

# Hill Giant

*Huge, Giant, Chaotic Evil*

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**ARMOR CLASS**

13

**HIT POINTS**

105 (10d12 + 40)

**CHALLENGE**

5 | 1,800 XP

**PROFICIENCY**

+3

**Speed** Walk 40 ft.

**Initiative** -1

**Saving Throws** N/A

**Skills** Perception +2

**Senses** Passive Perception 12

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**Languages** Giant

**STR**

21  
+5

**DEX**

8  
-1

**CON**

19  
+4

**INT**

5  
-3

**WIS**

9  
-1

**CHA**

6  
-2

## Actions

**Multiattack.** The giant makes two Greatclub attacks.

**Greatclub.** Melee Attack Roll: +8, reach 10 ft. Hit: 18 (3d8 + 5) Bludgeoning damage.

**Rock.** Ranged Attack Roll: +8, range 60/240 ft. Hit: 21 (3d10 + 5) Bludgeoning damage.

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