

# Cyclops

*Huge, Giant, Chaotic Neutral*

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**ARMOR CLASS**

14

**HIT POINTS**

138 (12d12 + 60)

**CHALLENGE**

6 | 2,300 XP

**PROFICIENCY**

+3

**Speed** Walk 30 ft.

**Initiative** -1

**Saving Throws** N/A

**Skills** N/A

**Senses** Passive Perception 8

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**Languages** Giant

**STR**

22  
+6

**DEX**

11  
+0

**CON**

20  
+5

**INT**

8  
-1

**WIS**

6  
-2

**CHA**

10  
+0

## Traits

**Poor Depth Perception.** The cyclops has Disadvantage on attack rolls against targets more than 30 feet away.

## Actions

**Greatclub.** Melee Attack Roll: +9, reach 10 ft. Hit: 19 (3d8 + 6) Bludgeoning damage.

**Rock.** Ranged Attack Roll: +9, range 30/120 ft. Hit: 28 (4d10 + 6) Bludgeoning damage.

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