

GIANT, HILL

This hunched giant exudes power and a crude, stupid anger, its filthy fur clothing bespeaking a brutish and backwoods lifestyle.

HILL GIANT

CR 7



XP 3,200

CE Large humanoid (giant)

Init -1; **Senses** low-light vision; Perception +6

DEFENSE

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

hp 85 (10d8+40)

Fort +11, **Ref** +2, **Will** +3

Defensive Abilities rock catching

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee greatclub +14/+9 (2d8+10) or 2 slams +13 (1d8+7)

Ranged rock +6 (1d8+10)

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

Special Attacks rock throwing (120 ft.)

STATISTICS

Str 25, **Dex** 8, **Con** 19, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +7; **CMB** +15; **CMD** 24

Feats Cleave, Intimidating Prowess, Martial Weapon

Proficiency (greatclub), Power Attack, Weapon

Focus (greatclub)

Skills Climb +10, Intimidate +12, Perception +6

Languages Giant

ECOLOGY

Environment temperate hills

Organization solitary, gang (2–5), band (6–8), raiding party (9–12 plus 1d4 dire wolves), or tribe (13–30 plus 35% noncombatants plus 1 barbarian or fighter chief of 4th–6th level, 11–16 dire wolves, 1–4 ogres, and 13–20 orc slaves)

Treasure standard (hide armor, greatclub, other treasure)

Skin color among hill giants ranges from light tan to deep, ruddy brown. Their hair is brown or black, with eyes the same color. Hill giants wear layers of crudely prepared hides with the fur left on. They seldom wash or repair their garments, preferring simply to add more hides as their old ones wear out. Adults are around 10 feet tall and weigh about 1,100 pounds. Hill giants can live to be 200 years old, but almost never do.

Hill giants prefer to fight from high, rocky outcroppings, where they can pelt opponents with rocks and boulders while limiting the risk to themselves. Hill giants love to make overrun attacks against smaller creatures when they first join battle. Thereafter, they stand fast and swing away with their massive clubs.

Hill giants are the most nomadic of all the humanoid giant species, preferring to travel from one settlement to

the next in order to raid and pillage. While they prefer temperate climates, they'll travel far from their preferred environment so long as the raiding is plentiful and successful. They are, as a whole, incredibly selfish creatures and rarely engage in battles they don't automatically know they'll win. Hill giants are known for shoving one another at terrifying foes and won't hesitate to sacrifice a clanmate to save their own skins. Roving bands of hill giants are common in temperate hills, and their constant aggression makes them one of the more feared dangers in this climate.

Solitary, non-evil hill giants are very rare but can sometimes be found in other humanoid societies, though they are almost never accepted in central cities or population centers. They do best as laborers and soldiers in outlying frontier towns, and often serve as rudimentary diplomats to negotiate with marauding hill giant bands. Unfortunately, hill giants who shed their racial lifestyle for civilization are mocked and often killed on sight by their nomadic brethren. Still, these "civilized" hill giants can find their place within society and many have managed to live peaceful, uneventful lives.



GIANT, STONE

This giant has chiseled, muscular features and a flat, forward-sloping head, looking almost as if it were carved of stone.

STONE GIANT

CR 8



XP 4,800

N Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)

hp 102 (12d8+48)

Fort +12, **Ref** +6, **Will** +7

Defensive Abilities improved rock catching

OFFENSE

Speed 40 ft.

Melee greatclub +16/+11 (2d8+12) or 2 slams +16 (1d8+8)

Ranged rock +11/+6 (1d8+12)

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

Special Attacks rock throwing (180 ft.)

STATISTICS

Str 27, **Dex** 15, **Con** 19, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +18; **CMD** 30

Feats Iron Will, Martial Weapon Proficiency (greatclub), Point-

Blank Shot, Power Attack, Precise Shot, Quick Draw

Skills Climb +12, Intimidate +12, Perception +12, Stealth +4 (+12

in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain

Languages Common, Giant

ECOLOGY

Environment temperate mountains

Organization solitary, gang (2–5), band (4–8), hunting party (9–12 plus 1 elder), or tribe (13–30 plus 35% noncombatants, 1–3 elders, and 4–6 dire bears)

Treasure standard (greatclub, other treasure)

SPECIAL ABILITIES

Improved Rock Catching (Ex) A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock with rock catching. This ability otherwise works like the rock catching ability (see page 303).

Stone giants prefer thick leather garments, dyed in shades of brown and gray to match the stone around them. Adults are about 12 feet tall, weigh about 1,500 pounds, and can live to be 800 years old.

Stone giants fight from a distance whenever possible, but if they can't avoid melee, they favor gigantic clubs chiseled out of stone. A favorite tactic of stone giants is to stand nearly motionless, blending in with the background, then move forward to throw rocks and surprise their foes.

Stone giants prefer living in enormous caves in high-altitude, rocky peaks. They rarely live more than a few days' travel from other bands of stone giants, and even

raise shared herds of goats and other livestock between tribes. Older stone giants tend to wander away from the tribe for a significant period of time in their later years, either living in seclusion somewhere or attempting to merge into other humanoid civilizations. After decades of this self-imposed exile, those who return do so as stone giant elders.

Stone Giant Elders

Some stone giants develop special abilities related to their environment. Called elders, these stone giants have Charisma scores of at least 15 and three spell-like abilities (CL 10th). Once per day they can use *stone shape*, *stone tell*, and either *transmute rock to mud* or *transmute mud to rock* (DC 17). The save DC is Charisma-based. One in 10 elders is a sorcerer, usually of 3rd to 6th level. Stone giant elders add +1 to their CR.



GIANT, STORM

This giant is a towering, muscular human of heroic proportions, with bronze skin, dark hair, and sparkling green eyes.

