



FAMILIAR / A BEGINNER ADVENTURE

The Giants' Supper Bell

Start Here

A standalone adventure for 3-5 level-1 characters and a beginning Dungeon Master (DM). Allow 60-90 minutes. A mountain hunt leads to a hostile hill giant village. Recover an overlooked magic bell from its dragon salvage, then escape by wit or stealth.

Use D&D 5e SRD 5.1 character rules. Custom hunting, alert, capture and bell rules are labelled homebrew. Bring character sheets, dice and pencils. Read pages 3 and 6-16; show the map on pages 4-5.

Tamsin, the party's armored human ranger guide, watches camp. She lends 50 feet of rope, a ten-foot pole and her field note. Agree on offscreen hunting or humane capture before play. Giants are dangerous bullies, not suitable opponents for a level-1 fight. Warn players when an action exposes them to capture or a giant's weapon; characters can be hurt or killed under normal rules.

Describe the situation, ask what the characters do, then explain the result. Roll only when uncertainty matters. A check is a twenty-sided die (d20) plus the named bonus; meet or beat its difficulty class (DC).

A round is six seconds; initiative sets turn order (page 16). Table-time budget: introductions 10 minutes, hunt 15, scouting 15, salvage 20, escape 15, ending 5. Clever early victories can shorten play.

