

Villains for Land of Giants

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Land of Giants is a campaign for the D&D Adventure Board Game. This document contains detailed stats and tactics for the Villains in that campaign.

Utgarg, the Hill Giant	Level 5 Giant Villain	
This brutish cannibal roams the Grave Mounds north of Donelbain's Wall.	AC 14	
	HP 10	
The Hill Giant activates at the start of each Villain Phase.		
TACTICS If the Hill Giant is on a tile with a Hero, he smashes the nearest Hero with his rune-marked war hammer. Otherwise, the Hill Giant lumbers to the nearest tile with Heroes and slams into each Hero there.		
Massive Size: If the Giant rolls a natural 18+ to hit, he does +1 damage.		
	ATTACK	DAMAGE
Hammer	+9	2 + Dazed and knock the Hero 1 tile away (Miss 1 + Disadvantage)
Slam	+6	1 + Hit or Miss, the Heroes are Dazed

Death Lord (Adventure 1B)	Level 5 Undead Villain	
<i>This black armored skeletal creature sits on a throne of bone and commands the undead of the crypts.</i>	AC 16	
	HP 11	
The Death Lord activates at the start of each Villain Phase.		
TACTICS If there are no other Undead Monsters in play , the Death Lord summons a random Undead Monster from the discard pile. Place it adjacent to the Death Lord, then he does one of the following... If the Death Lord has not done so yet , he will summon the Ice Spider with the Ring of Winter. If the Death Lord is on a tile with a Hero , he strikes the nearest Hero with his cursed sword. If the Death Lord is within 1 tile of the Hero , he fixes that Hero with his dread gaze. Otherwise , the Death Lord heals 1 Hit Point (if possible) and does nothing.		
	ATTACK	DAMAGE
Sword	+8	2 (Miss 1) + Hit or Miss, the Hero is -1 AC for the rest of the adventure.
Dread Gaze	+7	1 + Hit or Miss, the Hero gains Disadvantage.

Argulmir, the Sea Giant	Level 5 Giant Villain	
A shark-like abomination with powerful arms and legs, he guards the treasures of the Sunken City.	AC 15	
	HP 9	
The Sea Giant activates at the start of each Villain Phase.		
TACTICS After adding a Flooded token to the map, the Sea Giant moves to the tile with the furthest Hero and ambushes that Hero.		
Massive Size: If the Giant rolls a natural 18+ to hit, he does +1 damage.		
	ATTACK	DAMAGE
Ambush	+10	2 (Miss = drag the Hero 1 tile deeper into the Dungeon)

Hrunmir & Skagol, the Swamp Giants		Level 5 Giant Villains
<i>These primitive brothers rule the marshes. Skagol is the smart one. Hrunmir is the pretty one.</i>		AC 13 (+2 if on or adjacent to brother's tile)
		HP 8 each
At the start of the Villain Phase, both of these figures activate, Hrunmir first, then Skagol.		
TACTICS		
If his brother is alive and on the same tile , he moves to the adjacent tile with the most Heroes, and attacks each Hero on that tile.		
If his brother is alive and is on an adjacent tile , he attacks each Hero on his tile.		
If his brother is alive and <u>not</u> on an adjacent tile , he moves 1 tile towards his brother and attacks the closest Hero.		
If his brother is dead , he moves 2 tiles towards the Hero who killed his brother and attacks that Hero. If that Hero is down, he moves towards and attacks the closest Hero instead.		
When he attacks , he uses his Spike Club against Heroes on his tile, or throws rocks at Heroes further away.		
Massive Size: If the Giant rolls a natural 18+ to Hit, he does +1 damage.		
Aquatic: This Giant can move through water squares and tiles.		
Vengeance: If his brother is dead, he does +1 damage and regenerates 1 HP at the start of his activation.		
Teamwork: When he hits a Hero with his Spiked Club, if his brother is on an adjacent tile, move that Hero to his brother's tile.		
	ATTACK	DAMAGE
Spiked Club (Hrunmir)	+8	1 + Disadvantage (Miss 1)
Spiked Club (Skagol)	+8	1 + Dazed (Miss 1)
Rock	+8	1

Orgo & Lorgo, the Ettin	Level 5 Giant Villain	
This angry two-headed giant is always grumpy and hungry.	AC 10	
	HP 15	
The Ettin activates at the start of each Villain Phase.		
TACTICS If there are no other Monsters in play, the Ettin summons another Monster to his aid on the nearest tile edge, then... If the Ettin is adjacent to a Hero, he attacks that Hero with his weapons. Otherwise, the Ettin throws an object at the nearest Hero.		
Massive Size: If the Giant rolls a natural 18+ to Hit, he does +1 damage.		
	ATTACK	DAMAGE
Weapon	+8	2 + Move the Hero one tile away (Miss Disadvantage)
Thrown Object	+8	2 (Miss 1)

