

# Designers

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redits



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# Introduction

The Pathfinder Bestiary, and the long line of monstrous encyclopedia that came before it, do a great job of attacking the problem of providing game statistics and mechanical information for a very wide variety of creatures. There are a lot of strange creatures from fantasy novels and movies, from ancient mythology, and, as time went on, from the twisted minds of game designers and even GMs, for that matter. Anyone today who tried to go about creating an extensive bestiary of all the different cool and interesting fantasy monsters could fill three or four volumes with three hundred monsters each, and still have a long way left to go, with fans crying out for various "forgotten" monsters to get some attention. That kind of breadth doesn't leave a whole lot of room for depth, and that's where *Exotic Encounters* comes in.

There are all kinds of reasons why you might not want to use a monster stat-block straight from the core rules. For one thing, if your players have a habit of browsing through such books, or are long-time veterans who know the basic ins and outs of most fantasy staples, you may need an unusual stat-block just to throw them a curve ball and teach them that they can't count on their out of character knowledge to take all the mystery out of the game. Alternatively, many GMs can recall a time when they wanted to make use of a certain monster in their game, only to find that it was a few CRs too high or low for what they had in mind. *Exotic Encounters* takes a single, iconic monster, and creates three new variants on that theme. These variants aren't simple tweaks, and are more than simply advancing or removing Hit Dice, though that occurs as well. Each of these three variations on the monster's theme has a specific, flavorful goal in mind, and a role to play, and their statistics entries are gently massaged in order to make them fit those roles. Further, each of these variants comes with brand new specially-crafted special abilities, which are unique to *Exotic Encounters* and not found anywhere else.

This particular installment of Exotic Encounters focuses on the oft-overlooked ettin. These two-headed giants are capable of being more than just a particularly ugly-looking substitute for an ogre, and have a rich history in both mythology and fantasy games and media. This book introduces three new ettins, the first of which is the primal ettin (CR 8). This monstrous giant is far more feral even than a normal ettin, and its heads are like those of giant boars. Its favored tactic is to impale foes on its tusks and literally rip them apart between its two heads. The next ettin is the ettin mage (CR 11), which trades in superior two-weapon fighting ability for the power to cast spells. Not much brighter than a normal ettin, the one-two punch of flail and magic can still make it a formidable foe, when it can stop arguing with itself. Finally, the three-headed ettin (CR 13) is exactly what it sounds like, and more. This ettin's extra extra head gives it all the brainpower it needs for cunning tactics, making it a supremely powerful foe...unless its heads are picked off one by one.

# Primal Ettin

The hulking creature before you is vaguely humanoid, from the neck down. Its body is covered in thick, curly brown hair, which is only barely shy of being fur, and the muscles in his arms and legs are so thick and bulging that his shape seems distorted and wrong. Its fingernails end in bloodstained, claw-like points. Its most noticeable feature, however, are its two heads, which are not humanoid at all, and resemble those of ferocious, oversized boars.

ETTIN, PRIMAL	CR 8
XP 4,800	

## CE Large humanoid (giant)

**Init** +6; **Senses** low-light vision, scent; Perception +14 DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size) hp 113 (13d8+65)

**Fort** +12, **Ref** +5, **Will** +6

Defensive Abilities ferocity

OFFENSE

Speed 40 ft.

**Melee** 2 claws +15 (1d6+6 plus grab), 2 gores +15 (1d8+6) **Space** 10 ft.; **Reach** 10 ft.

**Special Attack** rend (2 gores, 1d8+9), superior grappler, tear apart, thunderous bellow

STATISTICS

Str 23, Dex 14, Con 19, Int 4, Wis 10, Cha 11 Base Atk +9; CMB +16; CMD 27

**Feats** Ability Focus (thunderous bellow), Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack, Toughness

Skills Perception +14, Survival +9; Racial Modifier +4 Perception

Languages cannot speak normally, but knows a handful of words in a mix of Giant, Goblin, and Orc

ECOLOGY

Environment warm forests, hills, and jungles Organization solitary, pair, pack (3-6 plus 1-4 young), Treasure incidental

