

LEGENDS & LAIRS™

20
system

GIANT LORE™

A BESTIARY OF GIANTS
AND THEIR KIN

Requires the use of the
Dungeons & Dragons® Player's Handbook,
Third Edition, published by Wizards of the Coast®

GIANT LORE

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DEFINITION OF GIANT TYPE

Giants are humanoid creatures of great strength, usually of at least Large size.

Hit Die: d8

Attack Bonus: As cleric (Total Hit Dice $\times 3/4$)

Good Saving Throws: Fortitude

Skill Points: 6 + Int (+1/ per extra Hit Die)

Feats: 1 (+1 per 4 extra HD)

Notes: Giants have darkvision with a range of 60 feet. Giants are proficient with all simple weapons and with any weapons and armor listed in their entries.

WELCOME!

Fantasy Flight Games is pleased to present *Giant Lore*, the latest softcover book in our **Legends & Lairs** line of sourcebooks for the d20 System. *Giant Lore* is a collection of new giant creatures and options for use by any DM.

First up are the stars of the book, the giants themselves. Several are developed from cultural myths and fairy tales, breathing life into familiar figures. Others fill specific niches in giant society. Finally, some, like the shambling troll and stone troll, are homages to classic roleplaying foes.

One of the great strengths in using giants is that they have personalities and motivations that we can relate to, yet are nearly forces of nature in their strength and power. The templates chapter plays on this aspect of giants as friends and foes.

Giants are extremely dangerous opponents, not merely because of their size and strength but because they are as intelligent and capable as most humanoid races. As such, they are able to take class levels, becoming feature villains in the process. Even more dangerous are those who take the prestige classes found here.

Giants have many unique strengths and weaknesses that adventurers have feared and capitalized on, respectively, for as long as the oldest gaffer can remember. It only seems reasonable, then, that they learn some new tricks. The feats, rules, equipment, spells, and magic items in Chapter 4 give giants an added boost and allow them to compensate for and overcome their most common weaknesses.

Finally, if the giants get some new tricks, players deserve some, too. The last chapter gives the PCs a chance to hit back with a giantkiller prestige class and several new feats designed for dwarves and others who hate giants with a ruthless passion.

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CHAPTER ONE

GIANTS

Giants are as versatile and capable as humanoids, and as such they can be found in many shapes and sizes. The new giants in this chapter fit geographic, cultural, or historical niches that are not filled by the more classic giant types.

Most giants are powerful creatures, and could prove very dangerous to unbalanced parties. They are particularly vulnerable to mind-affecting magic and ranged attacks, and their AC tends to be low compared to the amount of damage they dish out. For parties with powerful fighters, the best strategy against giants is often “drop them before they drop you.” If your players do not have a well-balanced party, some of the giants here might be too much for them.

On the other hand, many of the giants here are less obviously dangerous for PCs and can play many roles in a campaign. Brutigans are great alternative to ogres as opponents for low-level parties, while amazons, ghost giants, and tinkerkin might be characters that the party deals with peacefully. The new trolls presented here are universally powerful, and should be placed in adventures with care.

Giants advance by character class, and as such have effective character levels (ECLs). ECLs are determined by adding a race's Hit Dice, class levels, and level adjustment. An amazon character's level adjustment, for instance, is +1; thus, a 1st-level amazon ranger has an ECL of 10 and is the equivalent of a 10th-level character. For convenience, each giant's level adjustment has been added in parentheses after the Advancement note in each giant's stat block.

The names and statistics of new giants, as well as any feats, skills, equipment, and any rules or game mechanics derived from the d20 System Reference Document, are considered **Open Game Content**. All background text describing these giants is considered closed content.

AMAZON

Large Giant

Hit Dice: 8d8+24 (60 hp)

Initiative: +8

Speed: 40 ft.

AC: 17 (+4 Dex, -1 size, +4 natural), touch 13, flat-footed 13

Attacks: Huge shortspear +11/+6 melee or Huge mighty composite longbow +10/+5 ranged

Damage: 2d6+7 Huge shortspear or 2d6+5 Huge mighty composite longbow

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Beguiling gaze, war yell

Special Qualities: —

Saves: Fort +9, Ref +6, Will +4

Abilities: Str 21, Dex 18, Con 16, Int 10, Wis 14, Cha 10

Skills: Spot +8, Wilderness Lore +8

Feats: Improved Initiative, Point Blank Shot, Far Shot

Climate/Terrain: Jungle

Organization: Scouting party (2–4), tribe (10–30 plus 10–30 non-combatants and 1–3 males), war band (40–100)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class (+1)

The dense layer of myths and legends surrounding amazons obscure the truth about these fierce warrior women. Living in roving bands that fiercely protect their territory, the amazons deliberately plot to keep it that way. The more others fear them, the less trouble amazons have maintaining their isolation.

Amazons, though they are 8 ft. to 9 ft. tall, strongly resemble human women with black or dark brown hair and indigo or hazel eyes. Their skin is typically dark copper or brown in hue. The intense heat of their favored climate makes it unlikely that they will be wearing armor when encountered, although they may don light armor when in open war. Most amazons cut off their right breasts during the ritual marking their maturation from girl into woman.

COMBAT

Amazons fight using bow and spear. They typically start an encounter at long range, peppering their targets with arrows. If the opponent closes, they set their spears to receive charges and ready to do battle in melee. Although strong enough to wield large weapons in one hand, amazons do not typically carry shields unless expecting trouble.

A scouting band will typically avoid an engagement they do not believe they can win. As scouts, their responsibility is to return to the tribe with information. If faced with a hostile, overwhelming force, they will send the youngest of their number back to the tribe. The remainder will sacrifice their lives, if necessary, to buy time for the runner to escape.

A tribe fights with all of the resources at its disposal. The strongest members of the tribe rush to engage any fighters while druids and archers strike the attackers' flanks. If the fighting disturbs one of the males, he will unleash his magical powers into the fray, blasting friend and foe alike.

~ Occasionally, a war band will form from separate tribes to accomplish a specific objective. Unlike other amazon encounters, members of war bands are fully equipped (usually armored with leather and shields for the sake of mobility) and aggressive. Once the war band defeats its chosen foe, it disperses back into the component tribes.



In addition to their formidable physical skills, all female amazons have the following special abilities.

Beguiling Gaze (Su): The amazon's incredible eyes can arrest the actions of any male within 30 ft. Any male subjected to the gaze must make a Will save (DC 15) or be dazed for the round. If the save is successful, that male cannot be affected again by that amazon's gaze for one day.

War Cry (Ex): As a standard action, the amazon may unleash a powerful, piercing cry. All hostile intelligent creatures within 60 ft. of the amazon must make a Will save (DC 13) or be shaken for 1d4+1 rounds. This is a fear effect. Amazons may coordinate their actions to let out their war cries simultaneously, increasing the DC by +2 for every amazon within 60 ft. of the target.

AMAZON SOCIETY

Amazons maintain a nomadic lifestyle, carrying what little they need with them. They live off the bounty of the land, harvesting and hunting as they travel. Amazons roam over a large area with boundaries established by long tradition with other amazon tribes. When two tribes meet or have a disagreement over territory, they engage in ritual conflict intended to demonstrate their strength without inflicting any harm on the participants.

An amazon tribe consists of 10 to 30 female combatants with an equal number of female children or old women. Each tribe has an elder, typically the oldest active female, who speaks for the tribe and gathers consensus about group decisions. On the rare occasions that an amazon tribe chooses to trade with outsiders, the elder acts as the point of contact.

Amazons particularly dislike what they call the building races: settled humans, dwarves, and gnomes. They see these civilizations as blights upon the land, turning beautiful wilderness into ugly fields, roads, and slums. When their traditional roving area comes under threat from builders, the local amazon tribes gather into a war band to drive the invaders out.

Occasionally, amazons choose to trade with outsiders. They trade furs and secret medicines drawn from deep in the jungle for worked goods and steel weapons. All amazons speak Giant; a few also speak Common.

MALE AMAZONS

Contrary to popular belief, male amazons do exist. They are physically perfect specimens of male virility, well-fed and cared for. Male amazons also possess great innate arcane powers, but are intellectually stunted (Int no greater than 5). They possess a 20 Charisma and are considered 7th-level sorcerers in terms of spell selection, spell levels, and number of spells per day. Males are generally harmless unless they are frightened or confused, in which case they lash out with damaging area of effect spells, likely harming themselves and their allies in the process.

Amazons typically kill two out of three males at birth. The remainder they treat very gently, for the males' own safety and their own. Males are used primarily for reproductive purposes by the tribe's young women. Although many other races decry the amazons' infanticide as senseless cruelty, a tribe cannot support more than a handful of males without completely collapsing. They cannot fend for themselves and so must be cared for as if they were newborns for their entire lives.

When they first encounter males of other species, amazons often demonstrate a considerable level of confusion. They are simply not used to seeing men who can form complete sentences. Many men mistake this initial confusion for fascination on the amazons' part, leading to the myths about amazons being "licentious and bold" in personal matters.

AMAZON CHARACTERS

Roughly 50% of amazons train as rangers (their favored class). Rarer, but held in great respect, are those who become clerics and druids. Amazon clerics may choose from the air, animal, travel, and war domains.

BRUTIGAN

Medium-size Giant

Hit Dice: 3d8+6 (19 hp)

Initiative: +1

Speed: 30 ft.

AC: 19 (+1 Dex, +2 natural, +4 scale, +2 shield), touch 11, flat-footed 18

Attacks: Longspear +6 melee, or falchion +6 melee, or throwing axe +3 ranged

Damage: Longspear 1d8+4, falchion 2d4+4/18-20, throwing axe 1d6+4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Large weapon handling
Special Qualities: Pack morale
Saves: Fort +5, Ref +2, Will +1
Abilities: Str 19, Dex 12, Con 15, Int 14, Wis 11, Cha 8
Skills: Intimidate +5, Handle Animal +1, Knowledge (warfare) +4
Feats: Power Attack

Climate/Terrain: Any, usually hill or mountain

Organization: Rarely singly, sometimes pack (3–10) or gang (10–20), usually tribe (50–100)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class (+1)

Ogres sometimes breed with races they have conquered, and not always consensually. Typically, if their mate can even bear the child, it is deformed or unable to further reproduce. However, in the case of hobgoblins, some ogre-hobgoblin halfbreeds have bred again, forming the line of small but savage giants known as brutigans.

Brutigans stand between 6 and a half and 8 feet tall, only slightly taller than most humans. They are more dense, however, and weigh anywhere from 250 to 300 pounds, nearly all of which is muscle. They are barrel-chested and their arms and legs are thick and built for lifting heavy objects and running long distances. They typically wear heavy boots on their oversized feet and thick gloves on their massive hands. Their skin (which can be nearly any color, but usually has an orange tint to it) is covered in coarse brown or black hair. Their eyes are dark brown to black (although in torchlight they glow a malevolent red). Their features are not as severe as an ogre's, but still more bestial than a hobgoblin's. They are generally born with nasty-looking oversized fangs, but these are filed down so they may bark battle orders more clearly. While they seldom bathe and are usually dirty and rank, their equipment is always kept in perfect condition.

Any who have seen a brutigan alongside an ogre will report that brutigans have a more intelligent look. They are extremely cunning and constantly look for the advantage in every situation. Brutigans love to debate issues they consider important (mostly battle strategies), although many of those debates end in a fight.



COMBAT

Brutigian settlements are difficult to catch unawares. They post sentries, take turns at watch, and set simple alarm traps to make sure they are not surprised. If expecting a battle, which they nearly always are, brutigians search out the best ground and plan the best strategies to use ahead of time. They are savvy enough to use their Power Attack (+2) on opponents wearing light or medium armor, but will use their full attack value against any foes demonstrating a good defense. Brutigians commonly wear scale armor, but it is not uncommon at all for them to wear armor they have scavenged from fallen foes. Many wear different forms of armor depending on their preferred role in their tribe (light for scouts, medium for skirmishers, heavy for shock troops). Further, brutigians are proficient with all simple and martial weapons. A party should not be surprised to see a group of brutigians armed with crossbows, halberds, longswords, and other weapons claimed from fallen foes.

Large Weapon Handling (Ex): Brutigians are quite big for Medium-size creatures. Due to their large hand size and heavily muscled arms, they are able to wield Large weapons with one hand. They may not use Huge weapons, however.

Pack Morale (Ex): Despite their argumentative nature, brutigians are generally supportive of other tribe members. In battle, it is not unusual to hear them cheering each other on and yelling out dangers a fellow brutigian may not have seen. Working closely together like this gives brutigians a higher morale than normal troops. If there are four or more brutigians fighting together (within 50 ft. of each other), they gain a +1 morale bonus to their attack rolls and saves against fear effects. Circumstances that limit communication, such as silence effects or low visibility, cancel pack morale.

Demoralization (Ex): Brutigians are as verbally creative with their threats as they are physically demonstrative of their strength. By ripping apart armored plating, snapping boards, and telling their opponents in graphic detail how they will kill them, brutigians may demoralize their opponents with their Intimidate skill (see PHB, Chapter 4, Intimidate); unlike the normal use of this ability, however, any opponents who are shaken remain so for the duration of the combat.

BRUTIGIAN SOCIETY

Typically, brutigians organize into tribes of 50 to 100 members. These tribes usually have twisted nature-based names like Rotted Oak or Rabid Bears. In any given tribe, about 60% are combatants (as described above), as both males and females equally participate in battle. Another 40% are children and for all practical purposes are as tough as goblins. Other giants will seek out tribes of brutigians for use as infantry when going to war.

Brutigians live nearly anywhere. There are tribes of them reported in nearly every climate from the desert to the arctic. However, the majority of them live in hills and mountains, usually near ogres and hill giants. They are industrious and build palisades, entrenchments, outposts, and other defensive structures. They domesticate local wolves or similar animals and use them in battle. They tend to live above ground, but if caves are available, they certainly have no aversion to using them for shelter.

Brutigians have an oral storytelling tradition, involving very detailed and tactical retellings of battles. Perhaps due to this familiarity with language, they also have an especially keen ear for dialects. Brutigians can speak Common, Goblin, and Giant, and it would not be unusual for them to borrow a few words or phrases from whatever other races are in the area.

