

CYCLOPS

Huge Giant (Earth)

Hit Dice: 13d8+65 (123 hp)

Initiative: +1 (Dex)

Speed: 40 ft

AC: 19 (-2 size, +1 Dex, +10 natural)

Attacks: Gargantuan greatclub +18/+13 melee; or rock +8/+3 ranged

Damage: Gargantuan greatclub 2d8+16; or rock 2d8+11

Face/Reach: 10 ft by 10 ft/15 ft

Special Attacks: Rock throwing

Special Qualities: Rock catching, darkvision 60 ft

Saves: Fort +13, Ref +5, Will +4

Abilities: Str 33, Dex 13, Con 21, Int 7, Wis 10, Cha 13

Skills: Climb +15, Jump +15, Spot +5

Feats: Cleave, Point Blank Shot, Power Attack

Climate/Terrain: Temperate hills and mountains

Organization: Solitary, gang (2-5), or clan (2-4 plus 35% noncombatants), hunting/raiding party (6-9), or tribe (21-30 plus 35% noncombatants)

Challenge Rating: 10

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

The cyclops is a single-eyed giant, standing around 20 feet tall and weighing over 5,000 pounds. Females are slightly shorter and weigh slightly less.

A single red eye dominates the center of its forehead. Its hair is either deep blue or black and is always matted and unkempt. A cyclops has a dark, ruddy skin tone, and a deep, bellowing voice.

Cyclopes speak Giant.

COMBAT

A cyclops preferred method of attack is hurling boulders at its opponents. If engaged in melee, it will fight with its greatclub. A cyclops' thrown rocks have a range increment of 120 feet.

* For rock throwing and rock catching, see the Giant entry in the *MM*, page 99.

CYCLOPS SOCIETY

Cyclops can survive on almost any animal or plant diet. They enjoy meat of all sorts and prize it above vegetable foods. While they live off the land, they do not live with it. They have absolutely no sanitary practices, and rarely even cook their meals. They take no care to preserve their environment while hunting.

CYCLOPS CHARACTERS

Most groups of cyclopes are fighters or warriors, though an occasional cleric will be encountered. Cyclopes clerics have access to any two of the following domains: Evil, Chaos, Destruction, and War (most choose Destruction or War).

The Cyclops first appeared in *Deities and Demigods* (Gary Gygax, 1980).