

Huge Giant (Hill Giant), Typically Chaotic Evil

Armor Class	Hit Points	Speed	Challenge	PB	
14 (natural armor)	105 (10d12 + 40)	50 ft.	6 (2,300 XP)	+3	
STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	5 (-3)	7 (-2)	5 (-3)

Skills Perception +1

Condition Imm. frightened

Senses passive Perception 11

Languages Giant

Mouth of Chaos. The giant is immune to the confusion spell.

On each of its turns, the giant uses all its movement to move toward the nearest creature or whatever else it might perceive as food. Roll a d10 at the start of each of the giant's turns to determine its action for that turn:

1–3: The giant makes three Fist attacks against one random creature within reach. If no creatures are within reach, the giant flies into a rage and gains advantage on all attack rolls until the end of its next turn.

4–5: The giant makes one Fist attack against each creature within reach. If no creatures are within reach, the giant makes one Fist attack against itself.

6–7: The giant makes one Bite attack against one random creature within reach. If no other creatures are within reach, its eyes glaze over and it is stunned until the start of its next turn.

8–10: The giant makes one Bite attack and two Fist attacks against one random creature within reach. If no creatures are within reach, the giant flies into a rage and gains advantage on all attack rolls until the end of its next turn.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 15 (3d6 + 5) piercing damage, and the giant magically regains hit points equal to the damage dealt.

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