BRUTIGIAN CHARACTERS

Might makes right in brutigian society, a mind-set tempered only by respect for martial prowess over sheer strength. In their eyes, brutigians are the perfect combination of hobgoblin militant structure and ogre strength. A brutigian's favored class is therefore fighter.

DIRE FROST TROLL

Huge Giant**Hit Dice:** 16d8+128 (200 hp)**Initiative:** +7**Speed:** 40 ft.**AC:** 21 (-2 size, +3 dex, +10 natural)**Attacks:** 2 claws +24, bite +19**Damage:** claw 2d12+12/19-20, bite 2d12+6**Face/Reach:** 10 ft. by 10 ft./15 ft.**Special Attacks:** Battle cry, rend 4d12 +18**Special Qualities:** Cold immunity, fire immunity, regeneration 15, scent, darkvision 120 ft., SR 18, DR 20/+2



Saves: Fort +18, Ref +8, Will, +6
Abilities: Str 35, Dex 16, Con 26, Int 4, Wis 9, Cha 6
Skills: Climb +26*, Hide +5*, Jump +26*, Listen +6, Spot +6
Feats: Alertness, Combat Reflexes, Improved Critical (claws), Improved Initiative, Iron Will

Climate/Terrain: Cold mountains
Organization: Solitary, gang (2–4), or pack (10–20)
Challenge Rating: 14
Treasure: Half standard
Alignment: Always chaotic evil
Advancement: By character class (+10)

“When Winter walks, the gods will die.”
 — An ancient frost giant prophecy

Dire frost trolls are nearly feral giants. They live only in the most remote, frozen mountains. Typically, they establish lairs in caves within the mountains and forage for game like polar bears, winter wolves, and similar arctic beasts. Frost giants forge quick alliances with them, using their superior intelligence and organization to keep the dire frost trolls under a tenuous control.

Nearly 18 feet tall, they are gangly but muscular creatures, with mouths full of large, jagged teeth. Their beady eyes (typically black or dark red) are set deep beneath their boney brows. Blue-white bristly hair juts at every imaginable angle from the scalp (although otherwise they are hairless). Each leg is like a tree trunk, ending in a heavy three-toed foot. Each arm is like a battering ram, ending in claws the size of short swords. Their leathery flesh is mottled with grey and white and blends into the snow-covered rocks of their mountain homes.

COMBAT

Dire frost trolls are only interested in two things: eating and killing. And they are always hungry.

Rend (Ex): In combat, a dire frost troll lashes out with both claws and its sharp-toothed maw. If it hits with both claw attacks, it latches onto the opponent’s body and attempts to rip him in two, dealing an additional 4d12+18 points of damage.

Regeneration (Ex): Dire frost trolls hear-ken from a time of power, when the gods themselves walked the earth, and this her-itage lives on in their bodies’ ability to repair themselves even faster than those

of their smaller cousins. As they are immune to fire, only acid does normal damage to a dire frost troll.

Spell Resistances (Su): Dire frost trolls sprang into being in the early days of the world, along with magic, dragons, and the first giants. The power of the world is woven into their forms and has given them a strong resistance to magic. They have SR 18 and, because of their feral nature, gain a +4 to saves against mind-affecting spells and effects.

Battle Howl (Su): When charging into battle or chasing down a foe, dire frost trolls bellow out horrific screams that can freeze the soul. Anyone hearing the battle howl (typically within 120 ft.) must make a Will save (DC 20) or be shaken. The battle howl is a fear-based effect that lasts for 2d4 rounds.

Skills: Dire frost trolls are capable of clambering up and down mountainous slopes with little difficulty, and their powerful legs are capable of propelling them great distances. *They have a +10 racial bonus to Climb and Jump checks, and their mottled hide is excellent camouflage in arctic conditions, giving them a +10 racial bonus to hide checks and allowing them to ignore the -8 size penalty for hiding as long as they are completely still.

DIRE FROST TROLL SOCIETY

There is a legend that in times forgotten, when Winter ruled all, these beasts walked all the lands. They were hunted by the gods for sport until the first war of the gods, when the frost giants supposedly trained and organized them into voracious killing squads to slay for their master, Winter. All of their savagery was for naught, however, as Winter was defeated and the victors brought warmth to the land. The dire frost trolls now wait until the end of time, when Winter will rule again. They believe that when that time comes, they will again fight the gods, and win.

While typically loners, occasionally a few dire frost trolls may band together as a gang. If in a larger group (a pack), they are almost always led by frost giants. Dire frost trolls understand, but speak very little, Giant.

DIRE FROST TROLL CHARACTERS

Dire frost trolls rarely advance in a class. Such exceptional individuals are usually barbarians (their favored class).

GHOST GIANT

Large Giant

Hit Dice: 9d8+18 (58)

Initiative: +8

Speed: 40 ft.

AC: 18 (-1 size, +3 Dex, +2 natural armor, +3 studded leather, +1 small shield), touch 12, flat-footed 15

Attacks: Greatsword +12/+7 melee or throwing blades +11/+6 ranged

Damage: Greatsword 2d6+5 or throwing blades 1d8+5

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: —

Special Qualities: cloak of shadows, enhanced senses, ghostly stature

Saves: Fort +8, Ref +7, Will +2

Abilities: Str 21, Dex 18, Con 14, Int 14, Wis 8, Cha 13

Skills: Hide +18*, Innuendo +5, Listen +4*, Move Silently +10, Spot +4*

Feats: Improved Initiative, Dodge, Mobility

Climate/Terrain: Any

Organization: Solitary, squad (2-5 plus 1 rogue of 3rd level) or unit (10-20 plus 4 rogues of 3rd level and 1 of 5th level)

Challenge Rating: 4

Treasure: Standard

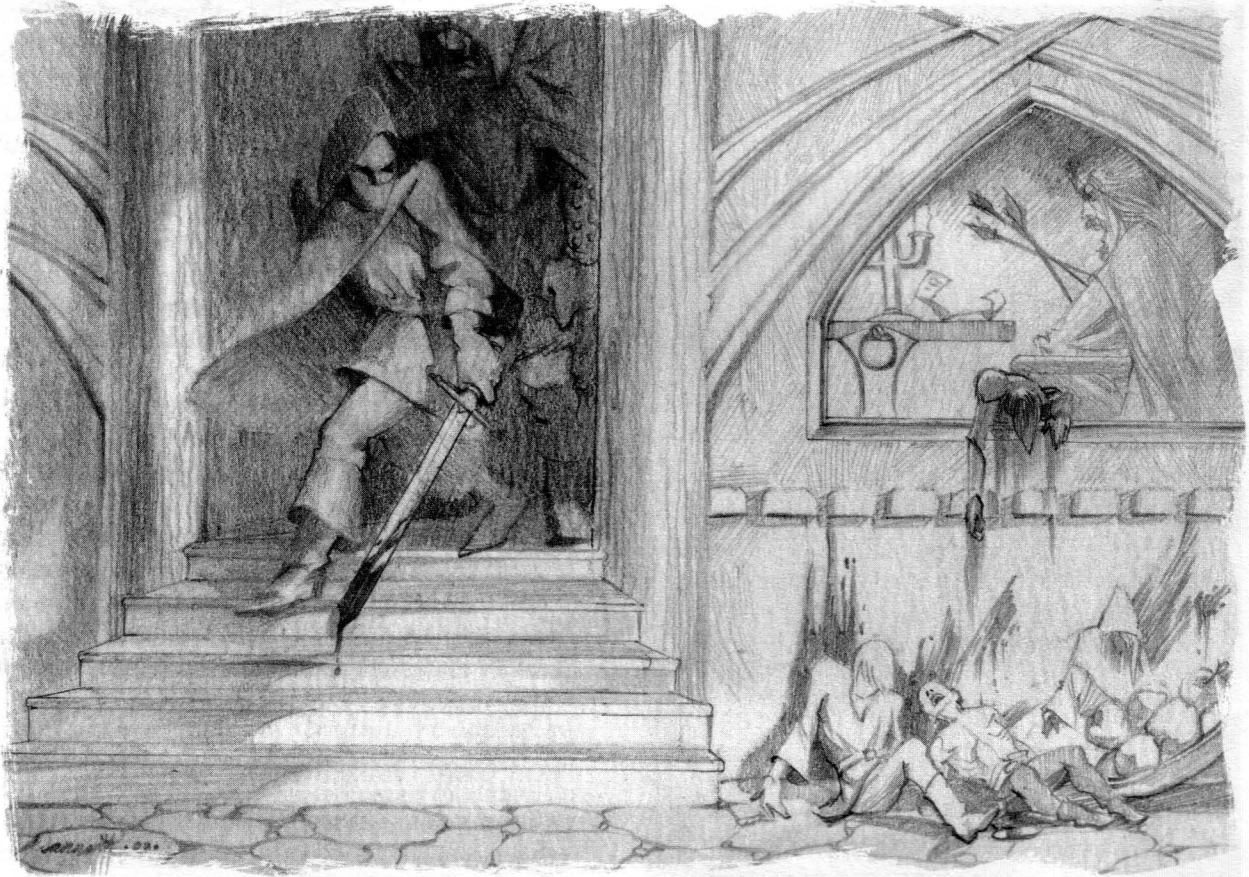
Alignment: Usually evil

Advancement: By character class (+3)

Ghost giants are tall, gaunt, and incredibly stealthy for creatures of their size. They are mercenaries above all, selling out even their own people for the chance to gain power or wealth.

Ghost giants stand eight feet tall. They have pale skin, faintly blue lips, and are thinly built. They usually wear dyed black studded leather armor and carry greatswords strapped to their hips. Ghost giants often grow their thick black hair long enough to braid into a ponytail, which they wrap under their helmets when going into battle. All ghost giants also wear a long, dark mantle made out of a flimsy translucent fabric.

Rumor holds that this mantle is a magic cloak, invested with the power to blend into shadows. Village bards claim that without these cloaks, the ghost giants would be no more than ordinary giants, easily spotted in the distance. They also assert that anyone who slays a ghost giant can take his cloak of shadows, thereby gaining the ability to blend into darkness.



In truth, ghost giants do have an inborn affinity with shadows. They also possess unusually keen senses, allowing them to detect things that others might miss.

Ghost giants speak Common and Giant. Many also speak Infernal or another monstrous humanoid language. When communicating among themselves, they typically make liberal use of the Innuendo skill.

COMBAT

A single ghost giant will flee from combat rather than engage a superior enemy. In pairs, ghost giants try to flank their opponents for tactical advantage. Larger units divide into several squads to deal with opponents, usually using variations of classic “fox and rabbit” tactics: one squad deliberately baits a stronger foe, then retreats, leading them into a pre-staged ambush.

~ **Cloak of Shadows (Su):** Ghost giants can manifest a cloak of shadows as a standard action. The cloak grants its wearer a +12 to Hide checks and grants him the hide in plain sight ability as if he were a 1st-level shadowdancer (see DMG, Chapter 2, Shadowdancer). Ghost giants cannot manifest the cloak of shadows in a fully lit area. If the giant takes damage

from magical fire or a spell with the fire or light descriptor, the cloak disperses.

Enhanced Senses (Ex): Ghost giants have superior senses, giving them a +5 racial bonus to Listen and Spot checks. They also have low-light vision out to 120 ft. Ghost giants’ superior hearing allows them to *detect invisible* as the spell unless in a *silenced* area.

Ghostly Stature (Ex): Perhaps the most amazing of the ghost giants’ abilities is that of being able to hide effectively despite being so large. They do not suffer the normal size penalty to their Hide checks.

Skills: *includes the bonus for the cloak of shadows and enhanced senses.

GHOST GIANT SOCIETY

Ghost giants are the black sheep of the giant family, looked down upon even by the bestial hill giants. Terms like “scum” and “filthy traitors” are often assigned to them. On the rare occasions that ghost giants and other giants find themselves in the same place, violence almost certainly erupts. No one knows what events sparked this hatred, or how far back into history it goes.



Centuries of exile and wandering have made those claims of betrayal a self-fulfilling prophecy; in order to survive, ghost giants have become a race of cutthroat mercenaries. An individual ghost giant usually works as a scout or an assassin for a more powerful creature. Squads and units typically take contracts with any army that can pay their exorbitant prices. They perform scouting operations but excel at sabotage, ambush, and the destruction of supply centers deep behind enemy lines.

Ghost giants are isolationist, taciturn, and moody. Unlike their boisterous kin, these giants rarely draw attention to themselves. They can sit for hours without moving or go days without speaking a single word. Even when gathered together for a common purpose, they rarely speak to each other, exchanging all the information they need with a glance and a nod or shrug. These quiet habits long ago gave life to the rumor that ghost giants can read minds, a rumor they make every effort to support.

GHOST GIANT CHARACTERS

Ghost giants' favored character class is rogue. Each squad has at least one 3rd-level rogue. Each unit (composed of two to six squads) has four 3rd-level rogues as sergeants and a commander who has at least 5 levels of rogue.

GLUTTON GIANT

Huge Giant

Hit Dice: 16d8+144 (216)

Initiative: -2

Speed: 30 ft.

AC: 20 (-2 size, -3 Dex, +8 natural, +7 half plate)

Attacks: Gargantuan scythe +21/+14/+8
melee or rock +9/+3/-2 ranged

Damage: Gargantuan scythe 4d6+10 or rock
2d6+5

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: —

Special Qualities: Consume anything, healing
glut

Saves: Fort +19, Ref +2, Will +7

Abilities: Str 25, Dex 5, Con 28, Int 12, Wis
10, Cha 6

Skills: Climb +18, Listen +5, Spot +5

Feats: Iron Will, Power Attack, Cleave,
Stomp 'em Flat*

Climate/Terrain: Any
Organization: Solitary or band (2–6)
Challenge Rating: 10
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class (+6)

*Introduced in *Giant Lore*, page 49

Glutton giants look like nothing less than mountains of fatty flesh. Standing 25 feet tall, their flabby bodies droop over ponderous legs that seem barely able to support the weight above them. They somehow manage to squeeze their five ton bodies into huge stained and soiled half plate armor, which they use just as much to support their bulk as they do for protection. Most have grey, bloodshot eyes and smell faintly of rotting food.

