

# Rune Giant

*Huge, Giant, Lawful Evil*

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**ARMOR CLASS****20****HIT POINTS****322 (23d12 + 173)****CHALLENGE****15 | 13,000 XP****PROFICIENCY****+5**

<b>Speed</b>	Walk 40 ft.
<b>Initiative</b>	+1
<b>Saving Throws</b>	Cha +9, Con +12, Str +14, Wis +9
<b>Skills</b>	Arcana +8, Athletics +14, Perception +9
<b>Damage Resistances</b>	Cold, Fire, Lightning, Thunder
<b>Damage Immunities</b>	Frightened
<b>Condition Immunities</b>	Frightened
<b>Senses</b>	Darkvision 120 ft.; Passive Perception 19
<b>Passive Perception</b>	19
<b>Languages</b>	Common, Giant, Primordial

**STR****29**  
+9**DEX****12**  
+1**CON****25**  
+7**INT****16**  
+3**WIS****18**  
+4**CHA****18**  
+4

## Traits

**Runic Ward.** The giant has Advantage on saving throws against spells and magical effects.

**Giant Rune Aura.** Enemies within 10 feet have Disadvantage on Strength saving throws.

## Actions

**Multiattack.** The giant makes two Runeblade attacks.

**Runeblade.** Melee Attack Roll: +14, reach 15 ft. Hit: 32 (4d10 + 10) Slashing damage plus 18 (4d8) Force damage.

**Rune Storm (Recharge 5-6).** Constitution Saving Throw: creatures in a 30-foot-radius sphere within 120 feet. Failure: 81 (18d8) Force damage and the target is knocked Prone. Success: Half damage.

## Reactions

**Rune Reversal.** When the giant takes elemental damage, it reduces that damage by 20 and deals 10 Force damage to one creature within 30 feet.

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