0gre

March 8, 2023



Large giant, chaotic evil

Armor Class 11 (hide armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	СНА
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Saving Throws Skills Damage Resistances Damage Immunities Condition Immunities Senses darkvision 60 ft., passive Perception 8 Languages Common, Giant Challenge 2 (450 XP)

Actions

Greatclub. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 11 (2d6 + 4) piercing damage.