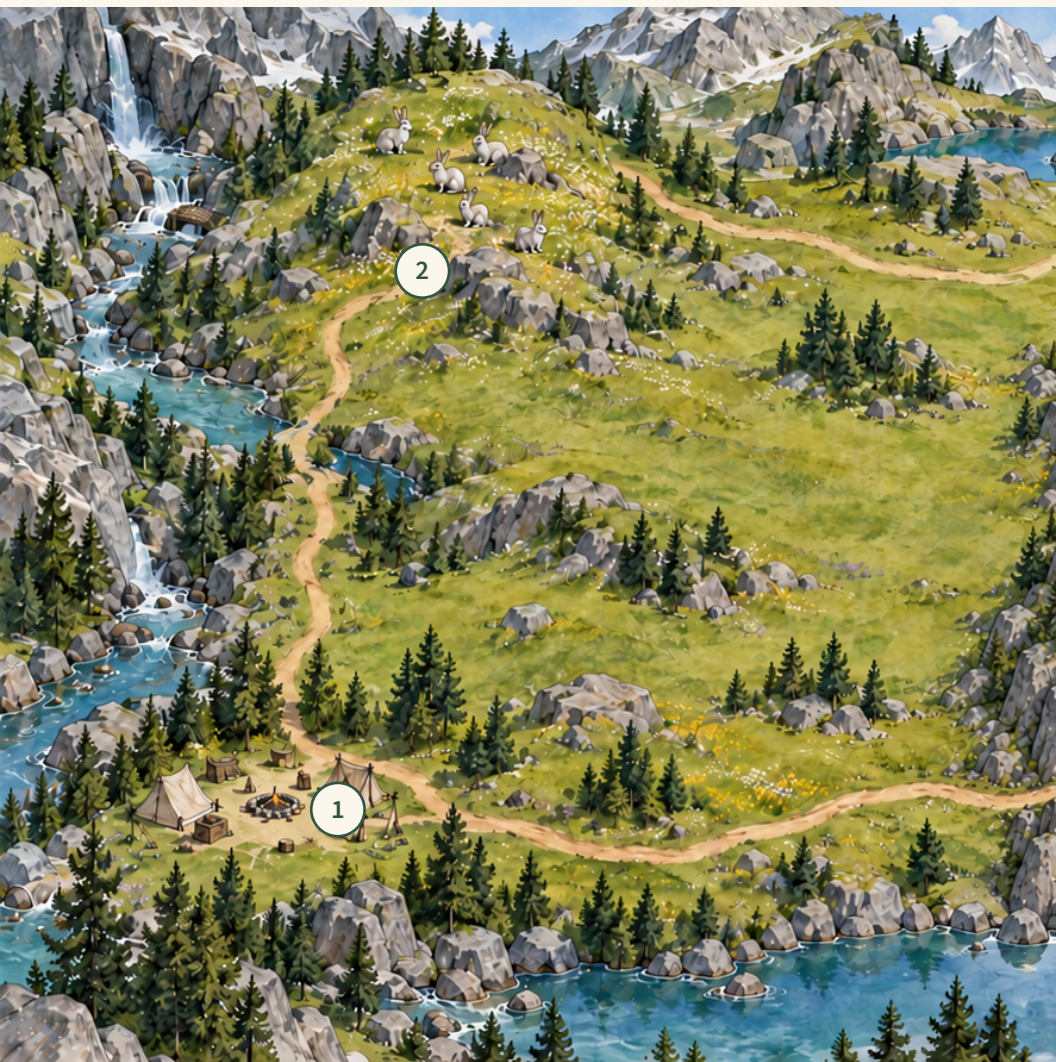
DM Introduction

Three adult hill giants occupy Boulderpot: Brogg the cook, Murna the hoarder and Pell the garden guard. They bully strangers, seize supplies and imprison trespassers. They also believe ridiculous explanations when those explanations promise food or flatter their strength. Boulderpot is a heist site.

Their grandparents stripped Thundersleep's cave long after the ancient dragon died. The forgotten hoard became household junk. An eight-inch copper ram bell became Brogg's dinner gong. None of the giants knows its spoken activation or that it quiets mountain winds. Tamsin Reed, the party's human ranger guide, knows a story about the missing wind bell; a growing gale threatens tonight's return trail.

The hunt reveals giant tracks. From cover, the party can scout Boulderpot and notice the little bell. Sneaking, distracting the guards, or posing as dragon-hoard inspectors grants access to Murna's salvage barn. A packing slate identifies the bell and activation words; a matching cave inscription supplies an independent clue. Taking the gong can trigger pursuit, but a narrow cleft on the lower trail excludes giants.

Alert rises after conspicuous failures; discoveries remain available. Captured heroes can escape a turnip pen or be rescued. Actual attacks provoke lethal giant weapons. The party can steal the bell, obtain it by deception, or retreat. Without intervention, Tamsin shelters the hunters until the gale passes tomorrow. No dragon returns; the adventure needs no sequel.



Adventure Map

- 1: Hunters' camp. Paths reach 2 and 4; Tamsin waits here.
- 2: Hare meadow. Upper trail reaches 3.
- 3: Dinner tree. Giant huts and turnip pen; path descends to 4.
- 4: Salvage barn. Paths reach 3, 5 and 1 through 6.



Map Key

5: Empty dragon cave. Return through 4.

6: Needle Cleft. Narrow escape passage on the 4-1 trail; giants cannot fit.

North is up; this is a route diagram, not a scale map. Camp to meadow or barn takes ten fictional minutes; village pursuit uses page 11's distances. No secret is marked.

Scene 1: The Hunt Goes Uphill

Hunting

Homebrew: one hunting check per party; no ammunition cost. Preparing a snare grants advantage: roll two d20s, keep the higher. A hare supplies one camp supper, not treasure. Hunting is optional after the first discovery.

From cover

Seeing roofs, bell and giant weapons needs no roll. Giants cannot see hunters fully concealed behind rocks. The party can return to camp along either trail.

Read-Aloud

A blue-gray hare chews a turnip among the mountain flowers. Beside its little tracks, footprints broad as bathtubs climb toward three smoking roofs. A gust bends the grass flat. Somewhere uphill, a bell clangs, followed by a roar: "WHO TOOK MY SPOON?"

DM Guidance: Start at meadow key 2. Tamsin's note offers 15 gold pieces to the whole party for a wind-safe return tonight. Her drawing describes a copper bell, ram handle and three waves.