The Watch Wyrn, Frost Dragon		Level 5 Dragon Villain
The Watch Wyrn guards the entrance to Stormgal, fortress of the Frost Giant.		AC 15
		HP 13
The Dragon activates at the start of each Villain Phase.		
TACTICS If the Dragon is on a tile with a single hero , it attacks with a vicious snapping bite. If a Hero is Immobilized , the Dragon moves to the nearest (other) dead end, bringing along the nearest Immobilized Hero. Then, the Dragon creates a Wall of Ice blocking the entrance to its tile (AC 15, HP 1). If the Dragon is alone (or with a downed hero) behind a Wall of Ice , it heals 1 damage. If the Dragon is within 2 tiles of a Hero , it breathes a Cloud of Frost on the nearest tile with the most Heroes. Otherwise , it moves 2 tiles toward the nearest Hero.		
Frost Aura: Any Hero that ends their turn on the Frost Dragon's tile takes 1 damage.		
	ATTACK	DAMAGE
Cloud of Frost	+8	1+ Immobilized (Miss Slowed)
Bite		2 (Miss 1)

Remorhaz	Level 5 Vermin Villain	
<i>This ancient creature from the hot depths of the earth is an instinctual, opportunistic predator.</i>	AC 15	
	HP 15	
At Home in the Depths: The Remorhaz ignores the text on the Narrow Passage tiles. Ambush: If a player does not resolve an Encounter card on their turn—and the Remorhaz is not currently on the map—place the Remorhaz on the active Hero's tile, where it uses its Ambush attack. After the ambush, the Remorhaz rolls to escape. Escape: Roll a 1d20. If a fissure is still in play with that number, the Remorhaz escapes off the map. If that fissure is not in play, the Remorhaz remains on its tile. Taunt: After all 4 Fissures are removed, a player can choose to not draw an Encounter, triggering an Ambush from the Remorhaz. Intense Heat: If a Hero ends his Hero step on the Remorhaz' tile, he takes 1 damage. Swallowed: If a Hero is swallowed, at the start of his turn he takes 1 damage from Intense Heat and 1 additional acid damage. The only action the Hero may take is to heal and/or roll a Strength check (15+). If successful, the Remorhaz takes 1 damage and vomits the Hero into his tile at the end of the turn. The Remorhaz can only swallow one Hero at a time. Cornered: The Remorhaz has Advantage when all 4 fissures are closed.		
If the Remorhaz is on the map, it activates at the start of each Villain Phase.		
TACTICS		
If the Remorhaz is on a tile with an Immobilized hero , it tries to swallow that Hero (+8 to hit).		
Otherwise , the Remorhaz moves to the nearest tile with the least Heroes and tries to bite a random Hero there.		
	ATTACK	DAMAGE
Ambush	+8	1 + Disadvantage
Bite		1 + Immobilized (Miss Slowed)

Gulveg, the Frost Giant	Level 5 Giant Villain	
<i>Lord of Stormgal Keep, Gulveg is one of the ancient giants of legend and bearer of two Rings of Winter.</i>	AC 12	
	HP 17	
The Frost Giant activates at the start of each Villain Phase.		
Gulveg can use each Ring of Winter one time.		
TACTICS If Gulveg is on a tile with a Hero , he uses the Ring of Winter (Icy Fist) or picks up the nearest Hero and throws that Hero. If Gulveg is within one tile of a Hero , he uses the Ring of Winter (Cone of Cold) or throws a massive chunk of stone at the nearest Hero. Otherwise , Gulveg moves 1 tile toward the nearest Hero and uses the Ring of Winter (Icy Fist).		
Massive Size: If the Giant rolls a natural 18+ to hit, he does +1 damage.		
	ATTACK	DAMAGE
Chunk of Stone	+8	2 + Immobilized (Miss 1 + Slowed)
Throw Hero	8	1 + Move the Hero in a straight line, as far as possible, until a wall is hit. The Hero takes 1 extra damage for each tile passed thru, or is Stunned if he stayed on Gulveg's tile.

