

DRACOMERE HILL GIANT

Huge Giant, Chaotic Evil

Armor Class 13 (natural armor)

Hit Points 178 (17d12+85)

Speed 40 ft.

STR 23 (+6)

DEX 8 (-1)

CON 21 (+5)

INT 8 (-1)

WIS 10 (+0)

CHA 7 (-2)

Saving Throws Str +9, Con +8

Skills Perception +3, Athletics +9

Senses passive Perception 14

Languages Giant

Challenge 8 (3,900 XP)

Brutal Critical. The Hill Giant rolls one additional weapon damage die when determining extra damage for a critical hit with a melee attack.

Reckless. At the start of its turn, the Hill Giant can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The Hill Giant makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 19 (3d8+6) bludgeoning damage.

Rock. Ranged Weapon Attack: +10 to hit, range 60/240 ft., one target. Hit: 28 (4d10+6) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Sweeping Strike (Recharge 5-6). The Hill Giant swings its greatclub in a wide arc. Each creature within 10 feet must succeed on a DC 18 Dexterity saving throw or take 19 (3d8+6) bludgeoning damage and be knocked prone. On a success, the creature takes half damage and isn't knocked prone.

REACTIONS

Catch Rock. If a rock or similar object is hurled at the Hill Giant, it can catch it with a successful DC 10 Dexterity saving throw. If it catches the rock, it takes no bludgeoning damage and can throw the rock back as part of this reaction.

Lore

The hill giants of Dracomere are what's left of the giant civilizations that the Empire of Venn spent three hundred years destroying. They are not remnants of something impressive. Whatever social organization the giant peoples once had is gone -- eliminated, collapsed, or simply forgotten across the intervening millennia. What remains are individuals and small family groups that are territorial, hungry, and have accumulated a cultural memory of being hurt by organized mortal force that manifests as preemptive aggression.

A Dracomere Hill Giant is a hungry creature that has learned that the things it finds in the hills sometimes fight back. It has not stopped being hungry. It has started being somewhat more careful about which things it tests. The distinction between 'somewhat more careful' and 'actually careful' is important to establish before making assumptions.

Habitat

Drakespire Mountains, eastern hill territories