

FLYTRAP, GIANT

This towering plant is a mass of vines and barbs. Several stalks are horribly mobile, each ending in a set of green, toothy jaws.

GIANT FLYTRAP

CR 10



XP 9,600

N Huge plant

Init +8; **Senses** low-light vision, tremorsense 60 ft.;

Perception +10

DEFENSE

AC 22, touch 12, flat-footed 18 (+4 Dex, +10 natural, -2 size)

hp 149 (13d8+91)

Fort +17, **Ref** +8, **Will** +5

Immune mind-affecting effects, paralysis, poison, polymorph, sleep, stun; **Resist** acid 20

OFFENSE

Speed 10 ft.

Melee 4 bites +15 (1d8+7 plus grab)

Space 15 ft.; **Reach** 15 ft.

Special Attacks engulf

STATISTICS

Str 25, **Dex** 18, **Con** 25, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +9; **CMB** +18 (+22 grapple); **CMD** 32 (can't be tripped)

Feats Cleave, Great Fortitude, Improved

Initiative, Power Attack, Skill Focus

(Stealth), Vital Strike, Weapon Focus (bite)

Skills Perception +10, Stealth +9 (+17 in undergrowth); **Racial Modifiers** +8

Stealth in undergrowth

ECOLOGY

Environment temperate swamps

Organization solitary, pair, or grove (3–6)

Treasure incidental

SPECIAL ABILITIES

Engulf (Ex) If a giant flytrap begins its turn with an opponent at least two size categories smaller than itself grappled in one of its mouths, it can close its jaws completely around the foe by making a new combat maneuver check (as though attempting to pin the foe). If it succeeds, it engulfs the prey and inflicts 1d8+7 points of damage and 2d6 acid damage as the cavity floods with digestive enzymes. The seal formed is airtight, so an engulfed creature risks suffocation. Engulf is a special form of pinning, and an engulfed creature can escape in the

same way as he can from being pinned, but since an engulfed creature is contained wholly inside the plant's jaws, the flytrap's victim cannot be targeted by effects or attacks that require line of sight or line of effect. A giant flytrap that is grappling or pinning a foe cannot attack other targets with that bite, but is not otherwise hindered.

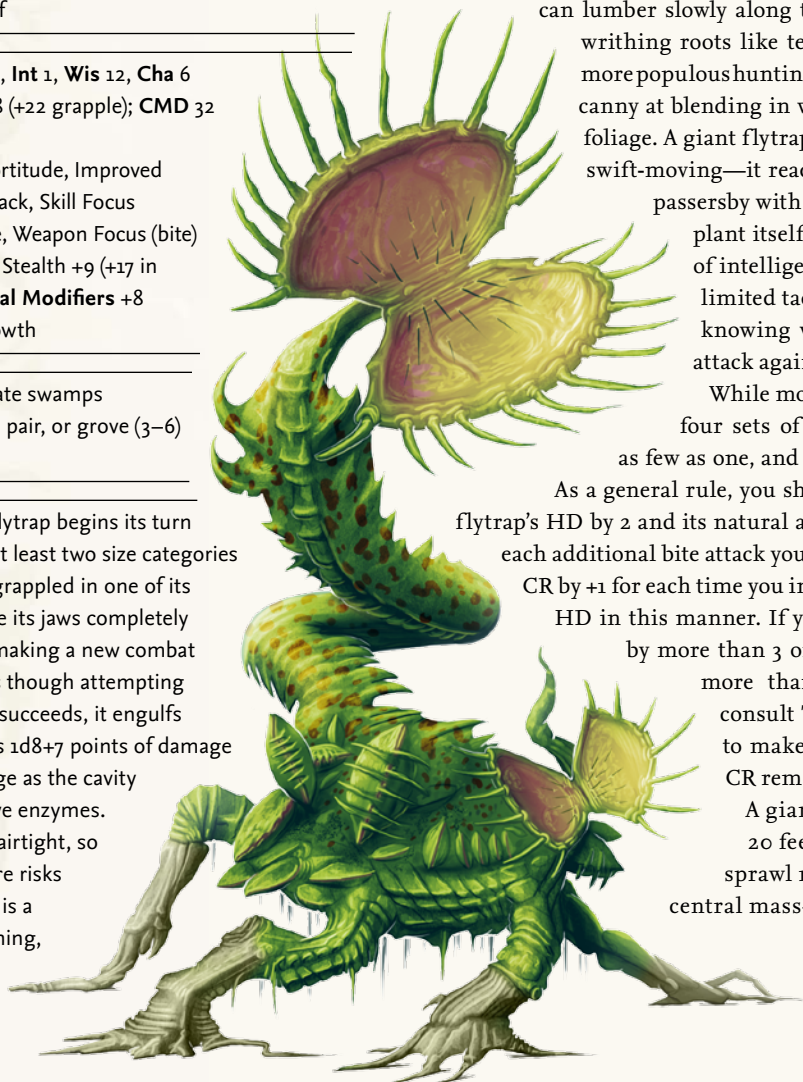
A hardy plant that grows in areas with poor soil but abundant animal life, this dangerous predator is an immense version of its more common (and much smaller) kin. Whereas the smaller flytraps supplement their growth by catching insects, the giant flytrap does the same with animals, humanoids, and anything else foolish enough to draw too near. Local legends call this plant names like “mancatcher,” “snapperjaw plant,” “dragonleaf plant,” “cowbiter,” and “green gulper,” but adventurers know it simply as the giant flytrap.

As the giant flytrap's prey are generally much smarter than insects, this huge plant has evolved into a much more aggressive hunter than its smaller brethren. It can lumber slowly along the ground, using its writhing roots like tentacles to relocate to more populous hunting grounds, and is quite canny at blending in with the surrounding foliage. A giant flytrap's jaws and stalks are swift-moving—it reaches out and snaps at passersby with lightning speed. The plant itself even has a modicum of intelligence, and is capable of limited tactical choices, such as knowing when to break off an attack against a powerful foe.

While most giant flytraps have four sets of jaws, some can have as few as one, and others eight or more.

As a general rule, you should increase a giant flytrap's HD by 2 and its natural armor bonus by +1 for each additional bite attack you give it, increasing its CR by +1 for each time you increase its attacks and HD in this manner. If you increase the plant by more than 3 or 4 bites (and thus by more than 6 or 8 Hit Dice), consult Table 1–1 on page 291 to make sure that the plant's CR remains appropriate.

A giant flytrap's stalks are 20 feet long, but generally sprawl relatively close to the central mass—a set of full-grown flytrap jaws is 7 feet across. A giant flytrap weighs 9,000 pounds.



FROG, GIANT

This creature looks like a normal frog, with moist, mottled, blackish-green skin, but grown to truly monstrous size.