These massive creatures get their common name from their incredible appetites. A single glutton can eat his way through a half ton of food in a single day. If given the opportunity, a band can strip a city of its food supplies in a week. They prefer well-prepared food but can and will eat any organic material, including things that other living creatures cannot digest.

No one knows why gluttons need to eat as much as they do, but they cannot force enough food down their gullets in the course of a normal day to satisfy their hunger. The more they eat the more they need to eat, creating a vicious cycle that breaks only when the glutton finally dies; for most that death comes in their early twenties. A handful survive to see their 30th birthday.

COMBAT

Glutton giants typically fight using scythes (which they also use to fell whole stands of trees at once for use as food). Most also carry 2d4 rocks in their giant's bag

Consume Anything (Su): A glutton giant derives sustenance from any organic matter. The glutton giant is immune to any form of ingested poison or disease-contaminated foods.

Healing Glut (Su): A glutton giant gains one hit point for every 250 lbs. of organic matter it ingests. This is treated as healing if the giant is damaged, though he may exceed his normal hit point total by double his Hit Dice. Hit points gained in this manner are treated as temporary hit points, and disappear after one day. A glutton giant can consume 250 lbs. of organic matter as a standard action or 500 lbs. of organic matter each round as a full-round action.

GLUTTON GIANT SOCIETY

Glutton giants are typically encountered either alone or in a small band of two to six other adults. A lone individual spends most of his time eating or searching for something to eat. A band typically seeks to establish some kind of master/servant relationship with other intelligent creatures, trading protection for a constant supply of food. If an established band or its charges come under attack, the gluttons will respond with lethal force.

GLUTTON GIANT CHARACTERS

Glutton giants' favored class is cleric, though they commonly train as barbarians and fighters as well. In any band, one of the members will be at least a 3rd-level cleric. Glutton giant clerics may choose from the following domains: Destruction, Protection, and Strength.

NIGHTMARE GIANT

Large Giant
Hit Dice: 16d8+80 (152 hp)
Initiative: +10
Speed: 40 ft.
AC: 27 (–1 size, +10 Dex, +6 natural, +2 leather)
Attacks: Exotic weapon +22/+16/+11 melee, or silver cords +22 ranged touch
Damage: By exotic weapon +7, or special
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Spirit puppetry, fearsome visage, spell-like abilities
Special Qualities: Ethereal jaunt
Saves: Fort +15, Ref +15, Will +7
Abilities: Str 17, Dex 30, Con 21, Int 14, Wis 14, Cha 14
Skills: Listen +5, Perform (puppetry) +19, Spot +5
Feats: Ambidexterity, Exotic Weapon Proficiency (see below), Two-Weapon Fighting, Weapon Finesse (exotic weapon)

Climate/Terrain: Ethereal plane, any
Organization: Always singly
Challenge Rating: 16
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class (+5)



Not all giants tread the earth, posing a highly visible threat. Some reside in other worlds, yet plague this one in more subtle, deadly ways. The nightmare giant is such a beast. An elder race of giant that fled to the Ethereal Plane during the great war between Winter and Flame, these evil manipulators soon learned that they could glut themselves on the fear of those still on the Material Plane.

The transition to the Ethereal was not painless, however. Nightmare giants, sometimes referred to as “the danglers” in folklore, are hideous creatures. They stand anywhere from 12 to 15 feet in height, and their bodies are muscular but thin compared to the normal bulk of a giant. They are typically hairless, or at best have scattered tufts of rough hair, and their bodies look as if they have gone through some sort of trauma. Some appear badly burned, while others look as if they survived being cut to ribbons. Their leathery flesh ranges in color from a corpse grey to blackish brown. The eyes of nightmare giants are always glossy black. Their hands end in surprisingly nimble-looking fingers.

COMBAT

Because they are non-native to the Ethereal Plane, nightmare giants have very little ability to manipulate objects there. Instead, they have learned to gather terror and fear from victims on the Material Plane; once collected, these emotions may be transformed by the giants into clothes, homes, weapons, and food.

Exotic Weapon Preference: Nightmare giants are obsessed with using the most fearsome and alien-looking weaponry they can imagine, usually with wicked hooks and serrated edges; the irony is that none but they ever see these weapons, as the giants spend most of their time invisible to mere mortals. Nonetheless, each nightmare giant selects an exotic weapon it has not seen another nightmare giant wield before. They prefer to wield weapons that can be used with the Weapon Finesse feat.

Spirit Puppetry (Su): Nightmare giants can manifest silver cords from their hands that are similar in purpose and power to the silvery cord that connects an astral traveler to his body (see PHB, Chapter 11, *astral projection* spell). With them, the giant can attack a target’s spirit instead of his body. Nightmare giants prefer to use the cords on sleeping victims.

If they hit, the cords do no damage, instead wrapping around the victim’s spirit. The victim must make a Will save (DC 19); if he succeeds, his spirit shakes off the cords and he may not be targeted again by that nightmare giant’s silver cords for one year. If he fails the save, he may now be controlled by the nightmare giant just as a marionette may be controlled by a puppeteer.

A victim stays under the nightmare giant’s control for 1d4 minutes. During this time, the nightmare giant can force the victim to perform any horrible acts it wants. The more terrifying the actions, the better. Thus, a high-level fighter might be forced to slaughter helpless peasants, while a wizard might be forced to animate the dead in front of their grieving loved ones. If the nightmare giant attempts to force the victim to do anything adamantly against his nature, he must succeed at a Perform check opposed by the victim’s Will save. Failure means that the victim breaks free from the control and may not be targeted by that nightmare giant’s silver cords for one year.

Ethereal Jaunt (Su): A nightmare giant can shift from the Ethereal to the Material Plane as a move-equivalent action, and shift back again as a standard action. The ability is

otherwise identical to *ethereal jaunt* as cast by a 16th-level sorcerer.

Fearsome Visage (Su): Any creature of less than 6 HD viewing a nightmare giant must make a Will save (DC 14) or be affected as if by a *scare* spell cast by a 16th-level sorcerer.

NIGHTMARE GIANT SOCIETY

Nightmare giants reside on the Ethereal Plane in massive black castles formed from the terror they gather from humanoids on the Material Plane. They speak Giant, Common, Infernal, and Elven. They are only encountered singly, although they may employ other evil beings as henchmen. Their favored class is rogue.

SENTRY TROLL

Large Giant

Hit Dice: 7d8+42 (73 hp)

Initiative: +2

Speed: 40 ft., climb 15 ft.

AC: 19 (–1 size, +2 Dex, +8 natural)

Attacks: 2 claws +9 melee, bite +6 melee, or by weapon

Damage: Claw 1d6+6, bite 1d8+3, or by weapon

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Pounce, rake 1d6+6

Special Qualities: Regeneration 3, scent, spell-like abilities

Saves: Fort +11, Ref +4, Will +5

Abilities: Str 22, Dex 14, Con 22, Int 11, Wis 16, Cha 8

Skills: Listen +15, Spot +15, Jump +10

Feats: Alertness, Combat Reflexes

Climate/Terrain: Any

Organization: Always solitary

Challenge Rating: 6

Treasure: Special

Alignment: Always neutral evil

Advancement: By character class (+6)

Legend has it that Winter and Flame waged a war against each other in the elder days that threatened to destroy the world itself. The other gods, wishing to protect their world, joined in the fray to separate them, leaving behind sentries to protect their homes and secrets. Some say this is how sentry trolls were born.

These trolls look very similar to classic trolls, but are slightly less bestial. Their skin is darker and their feet are noticeably stronger and designed for gripping smooth surfaces.



These creatures from a time long past still feel a racial need to protect an area or artifact and only allow passage once the proper conditions have been met.

COMBAT

Sentry trolls are just as deadly with their claws and teeth as normal trolls. However, some sentry trolls (30%) prefer to use a weapon as some sort of badge of station, usually a Large quarterstaff or Huge halberd. They often confront and warn interlopers before attacking them outright, and as such may be deceived or bribed. A guileful or well-off traveler may find it challenging, but possible, to get by a sentry troll without ever actually fighting it.

Spell-Like Abilities: Sentry trolls were imbued by their creator with strong magical powers to use in their duties. 3/day—*arcane lock*, *mage armor*, *hold portal*, *wall of force*, *animate object*, *glyph of warding*, *rock to mud*, and *see invisibility*. These abilities are as the spells cast by a 12th-level cleric (save DC 13 + spell level).

Regeneration (Ex): Electricity and acid do normal damage to sentry trolls.

Pounce (Ex): If a sentry troll leaps upon a foe during the first round of com-



bat, it can make a full attack action even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the sentry troll must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A sentry troll can make two rake attacks (+9 melee) against a held creature with its feet for 1d6+3 damage each. If a sentry troll pounces on an opponent, it can also rake.

Skills: Sentry trolls have extremely strong legs and keen eyes and ears. They receive a +4 racial bonus to Jump, Listen, and Spot checks.

SENTRY TROLL SOCIETY

Sentry trolls feel an innate need to guard valuable objects or locations. As such, they are often located near bridges, caves, roadways, and other key travel points. The thing being guarded can be as simple as the other side of the bridge or as rewarding as a hoard of treasure. Because they make excellent watchdogs, sentry trolls are easily hired by others to protect an area, usually for a reward of nourishment, some baubles, and all the victims they can devour. On the rarest of occasions, it is possible to find a small family of sentry trolls who have remained together long enough to

mate and have children. Usually, however, sentry trolls will not work together, viewing each other as rivals.

SENTRY TROLL CHARACTERS

Occasionally, sentry trolls will advance as fighters or rogues, but their favored class is cleric: they still worship Sky, the sleeping god who created them.

SHAMBLING TROLL

Large Giant

Hit Dice: 10d8+70 (115 hp)

Initiative: +1

Speed: 40 ft.

AC: 16 (-1 size, -2 Dex, +9 natural)

Attacks: 2 claws +12 melee, bite +9 melee

Damage: Claw 1d8+7, bite 1d8+3

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Rend 2d8+10, dismembered limbs

Special Qualities: Regeneration 8, crumbling body, spawn trolls, mindless, scent

Saves: Fort +14, Ref +4, Will +2

Abilities: Str 25, Dex 6, Con 25, Int 3, Wis 8, Cha 6

Skills: Listen +4, Spot +4

Feats: Power Attack, Cleave, Great Cleave

Climate/Terrain: Mountains, swamps

Organization: Always solitary

Challenge Rating: 10

Treasure: Half standard

Alignment: Always chaotic evil

Advancement: 11–14 HD (Large); 15–18 HD (Huge)

Shambling trolls are nigh-unstoppable, almost plantlike monsters. They have a vigorous regenerative ability, and are probably the source of what others assumed were tall tales: decapitated troll heads attacking after being lopped off and entirely new trolls forming from the body parts of another.

Shambling trolls, named for their shuffling gait, are larger than their more common cousins, standing around 10 feet tall and weighing around 600 pounds. Their skin tends to be a bit darker and seems almost rotted, with tumors bubbling beneath the skin and flesh occasionally sloughing off. They are even less intelligent than common trolls, having something of a plantlike feel about them. Scholars believe that this is the price they pay for their regenerative

abilities: their existence is more like that of a mobile fungus than that of an animal.

COMBAT

Shambling trolls are not at all savvy in battle. They always begin flailing at opponents with their maximum Power Attack (+7) and then work their way slowly up if they continuously fail to hit.

Rend (Ex): In combat, a shambling troll lashes out with both claws and its sharp-toothed maw. If it hits with both claw attacks, it latches onto the opponent's body and attempts to rip him in two, dealing an additional 2d8+10 points of damage.

Regeneration (Ex): Shambling trolls have terrifyingly rapid regenerative abilities. Fire and acid do normal damage to a shambling troll. If a shambling troll loses a limb or body part, the lost portion regrows in 1d6 rounds. Shambling trolls never attempt to reattach severed limbs or heads.

Crumbling Body (Ex): Shambling trolls, for all of their strength and vigor, are very easily hacked to pieces. Their limbs and flesh come off "as easy as the wings on a roast chicken," a troll hunter once said. Any slashing or bludgeoning attack against a shambling troll has its threat range doubled; this is both a blessing and a curse. If a critical hit is confirmed, full damage is applied. However, one of the troll's body parts also comes off as a result (roll randomly to determine: 1 = head, 2-3 = arm, 4-5 = leg, 6 = cut in half). Severed body parts have a movement rate of 5 feet, AC 20, 23 hp, and use the troll's bite statistics for attack and damage. The original troll quickly regrows lost parts as described above.

Spawn Trolls (Ex): Dismembered body parts, no matter how small, spawn new shambling trolls. If not for the trolls' penchant for eating their own spawn, the creatures would quickly take over any ecosystem they inhabited. An entire body takes two days to grow from a piece of flesh as small as a finger. Half of a body would take one day, while regrowing from a limb or head would require a day and a half.

It is possible to collect shambling troll parts and impede their growth for up to one week by immersing them in an alchemical concoction made with a low-grade acid. Creating the concoction requires an Alchemy check (DC 25); however, there is a 5% cumulative chance per day that the part will spontaneously begin to grow and bursts the seal on its container. Smaller parts, like fingers, are highly feared

sabotage weapons: They can be easily thrown over enemy walls, dumped down sewer grates, or hidden in storage areas. Within a matter of days, a new shambling troll emerges, hungry and malevolent.

Mindless (Ex): While they have minds, shambling trolls' thoughts operate more on a level akin to plants and vermin than thinking animals. They are therefore immune to all mind-affecting spells and effects.

SHAMBLING TROLL SOCIETY

There is little doubt that if shambling trolls could be organized into any sort of group, they would be a terrifying force. However, each shambling troll views any others as dim mirrors of itself. Faced with such a vision, a slow plantlike rage begins brewing. If no other obvious foes present themselves, it does not take long before the trolls turn on each other; the victor devours the losers, ensuring that no new shambling trolls spawn. Strong leaders, like more intelligent giants, may be able to organize the beasts into attack forces, but only by keeping them separate and controlling them with fire. Shambling trolls are too stupid to speak or understand any languages.

STONE TROLL

Large Giant

Hit Dice: 10d8+53 (98 hp)

Initiative: 2

Speed: 20 ft.

