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MONSTROUS LAIR #37:  
HILL GIANTS' STEADING



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# MONSTROUS LAIR #37: HILL GIANTS' STEADING

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*Monstrous Lair #37: Hill Giants' Steading provides you—the busy, time-crunched GM—with the details to effortlessly bring to life the hill giant steadings in your campaign.*

*Are you a busy GM? Does session prep take too long? Do you never have time to work on the cool little details that can bring your adventures, dungeons and campaign to life? This short, focused compilation gives you, the time-crunched GM, the tools to effortlessly add verisimilitude and detail to your dungeons. Use the material herein either before or during play and bask in your players' adulation.*

## CREDITS

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## USING THIS PRODUCT

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Designed specifically for you, the busy GM, these tables can be used before or during the game to help breathe life into a monster's lair and are compatible with published modules or your own adventures. Adding depth and verisimilitude to your game helps the players' (hopefully willing) suspension of disbelief.

The tables appear in the order you'll likely need them. Roll on the relevant table and use the result to spark your creativity. Re-roll or modify any inappropriate results.

- **Outside the Lair:** Determine features outside the lair, using this table.
- **What's Going On?** The hill giant probably isn't just sitting around waiting for intruders. Use this table, to determine what it is doing when the PCs arrive. Remember, the PCs' actions may render some of the entries moot—particularly if the giants are aware of intruders.
- **Major Features:** Use this table, to determine the lair's major feature(s). This feature is so obvious, the PCs automatically notice it. Only reveal information in brackets if a PC discovers it in some way.
- **Minor Features:** Use this table, to determine the lair's minor feature(s). The feature might be so obvious the PCs automatically spot it; alternatively, the PCs may have to make an easy skill check to notice the feature. Only reveal information in brackets if a PC discovers it in some way.
- **Hill Giant's Appearance:** Use this table, to generate the hill giant's appearance and other characteristics.
- **Treasures & Trash:** Use these tables, to add interesting items to the hill giant's hoard. Assign a value to each treasure appropriate to your campaign. The tables assume you will place magic items, coins and other notable items and do not contain such entries.

The tables herein make two assumptions:

1. You have a map of the area, or will design one "on the fly".
2. You know what lurks in the area and have all their stat blocks.



## HILL GIANTS' STEADING

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The monstrous hill giants lurk in the rough uplands clustering closely in on civilisation and prey upon any entering their realm.

### 1: OUTSIDE THE LAIR

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#### D10

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- 1 Discarded sheep carcasses line the path.
  - 2 Snapped branches and boughs, broken off by the giants' clumsy passage, litter the fringes of the path.
  - 3 Skeletal legs protrude from under a large boulder.
  - 4 The stench of rotting meat, and the cacophony of hundreds of buzzing flies, fills the air.
  - 5 Long-horned cow skulls adorn the steading's solid timber doors.
  - 6 The jagged stumps of shattered trees stand in a line in front of boulder filling a shallow impact crater.
  - 7 Several gigantic fingers rot on the ground next to a massive bone-spiked club.
  - 8 A thrown boulder has collapsed a bank onto the path below causing difficulty in passing.
  - 9 Muddy steps, each some two feet high, are stomped into the side of a low rise.
  - 10 Boulders, placed by the giants as stepping stones, cross over a stagnant bog.
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### 2: WHAT'S GOING ON?

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#### D10

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- 1 A female giant messily butchers a horse carcass.
  - 2 Two scrawny-looking wolf-dogs fight noisily over a bloody scrap of horse hide.
  - 3 A rotund giant wearing a cowhide apron ponders how to fix a broken oversized table.
  - 4 Two giants glare at each other as they sort through barrels of muddy vegetables.
  - 5 A lanky giant precariously balances on a wobbly pile of logs as he repairs the turf on the steading's roof.
  - 6 Three giants hurl spear-like lengths of tree trunk at a corpse embedded in an earthy bank.
  - 7 A young giant throws scraps of food to a group of boars grunting noisily in a makeshift pen.
  - 8 An old giant hollows out a hunting horn.
  - 9 Rats swarm over a barrel of rotting bones and meat.
  - 10 An old female giant carries a bucket to the palisade before throwing its contents into the shallow moat.
- 