GIANT FROG	CR 1			
XP 400				
N Medium Animal				
Init +1; Senses low-light vision, scent; Perception +3				
DEFENSE				
AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)				
hp 15 (2d8+6)				
Fort +6, Ref +6, Will –1				
OFFENSE				
Speed 30 ft., swim 30 ft.				
Melee bite +3 (1d6+2 plus grab) or tongue +3 touch (grab)				
Space 5 ft.; Reach 5 ft. (15 ft. with tongue)				
Special Attacks pull (tongue, 5 feet), swallow whole (1d4 bludgeoning damage, AC 10, 1 hp), tongue				
STATISTICS				
Str 15, Dex 13, Con 16, Int 1, Wis 8, Cha 6				
Base Atk +1; CMB +3 (+7 grapple); CMD 14 (18 vs. trip)				
Feats Lightning Reflexes				
Skills Acrobatics +9 (+13 jumping), Perception +3, Stealth +5, Swim +10; Racial Modifiers +4 Acrobatics (+8 jumping), +4 Stealth				
ECOLOGY				
Environment temperate or warm marshes and aquatic				
Organization solitary, pair, or army (3–8)				
Treasure none				
SPECIAL ABILITIES				

Tongue (Ex) A giant frog's tongue is a primary attack with reach equal to three times the frog's normal reach (15 feet for a Medium giant frog). A giant frog's tongue deals no damage on a hit, but can be used to grab. A giant frog does not gain the grappled condition while using its tongue in this manner.

Giant frogs have razor-sharp teeth lining their mouths. They are 6 feet long and weigh 200 pounds.

Frog Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft., swim 30 ft.; **AC** +1 natural armor; **Attack** bite (1d6); **Ability Scores** Str 15, Dex 13, Con 16, Int 1, Wis 9, Cha 6; **Special Qualities** low-light vision, scent, tongue, pull.

4th–Level Adv.:

Ability Scores

Str +2, Dex +2;

Special Qualities

swallow whole.

FROG, POISON

This small frog is bright green and red, with electric-blue stripes on its hind legs.

POISON FROG	CR 1/2			
XP 200				
N Tiny animal				
Init +1; Senses low-light vision; Perception +3				
DEFENSE				
AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)				
hp 4 (1d8)				
Fort +2, Ref +3, Will –1				
OFFENSE				
Speed 10 ft., swim 20 ft.				
Melee bite +3 (1 plus poison)				
Space 2-1/2 ft.; Reach 0 ft.				
STATISTICS				
Str 2, Dex 12, Con 11, Int 1, Wis 9, Cha 10				
Base Atk +0; CMB –1; CMD 5 (9 vs. trip)				
Feats Weapon Finesse				
Skills Acrobatics +5 (+1 jumping), Perception +3, Stealth +13, Swim +9; Racial Modifiers +4 Acrobatics (+8 jumping), +4 Stealth; uses Dex to swim				
ECOLOGY				
Environment warm marshes and aquatic				
Organization solitary, pair, or army (3–12)				
Treasure none				
SPECIAL ABILITIES				
Poison (Ex) Injury; <i>save</i> Fort DC 10; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d2 Con damage; <i>cure</i> 1 save				

Poisonous frogs are a bright green color, with additional bright yellow, red, or blue markings. They are just over a foot long and weigh 10 pounds. The poison of poisonous frogs is often gathered by primitive tribes and used to coat darts and arrows for hunting.

You can make a larger poison frog either by applying the giant simple template or by giving a normal giant frog a poison frog's venomous bite.



Illustration by Dean Spencer

FROGHEMOTH

This immense, three-eyed frog-like creature rears up on powerful hind legs. In place of arms, four huge tentacles thrash and writhe.

FROGHEMOTH

CR 13



XP 25,600

N Huge aberration

Init +5; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft.; **Perception** +16

DEFENSE

AC 28, touch 9, flat-footed 27 (+1 Dex, +19 natural, -2 size)

hp 184 (16d8+112)

Fort +12, **Ref** +8, **Will** +11

Immune electricity (partial); **Resist** fire 10

Weaknesses slowed by electricity

OFFENSE

Speed 20 ft., swim 30 ft.

Melee bite +20 (2d6+10/19-20 plus grab), 4 tentacles +18 (1d8+5 plus grab), tongue +18 (1d4+5 plus grab)

Space 15 ft.; **Reach** 15 ft. (30 ft. with tongue)

Special Attacks constrict (tentacle, 1d6+10), swallow whole (3d6+10 damage, AC 19, hp 18)

STATISTICS

Str 30, **Dex** 13, **Con** 24, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +12; **CMB** +24 (+28 grapple); **CMD** 35

Feats Cleave, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Lunge, Multiattack, Power Attack, Skill Focus (Stealth)

Skills Perception +16, Stealth +14 (+22 in marshes), Swim +18;

Racial Modifiers +8 Perception, +8 Stealth in marshes

ECOLOGY

Environment temperate marsh

Organization solitary

Treasure standard

SPECIAL ABILITIES

All-Around Vision (Ex) A

froghemoth's stalked eyes allow it to see in all directions at once. It cannot be flanked.

Slowed by Electricity (Ex)

Although a froghemoth is immune to damage from electricity, whenever it would otherwise take such damage it is instead slowed for 1 round.

Thankfully rare, the froghemoth is one of the deep swampland's most ferocious and monstrous predators. Capable of catching and eating dinosaurs and even dragons, the froghemoth is a frighteningly effective ambush hunter. When lying in wait for prey, the immense creature secrets itself in deep marsh pools and mud so that only the top of its eyestalk emerges from the surface. The froghemoth's eyes are incredibly keen, but even more impressive is the monster's tongue. Like a snake, a froghemoth can "taste" its surroundings with extraordinary accuracy.

Scholars have long debated the origin of this strangely immense predator, arguing that its unusual senses, physiology, and resistances make it something more than an animal. Druids and other servants of the natural world agree—the froghemoth may act like an animal, but it never seems fully "comfortable" in its environs. Perpetually ill-tempered, a froghemoth often seems to kill simply for the sake of killing—vomiting up partially digested meals in favor of new prey when it encounters such. It's not unheard of to find these strange creatures far from their normal habitations, as if the marsh didn't agree with them and sent them wandering in search of a new home. Some sages argue that the froghemoth isn't from this world at all, and that these wanderings are instinctual urges to seek out its true home—a home not represented by the strange world in which the beast finds itself trapped.

A froghemoth is 22 feet tall at the shoulder and weighs 16,000 pounds.



GARGOYLE

Seemingly carved from a dark gray stone, this sinister crouching humanoid resembles a horned, winged demon.

GARGOYLE

CR 4



XP 1,200

CE Medium monstrous humanoid (earth)

Init +6; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 42 (5d10+15)

Fort +4, **Ref** +6, **Will** +4

DR 10/magic

OFFENSE

Speed 40 ft., fly 60 ft. (average)

Melee 2 claws +7 (1d6+2), bite +7 (1d4+2), gore +7 (1d4+2)

STATISTICS

Str 15, **Dex** 14, **Con** 16, **Int** 6, **Wis** 11, **Cha** 7

Base Atk +5; **CMB** +7; **CMD** 19

Feats Hover, Improved Initiative, Skill Focus (Fly)

Skills Fly +12, Perception +5, Stealth +11 (+17 in stony

areas); **Racial Modifiers** +2 Stealth (+6 in stony environs)

Languages Common, Terran

SQ freeze

ECOLOGY

Environment any

Organization solitary, pair, or wing (3–12)

Treasure standard

SPECIAL ABILITIES

Freeze (Ex) A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Gargoyles often appear to be winged stone statues, for they can perch indefinitely without moving, allowing them to surprise their foes. Gargoyles tend toward obsessive-compulsive behaviors that are as varied as their kind is plentiful. Books, stolen trinkets, weapons, and grisly trophies harvested from fallen foes are just a few examples of the types of things a gargoyle might collect to decorate its lair and territory. Gargoyles tend toward a solitary lifestyle, though they sometimes form fearsome groups called “wings” for protection and sport. In certain conditions, a tribe of gargoyles might even ally with other creatures, but even the most stable alliances with a gargoyle tribe can collapse for the smallest of reasons—gargoyles are nothing if not treacherous, petty, and vindictive. Gargoyles have been known to dwell in the heart of the largest of cities, crouching amid the decorations of stone cathedrals and buildings where they hide in plain sight

by day and swoop down to feed on vagabonds, beggars, and other unfortunates at night.

