

STONE GIANT
RUNECARVER

LG

EPIC
243
POINTS

LEVEL
(SAVE)
14

MELEE ATTACK
+21/+16 (30 magic +10 sonic)

RANGED ATTACK
+17 (25 magic + Stone Shards)

SPEED
6

TYPE: Large Giant

SPECIAL ABILITIES
Melee Reach 2
Precise Shot (Whenever this creature shoots into melee, the defender doesn't get the AC bonus); Stone Shards (All creatures adjacent to an enemy hit by this attack take 10 magic damage)

AC
25

HP
210

SPELLS
7th—*symbol of stunning* □ (Place a counter in an adjacent square; on its turn, an enemy with 65 or fewer hp that moves into the counter's square or any square adjacent to the counter, or that activates within these squares, is stunned; DC 19, only one save is needed each turn), *symbol of weakness* □ (Place a counter in an adjacent square; on its turn, a living enemy with 90 or fewer hp that moves into the counter's square or any square adjacent to the counter, or that activates within these squares, gets attack -3 and damage -10 [minimum 5]; DC 19, only one save is needed each turn)



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