SPECIAL ABILITIES

**Superior Grappler (Ex):** A primal ettin uses one head to control each half of its body, allowing it to respond faster and with more cunning in a grapple. If the primal ettin initiates a grapple with its grab ability, it can choose to use only one half of its body to hold the opponent. If it does, it suffers no penalty for doing so. Further, while maintaining the grapple in this way, the primal ettin is free to act with the other half of its body: it can maintain the grapple and make a single claw attack and a single gore attack as a full-round action. Alternatively, it can maintain the grapple and make a single claw attack or a single gore attack as a standard action. The primal ettin can also use this ability to maintain two separate grapples with the same action, if it has grabbed two separate characters. Finally, the primal ettin can also choose to grapple a single foe with both sides of his body. This grants it a +8 bonus to CMB and CMD for the purposes of that grapple, and allows him to perform two actions each time he maintains the grapple (such as damaging the target twice, damaging the target and pinning him, etc.).

**Tear Apart (Ex):** As a full-round action that provokes attacks of opportunity, a primal ettin can skewer a creature it has pinned in a grapple with a tusk from each of its heads, and then attempt to rip the victim apart in a gory display, with each head gobbling up half of the unfortunate victim. The target must succeed on a Fortitude save (DC 22) or suffer 13d8 points of piercing and slashing damage. If this reduces the target to o or fewer hit points, he dies instantly, is ripped apart, and consumed by the primal ettin. Even in the event of a successful save, the target still takes 3d8 points of piercing and slashing damage, and remains pinned. The saving throw DC is Strength-based.

**Thunderous Bellow** (Ex): Primal ettins are capable of letting out enormous, deafening roars, which they use to warn other primal ettins away from their territory. As a standard action, the primal ettin beats its chest and lets out two simultaneous bellows from its two heads. All creatures within 120 feet that can hear it must succeed on a Will save (DC 18) or be shaken for 10 minutes. Creatures that fail the saving throw by 5 or more are frightened, instead. The bellow can be heard clearly from 500 feet away with a successful DC o Perception check. Because the noise is so loud and resonant, the DC only increases by +1 for every 20 feet beyond that distance. The saving throw DC is Charisma-based.

## Ecology

These feral monstrosities are bestial throwbacks, ettins that are far more animalistic and primitive than even their more common cousins, who, it is worth pointing out, are rarely considered paragons of civilization and sophistication in the first place. Barely more intelligent than the boars that they resemble, these territorial two-headed giants are not capable of proper speech, though they do tend to pick up a few random words. Particularly intelligent primal ettins have been known to approach travelers and demand "food," or "ale." If they are not immediately given giant-sized portions of what they demand, they attack and devour their victim. If they are immediately given what they demand, they usually attack and devour their victim, anyway.

Primal ettins are virtually always enraged, and are ruled by the same fight-or-flight response that most animals are, except that they never flee. The savagery with which they fight is unparalleled even by their more civilized kin, and primal ettins have been known to slay larger giants who imposed upon their territory, using their savage cunning and ferocity to outfight even bigger opponents.

# Ettin Mage

The creature before you appears to be a giant, but with two heads. One of the heads is slightly bulbous, and is covered in blue runic tattoos, which extend down its neck and over its half of the body, but not onto the other side, which is instead criss-crossed with scars and other battle damage, and is much bulkier and better-muscled than the tattooed half.

#### ETTIN MAGE

#### XP 12,800

CE Large humanoid (giant)

**Init** +3; **Senses** low-light vision; Perception +12/+14 DEFENSE

DEFENSE

AC 22, touch 12, flat-footed 22 (+4 deflection, -1 Dex, +10 natural, -1 size) hp 120 (16d8+48)

Fort +12, Ref +4, Will +7/+9

**Defensive Abilities** arcane armor

#### OFFENSE

Speed 40 ft.

