

# 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.

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

## Ability Scores

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
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

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## 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%)