STORM GIANT

CR 13



XP 25,600

CG Huge humanoid (giant)

Init +2; **Senses** low-light vision; Perception +27

DEFENSE

AC 28, touch 10, flat-footed 26 (+6 armor, +2 Dex, +12 natural, –2 size)

hp 199 (19d8+114)

Fort +17, **Ref** +8, **Will** +13

Defensive Abilities rock catching; **Immune** electricity

OFFENSE

Speed 50 ft., swim 40 ft. (35 ft., swim 30 ft. in armor)

Melee mwk greatsword +27/+22/+17 (4d6+21/17–20) or 2 slams +26 (2d6+14)

Ranged mwk composite longbow +15/+10/+5 (3d6+14/x3)

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

Spell-Like Abilities (CL 15th)

Constant—*freedom of movement*

2/day—*control weather*, *levitate*

1/day—*call lightning* (DC 15), *chain lightning* (DC 18)

STATISTICS

Str 39, **Dex** 14, **Con** 23, **Int** 16, **Wis** 20,

Cha 15

Base Atk +14; **CMB** +30; **CMD** 42

Feats Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Critical (greatsword), Improved Sunder, Improved Vital Strike, Iron Will, Power Attack, Vital Strike

Skills Acrobatics +18, Climb +17, Craft (any one) +13, Intimidate +20, Perception +27, Perform (sing) +12, Sense Motive +24, Swim +22

Languages Auran, Common, Draconic, Giant

SQ militant, water breathing

ECOLOGY

Environment any warm

Organization solitary or family (2–5 plus 1 sorcerer or cleric of 7th–10th level, 1–2 rocs, 2–6 griffons, and 2–8 sharks)

Treasure standard (mwk breastplate, mwk composite longbow [+14 Str bonus] with 20 arrows, mwk greatsword, other treasure)

SPECIAL ABILITIES

Militant (Ex) Storm giants are proficient with all simple and all martial weapons.

Water Breathing (Ex) Storm giants can breathe water as well as air.

Storm giants tend toward tanned complexions, though some rare specimens have violet skin, deep violet or blue-black hair, and silvery gray or purple eyes. Such violet coloration is considered to be good luck among storm giants, and those possessing it tend to become leaders among their kind. Adults are typically 21 feet tall and weigh 12,000 pounds. Storm giants can live to be 600 years old. When at rest, they prefer to wear short, loose tunics belted at the waist, sandals or bare feet, and headbands. They wear a few pieces of simple but finely crafted jewelry, with anklets (favored by barefoot giants), rings, or circlets being most common. Yet when they outfit themselves for battle, they don shimmering breastplates and wield enormous greatswords and bows.

Storm giants tend to be reclusive, preferring to dwell along remote coastlines or on tropical islands. Yet like their namesakes, they are prone to violent mood swings. Storm giants are quick to anger in the face of evil and can be brutal, dangerous foes when insulted. In battle, they prefer to send a hail of arrows to rain down on their foes, only drawing their greatswords after opponents get inside their bow range.

Storm giants live in well-constructed towers, castles, or walled settlements, and prefer to live off the land. They maintain enormous, well-tended gardens and manage hundreds of acres of farmland per group. They often hire other humanoids, such as elves or humans, to help them run their massive farms. A storm giant enclave often takes responsibility for the safety of an entire island or stretch of coastline.



GIANT, STORM-GIBBERING MOUTHER

GIBBERING MOUTHER

This horrid mass of eyes, mouths, and formless flesh stares in all directions, its countless maws yammering ceaselessly.

GIBBERING MOUTHER

CR 5



XP 1,600

N Medium aberration

Init +3; **Senses** all-around vision, darkvision 60 ft.; Perception +12

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 46 (4d8+28)

Fort +8, **Ref** +4, **Will** +5

Defensive Abilities amorphous; **DR** 5/bludgeoning; **Immune** critical hits, precision damage

OFFENSE

Speed 10 ft., swim 20 ft.

Melee 6 bites +7 (1d4 plus grab)

Special Attacks blood drain, engulf (6d4 damage plus 2 Con damage, AC 13, hp 4), gibbering, ground manipulation, spittle (+6 ranged touch)

STATISTICS

Str 10, **Dex** 17, **Con** 24, **Int** 4, **Wis** 13, **Cha** 12

Base Atk +3; **CMB** +3 (+7 grapple); **CMD** 16 (can't be tripped)

Feats Weapon Finesse, Weapon Focus (bite)

Skills Perception +12, Swim +8; **Racial Modifiers** +4 Perception

Language Aklo

ECOLOGY

Environment any underground

Organization solitary

Treasure standard

SPECIAL ABILITIES

All-Around Vision (Ex) A gibbering mouter sees in all directions at once. It cannot be flanked.

Amorphous (Ex) A gibbering mouter's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Blood Drain (Ex) On a successful grapple check after grabbing, several of the creature's mouths attach to its target. Each round it maintains its grapple, its mouths automatically deal 1d4 points of bite damage and 1 point of Constitution damage as it drains its victim's blood.

Engulf (Ex) This ability functions as swallow whole, except for the following changes. An engulfed creature is trapped in the gibbering mouter's body, where several of its mouths continue to feed and drain blood. A gibbering mouter can engulf only one foe of its size or smaller at a time. If an engulfed creature cuts its way free (the mouter's damage reduction still applies to those inside), the mouter simply flows together again and can still use its engulf attack.

Gibbering (Su) As a free action, a gibbering mouter can emit a cacophony of maddening sound. All creatures other than gibbering mouters within 60 feet must succeed on a DC 13 Will save or be confused for 1 round. This is a mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same mouter's gibbering for 24 hours. The save DC is Constitution-based.

Ground Manipulation (Su) At will as a standard action, a gibbering mouter can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the mouter moves off of the location. A gibbering mouter can move through these areas with ease, but other creatures treat them as difficult terrain.

Spittle (Ex) Each round as a free action, a gibbering mouter can emit a stream of acidic spittle at one target within 30 feet. On a successful attack, the target is blinded for 1d4 rounds unless he succeeds on a DC 18 Fortitude save. The save DC is Constitution-based.

Disgusting, loathsome, and hungry—these are the only words that properly describe the gibbering mouter. A foul beast that lurks in underground caves, sewers, and nightmares, mouters have no societal, ecological or religious significance other than their ability to drive those that listen to them mad. Some scholars believe that gibbering mouters are a lesser variant of the much more dangerous shoggoth, while others theorize they are a punishment by some powerful being or deity inflicted on those who have offended it.

Illustration by Matt Dixon



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GIRALLON

This four-armed, gorilla-like creature, covered with matted white fur, roars in rage as it rears up to its full, towering height.

