

Frost giant CR 9

XP 6,400

CE Large humanoid (cold)

Init +0; **Senses** low-light vision; **Perception** +17

DEFENSE

HP 145

EAC 22; **KAC** 24

Fort +13; **Ref** +11; **Will** +8

Immunities cold; **Weaknesses** vulnerable to fire

Defensive abilities rock catching (+21)

OFFENSE

Speed 40 ft.

Melee curve blade, ultrathin +21 (3d10+15 S) or
slam +21 (1d10+15 B)

Ranged rock +16 (5d4+15 P)

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

Offensive abilities rock throwing 120 ft

STATISTICS

Str +6; **Dex** +0; **Con** +4; **Int** +0; **Wis** +3; **Cha** +0

Skills Athletics +22, Engineering +17, Intimidate +17, Stealth +0 (+4 in snow)

Feats Cleave, Improved combat maneuver (sunder)

Languages Common, Giant

Gear freebooter armor II, Ultrathin curveblade.

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)

Rock Throwing (Ex)

Frost giants are accomplished rock throwers, and have learned to throw other objects that are as tough as rocks too. A Frost giant can hurl any bulky, and relatively regularly shaped small-sized object made of any material with hardness 5 or more. These objects count as a “rock” for the purpose of this ability. Rocks are a thrown weapon with a range of *120 ft.* Rocks may or may not count as archaic weapons depending on the material of the object thrown.

Rock catching (Ex) Once per round, when a frost giant would normally be hit by a rock (Small, Medium, or Large rocks or projectiles of similar shape) they can, as a reaction make an attack roll with a it's slam attack. If the attack roll is higher than the attack roll that hit the giant,

The giant catches the rock and the attack misses. The frost giant must be aware of the attack in order to make a rock catching attempt.

A frost giant's hair can be light blue or dirty yellow, and its eyes usually match its hair color. Frost giants usually dress in durable clothing and pelts, and as they believe in displays of wealth as a show of status, will wear any valuable item they can. Frost giant warriors also decorate their armor and weapons with small charms and valuables as well. An adult male stands roughly 15 feet tall and weighs approximately 2,800 pounds. Females are slightly shorter and lighter, but are otherwise identical to males. Frost giants can live to be 250 years old.

Frost giants are notorious for their eagerness for and fearlessness in battle. Frost Giants aren't particularly picky on battle, as long as there is violent conflict and the possibility for conquest, so they can punish and terrorize their foes. A Frost Giant war party will be made up with small groups of bandits, and they will occasionally join up with mercenary groups where they may find easy opportunities for violence. So long there is there is a promise of blood and plunder, it is not hard to convince them to join.

Frost giants usually start combat in ambush, preferring to do so at a distance, but if forced to do so in close quarters they will prefer to use surprise if given the choice.

Frost Giants tend to bombard foes with rocks from long range until they run out of ammunition or the opponent closes in. Once in melee, they prefer crushing opponents with brute force. Frost Giants see no point in fighting fairly even among smaller foes, known to use ambush and use traps when possible. They are known to set up intentional avalanches on frequently used paths, burying themselves under snow or hiding spikes or pits beneath snow.

BUILD NOTES

- CR 9 combatant
- Rock throwing is based on low accuracy, high ranged damage, plus Str with a -1 to hit to offset added damage.
- Designed rock catching off deflect projectiles feat
- As most of Frost giant abilities are shared with smaller giants opted to give some feats for attack options.