

# GALENMIR

# CREATURE 12

**UNIQUE****N****LARGE****HUMANOID****EARTH****GIANT**

**Perception** +22; Darkvision

**Languages** Common, Jotun

**Skills** Acrobatics +17, Athletics +26, Intimidation +18, Nature +19, Stealth +17 (21 in rocky terrain), Warfare Lore +15

**Str** +7, **Dex** +3, **Con** +5, **Int** +1, **Wis** +1, **Cha** +2

**Items** +2 Greater Striking Pick, Sack with 5 rocks, Lesser Sturdy Shield(Hardness 10, HP 80, BT 40), Potion of Gaseous Form

**AC** 33; **Fort** +24, **Ref** +22, **Will** +20

**HP** 230

**Catch Rock** 🔄

**Attack of Opportunity** 🔄

**Shield Block** 🔄

**Reactive Shield** 🔄 **Trigger** An enemy hits Galenmir with a melee Strike. **Effect** Galenmir can Raise its Shield and gain its shield's benefit to AC against the triggering attack.

**Aggressive Block** ⬠ **Trigger:** Use the shield block reaction and the opponent that triggered shield block is adjacent to you and is your size or smaller; Use your shield to shove the triggering creature 10 feet or make it flat-footed until the start of your next turn. If shoving, you choose the direction of the shove. If the creature would hit a solid object, enter difficult terrain, or hit another creature, it must instead be flat-footed.

**Speed** 35 feet

**Melee** ⬠ +2 greater striking pick +27 (fatal d10, magical, reach 10ft), **Damage** 3d6+16 piercing

**Melee** ⬠ fist +25 (agile, reach 10ft), **Damage** 2d8+16 bludgeoning

**Ranged** ⬠ rock +25 (brutal, range 100ft), **Damage** 2d6+16 bludgeoning

**Power Attack** ⬠⬠ (flourish); **Frequency** once per round; **Effect** The guard makes a melee Strike. This counts as two attacks when calculating the multiple attack penalty. If this Strike hits, deal an extra die of weapon damage.

**Wide Swing** ⬠ The frost giant makes a single greataxe Strike and compares the attack roll result to the ACs of up to two foes within its reach. This counts as two attacks for the frost giant's multiple attack penalty.