



CURSE OF THE WEREGIANT

9th LEVEL



The Curse of the Weregiant

The *Curse of the Weregiant* is intended for four characters with an average party level (APL) of 9. Characters who complete this adventure should earn enough experience to reach one-third of the way to 6th-level. A giant has contracted lycanthropy and is wreaking havoc on the countryside. This campaign takes place in Arden, although it can be set in your own world. If your characters lack magic or silvered weapons, this can be a very difficult adventure. If that's the case, consider changing the monsters' immunity to damage from non-silvered, non-magical weapons to resistance.

Background

There once was a small enclave of goodly giants that lived in the mountains. They traded with the local villages and mostly kept to themselves. One day, one of their own came back with a terrible festering wound. Try as they might, they couldn't heal the infection. On the next full moon, the poor soul transformed into a lycan abomination and fled the enclave. Ever since, he's been terrorizing the local villages with a pack of werewolves. They strike at night when the moon is high in the sky and flee into the wilderness by dawn. He commands an army of wolves, dire and otherwise, and, if left unchecked, will wipe out every settlement this side of the peaks. The giants, fearing reprisals from the small folk, have put out a call for help.

Adventure Hooks

A Destroyed Village. The characters come across the remnants of a small village. Blood stains the snow here and massive wolf tracks can be seen heading off into the wilderness. Among the dead and the wreckage, the characters find a lone survivor. He tells them of the giant werewolf that led the attack shortly before succumbing to his wounds. With the tracks ahead, the characters find their way to the lycan's last known location.

Keeping the Peace. The characters answered the call put out by the giants. They explain that one of their own has turned into a lycan and has been gathering wolveren forces to terrorize local towns. They beg them to find their kin and put him down. They guide them to the last known location of the lycan and his followers.

Coin for Pelts. The characters are approached by a local militia. They've been trying to defend the outlying villages from werewolf attacks for months, but recently the attacks have gotten worse and there have been sightings of a giant-sized lycan among them. Fearing that the wolves are beginning to organize, they offer the characters 10,000 gp to bring back the pelt of the giant lycan, 1000 gp for each werewolf pelt, and 100 gp for each wolf pelt. They mark a spot on the characters' map of the last sighting of the creatures.

Ambushed in the Woods

The path is clear and easy to follow. The lycan and its pack leave much destruction in their wake. Eventually, night begins to fall, and the characters will need to break for camp at some point. When they do so, they unknowingly attract the attention of some stragglers from the lycan's pack. Have the characters establish a watch order. Roll randomly to determine when the attack occurs.

Encounter: Runts of the Litter. Six **werewolves** attack the camp during the predetermined watch period. They attempt to sneak up on the characters as they sleep. If they reach the campsite without being noticed, they get a surprise round. The werewolves fight intelligently, working together to try to pick apart the characters and get through their defenses. They only attack with their bite and claws as they don't have spears.

Into the Mountains

The characters follow the trail and find themselves entering a mountain pass. Ahead, the pass narrows and passes under a rocky overhang. Standing beneath it on two legs is a massive bear flanked on either side by two large white wolves.

Encounter: Snowy Patrol. The bear is a neutral evil **werebear**. He's standing guard and watching for anyone who might be trying to follow the pack. The two wolves next to him are **winter wolves**. They're all tired from the previous night's hunt and will try to scare off anyone who approaches.

Frozen Cave

The mouth of the cave before you stands a solid 30 ft. high and 40 ft. wide. At the entrance, piles of bones can be seen gnawed almost clean through.

Unless otherwise noted, locations on the map have the following features.

Ceilings. The ceilings here are 30 ft. tall and made of rock.

Walls and Floors. The walls are made of rock and the ground is frozen dirt.

Lighting. A soft light from outside illuminates the opening of the cave. Otherwise, it's pitch black.

Unusual Features. Sound travels easily in the cave. Anyone who tries to sneak makes their Dexterity (Stealth) check at disadvantage. Additionally, as soon as combat occurs, the rest of the creatures in the cave join the initiative order. This makes the characters' choice of where to fight and who to engage first important.



The following locations are keyed to the map for ease of reference.

1. Wolf Den

Three large piles of hay lie against the northern edge of the cave. Bloody bones can be seen scattered about.

Encounter: Dire Straits. Three **dire wolves** are asleep here on the piles of hay. If awakened, they attack using pack tactics, focusing on one target at a time.

2. Pile of Bones

A large pile of bones stands before you. Blood soaks the ground beneath it. Clearly many creatures died to make such a grotesque effigy.

These are the victims of the lycan and his pack. They toss the bodies here when they're done stripping the meat from the bones.

3. Giant's Den

This massive cavern is littered with the half-eaten corpses of horses, moose, and other unidentifiable creatures. Near the northern edge of the cave, a large pile of matted hay can be seen.

This is where the **weregiant** sleeps. It's currently out hunting on its own right now.

Encounter: Lesser Kin. Three **werewolves** are currently picking through the remains of the weregiant's last meal. If disturbed, they fight together trying to take down one target at a time.

Treasure: Ring of Ice. Buried in the hay are the giant's former possessions. Among them is a *ring of cold resistance*, three *potions of greater healing*, a *cloak of protection*, and 142 gp.

4. Cages

Six large cages can be seen here. The doors are ajar and matted hay can be seen inside each.

Encounter: Wolves. This is where a half dozen **wolves** are currently sleeping. If awakened, they try to knock down their enemies before they swarm them.

The Beast Returns

Once the characters have cleared out the cave, the **weregiant** returns from his hunt. He's carrying two large moose, one in each hand. He makes his way into his chamber and tosses them near his bed of hay. If he comes across any slain allies, he drops the moose and begins searching for them.

Encounter: The Alpha. The **weregiant** is intelligent and cunning. The curse has turned him evil and cruel, but he's otherwise the same creature he once was. He uses his greatclub in big sweeping strikes while trying to bite anyone who gets too close. His bloodthirsty lycan nature doesn't allow him to flee so he fights to the death.

Aftermath

With the weregiant dead, the enclave of giants can once again live out their days in peace. The local villages will eventually be rebuilt, and the militia that patrol these regions pay handsomely for proof of the monster's demise. The wolves, now without an alpha to lead them, will scatter into the wilds and return to their former predatory ways.



Weregiant

Huge giant (shapechanger), chaotic evil

Armor Class 14 in humanoid form, 15 (natural armor) in wolf or hybrid form

Hit Points 150 (12d12 + 72)

Speed 40 ft. (50 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	19 (+4)	22 (+6)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Str +13, Dex +9, Con +11

Skills Perception +13

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses passive Perception 23

Languages Common (can't speak in wolf form)

Challenge 13 (10,000 XP)

Shapechanger. The weregiant can use its action to polymorph into a wolf-giant hybrid or into a wolf, or back into its true form, which is a giant. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The weregiant has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack (Giant or Hybrid Form Only). The weregiant makes two attacks: one with its bite and one with its claws or greatclub.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 22 (3d8 + 8) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* 23 (6d4 + 8) slashing damage.

Greatclub (Giant Form Only). *Melee Weapon Attack:* +13 to hit, reach 10 ft., one creature. *Hit:* 21 (3d8 + 8) bludgeoning damage.



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