The longer a tribe of gargoyles abides in a region of ruins or buildings, the more its members come to resemble that region’s architectural styles. The changes a gargoyle’s appearance undergoes are slow and subtle, but over the course of years, it can shift radically.

One unusual variant of gargoyle dwells not amid buildings and ruins but under the waves of the sea. These creatures are known as kapoacinths—they have the same basic statistics as normal gargoyles, save that they have the aquatic subtype and their wings grant them a swim speed of 60 feet (but are useless for actual flight). Kapoacinths dwell in shallow, coastal regions where they can shamle up from the surf to prey on those that reside there. They are more likely to form wings, as kapoacinths prefer group living to a solitary lifestyle.



Illustration by Concept Art House

GELATINOUS CUBE

Bits of broken weapons, coins, and a partially digested skeleton are visible inside this quivering cube of slime.

GELATINOUS CUBE

CR 3



XP 800

N Large ooze

Init –5; **Senses** blindsight 60 ft.; **Perception** –5

DEFENSE

AC 4, touch 4, flat-footed 4 (–5 Dex, –1 size)

hp 50 (4d8+32)

Fort +9, **Ref** –4, **Will** –4

Immune electricity, ooze traits

OFFENSE

Speed 15 ft.

Melee slam +2 (1d6 plus 1d6 acid)

Space 10 ft.; **Reach** 5 ft.

Special Attacks engulf, paralysis

STATISTICS

Str 10, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +4; **CMD** 9 (can't be tripped)

SQ transparent

ECOLOGY

Environment any underground

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Acid (Ex) A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex) Although it moves slowly, a gelatinous cube can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 12 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

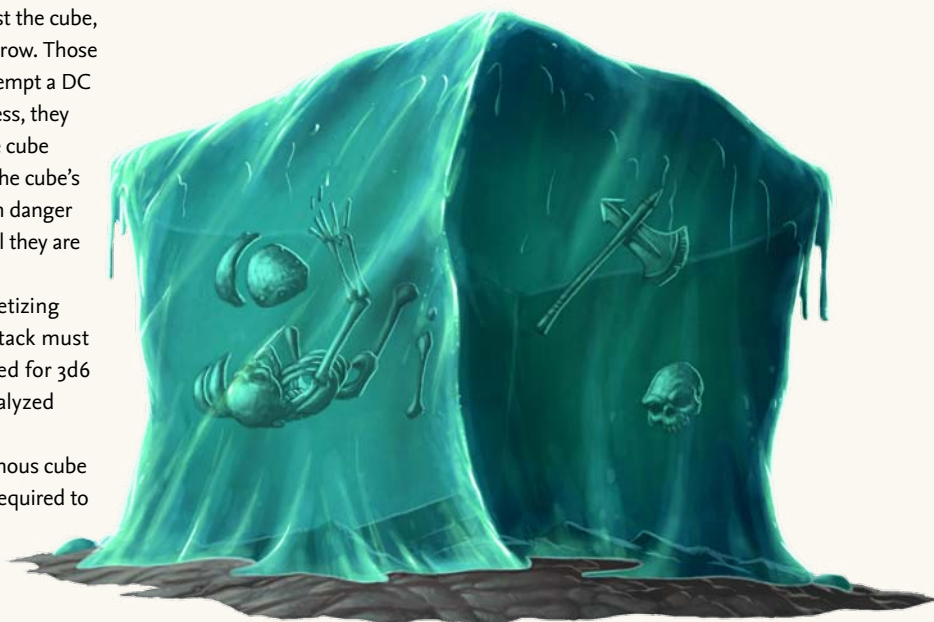
Paralysis (Ex) A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex) Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

One of the dungeon's most unusual and specialized predators, gelatinous cubes spend their existence mindlessly roaming dungeon halls and dark caverns, swallowing up organic material such as plants, refuse, carrion, and even living creatures. Materials the cube cannot digest, such as metal and stone, can eventually fill up the creature's mass with such detritus, and at times the creature may excrete some of this material out of its body. Often the treasure and possessions of past victims remain inside the gelatinous cube, leaving a ghostly impression of their material remains.

Sages believe these creatures evolved as a specialized advancement of gray oozes. Some beings use gelatinous cubes as protectors of dungeons and underground fortifications, trapping the immense creatures in massive metal crates and transporting them through either slave power or magic to their final guard posts. They make particularly efficient waste disposal mechanisms as well—a tribe that can trap a gelatinous cube in a pit or other area that it cannot climb out of can use it as a midden or even a deadly trap, depending only on the ingenuity of the creatures who caught it.




Gelatinous cubes are generally 10 feet to a side and weigh upward of 15,000 pounds, though subterranean explorers report larger specimens trawling the deepest caves and corridors. In locations with plentiful sources of food, gelatinous cubes can exist for hundreds of years, if not thousands. However, if denied organic material for more than 6 months, a gelatinous cube begins shrinking. Eventually this stresses its walls and the creature leaks rapidly evaporating slimy liquid until its body collapses and disappears completely.



GELATINOUS CUBE-GENIE, DJINNI

GENIE, DJINNI

This creature stands nearly twice as tall as a human, although its lower torso trails away into a vortex of mist and wind.

DJINNI	CR 5	  
XP 1,600		
CG Large outsider (air, extraplanar)		
Init +8; Senses darkvision 60 ft.; Perception +12		
DEFENSE		
AC 19, touch 14, flat-footed 14 (+4 Dex, +1 dodge, +5 natural, -1 size)		
hp 52 (7d10+14)		
Fort +4, Ref +9, Will +7		
Immune acid		
OFFENSE		
Speed 20 ft., fly 60 ft. (perfect)		
Melee 2 slams +10 (1d8+4) or mwk scimitar +11/+6 (1d8+4/18-20)		
Space 10 ft.; Reach 10 ft.		
Special Attacks air mastery, whirlwind (1/10 minutes, 10-50 ft. tall, 1d8+4 damage, DC 17)		
Spell-Like Abilities (CL 9th)		
At will— <i>invisibility</i> (self only), <i>plane shift</i> (willing targets to elemental planes, Astral Plane, or Material Plane only)		
1/day— <i>create food and water</i> , <i>create wine</i> (as <i>create water</i> , but wine instead), <i>gaseous form</i> (for up to 1 hour), <i>major creation</i> (created vegetable matter is permanent), <i>persistent image</i> (DC 17), <i>wind walk</i>		
STATISTICS		
Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 15		
Base Atk +7; CMB +12; CMD 27		
Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative ^B , Wind Stance		
Skills Appraise +12, Craft (any one) +12, Fly +20, Knowledge (planes) +12, Perception +12, Sense Motive +12, Spellcraft +12, Stealth +10		
Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.		
ECOLOGY		
Environment any (Plane of Air)		
Organization solitary, pair, company (3-6), or band (7-10)		
Treasure standard (masterwork scimitar, other gear)		
SPECIAL ABILITIES		
Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against a djinni.		

The djinn (singular djinni) are genies from the Plane of Air. They are said to be made of the stuff of clouds, with the strength of the mightiest storms. A djinni is about 10 feet tall and weighs about 1,000 pounds.