GIRALLON

CR 6



XP 2,400

N Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +11

DEFENSE

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)

hp 73 (7d10+35)

Fort +9, **Ref** +8, **Will** +5

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +10 (1d6+4), 4 claws +10 (1d4+4 plus rend)

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

Special Attacks rend (4 claws, 1d4+6)

STATISTICS

Str 19, **Dex** 17, **Con** 18, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +7; **CMB** +12; **CMD** 25

Feats Improved Initiative, Iron Will, Skill Focus
(Perception), Toughness

Skills Climb +12, Perception +11, Stealth +5

ECOLOGY

Environment warm forests

Organization solitary or company (5–8)

Treasure none

Girallons are among the jungle's most dangerous predators. They are aggressive, carnivorous, highly territorial, and incredibly strong. Worse, their four muscular arms are capable of inflicting incredible damage on anything that falls into their clutches. Their exotic appearance makes them popular creatures in certain cities as attractions in gladiatorial combats, either starved and pitted against each other, or set against gladiators eager to increase their fame and notoriety. One who kills a girallon is all but assured of fame, yet most battles against these ferocious beasts end poorly for those foolish enough to attempt to single-handedly defeat one. An adult girallon is 8 feet tall, broad-chested, and covered in thick, pure white fur. It weighs roughly 800 pounds.

Girallons live in troops led by a dominant male. Solitary girallons are usually young males looking to start their own troop. Girallons are very territorial and tend to attack intruders without warning, including strangers of their own kind. Groups of girallons may attack in a line to drive prey toward a cliff or other hazard, or quietly form a ring around their target and suddenly close in.

While most girallons are little more than beasts, ancient carvings and the oral traditions of some tribes

hint that the girallon wasn't always the stupid creature it is today. According to these legends, the first girallons were men who called upon savage demon gods to gain great strength, yet in so doing abandoned their humanity. With each generation, these first girallons grew more and more savage and feral, and the same legends maintain that these intelligent girallons still dwell in the darkest part of the jungle. In addition to their intellects, these girallons retain a vast appetite for cruelty. Called "high girallons," these creatures are almost always chaotic evil, and have Intelligence scores of 6 or higher. An intelligent girallon generally speaks whatever language the local humans speak. Often, they become leaders of unusually large troops of their less-intelligent kin, inhabit strange ruined cities in the jungle or mountains, and conduct raids on villages for food and treasure. Some primitive tribes worship these girallons as the agents of evil gods or demons, and a few high girallons have been known to work for or even breed with tribal orcs, inspiring legends of four-armed "white orcs."



GNOLL

Hunched and feral, this furred, hyena-headed humanoid stands slightly taller than the average human.

GNOLL

CR 1



XP 400

CE Medium humanoid (gnoll)

Init +0; Senses darkvision 60 ft.; Perception +2

DEFENSE

AC 15, touch 10, flat-footed 15 (+2 armor, +1 natural, +2 shield)

hp 11 (2d8+2)

Fort +4, Ref +0, Will +0

OFFENSE

Speed 30 ft.

Melee spear +3 (1d8+3/×3)

Ranged spear +1 (1d8+2/×3)

STATISTICS

Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Base Atk +1; CMB +3; CMD 13

Feats Power Attack

Skills Perception +2

Languages Gnoll

ECOLOGY

Environment warm plains or desert

Organization solitary, pair, hunting party (2–5 gnolls and 1–2 hyenas), band (10–100 adults plus 50% noncombatant children, 1 sergeant of 3rd level per 20 adults, 1 leader of 4th–6th level, and 5–8 hyenas), or tribe (20–200 plus 1 sergeant of 3rd level per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 7–12 hyenas, and 4–7 hyaenodons)

Treasure NPC Gear (leather armor, heavy wooden shield, battleaxe, longbow with 20 arrows, other treasure)

Gnolls are a race of hulking, humanoids that resemble hyenas in more than mere appearance; they show a striking affinity with the scavenging animals, to the point of keeping them as pets, and reflect many of the lesser creatures' behaviors.

Gnolls are capable hunters, but are far happier to scavenge or steal a kill than to go out and track down prey. This laziness impels them to acquire slaves of whatever type is available, whom they force to dig warrens, gather supplies and water, and even hunt for their gnoll masters.

Creatures other than hyenas and other gnolls are either meat or slaves, depending upon the temperament of the tribe. Even a dead or fallen comrade is a fresh meal for a gnoll, who might honor a distinguished tribe member with a brief prayer, or thoroughly cook one that has died of a wasting disease, but otherwise view a dead gnoll as little

different from any other creature. The more “civilized” gnolls do not eat their prisoners, but instead keep them as slaves, either to defend or improve their lair or to trade with other tribes or slaver bands.

Gnolls relish combat, but only when they have the obvious advantage of numbers. In other situations, they prefer to avoid combat except as a means of winning a kill from another hunter, or as a clever ambush to bring down a large meal. These hyena-men see no value in courage or valor, instead preferring to flee once it becomes clear that victory is not possible, noting that it is better to run with tail tucked away than to lose one's tail entirely.

During combat, gnolls use a strange mixture of pack tactics and individual standoffs. If a gnoll feels that it is winning, it attempts to take down a weaker being rather than aiding its fellows. If the gnolls are struggling, they gang up on a powerful leader and try to take that creature down, in the hopes of forcing its allies to flee.

Gnoll leaders are typically rangers, although clerics are highly regarded as well. Most gnolls find arcane magic difficult to master, and as a result it is relatively rare to see a gnoll bard, sorcerer, or wizard.



Illustration by Ben Wooten

GOBLIN

This creature stands barely three feet tall, its scrawny, humanoid body dwarfed by its wide, ungainly head.

GOBLIN

CR 1/3



XP 135

Goblin warrior 1

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; **Perception** –1

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

hp 6 (1d10+1)

Fort +3, **Ref** +2, **Will** –1

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d4/19–20)

Ranged short bow +4 (1d4/x3)

STATISTICS

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +1; **CMB** +0; **CMD** 12

Feats Improved Initiative

Skills Ride +10, **Stealth** +10, **Swim** +4; **Racial Modifiers** +4

Ride, +4 **Stealth**

Languages Goblin

ECOLOGY

Environment temperate forest and plains (usually coastal regions)

Organization gang (4–9), warband (10–16 with goblin dog mounts), or tribe (17+ plus 100% noncombatants; 1 sergeant of 3rd level per 20 adults; 1 or 2 lieutenants of 4th or 5th level; 1 leader of 6th–8th level; and 10–40 goblin dogs, wolves, or worgs)

Treasure NPC gear (leather armor, light wooden shield, short sword, short bow with 20 arrows, other treasure)

Goblins prefer to dwell in caves, amid large and dense thickets of thistles and brambles, or in structures built and then abandoned by others. Very few goblins have the drive to build structures of their own. Coastlines are favored, as goblins are quite fond of sifting through junk and flotsam in an unending quest to find treasures among the refuse of more civilized races.

