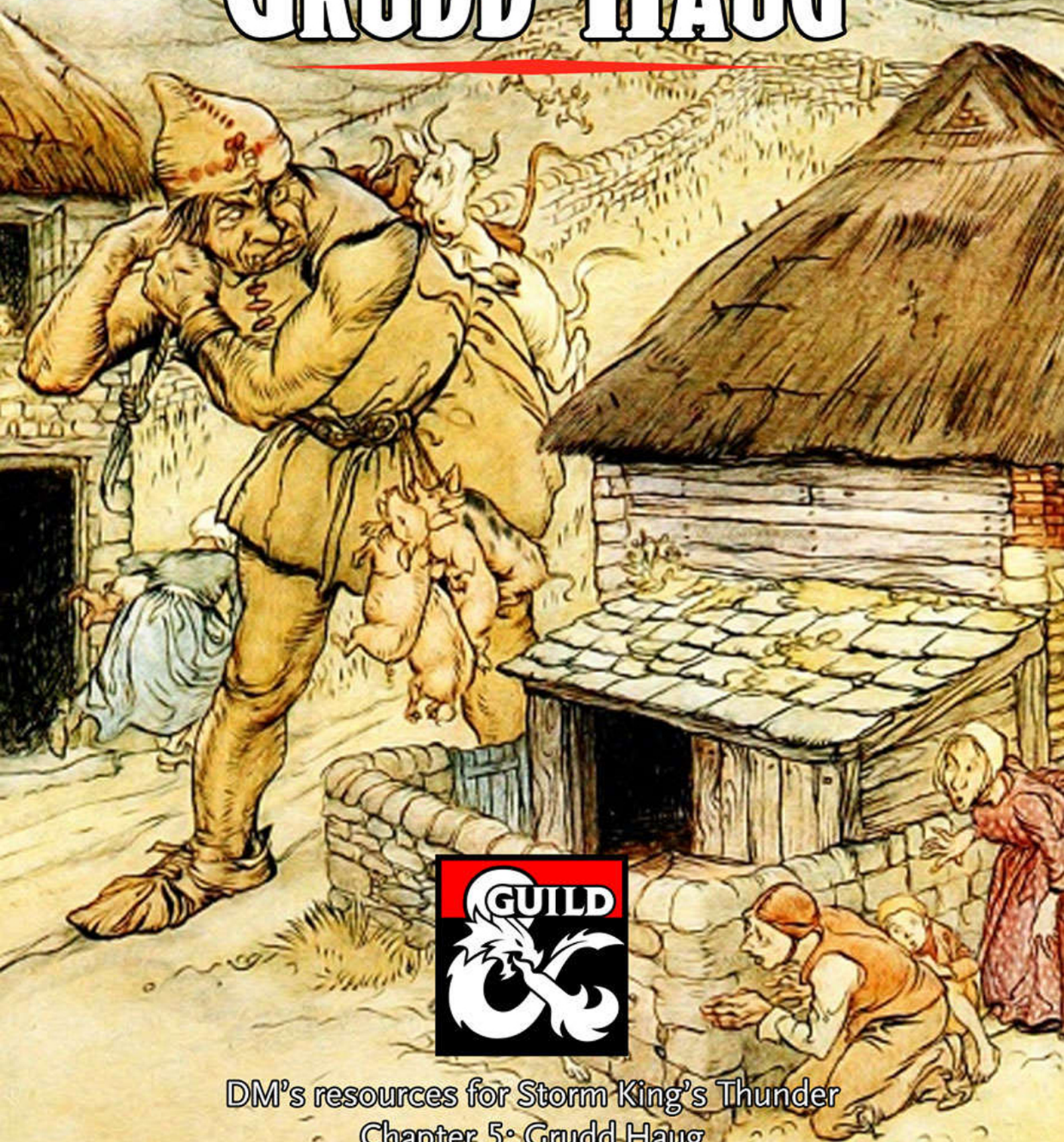


STORM KING'S THUNDER

GRUDD HAUG



DM's resources for Storm King's Thunder
Chapter 5: Grudd Haug

RUNNING GRUDD HAUG

The information and resources presented within this document are meant to enhance you and your players' experience in the giant stronghold of Grudd Haug (Storm King's Thunder page 137 to 144). It is recommended that you read the chapter before reading the advice here.

First we'll go over the basics of Grudd Haug, and attempt to prepare you for running Grudd Haug without too much hassle. Then we'll provide ideas for how to enhance areas of the stronghold, so that they become more fun to run. Lastly there's an annotated keymap of Grudd Haug, and creature cards for each of the stronghold's inhabitants.

THE OVERVIEW

Let's get a really quick understanding of Grudd Haug and its residents.

THE STRONGHOLD

The stronghold is basically a foundation of timber, clay and mud, with a giant clay-and-timber house built on top of it. It was built by goblinoids, not giants, and serves as a dam for the river.

CHIEF GUH

The leader of Grudd Haug is the massive Guh, a female hill giant who's thrown out all other female giants, and now dominates all of Grudd Haug's other inhabitants. Her goal is to eat herself to the top of the Ordning, so she has her underlings pillage the countryside for food.

