

Hill/Mountain CR 8 Monster Stats

Hill/Mountain CR 8		
d-%	Encounter	Avg. CR
1-6	1d6 eagles	2
7-14	1d4 giant spiders	3
15-22	2d6 tengus	4
23-30	2d6 hobgoblins	4
31-36	1d4 giant eagles	5
37-42	1d6 ogres	6
43-44	1 white dragon (young)	6
45-48	1 bulette	7
49-52	1 chimera	7
53-58	1d6 griffons	7
59-64	2d4 bugbears	7
65-66	1d6 cyclopes	8
67-68	1 gorgon	8
69-72	1d4 wyverns	8
73-78	1d6 trolls	8
79-80	1 ogre mage	8
81-82	1 roc	9
83-86	1d6 hill giants	10
87-88	1 silver dragon (young)	10
89-90	1 red dragon (young)	10
91-92	1d4 frost giants	11
93-96	1d6 stone giants	11
97-98	1 cloud giant	11
99-100	1d4 fire giants	12

EAGLE**CR 1/2****XP 200**

N Small animal

Init +2; **Senses** low-light vision; Perception +10**DEFENSE****AC** 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)**hp** 5 (1d8+1)**Fort** +3, **Ref** +4, **Will** +2**OFFENSE****Speed** 10 ft., fly 80 ft. (average)**Melee** 2 talons +3 (1d4), bite +3 (1d4)**STATISTICS****Str** 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 15, **Cha** 7**Base Atk** +0; **CMB** -1; **CMD** 11**Feats** Weapon Finesse**Skills** Fly +8, Perception +10; **Racial Modifiers** +8 Perception**ECOLOGY****Environment** temperate mountains**Organization** solitary or pair**Treasure** none

Among the most majestic of raptors, these predatory birds pluck fish from streams and lakes, drop down on rodents and small mammals in alpine meadows, and have even been known to pull young mountain goats from the assumed safety of their cliffs.

These creatures, like all birds of prey, have powerful clawed talons and sharp, hooked beaks perfect for tearing flesh. Their enhanced eyesight allows them to spot prey from great distances, and they typically hunt in wide circling patterns high above the ground.

Eagles typically build their massive nests in the tops of tall trees or among the rocky crags of steep cliffs. During breeding season, an eagle lays two eggs, but only one chick normally survives, as the stronger of the two usually kills and eats the weaker.

Eagles generally weigh between 8 and 15 pounds, with a wingspan of up to 7 feet, depending on the species.

GIANT SPIDER**CR 1****XP 400**

N Medium vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4**DEFENSE****AC** 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)**hp** 16 (3d8+3)**Fort** +4, **Ref** +4, **Will** +1**Immune** mind-affecting effects**OFFENSE****Speed** 30 ft., climb 30 ft.**Melee** bite +2 (1d6 plus poison)**Special Attack** web (+5 ranged, DC 12, hp 2)**STATISTICS****Str** 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +2; **CMB** +2; **CMD** 15 (27 vs. trip)**Skills** Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in webs), +16 Climb**ECOLOGY****Environment** any**Organization** solitary, pair, or colony (3–8)**Treasure** incidental**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

The statistics above are for a web-spinning spider. Hunting spiders lose the web ability but gain a +8 racial modifier on Acrobatics checks. All giant spiders have a +2 racial bonus on poison save DCs.

TENGU**CR 1/2****XP 200**

Male tengu rogue 1
 N Medium humanoid (tengu)
Init +3; **Senses** low-light vision; Perception +8

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)
hp 9 (1d8+1)
Fort +1, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft.
Melee dagger +3 (1d4+1/19–20), bite –2 (1d3)
Ranged short bow +3 (1d6/x3)
Special Attacks sneak attack +1d6

