

GIANTS

Supremely well adapted to harsh environments, giants thrive in extreme conditions. Fire giants build floating cities in the hearts of volcanic calderas, while stone giant villages dot the tallest mountains. Most people often go their entire lives blissfully unaware of the local tribe of giants living atop the nearby mountain range. This is for the best, as few “smallfolk” structures can survive even a handful of sufficiently motivated giants.

Adaptable and Elemental

Giants physically resemble the territory they inhabit. A band of frost giants doesn’t simply live on a glacial mountain—they’re part of that mountain, and it’s part of them. Fire giants exude heat like a roaring volcano. Sages have long debated the question, “Does the environment shape a giant, or does the giant shape their environment?”

Distant Cousins

Humanoid scholars generally assume that all giants are related, though giants don’t view each other as kin by default. When different giant communities interact, the results depend heavily on the individuals involved and the relationships between their cultures. For instance, stone giants rarely get along with hill giants, as hill giants often detest stone craftsmanship. Meanwhile, frost giants gladly recruit hill giants into raiding parties if they’re willing to be in the vanguard.

Fire Giants

Hailing from sweltering deserts and deep caverns of roiling magma, fire giants embody the passion and ruthlessness of their namesake element. Though they have a reputation for violent growth and expansion, their lesser-known side is a deeply spiritual one, guided by introspection and understanding.

Fire giants rarely wear armor, as their bodies heat to extreme temperatures while they fight, causing leather to melt and metal to deform. They instead hone their own bodies into perfect weapons of war.

Frost Giants

Born of soaring, frigid peaks, frost giants master their environments to rule mountain ranges and build fortresses of unyielding ice. When frost giants march, a blizzard grows overhead, accompanying them like a war banner. To frost giants, battle is a way of life, camaraderie, and glory.

Where frost giants make their homes, a unique form of ice sprouts into flowering crystalline structures. Frost giants harvest this ice, known as *issenblau* in their dialect, and fashion it into weapons as hard and sharp as steel, which can be used in any environment without melting.

Hill Giants

Of all the giant cultures, hill giants are the most likely to interact with humanoids. Hill giants and smallfolk both love to live in places with rolling, fertile fields, and both appreciate the beauty of nature. However, these commonalities can be quickly forgotten if evil hill giants band together to claim the land solely for themselves, or if the smallfolk let fear of the large get the best of them and attempt to drive off their

bigger neighbors. Most hill giants want to be left in peace, but when one is pressed, they can demolish a smallfolk village in minutes.

Most hill giants spend so much time in quiet peace that sudden flashy sights and loud noises can draw their attention. In battle, such distractions can draw a hill giant’s ire, making them switch from one target to another.

Stone Giants

Fascinated by the act of creation, stone giants carve cities out of ancient caverns, mine precious metals and gems, and craft relics worthy of glory. To many a stone giant, artisanship is the highest calling, and all their creations are crafted with an eye to beauty and longevity.

Stone giants are made of the same kinds of rocks that form their homes—sandstone, marble, granite, and even basalt. Their stone bodies not only protect them from attack, but also provide them with an additional outlet for self-expression. They often carve runes into their skin, which serve a wide variety of artistic and cultural purposes.

Giant Languages

Most giants speak their kind’s dialect of High Kuric. Many hill giants also know Caelian.

Giant Malice

Malice Features

▀ Hurl Landscape

Area, Ranged, Weapon
█ 4 cube within 10

3 Malice

Main action

◎ Each enemy in the area

Effect: A giant unearths a structure, hazard, or chunk of the encounter map and launches it to fill the area. Each target makes an **Agility test**.

█ 11 18 damage; prone and can’t stand (save ends)

█ 12-16 14 damage; prone

█ 17+ 9 damage

◎ Below

5 Malice

Each giant in the encounter takes a deep breath and yells, pushing each creature within 3 squares of them up to 10 squares. A creature who can be pushed by more than one giant is pushed by one giant of your choice.

▀ Titanic Tear

7 Malice

A giant creates a fissure along the ground, either in a 15×2 line within 1 or a 10×3 line within 2, and that opens up to a depth of 6 squares. Each giant in the area can shift into the nearest unoccupied space outside the fissure. Each non-giant in the area makes an **Agility test**.

█ 11 10 damage; the target falls into the fissure, and is prone and can’t stand (EoT)

█ 12-16 10 damage; the target is prone and hanging onto the edge of the fissure

█ 17+ The target can shift into the nearest unoccupied space outside the fissure.

