





LARGE (10'x10')

LEVELS 11 THRU 20

# HILL GIANT

STR <b>21</b> +5	DEX <b>7</b> -2	CON <b>17</b> +3	INT <b>7</b> -2	WIS <b>8</b> -1	CHA <b>4</b> -3
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Additional information:

The Hill Giant can move up to a maximum 50' per turn.

**AWAKEN  
YOUR GENIUS**

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**Big Slap!:** Melee weapon attack, 10' range. Failed ST results in full damage and knocked prone.

**Giant Club:** Melee weapon attack, 10' range

**Throw Rock:** Ranged weapon attack, 10' to 60' range

*The Hill Giant is part of the RPG adventure [The Tailor's Task from GlendorsRPGAdventures.com](http://GlendorsRPGAdventures.com)*

Level	11	12	13	14	15	16	17	18	19	20
Armor Class	15	15	15	15	16	16	16	16	17	17
Hit Points	179	235	203	167	216	306	312	199	351	324
XP Value	7000	8200	9900	11700	13600	15600	17750	20000	22400	25000
Proficiency Bonus	+4	+4	+5	+5	+5	+5	+6	+6	+6	+6

Giant Club 22 (2d12+9) 20 (4d6+6) 28 (4d8+10) 36 (4d10+14) 34 (5d8+11) 25 (5d6+8) 28 (4d8+10) 48 (7d8+16) 33 (3d12+14) 42 (6d8+15)

Big Slap! 11 (1d12+5) 10 (2d6+3) 14 (2d8+5) 18 (6d4+3) 17 (2d10+6) 13 (2d8+4) 14 (2d8+5) 24 (8d4+4) 16 (3D6+6) 21 (3d8+8)

Throw Rock 6 (1d8+1) 5 (1d6+2) 7 (1d8+3) 9 (1d10+4) 8 (1d10+2) 6 (1d8+1) 7 (1d8+3) 12 (4d4+2) 8 (1d10+2) 10 (2d6+3)

Other \_\_\_\_\_

Other \_\_\_\_\_