Goblin hatred runs deep, and few things inspire their wrath more than gnomes (who have long fought against goblins), horses (who frighten goblins tremendously), and regular dogs (whom goblins regard as pale imitations of goblin dogs).

Goblins are also quite superstitious, and treat magic with a fawning mixture of awe and fear. They have the habit of ascribing magic to the mundane as well, with fire and writing both taking on mystical power in goblin society. Fire is much loved by goblins for its capacity to

wreak great destruction and because it doesn't require size or strength to wield, but written words are hated. Goblins believe that writing steals words out of your head, and as a result of this belief, goblins are universally illiterate.

Goblins are voracious and can eat their body weight in food daily without growing fat. Goblin lairs always have numerous storerooms and larders. While they prefer human and gnome flesh, a goblin won't turn down any food—except, perhaps, vegetables.

Goblin Characters

Goblins are defined by their class levels—they do not possess racial Hit Dice. All goblins have the following racial traits.

–2 **Strength**, +4 **Dexterity**, –2 **Charisma**: Goblins are fast, but weak and unpleasant to be around.

Small: Goblins are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Fast: Goblins are fast for their size, and have a base speed of 30 feet.

Darkvision: Goblins can see in the dark up to 60 feet.

Skilled: +4 racial bonus on Ride and Stealth checks.

Languages: Goblins begin play speaking Goblin. Goblins with high Intelligence scores can choose any of these bonus languages: Common, Draconic, Dwarven, Gnomish, Halfling, Orc.



GOBLIN DOG

This mangy canine's face has the same flat nose, beady eyes, and protruding teeth as a rat grown grotesquely large.

GOBLIN DOG	CR 1
XP 400	
N Medium animal	
Init +2; Senses low-light vision, scent; Perception +1	
DEFENSE	
AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)	
hp 9 (1d8+5)	
Fort +4, Ref +4, Will +1	
Immune disease	
OFFENSE	
Speed 50 ft.	
Melee bite +2 (1d6+3 plus allergic reaction)	
STATISTICS	
Str 15, Dex 14, Con 15, Int 2, Wis 12, Cha 8	
Base Atk +0; CMB +2; CMD 14	
Feats Toughness	
Skills Stealth +6	
ECOLOGY	
Environment temperate forest, swamp, or underground	
Organization solitary or pack (2–12)	
Treasure none	
SPECIAL ABILITIES	

Allergic Reaction (Ex) A goblin dog's dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by a goblin dog's bite, who deals damage to a goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with a goblin dog (including attempts to grapple or ride the creature) must make a DC 12 Fortitude save or break out in an itching rash. A creature affected by this rash takes a –2 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack). *Remove disease* or any magical healing removes the rash instantly. This is a disease effect. The save DC is Constitution-based.

Loathed by men and beasts alike, goblin dogs are ugly, stinking, craven, and foul-tempered. It's no surprise that goblins find kindred spirits in these shunned, disgusting beasts. Constantly itching, afflicted with a species-wide mange exacerbated by prolific dander, even the healthiest goblin dog looks sickly and starved.

Despite its name, the goblin dog is in fact a species of rodent grown monstrously large. Their long-legged shape and proclivity to hunt and run in packs earned them their popular name, a name that many goblins take issue with, as it galls the average goblin to consider these, their favored mounts, having anything at all to do with actual dogs. Of course, being goblins, they haven't bothered to come up

with alternate names for goblin dogs. Perhaps they don't realize they can.

Contact with a goblin dog's infested, mangy hide causes most other creatures to break out into hives, a condition known as "goblin rash." Goblinoids seem to be immune to this affliction, and are fond of keeping goblin dogs as guardians and mounts.

Despite their skin conditions and disorders, goblin dogs are highly resistant to disease. Their favored food is carrion—the riper, the better. That many goblin tribes let their goblin dogs run free in their lairs is the single reason most goblin dens aren't filthier than they actually are; constantly hungry, a goblin dog eats anything it can chew that it finds left behind by other, more discerning palates.

A goblin dog is 5 feet long but weighs only 75 pounds.

Goblin Dog Companions

Starting Statistics: Size Small; Speed 50 ft.; Attack bite (1d4); Ability Scores Str 11, Dex 16, Con 11, Int 2, Wis 12, Cha 8; Special Qualities allergic reaction, low-light vision, scent.

4th-Level Advancement: Size Medium; AC +1 natural armor; Attack bite (1d6); Ability Scores Str +4, Dex –2, Con +4.



GOLEM

Golems are magically created automatons of great power. They stand apart from other constructs in the nature of their animating force—golems are granted their magical life via an elemental spirit, typically that of an earth elemental. The process of creating a golem binds the spirit to the artificial body, merging it with this specially prepared vessel and subjecting it to the will of the golem's creator.

Being mindless, golems do nothing without orders from their creators. They follow instructions explicitly and are incapable of complex strategy or tactics. A golem's creator can command it if the golem is within 60 feet and can see and hear its creator. If uncommanded, a golem usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the golem a simple command to govern its actions in his absence, or can order the golem to obey the commands of another, but the golem's creator can always resume control by commanding the golem to obey him alone.

Constructing a Golem

The cost to create a golem includes the cost of the physical body and all the materials and spell components used in its creation. Each golem entry gives specific details on the materials required and the total cost for its creation.

Note: The market price of a golem with more Hit Dice than the typical golem described in each entry is increased by 5,000 gp for each additional Hit Die it possesses beyond the standard for its kind, and increases by an additional 50,000 gp if the golem's size increases. Building a golem with the advanced simple template increases its cost by 15,000 gp.

Shield Guardians

A spellcaster with enough talent, resources, and inspiration can create a special variant of a golem known as a shield guardian. Any true golem can be created as a shield guardian, but the choice to do so must be made during the golem's construction—a completed golem cannot later be "upgraded" to function as a shield guardian.