INHABITANTS

There are a lot of creatures in Grudd Haug:

- **Chief Guh**
- **9 hill giants**
- **1 otyugh**
- **1 ettin**
- **4 ogres**
- **9 bugbears**
- **6 hobgoblins**
- **15 orcs**
- **4 wolves**
- **14 goblins**

PREPARATION

It pays to be prepared. Here are some quick tips:

- There are $1d4 + 1$ magic items (one F and the rest are B's) underneath Guh's sizable bottom. It might serve to have these rolled out beforehand, especially since your party might be in a hurry when they go for these.
- Slob, the pig-butcher of Grudd Haug in area 14-15, has a *Gavel of the Venn Rune*. Make sure you know what it does – it has an impact on the first round of combat.
- Have a list of goblinoid and giant-sounding names ready, just in case you need it. You're in luck – there's one right below.

CREATURE NAMES

Torbjarn, Derud, Plek, Mellek, Jespor, Orve, Pispot, Sloobi, Nogg, Yih-Yah, Rekko, Gobbo, Basnok, Alti, Fingor, Aev, Borten, Snigg.

REMEMBER

There's a few things you should keep in mind, when running Grudd Haug for your players.

- Any noise or suspicious activity that the hobgoblins in the gong tower (area 8) can hear, will cause them to sound the gong and put the den on alert. When on alert, some creatures move about and everyone is ready for combat. Confer with the roster map on the top of page 159 of *Storm King's Thunder* if this happens.
- Reinforcements might arrive each hour. I wouldn't bother with this unless the party takes a short rest. If they do, you can have some sort of reinforcement show up. It might pay to decide which shows up beforehand, especially since some are way cooler than others (such as a hobgoblin warlord riding a wyvern – see Reinforcements on page 4).
- All the walls of Grudd Haug are climbable (DC 10 for timber walls, DC 15 for mud walls). Make sure that your players realize this – it might come in handy.

APPROACHING GRUDD HAUG

When the party come within a mile or so of Grudd Haug, they should be able to see Grudd Haug. Either show or describe the drawing on the top of *STK* p. 141, so they can get an idea of what they're looking at.

Stealth. If they party don't attempt to stealth from here, they are automatically spotted by the hobgoblins in the gong tower (area 8). If the party proceeds cautiously, they get to roll a group Dexterity (Stealth) check against the hobgoblins. They have advantage if they take precautions such as using camouflage, darkness, fog or even magic, and disadvantage if they don't.

Alarm. If the party is spotted, the campaign book prescribes that the hobgoblins raise the alarm, and the entire stronghold is alerted.

WELCOME PARTY

I'm not convinced that almost 50 murderous monsters would quake in their boots at the sight of a handful of humanoids. If you want to, you can have Guh send out a 'welcome party' instead of sounding the alarm, when the party is spotted. One of the hill giants from area 10, and the ten orcs from area 9 stride out to meet the party. The orcs lead the talk, as they meet the party a few hundred feet away from the stronghold. Yathak, a gruesomely scarred orc with a black mane, strides forward and growls in broken common: *'Put'er weapons down. Or we's kill you slow.'*

The party has a chance to attempt to have a brief talk with the orcs, while the hill giant stands dumbly behind them. They can convince the orcs to lead them to Guh (and might even be allowed to retain their weapons), or if they're really charismatic, they might even be able to convince the orcs, who are the least loyal of Guh's servants, to turn on the hill giant who followed them out, and then run for the hills. That'll require some serious deception, intimidation or a large bag of loot and that your party says the right things.

If the party fails two Charisma checks, or become hostile, the orcs lose their patience and attack the party, along with the hill giant. The hobgoblins in the tower sees this fight, and if the party are victorious, they then put the stronghold on alert.

ENTERING GRUDD HAUG

Here's the four likely entrances into Grudd Haug, so you can be prepared for what your party does.

OBVIOUS – UP THE RAMP

The most likely entrance is to bypass or kill the ten orcs in the Stockyard (area 9), before going up the mud trail ramp to the Main Entrance (area 1), face the hill giant Hruk here, and then go straight into Guh's Feasting Hall (area 2). This entrance is probably also the most likely to give the party an opportunity to parlay with Guh.

DIRECT – FLYING ENTRANCE

The party can fly directly into Guh's Feasting Hall (area 2) through the two windows there. This is the quickest and most surprising way to enter Grudd Haug. It might cause the hill giants to instinctively attack, or it might make the monsters more deferential and likely to be intimidated or persuaded by the party, if the party attempts to parlay with Guh.

HARD – UP THE LADDER

This entrance will probably have the party face most enemies, as they go through the Stockyard (area 9) into the lower portions of Grudd Haug (area 10-13) before finding the ladder up to the Larder (area 6) in the Abbatoir (area 14). If your party end up going this way, it might be necessary to turn the dial down on the Feasting Hall encounter.