Choices: Hunt or capture one hare with DC 10 Wisdom (Survival), handled offscreen as agreed. Failure sends it uphill. Follow hare or giant tracks without rolling. Scouting from rocks reveals three armed giants and the little bell at key 3; no roll. The lower trail reaches the barn without crossing the square.

If Things Go Wrong: Tracks still lead onward. A giant smashes a boulder with one blow. Warn players before they approach openly.

Next: Scout key 3 in Scene 2, or slip toward key 4 in Scene 3.

Scene 2: Supper at Boulderpot

Arrival: Use this opener at Alert zero before visiting barn or cave. Otherwise describe the giants' actual positions.

Read-Aloud

A giant with a knotted club guards a pot beside the dinner tree. Another stacks stolen shields outside a barn. A third shakes a turnip basket. "Find the little thieves," he snarls. "I want their packs!"

DM Guidance: Brogg guards the gong, Murna sorts salvage at key 4, Pell watches the garden. From cover, reveal their positions and Needle Cleft. Explain Alert (page 11) before risky entry.

Choices: Distract Brogg with thrown food or convincing beast noises: DC 10 Charisma (Deception). Claim to be inspectors collecting "dragon tax": same DC. Success distracts him for three rounds or grants barn access respectively. Sneak between cover: group DC 12 Dexterity (Stealth). A failed plan raises Alert by one; try another approach or the barn's rear opening.

If Things Go Wrong: If spotted openly, Brogg demands the party's food. Surrendering one ration per hero distracts him for three rounds; refusing raises Alert by one. Refusal begins capture initiative with Brogg; other giants join at Alert three.

Next: Reach key 4 for the slate, or collect the recognized bell using page 9.

Group stealth

Each hero rolls; at least half must meet DC 12. Hiding needs cover; use normal spell rules.

Illusions

A convincing minor illusion distracts for three rounds. If visible evidence contradicts it, the giant spends an action on Intelligence (Investigation) against the caster's spell-save DC; success ends the distraction.

Real strength

Hill giant: AC 13, HP 105, speed 40 feet; club +8, reach ten feet, 3d8+5 damage, two swings. Weapon triggers, full statistics and capture: page 12.

Scene 3: A Dragon's Old Junk

Wind bell

Homebrew: hold its ram handle, say "Rest, ridge," ring once as an action. For one hour, weather winds within 200 feet of the bell become gentle; the area moves with it. Once per dawn, no attunement; five pounds. Spell-created wind is unaffected. Full limits: page 13.

Arrival: At cave key 5, use page 13's opener instead.



The copper ram bell among dragon salvage; identification reference

Read-Aloud

Silver forks hang like fence rails. A dented crown holds onions. A slate beneath a shield shows a ram, three waves and "REST, RIDGE."

DM Guidance: Give the slate card (page 14). The bell stays at the tree; this plate identifies it.

Choices: Match the drawing without rolling. An accepted inspector bluff skips Murna's entry check. Otherwise, group DC 12 Dexterity (Stealth; page 7), or DC 10 Charisma (Deception), claiming the crown needs inspecting outside.

If Things Go Wrong: Failure adds one Alert; the rear gap stays open. From cover, take a rubbing or leave. Capture: pages 11-12.

Next: Cave key 5 duplicates the drawing and words automatically. Collect the gong at key 3; escape through key 6.

Finale

Arrival: Adjust Brogg's presence and club position to current Alert and distractions.

Read-Aloud

The little bell hangs under a crooked beam. Brogg's club lies beside his boot. Beyond the barn, the lower trail disappears into a slit between two granite walls. A copper note could carry a long way across this square.

DM Guidance: The bell hangs eight feet up on ordinary rope. Brogg is ten feet away unless distracted. Warn that ringing ends his distraction. Use current positions and Alert; distances: page 11.