STATISTICS

Str 12, **Dex** 17, **Con** 12, **Int** 10, **Wis** 15, **Cha** 8
Base Atk +0; **CMB** +1; **CMD** 14
Feats Weapon Finesse
Skills Acrobatics +7, Appraise +4, Bluff +3, Climb +5, Knowledge (local) +4, Linguistics +8, Perception +8, Stealth +9; **Racial Modifiers** +2 Perception, +2 Stealth, +4 Linguistics
Languages Common, Goblin, Halfling, Tengu
SQ gifted linguist, swordtrained, trapfinding

ECOLOGY

Environment temperate mountains or urban
Organization solitary, pair, or conspiracy (3–12)
Treasure NPC gear (leather armor, dagger, short bow and 20 arrows, other treasure)

SPECIAL ABILITIES

Gifted Linguist (Ex) Tengus gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language.
Swordtrained (Ex) Tengus are trained from birth in swordplay, and as a result are automatically proficient with sword-like weapons (including bastard swords, daggers, elven curve blades, falchions, greatswords, kukris, longswords, punching daggers, rapiers, scimitars, short swords, and two-bladed swords).

Tengus are a race of avian humanoids that resemble crows or ravens, and often bear much of the same stigma. Though they frequently choose to live among other races in densely populated cities, their society is tight and closed, and they rarely allow others to see its inner workings. Tengus often band together in small groups to create roosts in vacant warehouses or condemned buildings, and these raucous gathering places are generally assumed to be thieves' guilds by outsiders—an assumption that's correct roughly half the time.

HOBGOBLIN**CR 1/2****XP 200**

Hobgoblin fighter 1
 LE Medium humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)
hp 17 (1d10+7)
Fort +5, **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft.
Melee longsword +4 (1d8+2/19–20)
Ranged longbow +3 (1d8/x3)

STATISTICS

Str 15, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +1; **CMB** +3; **CMD** 15
Feats Toughness, Weapon Focus (longsword)
Skills Perception +2, Stealth +5; **Racial Modifiers** +4 Stealth
Languages Common, Goblin

ECOLOGY

Environment temperate hills
Organization gang (4–9), warband (10–24), or tribe (25+ plus 50% noncombatants, 1 sergeant of 3rd level per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 6–12 leopards, and 1–4 ogres or 1–2 trolls)
Treasure NPC Gear (studded leather armor, light steel shield, longsword, longbow with 20 arrows, other treasure)

Hobgoblins are militaristic and fecund, a combination that makes them quite dangerous in some regions. They breed quickly, replacing fallen members with new soldiers and keeping up their numbers despite the fortunes of war. They generally need little reason to declare war, but more often than not that reason is to capture new slaves—life as a slave in a hobgoblin lair is brutal and short, and new slaves are always needed to replace those who fall or are eaten.

Of all the goblinoid races, the hobgoblin is by far the most civilized. They see the larger and more solitary bugbears as tools to be hired and used where appropriate, usually for specific missions involving assassination and stealth, and look upon their smaller goblin kin with a mix of shame and frustration. Hobgoblins admire goblin tenacity, yet their minuscule kindred's unpredictable nature and fondness for fire make them unwelcome additions to hobgoblin tribes or settlements. Nonetheless, most hobgoblin tribes include a small group of goblins, typically squatting in the most undesirable corners of the settlement.

GIANT EAGLE**CR 3****XP 800**

NG Large magical beast

Init +3; **Senses** low-light vision; Perception +15**DEFENSE****AC** 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size)**hp** 26 (4d10+4)**Fort** +5, **Ref** +7, **Will** +3**Defensive Abilities** evasion**OFFENSE****Speed** 10 ft., fly 80 ft. (average)**Melee** 2 claws +7 (1d8+4), bite +7 (1d6+4)**Space** 10 ft.; **Reach** 5 ft.**STATISTICS****Str** 18, **Dex** 17, **Con** 12, **Int** 10, **Wis** 15, **Cha** 11**Base Atk** +4; **CMB** +9; **CMD** 22**Feats** Alertness, Flyby Attack**Skills** Fly +8, Perception +15, Sense Motive +4; **Racial Modifiers** +4 Perception**Languages** Auran (cannot speak)**ECOLOGY****Environment** temperate mountains**Organization** solitary, pair, or eyrie (3–12)**Treasure** none

A typical giant eagle stands about 15 feet tall, has a wingspan of up to 30 feet, and resembles its smaller cousins in nearly every way except size. It weighs 500 pounds.