### 3: MAJOR LAIR FEATURES

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#### D10

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- 1 Earth and stone fill the gaps between walls made of rough-cut tree trunks and logs.
  - 2 Thick logs from the palisade have collapsed under the weight of the earth behind them.
  - 3 A narrow wooden platform leads up to a rickety watchtower overlooking the walls.
  - 4 A ramshackle door made of logs and rough timber hangs askew on a single gigantic rusty hinge.
  - 5 Turf from the roof has collapsed into the building, forming filthy puddles of rain and mud.
  - 6 A pit filled with discarded bones and other foul substances pierces the earth.
  - 7 Rotting corpses and faeces float on the surface of a crude stake-filled moat.
  - 8 The rotting timbers of a low building stand stark against the sky. When it is breezy, the ruin seems to moan and whistle as the wind blows through its timber walls.
  - 9 A cart, with its wheels tied together, serves as a dining table; it is laden with rancid meat and mugs of beer.
  - 10 Huge heavy logs, used variously as seats or makeshift weapons, litter the steading's rooms.
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### 4: MINOR LAIR FEATURES

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#### D10

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- 1 Heavy stones and sharp logs are stacked haphazardly ready to be thrown at intruders.
  - 2 Rotting bodies of unruly slaves and past victims hang from the walls on thick ropes.
  - 3 Stones and timber are piled atop each other ready to be sent tumbling down onto enemies.
  - 4 An old spinning wheel has been altered to be used by over-sized giant feet.
  - 5 Bones and skulls threaded onto sinew make a noisy rattling curtain across a door.
  - 6 Skulls, filled with beer, stand on a table.
  - 7 A sturdy wooden cage contains a child's skeleton.
  - 8 Rancid furs, hides and rags, used as makeshift carpets, cover the floors and soak up the rainwater and mud.
  - 9 Spare heavy timber for the log walls lies in a corner.
  - 10 Bone wind chimes decorate the palisade.
-

## 5: HILL GIANT'S APPEARANCE

### D10

- 1 The belly of this podgy and stinking giant hangs below his rough hide armour.
- 2 This ancient yet powerful-looking female giant has lank, greasy hair and wears rotting furs.
- 3 Bald apart from grey tufts over his ears this giant constantly pulls nervously at his tangled beard.
- 4 Larger and more powerful than his kin, this giant is cursed with impressively moronic intelligence.
- 5 This giant wears a grisly necklace of rotting heads that drip rotting gore down its chest.
- 6 Leaning heavily on a twisted walking stick this giant's bone fetishes and bracelets rattle as he limps about.
- 7 Wearing thick furs and mismatched armour this one-eyed giant stands guard with a huge spear.
- 8 Shredded rags and furs leave little to the imagination about these rotund giant twin sisters who wield huge spiked clubs in battle.
- 9 A plough-blade tied to a tree trunk and a shield made from a stout door comprise this huge giant's armament.
- 10 In comical imitation of a nobleman's finery, hundreds of rabbit furs comprise this lanky giant's thick, moulding cloak. He also wears a crudely-forged iron chain around his neck that jangles as he moves.



## 6: TREASURES

### D10

- 1 A magical staff hidden under layers of rags and sinew used as a walking stick by an elderly giant.
- 2 The giants use this heavy dwarven axe lying amongst logs to chop wood.
- 3 Its lower portion daubed with faeces this large silver-edged mirror gives anyone looking into it the appearance of having a filthy beard.
- 4 This filthy, rotting wedding dress embroidered with hundreds of tiny pearl is used as a dishrag.
- 5 Hanging over the door to the pig-pen this elven cloak serves as a makeshift door.
- 6 A particularly sharp short sword is embedded into a haunch of over-cooked boar, like a carving knife.
- 7 An exquisite set of pans and cook's knives are barely distinguishable after years of mistreatment.
- 8 A giant wields these twin longswords with dragon-shaped hilts two-handed as short swords.
- 9 This magically shrinking boar hide belt decorated with long tusks bestows a giant's strength on its wearer.
- 10 A long, hollow tusklike tooth taken from a woolly mammoth serves as the giant chieftain's drinking horn.

## 7: TRASH

### D10

- 1 A rusted breastplate is hung by the gate as an alarm bell.
- 2 An upturned wooden shield serves as a bowl for stew.
- 3 A ruined suit of leather armour thrown in the corner is home to a family of large rats.
- 4 A once fine club of cow horn is now nothing but a chew toy for the giant's pets.
- 5 A leather boot hangs from a wall; a skeletal bird's remains are tucked away inside.
- 6 Several chipped and defaced wooden holy symbols act as tokens for one of the giant's games.
- 7 Upturned knights' helmets serve as plant pots for various weeds and herbs.
- 8 Lice-ridden sheepskins, and other furs, rot under a rough wooden table.
- 9 A large set of huge teeth from giants and wolves are lined up across a table in strange groups.
- 10 A collection of twisted and mangled rapiers serve as skewers for the giants' fire.

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