Giant, Stone

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Rare | Huge | Chaotic neutral | Humanoid

This giant has chiseled, muscular features and a flat, forward-sloping head,

looking almost as if it were carved of stone.

Armor Class	Hit Points	Move
17	56 *(14 Hit Dice)*	walk 120 ft

Damage Resistance	12
Appearing	1d10
Habitat	Mountains
Negotiation	yes
Morale DC	4
Challenge	10 (3,000 XP per monster)

Ability Scores

STR	DEX	CON	INT	WIS	CHA
6	2	5	0	1	-1

Combat

Has 2 attacks. Hit Bonus +6. Damage Greatclub +16/+11 (2d8+12) or 2 slams +16 (1d8+8) damage damage

Special Attacks

Rock. The stone giant can throw 60lbs rocks up to 100ft 3d8+12

Special Defense

Catch. A stone giant gains a +4 bonus on its Dexterity check when attempting to catch a thrown rock with rock catching

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Treasure

Individual: None

Lair: 1d6 gp, 2d12 sp, 1d8 cp, 1d8 gems, 1d8 jewelry, 1d2 magic items and 2 potions