

Stone Giant (MR): CR 7

Huge giant, neutral

Armor Class 17 (natural), **Hit Points** 126, **Speed** 40.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Greatclub x2: Melee: (+9,15ft) (3d8+6) bludgeoning.

Rock: Ranged: (+9,60/240ft) (4d10+6) bludgeoning.
Knocked prone if failing a DC17 Str check.

Reaction, Rock Catching: If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Illusionist (R): CR7

Medium humanoid (human), neutral evil

Armor Class 12 (15 with [MA](#)), **Hit Points** 45, **Speed** 30.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	17 (+3)	13 (+1)	12 (+1)

Skills Arcana +6, Deception +5, Perception +4, Stealth +5

Senses darkvision 120 ft., Passive Perception 14

Spellcasting. Level 10 spellcaster (int). Spell save DC 14, +6 to hit with spell attacks).

Once per round: Reaction teleport within 30ft.

1st level (4 slots): mage armor, **witch bolt**

2nd level (3 slots): Mirror Image (6 duplicates AC12)

3rd level (3 slots): fly, **lightning bolt**

5th level (2 slots): **cloudkill**

Lightning bolt: 100x5ft, 8d6 lightning on failed DC 14 dex save, else half.

Witch bolt: 30ft range, attack roll, 1d12 lightning, can use future actions to damage again.

Cloudkill: 30ft radius cloud. 5d8 poison damage on a failed DC14 Con save, otherwise half. Concentration Con save highest of DC10 or half damage.

Ice Mephit (MR): CR ½

Small elemental, neutral evil

Armor Class 11, **Hit Points** 21, **Speed** 30ft., **fly** 30ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+1)	12 (+1)

Skills: Perception +2, Stealth +3

Damage Vulnerabilities: bludgeoning, fire

Damage Immunities: cold, poison

Condition Immunities: poisoned

Senses: darkvision 60 ft., passive Perception 12

Claws: Melee: (+3/5ft) (1d4 + 1) slashing + (1d4) cold

Frost Breath: (Recharge 6): The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

Death Burst: When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

Illusionist loot:

x 4 Superior Healing potions (8d4 + 8).

x 1 Potion of invisibility.

x 1 Potion of mental fortitude (+1 d6 on an attack roll).

x 1 Driftglobe.

x 1 Wand of portal (1d4 charges).

1200gp worth of materials and trinkets.