1	SPEED 40
	FLY —
	SWIM —
	BURROW —

<input type="radio"/> +4	STRENGTH SAVE
<input type="radio"/> -1	DEXTERITY SAVE
<input type="radio"/> +4	CONSTITUTION SAVE
<input type="radio"/> +0	INTELLIGENCE SAVE
<input type="radio"/> -+0	WISDOM SAVE
<input type="radio"/> +1	CHARISMA SAVE

STR +4 19	DEX -1 8	CON +4 18
INT +0 10	WIS +0 10	CHA +1 12

PASSIVE PERCEPTION	12
<input type="checkbox"/> DARKVISION	<input type="checkbox"/> TREMORSENSE
<input type="checkbox"/> BLINDSIGHT	<input type="checkbox"/> TRUESIGHT

SKILLS

- 1** Acrobatics (Dex)
- 1** Animal Handling (Wis)
- 3** Arcana (Int)
- +4** Athletics (Str)
- 2** Deception (Cha)
- 3** History (Int)
- 1** Insight (Wis)
- 2** Intimidation (Cha)
- 3** Investigation (Int)
- 1** Medicine (Wis)
- 3** Nature (Int)
- +3** Perception (Wis)
- 2** Performance (Cha)
- 2** Persuasion (Cha)
- +2** Religion (Int)
- 1** Sleight of Hand (Dex)
- 1** Stealth (Dex)
- 1** Survival (Wis)

LANGUAGES

Giant, Common