Shield guardians are designed to serve as bodyguards. When created, a shield guardian is keyed to a magical amulet that is constructed at the same time as (and as part of the cost of) the guardian. Henceforth, it regards the wearer of that amulet as its master, protecting and following that individual everywhere (unless specifically commanded not to do so). If a shield guardian's amulet is destroyed, the guardian ceases to function until a new one is created. If the wearer dies but the amulet is intact, the shield guardian carries out the last command it was given.

A shield guardian obeys its master's verbal commands to the best of its ability, although it is not good for much

beyond combat, protection, and simple manual labor. It can also be keyed to perform specific tasks at specific times or when certain conditions are met. The wearer of the amulet can call the shield guardian from any distance, and it will come as long as it is on the same plane.

Shield guardians have the same statistics as the base golem, but with the following additional special qualities. A shield guardian's CR is equal to the base golem's CR + 2.

Controlled (Ex) A shield guardian that has the berserk special attack cannot go berserk as long as the wearer of its amulet is within 30 feet.

Fast Healing (Ex) A shield guardian has fast healing 5.

Find Master (Su) As long as a shield guardian and its amulet are on the same plane, the shield guardian can locate the amulet's wearer (or just the amulet, if it is removed after the guardian is called).

Guard (Ex) If ordered to do so, a shield guardian moves to defend the wearer of its amulet. All attacks against the amulet wearer take a –2 penalty when the shield guardian is adjacent to its master.

Shield Other (Sp) The wearer of a shield guardian's amulet can activate this defensive ability as a standard action if within 100 feet of the shield guardian. Just as the spell of the same name, this ability transfers to the shield guardian half the damage that would be dealt to the amulet wearer (note that this ability does not provide the spell's AC or save bonuses). Damage transferred in this manner bypasses any defensive abilities (such as immunity or damage reduction) the golem possesses.

Spell Storing (Sp) A shield guardian can store one spell of 4th level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the shield guardian can store another spell (or the same spell again).

Construction: A shield guardian's base materials cost an additional 25,000 gp above the base golem's cost. The creature's master may assemble the body or hire someone else to do the job. The Craft check required to make the body is 4 higher than normal for the base golem's kind. The keyed amulet is fashioned at the same time—it costs 20,000 gp above and beyond the shield guardian's total cost. After the body is sculpted, the shield guardian is animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish. If the creator is personally constructing the creature's body, the building and the ritual can be performed together. The creator must have a minimum caster level of 2 higher than the base golem's minimum required caster level. In addition, the following spells are added to the base golem's requirements: *discern location* and either *shield* or *shield other*.

GOLEM, CLAY

This lumbering figure is sculpted from soft clay. It wears filthy rags and crude jewelry, and its face is only vaguely humanoid.

CLAY GOLEM	CR 10			
XP 9,600				
N Large construct				
Init -1; Senses darkvision 60 ft., low-light vision; Perception +0				
DEFENSE				
AC 24, touch 8, flat-footed 24 (-1 Dex, +16 natural, -1 size)				
hp 101 (13d10+30)				
Fort +4, Ref +3, Will +4				
DR 10/adamantine and bludgeoning; Immune construct traits, magic				
OFFENSE				
Speed 20 ft.				
Melee 2 slams +19 (2d10+7 plus cursed wound)				
Space 10 ft.; Reach 10 ft.				
Special Attacks berserk, haste				
STATISTICS				
Str 24, Dex 9, Con —, Int —, Wis 11, Cha 1				
Base Atk +13; CMB +21; CMD 30				
ECOLOGY				
Environment any				
Organization solitary or gang (2–4)				
Treasure none				
SPECIAL ABILITIES				

- Berserk (Ex)** When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. This chance resets to 0% after one minute of inactivity. A berserk golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach. Once it goes berserk, no known method can reestablish control.
- Cursed Wound (Ex)** The damage a clay golem deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the healing has no effect on the injured creature.
- Haste (Su)** After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.
- Immunity to Magic (Ex)** A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.
- A *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it (no save).
 - A *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage (no save).
 - An *earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of

damage (no save).

- Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A clay golem gets no saving throw against magical attacks that deal acid damage.

A clay golem wears no clothing except for a metal or stiff leather garment around its hips. It stands over 8 feet tall and weighs 600 pounds.

Construction

A clay golem's body must be sculpted from a single block of clay weighing at least 1,000 pounds, treated with rare oils and powders worth 1,500 gp.

CLAY GOLEM
CL 11th; Price 41,500 gp
CONSTRUCTION
Requirements Craft Construct, <i>animate objects</i> , <i>bless</i> , <i>commune</i> , <i>prayer</i> , <i>resurrection</i> , creator must be caster level 11th;
Skill Craft (sculptures) or Craft (pottery) DC 16; Cost 21,500 gp



GOLEM, FLESH

A hideous monstrosity crafted from body parts stitched together with thick string, wire, and metal staples lurches to horrific life.

FLESH GOLEM

CR 7



XP 3,200

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 20, touch 8, flat-footed 20; (-1 Dex, +12 natural, -1 size)

hp 79 (9d10+30)

Fort +3, **Ref** +2, **Will** +3

DR 5/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +13 (2d8+5)

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

Special Attacks berserk

STATISTICS

Str 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +9; **CMB** +15; **CMD** 24

Languages none

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Berserk (Ex) When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Immunity to Magic (Ex) A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds (no save).
- A magical attack that deals electricity damage breaks any *slow*

effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh golem gets no saving throw against attacks that deal electricity damage.

A flesh golem is a ghoulish collection of stolen humanoid body parts, stitched together into a single composite form. Its cadaverous flesh has a sickly green or yellowish tint. A flesh golem wears whatever clothing its creator desires, usually just a ragged pair of trousers. It has no possessions and no weapons. A flesh golem stands 8 feet tall and weighs 500 pounds.

A flesh golem cannot speak, although it can emit a hoarse roar of sorts. It walks and moves with a stiff-jointed gait, as if not in complete control of its body.

Although most flesh golems are mindless, there are persistent rumors of unusual golems who somehow retain the memories of a previous life. The head (and thus brain) of such flesh golems must be just the right combination of fresh and (in its previous life) strong-willed, and even then luck and chance during the golem's creation seem just as important in retaining the creature's mind. Certainly most who construct flesh golems prefer mindless slaves over free-willed creations, and as a result intelligent flesh golems are rare indeed.