AC: 18 (-1 size, -2 Dex, +11 natural)

Attacks: Slam +16/+11 melee

Damage: Slam 1d8+13

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: —

Special Qualities: DR 3/—, sunlight vulnerability, sunder prowess

Saves: Fort +12, Ref +1, Will +2

Abilities: Str 28, Dex 6, Con 20, Int 6, Wis 8, Cha 8

Skills: Intimidate +6, Listen +5

Feats: Fortification*, Improved Sunder, Power Attack

Climate/Terrain: Hill, mountain, underground

Organization: Solitary or gang (2-6)

Challenge Rating: 5

Treasure: Standard

Alignment: Always evil

Advancement: By character class (+4)

*Introduced in *Giant Lore*, page 48



Many people mistake these 8-foot-tall trolls for crudely carved stone statues. Their faces have rough features, with the mouth and eye cavities being the most distinct. When they walk, their great bulk swings from side to side, giving them a ponderous gait.

Stone trolls derive their name from their thick, stonelike skin. Their hides seem to be made of granite or basalt. Large growths of moss and lichen enhance the hide's inanimate appearance. Despite their hard skin, however, stone trolls are flesh and blood. They breed, hunt, fight, and bleed like any other living creature.

Stone trolls venture forth at night to satisfy their hunger and lust for mischief. They rarely travel far from the security of their lairs, knowing that even the slightest miscalculation of distance could be fatal. Although they can consume almost anything, stone trolls prefer to eat intelligent creatures, especially gnomes and halflings. In some cases, they may be baited into chasing a particularly succulent-looking morsel far from their lair, forgetting their usual caution.

COMBAT

Stone trolls are unimaginative brutes, and wade into combat assuming they will be able to beat foes into submission. They enjoy sundering their opponents' weapons using their sunder prowess ability, but rather than doing so for the sake of tactics, the trolls merely seem to enjoy the looks of helplessness on the faces of unarmed foes. Most stone trolls use their heavy hands to batter their opponents.

Sunder Prowess (Ex): Stone trolls have an innate connection with the earth that allows them to damage any objects created from it, even enchanted ones. Stone trolls may ignore any metal or stone weapon's hardness for purposes of sundering it, and may ignore any metal or stone material's hardness for purposes of damaging inanimate objects.

Sunlight Vulnerability (Su): Stone trolls suffer a unique curse activated by sunlight. Exposure to natural sunlight immediately petrifies the creature without a saving throw. They may be returned to normal with *stone to flesh* spells and the like. Being caught in a *daylight* spell, while not as devastating, still inspires fear in the creatures, forcing them to make a saving throw (DC according to caster) or flee. Those that succeed may remain, but suffer a -1 to all attack rolls.

STONE TROLL SOCIETY

Stone trolls either live alone or in small gangs led by force and intimidation. Solitary trolls dwell in deep caves where they hide from the sun during daylight hours. A gang might take over a more permanent structure, preferably something underground. A gang of stone trolls may take control of a local chokepoint like a bridge or a ferry crossing, knowing that intelligent creatures use such places on a regular basis. Once a gang finds a good spot, it continues to hunt there until driven off or killed.

Stone trolls rarely make bargains with others. They can be tricked into service by more intelligent creatures. On the rare occasions when stone trolls speak to outsiders, they use corrupted forms of Common or Giant.

STONE TROLL CHARACTERS

Stone trolls' favored class is barbarian. The leader of a troll gang is always at least a 3rd-level barbarian.

Medium Giant	Apprentice	Master
Hit Dice:	6d6+30 (51 hp)	10d6+50 (85 hp)
Initiative:	+4	+4
Speed:	30 ft.	30 ft.
AC:	16 (+3 Dex, +3 natural)	18 (+4 Dex, +4 natural)
Attacks:	2 claws +7, bite +2 or by weapon +7	2 claws +10, bite +5 or by weapon +10
Damage:	Claw 1d4+3, bite 1d2+1 or by weapon +3	Claw 1d4+3, bite 1d2+1 or by weapon
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities	Spell-like abilities
Special Qualities:	Curse of creation, scent, spell-like abilities,	Curse of creation, scent, spell-like abilities
Saves:	Fort +10, Ref +6, Will +4	Fort +12, Ref +7, Will +5
Abilities:	Str 16, Dex 16, Con 20, Int 18, Wis 12, Cha 12	Str 16, Dex 18, Con 20, Int 24, Wis 14, Cha 14
Skills:	Bluff +8, Craft (any) +28, Craft (any) +28, Diplomacy +6 Sense Motive +8	Bluff +14, Craft (any) +34, Craft (any) +34, Diplomacy +10, Sense Motive +14
Feats:	Any two item creation feats	Any four item creation feats
Climate/Terrain: Any		
Organization: Usually solitary, rarely a union (10–20)		
Challenge Rating: Apprentice 5; master 7		
Treasure: None or double standard		
Alignment: Usually lawful evil		
Advancement: By character class (Apprentice +4; Master +6)		

TINKERKIN

Sky knew that Winter and Flame would not fall through strength alone, so he commanded that weapons of great power be built. It was the tinkerkin that followed his command.

— Cloud giant legend

In the days before the history of mortals, the tinkerkin were created by the giant god Sky to craft items of wondrous power and weapons of fell ability. Their ability to fuse and fashion, weld and wield, is unequalled. According to the tinkerkin, it was their abilities that turned the tide for the final battles of those elder days.

Since that time, the tinkerkin have been scattered, in part by others, but mostly by themselves. Tinkerkin are fiercely competitive and jealous of the accomplishments of others of their species. They hoard trade secrets behind their peculiar methods like a miser hoards gold. It is the rarest of all sights to actually behold a tinkerkin working.

COMBAT

Tinkerkin avoid combat at all costs. They prefer to bargain, however sneakily.

Curse of Creation (Su): Tinkerkin were originally created to fabricate weapons for the gods and their servants, and the descendants of those first artificers live under that same burden today. Indeed, it is unlikely there is any item they cannot make, be it a spinning wheel that turns hay into gold or a magic sword to slay a dragon. The catch is that they may never create items for themselves, and must be commissioned by a non-tinkerkin to create a specific item. This curse does not mean they must accept poor bargains or work for free, and tinkerkins' spell-like abilities and creation feats never work if they are coerced.

Pushed by their need to create, tinkerkin often approach potential customers rather than the other way around, suggesting that they make things for them that the buyer might never have known he needed. Once an item is requested, the tinkerkin quickly and fanatically creates it. However, as already mentioned, they are desperately jealous of their work, and it drives them nearly insane to see anything they have created become the possession



of another. Thus, they will do anything they can to find a loophole in their bargain and claim their work as their own.

Apprentice tinkerkin are considered 12th-level casters for the purposes of creating magic items and selecting item creation feats; master tinkerkin are considered 18th-level casters for the purposes of creating magic items and selecting item creation feats.

Spell-like Abilities (Sp): Tinkerkin are extremely magical in nature. All tinkerkin can cast the following spells: 12/day—*comprehend languages*, *mending*, *enlarge*, and *reduce*; 6/day—*change self*, *tongues*, and *minor creation*; 3/day—*shrink item*, *major creation*, *stone shape*, *wood shape*, *dimension door*, and *limited wish* (for use as an item creation requirement only); 1/day—*fabricate*. Masters can also cast the following 3/day—*minor globe of invulnerability* and *wish* (for use as an item creation requirement only); 1/day—*vanish*. Masters are more powerful than apprentices and thus can use their *limited wish* ability to grant the wish of a non-tinkerkin instead of using it to cast a spell necessary for item completion.

Additionally, once per week, any tinkerkin can attempt to put a *lesser geas* or

bestow curse on a creature it feels has wronged it. The spell is always used either to humiliate the victim (“Count the flakes of snow on this hill”) or to gather needed materials (“Bring me the feather of a roc. I need it to make these magic shoes”). Masters can also use a *geas* once per year, generally saving it for those they truly despise or to help in retrieving an item they desperately require.

Skills and Feats: Tinkerkin have a +20 racial bonus to two Craft skills of their choosing. Thus, one apprentice tinkerkin may have a +30 (+4 Int, +20 racial, +6 ranks) in Craft (blacksmithing) and a +30 in Craft (leatherworking), while another may have a +30 in Craft (weaving) and Craft (carpentry). They generally choose item creation feats to match.

Over the passage of time, tinkerkin have become consummate liars and braggarts. Apprentice tinkerkin have a +4 racial bonus to all Bluff, Diplomacy, and Sense Motive checks, while master tinkerkin have a +8 racial bonus to those skills.

TINKERKIN SOCIETY

As mentioned above, tinkerkin almost always live alone. This is primarily because they cannot stand to see another tinkerkin praised for his or her work. On rare occasions, a tinkerkin master will gather a union of apprentices (10 to 20) to work on a massive project. In such cases, the contract for labor must be of the greatest value, and the work to be done of the greatest difficulty. It is at such unions that tinkerkin actually socialize and may take a mate. Such couplings almost always end badly due to their inherently competitive nature. As a result, the birth rate of tinkerkin is abysmally low. Tinkerkin can rarely finagle enough treasure to retire, but when they do, they retreat to the darkest cave, dankest fen, or other suitably remote location. In such a case, their treasures are fantastic, giving them double the normal amount of treasure for a monster of their type.

TINKERKIN CHARACTERS

Most tinkerkin are too busy bargaining, crafting, and stealing to realize that their skills might be enhanced by studying a profession. The few that do take character classes almost always do so as transmuters, their favored class.

CHAPTER TWO

TEMPLATES

Giants are large folk, not just in terms of their physical size but also in their hearts and spirits. They will tell you that they laugh louder, fight harder, and live more boldly than any other humanoid race. Giants, whatever else may be said about them, are a dynamic people given to largeness in every sense of the word.

Sometimes the towering passions that surge within them spin out of control. A single emotion overwhelms the giant, driving him into a kind of madness. This insanity is specific to giants, but expresses itself in different ways. Two types of insanity tend to overwhelm giants more than others: wrath and avarice.

Sometimes it is not the mind of a giant that changes, but the body. Diseases express themselves in fantastic ways among giants, whether it be the common (plague) or the supernatural (lycanthropy).

The names and mechanics of templates, feats, skills, equipment, and any rules or game mechanics derived from the d20 System Reference Document are considered **Open Game Content**. All background text describing these templates is considered closed content.

AVARICE GIANT

Avarice is one of the basest passions to infect the mortal heart. At its core, it exemplifies the uncontrolled attachment of the spirit to material goods, luxury, and wealth. A heart consumed by avarice discards all other attachments in its pursuit of material well-being. Friends, family, and lovers all become means by which the greedy heart acquires wealth.

All giants, even good ones, feel a twinge of avarice from time to time. The sight of the beautifully worked goods of the dwarves, the fine fabrics of the elves, or the bustling cities of the humans cause them to long for similar wealth. Most giants satisfy this longing through honest trade or sinister banditry. A handful of giants work as mercenaries, trading blood for gold and goods.

A few giants find that their desire for the wealth produced by other races knows no bounds. They cannot look upon gold, worked goods, or any beautifully crafted object without feeling an overwhelming desire to possess it. These giants will do anything to obtain the objects of their desire. They will risk any danger, betray any friend, and assault any innocent that stands in their way.

Once consumed by avarice, the giant's demeanor changes. His shoulders hunch and he takes on a furtive, hunted look. The giant starts to wear layers upon layers of rich fabrics, sometimes tailored into clothing but more often just draped over his form. He covers his fingers, neck, arms, and ears with costly jewelry. Unfortunately, he also stops taking care of himself. Fabrics quickly stain from wear and soil, and jewelry becomes encrusted with filth.

Giants of any race may suffer avarice, even the most peaceful and good-aligned among them. As a subtle form of madness, giants overcome with avarice can often manipulate their fellows. More than one family of noble cloud giants has stooped to raiding and theft when their avarice-ridden leader convinced them that they needed

the wealth for some fictional cause.

When discovered as a malady, avarice is treated with care by good giants; they feel pity for their fallen friends. Evil giants may use or be used by an avarice-tainted giant of their kind. If he is strong-willed, he will increase raiding activity and drive his followers into a fury in an effort to get more and more gold, jewels, and finery. Evil avarice-ridden giants without the will or strength to lead others are often pressed into service as bloodhounds, finding lost treasures and hidden trade routes for their greedy but sane fellows. The avarice giant in such a partnership is generally kept appeased with cheap baubles and gaudy treasures while his associates keep the choicer treasures for themselves.

Eventually, giants fallen to avarice learn that they cannot trust their own kin. They rightly feel that giants represent the greatest threat to their collections. Most avarice-tainted giants drift into a solitary life, coming out of their hidden retreats only when it becomes time to seek out new plunder. Some gather together bandit gangs of weaker monstrous humanoids, paying them as little as possible for their service. The giants use fear, intimidation, and raw power to hold the gangs together.

CREATING AN AVARICE GIANT

“Avarice” is a template that can be applied to any giant (hereafter referred to as the character). It uses all the character’s base statistics and special abilities except as noted here.

Hit Dice: Same as character.

Speed: Same as character.

Special Qualities: The giant’s madness gives him the following special qualities:

Driven (Ex): An avarice giant is driven ever forward by his greed. He can function without penalty when between 0 and -10 hit points. When he reaches -10 hit points, he dies.

Blindsight (Su): An avarice giant’s paranoia acts to heighten his senses. He gains blindsight in a radius of 60 ft.

Enchantment Resistance (Ex): The avarice giant’s single-minded focus gives him protection from mind-influencing effects. He gains a +4 racial bonus to all Will saves to resist mind-influencing effects from any source.

Scent Treasure (Su): Once infected with avarice, the giant gains the ability to smell gold, gems, or any other valuable material he is familiar with. He can generally detect large quantities of such materials within 200 ft.

Saves: Same as character.

Abilities: Avarice giants gain a +8 to Dexterity and a -4 to Wisdom.

Skills: The avarice giant gains a +8 to Appraise, Search, Spot, and Listen checks, as well as a +8 bonus to any attempt to detect a forgery.

Feats: Same as character.

Challenge Rating: +1.

Treasure: Avarice giants have double the normal amount of treasure.

Alignment: All avarice giants are evil. No matter what their initial alignment, the canker of greed turns their hearts to darkness.

