

Fire Giant Raid

Fire Giant (×6)	Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11; SV Fort +14 __, Ref +4 __, Will +9 __; Init -1; Spd 30 ft. in Half-plate Mail; AC 23 __; 146 hp
	Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11; SV Fort +14 __, Ref +4 __, Will +9 __; Init -1; Spd 30 ft. in Half-plate Mail; AC 23 __; 136 hp
	Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11; SV Fort +14 __, Ref +4 __, Will +9 __; Init -1; Spd 30 ft. in Half-plate Mail; AC 23 __; 140 hp
	Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11; SV Fort +14 __, Ref +4 __, Will +9 __; Init -1; Spd 30 ft. in Half-plate Mail; AC 23 __; 139 hp
	Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11; SV Fort +14 __, Ref +4 __, Will +9 __; Init -1; Spd 30 ft. in Half-plate Mail; AC 23 __; 143 hp
	Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11; SV Fort +14 __, Ref +4 __, Will +9 __; Init -1; Spd 30 ft. in Half-plate Mail; AC 23 __; 145 hp
Atk: Greatsword +20 melee (3d6+15) or slam +20 melee (1d4+10) or rock +10 ranged (2d6+10 plus 2d6 fire) ____ . Full Atk: Greatsword +20/+15/+10 melee (3d6+15) or Slam (2) +20 melee (1d4+10) or rock +10 ranged (2d6+10 plus 2d6 fire) ____	
CR 10; XP 3,000 each; 15d8+75; Large Giant; 10 ft./10 ft.; AL LE; Full AC 23 (-1 size; -1 Dex; +8 natural; +7 Half-plate Mail); touch 8; flat-footed 23; Base +11/+25; SA Rock throwing (Ex); Note: If cleric choose 2 domains from Evil, Law, Trickery, War; SQ Immunities: fire; Low-light vision (Ex); Rock catching (Ex); Vulnerability to cold; Feats: Cleave; Great Cleave; Improved Overrun; Improved Sunder; Iron Will; Power Attack; Skills: Climb +9; Craft (any one) +6; Intimidate +6; Jump +9; Spot +14. Possessions: 2200gp, Staff of Defense, Carved Harp of Exotic Wood with Ivory Inlay and Zircon Gems (500gp), Solid Gold Idol (400gp), Silver Comb With Moonstones (800gp), Bronze Goblet with Agates (600gp), Necklace of Small Pink Pearls (5000gp), Solid Gold Idol (1100gp), Jeweled Bracelet (2000gp), Embroidered and Bejeweled Glove (3000gp), Silver Pen (500gp), Gold Dragon Comb with Red Garnet Eye (1200gp), Silver Comb With Moonstones (300gp), Bronze Goblet with Agates (100gp), Jeweled Anklet (4000gp), Gold Dragon Comb with Red Garnet Eye (1200gp), Carved Harp of Exotic Wood with Ivory Inlay and Zircon Gems (900gp), Black Velvet Mask with Numerous Citrines (100gp), Necklace of Small Pink Pearls (3000gp), Gold and Topaz Bottle Stopper Cork (1500gp), Eyepatch With Mock Eye of Sapphire and Moonstone (1400gp), Finely Wrought Small Gold Bracelet (40gp), Carved Harp of Exotic Wood with Ivory Inlay and Zircon Gems (900gp), Ruby Encrusted Slippers (7000gp), Silver-Plated Steel Longsword with Jet Jewel in Hilt (700gp), Silver-Plated Steel Longsword with Jet Jewel in Hilt (300gp).	
