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[I realized that I didn't have any creatures of the humanoid type with CR 11! So here we go. Although I'm using the art from the 4e version, mechanically my beast giant is more similar to the original 2e rendition. The 4e version has an ability to mirror the attacks of creatures that it sees in combat, which works well in a game where everyone has special powers, but not so much without the at will/encounter/daily paradigm.]

Giant, Beast

CR 11 NE Humanoid (giant)

This giant humanoid has the oversized head of a fanged animal. They wear nothing but a loincloth and a harness, holding several spears and satchels.

Beast giants are desert raiders with monstrous features. Suggestions that their strange visages are due to a curse are met with severe violence. Although beast giants can survive harsh desert climes, they prefer to spend most of their time squatting at oases or rocky outcroppings in order to attack those that come there for water or shelter. Most beast giants are violent bullies that enjoy lording their psychic powers over other giants. They raid giant camps, steal their provisions and goods and even eat them. They will not hesitate to prey on smaller folk as well.

In combat, a beast giant usually uses its psychic magic when it first sights foes and lets them close the distance. Once in melee range, they use their Great Cleave feat in conjunction with a bite attack to taste multiple foes, and then focus their attacks on the one they deem most delicious. Their use of occult powers is seemingly reflexive, and they almost always use defensive abilities if attacked. Many beast giants can be tricked into expending all of their psychic energy quickly, which strips them of several powerful attacks and their inherent danger sense.

The head of a beast giant can resemble those of a wide variety of species, both living and extinct, usually animals but occasionally veering into magical beasts. Most have bite attacks, but a few have gore attacks (dealing the same damage).

Beast Giant CR 11

XP 12,800

NE Large humanoid (giant)

Init +9; **Senses** low-light vision, Perception +10, scent

Defense

AC 24, touch 11, flat-footed 22 (-1 size, +2 Dex, +13 natural)

hp 161 (14d8+98)

Fort +11, **Ref** +11, **Will** +12; +4 vs. psychic magic

Defensive Abilities danger sense, psychic resilience, rock catching; **Resist** fire 10

Offense

Speed 40 ft.

Melee spear +16/+11 (2d6+10/x3), bite +11 (2d8+3) or 2 slams +16 (1d6+7), bite +16 (2d8+7)

Ranged rock +12 (2d6+10)

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

Psychic Magic CL 11th, concentration +16 (+20 casting defensively)

20 PE—[analyze aura](#) (3 PE), [ego whip II](#) (4 PE, DC 19), [id insinuation II](#) (3 PE, DC 18), [intellect fortress I](#) (4 PE), [mental barrier I](#) (2 PE), [placebo effect](#) (2 PE), [synaptic pulse](#) (3 PE, DC 18), [tower of iron will I](#) (5 PE)

Special Attacks rock throwing (120 ft.)

Statistics

Str 25, **Dex** 15, **Con** 24, **Int** 10, **Wis** 17, **Cha** 20

Base Atk +10; **CMB** +18; **CMD** 30

Feats Cleave, Combat Casting, Great Cleave, Improved Initiative, [Intuitive Spell](#), Lightning Reflexes, Power Attack

Skills Climb +13, Intimidate +15, Perception +13, Survival +13, Swim +11

Languages Giant

Ecology

Environment warm deserts and hills

Organization solitary or band (2-5)

Treasure standard (3 Large spears, bag of 10 rocks, other treasure)

Special Abilities

Danger Sense (Su) As long as a beast giant has PE remaining, it gains an insight bonus to initiative checks and Reflex saves equal to its Wisdom modifier (+3 for an average beast giant). This bonus is included in the statistics above.