FLUX GIANT

Large • Giant • Neutral

Armor Class 14
Initiative +3 (13)
Hit Points 136 (16d10 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +7, Acrobatics +6
Senses Passive Perception 10
Languages Common, Giant
CR 7 (XP 2,900; PB +3)



Erratic Shifting. Opportunity attacks against the giant are made with disadvantage. This trait only works when the giant sees the attacker and isn't incapacitated.

Morphing Leap. The giant's jumping distance is doubled.

ACTIONS

Multiattack. The giant makes two Slam attacks.

Slam. *Melee Weapon Attack:* +7, reach 5 ft (10 ft. while Huge). *Hit:* 26 (4d10 + 4) bludgeoning damage.

Deadly Leap (While Huge). The giant spends 5 feet of movement to jump to a space within 20 feet that contains one or more Large or smaller creatures. *Dexterity Saving Throw:* DC 15, each creature in the giant's destination space. *Failure:* 32 (5d12) bludgeoning damage, and the target is knocked. *Success:* Half damage, and the target is pushed 5 feet straight away from the giant.

BONUS ACTIONS

Size-Shift. The giant shape-shifts to change its size to Tiny, Small, Medium, Large, or Huge while retaining its game statistics. Equipment it is wearing or carrying is transformed with it but returns to its original size once the giant no longer touches it. Depending on the size, it gains the following benefits:

- The giant has advantage on attack rolls against creatures two sizes smaller than it.
- Creatures two sizes bigger than the giant have disadvantage on attack rolls against it.
- While the giant is Tiny or Small it has advantage on Dexterity checks and saving throws.
- While the giant is Huge it has advantage on Strength checks and saving throws.

REACTIONS

Morph. *Trigger:* The giant is targeted by an attack roll. *Response:* The giant imposes disadvantage on the attack roll.

FLUX GIANT — WEAKER

Armor Class 13
Initiative +2 (12)
Hit Points 75 (10d10 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Acrobatics +4
Senses Passive Perception 10
Languages Common, Giant
CR 4 (XP 1,100; PB +2)



Erratic Shifting. Opportunity attacks against the giant are made with disadvantage. This trait only works when the giant sees the attacker and isn't incapacitated.

Morphing Leap. The giant's jumping distance is doubled.

ACTIONS

Multiattack. The giant makes two Slam attacks.

Slam. *Melee Weapon Attack:* +5, reach 5 ft (10 ft. while Huge). *Hit:* 19 (3d10 + 3) bludgeoning damage.

Deadly Leap (While Huge). The giant spends 5 feet of movement to jump to a space within 20 feet that contains one or more Large or smaller creatures. *Dexterity Saving Throw:* DC 13, each creature in the giant's destination space. *Failure:* 26 (4d12) bludgeoning damage, and the target is knocked. *Success:* Half damage, and the target is pushed 5 feet straight away from the giant.

BONUS ACTIONS

Size-Shift. The giant shape-shifts to change its size to Tiny, Small, Medium, Large, or Huge while retaining its game statistics. Equipment it is wearing or carrying is transformed with it but returns to its original size once the giant no longer touches it. Depending on the size, it gains the following benefits:

- The giant has advantage on attack rolls against creatures two sizes smaller than it.
- Creatures two sizes bigger than the giant have disadvantage on attack rolls against it.
- While the giant is Tiny or Small it has advantage on Dexterity checks and saving throws.
- While the giant is Huge it has advantage on Strength checks and saving throws.

REACTIONS

Morph. *Trigger:* The giant is targeted by an attack roll. *Response:* The giant imposes disadvantage on the attack roll.

FLUX GIANT — STRONGER

Armor Class 15 **Initiative** +4 (14)
Hit Points 180 (19d10 + 76)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	18 (+4)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +9, Acrobatics +8
Senses Passive Perception 10
Languages Common, Giant
CR 10 (XP 5,900; PB +4)



Erratic Shifting. Opportunity attacks against the giant are made with disadvantage. This trait only works when the giant sees the attacker and isn't incapacitated.

Morphing Leap. The giant's jumping distance is doubled.

ACTIONS

Multiattack. The giant makes two Slam attacks.

Slam. *Melee Weapon Attack:* +9, reach 5 ft (10 ft. while Huge). *Hit:* 37 (5d12 + 5) bludgeoning damage.

Deadly Leap (While Huge). The giant spends 5 feet of movement to jump to a space within 20 feet that contains one or more Large or smaller creatures. *Dexterity Saving Throw:* DC 17, each creature in the giant's destination space. *Failure:* 45 (7d12) bludgeoning damage, and the target is knocked. *Success:* Half damage, and the target is pushed 5 feet straight away from the giant.

BONUS ACTIONS

Size-Shift. The giant shape-shifts to change its size to Tiny, Small, Medium, Large, or Huge while retaining its game statistics. Equipment it is wearing or carrying is transformed with it but returns to its original size once the giant no longer touches it. Depending on the size it gains, the following benefits:

- The giant has advantage on attack rolls against creatures two sizes smaller than it.
- Creatures two sizes bigger than the giant have disadvantage on attack rolls against it.
- While the giant is Tiny or Small it has advantage on Dexterity checks and saving throws.
- While the giant is Huge it has advantage on Strength checks and saving throws.

REACTIONS

Morph. *Trigger:* The giant is targeted by an attack roll. *Response:* The giant imposes disadvantage on the attack roll.