Djinn disdain physical combat, preferring to use their magical powers and aerial abilities against foes. A djinni overmatched in combat usually takes flight and becomes a whirlwind to harass those who follow. When faced with

no other option than melee combat, most djinn prefer to wield masterwork scimitars two-handed.

Among other genies, djinn get along well with jann and marids. They are frequently at odds with the shaitans, and are sworn enemies of the efreet, despising these fiery genies more than any other genie race. So legendary is the conflict between the efreet and the djinn that many spellcasters attempt (to varying degrees of success) to secure a djinni's servitude by promising to aid the cause against their hated enemies.

A small percentage of djinn are noble. Noble djinn, often called viziers, have 10 Hit Dice, Strength 23, and Charisma 17, and can grant three *wishes* to any being (nongenies only) who captures them. Djinn nobles are CR 8.



Illustration by Jesper Ejsing

GENIE, EFREETI

This muscular giant has crimson skin, smoldering eyes, and small black horns. Smoke rises in curls from its flesh.

EFREETI

CR 8



XP 4,800

LE Large outsider (extraplanar, fire)

Init +7; **Senses** darkvision 60 ft., detect magic; Perception +15

DEFENSE

AC 21, touch 13, flat-footed 17 (+3 Dex, +1 dodge, +8 natural, -1 size)

hp 95 (10d10+40)

Fort +7, **Ref** +10, **Will** +9

Immune fire; **Vulnerability** cold

OFFENSE

Speed 20 ft., fly 40 ft. (perfect)

Melee 2 slams +15 (1d8+6 plus 1d6 fire) or mwk falchion
+16/+11 (2d6+9/18-20)

Space 10 ft.; **Reach** 10 ft.

Special Attacks change size, heat

Spell-Like Abilities (CL 11th)

Constant—*detect magic*

At Will—*plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *produce flame*, *pyrotechnics* (DC 14), *scorching ray*

3/day—*invisibility*, quickened *scorching ray*, *wall of fire* (DC 16)

1/day—grant up to 3 *wishes* (to nongenies only), *gaseous form*, *permanent image* (DC 18)

STATISTICS

Str 23, **Dex** 17, **Con** 18, **Int** 12, **Wis** 14, **Cha** 15

Base Atk +10; **CMB** +17; **CMD** 31

Feats Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved Initiative^B, Quicken Spell-Like Ability (*scorching ray*)

Skills Bluff +19, Craft (any one) +14, Disguise +10, Fly +13, Intimidate +15, Perception +15, Sense Motive +15, Spellcraft +14, Stealth +8

Languages Auran, Aquan, Common, Ignan, Terran; telepathy 100 ft.

SQ change shape (humanoid or giant, *alter self* or *giant form I*)

ECOLOGY

Environment any (Plane of Fire)

Organization solitary, pair, company (3-6), or band (7-12)

Treasure standard (mwk falchion, other gear)

SPECIAL ABILITIES

Change Size (Sp) Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex) An efreeti's body deals 1d6 points of fire damage whenever it hits in melee, or in each round it grapples.

The efreet (singular efreeti) are genies from the Plane of Fire. An efreeti stands about 12 feet tall and weighs about 2,000 pounds.




Efreet have few allies among geniekind. They certainly hate djinn, and attack them on sight. They hold an equally strong enmity for marids, and view the jann as frail and weak. Efreet often work closely with shaitans, yet even then alliances are temporary at best.

A small percentage of efreet are noble. Noble efreet, often called maliks, have 13 Hit Dice and gain the following spell-like abilities: 3/day—*fireball*, *heat metal*; 1/day—*greater invisibility*, *pyroclastic storm* (as *ice storm*, with fire instead of cold damage). A noble efreeti's caster level for its spell-like abilities is 15th. Noble efreet are CR 10.



GENIE, JANNI

This regal figure looks like a tall, well-proportioned human, save that its eyes sparkle with strange light.

JANNI	CR 4	  
XP 1,200		
N Medium outsider (native)		
Init +6; Senses darkvision 60 ft.; Perception +11		
DEFENSE		
AC 20, touch 13, flat-footed 17 (+6 armor, +2 Dex, +1 dodge, +1 natural)		
hp 39 (6d10+6)		
Fort +6, Ref +7, Will +4		
Resist fire 10		
OFFENSE		
Speed 30 ft., fly 20 ft. (perfect); 20 ft., fly 15 ft. (perfect) in chainmail		
Melee scimitar +9/+4 (1d6+4/18–20)		
Ranged composite longbow +8/+3 (1d8+3/x3)		
Special Attacks change size		
Spell-Like Abilities (CL 8th)		
3/day— <i>invisibility</i> (self only), <i>plane shift</i> (willing targets to elemental planes, Astral Plane, or Material Plane only), <i>speak with animals</i>		
1/day— <i>create food and water</i> , <i>ethereal jaunt</i> (for 1 hour)		
STATISTICS		
Str 16, Dex 15, Con 12, Int 14, Wis 15, Cha 13		
Base Atk +6; CMB +9; CMD 22		
Feats Combat Reflexes, Dodge, Improved Initiative ^B , Mobility		
Skills Appraise +11, Craft (any one—usually weaponsmith) +11, Fly +14, Perception +11, Ride +6, Sense Motive +11, Spellcraft +11, Stealth +6		
Languages Common, one elemental language (Aquan, Auran, Ignan, or Terran), one planar language (Abyssal, Celestial, or Infernal); telepathy 100 ft.		
SQ elemental endurance		
ECOLOGY		
Environment warm deserts		
Organization solitary, pair, company (3–6), or band (7–12)		
Treasure standard (chainmail, composite longbow [+3 Str], scimitar, other gear)		
SPECIAL ABILITIES		
Change Size (Sp) Twice per day, a janni can magically change a creature's size. This works just like an <i>enlarge person</i>		

or *reduce person* spell (the janni chooses when using the ability), except that the ability can work on the janni. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Elemental Endurance (Ex) Jann can remain on the Planes of Air, Earth, Fire, or Water for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

The jann (singular janni) are the weakest of the genies. Jann are formed out of all four elements and must therefore spend most of their time on the Material Plane. Some lore even casts the janni as the most “human” of the genie races, although most jann are quick to correct this insult, usually with the edge of a sword. A janni is human-sized, standing about 6 feet tall and weighing about 180 pounds.

Jann are physically strong and courageous, and do not take kindly to insult or injury. Most are quite prone to seeing insult even when none is intended by the speaker. If overwhelmed in battle, they escape using flight and *invisibility*, returning later with reinforcements.

Jann enjoy their privacy, preferring the solitude of the deep desert and isolated oases. They are usually suspicious of humans, but are often willing to give them the benefit of the doubt. Jann have a strong cultural tradition of hospitality, and will never turn away someone in need of food, water, or shelter, though they might expect payment in the form of a favor at some later date.

Among the other genie races, jann generally have good relations with both djinn and shaitans. While not actively enemies, jann dislike the proud and aloof marids. Jann have a distinct aversion to the efreet, who often try to enslave them or conscript them into their armies.

A small percentage of jann are noble. Noble jann, often called sheikhs or amirs, have 9 Hit Dice, Strength 19, and Intelligence 18, and gain the following spell-like abilities: 3/day—*augury*, *detect magic*, and *divination*. A noble janni's caster level for its spell-like abilities is 12th. Noble jann are CR 7.

