

## STONE GIANT ELDER

Level 15 ♦ Giant • Martial

CR  
2

### ATTACKS

- AC 28  
FORT 28  
REF 26  
WILL 26
- Ⓢ Massive Club: (reach 2) +18 vs. AC; 25 damage AND push target up to 1 square.
  - ☞ Shatter Rock: (range 10) +20 vs. Reflex; 20 damage. Hit or miss, attack each creature adjacent to target; +15 vs. AC; 10 damage.  
☞ as a move action when adjacent to difficult terrain.

### POWERS

Giant Blood: Non-Evil Giant allies cost 5 less than normal for purposes of warband building. Whenever they are destroyed, opponents score VP normally.

### CHAMPION POWERS ☐ ☐

- ♦ Use at start of round: Giant and Ogre creatures in your warband have +5 damage until end of round.
- ♦ Use when a Giant ally scores a critical hit with a Ⓢ attack: The target is also Stunned (save ends).
- ♦ For use with Tyranny of Dragons: Stone Giant



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## FROST GIANT HUSKARL

Level 13 ♦ Giant • Martial • Cold

### ATTACKS

- AC 25  
FORT 27  
REF 25  
WILL 25
- Ⓢ Huge Axe: +18 vs. AC; 30 damage.
  - ☞ Quick Cut: Minor action: +18 vs. AC; 20 damage.  
☞ as a move action.

### POWERS

Reach 2  
Resist 15 Cold  
Vulnerable 5 Fire  
Huskarl: Immediate action, use when an enemy targets an adjacent Giant ally with an attack: Redirect the attack to this creature.

♦ For use with Tyranny of Dragons: Frost Giant



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## ASTRAL GIANT

Level 10 ♦ Giant • Immortal

### ATTACKS

- AC 24  
FORT 26  
REF 22  
WILL 20
- Ⓢ Spear: (reach 3) +15 vs. AC; 20 radiant damage.

### POWERS

- ☐ ☐ Astral Leap: Replaces move action: Shift up to 10 squares.

SPEED  
F7

HP  
65

BLOOD  
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## 5 CATFOLK

### ATTACK ACTIONS

- LEVEL 2
- Ⓢ Claw: +7 vs AC; 5 Damage
  - ☞ Longbow: (sight) +8 vs AC; 10 Damage



ABILITIES  
Catfolk

### SPECIAL POWERS

Light-Footed: Use after making an attack; shift 1 square.

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