Fire Giant Fireballer

Fire Giant, Giant

Level 9 Minion Harrier

EV 11 for four minions

4	7	13	5	3
Size	Speed	Stamina	Stability	Free Strike

Immunity: Fire 9**Movement:** —
Weakness: —
With Captain: +3 bonus to speed

Might +4 **Agility** +2 **Reason** 0 **Intuition** +2 **Presence** +1
 Blazing Leap 2d10 + 4**Signature Ability**

Area, Weapon



1 burst

≤11 2 fire damage

12-16 5 fire damage; push 1

17+ 6 fire damage; push 2

Effect: The fireballer can jump up to 4 squares before using this ability.

Main action

Each enemy and object in the area

Searing Skin

Whenever an adjacent enemy grabs the fireballer or uses a melee ability against them, that enemy takes 5 fire damage.

Frost Giant Snowblaster

Frost Giant, Giant

Level 8 Minion Artillery

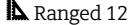
EV 10 for four minions

4	7	12	5	4
Size	Speed	Stamina	Stability	Free Strike

Immunity: Cold 8**Movement:** —
Weakness: —
With Captain: +3 damage bonus to strikes

Might +3 **Agility** -1 **Reason** -1 **Intuition** +4 **Presence** +2
 Slushfall 2d10 + 4**Signature Ability**

Magic, Ranged, Strike



Ranged 12

≤11 4 cold damage

12-16 7 cold damage

17+ 9 cold damage; prone

Main action

One creature or object per minion

Kingdom of Isolation

The snowblaster is surrounded by a snowstorm. Any enemy who starts their turn within 2 squares of the snowblaster can't shift.

Hill Giant Mosstooth

Giant, Hill Giant

Level 7 Minion Brute

EV 9 for four minions

4	6	13	5	4
Size	Speed	Stamina	Stability	Free Strike

Immunity: Damage 3**Movement:** Climb
Weakness: —
With Captain: +3 damage bonus to strikes

Might +4 **Agility** -1 **Reason** -1 **Intuition** -1 **Presence** -1
 Swing 2d10 + 4**Signature Ability**

Melee, Strike, Weapon



Melee 3

≤11 4 damage

12-16 7 damage

17+ 8 damage; grabbed

Effect: The mosstooth can use a creature or object they have grabbed as a weapon for this ability, dealing an extra 5 damage to that creature or object and the target. They then end the grab and leave the creature or object prone in an unoccupied space adjacent to the target.**Distracted**

Whenever the mosstooth targets a creature or object with an ability, any enemy within distance of the ability can use a free triggered action to distract the mosstooth. The mosstooth targets that enemy instead.

Sand Stone Giant

Giant, Stone Giant

Level 8 Minion Controller

EV 10 for four minions

4	7	14	10	3
Size	Speed	Stamina	Stability	Free Strike

Immunity: —**Movement:** Burrow**Weakness:** —
With Captain: +6 bonus to Stamina

Might +4 **Agility** +2 **Reason** 0 **Intuition** +3 **Presence** 0
 Buried in Sand 2d10 + 4**Signature Ability**

Magic, Melee, Strike



Melee 3

≤11 3 damage; slide 2

12-16 6 damage; slide 3; A<3 restrained (save ends)

17+ 8 damage; slide 4; A<4 restrained (save ends)

Stonebreaker Flesh

Whenever an enemy obtains a tier 1 outcome on a melee ability used against the sand stone giant, they take a bane on that ability until the end of the encounter.

Stone Steps

The sand stone giant ignores difficult terrain.

Stone Swim

The sand stone giant can burrow through stone, but can't drag other creatures underground when they do so.

Basalt Stone Giant

Giant, Stone Giant

Level 8 Elite Controller

EV 40

4 Size 7 Speed 207 Stamina 10 Stability 8 Free Strike

Immunity: —

Movement: Burrow

Might +4 Agility +2 Reason +1 Intuition +2 Presence +1

Rune-Signed Blade 2d10 + 4

Magic, Melee, Strike, Weapon

Melee 3

≤11 12 damage; M<2 slowed (save ends)
12-16 17 damage; M<3 slowed (save ends)
17+ 21 damage; M<4 slowed (save ends)

Signature Ability

Main action

Two creatures or objects

Effect: If a target was already slowed, that condition continues but their speed is 0 until the end of their next turn.

