

BARL BREAKBONES

STONE GIANT 11

NE**LARGE****HUMANOID****EARTH****GIANT**

Necromancer

Perception +21; darkvision

Languages Common, Jotun, Shoanti, Terran, Thassilonian

Skills Acrobatics +19, Arcana +23, Athletics +26, Intimidation +19, Religion +19, Stealth +19 (+23 in rocky terrain)


Str +8, **Dex** +5, **Con** +3, **Int** +3, **Wis** +2, **Cha** +0

Drain Bonded Item  (sihedron medallion)


Items Sihedron Medallion, Spellbook, Rhino Hide (P9)

AC 31; **Fort** +23, **Ref** +18, **Will** +21

HP 199

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

Speed 45ft (including longstrider)


Melee  fist +27 (agile, reach 10 feet), **Damage** 2d10+15



Melee  maul +27 (shove), **Damage** 2d12+22 bludgeoning

Ranged  rock +24 (brutal, range increment 120 feet), **Damage** 2d10+13 bludgeoning

Arcane Prepared Spells 1 Focus Point, DC 27, attack +19 ; **4th** *fly*, *fireball*, *grim tendrils*; **3rd** *fear* (up to 5 creatures), *magic missile*, *haste*, *grim tendrils*; **2nd** *spectral hand*, *glitterdust*, *see invisibility*, *longstrider* (already cast); **1st** *magic missile* (2), *jump*, *grim tendrils*;

Cantrips (4th) *detect magic*, *mage hand*, *prestidigitation*, *chill touch*, *electric arc*, *light*, *call of the grave* (focus)

Throw Rock  Barl Breakbones picks up a rock within reach or retrieves a stowed rock and throws it, making a ranged Strike

Big Swing   Barl Breakbones makes a maul Strike. The target is Pushed up to 10 feet on a hit or up to 20 feet on a critical hit. If the target collides with a solid object or lands on the ground, it takes bludgeoning damage as though it had fallen the distance it moved.