Construction

The pieces of a flesh golem must come from normal humanoid corpses that have not decayed significantly. Assembly requires a minimum of six different bodies—one for each limb, the torso (including head), and the brain. In some cases, more bodies may be necessary. Special unguents and bindings worth 500 gp are also required. Note that creating a flesh golem requires casting a spell with the evil descriptor.

FLESH GOLEM

CL 8th; Price 20,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate dead*, *bull's strength*, *geas/quest*, *limited wish*, creator must be caster level 8th;

Skill Craft (leather) or Heal DC 13;

Cost 10,500 gp



GOLEM, ICE

This icy statue stands a head taller than a normal human. A rime of frost coats it, and razor-sharp shards of ice adorn its limbs.

ICE GOLEM	CR 5
XP 1,600	
N Medium construct (cold)	
Init -1; Senses darkvision 60 ft., low-light vision; Perception +0	
DEFENSE	
AC 17, touch 9, flat-footed 17 (-1 Dex, +8 natural)	
hp 53 (6d10+20)	
Fort +2, Ref +1, Will +2	
DR 5/adamantine; Immune construct traits, cold, magic	
Weaknesses vulnerability to fire	
OFFENSE	
Speed 30 ft.	
Melee 2 slams +9 (1d6+3 plus 1d6 cold)	
Special Attacks breath weapon (20-ft. cone, 3d6 cold damage, Reflex DC 13 half, usable once every 1d4 rounds), cold (1d6), icy destruction	
STATISTICS	
Str 16, Dex 9, Con —, Int —, Wis 11, Cha 1	
Base Atk +6; CMB +9; CMD 18	
ECOLOGY	
Environment any cold	
Organization solitary or gang (2–4)	
Treasure none	
SPECIAL ABILITIES	
Cold (Ex) An ice golem's body generates intense cold, dealing 1d6 points of damage with its touch. Creatures attacking an ice golem with unarmed strikes or natural weapons take this same cold damage each time one of their attacks hits.	
Icy Destruction (Ex) When reduced to 0 hit points, an ice golem shatters in an explosion of jagged shards of ice. All creatures within a 10-foot burst take 3d6 points of slashing damage and 2d6 points of cold damage; a DC 13 Reflex save halves the damage. The save DC is Constitution-based.	
Immunity to Magic (Ex) An ice golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the Fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.	
<ul style="list-style-type: none"> • A magical attack that deals electricity damage slows an ice golem (as the <i>slow</i> spell) for 2d6 rounds, with no saving throw. • A magical attack that deals cold damage breaks any <i>slow</i> effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An ice golem gets no saving throw against cold effects. 	

Ice golems are humanoid automatons formed of carved ice. Their appearance can range from roughly chiseled figures of ice and snow to elaborately detailed ice sculptures and beautiful crystalline statues.

Ice golems cannot speak, and move with the sound of cracking and popping ice. An ice golem stands 7 feet tall and weighs 500 pounds.

Construction

An ice golem's body must be constructed from a single block of ice weighing at least 1,000 pounds. The ice is treated with magical powders and unguents worth at least 500 gp.

ICE GOLEM

CL 12th; Price 18,500 gp

CONSTRUCTION

Requirements Craft Construct, *chill touch*, *cone of cold*, *geas/quest*, *ice storm*, *resist energy (cold)*, creator must be caster level 12th; **Skill** Craft (sculptures) DC 17; **Cost** 9,500 gp



Illustration by Andrew Hou

Golem, Iron

This iron automaton stands twice as tall as a normal human. Its heavy footfalls shake the ground with bone-jarring force.

IRON GOLEM

CR 13



XP 25,600

N Large construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 28, touch 8, flat-footed 28 (–1 Dex, +20 natural, –1 size)

hp 129 (18d10+30)

Fort +6, **Ref** +5, **Will** +6

DR 15/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +28 (2d10+16/19–20)

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

Special Attacks breath weapon, powerful blows

STATISTICS

Str 32, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +18; **CMB** +30; **CMD** 39

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Breath Weapon (Su) As a free action once every 1d4+1 rounds, an iron golem can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power.

Breath weapon—inhaled; *save* Fort 19; *frequency* 1/round for 4 rounds; *effect* 1d4 Constitution damage; *cure* 2 saves. The save DC is Constitution-based.

Immunity to Magic (Ex) An iron golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

- A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3

rounds, with no saving throw.

- A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An iron golem gets no saving throw against fire effects.
- An iron golem is affected normally by rust attacks, such as those of a rust monster or a *rusting grasp* spell.

Powerful Blows (Ex) An iron golem inflicts one and a half times its Strength modifier and threatens a critical hit on a 19–20 with its slam attacks.

An iron golem has a humanoid body made from iron. It can be sculpted into any shape its creator desires, but it almost always displays armor of some sort, from simple and utilitarian to ceremonial and ornate. Its features are much smoother than those of a stone golem. Iron golems sometimes carry a weapon in one hand, though they rarely use these, relying instead on their slam attacks.

An iron golem is 12 feet tall and weighs about 5,000 pounds. An iron golem cannot speak or make any vocal noise, nor does it have any distinguishable odor.

Although the practice has fallen out of favor in modern times, the ancients of certain powerful civilizations once took great pride in crafting iron golems of tremendous size and strength. These golems, which are never smaller than Huge, still exist in remote parts of the world, mindlessly following the orders of a long-dead empire.

Construction

An iron golem's body is sculpted from 5,000 pounds of iron, smelted with rare tinctures costing at least 10,000 gp.

IRON GOLEM

CL 16th; Price 150,000 gp

CONSTRUCTION

Requirements Craft Construct, *cloudkill*, *geas/quest*, *limited wish*, *polymorph any object*, creator must be caster level 16th; **Skill** Craft (armor) or Craft (weapons) DC 21; **Cost** 80,000 gp



GOLEM, STONE

This towering stone automaton bears the likeness of an archaic, armored warrior. It moves with ponderous but inexorable steps.