Forked Knife 2d10 + 4

Melee, Ranged, Strike, Weapon

Melee 3 or ranged 12

≤11 10 damage; A<2 restrained (save ends)
12-16 16 damage; A<3 restrained (save ends)
17+ 20 damage; prone; A<4 restrained (save ends)

3 Malice

Main action

One creature or object

Effect: The knife lands in the target's square, and has 30 Stamina and damage immunity 5. Whenever the knife takes damage, it deals 4 sonic damage to each enemy within 3 squares. The knife lasts until the end of the encounter, and can't be picked up or manipulated.

Cobblestone Shape

Self

Maneuver

Self

Effect: The basalt stone giant moves up to their speed. Each square that they leave during this move is difficult terrain for enemies. Giants ignore this difficult terrain.

Resonate Rune

Area, Magic

2 burst

Triggered action

Each enemy in the area

Trigger: The basalt stone giant takes damage.

Effect: The target is pushed up to 3 squares, or if they have A<3, they are pushed up to 6 squares and knocked prone.

Stonebreaker Flesh

Whenever an enemy obtains a tier 1 outcome on a melee ability used against the basalt stone giant, they take a bane on that ability until the end of the encounter.

Stone Steps

The basalt stone giant ignores difficult terrain.

Stone Swim

The basalt stone giant can burrow through stone, but can't drag other creatures underground when they do so.

Fire Giant Lightbearer

Fire Giant, Giant

Level 9 Elite Support

EV 44

4 Size 8 Speed 200 Stamina 5 Stability 9 Free Strike

Immunity: Fire 9

Movement: —

Weakness: —

Might +4 Agility +2 Reason 0 Intuition +4 Presence +1

Flamethash 2d10 + 4

Magic, Melee, Strike

Melee 6

≤11 13 fire damage; slide 2
12-16 17 fire damage; slide 4
17+ 22 fire damage; slide 6

Signature Ability

Main action

Two creatures or objects

Living Blaze 2d10 + 4

Magic, Ranged, Strike

Ranged 6

≤11 15 fire damage
12-16 21 fire damage
17+ 26 fire damage

3 Malice

Main action

Two creatures or objects

Effect: The blaze ricochets, targeting one additional target within 4 squares of an original target and taking a bane against that target, or targeting two additional targets within 2 squares of an original target and having a double bane against those targets. The lightbearer makes one power roll against all targets.

Travel By Fire

Magic, Ranged

Ranged 5

Maneuver

Two creatures or objects

Effect: The lightbearer can target themselves with this ability. Each target takes 1d6 fire damage and teleports in a plume of smoke to swap places with the other target.

Emergency Beacon

Self

Triggered action

Self

Trigger: The lightbearer takes damage.

Effect: The lightbearer emits a beacon of light until the start of their next turn. Each fire giant who has line of effect to the lightbearer has a double edge on abilities.

Healing Heat

Any fire giant targeted by the lightbearer's damage-dealing abilities ignores the damage and instead regains Stamina equal to the damage that would have been dealt. If the lightbearer moves a fire giant using an ability, they can choose to ignore stability.

Searing Skin

Whenever an adjacent enemy grabs the lightbearer or uses a melee ability against them, that enemy takes 5 fire damage.

Fire Giant Red Fist

Fire Giant, Giant

Level 9 Elite Brute

EV 44

4	8	240	5	10
Size	Speed	Stamina	Stability	Free Strike

Immunity: Fire 9
Movement: —

Might +4 **Agility +2** **Reason 0** **Intuition +2** **Presence +1**

Flaming Punch 2d10 + 4

Melee, Strike, Weapon
█ Melee 3

≤11 14 fire damage; push 2
12-16 19 fire damage; push 4; **A<3** burning (save ends)
17+ 23 fire damage; push 6; **A<4** burning (save ends)

Effect: A burning creature takes 1d6 fire damage at the start of each of their turns. A burning object takes 1d6 fire damage at the end of each round.

Signature Ability

Main action

◎ Two creatures or objects

Caldera 2d10 + 4

Area

█ Special

Main action

◎ Each enemy and object in the area

≤11 The distance is a 2 burst; 8 fire damage; **M<2** pull 2
12-16 The distance is a 3 burst; 12 fire damage; **M<3** pull 4
17+ The distance is a 4 burst; 15 fire damage; **M<4** pull 6

Effect: The outermost squares of the area become a 1-square-tall wall of stone. The rest of the area is on fire until the end of the encounter. A creature who enters the area for the first time in a round or starts their turn there takes 3 fire damage.