Choices: A rope-hooked pole or assisted climb retrieves it as one action without a roll while Brogg is distracted. Alone: DC 10 Strength (Athletics); failure deals 1 bludgeoning damage and adds one Alert. Claim the gong spoils soup: DC 10 Charisma (Deception); success makes him surrender it, failure adds one Alert. Respect spell range and weight limits.

If Things Go Wrong: Spotted with the bell: Alert three. Brogg raises a rock: "DROP MY GONG!" Roll initiative; he uses weapons if the bell is openly carried away. Drop it, use cover or a fresh distraction; rescue captives as needed.

Next: Ring beyond giant hearing to quiet the trail, or retreat without the bell. Endings: page 10.

Sound and escape

Ringing is audible within 100 feet. An ordinary tap spends no magic. Activation needs the words and a hand on the handle. A pole retrieves the bell but cannot activate it; this is a five-pound object.

Getting away

Needle Cleft is three feet wide; heroes squeeze through at half speed, giants cannot. Arriving there ends pursuit once every hero is through. The wind bell calms weather, not enemies.

Endings and Rewards

The bell escapes

Recovering the bell and calming the return trail tonight earns 15 gold pieces from Tamsin's purse for the entire party, not each hero. She asks the party to carry the bell on future mountain journeys; it is also their magic-item reward. Brogg considers his gong stolen even if fooled into handing it over. His grievance does not force another session.

The trip from the dinner tree through barn and cleft to camp takes twenty fictional minutes, within the bell's hour of moving calm. A hunting success also gives one camp supper. Return Tamsin's pole and rope. Other hoard objects remain in Boulderpot; no extra coins are awarded.

Escape without treasure

If the party escapes or retreats without the bell, they can shelter at camp. Tamsin keeps the 15 gold pieces for tomorrow's trail supplies. The gale delays the journey until morning; the giants retain the gong. Rescuing a captured friend is a meaningful accomplishment even without payment.

Capture and losses

Captured heroes remain in the turnip pen with their gear piled outside. Resolve escape or rescue using page 11; do not declare an automatic safe ending. Injury and death use the agreed character rules. If the group abandons the rescue, record who remains captive. An apology earns neither friendship nor a loan.

Read-Aloud, successful return: The copper note rolls between the peaks. Your campfire burns straight. Far uphill, a giant bellows, "WHERE'S MY GONG?" Tamsin raises an eyebrow and pours another cup of tea.

For a treasureless return, replace the first two sentences with: "Wind shakes the camp's canvas. Tamsin weighs down the flap with a stone."

Running the Adventure

Alert and tricks

Start Alert at zero. Raise it by one for each failed entry, deception or noisy retrieval check; cap at three. At one, Pell searches the garden; at two, Murna searches the barn and Brogg blocks the square's upper exit; at three, all giants pursue visible intruders. Rear barn gap and lower trail remain open. Warn players as behavior changes.

A fresh successful distraction lowers Alert by one and occupies its target for three rounds; a successful inspector bluff only grants its stated access. Each exact trick works once per giant. Believable staged evidence needs no roll. Giants test a claim only by looking, counting badly or asking who brings food. They cannot be persuaded to ignore visible attacks.

Retrieval and pursuit

Village distances: bell to barn 40 feet; barn rear to cleft 40 feet; cleft ten feet long, three feet wide, five feet high. The barn is 40 feet square with a 15-foot front opening and three-foot rear gap. Shelves and stacked shields provide total cover; play without a grid.

At pursuit, roll initiative normally. Giants move then use a net or Dash toward the nearest visible intruder; Brogg uses weapons against anyone openly escaping with his gong. Behind cover, a hero may Hide against passive Perception 12. Giants stop at the cleft; they cannot throw through its bend. Down the trail, activate the bell more than 100 feet from them.