**Melee** +2 *flail* +20/+15/+10 (2d6+8) **Ranged** javelin +10 (1d8+6) **Space** 10 ft.; **Reach** 10 ft.

Special Attack arcane multiattack Spell-Like Abilities (CL 16<sup>th</sup>)

At will—burning hands (DC 16), shocking grasp (DC 16) 3/day—acid arrow (DC 16), bull's strength, scorching ray, web (DC 16)

1/day—fireball (DC 18), lightning bolt (DC 18), vampiric touch

**STATISTICS** 

Str 23, Dex 8, Con 15, Int 6/8, Wis 10/14, Cha 11/19 Base Atk +12; CMB +19; CMD 32 Feats Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack, Spell Focus (evocation), Toughness, Weapon Focus (flail) Skills Handle Animal +8/+12, Perception +12/+14, Spellcraft +9 (mage head only); Racial Modifier +4 Perception Languages pidgin of Giant, Goblin, and Orc SQ primitive magic, split mind ECOLOGY

Environment any forests, hills, and mountains Organization solitary

**Treasure** standard (+2 *flail*, 4 javelins, other treasure) SPECIAL ABILITIES

Arcane Armor (Su): An ettin mage gains a deflection bonus to AC equal to it's mage head's Charisma modifier.

Arcane Multiattack (Ex): Because each of its heads controls part of its body, an ettin mage can activate a spelllike ability and make an attack with a single standard action. Similarly, whenever the ettin mage uses the full-attack action, its mage head can also use a single spell-like ability as part of that action. The ettin mage does not suffer any penalty for attacking and using its spell-like abilities simultaneously.

**Split Mind (Ex):** Unlike a normal ettin, an ettin mage's two heads have dramatically different capabilities, and are treated in some ways as different characters. One head (referred to as the mage head) has higher Intelligence, Wisdom, and Charisma scores than the other head, which also impacts its Will save and skills. Any time that an ettin mage would make an Intelligence-, Wisdom-, or Charismabased skill check, each head rolls separately, and applies the appropriate bonus to determine its result (if only one head participates, only that head makes the check). Further, for the purposes of mind-affecting spells and effects, the ettin mage is treated as two separate creatures: a *charm monster* spell would only affect the head it was targeted on, and a *mass charm monster* spell would allow each of them to save against the effect separately (at the appropriate bonus).

If the ettin mage's two heads are opposed about what course of action to take (whether due to magical means or otherwise), the two heads make opposed Wisdom checks each round to determine which one gains dominance. The winning head controls the creature's actions that turn. The mage head cannot attack with the hand wielding the +2 *flail*, and the other head cannot access its spell-like abilities. If the controlling head either attacks or uses a spell-like ability, the other head can do the opposite, choosing whatever target it likes (including itself, in order to stop the dominant head).

**Primitive Magic (Ex):** An ettin mage's mage head may be somewhat smarter than the other head, but its magic is more a result of instinct than intellect. The ettin mage uses its Charisma modifier to adjust its Spellcraft checks, rather than its Intelligence modifier.

## Ecology

**CR 11** 

Ettin mages are normal ettins which have had one of their two heads blessed with unusual intelligence and raw magical talent. Such ettins are usually identified by their parents at a relatively young age, when the ettin first begins to harness its magical power. Ettin mages are shunned by others of their kind, and are quickly driven out of their parent's care and forced to fend for themselves. Only one of the ettin mage's heads possesses magical power and talent, and the other head typically develops great resentment and hatred of its unnatural half. In some rare cases, the "normal" ettin head attempts to slay its magical counterpart. If it succeeds, it will typically be accepted by other ettins, though it is still considered a cripple and will never truly be a full member of the society.

Ettin mages show much more individuality in each head than most ettins, due in large part to the fact that the heads themselves have much more wildly varied capabilities. The mage head usually takes on a commanding role over the other, which is usually subservient to its "big brother."

# **Three-Headed Ettin**

The creature looming before you is more thicklybuilt and stocky than a giant, and its entire body ripples with muscles beneath the tarnished scale armor. The creature has not one head, not two, but three, each of which sneers at you through beady black eyes. When it speaks, it does so with all of its heads, each speaking a single word in the sentence "you die now!"