SAMPLE AVARICE GIANT

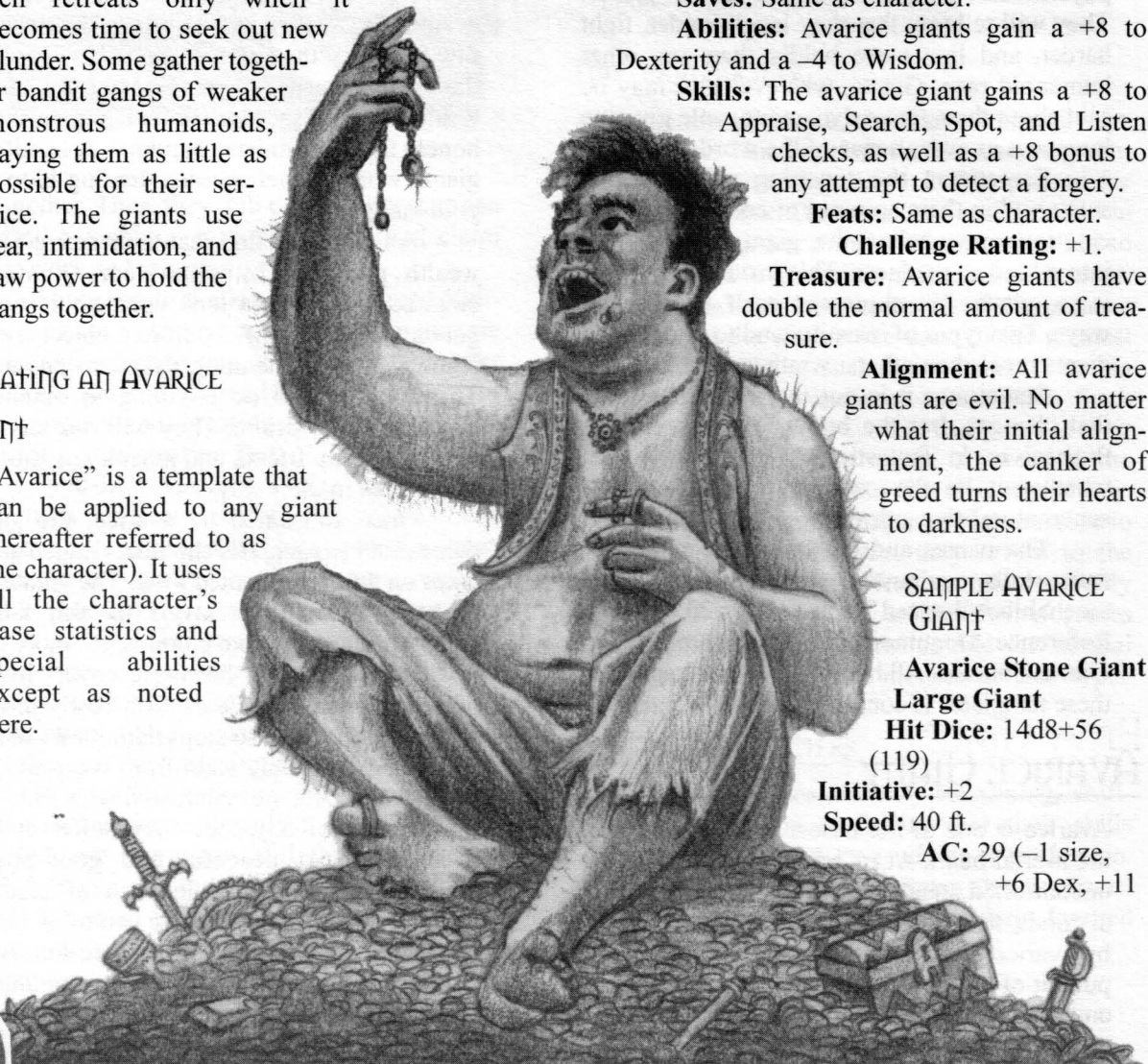
Avarice Stone Giant Large Giant

Hit Dice: 14d8+56
(119)

Initiative: +2

Speed: 40 ft.

AC: 29 (-1 size,
+6 Dex, +11



natural, +3 hide)

Attacks: Huge greatclub +17/+12 melee; or rock +12/+7 ranged

Damage: Huge greatclub 2d6+12; or rock 2d8+8

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Rock throwing

Special Qualities: Driven, blindsight, enchantment resistance, scent treasure, rock catching

Saves: Fort +13, Ref +10, Will +2

Abilities: Str 27, Dex 23, Con 19, Int 10, Wis 6, Cha 11

Skills: Appraise +8, Climb +10, Hide +0*, Jump +10, Listen +6, Search +8, Spot +6

Feats: Combat Reflexes, Point Blank Shot, Power Attack, Precise Shot

Climate/Terrain: Any mountains

Organization: Solitary, gang (2–5), band (6–9), or tribe (21–30)

Challenge Rating: 9

Treasure: Double

Alignment: Always evil

Advancement: By character class

An avarice-tainted stone giant grubs through the mountains looking for gold and gems. It tries to satisfy its needs with what it can glean from the land, but eventually its greed drives it to attack mountain settlements. Other stone giants regard these fallen ones as bad influences, corrupting the opinion of other races against them.

COMBAT

Avarice stone giants bombard their targets with rocks, then demand that the targets flee and leave all of their worldly goods behind. Those that comply are allowed to escape relatively unharmed.

Skill bonuses: *Avarice stone giants gain a +8 bonus to Hide checks in rocky terrain.

ENVY GIANT

All the tall

Shall wait in sleeping

Like their gods

In the deeping

— giant bedtime rhyme

Giants believe that, when they die, their spirits return to the earth and the base elements from which they came, there to wait for the awaken-



ing of their gods. Some refuse to be conscripted into that long sleep and eventual war, however, and the power of their defiance animates their bodies.

Some say undeath can only lead to insanity. For giants, insanity can lead to undeath. These giants are so obsessed with their own mortality and with the supposed freedom of others, specifically humanoids, to escape this world after they die, that they let their bodies waste away in dark solitude. They never fully realize that they have died, however, and continue to exist in a vague haze of unreality. Whenever they encounter the living, and specifically species of humanoids, their envy consumes them and they attack.

Some envy giants gather other undead among them; after all, it is the one form of companionship that does not trigger their insane hatred. However, most are too bitter to organize or care about any kind of minions. They simply stalk the wilderness until they are destroyed. Given enough time, they will encroach on humanoid civilization, particularly favoring human graveyards (see below).



Other giants see those undead who have succumbed to envy in the same light as humans might see one of their kind that has become an abomination. The giant's loved ones will most likely be torn between disgust and pity, and will eventually want to put the envy giant out of its misery. Evil giants might fear the creature or use it for their own devices, depending on their own power.

CREATING AN ENVY GIANT

"Envy" is a template that may be applied to any giant (referred to hereafter as the character). The character's type changes to "undead." It uses the character's statistics and special abilities except as noted here.

Hit Dice: Increased to d12.

Speed: Same as character.

Attacks: Same as character and gains 2 slam attacks at the character's full base attack bonus. Base damage for giant slam attacks is 1d8 for Large giants, 2d6 for Huge giants, and 2d8 for Gargantuan giants.

AC: Character's natural armor increases by +2.

Special Attacks: Envy giants desire those things they can never have: life and freedom. To a giant, his strength is his life, so he

attempts to steal that above all from his prey.

Strength Drain (Su): Envy giants pull at living creatures' life forces, sapping them of their strength. Any living creature hit by an envy giant's slam attack must make a Fortitude save (DC 18) or take 2d6 points of temporary Strength damage. For every point of damage done, the envy giant gains a point of temporary Strength. Strength points gained in this manner last for one day.

Consume (Su): Giants afflicted with envy are as hateful toward the dead as they are towards the living, as the dead have managed to do what they could not: escape this world. In order to demonstrate this hatred, as well as to attempt to fill the gap in themselves where a free soul should be, envy giants voraciously eat the bodies of intelligent beings. A body so consumed can never be raised or brought back from the dead. Additionally, the envy giant gains some small amount of magical power fueled by a combination of the creature's fading essence and that giant's own hatred. For each Hit Die the consumed creature had before it died, the envy giant gains one point of spell energy. That energy can be used to cast the following spells, at will, by expending one point of spell energy per level of the spell: *command*, *death knell*, *giant vermin*, *obscuring mist*, *shatter*, *slow*. These spells are cast as if by a sorcerer of the same Hit Dice as the envy giant. If the envy giant does not have a Charisma score high enough to be able to cast the spell normally, he cannot cast it using this method. Spell points that are not used fade at a rate of one per day.

Special Qualities: Envy giants also possess the following special qualities:

Silent Step (Su): Envy giants can move in complete silence, somewhat counteracting their huge bulk when they are attempting to hide or ambush prey.

Damage Reduction (Su): An envy giant's body is even tougher in undeath than it was in life, granting the creature damage reduction 15/holy or blessed weapons of at least +1 enchantment.

Turn Resistance (Su): An envy giant has +2 turn resistance.

Saves: Switch to undead base saves.

Abilities: Increase from the character as follows: Str +4, Dex +2, Cha +4. As undead creatures, envy giants have no Constitution score.

Skills: Envy giants receive a +6 racial bonus to Hide, Listen, and Spot checks.

Feats: An envy giant gains Combat Reflexes, Dodge, Improved Bull Rush, and Power Attack if he does not already have them.

Climate/Terrain: Same as character.

Organization: Usually solitary.

Challenge Rating: +3.

Treasure: Half standard.

Alignment: Always neutral evil.

Advancement: By character class.

SAMPLE ENVY GIANT

Envy Ogre

Large Undead

Hit Dice: 4d12 (26 hp)

Initiative: 0

Speed: 30 ft.

AC: 19 (-1 size, +5 natural, +3 hide)

Attacks: 2 slams +10 melee

Damage: Slam 1d8+7

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Strength drain, consume

Special Qualities: Undead, damage reduction, silent step, +2 turn resistance.

Saves: Fort +1, Ref +1, Will +4

Abilities: Str 25, Dex 10, Con —, Int 6, Wis 10, Cha 11

Skills: Climb +6, Hide +2, Listen +8, Spot +8

Feats: Weapon Focus (greatclub)

Climate/Terrain: Any land, underground

Challenge Rating: 5

Treasure: Half standard

Alignment: Neutral evil

Advancement: By character class

An envy ogre is a selfish, evil brute who can think of nothing more complex than smashing any humanoids who happen to wander across its path. If the undead ogre is lucky enough to happen across a graveyard, he will feast heartily on the corpses therein until the locals call upon whatever heroes they can to dispatch him.

COMBAT

Undead: Immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects, and ignores mind-influencing effects. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage.

GIANT-KIN LYCANTHROPE

Giant-kin lycanthropes are rare creatures. They hold powerful positions in any giant clan or tribe, and lycanthropy is not considered a curse by them, but a blessing. In giant society, lycanthropy is a very coveted ability, and while giant-kin lycanthropes can pass on the “curse,” they generally hunt down and kill those recipients they deem unworthy. Because of the nature of their lycanthropy, it cannot be passed on to Medium-size or smaller creatures, although the curse has its own special effects for them (see below). Giant-kin lycanthropy does not work like other forms of lycanthropy, in that it produces effects continually within the lycanthrope, not just when in hybrid or animal form.

When traveling with other giants, giant-kin lycanthropes generally hold leadership positions. They are rarely encountered with a full tribe, often leading raiding parties or taking care of special missions for their clan/tribe. While they prefer to fight using hybrid form, being able to use their full range of abilities, they know that if there is a chance that someone survives to report on their existence, powerful adventurers may be alerted, creating more trouble than it’s worth. Thus when raiding large groups, they tend to fight in either giant form or animal form, avoiding shapechanging, at least within sight of their enemies.

CREATING A GIANT-KIN LYCANTHROPE

“Giant-kin lycanthrope” is a template that can be added to any giant (referred to hereafter as the character). The creature’s type changes to shapechanger, but it is still considered a giant for all effects that specifically target or affect such creatures. The template must be based on an animal or beast of the same size as the giant or one size category larger (referred to hereafter as the base animal).

Hit Dice: Uses either the character’s or base animal’s, whichever is greater. If the character had more Hit Dice than the base animal, he gains an additional 4 HD.

Speed: Same as the character or base animal, depending on the form being used.

AC: Natural armor in all forms increases by +2.

Attacks: Same as character or base animal, depending on form. Hybrid forms generally allow the giant-kin lycanthrope to use the melee attacks of its giant form along with the bite attack of its animal form.



Damage: Same as the character or base animal, depending on which form the lycanthrope is using.

Special Attacks: A giant-kin lycanthrope retains all the special attacks of the character or animal, depending on which form it is using, and also gains those listed below.

Curse of Lycanthropy (Su): Any giant hit by a giant-kin lycanthrope's bite attack in animal or hybrid form must succeed at a Fortitude save (DC 25) or contract giant-kin lycanthropy. After that point, the giant is subject to all of the normal rules for lycanthropy as an affliction (See MM, Appendix 3, Lycanthropes). If a humanoid (Medium-size or smaller) is hit by a bite attack, the creature must make a Fortitude save (DC 18) or contract a wasting disease with an incubation period of 1 day and 1d4 Constitution damage per day thereafter.

Special Qualities: A giant-kin lycanthrope retains all the special qualities of the character and base animal and also gains those listed below.

Alternate Form (Su): All giant-kin lycanthropes can shift into animal or hybrid form as though using the *polymorph self* spell (though their gear does not change). Changing to or from animal or hybrid form is a standard action. Upon assuming either form, the

lycanthrope regains hit points as if having rested for a day. A slain giant-kin lycanthrope reverts to its giant form, although it remains dead. Separated body parts retain their animal form, however.

Damage Reduction (Ex): A lycanthrope in animal or hybrid form gains damage reduction 30/silver. Those with subtype vulnerabilities also take full damage from appropriately enhanced weapons (fire giants take full damage from frost or icy burst weapons, for instance).

Lycanthropic Empathy (Ex): Lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus to Animal Empathy checks when influencing the animals' attitudes and allows the communication of simple concepts and, if the animal is friendly, commands, such as "friend," "foe," "flee," and "attack."