Fire Giant Cleric 7	Str 34, Dex 11, Con 23, Int 10, Wis 21, Cha 8; SV Fort +20 __, Ref +7 __, Will +17 __; Init +0; Spd 30 ft. in armor; AC 24 __; 223 hp
Atk: Greatsword +27/+22/+17 melee (3d6+18/19-20) or Slam +26 melee (1d4+12) or Rock +14/+9/+4 ranged (2d6+12 plus 2d6+12 fire) ____ . Full Atk: Greatsword +27/+22/+17 melee (3d6+18/19-20) ____; Slam (2) +26 melee (1d4+12) ____; Rock +14/+9/+4 ranged (2d6+12 plus 2d6+12 fire) ____	
CR 14; XP 12,000; 15d8(Fire Giant)+7d8(Cleric)+132; Large Giant; 10 ft./10 ft.; AL LE; Full AC 24 (-1 size; +8 natural; +7 Half-plate mail); touch 9; flat-footed 24; Base +15/+31; SA Rock throwing (Ex); Note: If Cleric Choose 2 Domains From Evil, Law, Trickery, War; SQ Immunities: fire; Low-light vision; Rock catching (Ex); Vulnerability to cold; God of War: Chaotic Evil (Chaos, Evil, War, Destruction); Evil Domain; War Domain; Turn or Rebuke Undead: Rebuke; Feats: Cleave; Leadership: +21; Extra Turning 1; Great Cleave; Improved Overrun; Improved Sunder; Iron Will; Power Attack; Weapon Focus (Greatsword); Skills: Climb +12; Craft +8; Intimidate +5; Jump +11; Spot +18; Concentration +8; Diplomacy +1; Heal +8; Knowledge (Arcana) +3; Knowledge (History) +2; Knowledge (Religion) +1; Knowledge (The Planes) +1; Profession +7; Spellcraft - Possessions: 3000gp, Knock Scroll, Wand of Owl's wisdom, Summon Swarm Scroll, Eagle's splendor Potion, Haste Scroll. Gems: Deep Blue Spinel (600gp), White Pearl (90gp) Red Spinel, Red-Brown Spinel (100gp), Red Garnet (120gp), Fire Opal (800gp), Sardonyx (50gp), Aquamarine (500gp), Golden Yellow Topaz (500gp), Aquamarine (300gp), Peridot (70gp), Smoky Quartz (50gp).	
Hell Hound (×8)	Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6; SV Fort +5 __, Ref +5 __, Will +4 __; Init +5; Spd 40 ft.; AC 16 __; 30 hp
	Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6; SV Fort +5 __, Ref +5 __, Will +4 __; Init +5; Spd 40 ft.; AC 16 __; 25 hp
	Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6; SV Fort +5 __, Ref +5 __, Will +4 __; Init +5; Spd 40 ft.; AC 16 __; 22 hp
	Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6; SV Fort +5 __, Ref +5 __, Will +4 __; Init +5; Spd 40 ft.; AC 16 __; 27 hp
	Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6; SV Fort +5 __, Ref +5 __, Will +4 __; Init +5; Spd 40 ft.; AC 16 __; 24 hp
	Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6; SV Fort +5 __, Ref +5 __, Will +4 __; Init +5; Spd 40 ft.; AC 16 __; 23 hp
	Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6; SV Fort +5 __, Ref +5 __, Will +4 __; Init +5; Spd 40 ft.; AC 16 __; 22 hp
	Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6; SV Fort +5 __, Ref +5 __, Will +4 __; Init +5; Spd 40 ft.; AC 16 __; 22 hp
Atk: Bite +5 melee (1d8+1 plus 1d6 fire) ____ . Full Atk: Bite +5 melee (1d8+1 plus 1d6 fire) ____	
CR 3; XP 250 each; 4d8+4; Medium Outsider; 5 ft./5 ft.; AL LE; Full AC 16 (+1 Dex; +5 natural); touch 11; flat-footed 15; Base +4/+5; SA Breath weapon (Su); Fiery bite (Su); SQ Darkvision (Ex): 60 ft.; Immunities: fire; Scent (Ex); Vulnerability to cold; Feats: Improved Initiative; Run; Track; Skills: Hide +13; Jump +12; Listen +7; Move Silently +13 Spot +7; Survival +7 (+15 to track by scent).	