CLEVER – PAST THE GUARDTOWER

This path amounts to a back entrance. By climbing up the bluff on the western edge of the map, the party can first take out the four hobgoblins in the Gong Tower (area 8) climb back down to the first platform and enter Grudd Haug through the Kitchen (area 6). If they manage to deal with the six goblins in a quiet manner, they can then ambush Chief Guh from behind in the Feasting Hall (area 2). If they do make noise in the kitchen, it would make sense that the giants, ogres and goblins in the Feasting Hall have their stones, javelins and shortbows trained on the entrance when they come in.

ENCOUNTERING GUH (AREA 2)

The central encounter of Grudd Haug is the encounter with **Chief Guh** and her entourage of 5 **hill giants**, four **ogres** and six **goblins**. According to the encounter-building rules in the *Dungeon Master's Guide*, this encounter is beyond deadly. Luckily, there's some ways to make sure that this encounter is exciting without being a TPK.

THE BARGAIN

The campaign book explains that if the party asks for her conch, or can't prove themselves more valuable alive than death, she and her minions will attack, but doesn't really expand on the subject. If you think a bargain might be more fun (or just less lethal to the party) than combat, have Guh show her obsession with food in the initial dialogue with the players, such as her asking them '*you food? Guh need food*'. This might convince the party to spin a yarn about knowing where there's a ton of food. If it seems fun, have Guh go along with it in a way that's favorable to the party, such as sending away some of her minions to check on their story. Guh might be the chief, but she's also a hill giant, and hill giants are dumb.

Remember also, that if Guh feels sufficiently challenged, she'll offer up the conch to save her life, even if her minions would defeat the party in a round or two. Have Guh order her minions to stop, before shuffling uncomfortably as she gets the grime-covered *conch of teleportation* out.

CAUGHT IN THE FLAPS

A goblin stuck within Guh's rolls of fat is, in my humble opinion, hilarious. I would foreshadow this as much as possible. If the party speak to Guh, she might shift in her wagon-throne and a muffled squeal can be heard – maybe even have Snert interject in the conversation with humorous quips or tactical advice (see 'Chief in a Pigpen' below). I'd have Snert be a nasally speaking and quite intelligent goblin, who Guh purposefully stuck in her folds because she was tired of hearing his constant speaking. If he's freed he'll be helpful to the party, follow their demands and could become a recurring NPC with your party, as his grandest wish is to be accepted by the societies of the civilized folk.

CHIEF IN A PIGPEN

Not only will your players feel cool if they break Guh's throne and send her down into the pigpens, it will also help make a possibly lethal encounter less dangerous. You can help the party do this by describing how rickety and bend the wagon is underneath her great weight, as they first survey the Feasting Hall. If the combat is going poorly for the players, and they don't pick up on the wagon-situation, you can also have Snert call out from Guh's flaps for the party to '*bweeak de mwaggon*'.

If the party does break her throne, Guh falls into the pigpens on her next turn (you can have Snert fall out of the flaps beforehand). If the party are losing the battle hard, this might prompt the hill giants to run out of the feasting hall, presumably anxious to retrieve their fallen leader in the lower portions of Grudd Haug. This again might cause the goblins to flee, while the ogres are probably too dumb to do anything but fight on. The party should be able to quickly mop them up and retrieve Guh's loot from her throne, and make their escape before Guh regains her bearings.

GUH'S DEATH

If the party focuses their attacks on Guh, they might very well bring her down a few rounds in to the battle. What happens when she dies is up to you, and can be used to increase or decrease the difficulty of the remaining battle.

Indecision. Guh's death (or tumble down to the pigpens) might cause her hill giant husbands to become indecisive. They were thoroughly under Guh's thumb, but with her gone, they don't really need to kill the party anymore, do they? They might send each other some weird looks, scratch their heads as an action, or even go to ensure that Guh is really dead instead of continuing the fight. If any character picks up on this, they might very well be able to persuade or intimidate the hill giants to simply leave, instead of continuing the fight – even if the hill giants are winning.

Rage. When Guh dies, it could cause any remaining hill giants to fly into a murderous rage. From now on, and until the fight ends, the hill giants make their attacks with advantage, and attacks against them have advantage. This probably favors the giants more than the players, since they are already pretty easy to hit.

HALFLING IN THE KITCHEN (AREA 5)

I like the idea of the goblins preparing to roast a halfling, and I love the idea that he'll refuse to leave without a sheep for his trouble. I think that Roderick Hilltopple should be a flippant and unshakeable halfling, who offers deadpan advice to his goblin tormentors that your party can overhear, such as:

'You need to take my clothes off before you roast me. C'mon now, lads, you wouldn't roast a chicken with it's feathers on, would you?'

'Is this the first you do this? You need to put me closer to the flames, or you'll never get my skin crisp. I refuse to taste poorly, it's insulting.'

If the party manages to rescue him, he'll be busier complaining about the goblins' poor cooking skills, and the fact that they killed his cow Hilda, than being appreciative of the party's aid. He strongly insists he has to go get a sheep for his trouble. If the party tells him that there's orcs down by the sheep pens, or just monsters spread throughout the compound, he'll insist that *'they can't refuse me what's mine by right. Even dumb beasts like these must understand that. I'm going to get myself a sheep, and that's the end of it.'*

THE WATERMASTER (AREA 7)

A hobgoblin named the Watermaster, who has absolutely no doubt in his own fighting prowess and authority? I'm in. If he gets a chance to speak with the party, and they don't just stealth in and take him out, I'd have him make dramatic pauses, and make unbearably bad puns, such as:

'Be careful now, intruders. I'm the... Watermaster. So if you make a wrong move, you'll be... dammed.'