Base Saves: Gains the base saves for a shapchanger of the appropriate Hit Dice. In addition, lycanthropes receive a +2 racial bonus to Fortitude and Will saves.

Abilities: Giant-kin lycanthropes merge ability scores with the base animal, using the best scores of the character or base animal in all forms. If no ability scores improve, the giant-kin may add +4 to its highest ability score.

Skills: Giant-kin lycanthropes receive a +4 racial bonus to Search, Spot, and Listen checks in all forms.

Feats: Same as character, plus Improved Control Shape.

Climate/Terrain: Same as character and base animal

Organization: Solitary or pair, sometimes family (2–4), pack (6–10), or troupe (family plus related animals)

Challenge Rating: Same as character or animal (whichever is greater) +2

Treasure: According to giant type

Alignment: According to giant type

Advancement: By character class

SAMPLE GIANT-KIN LYCANTHROPES

ROCK THROWING AND CATCHING

Many of the following giants have the rock throwing and rock catching special abilities.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to 5 range increments. The size of the range increment varies with the giant's variety. A Huge giant can hurl rocks of 60 to 80 pounds (Medium-size objects).

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium-size, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size one, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must be ready for and aware of the attack.

OGRE WERERHINO

As with all ogres, they speak Giant, and those specimens who boast Intelligence scores of at least 10 also speak Common.

In ogre form, the ogre wererhino is visibly stronger than the average ogre, moving with less clumsiness and greater awareness of his surroundings. Ogre magi both feel threatened by and hold these lycanthropes in contempt, often resulting in bloody struggles for

power. Hence they will rarely, if ever, be encountered together.

In hybrid form they have the thick hide and head of a rhinoceros, while retaining the torso and limbs of an ogre.

HILL GIANT WEREWOLF (DIRE)

A hill giant werewolf is a dangerous creature. As a hill giant they appear normal except in their movements, which are blessed with a grace unknown to most hill giants. As wolves are clean animals, these lycanthropes tend to reek less than their hill giant kin.

In hybrid form they appear as hill giants with wolf heads, powerful legs, and light fur on their bodies.

Trip (Ex): In hybrid or animal form, if the lycanthrope hits with a bite attack, he can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the lycanthrope.

Skills: The lycanthrope receives a +1 racial bonus to Listen, Move Silently, and Spot checks and a +2 racial bonus to Hide checks. *It also receives a +4 racial bonus to Wilderness Lore checks when tracking by scent.

FROST GIANT WEREBEAR (DIRE)

Frost giant werebears don't appear any different from other frost giants in giant form.

In hybrid form, however, they take on a noble but menacing appearance. Their heads become powerful jaws and their hands form into huge claws, while golden and silver fur sprouts over their bodies. As their chain shirts may be damaged by the transformation, they generally shed them before shapechanging.

Frost giant werebears are savage warriors, often acting as the champions of their tribe. When possible, they will challenge foes to single combat . . . before they reveal their shapechanging ability, of course.

Improved Grab (Ex): To use this ability, the frost giant werebear must hit with a claw attack.

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

	Ogre Wererhino Large Shapechanger	Hill Giant Werewolf (Dire) Large Shapechanger	Frost Giant Werebear (Dire) Large Shapechanger (Cold)
Hit Dice:	8d8+40 (76 hp)	16d8+64 (136 hp)	14d8+70 (151 hp)
Initiative:	+0	+2	+1
Speed:	30 ft. as ogre (hide armor); 30 ft. as hybrid or rhino	30 ft. as giant (hide armor); 50 ft. as hybrid or wolf	40 ft. as giant (chain shirt); 40 ft. as hybrid or bear
AC:	19 as ogre and hybrid (-1 size, +7 natural, +3 hide); 18 as rhinoceros (-1 size, +9 natural)	25 as giant (-1 size, +2 Dex, +11 natural, +3 hide); 22 as hybrid (-1 size, +2 Dex, +11 natural); 18 as animal (-1 size, +2 Dex, +7 natural)	25 as giant (-1 size, +1 Dex, +11 natural, +4 chain shirt); 21 as hybrid (-1 size, +1 Dex, +11 natural); 17 (-1 size, +1 Dex, +7 natural) as animal
Attacks:	Huge greatclub +14/+8 melee, or large javelin +3 ranged as ogre; Huge greatclub +14/+8 melee and gore +9 melee as hybrid; gore +14 melee as rhino	Huge greatclub +19/+14/+9 melee as giant; Huge greatclub +19/+14/+9 melee and bite +14 melee as hybrid; bite +19 melee as animal	Huge greataxe +22/+17/+12 melee; or rock +13/+8/+3 ranged as ogre or hybrid; or 2 claws +23 melee, bite +13 melee as hybrid or animal
Damage:	Huge greatclub 2d6+12 and gore 2d6+6; large javelin 1d8+8; gore 2d6+12	Huge greatclub 2d6+10 and bite 1d8+5; rock 2d6+7; bite 1d8+10	Huge greataxe 2d8+15 and bite 2d8+5; rock 2d6+10; claw 1d8+10; bite 2d8+5
Face/Reach:	5 ft. by 5 ft./10 ft. as ogre or hybrid; 5 ft. by 10 ft./5 ft. as rhino	5 ft. by 5 ft./10 ft. as giant or hybrid; 5 ft. by 10 ft./5 ft. as dire wolf	5 ft. by 5 ft./10 ft. as giant or hybrid; 5 ft. by 10 ft./5 ft. as animal
Special Attacks:	Curse of lycanthropy as hybrid or animal	Rock throwing as giant or hybrid; curse of lycanthropy, trip as hybrid or animal	Rock throwing as giant or hybrid; curse of lycanthropy, improved grab as hybrid or animal
Special Qualities:	Rhinoceros empathy; plus scent, low-light vision, damage reduction 30/silver in hybrid or animal form.	Wolf empathy; plus rock catching as giant or hybrid; plus scent, low-light vision, damage reduction 30/silver in hybrid or animal form	Bear empathy, cold subtype; plus rock catching as giant or hybrid; plus scent, low-light vision, damage reduction 30/silver in hybrid or animal form
Saves:	Fort +13, Ref +6, Will +11	Fort +16, Ref +10, Will +12	Fort +18, Ref +12, Will +14
Abilities:	Str 26, Dex 10, Con 21, Int 6, Wis 13, Cha 7	Str 25, Dex 15, Con 19, Int 6, Wis 12, Cha 10	Str 31, Dex 13, Con 21, Int 10, Wis 12, Cha 11
Skills:	Climb +4, Listen +16, Search +4, Spot +6	Climb +9, Hide +5, Jump +9, Listen +10, Move Silently +5, Search +4, Spot +10, Wilderness Lore +1*	Climb +13, Hide -2*, Jump +13, Listen +8, Search +4, Spot +11
Feats:	Weapon Focus (greatclub), Iron Will, Power Attack, Improved Control Shape	Cleave, Great Cleave, Power Attack, Weapon Focus (greatclub), Improved Control Shape	Cleave, Great Cleave, Improved Critical (greataxe), Power Attack, Sunder, Improved Control Shape
Climate/Terrain:	Any land and underground	Any forest, hill, mountains, and underground	Any cold land and underground
Organization:	Solitary, pair, or troupe (1-2 plus 2-4 ogres)	Solitary, pack (5-8), hunting/raiding party (1-2 plus 4-8 giants and 2-4 dire wolves) or tribe (1-4 plus 15-25 giants, plus 35% noncombatants, 12-30 dire wolves, 2-4 ogres, and 12-22 orcs)	Solitary, pair, or hunting/raiding party (1-2 plus 4-6 giants, plus 35% noncombatants, plus one frost giant adept or sorcerer of 3rd-5th level)
Challenge Rating:	6	9	11
Treasure:	Standard	Standard	Standard
Alignment:	Usually chaotic evil	Often chaotic evil	Often chaotic evil
Advancement:	By character class	By character class	By character class

Fire Giant Weretyrannosaur Large/Huge Shapechanger (Fire)

Hit Dice:	18d8+95 (180 hp)
Initiative:	+2
Speed:	30 ft. as giant (chainmail); 40 ft. as hybrid or tyrannosaur
AC:	26 (-1 size, +1 Dex, +10 natural, +5 chainmail) as giant; 23 as hybrid (-2 size, +1 Dex, +13 natural); 20 (-2 size, +1 Dex, +11 natural) as animal
Attacks:	Huge greatsword +23/+18/+13 melee as giant; Huge greatsword +23/+18/+13, bite +18 melee as hybrid; bite +20 melee as animal
Damage:	Huge greatsword 2d8+15, bite 5d8+5; bite 5d8+15
Face/Reach:	5 ft. by 5 ft./10 ft as giant; 10 ft. by 10 ft./15 ft. as hybrid or animal
Special Attacks:	Rock throwing as giant or hybrid; curse of lycanthropy, improved grab, swallow whole, as hybrid or animal
Special Qualities:	Dinosaur empathy, fire subtype; plus rock catching as giant or hybrid; plus scent, damage reduction 30/silver in hybrid or animal form
Saves:	Fort +18, Ref +13, Will +17
Abilities:	Str 31, Dex 12, Con 21, Int 10, Wis 15, Cha 11
Skills:	Climb +11, Hide +5, Jump +14, Listen +14, Search +4, Spot +16, Wilderness Lore +10
Feats:	Cleave, Great Cleave, Iron Will, Power Attack, Sunder, Improved Control Shape
Climate/Terrain:	Any land and underground
Organization:	Solitary, pair, pack (3-6), or hunting/raiding party (1-3, plus 4-5 giants plus level 1 adept or sorcerer of 3rd-5th level plus 2-4 hell hounds and 2-3 trolls or ettins)
Challenge Rating:	12
Treasure:	Standard
Alignment:	Often lawful evil
Advancement:	By character class

Cloud Giant Wereroc Huge/Gargantuan Shapechanger (Air)

Hit Dice:	18d10+126 (225 hp)
Initiative:	+2
Speed:	50 ft. as giant; 50 ft, fly 20 ft. (clumsy) as hybrid; 20 ft., fly 80 ft. (average) as animal
AC:	24 (-2 size, +2 Dex, +14 natural) as giant; 16 (-4 size, +2 Dex, +8 natural) as hybrid or animal
Attacks:	Gargantuan morningstar +23/+18/+13, or rock +13/+8/+3 ranged as giant; or 2 claws +21 melee, bite +16 melee as hybrid or animal
Damage:	Gargantuan morningstar 4d6+18; rock 2d8+12; claw 2d6+12; bite 2d8+6
Face/Reach:	10 ft. by 10 ft./15 ft. as giant or hybrid; 20 ft. by 40 ft./10 ft. as animal
Special Attacks:	Rock throwing, spell-like abilities as giant or hybrid; curse of lycanthropy, snatch as hybrid or animal
Special Qualities:	Roc empathy; plus rock catching as giant; plus scent, damage reduction 30/silver in hybrid or animal form; snatch as animal
Saves:	Fort +20, Ref +13, Will +14
Abilities:	Str 35, Dex 15, Con 24, Int 12, Wis 13, Cha 13
Skills:	Climb +16, Jump +16, Listen +14, Search +4, Spot +14*
Feats:	Alertness, Cleave, Great Cleave, Power Attack, Improved Control Shape
Climate/Terrain:	Temperate and warm mountains
Organization:	Solitary or gang (2-4)
Challenge Rating:	13
Treasure:	Standard coins; double goods; standard items
Alignment:	Usually neutral good or neutral evil
Advancement:	By character class

FIRE GIANT WERETYRANNOSAUR

Fire giant weretyrannosaurs are canny giants, seeming very in tune with their surroundings. Aside from having a tougher, pebbly hide, they appear as other fire giants.

In hybrid form, they appear as fire giants with the head of a tyrannosaurus and mottled red spots across their otherwise black skin, but retain their humanoid limbs. They generally shed their chainmail for optimal mobility.

Improved Grab (Ex): To use this ability, the fire giant weretyrannosaur must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, it can try to swallow the foe.

Swallow Whole (Ex): A fire giant tyrannosaur can try to swallow a Medium-size or smaller opponent by making a successful grapple check. The swallowed creature takes $2d8+8$ points of crushing damage per round plus 8 points of acid damage from the tyrannosaur's gizzard. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular actions close the hole; another swallowed opponent must again cut its own way out.

The fire giant tyrannosaur's gizzard can hold one Medium-size, two Small, four Tiny, eight Diminutive, or sixteen Fine or smaller opponents.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

CLOUD GIANT WEREROC

In giant form, cloud giant wererocs appear just as all other cloud giants. In hybrid form, they appear as cloud giants with the head of a roc and wings instead of arms. They can fly in hybrid form, albeit clumsily.

In hybrid form, cloud giants take advantage of their clumsy flying ability to attack prone opponents, particularly those climbing, to cause them to fall.

Snatch (Ex): In animal form, if the lycanthrope hits a creature of at least Small size, but no larger than Huge, with a claw attack, it attempts to start a grapple as a free action without provoking an attack of opportunity. If the lycanthrope achieves a hold, it can fly off with its prey and automatically make a bite attack each round in lieu of a claw attack. It can drop a snatched creature as a free action or use a standard action to fling it aside. A flung

creature travels 90 feet and takes $9d6$ points of damage. If the lycanthrope flings it while flying, the creature suffers this amount of damage or falling damage, whichever is greater. It cannot use this ability in hybrid form.

Spell-Like Abilities: Cloud giants who dwell on cloud islands can use the following as the spells cast by a 15th-level sorcer: $3/\text{day}$ —*levitate* (self plus 2,000 pounds) and *obscuring mist*; $1/\text{day}$ —*fog cloud*.

Skills: *In hybrid or animal form, the cloud giant wereroc receives a +4 racial bonus to Spot checks during daylight hours.

PLAGUE GIANT

Giant-kin whisper among themselves of a strange and horrible fate, of a disease that strips the body and mind of health while granting terrible strength. Giant healers search vainly for a cure while priests invoke whatever gods they can to stave off the illness.

No one knows the origins of the plague. It appeared mysteriously several hundred years ago, wiping out a fire giant colony far removed from civilization. Further eruptions of the plague occur every decade or so. Sometimes the plague strikes isolated settlements. Sometimes it consumes giant villages near other intelligent creatures.