Malice**Blazing Leap**

█ Self

Maneuver

◎ Self

Effect: The red fist jumps up to 5 squares. Each creature adjacent to them when they land takes 5 fire damage.

Heat and Pressure

Melee
█ Melee 3

Free triggered action
◎ The triggering creature

Trigger: A creature within distance willingly moves or shifts away from the red fist.

Effect: The target makes a **Might test**. A target with fire immunity automatically obtains a tier 3 outcome.

≤11 Weakened and slowed (save ends)
12-16 Weakened (EoT)
17+ No effect

Triggered action

◎ Self

Guardian Block

Melee
█ Melee 3

Trigger: An ally within distance is targeted by an enemy's ability.

Effect: The red fist becomes the target of the triggering ability, then can make a free strike against the enemy after the ability resolves.

Searing Skin

Whenever an adjacent enemy grabs the red fist or uses a melee ability against them, that enemy takes 5 fire damage.





Frost Giant Storm Hurler

Frost Giant, Giant

Level 8 Elite Artillery

EV 40

4
Size

7
Speed

180
Stamina

5
Stability

9
Free Strike

Immunity: Cold 8

Weakness: —

Might +4 Agility -1 Reason 0 Intuition 0 Presence 0

Ice Javelins

2d10 + 4
Magic, Ranged, Strike

Ranged 15

≤11 13 cold damage

12-16 18 cold damage; M<3 bleeding (save ends)

17+ 22 cold damage; M<4 bleeding (save ends)

Effect: Whenever a creature bleeding this way takes damage from that condition, their speed decreases by 1 (to a minimum of 0) until that condition ends.

Signature Ability

Main action

◎ Two creatures or objects

Flower of Frost

Magic, Ranged

Ranged 15

3 Malice

Main action

◎ Special

Effect: The storm hurler throws three size 1L ice javelins into unoccupied squares within distance. Each javelin has 30 Stamina and fire weakness 5. At the start of the storm hurler's next turn, all javelins not destroyed explode in a shower of icicles. Each enemy and object within 3 squares of an exploding javelin makes an **Agility test**.

≤11 14 cold damage; push 4; bleeding (save ends)

12-16 11 cold damage; push 2; slowed (save ends)

17+ 7 cold damage

Ice Dance

Melee

Melee 1

Maneuver
◎ One giant ally

Effect: The storm hurler and the target each shift up to 6 squares while staying adjacent to each other. The target can then jump up to 5 squares and make a free strike.

Frozen Retribution

Triggered action

◎ Self

Trigger: The storm hurler is targeted by a ranged strike.

Effect: The triggering strike has a double bane. If the strike obtains a tier 1 outcome, the storm hurler uses Ice Javelins against the creature who made it.

Kingdom of Isolation

The storm hurler is surrounded by a snowstorm. Any enemy who starts their turn within 2 squares of the storm hurler can't shift.

Frost Giant Wind Sprinter

Frost Giant, Giant

Level 8 Elite Harrier

EV 40

4	10	200	5	8
Size	Speed	Stamina	Stability	Free Strike

Immunity: Cold 8**Movement:** —

Might +4 **Agility +4** **Reason -1** **Intuition 0** **Presence 0**

↙ **Cold Axe** 2d10 + 4
Charge, Melee, Strike, Weapon
Melee 3

≤11 12 damage
12-16 17 damage; A<3 bleeding (save ends)
17+ 21 damage; A<4 bleeding (save ends)

Effect: A target who is already bleeding takes an extra 1d6 cold damage.

Signature Ability

Main action

◎ Two creatures or objects

Blizzard Surge

Melee

5 Malice

Main action

◎ Self

Effect: The wind sprinter shifts up to their speed and uses Cold Axe against each enemy who comes within 2 squares of them during the move. The wind sprinter makes one power roll against all targets.

Ice DanceMelee
Melee 1

Maneuver
◎ One giant ally

Effect: The wind sprinter and the target each shift up to 6 squares while staying adjacent to each other. The target can then jump up to 5 squares and make a free strike.

Begone, Smallfolk!

Self

Triggered action
◎ Self

Trigger: The wind sprinter takes damage.

Effect: The wind sprinter moves up to their speed and uses Cold Axe against one target.