'Sometimes a fish is too small, and you have to throw it back out. What I'm trying to say is... you just got lucky. I'll let you live.'

If the party attacks him in spite of his bravado, it should serve as a nice punchline when the Watermaster turns out to be a standard hobgoblin, who dies in a single turn.

GONE GONG (AREA 8)

If the party find themselves coming to blows with the hobgoblins in the Gong Tower, it might make

the fight more interesting if the hobgoblins try to throw the players over the side of the 60-foot tower – and vice versa. Either make it a simple shove action, but allow the shoved creature a DC 10 Dexterity saving throw to hang from the side of the tower instead of falling all the way down, or have it be first an action to grapple, and then another contested Strength (Athletics) to throw the other creature over.

PIGTOSSE (AREA 12)

To allow for a more interesting combat, you can give the ettin Oinker-Boinker a special attack:

Pigtoss. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage. *Hit or Miss:* The pig takes 1d6 bludgeoning damage per 10 feet it travels through the air.

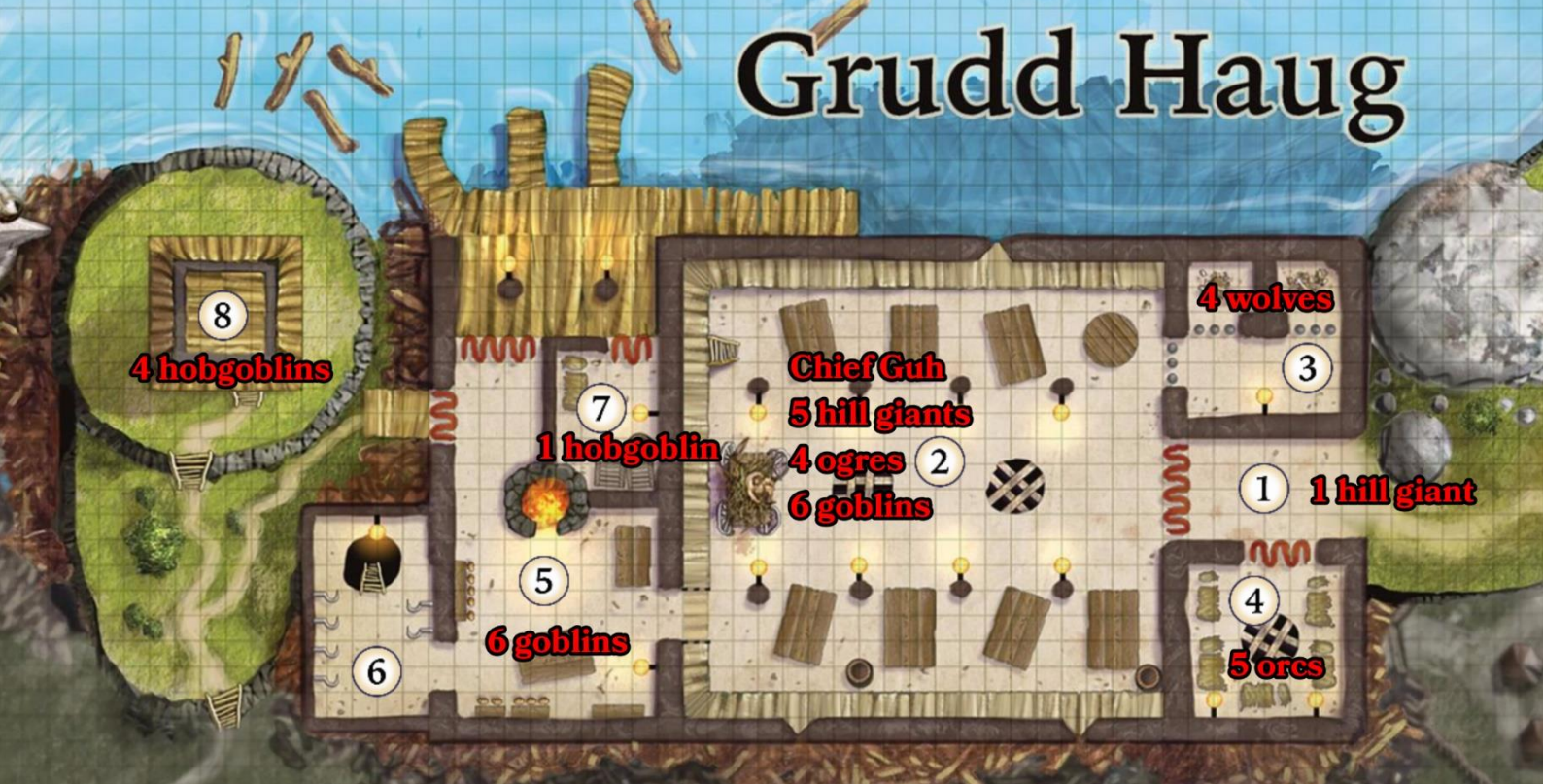
REINFORCEMENTS

If you party decide to spend a while spying on Grudd Haug, either from afar, or directly on Guh in her feasting hall, you can have a hobgoblin warlord arrive on its wyvern, landing just outside Grudd Haug (area 1). The red-skinned creature is wearing fearsome plate armor, and has a longsword by his hip. Guh sent the hobgoblin warlord to keep tabs on other giants, and he's returning from following a pair of stone giants heading towards Deadstone Cleft.