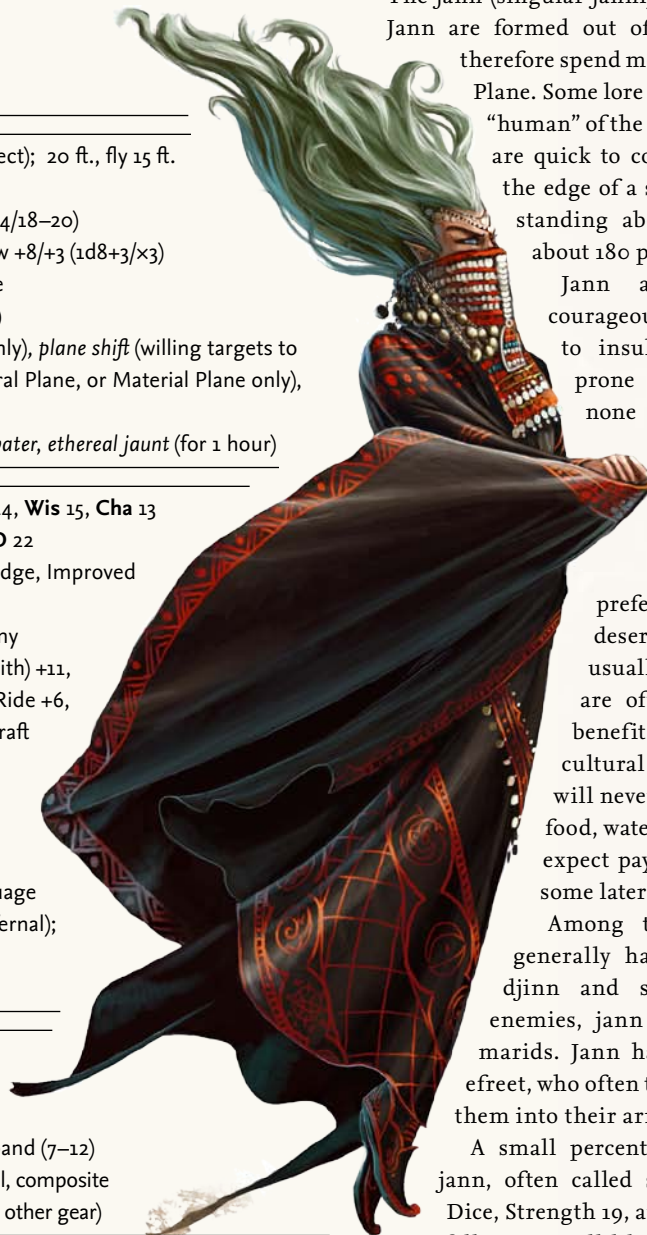


Illustration by Ben Wooten

GENIE, MARID

This being resembles a powerful giant with hairless blue-green skin, deep blue eyes, flamboyant eyebrows, and pearlescent teeth.

MARID

CR 9

XP 6,400

CN Large outsider (extraplanar, water)

Init +8; Senses darkvision 60 ft.; Perception +17

DEFENSE

AC 23, touch 14, flat-footed 18 (+4 Dex, +1 dodge, +9 natural, –1 size)

hp 114 (12d10+48)

Fort +10, Ref +12, Will +10

OFFENSE

Speed 20 ft., swim 60 ft.

Melee 2 slams +17 (2d6+6) or mwk trident +18/+13/+8 (2d6+9)

Space 10 ft.; Reach 10 ft.

Special Attacks vortex (1/10 minutes, 10–50 ft. tall, 1d8+4 damage, DC 22), water mastery, water's fury

Spell-Like Abilities (CL 12th)

Constant—*detect evil*, *detect good*, *detect magic*, *water walk*

At will—*create water*, *invisibility*, *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *purify food and drink* (liquids only), *quench*

5/day—*control water*, *gaseous form*, *obscuring mist*, *water breathing*

3/day—*see invisibility*

1/day—*persistent image* (DC 18)

1/year—grant 1 wish (to nongenies only)

STATISTICS

Str 23, Dex 19, Con 18, Int 14, Wis 15, Cha 16

Base Atk +12; CMB +19; CMD 34

Feats Combat Casting, Combat

Reflexes, Dodge, Great Fortitude, Improved Initiative^B, Improved Natural Attack, Power Attack

Skills Craft (any one) +17, Diplomacy +18, Knowledge (planes) +17, Perception +17, Sense Motive +17, Spellcraft +17, Stealth +15, Swim +29

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SQ change shape (water elemental, humanoid or giant, *alter self*, *elemental body III*, or *giant form I*)

ECOLOGY

Environment any (Plane of Water)

Organization solitary, pair, company (3–6), or band (7–12)

Treasure standard (masterwork trident, other gear)

SPECIAL ABILITIES

Water Mastery (Ex) A marid gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the marid is touching the ground, the marid takes a –4 penalty on attack and damage rolls.

Water's Fury (Su) As a standard action, a marid can release a jet of water in a 60-foot line that deals 1d6 points of damage and blinds the target struck for 1d6 rounds. A DC 20 Reflex save reduces the damage by half and negates the blinding effect. The save DC is Constitution-based.

Vortex (Su) A marid can transform into a vortex of swirling, churning water once every 10 minutes. This ability functions identically to the whirlwind ability (see page 306 for full details on this special attack), save that it can only be used while the marid is underwater; a marid cannot leave a body of water while in vortex form.

Marids are genies from the Plane of Water. The most powerful of all the genie races, they are said to possess the strength of the ocean's currents and teeth made of pearl. A marid stands about 16 feet tall and weighs nearly 2,500 pounds.

The marids are perhaps the most unpredictable and capricious of the genies, a quality that the others (particularly shaitans) find to be both aggravating and embarrassing to the entire genie culture. Many marids become dancers, storytellers, performers, or other types of artists, and often travel to the Material Plane in disguise to seek out new audiences.

A small percentage of marids can lay claim to nobility. Noble marids, often called shahzadas, have 14 Hit Dice and gain the following spell-like abilities: 3/day—*cone of cold*, *ice storm*; 1/day—*elemental swarm* (water elementals only), *permanent image*. A noble marid's caster level for its spell-like abilities is 20th. Noble marids are CR 11.



GENIE, SHAITAN

This being resembles a towering human with skin of polished stone and glittering agate eyes.

SHAITAN

CR 7



XP 3,200

LN Large outsider (earth, extraplanar)

Init +5; Senses darkvision 60 ft., tremorsense 60 ft.;

Perception +14

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 85 (9d10+36)

Fort +10, Ref +4, Will +8

Immune electricity

OFFENSE

Speed 20 ft., burrow 60 ft., climb 20 ft.

Melee 2 slams +13 (2d6+5) or mwk scimitar
+14/+9 (1d8+7/18-20)

Space 10 ft.; Reach 10 ft.

