

Earth Titan

CR 14

CE Huge Elemental (Earth, Extraplanar)

Initiative: +3; **Senses:** Darkvision 120 ft., Tremorsense 60 ft.

Defense

AC: 32, **Flat-Footed:** 32, **Touch:** 7

(-1 DEX, +25 natural, -2 size)

HP: 405 (30d8+270)

DR: 15/adamantine and magical

Fort: +24, **Ref:** +11, **Will:** +11

SR: None

Resistances: None

Immunities: Ability Damage, Ability Drain, Critical Hits, Death Effects, Disease, Energy Drain, Exhaustion, Fatigue, Nonlethal Damage, Paralysis, Petrification, Poison, Sleep, Stunning

Defensive Abilities: None

Offense

Speed: 30 ft.

Melee: 2 Slams +34 (2d12+14 plus Dazing Blow 19-20/x2)

Ranged: Huge Rock +20 (2d10+14 plus Dazing Blow 19-20/x2)

Special Abilities: Double Attack, Earth Mastery, Earth Shock, Push

Statistics

STR 39 (+14)

DEX 8 (-1)

CON 28 (+7)

INT 11 (+0)

WIS 12 (+1)

CHA 13 (+1)

Base Attack +22; **Grapple** +44; **Space/Reach** 15 ft. / 15 ft.

Armor Check Penalty: -0

Feats: Awesome Blow^B, Blind-Fight, Cleave, Great Cleave, Improved Critical (Rock), Improved Critical (Slam), Improved Initiative, Improved Overrun, Improved Sunder, Lightning Reflexes, Power Attack, Weapon Focus (Rock)

Skills: Listen +34 (+33 ranks, +1 wis), Spot +34 (+33 ranks, +1 wis)

Languages: Giant, Terran

SQ: Earth Glide

Combat Gear: None

Other Gear: 2d4 huge rocks

Flavor

Environment: Deserts, Elemental Plane of Earth, Mountains

Organization: Solitary, or clan (1 earth titan and 2d6+3 stone giants)

Treasure: None

Before you stands an immense being seemingly made of solid stone; it carries its massive bulk with a pride borne of either centuries of life or never having been defeated in battle.

Earth titans are created by stone giants using an incredibly rare and time consuming ritual; once this ritual is completed the stone giant subject is wholly consumed by the earth and in his place an earth titan slowly grows over a year and a day. In life an earth titan was an exceptional stone giant (typically a particularly loved clan chieftain) that felt it deserved something beyond its current mortal coil. In battle, earth titans shun most conventional weapons instead relying on their massive size and strength to bring foes down; they are not averse to throwing massive rocks at likely targets, however. Earth titans look like something of a mix between a huge stone giant and an earth elemental; they stand roughly forty feet tall and weigh roughly fifty-thousand pounds.

Earth titans typically, but not always, lead a clan of stone giants though there is more than one tale of an earth titan who grew so haughty that his clan abandoned him to his own devices. Earth titans are typically encountered in mountainous regions, though they have also been battled in deserts. On several occasions earth titans have been encountered on the Plane of Earth, though no scholar could formulate as to what brought them there.

Earth titans typically speak giant, though their newborn elemental ancestry allows them to speak terran; earth giants with intelligence scores greater than 11 typically speak common as well.

Ability Information

Dazing Blow (Ex): Any creature struck by a blow that the earth titan is able to put his strength behind (ex. any attack in which the earth titan adds its STR modifier to damage) must succeed on a DC 18 fortitude save or be dazed for 1 round.

Double Attack (Ex): As a standard action the earth titan may make both of his slam attacks instead of just one. This ability is usable once every 1d4+1 rounds.

Earth Glide (Ex): An earth titan can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth titan flings the titan back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 fortitude save.

Earth Mastery (Ex): An earth titan gains a +1 bonus to attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the earth titan takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the stat block above.)

Earth Shock (Ex): As a standard action, the earth titan can cause the very earth around it to assail its foes. All creatures within 20 feet of the earth titan take 2d10 points of damage and must succeed on a DC 22 fortitude save or be stunned for 1 round as the earth itself batters them into submission.

Push (Ex): An earth titan can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in earth mastery, above, also apply to the earth titan's opposed strength checks.

Lore

A successful knowledge (the planes) check will reveal the following information about an earth titan:

- DC 40 This is an earth titan, an extremely rare creature that is created during obscure rituals committed amongst the stone giants. Among stone giants, they are typically elevated to the role of clan chieftain. This reveals all elemental traits.
- DC 45 Earth titans are capable of dazing foes that they strike in melee and they are also capable of gliding through earth and stone as if it were water to a fish.
- DC 50 Earth titans possess a mastery over the ground that grants them power so long as they are in contact with earth or stone; they are also capable of causing the earth itself to attack their foes.