Winter Wolf
Level 9 ✦ Beast • Cold

AC 23 | FORT 21 | REF 21 | WILL 21 | SPEED 9 | HP 70 | BLOOD 35

Attacks

⨁ **Frosty Bite:** +16 vs. AC; 15 + 5 cold damage.

❑ ⇢ **Blast of Winter:** (blast 3) +15 vs. Fortitude; 20 cold damage AND immobilized. On miss, 5 damage AND Slowed.

Powers

Resist 20 Cold

Scout

Scent: *Use when rolling for Conceal:* Roll an extra 1d20 and use the higher result.

❖ *Use with Storm King's Thunder: Winter Wolf*

31

Fomorian Eyebiter
Level 13 ✦ Giant • Fey

AC 25 | FORT 25 | REF 25 | WILL 25 | SPEED 6 | HP 90 | BLOOD 45

Attacks

⨁ **Crude Club:** (reach 2) +19 vs. AC; 30 damage.

❑ ⇢ **Evil Eye:** *Minor action:* (range 4) +22 vs. Will; 20 psychic damage AND -2 to all attacks and saves (save ends).

Powers

Stable Footing: Ignores the extra cost for entering difficult terrain.

Accursed Giant: *Whenever this creature's attack roll is a natural 1:* That attack hits this creature instead.

❖ *Use with Storm King's Thunder: Fomorian*

65

Fire Giant Duke
Level 18 ✦ Giant • Fire • Unique

CR 3

AC 31 | FORT 32 | REF 28 | WILL 29 | SPEED 8 | HP 140 | BLOOD 70

Attacks

⨁ **Giantsword:** (reach 3) +24 vs. AC; 25 + 10 fire damage.

❑ ⁂ **Firestone:** *Minor action, once per turn:* (radius 1 within 12) +22 vs. Reflex; 15 damage AND 10 ongoing fire damage AND target is not Invisible (save ends both). ↺ *as a move action.*

Powers

Immune Fire

Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.

Champion Powers ❑ ❑ ❑

❖ *Use at start of this creature's turn:* Each creature within 2 squares takes 10 fire damage.

❖ *Use when a giant is affected by a condition:* That giant is not affected by that condition instead.

❖ *Use with Storm King's Thunder: Fire Giant with Sword*

140

Stone Giant Lord
Level 15 ✦ Giant • Earth

AC 29 | FORT 32 | REF 27 | WILL 27 | SPEED 8 | HP 100 | BLOOD 50

Attacks

⨁ **Club** (reach 3) +21 vs. AC; 30 damage, ignore Resist.

⇢ **Shattering Impact Boulder Hurl:** (sight) +22 vs. Reflex; 25 damage AND Dazed AND 10 damage to each creature adjacent to target.

Powers

Resist 5 All

Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.

Cleave: *Immediate action, use when this creature destroys an enemy with a ⨁ attack:* Make a ⨁ attack.

Stable Footing: Ignores the extra cost for entering difficult terrain.

❖ *Use with Storm King's Thunder: Stone Giant*

101

Cloud Giant Highguard
Level 16 ✦ Giant • Arcane

AC 26 | FORT 28 | REF 32 | WILL 32 | SPEED 8 | HP 170 | BLOOD 85

Attacks

⨁ **Skewer:** (reach 4) +23 vs. AC; 35 damage AND Immobilized.

⨁ **Kick:** *Minor action:* (reach 2, Medium or smaller enemy only) +22 vs. AC; 10 damage AND push 3.

Powers

Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.

❑ **Misty Step:** *Move action:* Teleport 6.

❑ **Fly:** *Use at start of turn:* Flight until end of turn.

Gigantic 10: +10 damage vs. Big targets.

Garden of Good and Evil: After setup, choose a good or evil ally if possible. This creature gains that alignment until end of battle.

❖ *Use with Storm King's Thunder: Cloud Giant with Spear*

120

Cloud Giant Captain
Level 17 ✦ Giant • Arcane

CR 1

AC 26 | FORT 28 | REF 32 | WILL 32 | SPEED 8 | HP 180 | BLOOD 90

Attacks

⨁ **Swift Tulwar:** *Make 2 attacks:* (reach 3) +24 vs. AC; 25 damage.

⇢ **Phantom Dart:** (sight) Automatic hit; 20 damage.

Powers

Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.

❑ **Misty Step:** *Move action:* Teleport 6.

❑ **Fly:** *Use at start of turn:* Flight until end of turn.

Gigantic 10: +10 damage vs. Big targets.

Garden of Good and Evil: After setup, choose a good or evil ally if possible. This creature gains that alignment until end of battle.

Champion Powers ❑

❖ *Use at start of round:* An ally teleports 6.

❖ *Use with Storm King's Thunder: Cloud Giant with Sword*

130

Frost Giant Reaver
Level 14 ✦ Giant • Cold

AC 28 | FORT 27 | REF 27 | WILL 27 | SPEED 8 | HP 110 | BLOOD 55

Attacks

⨁ **Frostfang Blade:** (reach 3) +20 vs. AC; 20 + 10 cold damage AND Fire target is Dazed.

❑ ⇢ **Frost Reave:** (blast 3) +20 vs. AC; 20 + 15 cold damage. ↺ *as an attack action.*

Powers

Immune Cold, Vulnerable 5 Fire

Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.

Cleave: *Immediate action, use when this creature destroys an enemy with a ⨁ attack:* Make a ⨁ attack.

❖ *Use with Storm King's Thunder: Frost Giant with Sword*

89

Frost Giant Slayer
Level 14 ✦ Giant • Cold

AC 28 | FORT 27 | REF 27 | WILL 27 | SPEED 8 | HP 110 | BLOOD 55

Attacks

⨁ **Blödfrost Axe:** (reach 3) +20 vs. AC; 25 damage AND 5 ongoing cold damage (save ends).

❑ ⇢ **Ise Binding Rune:** *Minor action:* (range 5) +22 vs. Reflex; 25 cold damage AND Immobilized.

Powers

Immune Cold, Vulnerable 5 Fire

Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.

Blöd Rune: All squares adjacent to this creature are blood rock terrain.

❑ **Kris Rune:** *Minor action:* This creature's next ⨁ attack is an automatic hit and a critical hit.

❖ *Use with Storm King's Thunder: Frost Giant with Axe*

88