

## **Mighty Graveknight Fire Giant CR 17**

### **Lawful Evil Large Undead**

**Init** +8, **Senses:** *Darkvision* 60, Perception +29

**Speed** 60; **Languages:** Common, Giant

### **Defenses**

**AC** 33, **Touch** 13, **FF** 28 (-1 Dex, +12 Natural, -1 size, +8 armour, +5 Dodge);

**HP** 262 (15d8+195); **DR:** 5/-; **SR:** 28

**Immune:** cold, electricity, fire, undead traits

**Fort** +12, **Ref** +9, **Will** +16 (+4 vs channeling)

**Aura:** 30'; Desecrate, Channeling must succeed @ DC 25 Concentration check

### **Offense: [power attack +29/+42] [all attacks +6d6 fire]**

**Single Attack:** Greatsword +35 (3d6+24/19-20)

or Rock +20 (2d6+18)

**Full Attack:** Greatsword +35/30/25 (3d6+24/19-20)

or Rock +20 (2d6+13) range 30;

**BAB** 21 **CMB** 35; **CMD** 49

### **Statistics**

**Space** 10'; **Reach** 10'

**Str** 37, **Dex** 9, **Con** -, **Int** 12, **Wis** 18, **Cha** 14

**Skills:** Climb 26, Craft 21, Intimidate 26, Perception 29, Ride 19

**Feats:** Cleave, Great Cleave, Improved Initiative, Improved Overrun, Improved Sunder, Iron Will, Mounted Combat, Power Attack, Ride-by Attack, Toughness, Weapon Focus Greatsword

**SA:** Throw Rock 120', Channel Destruction (Su) +4d6 fire, Burning Weapons (Ex) +2d6 fire, ***Devastating Blast* (Su) 12d6 fire (DC 26 Reflex; 3/day 30' cone)**, Undead Mastery (Su) (1/day, DC 24 Will, 50', 75HD)

**SQ:** Immunity to Fire, Low-light Vision, Rock Catching, Phantom Mount (Su) 1/hour can summon skeletal horse as Phantom Steed spell, Rejuvenation (Su) One day after a graveknight is destroyed, its armor begins to rebuild the undead, Resistance to positive channeling +4, Ruinous Revivification (Su) Fire, Sacrilegious Aura (Su)

**Alpha**

**Bravo**

**Charlie**

**Delta**

**Gamma**

**Epsilon**

**Zeta**

**Eta**