Giant eagles are far more than animals—they possess a supernatural intellect and view themselves as guardians and protectors of their mountain territories. They form lasting friendships with those who respect them and their mountaintop domains.

OGRE**CR 3****XP 800**

CE Large humanoid (giant)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +5**DEFENSE****AC** 17, touch 8, flat-footed 17 (+4 armor, -1 Dex, +5 natural, -1 size)**hp** 30 (4d8+12)**Fort** +6, **Ref** +0, **Will** +3**OFFENSE****Speed** 30 ft. (40 ft. base)**Melee** greatclub +7 (2d8+7)**Ranged** javelin +1 (1d8+5)**Space** 10 ft.; **Reach** 10 ft.**STATISTICS****Str** 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7**Base Atk** +3; **CMB** +9; **CMD** 18**Feats** Iron Will, Toughness**Skills** Climb +7, Perception +5**Languages** Giant**ECOLOGY****Environment** temperate or cold hills**Organization** solitary, pair, gang (3–4), or family (5–16)**Treasure** standard (hide armor, greatclub, 4 javelins, other treasure)

Stories are told of ogres—horrendous stories of brutality and savagery, cannibalism and torture. Of rape and dismemberment, necrophilia, incest, mutilation, and all manners of hideous murder. Those who have not encountered ogres know the stories as warnings. Those who have survived such encounters know these tales to be tame compared to the truth.

An ogre revels in the misery of others. When smaller races aren't available to crush between meaty fists or defile in blood-red lusts of violence, they turn to each other for entertainment. Nothing is taboo in ogre society. One would think that, left to themselves, an ogre tribe would quickly tear itself apart, with only the strongest surviving in the end—yet if there is one thing ogres respect, it is family.

Ogre tribes are known as families, and many of their deformities and hideous features arise from the common practice of incest. The leader of a tribe is most often the father of the tribe, although in some cases a particularly violent or domineering ogress claims the title of mother. Ogre tribes bicker among themselves, a trait that thankfully keeps them busy and turned against each other rather than neighboring races. Yet time and again, a particularly violent and feared patriarch rises among the ogres, one capable of gathering multiple families under his command.

YOUNG WHITE DRAGON**CR 6****XP 2,400**

CE Medium dragon (cold)

Init +6; **Senses** dragon senses, snow vision; Perception +12**DEFENSE****AC** 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)**hp** 66 (7d12+21)**Fort** +8, **Ref** +7, **Will** +5**Immune** cold, paralysis, sleep**Weaknesses** vulnerability to fire**OFFENSE****Speed** 30 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.**Melee** bite +11 (1d8+6), 2 claws +11 (1d6+4), 2 wings +6 (1d4+2)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with bite)**Special Attacks** breath weapon (30-ft. cone, DC 16, 6d4 cold)**STATISTICS****Str** 19, **Dex** 14, **Con** 17, **Int** 8, **Wis** 11, **Cha** 8**Base Atk** +7; **CMB** +11; **CMD** 23 (27 vs. trip)**Feats** Alertness, Flyby Attack, Improved Initiative, Power Attack**Skills** Fly +12, Intimidate +9, Perception +12, Stealth +12, Swim +22**Languages** Draconic**SQ** icewalking, ice shape**BULETTE****CR 7****XP 3,200**

N Huge magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; Perception +11**DEFENSE****AC** 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, -2 size)**hp** 84 (8d10+40)**Fort** +11, **Ref** +8, **Will** +5**OFFENSE****Speed** 40 ft., burrow 20 ft.**Melee** bite +13 (2d8+9/19-20) and 2 claws +12 (2d6+6)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** leap, savage bite**STATISTICS****Str** 23, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 6**Base Atk** +8; **CMB** +16; **CMD** 28 (32 vs. trip)**Feats** Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)**Skills** Acrobatics +9 (+17 jumping), Perception +11; **Racial Modifiers** +4 on Acrobatics checks made to jump**ECOLOGY****Environment** temperate hills**Organization** solitary or pair**Treasure** none**SPECIAL ABILITIES****Leap (Ex)** A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.**Savage Bite (Ex)** A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19-20.