Special Attacks earth mastery, metamorph, stone curse

Spell-Like Abilities (CL 9th)

At will—*meld into stone*, *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *soften earth and stone*, *stone shape*, *veil* (self only)
3/day—*quicken glitterdust* (DC 14), *stoneskin*, *rusting grasp*, *stone tell*, *wall of stone*
1/day—*trans. mud to rock*, *trans. rock to mud*

STATISTICS

Str 20, Dex 13, Con 19, Int 14, Wis 14, Cha 15

Base Atk +9; CMB +15; CMD 26

Feats Combat Casting, Greater Bull Rush, Improved Bull Rush, Improved Initiative^B, Power Attack, Quicken Spell-Like Ability (*glitterdust*)

Skills Appraise +14, Bluff +14, Climb +25, Craft (gemcutting) +14, Knowledge (engineering) +14, Perception +14, Sense Motive +14, Spellcraft +14

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SQ stone glide

ECOLOGY

Environment any (Plane of Earth)

Organization solitary, pair, company (3-6), or band (7-12)

Treasure standard (masterwork scimitar, other treasure)

SPECIAL ABILITIES

Earth Mastery (Ex) A shaitan gains a +1 bonus on attack and damage rolls and a +2 bonus on opposed Strength-based checks if both it and its foe are touching the ground. It takes a -4 penalty on attack and damage rolls against airborne or waterborne opponents.

Metamorph (Su) As a standard action, a shaitan may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.

Stone Curse (Su) If a shaitan wins a bull rush check by 5 or more and pushes its target into a stone barrier, the target must make a DC 19 Reflex save or be forced into the barrier as if the target had cast *meld into stone* until the victim makes a successful DC 19 Fortitude save as a full-round action to exit the stone. The save DCs are Strength-based.

Stone Glide (Su) This functions as the earth elemental's earth glide ability, except the shaitan can move through stone, dirt, crystal, or metal.

Shaitans are boastful and proud genies from the Plane of Earth with flesh of metal, gems, or stone. A shaitan stands about 11 feet tall and weighs roughly 5,000 pounds.

Some shaitans are noble. Often called pashas, they have 18 Hit Dice and gain the spell-like ability *earthquake*, usable once per day, as well as the ability to grant up to three *wishes* per day (nongenies only). A noble shaitan's caster level for its spell-like abilities is 18th.

Noble shaitans are CR 13.



GHOST

This spectral, horrifying figure glides silently through the air, passing through solid objects as if they didn't exist.

GHOST

CR 7



XP 3,200

Human ghost aristocrat 7

CE Medium undead (augmented humanoid, incorporeal)

Init +5; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 17, touch 17, flat-footed 15 (+1 Dex, +1 dodge, +5 deflection)

hp 73 (7d8+42)

Fort +7, **Ref** +5, **Will** +7

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +6 (7d6, Fort. DC 18 half)

Special Attacks frightful moan (DC 18)

STATISTICS

Str —, **Dex** 12, **Con** —, **Int** 10, **Wis** 11, **Cha** 20

Base Atk +5; **CMB** +5; **CMD** 22

Feats Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Toughness

Skills Fly +9, Knowledge (history) +10, Knowledge (nobility) +10, Perception +18, Sense Motive +10, Stealth +9; **Racial**

Modifiers +8 Perception, +8 Stealth

Languages Common

ECOLOGY

Environment any

Organization solitary

Treasure NPC gear

When a soul is not allowed to rest due to some great injustice, either real or perceived, it sometimes comes back as a ghost. Such beings are in eternal anguish, lacking in substance and unable to set things right. Although ghosts can be any alignment, the majority cling to the living world out of a powerful sense of rage and hatred, and as a result are chaotic evil—even the ghost of a good or lawful creature can become hateful and cruel in its afterlife.

More than most of the monsters in this book, a ghost benefits from a strong and detailed backstory. Why did this character become a ghost? What are the legends surrounding the ghost? An encounter with a ghost should never happen completely out of the blue—there are plenty of other incorporeal undead like wraiths and spectres to fill that role. A proper encounter with a ghost should be a climactic scene after a lengthy period of tension building with lesser minions or manifestations of the undead spirit. The sample ghost above is that of a human princess who was murdered by an unfaithful lover—after she confronted

him, he murdered her by wrapping her in chains and throwing her into the castle well, where she drowned. The ghost's abilities were selected to fit this backstory, and it shows how potent a villain you can create with a simple NPC class. Applying the template to creatures with class levels or creatures with significant racial abilities can create even more powerful ghosts.

When a ghost is created, it retains incorporeal “copies” of any items that it particularly valued in life (provided the originals are not in another creature's possession). The equipment works normally for the ghost but passes harmlessly through material objects or creatures. A weapon of +1 or better magical enhancement, however, can harm material creatures, but any such attack deals only half as much damage (50%) unless it is a *ghost touch weapon*. A ghost can use shields or armor only if they have the *ghost touch* quality.

The original items remain behind, just as the ghost's physical remains do. If another creature seizes the original, the incorporeal copy fades away. This loss invariably angers the ghost, who stops at nothing to return the item to its original resting place (and thus regain the item's use).

Creating a Ghost

“Ghost” is an acquired template that can be added to any living creature that has a Charisma score of at least 6. A ghost retains all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +2.

Type: The creature's type changes to undead. Do not recalculate the creature's base attack bonus, saves, or skill points. It gains the incorporeal subtype.

Armor Class: A ghost gains a deflection bonus equal to its Charisma modifier. It loses the base creature's natural armor bonus, as well as all armor and shield bonuses not from force effects or *ghost touch* items.

Hit Dice: Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. Ghosts use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: A ghost retains all of the defensive abilities of the base creature save those that rely on a corporeal form to function. Ghosts gain channel resistance +4, darkvision 60 ft., the incorporeal ability, and all of the immunities granted by its undead traits. Ghosts also gain the rejuvenation ability.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: the “destroyed” spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit

and may require a good deal of research, and should be created specifically for each different ghost by the GM.

Speed: Ghosts lose their previous speeds and gain a fly speed of 30 feet (perfect), unless the base creature has a higher fly speed.

Melee and Ranged Attacks: A ghost loses all of the base creature's attacks. If it could wield weapons in life, it can wield *ghost touch weapons* as a ghost.

Special Attacks: A ghost retains all the special attacks of the base creature, but any relying on physical contact do not function. In addition, a ghost gains one ghost special attack from the list below for every 3 points of CR (minimum 1—the first ability chosen must always be corrupting touch). The save DC against a ghost's special attack is equal to $10 + 1/2$ ghost's HD + ghost's Charisma modifier unless otherwise noted. Additional ghost abilities beyond these can be designed at the GM's discretion.

Corrupting Gaze (Su): The ghost is disfigured through age or violence, and has a gaze attack with a range of 30 feet that causes 2d10 damage and 1d4 Charisma damage (Fortitude save negates Charisma damage but not physical damage).

Corrupting Touch (Su): All ghosts gain this incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts a number of d6s equal to its CR in damage. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted.

Draining Touch (Su): The ghost died while insane or diseased. It gains a touch attack that drains 1d4 points from any one ability score it selects on a hit. On each such successful attack, the ghost heals 5 points of damage to itself. When a ghost makes a draining touch attack, it cannot use its standard ghostly touch attack.

Frightful Moan (Su): The ghost died in the throes of crippling terror. It can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Malevolence (Su): The ghost's jealousy of the living is particularly potent. Once per round, the ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this

ability, the ghost must be adjacent to the target. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to that same ghost's malevolence for 24 hours.

Telekinesis (Su): The ghost's death involved great physical trauma. The ghost can use *telekinesis* as a standard action once every 1d4 rounds (caster level 12th or equal to the ghost's HD, whichever is higher).

Abilities: Cha +4; as an incorporeal undead creature, a ghost has no Strength or Constitution score.

Skills: Ghosts have a +8 racial bonus on Perception and Stealth skill checks. A ghost always treats Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth as class skills. Otherwise, skills are the same as the base creature.



