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Perception +20; Darkvision

Languages Common, Draconic, Jotun, Terran

Skills Acrobatics +16, Athletics +20, Deception +21, Diplomacy +21, Intimidation +25, Nature +23, Stealth +16 (20 in rocky terrain), Giant Lore +18

Str +4, **Dex** +2, **Con** +3, **Int** +4, **Wis** +5, **Cha** +7

Blood Magic Elemental energy surrounds you or a target. Either you gain a +1 status bonus to Intimidation checks for 1 round, or a target takes 1 damage per spell level. The damage is bludgeoning. If the spell already deals that type of damage, combine it with the spell's initial damage before determining weaknesses and resistances.

Items +1 Striking Spear, Sack with 5 Rocks,

AC 30; **Fort** +20, **Ref** +20, **Will** +24; +1 status bonus to all saves vs magic

HP 185

Catch Rock 🔄 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 45 ft

Melee ♦ spear +21 (magical, reach 10ft, thrown 20ft), **Damage** 2d6+12 piercing

Ranged ♦ boulder +21 (brutal, range 120 ft), **Damage** 2d6+12 Bludgeoning

Melee ♦ fist +21 (agile), **Damage** 2d6+12 Bludgeoning

Spells DC 32, attack +24 ; **6th** (4/day) *Elemental Form, Charm, Repulsion, Shocking Grasp*•, *Stoneskin*; **5th** (4/day) *Dispel Magic, Elemental Form*•, *Passwall, Wall of Stone*; **4th** (4/day) *Enlarge, Fly, Freedom of Movement*•, *Spike Stones*; **3rd** (4/day) *Fear, Meld Into Stone, Stinking Cloud, Stone Ball*•; **2nd** (4/day) *Glitterdust, Longstrider, Obscuring Mist, Resist Energy*; **1st** (4/day) *Earthen Hands, Grease, Heal*•, *Mending*; **Cantrips (1st)** *Acid Splash, Dancing Lights, Light, Prestidigitation, Produce Stone*

Spells 1 Focus Point, DC 32 , attack +24; **6th** *Shape Stone, Transmute Rock and Mud, Stone Tell, Elemental Toss*;

Reach Spell ♦ (Concetrate, Metamagic, Sorcerer) You can extend the range of your spells. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

Widen Spell ♦ (Manipulate, Metamagic, Sorcerer) You manipulate the energy of your spell, causing it to affect a wider area. If the next action you use is to Cast a Spell that has an area of a burst, cone, or line and does not have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.