The creation of some unknown arcanist in millennia past, the bulette has bred true to become one of the fiercest predators of the hills. Burrowing rapidly through the earth just beneath the surface, sometimes with its armored fin cutting a distinctive wake behind it, the bulette launches itself free of stone and soil to tear into its prey without remorse, giving rise to the common appellation "landshark."

Bulettes are notoriously foul-tempered, attacking far larger creatures with no regard for personal safety. Solitary beasts except for the occasional mated pair, they spend most of their time patrolling the perimeters of territories that can stretch up to 30 square miles, hunting game and punishing interlopers with a fury that shakes the hillsides.

CHIMERA**CR 7****XP 3,200**

CE Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +10**DEFENSE****AC** 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)**hp** 85 (9d10+36)**Fort** +9, **Ref** +7, **Will** +6**OFFENSE****Speed** 30 ft., fly 50 ft. (poor)**Melee** bite +12 (2d6+4), bite +12 (1d8+4), gore +12 (1d8+4), 2 claws +12 (1d6+4)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** breath weapon (usable every 1d4 rounds)**STATISTICS****Str** 19, **Dex** 12, **Con** 17, **Int** 4, **Wis** 13, **Cha** 10**Base Atk** +9; **CMB** +14; **CMD** 25 (29 vs. trip)**Feats** Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness**Skills** Fly +2, **Perception** +10, **Stealth** +4 (+8 in scrubland or brush); **Racial Modifiers** +2 **Perception**, +4 **Stealth** in scrubland or brush**Languages** Draconic**ECOLOGY****Environment** temperate hills**Organization** solitary, pair, pride (3–6), or flight (7–12)**Treasure** standard**SPECIAL ABILITIES**

Breath Weapon (Su) A chimera's breath weapon depends on the color of its dragon head, as summarized on the table below. Regardless of its type, a chimera's breath weapon is usable once every 1d4 rounds, deals 6d8 points of damage, and allows a DC 17 Reflex save for half damage. The save DC is Constitution-based. To determine a chimera's head color and breath weapon randomly, roll 1d10 and consult the table below.

GRIFFON**CR 4****XP 1,200**

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +12**DEFENSE****AC** 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)**hp** 42 (5d10+15)**Fort** +7, **Ref** +6, **Will** +4**OFFENSE****Speed** 30 ft., fly 80 ft. (average)**Melee** bite +8 (1d6+3), 2 talons +7 (1d6+3)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** pounce, rake (2 claws +7, 1d4+3)**STATISTICS****Str** 16, **Dex** 15, **Con** 16, **Int** 5, **Wis** 13, **Cha** 8**Base Atk** +5; **CMB** +9; **CMD** 21 (25 vs. trip)**Feats** Iron Will, Skill Focus (Perception), Weapon Focus (bite)**Skills** Acrobatics +10, **Fly** +6, **Perception** +12; **Racial Modifiers** +4 **Acrobatics**, +4 **Perception****Languages** Common (cannot speak)**ECOLOGY****Environment** temperate hills**Organization** solitary, pair, or pride (6–10)**Treasure** incidental

Griffons are powerful aerial predators, swooping down from their high aeries to take their prey with beak and talon. Aggressive and territorial, they are no mere beasts, but rather calculating combatants and loyal companions to those who earn their respect, fighting to the death to protect their friends and kin.

