Frost Giant

Name

Size	Type	Alignment
Huge	Giant	Neutral Evil

AC: 15 (patchwork armor)

HP: 138 (12d12+60)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
23	9	21	9	10	12
+6	-1	+5	-1	+0	+1

Senses:

Passive Perception	Challenge	XP
13	8	3,900

Languages: Giant

Traits

Saving Throws, Con +8, Wis +3, Cha +4
Skills Athletics +9, Perception +3
Damage Immunities cold

Features

Actions
Multiattack. The giant makes two greataxe attacks.
Greataxe. *Melee Weapon Attack:* +9 to hit, reach 10ft., one target. *Hit:* 25 (3d1 2 + 6) slashing damage.
Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage .

Hill Giant

Name

Size	Type	Alignment
Huge	Giant	Chaotic Evil

AC: 13 (natural armor)

HP: 105 (10d12+40)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
21	8	19	5	9	6
+5	-1	+4	-3	-1	-2

Senses:

Passive Perception	Challenge	XP
12	5	1,800

Languages: Giant

Traits

Skills Perception +2

Features

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.

Stone Giant

Name

Size	Type	Alignment
Huge	Giant	Neutral

AC: 17 (natural armor)

HP: 126 (11d12+55)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
23	15	20	10	12	9
+6	+2	+5	+0	+1	-1

Senses: Darkvision 60 ft.

Passive Perception	Challenge	XP
14	7	2,900

Languages: Giant

Traits

Saving Throws, Dex +5, Con +8, Wis +4
Skills Athletics +12, Perception +4

Features

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions
Multiattack. The giant makes two greatclub attacks.
Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.
Rock. *Ranged Weapon Attack:* +9 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 17 Strength saving throw or be knocked prone.

Reactions
Rock Catching. If a rock or similar object is hurled at the giant, the giant can , with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.