

Huge Giant, Chaotic Evil

Armor Class	Hit Points	Speed	Challenge	PB	
13 (natural armor)	105 (10d12 + 40)	40 ft.	5 (1,800 XP)	+3	
STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2

Senses passive Perception 12

Languages Giant

ACTIONS

Multiattack. The giant makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Rock. Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

VARIANT: NEW GIANT OPTIONS

SKT P246

Some adult hill giants like to hurl themselves bodily at smaller foes and crush them beneath their bulk. This ability is represented by the following action option.

Squash. Melee Weapon Attack: +8 to hit, reach 5 ft., one Medium or Smaller creature. *Hit:* 26 (6d6 + 5) bludgeoning damage, the giant lands prone in the target's space, and the target is grappled (escape DC 15). Until this grapple ends, the target is prone. The grapple ends early if the giant stands up.

Source: *SKT*, page 246