GHOUL

This humanoid creature has long, sharp teeth, and its pallid flesh is stretched tightly over its starved frame.

GHOUL

CR 1



XP 400

CE Medium undead

Init +2; Senses darkvision 60 ft.; Perception +7

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 13 (2d8+4)

Fort +2, Ref +2, Will +5

Defensive Abilities channel resistance +2

OFFENSE

Speed 30 ft.

Melee bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

STATISTICS

Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 14

Base Atk +1; CMB +2; CMD 14

Feats Weapon Finesse

Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

Languages Common

ECOLOGY

Environment any land

Organization solitary, gang (2–4), or pack (7–12)

Treasure standard

SPECIAL ABILITIES

Disease (Su) *Ghoul Fever*: Bite—injury; save Fort DC 13; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Ghouls are undead that haunt graveyards and eat corpses. Legends hold that the first ghouls were either cannibalistic humans whose unnatural hunger dragged them back from death or humans who in life fed on the rotting remains of their kin and died (and were reborn) from the foul disease—the true source of these undead scavengers is unclear.

Ghouls lurk on the edges of civilization (in or near cemeteries or in city sewers) where they can find ample supplies of their favorite food. Though they prefer rotting bodies and often bury their victims for a while to improve their

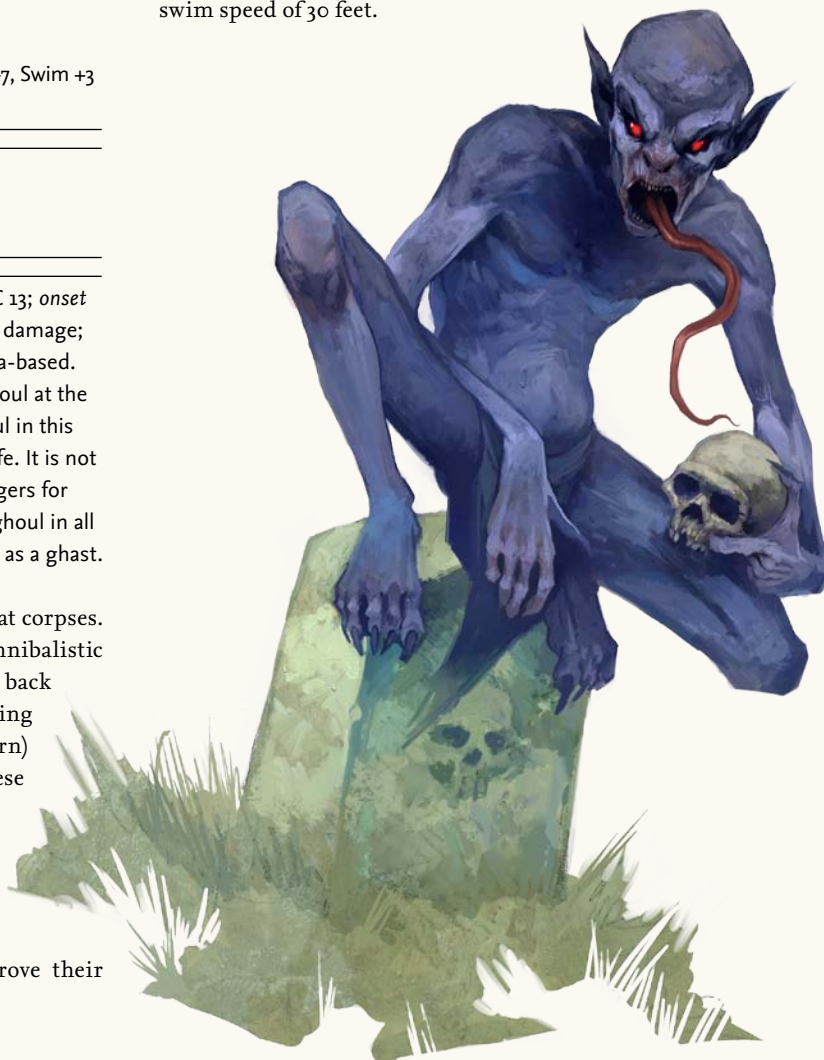
taste, they eat fresh kills if they are hungry enough. Though most surface ghouls live primitively, rumors speak of ghoul cities deep underground led by priests who worship ancient cruel gods or strange demon lords of hunger. These “civilized” ghouls are no less horrific in their eating habits, and in fact the concept of a well-laid ghoul banquet table is perhaps even more horrifying than the concept of taking a meal fresh from the coffin.

Ghast

Ghasts are ghouls with the advanced monster template. A ghast’s paralysis even affects elves. Ghasts roam in packs of their own kind or lead groups of common ghouls. The stink of death and corruption surrounding these creatures is overwhelming, granting them the stench extraordinary ability (10-foot radius, Fort DC 15 negates, sickened for 1d6+4 minutes).

Lacedon

These aquatic cousins of the ghoul lurk near hidden reefs or other places where ships are likely to meet their ends. Lacedons have a base land speed of 30 feet and a swim speed of 30 feet.



GIANT, CLOUD

This towering giant has finely chiseled features. Her skin is pale and smooth, and her long wispy hair flutters as if in a breeze.

CLOUD GIANT

CR 11



XP 12,800

NG or NE Huge humanoid (giant)

Init +1; **Senses** low-light vision, scent; Perception +17

DEFENSE

AC 25, touch 9, flat-footed 24 (+4 armor, +1 Dex, +12 natural, –2 size)

hp 168 (16d8+96)

Fort +16, **Ref** +6, **Will** +10

Defensive Abilities rock catching

OFFENSE

Speed 50 ft.

Melee morningstar +22/+17/+12 (4d6+18) or 2 slams +22 (2d6+12)

Ranged rock +12 (2d6+18)

Space 15 ft.; **Reach** 15 ft.

Special Attacks rock throwing (140 ft.)

Spell-Like Abilities (CL 16th)

At will—*levitate* (self plus 2,000 lbs.), *obscuring mist*
1/day—*fog cloud*

STATISTICS

Str 35, **Dex** 13, **Con** 23, **Int** 12, **Wis** 16, **Cha** 12

Base Atk +12; **CMB** +26; **CMD** 37

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Intimidating Prowess, Iron Will, Power Attack

Skills Climb +19, Craft (any one) +10, Diplomacy +9, Intimidate +26, Perception +17, Perform (string instruments) +8

Languages Common, Giant

SQ oversized weapon

ECOLOGY

Environment temperate mountains

Organization solitary, gang (2–5), family (2–5 plus 35% noncombatants plus 1 sorcerer or cleric of 4th–7th level and 2–5 griffons), or tribe (6–20 plus 1 sorcerer or cleric oracle of 7th–12th level and 2–5 griffons)

Treasure standard (chain shirt, morningstar, other treasure)

SPECIAL ABILITIES

Oversized Weapon (Ex) A cloud giant can wield Gargantuan weapons without penalty. Most favor the use of immense morningstars.

Cloud giants' skin ranges in color from milky white to powder blue. Adult males are about 18 feet tall and weigh around 5,000 pounds. Females are slightly shorter and lighter. Cloud giants can live to be 400 years old, and dress in the finest clothing and jewelry available. To many, appearance indicates station. The better the clothes and the

finer the jewelry, the more important the wearer. They also appreciate music, and most can play one or more instruments (the harp is a favorite).