Spying from afar. If the party are spying on Grudd Haug from afar, they can see the hobgoblin warlord carrying a large stone with the stein rune on it (see page 7 of *STK*) on it into the feasting hall. The hobgoblin comes back out in a few minutes – without the stone – and takes off on his wyvern towards the east. The party can find the stone under Guh's voluminous behind.

Spying closely. If the party are close enough to hear or see within the feasting hall, they see the hobgoblin warlord give the stone to Guh, and explain in goblin that *'I followed them to the Graypeaks. Found this near a settlement called Orlbar. They're not far, I'm sure of it.'* Guh attempts to look really clever as she investigates the stone, but quickly stuffs it underneath her plump bottom. She commands the hobgoblin to keep an eye on 'them'. He leaves with a terse nod.

Grudd Haug



Grudd Haug

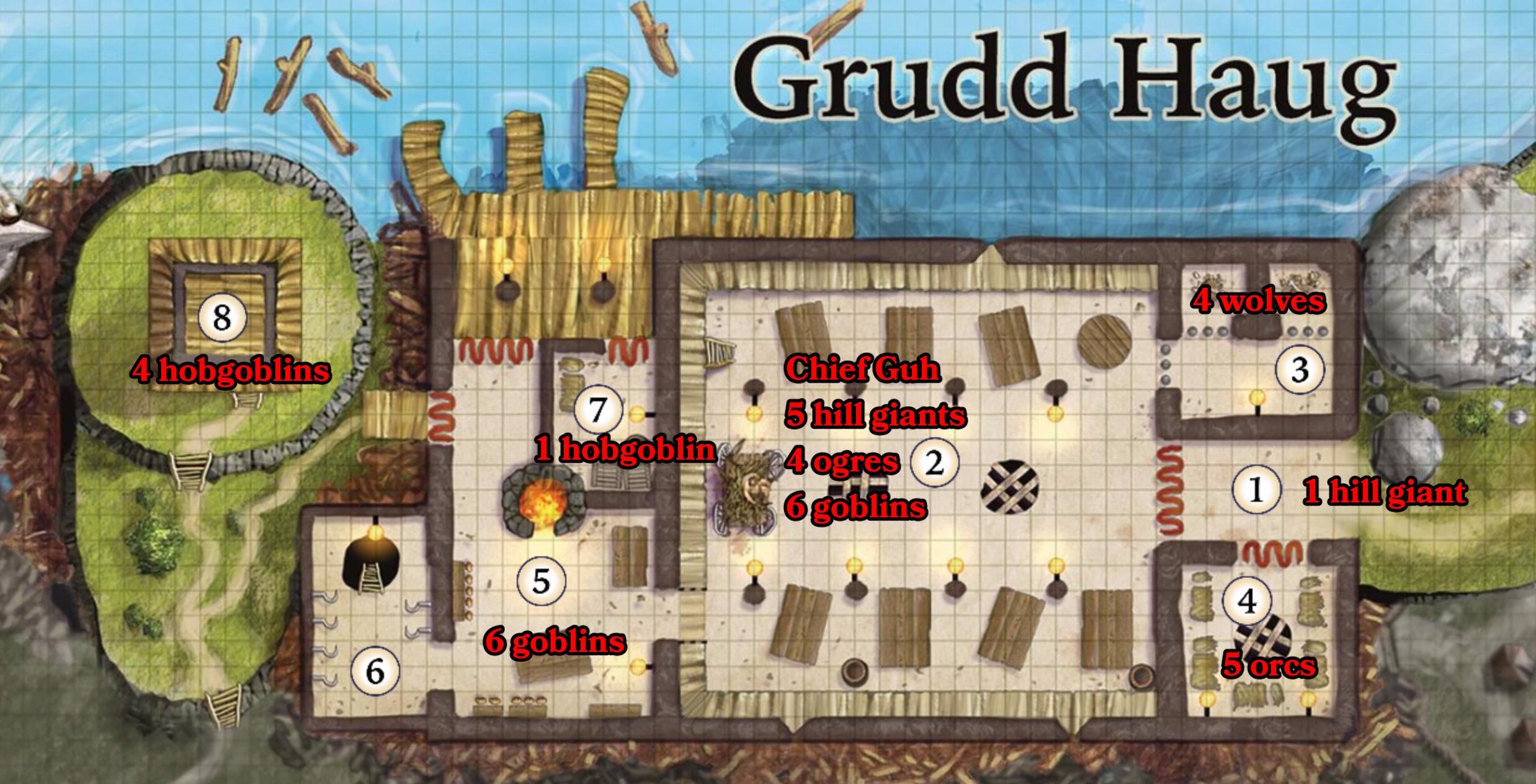


| <p>GUH <i>Huge giant, chaotic evil</i></p> <hr/> <p>Armor Class 9 (natural armor) Hit Points 160 (10d12 + 40) Speed 0 ft.</p> <table> <tr> <th>Str</th><th>Dex</th><th>Con</th></tr> <tr> <td>21 (+5)</td><td>1 (-5)</td><td>19 (+4)</td></tr> <tr> <th>Int</th><th>Wis</th><th>Cha</th></tr> <tr> <td>5 (-3)</td><td>9 (-1)</td><td>6 (-2)</td></tr> </table> <p>Skills Perception +2 Senses PP 12 Languages Common, Giant, Goblin Challenge 5 (1,800 XP)</p> | Str | Dex | Con | 21 (+5) | 1 (-5) | 19 (+4) | Int | Wis | Cha | 5 (-3) | 9 (-1) | 6 (-2) | <p>HILL GIANT <i>Huge giant, chaotic evil</i></p> <hr/> <p>Armor Class 13 (natural armor) Hit Points 105 (10d12 + 40) Speed 40 ft.</p> <table> <tr> <th>Str</th><th>Dex</th><th>Con</th></tr> <tr> <td>21 (+5)</td><td>8 (-1)</td><td>19 (+4)</td></tr> <tr> <th>Int</th><th>Wis</th><th>Cha</th></tr> <tr> <td>5 (-3)</td><td>9 (-1)</td><td>6 (-2)</td></tr> </table> <p>Skills Perception +2 Senses PP 12 Languages Giant Challenge 5 (1,800 XP)</p> | Str | Dex | Con | 21 (+5) | 8 (-1) | 19 (+4) | Int | Wis | Cha | 5 (-3) | 9 (-1) | 6 (-2) | <p>ETTIN <i>Large giant, chaotic evil</i></p> <hr/> <p>Armor Class 12 (natural armor) Hit Points 85 (10d12 + 30) Speed 40 ft.</p> <table> <tr> <th>Str</th><th>Dex</th><th>Con</th></tr> <tr> <td>21 (+5)</td><td>8 (-1)</td><td>17 (+3)</td></tr> <tr> <th>Int</th><th>Wis</th><th>Cha</th></tr> <tr> <td>6 (-2)</td><td>10 (+0)</td><td>8 (-1)</td></tr> </table> <p>Skills Perception +4 Senses Darkvision 60 ft., PP 12 Languages Giant, Orc Challenge 4 (1,100 XP)</p> <p>Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.</p> | Str | Dex | Con | 21 (+5) | 8 (-1) | 17 (+3) | Int | Wis | Cha | 6 (-2) | 10 (+0) | 8 (-1) |
|--|--|---|-----|---------|--------|---------|-----|-----|-----|--------|--------|--------|---|-----|-----|-----|---------|--------|---------|-----|-----|-----|--------|--------|--------|---|-----|-----|-----|---------|--------|---------|-----|-----|-----|--------|---------|--------|
| Str | Dex | Con | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 21 (+5) | 1 (-5) | 19 (+4) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Int | Wis | Cha | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5 (-3) | 9 (-1) | 6 (-2) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Str | Dex | Con | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 21 (+5) | 8 (-1) | 19 (+4) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Int | Wis | Cha | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5 (-3) | 9 (-1) | 6 (-2) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Str | Dex | Con | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 21 (+5) | 8 (-1) | 17 (+3) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Int | Wis | Cha | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 6 (-2) | 10 (+0) | 8 (-1) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p>Actions</p> <p>Multiattack. Guh makes two greatclub attacks.