

RUNESLAVE HILL GIANT

CREATURE 8

CE MEDIUM HUMANOID EARTH GIANT

Perception +15; low-light vision

Languages Common, Jotun

Skills Athletics +21, Intimidation +13

Str +6, **Dex** +0, **Con** +4, **Int** -2, **Wis** +2, **Cha** +0

Runeslave Gains elite adjustment, becomes immune to fear, frightened, fatigue, and nonlethal damage. Starts out with **Stage 1** of Arcane Decay upon gaining the Runeslave trait.

Arcane Decay (disease) Arcane Decay can only be cured by casting Alter Reality, Miracle, Primal Phenomenon, or Wish. Neither success nor critical success on the fortitude save reduce the Stage the afflicted is already at, instead only preventing advancement to the next stage. Fortitude DC 30; **Stage 1**, Carrier with no ill effect (1 week); **Stage 2**, Doomed 1 (1 week); **Stage 3**, Doomed 2 (1 week); **Stage 4**, Doomed 3 (1 week); **Stage 5**, Dead.

Items greatclub, hide armor, 5 rocks

AC 26; **Fort** +19, **Ref** +14, **Will** +15

HP 160; **Immunities** fear, frightened, fatigued, nonlethal

Catch Rock ➤ **Requirements** The monster must have a free hand but can Release anything it's holding as part of this reaction. **Trigger** The monster is targeted with a thrown rock Strike or a rock would fall on the monster. **Effect** The monster gains a +4 circumstance bonus to its AC against the triggering attack or to any defense against the falling rock. If the attack misses or the monster successfully defends against the falling rock, the monster catches the rock, takes no damage, and is now holding the rock.

Speed 50

Melee ➤ greatclub +21 (Backswing, Reach 10ft), **Damage** 1d10+16 Bludgeoning

Melee ➤ fist +21 (Agile, Reach 10ft), **Damage** 2d8+8 Bludgeoning

Ranged ➤ rock +21 (Butal, Range 120 feet), **Damage** 1d8+16 Bludgeoning

Wide Swing ➤ The hill giant makes a single greatclub 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 hill giant's multiple attack penalty.

Arcane Surge ➤ (arcane, transmutation) Once per day, gains the benefit of a 4th level haste on itself. Must immediately make a fortitude save against the progression of Arcane Decay to prevent advancement to the next stage.