



“Baboon Lizard” © deviantArt user “TheRafa”. Accessed at their deviantArt page [here](#)

[Although the cynocephalus is traditionally depicted as a dog-headed man, classicists have interpreted it as being based on traveler’s tales of baboons. So I went in a baboonier direction. Which did make finding art a little more difficult. I also wanted to fill the CR sweet spot between ogres and trolls. There aren’t—or weren’t—any CR 4 giants.]

### **Cynocephalus**

*This hulking giant is dressed in a loincloth and has the head of a snarling baboon. It bares its fangs in a fearsome grimace.*

Cynocephali are hideous giants native to the distant shores and jungle islands of the world. Their

name comes from their dog-like appearance, although sages would argue that they have more in common with baboons than actual canines. Cynocephali are violent brutes, and most of their interaction with other peoples is through armed conflict. Their culture is rudimentary and centered around family life. Each cynocephalus cares deeply about his kin, but fights over resources and dominance are common. Such clashes rarely result in fatalities. A cynocephali clan may consider an entire island chain to be their territory, each island ruled by a troop within the clan.

Cynocephali are omnivorous, feeding on fruits, nuts and animal flesh. They especially enjoy the meat of other sapient creatures, and many clans hold beliefs that eating parts of their enemies will give them strength and cunning. They season their meat with wild spices growing in their territory such as cinnamon and camphor, and the cunning giants use rumors of such valuable spices as bait to attract more victims.

A cynocephalus stands about eight feet tall and weighs four hundred pounds. They rarely wear armor, although this has more to do with their preferred climate than their technological advancement.

### **Cynocephalus CR 4**

**XP 1,200**

CE Large humanoid (giant)

**Init** +1; **Senses** low-light vision, Perception +5

**Defense**

**AC** 15, touch 10, flat-footed 14 (-1 size, +1 Dex, +4 natural)

**hp** 42 (5d8+20)

**Fort** +8, **Ref** +2, **Will** +2

**Defensive Abilities** rock catching

**Offense**

**Speed** 40 ft

**Melee** greatclub +8 (2d8+7), bite +2 (1d6+2)

**Ranged** rock +3 (1d8+7)

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

**Special Attacks** rock throwing (100 ft.), terrifying display

**Statistics**

**Str** 21, **Dex** 13, **Con** 18, **Int** 8, **Wis** 12, **Cha** 11

**Base Atk** +3; **CMB** +9; **CMD** 20

**Feats** Athletic, Intimidating Prowess, Weapon Focus (greatclub)

**Skills** Climb +11, Intimidate +10, Perception +5, Swim +8

**Languages** Giant

**Ecology**

**Environment** warm forests and coastal

**Organization** solitary, band (2-6), troop (5-20 plus 2-8 riding dogs) or clan (20-80 plus 30%

noncombatant young, 1 3<sup>rd</sup>-5<sup>th</sup> level chief and 12-20 riding dogs)

**Treasure** standard (greatclub, other treasure)

**Special Abilities**

**Terrifying Display (Ex)** As a standard action, a cynocephalus can make an Intimidate check to demoralize all opponents within 30 feet.