

# BIGFIST

Large • Giant • Chaotic Evil

**Armor Class** 13

**Initiative** -1 (9)

**Hit Points** 76 (9d10 + 27)

**Speed** 30 ft.

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** Giant

**CR** 3 (XP 700; PB +2)



**Unbalanced Proportions.** When the bigfist takes the Dash action, *Dexterity Saving Throw*: DC 13. Failure: The bigfist is knocked prone.

## ACTIONS

**Slam.** *Melee Weapon Attack*: +6, reach 10 ft. *Hit*: 13 (2d8 + 4) bludgeoning damage. Instead of dealing damage, the bigfist can grapple the target (escape DC 14) with one of its two hands. A Medium or smaller creature grappled this way is restrained.

**Throw Creature.** The bigfist throws a Medium or smaller creature, it is grappling up to 30 feet. The target then takes 1d6 bludgeoning damage per 10 feet thrown. An allied creature thrown that way doesn't take that damage.

## BIGFIST — WEAKER

**Armor Class** 12

**Initiative** -1 (9)

**Hit Points** 22 (3d10 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	14 (+2)	5 (-3)	7 (-2)	7 (-2)

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Giant

**CR** 1/2 (XP 100; PB +2)



**Unbalanced Proportions.** When the bigfist takes the Dash action, *Dexterity Saving Throw*: DC 13. Failure: The bigfist is knocked prone.

## ACTIONS

**Slam.** *Melee Weapon Attack*: +5, reach 10 ft. *Hit*: 6 (1d6 + 3) bludgeoning damage. Instead of dealing damage, the bigfist can grapple the target (escape DC 13) with one of its two hands. A Medium or smaller creature grappled this way is restrained.

**Throw Creature.** The bigfist throws a Medium or smaller creature, it is grappling up to 30 feet. The target then takes 1d4 bludgeoning damage per 10 feet thrown. An allied creature thrown that way doesn't take that damage.

**Throw Projectile.** *Ranged Weapon Attack*: +6, range 60/240 ft. *Hit*: 11 (2d6 + 4) bludgeoning damage.

## BONUS ACTIONS

**Crush.** *Strength Saving Throw*: DC 14, one creature grappled by the bigfist (with disadvantage if the target is Medium or smaller). *Failure*: 9 (2d4 + 4) bludgeoning damage. *Success*: Half damage.

## REACTIONS

**Arm Sweep.** *Trigger*: A creature within 10 feet of the bigfist misses it with an attack roll. *Response*: The target is knocked prone and can't stand up this turn.

**Throw Projectile.** *Ranged Weapon Attack*: +5, range 60/240 ft. *Hit*: 6 (1d6 + 3) bludgeoning damage.

## BONUS ACTIONS

**Crush.** *Strength Saving Throw*: DC 13, one creature grappled by the bigfist (with disadvantage if the target is Medium or smaller). *Failure*: 3 bludgeoning damage.

## REACTIONS

**Arm Sweep.** *Trigger*: A creature within 10 feet of the bigfist misses it with an attack roll. *Response*: The target is knocked prone and can't stand up this turn.

# BIGFIST — STRONGER

**Armor Class** 14

**Initiative** -1 (9)

**Hit Points** 123 (13d10 + 52)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	18 (+4)	5 (-3)	7 (-2)	7 (-2)

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Giant

**CR** 6 (XP 2,300; PB +3)



**Unbalanced Proportions.** When the bigfist takes the Dash action, *Dexterity Saving Throw*: DC 12. Failure: The bigfist is knocked prone.

## ACTIONS

**Multiattack.** The bigfist makes two Slam attacks.

**Slam.** *Melee Weapon Attack*: +8, reach 10 ft. *Hit*: 14 (2d8 + 5) bludgeoning damage. Instead of dealing damage, the bigfist can grapple the target (escape DC 16) with one of its two hands. A Medium or smaller creature grappled this way is restrained.

**Throw Creature.** The bigfist throws a Medium or smaller creature, it is grappling up to 30 feet. The target then takes 1d10 bludgeoning damage per 10 feet thrown. An allied creature thrown that way doesn't take that damage.

**Throw Projectile.** *Ranged Weapon Attack*: +8, range 60/240 ft. *Hit*: 15 (3d6 + 5) bludgeoning damage.

## BONUS ACTIONS

**Crush.** *Strength Saving Throw*: DC 16, one creature grappled by the bigfist (with disadvantage if the target is Medium or smaller). *Failure*: 12 (2d6 + 5) bludgeoning damage. *Success*: Half damage.

## REACTIONS

**Arm Sweep.** *Trigger*: A creature within 10 feet of the bigfist misses it with an attack roll. *Response*: The target is knocked prone and can't stand up this turn.