Weighing in at over 500 pounds and measuring 8 feet long from hooked beak to tufted tail, the griffon strikes an imposing silhouette that has long been used in heraldry and other iconography as a symbol of power, authority, and justice. In reality, the griffon is less concerned with abstract concepts than with hunting food and protecting its own. While they can sometimes be trained or befriended to serve as mounts, griffons have no inherent affinity for humanoids, and frequently come into bloody conflict with civilized races over their attempts to secure their favorite food—horse flesh. City folk may marvel at the trained griffon's stately manner and 25-foot wingspan, but those farmers forced to share territory with its wild kin know to hurry home and secure their barns when the beasts' hunting shrieks split the sky.

BUGBEAR**CR 2****XP 600**

CE Medium humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft., scent; Perception +8**DEFENSE****AC** 17, touch 11, flat-footed 16 (+2 armor, +1 Dex, +3 natural, +1 shield)**hp** 16 (3d8+3)**Fort** +2, **Ref** +4, **Will** +1**OFFENSE****Speed** 30 ft.**Melee** morningstar +5 (1d8+3)**Ranged** javelin +3 (1d6+3)**STATISTICS****Str** 16, **Dex** 13, **Con** 13, **Int** 10, **Wis** 10, **Cha** 9**Base Atk** +2; **CMB** +5; **CMD** 16**Feats** Intimidating Prowess, Skill Focus (Perception)**Skills** Intimidate +7, Perception +8, Stealth +10; **Racial Modifiers** +4 Intimidate, +4 Stealth**SQ** stalker**Languages** Common, Goblin**ECOLOGY****Environment** temperate mountains**Organization** solitary, pair, gang (3–6), or warband (7–12 plus 2 warriors of 1st level and 1 chieftain of 3rd–5th level)**Treasure** NPC Gear (leather armor, light wooden shield, morningstar, 3 javelins, other treasure)**SPECIAL ABILITIES****Stalker (Ex)** Perception and Stealth are always class skills for bugbears.

The bugbear is the largest of the goblinoid races, a lumbering brute that stands at least a head taller than most humans. They are loners, preferring to live and kill on their own rather than form tribes of their own kind, yet it isn't uncommon to find small bands of bugbears working together, or dwelling in goblin or hobgoblin tribes where they function as elite guards or executioners. Bugbears do not form large warrens like goblins or nations like hobgoblins; they prefer smaller-scale mayhem that lets them keep their favorite acts (murder and torture) on a more personal level. Humans are a bugbear's favored prey, and most count the flesh of humanity as a dietary staple. Grisly trophies of ears or fingers are common bugbear decorations.

Bugbears, when they turn to religion, favor gods of murder and violence, with various demon lords being favorites.

A typical bugbear stands 7 feet in height and weighs 400 pounds.

CYCLOPS**CR 5****XP 1,600**

NE Large humanoid (giant)

Init –1; **Senses** low-light vision; Perception +11**DEFENSE****AC** 19, touch 8, flat-footed 19 (+4 armor, –1 Dex, +7 natural, –1 size)**hp** 65 (10d8+20)**Fort** +9, **Ref** +2, **Will** +4**Defensive Abilities** ferocity**OFFENSE****Speed** 30 ft.**Melee** greataxe +11/+6 (3d6+7/x3)**Ranged** heavy crossbow +5 (2d8/19–20)**Space** 10 ft.; **Reach** 10 ft.**STATISTICS****Str** 21, **Dex** 8, **Con** 15, **Int** 10, **Wis** 13, **Cha** 8**Base Atk** +7; **CMB** +13; **CMD** 22**Feats** Alertness, Cleave, Great Cleave, Improved Bull Rush, Power Attack**Skills** Intimidate +9, Perception +11, Profession (soothsayer) +10 Sense Motive +5, Survival +6; **Racial Modifiers** +8 Perception**Languages** Common, Cyclops, Giant**SQ** flash of insight**ECOLOGY****Environment** any temperate or tropical**Organization** solitary or conclave (2–6) or tribe (7–18)**Treasure** standard (hide armor, Large greataxe, Large heavy crossbow, other treasure)**SPECIAL ABILITIES**

Flash of Insight (Su) Once per day as an immediate action, a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only, and cannot be applied to the rolls of others.