</p> <p>Greatclub. <i>Melee Weapon Attack:</i> +8 to hit, reach 10 ft., one target. <i>Hit:</i> 18 (3d8 + 5) bludgeoning damage.</p> <p>Rock. <i>Ranged Weapon Attack:</i> +8 to hit, range 60/240 ft., one target. <i>Hit:</i> 21 (3d10 + 5) bludgeoning damage.</p> <p>Squash. <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one Medium or smaller creature. <i>Hit:</i> 26 (6d6 + 5) bludgeoning damage, the giant lands prone in the target's space, and the target is grappled (escape DC 15). Until this grapple ends, the target is prone. The grapple ends early if the giant stands up.</p> | <p>Actions</p> <p>Multiattack. The giant makes two greatclub attacks.</p> <p>Greatclub. <i>Melee Weapon Attack:</i> +8 to hit, reach 10 ft., one target. <i>Hit:</i> 18 (3d8 + 5) bludgeoning damage.</p> <p>Rock. <i>Ranged Weapon Attack:</i> +8 to hit, range 60/240 ft., one target. <i>Hit:</i> 21 (3d10 + 5) bludgeoning damage.</p> <p>Squash. <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one Medium or smaller creature. <i>Hit:</i> 26 (6d6 + 5) bludgeoning damage, the giant lands prone in the target's space, and the target is grappled (escape DC 15). Until this grapple ends, the target is prone. The grapple ends early if the giant stands up.</p> | <p>Wakeful. When one of the ettin's heads is asleep, its other head is awake.</p> <p>Actions</p> <p>Multiattack. The ettin makes two attacks: one with its battleaxe and one with its Morningstar.</p> <p>Battleaxe. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 14 (2d8 + 5) slashing damage.</p> <p>Morningstar. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 14 (2d8 + 5) piercing damage.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| <p>OTYUGH <i>Large aberration, neutral</i></p> <hr/> <p>Armor Class 14 (natural armor) Hit Points 114 (13d10 + 48) Speed 30 ft.</p> <table border="1"> <tr> <th>Str</th> <th>Dex</th> <th>Con</th> </tr> <tr> <td>16 (+3)</td> <td>11 (+0)</td> <td>19 (+4)</td> </tr> <tr> <th>Int</th> <th>Wis</th> <th>Cha</th> </tr> <tr> <td>6 (-2)</td> <td>13 (+1)</td> <td>6 (-2)</td> </tr> </table> <p>Saving throws Con +7 Senses darkvision 120 ft., PP 11 Languages Otyugh Challenge 5 (1,800 XP)</p> <hr/> <p>Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 feet of it. This form of telepathy doesn't allow the receiving creature to telepathically respond.</p> | Str | Dex | Con | 16 (+3) | 11 (+0) | 19 (+4) | Int | Wis | Cha | 6 (-2) | 13 (+1) | 6 (-2) | <p>WOLF <i>Medium beast, unaligned</i></p> <hr/> <p>Armor Class 13 (natural armor) Hit Points 21 (2d8 + 2) Speed 40 ft.</p> <table border="1"> <tr> <th>Str</th> <th>Dex</th> <th>Con</th> </tr> <tr> <td>12 (+1)</td> <td>15 (+2)</td> <td>12 (+1)</td> </tr> <tr> <th>Int</th> <th>Wis</th> <th>Cha</th> </tr> <tr> <td>3 (-4)</td> <td>12 (+1)</td> <td>6 (-2)</td> </tr> </table> <p>Skills Perception +4, Stealth +4 Senses darkvision 60 ft., PP 13 Languages – Challenge 1/4 (50 XP)</p> <hr/> <p>Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.</p> | Str | Dex | Con | 12 (+1) | 15 (+2) | 12 (+1) | Int | Wis | Cha | 3 (-4) | 12 (+1) | 6 (-2) | <p>HOBGOBLIN <i>Medium humanoid (goblinoid), lawful evil</i></p> <hr/> <p>Armor Class 18 (chainmail, shield) Hit Points 11 (2d8 + 2) Speed 30 ft.</p> <table border="1"> <tr> <th>Str</th> <th>Dex</th> <th>Con</th> </tr> <tr> <td>13 (+1)</td> <td>12 (+1)</td> <td>12 (+1)</td> </tr> <tr> <th>Int</th> <th>Wis</th> <th>Cha</th> </tr> <tr> <td>10 (+0)</td> <td>10 (+0)</td> <td>9 (-1)</td> </tr> </table> <p>Senses darkvision 60 ft., PP 10 Languages Common, Goblin Challenge 1/4 (50 XP)</p> <hr/> <p>Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.</p> | Str | Dex | Con | 13 (+1) | 12 (+1) | 12 (+1) | Int | Wis | Cha | 10 (+0) | 10 (+0) | 9 (-1) |