The first symptoms of the plague can easily be mistaken for a cold or flu. Several days after the initial onset, the giant develops distinctive black boils, along with a high fever. His skin turns bright red. During this stage the plague can be treated, but with only modest success. Once the black boils burst, the giant's flesh begins to die, becoming rotted meat hanging from his living bones.

Unfortunately, a combination of giant kind's immense constitution and the magical nature of the plague prevent a giant in the third stage from dying. Instead, he suffers as his body dies around him. The plague also taints his spirit, fanning the spark of evil that exists in every mortal being. As his grip on his mind and body loosen with every passing moment, the infected giant becomes an agent of the plague, seeking to spread it to others of his own kind.

A giant can survive in the third stage of the plague almost indefinitely. Fortified by the synergy between his constitution and the plague, he grows new tissue almost as quickly as it necroses. His mind does not fare as well, degenerating under the constant burden of

incredible pain. These infected giants look like pale, gaunt versions of their former selves. Their skin has a white undertone, save for where rot has already set in. There the skin turns green or black. It may also ooze puss or rot.

All giants fear plague victims. Good giants try to care for the afflicted without coming into direct contact with them. They may employ intermediaries or nursemaids from other races to do the work. Evil giants cast out any among them who show signs of the sickness, hoping that it has not yet spread to the others. Evil giant plague victims tend to wander until the plague overtakes them. After that, they seek out other giants, with whom they wish to share their pain.

For their part, plague-ridden giants have two conflicting motivations: to spread the plague and to end their own suffering. The first impulse comes from the giant's plague-infected mind. The second is all that remains of the giant's original personality.

The plague does not transmit from giant-kin to any other creature types. It may be that it is a unique curse for their race, while some suggest that the plague has some kind of sinister awareness and chooses to only infect giant-kin.

CREATING A PLAGUE GIANT

"Plague" is a template that can be added to any giant (referred to hereafter as the character). It uses all the character's statistics and special abilities except as noted here.

Hit Dice: Increased to d10.

Speed: Same as character -10 feet.

AC: Character's natural armor bonus improves by +4.

Attacks and Damage: Same as character.

Special Attacks: A plague giant retains all the special attacks of the character and also gains a plague touch:

Plague Touch (Su): Any non-giant creature touching the plague giant or struck by the giant's melee attacks must make a Fortitude save (DC 12) or contract filth fever. Any giant touching the plague giant or struck by its melee attacks must make a Fortitude save (DC 20 + 2 per plague level) or contract giant plague (see below).

Special Qualities: A plague-ridden giant retains all the special qualities of the character and also gains the following special qualities:

Damage Reduction (Su): The plague giant's body cannot feel the pain of wounds and exists in a balance between life and death. This gives the giant damage reduction 3/—.

Nauseating Aura (Su): The plague giant radiates a nauseating stench that forces every living creature within a 30 ft. radius to make a Fortitude save (DC based on plague level, see below) or be nauseated for as



PLAGUE LEVELS

Level	Str Bonus/ Int Penalty	Nausea DC	Appearance
1	+2/-1	15	Mostly normal with boils, some rotted skin, loss of some small features (ear lobes, tip of nose, etc.)
2	+4/-2	18	Visible rot and decay on all major features
3	+6/-3	21	Extensive physical deterioration with visible infection in all parts of the body
4	+8/-4	24	Appears barely alive, resembles a rotting undead more than a living being
5	+10/-5	27	Rotted mass of flesh and puss, supported by bowed bones and raw muscle

long as they remain within the nauseating aura and for 1d4+1 rounds thereafter. Creatures that successfully save against the aura are immune to that particular plague giant's nauseating aura for one day.

Plague Carrier (Su): The giant becomes immune to other diseases and poisons.

Saves: Same base saves as character.

Abilities: A plague giant gains a +4 Constitution and a -4 to Wisdom. He also receives a Strength bonus and Intelligence penalty depending on his plague level (see below). The plague magically enhances the giant's already tremendous strength and endurance, while the pain reduces his ability to reason clearly.

Skills: Same as character, except suffers a -4 penalty per plague level to all Charisma-based skills.

Feats: Same as character.

Climate/Terrain: Same as character, or any

Organization: Solitary

Challenge Rating: +2 for plague level 1-3, +3 for plague level 4-5.

Treasure: Half normal

Alignment: Initially same as character, eventually chaotic evil.

Advancement: Once a giant has acquired the plague giant template, he may not gain levels in any class.

THE PLAGUE

Giant plague is a magical disease for which there is no known natural cure. It has an incubation period of seven days. If an infected giant makes two successful Fortitude saving throws in a row, or is the recipient of a *remove disease* spell cast by a caster of at least 12th

level, he may shake off the plague. If he fails, he becomes a plague giant on the eighth day. Once a giant has acquired the plague giant template, he may not be cured by anything short of a *wish* or *miracle* spell.

Plague Levels: The further along in the plague process the giant is, the worse his physical and mental degeneration and the greater his strength increase. This is represented by the giant's plague level. An infected giant's plague level goes up by one every month until he reaches level five, at which point he may subsist for up to one year before dying.

SAMPLE PLAGUE GIANT

Plague Fire Giant (Level 2)

Large Giant

Hit Dice: 15d10+105 (188)

Initiative: -1

Speed: 20 ft. (chainmail), base 30 ft.

AC: 25 (-1 size, -1 Dex, +12 natural, +5 chainmail)

Attacks: Huge greatsword +22/+17/+12; or rock +10/+5/+0 ranged

Damage: Huge greatsword 2d8+17; or rock 2d6+12 and 2d6 fire

Face/Reach: 5 ft. by 5 ft./ 0 ft.

Special Attacks: Rock throwing, plague touch

Special Qualities: Damage reduction 3/—, nauseating aura, plague carrier, plague level 2, rock catching, fire subtype

Saves: Fort +14, Ref +4, Will +3

Abilities: Str 35, Dex 9, Con 25, Int 8, Wis 6, Cha 11

Skills: Climb +13, Jump +13, Spot +5

Feats: Cleave, Great Cleave, Power Attack, Sunder

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 12

Treasure: Standard

Alignment: Always evil

Advancement: By character class

A plague-ridden fire giant is a fearsome sight. Fire giants are volatile enough without adding incredible, constant pain and a magical necrotic disease to the mix. When under the influence of the plague, their skin becomes quite pasty, the naturally dark tone giving way to the pallor of rotted flesh. Assuming that they survive for any length of time, these twisted wastes of giant-kind seek revenge against their former comrades for abandoning them to their fate.

Plague Touch (Su): Fortitude save (DC 24).

Nauseating Aura (Su): Fortitude save (DC 18).

Plague Carrier (Su): The plague-ridden fire giant is immune to other diseases and poisons.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

the following special attack:

Rend (Ex): If the troll-blooded creature hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6 points of damage plus 1.5x Strength modifier when performed by Large creatures, or 4d6 points of damage plus 1.5x strength modifier when performed by Huge creatures.

Special Qualities: A troll-blooded creature retains all its base special qualities and gains the following:

Darkvision (Ex): Darkvision increases to 90 ft., unless currently 90 ft. or greater.

Regeneration 3 (Ex): Fire and acid deal normal damage to troll-blooded creatures. If a troll-blooded creature loses a limb or body part, the lost portion regrows in 4d10 minutes. The creature can reattach the severed member within one round by holding it to the stump.

Abilities: Increase from the character as follows: +2 Strength, +4 Constitution, -2 Intelligence.

Skills: Troll-blooded creatures receive a +2 racial bonus to Listen and Spot checks.

Feats: Same as character.

Challenge Rating: Same as character +2.

Alignment: Same as character.

Advancement: Same as character.

TROLL-BLOODED

"Troll-blooded" is a template that can be added to any giant (hereafter referred to as the character), excepting those of the fire subtype. It uses all the character's statistics and special abilities except as noted here.

Hit Dice: Same as character.

Speed: Same as character.

AC: Character's natural armor bonus increases by +2.

Attacks: Troll-blooded creatures retain all the attacks of the character and also gain 2 claw attacks and one bite attack per head if they don't already have them.

Damage: Large troll-blooded creatures do 1d6 points of damage with both claw and bite attacks, or their original damage, whichever is better. Huge troll-blooded creatures do 2d6 points of damage with both claw and bite attacks

Special Attacks: In addition to any base special attacks, the troll-blooded creature gains

SAMPLE TROLL-BLOODED CREATURE

Troll-blooded Ettin

Large Giant

Hit Dice: 10d8+30 (75 hp)

Initiative: +3

Speed: 30 ft. (hide armor), base 40 ft.

AC: 20 (-1 size, -1 Dex, +9 natural, +3 hide)

Attacks: 2 greatclubs +12/+7 melee; or 2 longspear +5/+0 ranged; or 2 claws +12 melee and 2 bites +7 melee

Damage: Greatclub 1d10+6; longspear 1d8+6; claw 1d6+6; bite 1d6+3

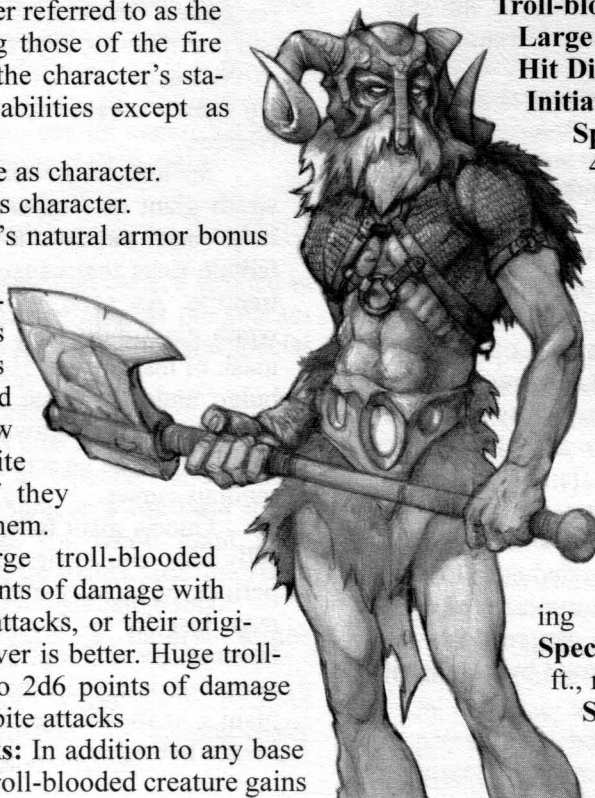
Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Rend, superior two-weapon fighting

Special Qualities: Darkvision 90 ft., regeneration 3

Saves: Fort +10, Ref +2, Will +2

Abilities: Str 23, Dex



8, Con 17, Int 6, Wis 10, Cha 11

Skills: Listen +10*, Search +0*, Spot +10*

Feats: Alertness, Improved Initiative, Iron Will, Power Attack

Climate/Terrain: Cold and temperate hill, mountains, and underground

Organization: Solitary, gang (2-4), troupe (1-2 plus 1-2 brown bears), band (3-5 plus 1-2 brown bears), or colony (3-5 plus 1-2 brown bears and 7-12 orcs or 9-16 goblins)

Challenge Rating: 7

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Troll-blooded ettins are a rarity. There is a troll in their ancestry somewhere, however: That fact is written plainly on them. They tend to look a little more gangly than other ettins and their faces are not as goblinoid in appearance, but somewhat more elongated. Their lack of fear makes them terrifying enemies.

As with other ettins, troll-blooded ettins have no language of their own but speak a pidgin of Orc, Goblin, and Giant. Creatures that can speak any of these languages must succeed at an Intelligence check (DC 15) to communicate with an ettin. Check once for each bit of information; if the other creature speaks two of these languages, the DC is 10, and for someone who speaks all three, the DC is 5.

While an ettin's heads still have a penchant for arguing between themselves, the only thing a troll-blooded ettin tends to think about is food and killing.

COMBAT

As with most ettins, troll-blooded ettins wait to ambush their prey. However, even against the most seemingly overwhelming odds, they charge into battle once the trap is sprung and take on any opponent. Their troll blood rages inside them, making them afraid of nothing, not even the fire and acid that can prevent them from regenerating. While they may still use longspear for the greater reach they offer, troll-blooded ettins prefer to flail at opponents with their claws and teeth. They never retreat.

Regeneration (Ex): Fire and acid deal normal damage. If a troll-blooded ettin loses a limb or body part, the lost portion regrows in 4d10 minutes. The creature can reattach the severed member within one round by holding it to the stump.

Rend (Ex): If the troll-blooded ettin hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+10 points of damage.

Superior Two-Weapon Fighting (Ex): A troll-blooded ettin usually fights with its claws and bite attack, but may use longspear. In any case, because each of its two heads controls an arm, the ettin does not suffer an attack or damage penalty for attacking with two weapons.

Skills: A troll-blooded ettin receives a +4 racial bonus to Listen and Spot checks and a +2 racial bonus to Search checks due to its keen troll-blooded senses and two heads.

WRATH GIANT

A wrath giant is created when an event, perhaps major, perhaps minor, stirs the embers of rage in a giant's heart. Those embers spark a greater flame that then grows into a raging inferno. Eventually the wrath giant can think of nothing but his anger. Every thought, every action, becomes tainted by his need to lash out.

Once a giant gives way to wrath, he loses all sense of proportion. The slightest provocations send him into a towering rage. Insignificant impediments like a closed door or a knocked-over glass invoke blistering responses. On the best of days, the wrath giant can maintain his cool for a few minutes before exploding. On the worst, he flies into a homicidal frenzy because the sky is blue or the grass is green.

So long as nothing thwarts his will, the wrath giant can appear reasonably sane. The only visual indications of his madness are the telltale ticks that cause his face and hands to tremble. As soon as something bothers the wrath giant, however, his visage twists into a mask of insane fury. He visibly trembles, veins bulge under his face and skin, and his eyes widen and press outward. Flecks of foam fall from his lips as he screams vile insults and horrendous curses.

Once a giant falls prey to wrath, he never fully recovers. At first he may experience brief periods of lucidity and control. These periods may last for a few days or a week. They become less and less frequent over time, however; within a year, the madness consumes the giant's heart, making him little more than an insane berserker.



