

Giant, Hill

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Rare | Huge | Chaotic evil | Humanoid

This hunched giant exudes power and a crude, stupid anger, its filthy fur clothing bespeaking a brutish and backwoods lifestyle.

Armor Class	Hit Points	Move
12	40 (10 Hit Dice)	walk 120 ft
Damage Resistance 8		
Appearing	1d10	
Habitat	Hills, Mountains	
Negotiation	yes	
Morale DC	6	
Challenge	13.5 (4,050 XP per monster)	

Ability Scores

STR DEX CON INT WIS CHA

5 -1 3 -3 -1 -2

Combat

Has 2 attacks. Hit Bonus +5. Damage Club. 2d8 +5 damage damage

Special Attacks

Rocks. The hill giant can throw rocks up to 50lbs at 100 ft for 3d8 damage

Treasure

Individual: 1d10 gp

Lair: 2d10×100 gp, 1d10 gems (30%), 1d6 jewelry (25%), 3 magic items (15%)