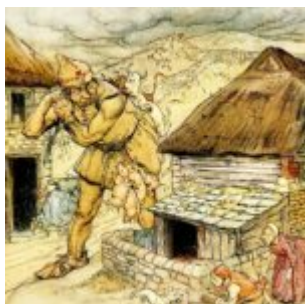


# Hill Giant

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.