An'oren, Dark Elf Assassin		Level 5 Giant Villain
This Drow killer has been tasked by her master to retrieve the Rings of Winter.	AC 16	
	HP 8	
Hide In Shadows: When the Dark Elf uses this power, remove her figure from the map and place 3 hidden tokens on her tile instead. Two are marked as decoys and one is the real Dark Elf. When a Hero attacks the Dark Elf while she is hidden, flip a token. If it is a decoy, the action is wasted, but no Items or Power cards are used up. If the token is the real Dark Elf, remove all the tokens and resolve the attack normally. The Dark Elf begins the adventure hidden.		
The Dark Elf can use the Ring of Winter (Ice Storm) one time.		
TACTICS If the Dark Elf is not hidden, she moves to the nearest tile with no Heroes and Hides In Shadows. If there are no other monsters in play, she summons a random Spider from the Monster deck on her tile. If she is within 4 tiles of a tile with multiple Heroes, she uses the Ring of Winter (Ice Storm). Otherwise, she fires a black arrow from the shadows at the Hero nearest the Rings.		
	ATTACK	DAMAGE
Black Arrow	+9	1 + Poisoned or 2 if the target is already Poisoned

Ice Spider: Stays on the Giant's space as long as the Rings are there. Then chases Heroes who have the Rings. Attacks the active Hero each turn if on the same tile.

Bone Giant, “The Abomination”	Level 5 Undead Villain	
<i>An unholy golem of skinless flesh, sinew, and bone, this lifeless abomination is indestructible as long as its master lives.</i>	AC 14	
	HP *	
The Bone Giant activates at the start of each Villain Phase.		
TACTICS		
If the Bone Giant is damaged, roll 1d20. 1-10 = Heal 1 damage. 11-17 = Heal 2 damage. 18-20 = Heal all damage. Then, if the Bone Giant has no damage, it throws bone shards at the nearest Hero. Otherwise, the Bone Giant moves to the nearest tile with Heroes and tries to pulverize all Heroes there.		
Massive Size: If the Bone Giant rolls a natural 18+ to Hit, he does +1 damage.		
	ATTACK	DAMAGE
Bone Shards	8	2 (Miss 1)
Pulverize	7	1 + Dazed (Miss 1)

Death Lord (Adventure 8)	Level 5 Undead Villain	
<i>This black armored skeletal creature sits on a throne of bone and commands the undead of the crypts.</i>	AC 16	
	HP 15	
The Death Lord activates at the start of each Villain Phase.		
The Death Lord has all the Rings of Winter the players do not have. He may use each 1 time.		
TACTICS		
If the Death Lord has 7 or less Hit Points left , he summons a random Undead Monster from the discard pile. Place it adjacent to the Death Lord, then he does one of the following...		
If the Death Lord still has a Ring of Winter he has not used , he will activate a random Ring of Winter. (If the Ring would have no effect, skip to the next Tactic instead.)		
If the Death Lord is on a tile with a Hero , he strikes the nearest Hero with his cursed sword.		
If the Death Lord is within 1 tile of the Hero , he fixes that Hero with his dread gaze.		
Otherwise , the Death Lord heals 1 Hit Point (if possible) and does nothing.		
	ATTACK	DAMAGE
Sword	+8	2 (Miss 1) + Hit or Miss, the Hero is -1 AC for the rest of the adventure.
Dread Gaze	+7	1 + Hit or Miss, the Hero gains Disadvantage.

Togreth the Flamebringer, Fire Giant	Level 5 Giant Villain	
<i>When this Fire Giant escapes the seals of his earthen prison under the mountain Odinjorn, it heralds the end of the world.</i>	AC 20 (-2 per Volcanic Vent sealed)	
	HP 5*	
The Fire Giant activates at the start of each Villain Phase.		
TACTICS		
If Togreth is on a tile with multiple Heroes , he attacks each with a sweep of his Flaming Sword.		
If Togreth is within one tile of a Hero , he moves adjacent to the nearest Hero and attempts to immolate him with his Gauntlet of Fire.		
If a Hero is on a Volcanic Vent tile , Gulveg moves to that tile.		
Otherwise , Gulveg moves 1 tile toward the nearest Hero.		
Fireborn: If Togreth is reduced to zero or less Hit Points, remove him from the map. While he is off the map, if a Volcanic Vent is discovered or sealed, put him on the Dark Chasm restored to 5 Hit Points.		
Massive Size: If the Giant rolls a natural 18+ to Hit, he does +1 damage.		
	ATTACK	DAMAGE
Flaming Sword	+10 (-1 per Volcanic Vent sealed)	1 (Miss Disadvantage)
Gauntlet of Fire		2 +1 if on a Volcanic Vent tile (Miss 1)