Cloud giants have an unusually wide alignment spread—approximately half are good and half are evil. Good cloud giants build roads from their settlements to connect with other humanoid roads in order to foster trade. It's not uncommon to see a good cloud giant walking among humans, for example, in a human city near a tall mountain range. Evil cloud giants tend not to bother with permanent settlements and instead live on high peaks in crude shelters, only coming down to raid villages for whatever they might need. These two philosophies often see violent and long-lasting wars erupt between neighboring tribes.

Legends abound of magical cloud giant cities nestled in the very clouds themselves that float with the winds and circumnavigate the world. While most cloud giants recognize this as a fantasy, there are some who not only claim to have seen them but have dedicated the entirety of their long lives to finding them again.



GIANT, FIRE

This lumbering giant has short stumpy legs and powerful, muscular arms. Its hair and beard seem to be made of fire.

FIRE GIANT

CR 10



XP 9,600

LE Large humanoid (fire, giant)

Init –1; **Senses** low-light vision; Perception +14

DEFENSE

AC 24, touch 8, flat-footed 24 (+8 armor, –1 Dex, +8 natural, –1 size)

hp 142 (15d8+75)

Fort +14, **Ref** +4, **Will** +9

Defensive Abilities rock catching; **Immune** fire

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee greatsword +21/+16/+11 (3d6+15) or 2 slams +20 (1d8+10)

Ranged rock +10 (1d8+15 plus 1d6 fire)

Space 10 ft.; **Reach** 10 ft.

Special Attacks heated rock, rock throwing (120 ft.)

STATISTICS

Str 31, **Dex** 9, **Con** 21, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +11; **CMB** +22; **CMD** 31

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Martial Weapon Proficiency (greatsword), Power Attack, Weapon Focus (greatsword)

Skills Climb +14, Craft (any one) +8, Intimidate +11, Perception +14

Languages Common, Giant

ECOLOGY

Environment warm mountains

Organization solitary, gang (2–5), band (6–12 plus 35% noncombatants and 1 adept or cleric of 1st–2nd level), raiding party (6–12 plus 1 adept or sorcerer of 3rd–5th level, 2–5 hell hounds, and 2–3 trolls or ettins), or tribe (20–30 plus 1 adept, cleric, or sorcerer of 6th–7th level; 1 fighter or ranger of 8th–9th level as king; and 17–38 hell hounds, 12–22 trolls, 7–12 ettins, and 1–2 young red dragons)

Treasure standard (half-plate, greatsword, other treasure)

SPECIAL ABILITIES

Heated Rock (Su) Fire giants transfer the heat of their bodies to rocks as part of an attack action when they throw rocks. A heated rock deals 1d6 points of additional fire damage on a hit.

Fire giants are the most rigid and militaristic of all the giant races. They constantly train for war and practice brutal tactics on anyone and everyone that gets in their way. Their rigid command structure is complete with soldiers, officers, and even generals, and they obey orders from their kings unquestioningly.

Fire giants have bright orange hair that flickers and glows almost as if it were aflame. An adult male is 12 to

16 feet tall, has a chest that measures 9 feet around, and weighs about 7,000 pounds. Females are slightly shorter and lighter. Fire giants can live to be 350 years old.

Fire giants wear sturdy cloth or leather garments colored red, orange, yellow, or black. Warriors wear helmets and half-plate armor of blackened steel and wield large greatswords that they use to cut swaths across the battlefield. In large groups, fire giants fight with brutal and efficient group tactics, and aren't afraid to sacrifice one or two of their members to draw an enemy into an ambush.

Fire giants prefer hot locations—the hotter, the better. They've been found in deserts, volcanoes, hot springs, and deep beneath the earth near lava vents. They live in castles, walled settlements, or large caverns, and the design of these locations reflects their rigid, militaristic lifestyle, with officers living in better quarters than the rank-and-file.



GIANT, FROST

This giant looks like a thick, muscular human. It has frost-white skin and long, light blue hair that it wears braided.

FROST GIANT

CR 9



XP 6,400

CE Large humanoid (cold, giant)

Init -1; Senses low-light vision; Perception +10

DEFENSE

AC 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

hp 133 (14d8+70)

Fort +14, Ref +3, Will +6

Defensive Abilities rock catching; Immune cold

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft.

Melee greataxe +18/+13 (3d6+13) or 2 slams
+18 (1d8+9)

Ranged rock +9 (1d8+13)

Space 10 ft.; Reach 10 ft.

Special Attacks rock throwing (120 ft.)

STATISTICS

Str 29, Dex 9, Con 20, Int 10, Wis 14, Cha 11

Base Atk +10; CMB +20; CMD 29

Feats Cleave, Great Cleave, Improved
Overrun, Improved Sunder, Martial
Weapon Proficiency (greataxe),
Power Attack, Skill Focus
(Stealth)

Skills Climb +13, Craft (any one)

+7, Intimidate +7, Perception

+10, Stealth +2 (+6 in snow);

Racial Modifiers +4 Stealth
in snow

Languages Common, Giant

ECOLOGY

Environment cold

mountains

Organization solitary,

gang (3–5), band

(6–12 plus 35%

noncombatants and 1

adept or cleric of 1st–2nd level), raiding party (6–12 plus

35% noncombatants, 1 adept or sorcerer of 3rd–5th

level, 1–4 winter wolves, and 2–3 ogres), or tribe (21–30

plus 1 adept, cleric, or sorcerer of 6th–7th level; 1

barbarian or ranger jarl of 7th–9th level; and 15–36 winter

wolves, 13–22 ogres, and 1–2 young white dragons)

Treasure standard (chain shirt, greataxe, other treasure)

A frost giant's hair can be light blue or dirty yellow, and its eyes usually match its hair color. Frost giants

dress in skins and pelts, along with any jewelry they own. Frost giant warriors also don chain shirts and metal helmets decorated with horns or feathers. An adult male stands about 15 feet tall and weighs approximately 2,800 pounds. Females are slightly shorter and lighter, but otherwise identical to males. Frost giants can live to be 250 years old.

Frost giants are among the most feared giants, as their wanton destruction, battle lust, and fearless demeanor push them to ever-increasing displays of brutality. Frost giants usually start combat at a distance, throwing rocks until they run out of ammunition or the opponent closes, then wading in with their enormous greataxes. A favorite tactic is to lay an ambush by hiding buried in the snow at the top of an icy or snowy slope, where opponents will have difficulty reaching them, and then starting an avalanche before leaping into battle. Frost giants can hide well in snowy environments and are masters of stealth in their domain.

Frost giants survive on hunting and raiding alone, as they live in desolate, frigid environments. Frost giant groups are split almost evenly between those that live in makeshift settlements or abandoned castles and those that roam the frozen north as nomads

in search of spoils and provisions. Frost

giant leaders call themselves jarls

and demand absolute obedience

from their followers. At any

time a jarl may be challenged

by combat for leadership of the

tribe. These challenges

typically result in the

death of one of the

combatants. A single jarl

can often count a

dozen or more

smaller frost

giant tribes

as part of his

extended tribe. In

such a situation,

the leaders of the lesser

tribes are known simply as

chieftains or warlords.

Frost giants love to take

captives, and use them for food

as well as slaves and commodities.

Every group of frost giants typically has 1–2

humanoid slaves shackled to a slave handler—

usually the meanest and cruelest non-jarl in the

group. They are also quite fond of monstrous pets—

white dragons and winter wolves are popular choices,

but remorhazes, yetis, and even linnorms can be found

dwelling in a frost giant lair.