Many thousands of years ago, the solemn cyclopes ruled vast kingdoms, yet today their glories are long forgotten. What few cyclopes survive seldom aspire higher than protecting their lairs and seeking out their next meals. This latter task occupies a great deal of their focus, for the monstrous appetites and vacuous hunger of the cyclopes control the race's destiny and may have led to their original downfall so long ago.

The average cyclops stands 9 feet tall and weighs 600 pounds. Both males and females are almost completely bald, with stringy patches of dark hair occasionally hanging down from above the ears. A bushy, expressive brow couples with a cyclops's massive eye to make the creature's attitude easily known.

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;

WYVERN**CR 6****XP 2,400**

N Large dragon

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +18**DEFENSE****AC** 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)**hp** 73 (7d12+28)**Fort** +9, **Ref** +6, **Will** +8**Immune** sleep, paralysis**OFFENSE****Speed** 20 ft., fly 60 ft. (poor)**Melee** sting +10 melee (1d6+4 plus poison), bite +10 melee (2d6+4 plus grab), 2 wings +5 (1d6+2)**Space** 10 ft.; **Reach** 5 ft.**Special Attack** rake (2 talons +10, 1d6+4)**STATISTICS****Str** 19, **Dex** 12, **Con** 18, **Int** 7, **Wis** 12, **Cha** 9**Base Atk** +7; **CMB** +12 (+16 grapple); **CMD** 23**Feats** Flyby Attack, Improved Initiative, Iron Will, Skill Focus (Perception)**Skills** Fly +5, Perception +18, Sense Motive +11, Stealth +7; **Racial Modifier** +4 Perception**Languages** Draconic**ECOLOGY****Environment** temperate or warm hills**Organization** solitary, pair, or flight (3-6)**Treasure** standard**SPECIAL ABILITIES**

Poison (Ex) Sting—injury; *save* DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Wyverns are nasty, brutish, and violent reptilian beasts akin to more powerful dragons. They are always aggressive and impatient, and are quick to resort to force in order to accomplish their goals. For this reason, dragons generally look down upon wyverns, considering their distant cousins nothing more than primitive savages with a distinct lack of style or wit. In most cases, this generalization is spot-on. Although far from animalistic in intellect, and capable of speech, most wyverns simply can't be bothered with the subtlety of diplomacy, and prefer to fight first and parley later, and even then only if faced with a foe they can neither defeat nor flee from.

Wyverns are territorial creatures. Though they occasionally hunt in small groups for large prey, they are generally solitary creatures, hunting in areas ranging in size from 100 to 200 square miles. Wyverns have been known to fight to the death among themselves for the right to hunt a territory rich with prey.

TROLL**CR 5****XP 1,600**

CE Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8**DEFENSE****AC** 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, -1 size)**hp** 63 (6d8+36); regeneration 5 (acid or fire)**Fort** +11, **Ref** +4, **Will** +3**OFFENSE****Speed** 30 ft.**Melee** bite +8 (1d8+5), 2 claws +8 (1d6+5)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d6+7)**STATISTICS****Str** 21, **Dex** 14, **Con** 23, **Int** 6, **Wis** 9, **Cha** 6**Base Atk** +4; **CMB** +10; **CMD** 22**Feats** Intimidating Prowess, Iron Will, Skill Focus (Perception)**Skills** Intimidate +9, Perception +8**Languages** Giant**ECOLOGY****Environment** cold mountains**Organization** solitary or gang (2–4)**Treasure** standard

Trolls possess incredibly sharp claws and amazing regenerative powers, allowing them to recover from nearly any wound. They are stooped, fantastically ugly, and astonishingly strong—combined with their claws, their strength allows them to literally tear apart flesh to feed their voracious appetites. Trolls stand about 14 feet tall, but their hunched postures often make them appear shorter. An adult troll weighs around 1,000 pounds.

