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

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Treasure

Individual: 1d10 gp

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