

Large Giant, Chaotic Evil

Armor Class	Hit Points	Speed	Challenge	PB	
11 (hide armor)	59 (7d10 + 21)	40 ft.	2 (450 XP)	+2	
STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

ACTIONS

Greatclub. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.