A troll's appetite and its regenerative powers make it a fearless combatant, ever prepared to charge headlong at the nearest living creature and attack with all of its fury. Only fire seems to cause a troll to hesitate, but even this mortal threat is not enough to stop a troll's advance. Those who commonly battle with trolls know to locate and burn any pieces after a fight, for even the smallest scrap of flesh can regrow a full-size troll given enough time. Fortunately, only the largest part of a troll regrows in this way.

Despite their cruelty in combat, trolls are surprisingly tender and kind to their own young. Female trolls work as a group, spending a great deal of time teaching young trolls to hunt and fend for themselves before sending them off to find their own territories. A male troll tends to live a solitary existence, partnering with a female for only a brief time to mate. All trolls spend most of their time hunting for food, as they must consume vast amounts each day or face starvation. Due to this need, most trolls stake out large territories as their own, and fights between rivals are quite common. While these are usually nonlethal, trolls are aware of each others'

OGRE MAGE**CR 8****XP 4,800**

LE Large outsider (giant, native, oni, shapechanger)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +13**DEFENSE****AC** 21, touch 12, flat-footed 18 (+4 armor, +3 Dex, +5 natural, -1 size)**hp** 92 (8d10+48); regeneration 5 (fire or acid)**Fort** +12, **Ref** +5, **Will** +10**SR** 19**OFFENSE****Speed** 40 ft., fly 60 ft. (good)**Melee** greatsword +14/+9 (3d6+10)**Ranged** composite longbow +10 (2d6+7)**Space** 10 ft.; **Reach** 10 ft.**Spell-Like Abilities** (CL 9th)Constant—*fly*At will—*darkness*, *invisibility*1/day—*charm monster* (DC 17), *cone of cold* (DC 18), *gaseous form*, *deep slumber* (DC 16)**STATISTICS****Str** 24, **Dex** 17, **Con** 23, **Int** 14, **Wis** 14, **Cha** 17**Base Atk** +8; **CMB** +16; **CMD** 29**Feats** Combat Expertise, Combat Reflexes, Improved Initiative, Iron Will**Skills** Bluff +14, Disguise +14, Fly +5, Intimidate +14, Knowledge (arcana) +13, Perception +13, Sense Motive +13, Spellcraft +13, Use Magic Device +14**Languages** Common, Giant**SQ** change shape (Small, Medium, or Large humanoid; *alter self* or *giant form I*), flight**ECOLOGY****Environment** cold hills**Organization** solitary, pair, or patrol (1–2 plus 2–4 ogres)**Treasure** double (chain shirt, greatsword, composite longbow [+7 Str] with 20 arrows, other treasure)

The ogre mage, like all oni, is an evil spirit come to the Material Plane and clad in living flesh—in this case, that of a brutish ogre. Ogre mages are often found serving as leaders of ogre tribes, yet not all of them seek to link their destinies to their less-intelligent kin. Some become lone marauders who hold villages hostage, demanding regular tribute in the form of gold, food, or maidens, lest they take more than they ask.

XP 6,400

N Gargantuan animal

Init +6; **Senses** low-light vision; Perception +15**DEFENSE****AC** 22, touch 8, flat-footed 20 (+2 Dex, +14 natural, -4 size)**hp** 120 (16d8+48)**Fort** +13, **Ref** +14, **Will** +8**OFFENSE****Speed** 20 ft., fly 80 ft. (average)**Melee** 2 talons +18 (2d6+9/19-20 plus grab), bite +17 (2d8+9)**Space** 20 ft.; **Reach** 15 ft.**STATISTICS****Str** 28, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 11**Base Atk** +12; **CMB** +25 (+29 grapple); **CMD** 37**Feats** Flyby Attack, Improved Critical (talons), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (talons)**Skills** Fly +7, Perception +15**ECOLOGY****Environment** warm mountains**Organization** solitary or mated pair**Treasure** none

Rocs are terrifying, legendary birds renowned for their ability to carry off elephants and other big animals. A typical roc is 30 feet long from beak to tail, with an 80-foot wingspan and weight of up to 8,000 pounds. While their beaks are hooked like an eagle's and designed for slashing and tearing, most rocs prefer to seize prey in their massive, clawed talons and drop them from great heights before feasting on the shattered remains. For this reason, they are often followed by flocks of scavengers like rooks, buzzards, and eagles hoping to steal portions of the roc's messy meals. The roc generally ignores such opportunists, but if the scavengers don't take care, they nevertheless may find themselves accidentally consumed by the feeding roc.