## ETTIN, THREE-HEADED

CR 13

XP 25,600 NE Large humanoid (giant)

Init +5; Senses low-light vision; Perception +17

DEFENSE

AC 27, touch 10, flat-footed 26 (+5 armor, +1 Dex, +12 natural, -1 size)

hp 180 (19d8+76)/60 per head

Fort +14, Ref +7, Will +8; +8 vs. mind-affecting effects Defensive Abilities multi-headed, multi-minded

OFFENSE

Speed 40 ft.

Melee 2 +1 flaming flails +22/+17/+12 (2d6+8 plus 1d6 fire/19-20 x2)

Ranged 2 javelins +14 (1d8+6)

Space 10 ft.; Reach 10 ft.

Special Attack superior two-weapon fighting STATISTICS

Str 25, Dex 12, Con 17, Int 9, Wis 10, Cha 11 Base Atk +14; CMB +22; CMD 31

Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (flail), Improved Initiative, Improved Overrun, Iron Will, Power Attack, Toughness, Weapon Focus (flail)

Skills Handle Animal +12, Perception +17; Racial Modifier +4 Perception

Languages pidgin of Giant, Goblin, and Orc SQ tactical mind

ECOLOGY

## **Environment** cold hills

Organization solitary, pack (1 plus 3-6 ettins), or tribe (1 plus 4 – 12 ettins plus 1-4 bears plus 6-12 goblins or orcs) Treasure standard (scale mail armor, 2 +1 flaming flails, 4 javelins, other treasure) SPECIAL ABILITIES

Multi-Headed (Ex): A three-headed ettin has three heads, each of which are responsible for performing different functions. These heads can be targeted separately, and individual heads can be incapacitated before the ettin is slain. Any attack that is not targeted against a specific head targets the three-headed ettin's body, instead. Targeting a specific head imposes a -4 penalty on attack rolls made against the three-headed ettin. If the attack hits, then the chosen head suffers the

damage. Damage dealt to one of the three-headed ettin's heads is subtracted from its hit point total, as normal, but is also subtracted from the head's specific hit point total (each head has an amount of hit points equal to 1/3the three-headed ettin's maximum hit points). If a head is reduced to o hit points, it is incapacitated. If a head is reduced to a number of negative hit points equal to the three-headed ettin's Constitution score, the head is killed. This reduces the three-headed ettin's maximum hit points by an amount equal to the killed head's hit points, and renders the head permanently incapacitated. Healing applied to the three-headed ettin's body also heals the same amount of hit points to its heads, divided evenly amongst them.

Multi-Minded (Ex): A three-headed ettin's three minds are all linked psychically, making it extremely resilient to mind-affecting effects. The three-headed ettin gains a +8 bonus on saving throws made to resist mindaffecting effects. For each head that is incapacitated, this bonus is reduced by -4 (to a minimum of o).

Superior Two-Weapon Fighting (Ex): A threeheaded ettin fights with a flail or javelin in each hand. Because two different heads each control a separate arm, the it does not take a penalty on attack or damage rolls for attacking with two weapons. If two of the three-headed ettins heads have been incapacitated, the three-headed ettin loses this ability as long as they are incapacitated.

Tactical Mind (Ex): A three-headed ettin's middle head does not normally control one of its arms, but rather is constantly analyzing the battle situation and adjusting the actions of its other heads in slight but meaningful ways. At the beginning of each of its turns, as a free action, the three-headed ettin can gain one of the following benefits: +4 to attack rolls, +4 AC, +4 to saving throws, or increasing the critical threat range and multiplier of all weapons it wields by 1. Regardless of the bonus chosen, it remains until the beginning of the threeheaded ettin's next turn. The three headed ettin cannot use this ability if one or more of its heads is incapacitated.

# Ecology

Like ettin mages, three-headed ettins are accidents of birth, freaks of nature even by ettin standards, which occur perhaps once out of 100 ettins born. Unlike ettin mages, however, three-headed ettins are considered to be a blessing upon their clan, and are almost automatically promoted to clan leader when they come of age. While some two-headed ettins do try to fight this challenge to their power, the additional cunning and skill that threeheaded ettins gain from their additional head tend to make them more than a match for any two-headed rivals, which may be why other ettins are so quick to step aside and let them become leaders.

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# Exotic Encounters: Ettins

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