★ Crush Underfoot

The wind sprinter can move through enemies' spaces at their usual speed. The first time on a turn that a wind sprinter enters a creature's space, that creature can choose to fall prone or to take 8 damage.

★ Kingdom of Isolation

The wind sprinter is surrounded by a snowstorm. Any enemy who starts their turn within 2 squares of the wind sprinter can't shift.

Granite Stone Giant

Giant, Stone Giant

Level 8 Elite Defender

EV 40

4	7	247	10	8
Size	Speed	Stamina	Stability	Free Strike

Immunity: —**Movement:** Burrow**Weakness:** —

Might +4 **Agility +1** **Reason +1** **Intuition +2** **Presence +1**

↙ **Jagged Stone Club** 2d10 + 4

Melee, Strike, Weapon

Melee 3

≤11 12 damage

12-16 17 damage; R<3 weakened (save ends)

17+ 21 damage; R<4 weakened (save ends)

Effect: If the target is already weakened, they are also bleeding (save ends).

Signature Ability

Main action

◎ Two creatures or objects

• Crag Burst 2d10 + 4

Area

△ 2 burst

≤11 6 damage; push 2

12-16 10 damage; push 4

17+ 14 damage; vertical push 4

Effect: The area is difficult terrain. Whenever a creature enters a square in the area, they take 3 damage.

• Castle Stone Shape

Self

Maneuver

◎ Self

Effect: The granite stone giant moves up to their speed and creates a 14 wall of stone in squares adjacent to the path of their movement.

• Pillar

Melee

Melee 3

Triggered action

◎ The triggering creature or object

Trigger: A creature or object within distance moves or shifts away from the granite stone giant.

Effect: A 1-square pillar of stone rises 5 squares out of the ground beneath the target, who moves with the ground to its new elevation, then is vertical pushed 5 squares.

★ Stonebreaker Flesh

Whenever an enemy obtains a tier 1 outcome on a melee ability used against the granite stone giant, they take a bane on that ability until the end of the encounter.

★ Stone Steps

The granite stone giant ignores difficult terrain.

★ Stone Swim

The granite stone giant can burrow through stone, but can't drag other creatures underground when they do so.



Hill Giant Clobberer

Giant, Hill Giant

Level 7 Elite Brute

EV 36

4	6	200	5	8
Size	Speed	Stamina	Stability	Free Strike

Immunity: Damage 3

Movement: Climb

Weakness: —

Might +4 Agility -1 Reason -1 Intuition -1 Presence -1

↙ Clobberin' Club 2d10 + 4

Charge, Melee, Strike, Weapon

(Melee 3)

(≤11) 12 damage

(12-16) 17 damage; prone

(17+) 21 damage; prone

Effect: A target who is already prone takes an extra 12 damage.

Signature Ability

Main action

(◎) Two creatures or objects

↙ Stomp 2d10 + 4

Melee, Strike, Weapon

(Melee 1)

(≤11) 14 damage; prone

(12-16) 20 damage; prone; M<3 can't stand (save ends)

(17+) 25 damage; prone; M<4 can't stand (save ends)

Effect: In suitable soft ground, the target is entrenched in a 2-square-deep hole.

3 Malice

Main action

(◎) One creature or object

◎ Hill Quake

Area

(Melee 3 burst)

Maneuver

(◎) Each enemy in the area

Effect: Each target must make either a **Might test** or an **Agility test**

(≤11) 6 damage; vertical push 3

(12-16) 2 damage; vertical push 2

(17+) Push 2

Effect: The clobberer can choose to fall prone in order to double the forced movement distance.

! You Ain't Getting Away

Melee

(Melee 3)

Triggered action

(◎) The triggering creature

Trigger: A creature within distance moves or shifts away from the clobberer.

Effect: The target makes an **Agility test**.

(≤11) Grabbed, and the target takes a bane on the Escape Grab maneuver

(12-16) Grabbed

(17+) No effect

2 Malice: A target who would be grabbed by this ability is instead either vertical pushed up to 5 squares; or they take 5 damage, are knocked prone, and can't stand until the end of their next turn.

★ Destructive Path

The clobberer automatically destroys any mundane size 1 objects in their path when they move or are forced moved. They can break through any mundane wall made of wood, stone, or a similarly sturdy material this way as long as the wall is 2 squares thick or less.

★ Distracted

Whenever the clobberer targets a creature or object with an ability, any enemy within distance of the ability can use a free triggered action to distract the clobberer. The clobberer targets that enemy instead.



