

Cyclops

written by A J | January 21, 2020

Rare | Large | Neutral good | Humanoid

Cyclops are a primordial race of giants, each with a single eye in the middle of his forehead.

Armor Class	Hit Points	Move
18	⁵² (13 Hit Dice)	walk 150 ft
Appearing	1d2	
Habitat	Any	
Negotiation	yes	
Morale DC	5	
Challenge	5.6 (1,680 XP per monster)	

Ability Scores

STR	DEX	CON	INT	WIS	CHA
6	0	4	-1	-2	0

Combat

Has 1 attack. Hit Bonus +9. Damage Club. 2d10 +6 damage

Special Attacks

In addition to their single club attack, cyclopes may attack by hurling large boulders up to a distance of 60 ft. for 4d10 damage

Treasure

Individual: 1d6 x10gp, 1d4 gems, one potion

Lair: 1d10x1,000 cp (5%), 1d12x1,000 sp (25%), 1d8x1,000 gp (25%), 1d12 gems (15%), 1d8 jewelry (10%), 3 magic items (25%), 2d8 potions and 1 scroll (40%)