Rocs are equally comfortable over land and sea. While they are capable of sleeping in the air as they soar solo across great ranges in search of food, they generally return home to the mountains to roost and procreate. They prefer rocky crags that are completely inaccessible by terrestrial means, building vast nests of tree trunks and ruined masonry. Once a decade, a mated pair lays a clutch of 3-5 eggs and raises its young. Outside of mating, rocs are extremely antisocial, and may attack others of their kind in vicious aerial battles in order to establish their territorial boundaries. When a nest contains eggs or chicks, parents trade off in their long-ranging flights, with one restricting its wanderings to within a 10-mile radius of the nest.

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.

YOUNG SILVER DRAGON**CR 10****XP 9,600**

LG Large dragon (cold)

Init +5; **Senses** dragon senses; Perception +17**DEFENSE****AC** 22, touch 10, flat-footed 21; (+1 Dex, +12 natural, -1 size)**hp** 104 (11d12+33)**Fort** +10, **Ref** +8, **Will** +12**Immune** acid, cold, paralysis, sleep**Weaknesses** vulnerability to fire**OFFENSE****Speed** 40 ft., fly 200 ft. (average); cloudwalking, graceful flight**Melee** bite +16 (2d6+7), 2 claws +15 (1d8+5), 2 wings +13 (1d6+2), tail +13 (1d8+7)**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)**Special Attacks** breath weapon (40-ft. cone, DC 18, 6d8 cold), paralyzing breath**Spell-Like Abilities** (CL 11th)At will—*detect evil***Spells Known** (CL 1st)1st (4/day)—*alarm, true strike*0 (at will)—*detect magic, light, message, read magic***STATISTICS****Str** 21, **Dex** 12, **Con** 17, **Int** 16, **Wis** 17, **Cha** 16**Base Atk** +11; **CMB** +17; **CMD** 28 (32 vs. trip)**Feats** Hover, Improved Initiative, Iron Will, Multiattack, Power Attack, Weapon Focus (bite)**Skills** Acrobatics +12, Diplomacy +17, Fly +13, Heal +17, Intimidate +17, Know. (local) +17, Perception +17, S. Motive +17, Spellcraft +17**Languages** Auran, Common, Draconic, Giant**SQ** change shape**YOUNG RED DRAGON****CR 10****XP 9,600**

CE Large dragon (fire)

Init +5; **Senses** dragon senses, smoke vision; Perception +15**DEFENSE****AC** 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, -1 size)**hp** 115 (11d12+44)**Fort** +11, **Ref** +8, **Will** +10**Immune** fire, paralysis, sleep**Weaknesses** vulnerability to cold**OFFENSE****Speed** 40 ft., fly 200 ft. (poor)**Melee** bite +17 (2d6+10), 2 claws +17 (1d8+7), 2 wings +12 (1d6+3), tail slap +12 (1d8+10)**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)**Special Attacks** breath weapon (40-ft. cone, DC 19, 6d10 fire)**Spell-Like Abilities** (CL 11th)At will—*detect magic***Spells Known** (CL 1st)1st (3/day)—*shield, true strike*0 (at will)—*mage hand, message, prestidigitation, read magic***STATISTICS****Str** 25, **Dex** 12, **Con** 19, **Int** 12, **Wis** 13, **Cha** 12**Base Atk** +11; **CMB** +19; **CMD** 30 (34 vs. trip)**Feats** Cleave, Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Vital Strike**Skills** Appraise +15, Bluff +15, Fly +9, Intimidate +15, Perception +15, Sense Motive +15, Stealth +11**Languages** Common, Draconic

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.

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.

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.

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

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.