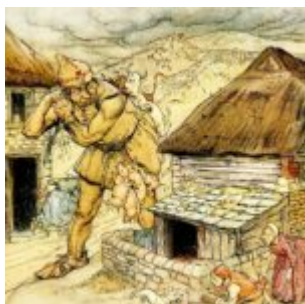


Hill Giant

March 8, 2023



Huge giant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Saving Throws

Skills Perception +2

Damage Resistances

Damage Immunities

Condition Immunities

Senses passive Perception 12

Languages Giant

Challenge 5 (1800 XP)

Actions

Multiattack. The giant makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +8 to hit, reach 10 ft., one

target. Hit: 18 (3d8 + 5) bludgeoning damage.

Rock. Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.