STONE GOLEM

CR 11



XP 12,800

N Large construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 26, touch 8, flat-footed 26 (–1 Dex, +18 natural, –1 size)

hp 107 (14d10+30)

Fort +4, **Ref** +3, **Will** +4

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +22 (2d10+9)

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

Special Attacks slow

STATISTICS

Str 28, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +14; **CMB** +24; **CMD** 33

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Immunity to Magic (Ex) A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *transmute rock to mud* spell slows a stone golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.
- A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Slow (Su) A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

A stone golem has a humanoid body made from stone, frequently stylized to suit its creator. For example, it might look like it is wearing armor, with a particular symbol carved on the breastplate, or have designs worked into the stone of its limbs. Its head is often carved to resemble a helmet or the head of some beast. While it may be sculpted to carry a stone shield or stone weapon such as a sword, these aesthetic choices do not affect its combat abilities.

Like most golems, a stone golem cannot speak and makes no sound other than the grinding of stone against stone when it moves. A stone golem is 9 feet tall and weighs around 2,000 pounds.

Construction

A stone golem's body is chiseled from a single block of hard stone, such as granite, weighing at least 3,000 pounds. The stone must be of exceptional quality, and costs 5,000 gp.

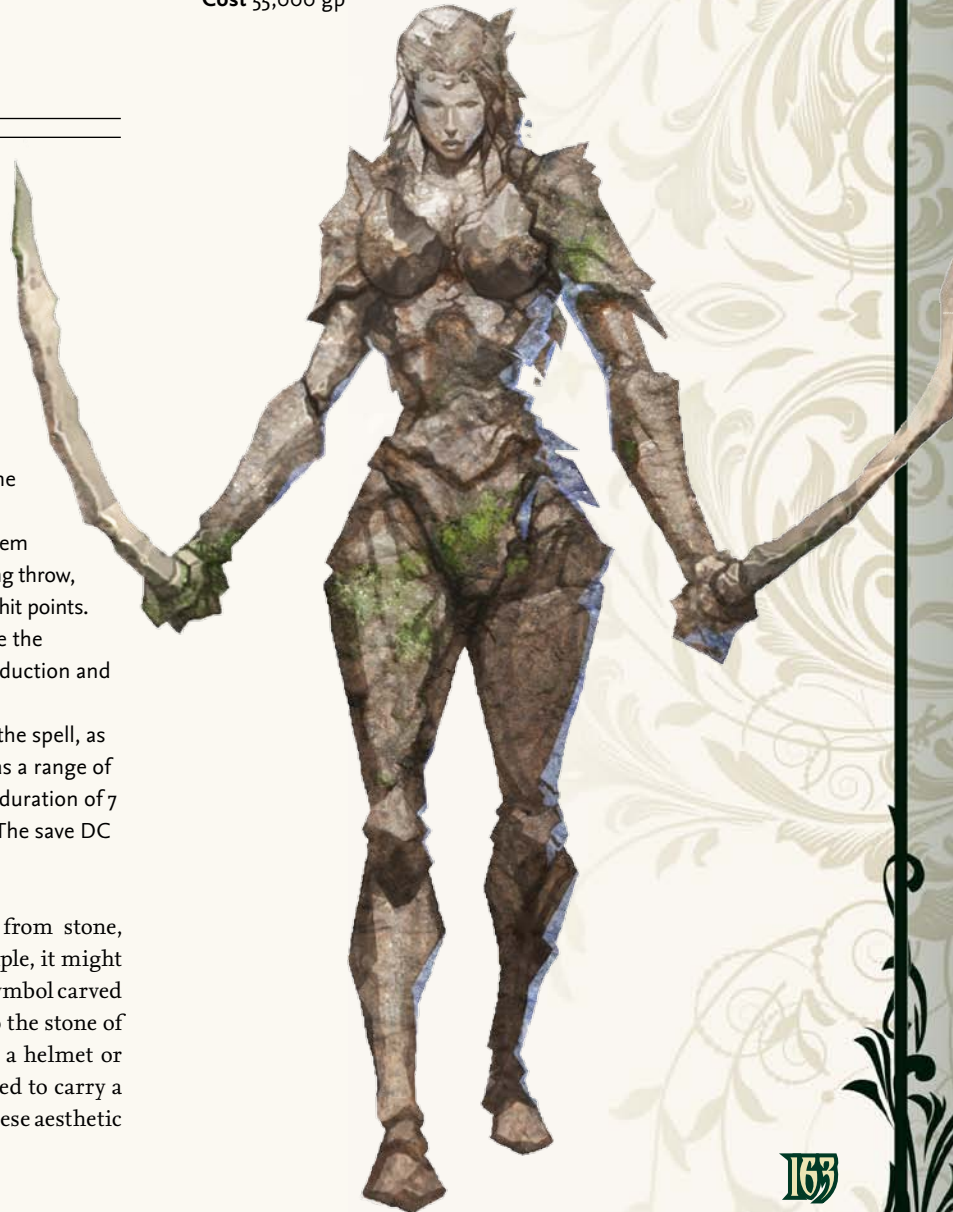
STONE GOLEM

CL 14th; **Price** 105,000 gp

CONSTRUCTION

Requirements Craft Construct, *antimagic field*, *geas/quest*, *limited wish*, *symbol of stunning*, creator must be caster level 14th; **Skill** Craft (sculpture) or Craft (stonemasonry) DC 19;

Cost 55,000 gp



GOLEM, WOOD

This human-sized automaton resembles a crude humanoid figure made of cast-off pieces of wood.

WOOD GOLEM

CR 6



XP 2,400

N Medium construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 64 (8d10+20)

Fort +2, **Ref** +5, **Will** +5

DR 5/adamantine; **Immune** construct traits, magic

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +12 (2d6+4)

Special Attacks splintering

STATISTICS

Str 18, **Dex** 17, **Con** — **Int** —, **Wis** 17, **Cha** 1

Base Atk +8; **CMB** +12; **CMD** 25

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Immunity to Magic (Ex) A wood golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the Fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

- **Warp wood** or **wood shape** slows a wood golem (as the *slow* spell) for 2d6 rounds (no save).
- **Repel wood** drives the golem back 60 feet and deals 2d12 points of damage to it (no save).
- A magical attack that deals cold damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A wood golem gets no saving throw against attacks that deal cold damage.

Splintering (Su) As a free action once every 1d4+1 rounds, a wood golem can launch a barrage of razor-sharp wooden splinters from its body in a 20-foot-radius burst. All creatures caught within this area take 6d6 points of slashing damage (Reflex DC 14 halves). The save DC is Constitution-based.