Troll (×4)	Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6; SV Fort +11 __, Ref +4 __, Will +3 __; Init +2; Spd 30 ft.; AC 16 __; 52 hp
	Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6; SV Fort +11 __, Ref +4 __, Will +3 __; Init +2; Spd 30 ft.; AC 16 __; 58 hp
	Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6; SV Fort +11 __, Ref +4 __, Will +3 __; Init +2; Spd 30 ft.; AC 16 __; 65 hp
	Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6; SV Fort +11 __, Ref +4 __, Will +3 __; Init +2; Spd 30 ft.; AC 16 __; 53 hp
	Atk: Claw +9 melee (1d6+6) ____ . Full Atk: Claw (2) +9 melee (1d6+6) and bite +4 melee (1d6+3) ____
CR 5; XP 563 each; 6d8+36; Large Giant; 10 ft./10 ft.; AL CE; Full AC 16 (-1 size; +2 Dex; +5 natural); touch 11; flat-footed 14; Base +4/+14; SA Rend (Ex): 2d6+9; SQ Darkvision (Ex) 90 ft.; Low-light vision (Ex); Regeneration (Ex): 5; Scent (Ex); Feats: Alertness; Iron Will; Track; Skills: Listen +5; Spot +6. Possessions: 4000gp.	
Ettin (×5)	Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11; SV Fort +9 __, Ref +2 __, Will +5 __; Init +3; Spd 30 ft. in hide armor; AC 18 __; 72 hp
	Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11; SV Fort +9 __, Ref +2 __, Will +5 __; Init +3; Spd 30 ft. in hide armor; AC 18 __; 66 hp
	Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11; SV Fort +9 __, Ref +2 __, Will +5 __; Init +3; Spd 30 ft. in hide armor; AC 18 __; 70 hp
	Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11; SV Fort +9 __, Ref +2 __, Will +5 __; Init +3; Spd 30 ft. in hide armor; AC 18 __; 61 hp

Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11; SV Fort +9 __, Ref +2 __, Will +5 __; Init +3; Spd 30 ft. in hide armor; AC 18 __; 66 hp
Atk: Morningstar +12 melee (2d6+6) or javelin +5 ranged (1d8+6) ____. Full Atk: Morningstar (2) +12/+7 melee (2d6+6) or javelin (2) +5 ranged (1d8+6) ____
CR 6; XP 750 each; 10d8+20; Large Giant; 10 ft./10 ft.; AL CE; Full AC 18 (-1 size; -1 Dex; +7 natural; +3 hide armor); touch 8; flat-footed 18; Base +7/+17; SQ Low-light vision (Ex); Superior two-weapon fighting (Ex); Feats: Alertness; Improved Initiative; Iron Will; Power Attack; Skills: Listen +10; Search +1; Spot +10. Possessions: 25000sp, Helm of underwater action. Gems: Rhodochrosite (15gp), Onyx (50gp), Silver Pearl (80gp), Deep Blue Spinel (500gp), Golden Yellow Topaz (400gp), Alexandrite (400gp), Star Rose Quartz (70gp).

Red Dragon Young Str 25, Dex 10, Con 17, Int 12, Wis 13, Cha 12; SV Fort +11 __, Ref +8 __, Will +9 __; Init +4; Spd 40 ft.; AC 21 __; 128 hp
Atk: Bite +19 melee (2d6+7) ____. Full Atk: Bite +19 melee (2d6+7) and Claw(2) +14 melee (1d8+3) and Wings +14 melee (1d6+3) and Tail Slap +14 melee (1d8+10) ____
CR 7; XP 1,000; 13d12+39; Large Dragon; 10 ft./5 ft. (10 ft. with bite); AL CE; Full AC 21 (-1 size; +12 natural); touch 9; flat-footed 21; Base +13/+24; SA Breath weapon (Su 6d10 (DC 19) Range 40 ft. cone fire; Blindsight (Ex): 60ft.; Keen Senses (Ex); Darkvision (Ex): 120ft.; Spells: Sorcerer 1; SQ Note: Age 16-25; Immunities: fire, sleep, paralysis; Vulnerability to cold (Ex); Feats: Alertness; Weapon Focus (Bite); Weapon Focus (Claw); Improved Initiative; Skills: Listen +17; Spot +17; Search +17; Concentration +9; Diplomacy +7; Escape Artist +5; Intimidate +6; Knowledge +6; Sense Motive +6; Use Magic Device +6; Appraise +6; Bluff +6; Jump +12. Possessions: 90pp, 800gp, 80pp, Clo of Gold Vestments (110gp). Gems: Onyx (20gp), Deep Blue Spinel (400gp), Freshwater Pearl (10gp), Azurite (13gp), Azurite (10gp), Bloodstone (70gp).