|--|---|---|-----|---------|---------|---------|-----|-----|-----|--------|---------|--------|---|-----|-----|-----|---------|---------|---------|-----|-----|-----|--------|---------|--------|--|-----|-----|-----|---------|---------|---------|-----|-----|-----|---------|---------|--------|
| Str | Dex | Con | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 16 (+3) | 11 (+0) | 19 (+4) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Int | Wis | Cha | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 6 (-2) | 13 (+1) | 6 (-2) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Str | Dex | Con | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 12 (+1) | 15 (+2) | 12 (+1) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Int | Wis | Cha | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 (-4) | 12 (+1) | 6 (-2) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Str | Dex | Con | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 13 (+1) | 12 (+1) | 12 (+1) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Int | Wis | Cha | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 10 (+0) | 10 (+0) | 9 (-1) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p style="text-align: center;">Actions</p> <hr/> <p>Bite. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.</p> | <p>Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and isn't incapacitated.</p> <p style="text-align: center;">Actions</p> <hr/> <p>Bite. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.</p> | <p style="text-align: center;">Actions</p> <hr/> <p>Longbow. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands. <i>Longbow. Ranged Weapon Attack:</i> +3 to hit, range 150/600 ft., one target. <i>Hit:</i> 5 (1d8 + 1) piercing damage.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p>Tentacle. <i>Melee Weapon Attack:</i> +6 to hit, reach 10 ft., one target. <i>Hit:</i> 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The otyugh has 2 tentacles, each of which can grapple one target.</p> <p>Tentacle Slam. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Strength saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the damage and isn't stunned.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| <p>BUGBEAR <i>Medium humanoid (goblinoid), chaotic evil</i></p> <hr/> <p>Armor Class 16 (hide armor, shield) Hit Points 27 (5d8 + 5) Speed 30 ft.</p> <table border="1"> <thead> <tr> <th>Str</th> <th>Dex</th> <th>Con</th> </tr> </thead> <tbody> <tr> <td>15 (+2)</td> <td>14 (+2)</td> <td>13 (+1)</td> </tr> <tr> <th>Int</th> <th>Wis</th> <th>Cha</th> </tr> <tr> <td>8 (-1)</td> <td>11 (+0)</td> <td>9 (-1)</td> </tr> </tbody> </table> <p>Skills Stealth +6, Survival +2 Senses Darkvision 60 ft. PP 10 Languages Common, Goblin Challenge 1 (200 XP)</p> <hr/> <p>Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it. Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.</p> | Str | Dex | Con | 15 (+2) | 14 (+2) | 13 (+1) | Int | Wis | Cha | 8 (-1) | 11 (+0) | 9 (-1) | <p>GOBLIN <i>Small humanoid (goblin), unaligned</i></p> <hr/> <p>Armor Class 15 (leather armor, shield) Hit Points 7 (2d6) Speed 30 ft.