Captured

Nets: page 12. Pell locks captives in a ten-foot-square pen. A loose rear bar takes DC 10 Strength as an action; failure makes noise but allows another try. An ally outside can pull the bar free with rope without a roll. Gear is outside the front gate, reachable through its bars. After all visible intruders are penned, giants resume chores after one minute; Alert falls to one. Reveal the loose bar and gear; preserve damage and spent resources.

Creature Reference

Hill giants

Brogg, Murna and Pell each use D&D 5e SRD 5.1 hill giant statistics. Huge; AC 13; HP 105; speed 40 feet. STR 21 (+5), DEX 8 (-1), CON 19 (+4), INT 5 (-3), WIS 9 (-1), CHA 6 (-2). Perception +2; passive 12; other checks/saves use ability bonuses. These giants speak Giant and broken Common.

Action: two club attacks, each +8 to hit, reach ten feet, 3d8+5 bludgeoning; or one rock, +8, range 60/240 feet, 3d10+5 bludgeoning. Long range has disadvantage. Each turn also permits movement. Injured giants use weapons; Brogg also attacks anyone openly escaping with the bell. Otherwise they capture for robbery. Only weapon-using giants take club opportunity attacks. They never surrender merely because a hero threatens them. They stop pursuing at the cleft, not from kindness.

Giant capture net

Homebrew action replaces Multiattack: +5 to hit one Medium or smaller creature within ten feet; no damage. Hit: restrained, speed zero, attacks against it have advantage, its attacks and Dexterity saves have disadvantage. Escape: action, DC 12 Strength check; or cut the net, AC 10, HP 5, immune to bludgeoning. A hit by a slashing weapon deals its usual damage. A giant beside a netted captive uses an action to carry them to the pen at half speed. A net holds one hero; each giant has one reusable net. Capture leads to the pen, not an ending.

Ridge hare

Homebrew Tiny beast: AC 13, HP 1, speed 40 feet; STR 2 (-4), DEX 16 (+3), CON 10 (+0), INT 2 (-4), WIS 12 (+1), CHA 5 (-3). No attacks, skills, special saves or languages; passive 11. It moves and Dashes another 40 feet, fleeing danger. Hunt without combat using page 6.

People and Places

Brogg wants meat and obedience. "Little legs. Big packs. Leave 'em." Food distracts him; threats anger him. Murna hoards dragon scrap and fears wasting anything. "This spoon might be a sword. Don't touch." Flattery or fake treasure expertise occupies her. Pell blames every missing turnip on outsiders. "Six turnips! Or seven! Or six!" He follows counterfeit tracks but ignores promises without evidence.

All three know their grandparents took the junk from a dead dragon's cave. None knows the bell is magical. They do not offer hospitality or forgive a theft because it helped someone else.

Copper ram bell

Eight inches tall, five pounds; copper with green patina, curled ram handle and three blue wave bands. Its action and moving 200-foot calm are on page 8. One magical use recharges at dawn. The hour ends early if its activator chooses as an action. Ordinary taps without the spoken words consume no charge or extend the duration.

Its calm affects natural winds and Thundersleep's residual gale, not spell-created wind. It cannot heal, stop an existing fall, melt snow, silence its own ringing or change other weather. No attunement, concentration or other resource cost. Ringing is audible within 100 feet. The giants use it as a gong, not a magic weapon.

Useful magic: mage hand can untie the knot or carry the five-pound bell within 30 feet; it cannot activate magic items. Minor illusion supplies beast noises; its distraction and inspection rules are in page 7's margin. A giant who sees or hears casting notices the caster; use cover and distance. Follow each spell's printed action and component rules.

Cave arrival, read aloud: Wind whistles through a bare cave. A bell outline surrounds two worn words: "REST, RIDGE."

The drawing and words are automatic clues. No second hoard, trap, returning dragon or hidden opponent awaits.

Player Handout

DM reveal: give the first card before the hunt. Give the second after either the barn slate or cave inscription is examined; the whole page may then be shared. Before that discovery, copy or read only the first card. Neither card promises friendly giants.