Marble Stone Giant

Giant, Stone Giant

Level 8 Elite Hexer

EV 40

4
Size

6
Speed

207
Stamina

10
Stability

8
Free Strike

Immunity: —

Movement: Burrow

Might +4 **Agility** +3 **Reason** 0 **Intuition** +3 **Presence** 0

Marble From a Great Sling 2d10 + 4

Signature Ability

Area, Ranged, Weapon

10 ft. cube within 15

Each enemy and object in the area

≤11 6 damage; 12-16 10 damage; 17+ 14 damage; Dazed (save ends)

12-16 10 damage; 17+ 14 damage; Dazed (save ends)

17+ 14 damage; Dazed (save ends)

Effect: If the target has any effect on them that can be ended by a saving throw or that ends at the end of their turn, they are also knocked prone.

Far Flung 2d10 + 4

Melee, Weapon

10 ft. 1

≤11 Vertical push 7

12-16 Vertical push 10

17+ Vertical push 12

Effect: Against a target who is prone or grabbed, this ability has a double edge.

3 Malice

Main action

One creature or object

Polish Stone Shape

Area

10 × 2 line within 1

Maneuver

Special

Effect: The ground in the area becomes slick and glossy. Any non-giant who starts or ends their turn in the area is knocked prone and slides 2 squares.

Break Armor

1 Malice

Triggered action

Self

Trigger: The marble stone giant takes damage.

Effect: The marble stone giant halves the damage, and has damage weakness 3 and a +3 bonus to speed until the end of the encounter. The damage weakness increases by 3 each time the marble stone giant uses this ability in the same encounter.

Stonebreaker Flesh

Whenever an enemy obtains a tier 1 outcome on a melee ability used against the marble stone giant, they take a bane on that ability until the end of the encounter.

Stone Steps

The marble stone giant ignores difficult terrain.

Stone Swim

The marble stone giant can burrow through stone, but can't drag other creatures underground when they do so.



Fire Giant Chief

Fire Giant, Giant

Level 9 Leader
EV 44

5	10	240	10	9
Size	Speed	Stamina	Stability	Free Strike

Immunity: Fire 10

Movement: —

Weakness: —

Might +5 **Agility** +3 **Reason** 0 **Intuition** +2 **Presence** +3

Roiling Fist

Area, Ranged, Weapon
3 cube within 4

Signature Ability

Main action

Each enemy and object in the area

Effect: Each target makes either an **Agility test** or an **Intuition test**.

≤ 11 18 fire damage; prone; weakened (save ends)

12–16 14 fire damage; prone

17+ 9 fire damage

Burning Kick

Charge, Melee, Strike, Weapon

Melee 4

Main action

Two creatures or objects

≤ 11 14 damage; push 5; A<3 9 fire damage

12–16 19 damage; push 10; A<4 9 fire damage

17+ 23 damage; push 15; A<5 9 fire damage

Lava Pillar

Area, Ranged

3 cube within 10

3 Malice

Maneuver

Each enemy and object in the area

≤ 11 5 fire damage; M<3 vertical push 3

12–16 7 fire damage; M<4 vertical push 4

17+ 9 fire damage; M<5 vertical push 5

Fuel the Fire

Ranged

Ranged 12

1 Malice

Triggered action

The triggering ally

Trigger: A fire giant ally within distance makes a strike.

Effect: The strike has a double edge and deals an extra 10 fire damage.

Forward!

Area

10 burst

Villain Action 1

Self and each ally in the area

Effect: Each target shifts up to their speed and can make a free strike. Any enemy who takes damage from a free strike this way and who has A<4 is burning (save ends). A burning enemy takes 1d6 fire damage at the start of each of their turns.

Burning Legion

Ranged

Ranged 15

Villain Action 2

Special

Effect: The chief shifts up to 10 squares. Five **fire giant fireballers** then arrive in unoccupied spaces within distance.

All to Cinders

Area

10 burst

Villain Action 3

Self and each fire giant ally in the area

Effect: Each target unleashes a wave of fire, and each enemy within 2 squares of any target makes an **Agility test**. An enemy affected by two targets takes a bane on the test, while an enemy affected by three or more targets has a double bane.

≤ 11 18 fire damage

12–16 14 fire damage

17+ 9 fire damage

Scorching Skin

Whenever an adjacent enemy grabs the chief or uses a melee ability against them, that enemy takes 9 fire damage, and if they have M<4 they are weakened (save ends).