</p> <table border="1"> <thead> <tr> <th>Str</th> <th>Dex</th> <th>Con</th> </tr> </thead> <tbody> <tr> <td>8 (-1)</td> <td>14 (+2)</td> <td>10 (+0)</td> </tr> <tr> <th>Int</th> <th>Wis</th> <th>Cha</th> </tr> <tr> <td>10 (+0)</td> <td>8 (-1)</td> <td>8 (-1)</td> </tr> </tbody> </table> <p>Skills Stealth +6 Senses darkvision 60 ft., PP 9 Languages Common, Goblin Challenge 1/4 (50 XP)</p> <hr/> <p>Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.</p> | Str | Dex | Con | 8 (-1) | 14 (+2) | 10 (+0) | Int | Wis | Cha | 10 (+0) | 8 (-1) | 8 (-1) | <p>OGRE <i>Large giant, chaotic evil</i></p> <hr/> <p>Armor Class 11 (hide armor) Hit Points 59 (7d10 + 21) Speed 40 ft.</p> <table border="1"> <thead> <tr> <th>Str</th> <th>Dex</th> <th>Con</th> </tr> </thead> <tbody> <tr> <td>19 (+4)</td> <td>8 (-1)</td> <td>16 (+3)</td> </tr> <tr> <th>Int</th> <th>Wis</th> <th>Cha</th> </tr> <tr> <td>5 (-3)</td> <td>7 (-2)</td> <td>7 (-2)</td> </tr> </tbody> </table> <p>Senses darkvision 60 ft., PP 8 Languages Common, Giant Challenge 2 (450 XP)</p> <hr/> | Str | Dex | Con | 19 (+4) | 8 (-1) | 16 (+3) | Int | Wis | Cha | 5 (-3) | 7 (-2) | 7 (-2) |
|---|---|--|-----|---------|---------|---------|-----|-----|-----|--------|---------|--------|---|-----|-----|-----|--------|---------|---------|-----|-----|-----|---------|--------|--------|---|-----|-----|-----|---------|--------|---------|-----|-----|-----|--------|--------|--------|
| Str | Dex | Con | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 15 (+2) | 14 (+2) | 13 (+1) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Int | Wis | Cha | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8 (-1) | 11 (+0) | 9 (-1) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Str | Dex | Con | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8 (-1) | 14 (+2) | 10 (+0) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Int | Wis | Cha | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 10 (+0) | 8 (-1) | 8 (-1) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Str | Dex | Con | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 19 (+4) | 8 (-1) | 16 (+3) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Int | Wis | Cha | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5 (-3) | 7 (-2) | 7 (-2) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p style="text-align: center;">Actions</p> <hr/> <p>Morningstar. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 11 (2d8 + 2) piercing damage.</p> <p>Javelin. <i>Melee or Ranged Weapon Attack:</i> +4 to hit, reach 5 ft. or range 30/120 ft., one target. <i>Hit:</i> 9 (2d6 + 2) piercing damage in melee or 5 (1d6+2) piercing damage at range.</p> | <p style="text-align: center;">Actions</p> <hr/> <p>Scimitar. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d6 + 2) slashing damage.</p> <p>Shortbow. <i>Ranged Weapon Attack:</i> +4 to hit, range 80/320 ft., one target. <i>Hit:</i> 5 (1d6 + 2) piercing damage.</p> | <p style="text-align: center;">Actions</p> <hr/> <p>Greatclub. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 13 (2d8 + 4) bludgeoning damage.</p> <p>Javelin. <i>Melee or Ranged Weapon Attack:</i> +6 to hit, reach 5 ft. or range 30/120 ft., one target. <i>Hit:</i> 11 (2d6 + 4) piercing damage.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Grudd Haug



4 wolves

3

Chief Guh

5 hill giants

4 ogres

6 goblins

2

1

1 hill giant

4

5 orcs

7

1 hobgoblin

5

6 goblins

6

8

4 hobgoblins

Grudd Haug

