



BONE GIANT

Though these mighty beings appear to be the skeletons of enormous giants, they are, in fact, constructs carved from wood and stone. In ancient times, they were created as monumental tributes to legendary kings and heroes. As the death priests learned to bind souls and manipulate the dead, they began binding powerful spirits to these statues. These spirits remain dormant for ages at a time until they are called upon to serve their lost kingdom.

When they're stirred into action, bone giants draw huge bows and unleash blessed arrows the size of a ballista bolt capable. Even those who manage to overcome the sheer terror of the bone giant's presence and engage it in close quarters will still need to contend with melee attacks capable of pulverizing most humanoids in a single blow. And those who survive long enough to land a blow will be unlikely to overcome the defenses of its nearly indestructible frame.

BONE GIANT ADVENTURES

The following table provides some ways to introduce bone giants into your games:

BONE GIANT ADVENTURE HOOKS

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Adventure Hook

1 A bone giant in the image of a powerful ancient queen has awakened and begun roaming through the ruins of the queen's lost empire, resulting in an army of loyal statues awakening and following in their queen's wake.

2 The players find themselves attempting to escape an underground vault with stolen treasure while its guardian bone giant attempts to cause a cave-in at the exit, trapping them all there forever.

3 A spirit of a powerful tomb lord thought to have been destroyed has instead possessed a bone giant and now seeks vengeance on those who slew it.

4 The players find them beset by ushabti while searching a tomb for a rare artifact. They soon realize the only way to obtain the artifact is to awaken the tomb's most deadly guardian: the bone giant.

ART CREDIT

- Underworld Sentinel - Vincent Proce, Wizards of the Coast
- Cradle of the Accursed - Noah Bradley, Wizards of the Coast

BONE GIANT

Huge construct, unaligned

Armor Class 20 (natural armor)

Hit Points 225 (18d12+108)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	22 (+6)	10 (0)	20 (+5)	16 (+3)

Saving Throws Int +4

Skills Athletics +12, Perception +9

Damage Resistances necrotic, psychic, radiant.

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 19

Languages understands the languages of its creator but can't speak.

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Animated Construct. The bone giant is infused with the souls of the dead. Its type is Undead in addition to Construct when determining the effects of features such as a paladin's Divine Smite.

Immutable Form. The bone giant is immune to any spell or effect that would alter its form.

Powerful Draw. The bone giant uses its Strength rather than its Dexterity when determining the attack and damage bonuses for attacks with its great bow.

Sacred Arrows. The bone giant's ranged attacks ignore half cover and three-quarters cover.

Sleeping Giant. While the bone giant remains motionless, it is indistinguishable from an inanimate statue. It is also immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells or other magic that would detect it is a creature.

Turning Defiance. The bone giant has advantage on saving throws against effects that turn undead.

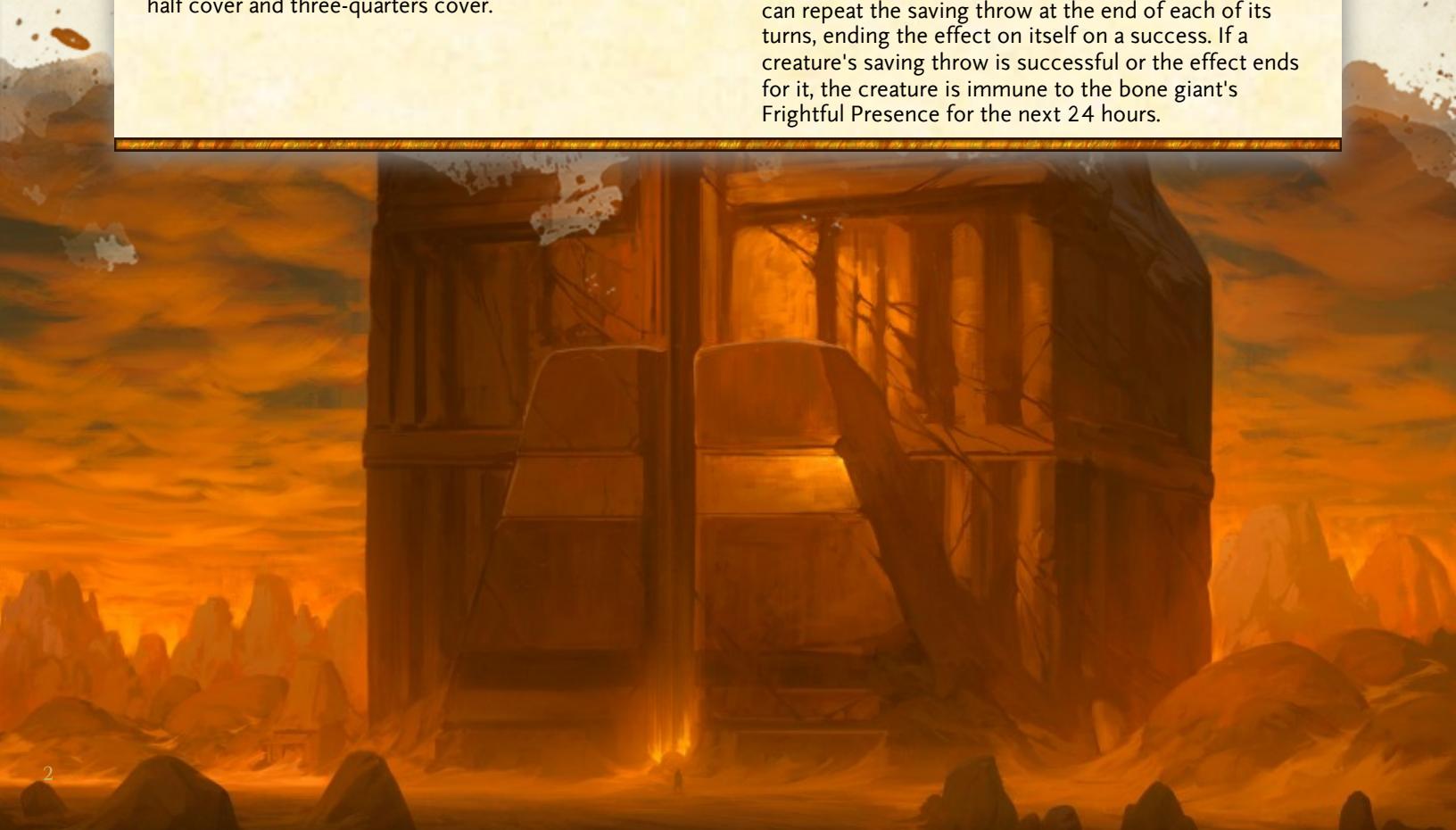
Actions

Multiaction. The bone giant can use its Frightful Presence. It then makes two attacks with its greatsword or two attacks with its Bow of The Desert.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 10ft., one target. *Hit:* 29 (6d6 + 8) slashing damage. If the target is reduced to 0 hit points by the attack, the bone giant may make another attack with the same weapon against a different creature within 10 feet of the original target and within range of the weapon. This attack does not gain another attack if it reduces the new target to 0 hit points.

Bow of The Desert. *Ranged Weapon Attack:* +12 to hit, reach 300/900 ft., one target. *Hit:* 27 (3d12 + 8) piercing damage. If the target is reduced to 0 hit points by the attack, the bone giant may make another attack with the same weapon against a different creature directly behind the first target and within range of the weapon. This attack does not gain another attack if it reduces the new target to 0 hit points.

Frightful Presence. Each creature of the bone giant's choice that is within 120 feet of the bone giant and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the bone giant's Frightful Presence for the next 24 hours.



CHANGE LOG

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- Document release