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[The Furtober monsters I've been making have all been from 3rd Edition sources, but I made an exception for the giff. The idea of posh, gun-loving hippo men was a delight when I first discovered them in the 2e *Monstrous Manual*, and I still find them charmingly weird. I can't prove it, but I feel like the [Judoon](#) from Doctor Who owe a debt to the giff for inspiration. Either that, or there's something about pachyderms that inspires militarism in their humanized forms.

The giff originated in the Spelljammer setting in 2e, although I've stripped out references to their spaceships here. They did make a brief official appearance in 3.x with stats as a playable race in Dragon Magazine 339. This conversion hews pretty close to their 5e stats from *Mordenkainen's Tome of Foes*

Edit: thanks to [@darling-monsters](#) for pointing out the origin for the imperialist pachyderms from the Babar books.]

## **Giff**

### **CR 5 LN Humanoid**

*This humanoid is dressed in fine military regalia, and has the oversized head of a hippopotamus. It carries a sword and gun.*

The giff are mercenaries, fighting for whatever values will give them the most money or valor. Giff are very status conscious and concerned with their reputation. After all, life is short, but the reputation of their company can be bolstered or tarnished for generations. They train with firearms from childhood, and their obsession with guns and explosions borders on the maniacal. They gladly accept payment in gunpowder instead of in coins, gems or other currency.

Giff fight alongside others of their own kind, and rarely against one another. In fact, giff mercenary troops typically stipulate that they can sit out battles that involve other giff, and a giff company that will fight other giff is seen as renegade. They use firearms above all other weapons, strafing foes with bullets and throwing grenades to break formations. Once enemies are scattered and demoralized (or once a giff runs out of bullets), they charge into combat, striking with both swords and their tough fists.

Giff society is organized along military lines. Rank is assigned as soon as a giffing can walk, and promotions occur due to valor and accomplishment (and occasional nepotism). They are found at sea as often as on land, and giff contracts for amphibious assaults are common. Giff rarely practice magic, preferring the use of technology. Giff that take class levels are usually fighters or gunslingers, although giff alchemists are renowned for their skill.

A giff is large for a Medium sized creature, standing seven feet tall on average and weighing 300 pounds or so. They live slightly shorter than humans do, and a giff is considered elderly by 50.

### **Giff CR 5**

#### **XP 1,600**

LN Medium humanoid (giff)

**Init** +2; **Senses** low-light vision, Perception +1

**Defense**

**AC** 17, touch 12, flat-footed 15 (+2 Dex, +3 natural, +2 armor)

**hp** 60 (8d8+24)

**Fort** +9, **Ref** +4, **Will** +5; +2 vs. emotion and pain effects

**Defensive Abilities** stiff upper lip

**Offense**

**Speed** 30 ft.

**Melee** scimitar +10/5 (1d6+4/18-20), slam +5 (1d4+2) or two slams +10 (1d4+4)

**Ranged** musket +8 touch (1d12+2/x4)

**Special Attacks** bowling charge

**Statistics**

**Str** 18, **Dex** 15, **Con** 17, **Int** 11, **Wis** 12, **Cha** 12

**Base Atk** +6; **CMB** +10; **CMD** 22

**Feats** Exotic Weapon Proficiency (firearms)<sup>B</sup>, Gunsmithing<sup>B</sup>, Iron Will, Point Blank Shot, Rapid Reload (musket), Skill Focus (Craft: alchemy)

**Skills** Climb +7, Craft (alchemy) +10, Profession (sailor) +8, Swim +9; **Racial Modifiers** +4 Swim

**Languages** Common, Giff

**SQ** gun training (musket)

**Ecology**

**Environment** any coastal or urban

**Organization** solitary, pair, platoon (3-12) or company (13-36)

**Treasure** double standard (scimitar, leather armor, musket, 20 paper cartridges, 2 fuse grenades, other treasure)

Special Abilities

**Bowling Charge (Ex)** If a giff hits a creature with a charge attack, it can attempt a combat maneuver to trip that target without provoking attacks of opportunity.

**Gun Training (Ex)** A giff chooses one kind of firearm, such as a musket or pistol. It adds its Dexterity to damage rolls when using that kind of firearm, and if it misfires, the misfire value of that firearm only increases by +2 instead of +4.

**Stiff Upper Lip (Ex)** A giff gains a +2 racial bonus on saves against emotion and pain effects.