Tamsin's field note

Ridge hares nibble turnips above camp. Keep to walking paths. If you see giants, watch from cover before approaching; you cannot trade blows with one.

The old wind bell is copper, with a ram handle and three waves. It once stood in Thundersleep's cave. Find it and quiet the trail tonight, and I'll pay your whole group 15 gold pieces. If the task proves too dangerous, return to camp. Shelter costs nothing.

The packing slate

A scratched drawing shows a little copper bell with a ram handle and three waves.

"Hold the ram. Say REST, RIDGE. Ring once. A gentle breeze follows the bell for one hour. Its magic wakes again at dawn."

A newer scrawl reads: "Grandma's cave haul. Bell goes to dinner tree. Crown goes under onions."

Character Sheet

Profile

Tamsin Reed, adult human ranger guide; friendly NPC, homebrew statistics. She watches camp at key 1. AC 14 (studded leather); HP 11; speed 30 feet.

Abilities

Ability	Score	Bonus
STR	12	+1
DEX	14	+2
CON	12	+1
INT	11	+0
WIS	15	+2
CHA	10	+0

Skills: Survival +4, Perception +4; passive Perception 14. Other checks and saves use ability bonuses.

Actions

Move and take one action. Shortbow: d20+4 to hit, range 80/320 feet; 1d6+2 piercing. Shortsword: d20+4 to hit, reach five feet; 1d6+2 piercing. Help grants advantage on a suitable nearby task. A healer's-kit use as an action stabilizes an adjacent unconscious hero at zero HP; it does not restore HP.

Equipment

Studded leather, green cloak, russet hood, shortbow, 20 arrows, shortsword, dagger, staff, field note, healer's kit (ten uses), 15-gold purse. Lends 50-foot rope and ten-foot pole. No spells or magical gear.

Roleplaying

"Watch first. Be clever second." Wants the party safely home. Knows hare tracks and bell folklore, not the giant village or activation words. She provides shelter and ordinary first aid, but cannot defeat three giants for the party.



Quick Reference

Checks and turns

A check attempts a task; a saving throw resists danger. Roll d20 plus the sheet's bonus; meet or beat DC. Advantage rolls twice, keeping the higher; disadvantage keeps the lower. They cancel together. Describe a useful plan before rolling; safe, convincing staged tricks may need no roll.

Initiative: d20 plus Dexterity bonus, highest first; tied players choose order. Each turn permits movement up to speed, one action and any listed bonus action; reactions use character rules. Dash adds another speed's movement. Disengage prevents opportunity attacks that turn. An attack meets or beats armor class (AC); subtract rolled damage from hit points (HP). Natural 20 hits and doubles damage dice; natural 1 misses. Opportunity attack: leaving a weapon-using giant's reach costs it one reaction for one club swing; Disengage prevents it. Giants prefer nets, but use weapons when hurt or when Brogg sees his gong escaping.

Injury and recovery

Use normal SRD 5.1 injury rules. At zero HP, fall unconscious; excess damage equal to maximum HP causes instant death. Otherwise, each turn roll a death save: 10+ succeeds, three successes stabilize, three failures kill; natural 1 counts two failures, natural 20 restores 1 HP. Damage at zero gives a failure, critical damage two. Stabilizing uses an action and DC 10 Wisdom (Medicine), or Tamsin's kit without a roll. Healing restores consciousness. Stable heroes recover 1 HP after 1d4 hours.

A one-hour short rest allows spending Hit Dice for healing; an eight-hour long rest restores HP and half total Hit Dice, minimum one, under normal rest conditions. Warn about exposed approaches before attacks are rolled.

Difficulty

Easier: Alert starts at zero and the rear bar is already loose. More involved: start at one and Brogg demands visible proof of an inspector's tools before the bluff. Keep the same giant statistics, clues, cleft and rewards. No forced fight is added.