A wood golem is carved from rare woods, assembled into a roughly humanoid body with articulated limbs. Their creators usually leave their bodies almost unfinished, with individual pieces of lumber and unworked wood apparent and obvious as part of their construction. A wood golem stands 6-1/2 feet tall and weighs 400 pounds.

Construction

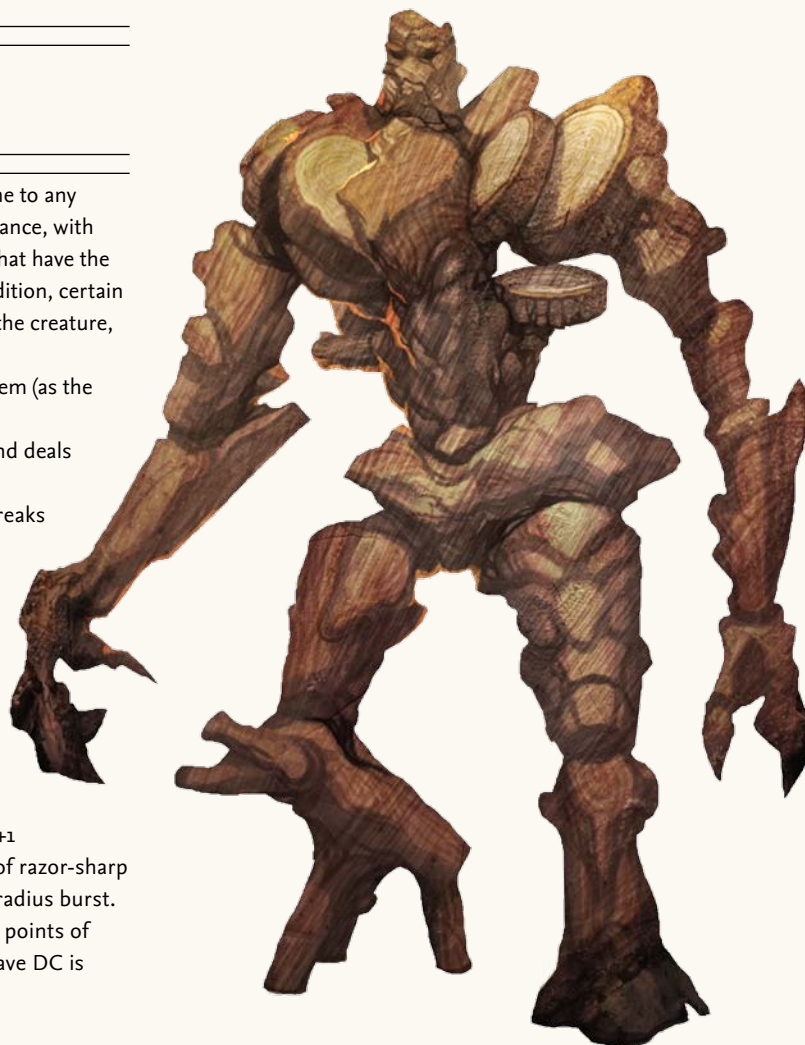
The pieces of a wood golem are assembled from blocks of fine wood and sprinkled with rare powders and crushed herbs worth at least 300 gp.

WOOD GOLEM

CL 7th; Price 19,300 gp

CONSTRUCTION

Requirements Craft Construct, *alarm*, *animate objects*, *cat's grace*, *geas/quest*, *limited wish*, creator must be caster level 12th; **Skill** Craft (carpentry) DC 17; **Cost** 8,800 gp



GORGON

This bull-like creature seems to be made of interlocking metallic plates. Faint plumes of green smoke puff from its mouth.

GORGON

CR 8



XP 4,800

N Large magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

DEFENSE

AC 20, touch 9, flat-footed 20 (+11 natural, –1 size)

hp 100 (8d10+56)

Fort +13, **Ref** +6, **Will** +7

OFFENSE

Speed 30 ft.

Melee gore +14 (2d8+7), 2 hooves +9 (1d6+3)

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

Special Attacks breath weapon (60-foot cone, turn to stone, Fortitude DC 21 negates), trample (2d8+10, DC 21)

STATISTICS

Str 24, **Dex** 10, **Con** 24, **Int** 2, **Wis** 16, **Cha** 9

Base Atk +8; **CMB** +16; **CMD** 26

Feats Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception)

Skills Perception +17

ECOLOGY

Environment temperate plains, rocky hills, and underground

Organization solitary, pair, pack (3–4), or herd (5–12)

Treasure none

SPECIAL ABILITIES

Breath Weapon A gorgon can use its breath weapon once every 1d4+1 rounds to create a 60-foot cone of green gas. Those caught in the area of the gas can attempt a DC 21 Fortitude save to resist the effects, but those who fail the save are immediately petrified. This petrification is temporary—each round, a petrified creature can attempt a new DC 21 Fortitude save to recover from the petrification as long as it is not caught within the area of effect of the gorgon's breath weapon a second time while petrified. A creature exposed to the gorgon's breath a second time while already petrified becomes permanently petrified, and can no longer attempt to make additional Fortitude saves to recover naturally. The save DC is Constitution-based.

Gorgons are magical, foul-tempered creatures—while they might appear

to be constructs at first glance, beneath their artificial-looking armor plates they are made of flesh and bone. Like aggressive bulls, they challenge any unfamiliar creature they encounter, often trampling their opponent's corpse or shattering its stony remnants until the creature is unrecognizable. The females are just as dangerous as the males, and the two sexes appear identical. A typical gorgon stands 6 feet tall and 8 feet long. It weighs 4,000 pounds.

Gorgons derive nutrients from the consumption of minerals, particularly the stone of their petrified victims, and any statues they create are likely to be gnawed thoroughly. They cannot digest metal or gems, so their dung (which resembles bitter-smelling gray powder) often contains small, raw crystals and nuggets of ore. Their aggression toward all other creatures means that there are few to no predators or other prey animals in their grazing grounds. Each herd is led by a dominant bull; solitary gorgons are usually adolescent bulls driven out of their herd by the lead bull.

Their flesh is tough but beefy (once the armored hide is removed), and to those who acquire the taste, quite filling. Many stone giant tribes believe eating gorgon meat enhances their own natural armor. Powdered gorgon horn is worth 250 gp as an alternate material component for magic items using *bull's strength*, *stoneskin*, *flesh to stone*, *statue*, and similar magic.



Illustration by Kevin Yan