Curiously, most giants accept those of their kind suffering an excess of wrath. They bear the tirades and the abuse with unusual stoicism. Among the races of good giants this patience stems from a desire to help the sick individual and the understanding that they no longer control their own actions. Evil giants see their wrathful companions as useful weapons to be unleashed when the time is right.

CREATING A WRATH GIANT

Wrath giant is a template that may be applied to any giant (referred to hereafter as the character). It uses the character's statistics and special abilities except as noted here.

Hit Dice: Increased to d10.

Speed: Same as character +10 feet.

Attacks: Same as character and gains 2 slam attacks at the character's full base attack bonus. Base damage for wrath giant slam attacks is 2d6 for Large giants, 2d8 for Huge giants, and 2d10 for Gargantuan giants.

AC: Base creature's natural armor increases by +2.

Special Attacks: Wrath giants become fearful, frenzied combatants, frightening lesser creatures with their mere presence.

Frightful Presence (Ex): The wrath giant's insane rage causes his visage to become a thing of horror. Any non-giants within 60 ft. of the wrath giant when he rages must make a Will save (DC 10 + $\frac{1}{2}$ the giant's HD + the giant's Charisma modifier). An opponent who succeeds at the saving throw is immune to that giant's frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. This ability affects only those with fewer HD than the giant. The frightful presence is a fear-based, mind-influencing effect.

Special Qualities: Wrath giants also possess the following special qualities:

Enchantment Vulnerability (Ex): A wrath giant has only the most limited control over his own mind. He therefore has a -4 penalty to Will saves to resist any mind-influencing effect.

Fast Healing (Ex): A wrath giant heals 3 points of damage each round so long as he remains alive. Once reduced to -10 hit points the giant dies. The giant does not have to roll to stabilize when reduced below 0 hit points. Fast healing does not allow the giant to regrow or reattach severed limbs.

Rage Synergy (Ex): A wrath giant may rage as a 1st-level barbarian once per day. If he already had the rage special ability, he may use his rage an additional time per day. In any case, his rages last twice his new Constitution modifier.

Saves: Same as character

Abilities: Wrath giants gain +4 to Strength, Constitution, and Charisma, but suffer a -4 penalty to Wisdom.

Skills: A wrath giant may never take 10 on any skills.

Feats: A wrath giant gains Power Attack if he did not already have it.

Climate/Terrain: Same as character.

Organization: Same as character, though there will only be one wrath giant in any given giant encounter.

Challenge Rating: +2

Treasure: Standard

Alignment: Same as character on good-evil axis, but always chaotic

Advancement: Same as character

SAMPLE WRATH GIANT

Wrathful Hill Giant

Large Giant

Hit Dice: 12d10+72 (168 hp)

Initiative: -1

Speed: 50 ft.

AC: 22 (-1 size, -1 Dex, +11 natural, +3 hide)

Attacks: Huge greatclub +18/+13 melee, or 2 slams +18, or rock +8/+3 ranged

Damage: Huge greatclub 2d6+13, or slam 2d6+9, or rock 2d8+9

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Frightful presence, rock throwing

Special Qualities: Enchantment vulnerability, fast healing 3, rage synergy, rock catching

Saves: Fort +14, Ref +3, Will +2

Abilities: Str 29, Dex 8, Con 23, Int 6, Wis 6, Cha 21

Skills: Climb +11, Jump +11, Spot +4

Feats: Cleave, Power Attack, Weapon Focus (greatclub)

Climate/Terrain: Hill, mountain, underground

Challenge Rating: 9

Treasure: Standard

Alignment: Often chaotic evil

Advancement: By character class

A wrathful hill giant is a fearsome sight. Unlike his more intelligent kin, the hill giant cannot hold in his rage. It spills forth in constant waves of vitriol and venom. Other, saner hill giants will often chain the wrathful giant like an animal. They keep him like a mad dog, unleashing him only when they need him to destroy something.

COMBAT

The wrathful hill giant charges into battle, attacking everything it sees with insane abandon. It fights until its opponents are destroyed. Many continue the fight even after that point, mutilating the bodies and bathing in blood until restrained. Unlike most giants, they never throw rocks if they can enter melee instead. Like all hill giants, the wrathful hill giant has a range increment of 120 ft. with thrown rocks.

Frightful Presence (Ex): Will save (DC 14).

Enchantment Vulnerability (Ex): -4 penalty to Will saves to resist any mind-influencing effect.

Rage Synergy (Ex): 1/day as a free action, the wrathful hill giant may rage as a 1st-level barbarian for 16 rounds.

CHAPTER THREE

PRESTIGE CLASSES

Simply by being members of their race, giants are able warriors and powerful combatants. Some pursue specific skills, becoming trained fighters, manipulators of arcane power, or devout servants of their god. These are exceptional giants, yet not the pinnacle of the race. From among these ranks come those whose talents exceed their fellows, and whose passions drive them to accomplish a single goal above all else. With the might of their towering strength behind them, and their own indomitable pride as motivation, few who start out on such a path fail to reach their destination. These become among the greatest foes of the forces of good.

The names and mechanics of prestige classes, feats, skills, equipment, and any rules or game mechanics derived from the d20 System Reference Document are considered **Open Game Content**. All background text describing these prestige classes is considered closed content.

BEAST TAMER

— *In my breast beats the heart of a wild thing.*

The howl of the winterwolf, the bellow of the gorgon, and the wingbeat of the wyvern are all sweet music to the ears of the beast tamer. The beast tamer is a giant that befriends or depends on animals and beasts, mundane and magical. A beast tamer may act as a giant king's master of the hunt, or he might choose to live alone,

preferring to associate with animals and beasts rather than other giants. The former type of beast tamer plays an integral part in his community, while the latter often lives as little better than a wild creature himself.

Good beast tamers see their beasts as close friends and allies. At its closest, the relationship is a symbiotic one, with the beast tamer seeing himself as both a member of the pack and its alpha, responsible for the well-being of all the other pack members.

Evil beast tamers see their animals as tools to be used for war or survival. They care for their bestial allies like they would care for any other piece of equipment, using them harshly when necessary and keeping them in good condition to better serve their purpose.

Hit Die: d12.

REQUIREMENTS

To become a beast tamer, a character must fulfill all the following criteria:

Race: Giant.

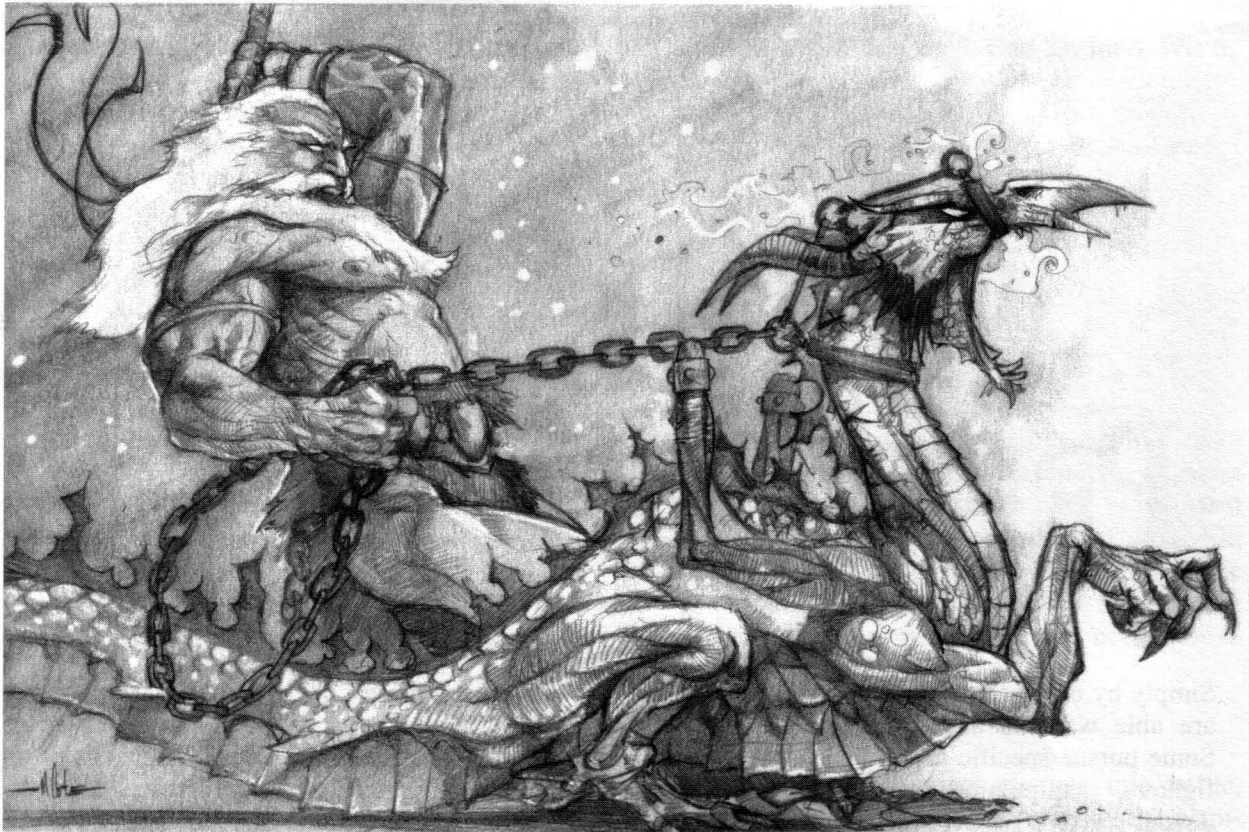
Base Attack Bonus: +8.

Skills: Animal Empathy 5 ranks, Handle Animal 5 ranks.

Feats: Skill Focus (Animal Empathy) and Skill Focus (Handle Animal).

CLASS SKILLS

The Beast tamer's class skills (and the key ability for each) are Animal Empathy (Cha, exclusive skill), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis),



Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Swim (Str), Wilderness Lore (Wis).

Skill points at each level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the beast tamer prestige class.

Weapon and Armor Proficiency: Beast tamers are proficient with whips and with light armor and shields.

Beast Empathy (Ex): At this level of ability, beast tamers no longer receive any penalty when using the Animal Empathy skill to interact with beasts or magical beasts. He may also use the Animal Empathy skill in place of Diplomacy when interacting with magical beasts or dragons.

Bestial Ally (Ex): Similar to a druid's ability to befriend an animal, the beast tamer has the extraordinary ability to gain the loyalty of animals, beasts, magical beasts, and even dragons. The beast tamer gains one or more bestial allies at 1st level, whose Hit Dice may total no more than the beast tamer's own Hit Dice. At 1st level, the beast tamer may only have animals as bestial allies. At 3rd level, the beast tamer may gain the loyalty of beasts and magical beasts with this power, and at

5th level, the beast tamer may take dragons as allies. The beast tamer cannot take an intelligent bestial ally whose alignment is removed more than one step from his own.

Bestial allies may not be charmed or enchanted, but must either be physically captured and tamed, must willingly join the beast tamer, or must be raised from birth. A beast tamer must spend at least one month taming, befriending, or raising an ally before it will fight for him. After that point, whether inspired by fear, friendship, or habit, the bestial ally will be as loyal to the beast tamer as an animal companion would be to a druid or ranger.

Protect Bestial Ally (Ex): A beast tamer develops the skill to interpose his weapon between an opponent and one of his bestial allies in order to deflect blows meant for them. Once per round, a beast tamer may elect to deflect an attack meant for one of his bestial allies. The bestial ally he wishes to protect must be within his natural reach, and he must declare that he is protecting the ally before the attack roll against it is made. The beast tamer then makes an attack roll opposed by the attacker's roll. If the beast tamer's roll is equal to or higher than the attacker's, the blow is deflected. Protecting a bestial ally is a full-round action, and precludes any actions the beast tamer may take on his turn.

BEAST TAMER

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Beast empathy, bestial ally: animals
2nd	+2	+3	+0	+0	Protect bestial ally
3rd	+3	+3	+1	+1	Bestial ally: beasts and magical beasts
4th	+4	+4	+1	+1	Improved flanking
5th	+5	+4	+1	+1	Bestial ally: dragons

Improved Flanking (Ex): When flanking an opponent with one of his bestial allies, the beast tamer and his ally both receive a +4 flanking bonus on attack rolls. The beast tamer and his ally receive this bonus instead of the usual +2 bonus for flanking an opponent.

BONEGRINDER

— *Fee Fie Foe Fan, I smell the blood of an elfin man*

For most giants, simply hunting their enemies down and roasting them over a spit is quite satisfying, but the bonegrinder sees every lost human or wandering elf as a potential culinary masterpiece. Bonegrinders love nothing more than hunting down their food themselves, then preparing feasts from these freshly-killed ingredients.

Bonegrinders generally begin as rangers, and are almost always skilled hunters by the time they begin to focus on their culinary talents. Some say that bonegrinders become obsessed with preparing food because they believe that by eating their enemies, they conquer not only their foes' flesh but their spirits as well. Others say that bonegrinders are merely brutish gluttons that relish the sound of their enemies' bones cracking as they suck out the marrow. Whatever the reason, any who fall into a bonegrinder's clutches are destined for the stewpot.

Giants that live as part of a giant community and work in their settlement's kitchens might be chosen as an apprentice by a master bonegrinder. Giants that live by themselves or with a small clan are perfectly capable of becoming bonegrinders, however, as the mentality and work of the class lends itself to seclusion and experimentation. They often begin their careers as simple hunters; along the way, they develop their senses of taste and especial-

ly smell, until they can practically use these senses as weapons.

Hit Die: d8.

REQUIREMENTS

To become a bonegrinder, a character must fulfill all the following criteria:

Race: Giant.

Special: Favored enemy (any humanoid).

Skills: Profession (cook) 4 ranks, Profession (herbalist) 2 ranks.

CLASS SKILLS

The Bonegrinder's class skills (and the key ability for each) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (cook) (Wis), Profession (herbalist) (Wis), Ride (Dex), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the bonegrinder prestige class.

Weapon and Armor Proficiency: Bonegrinders are proficient with all simple and martial weapons and light armor and shields.

Scent (Ex): In an effort to increase his culinary prowess, the bonegrinder begins to hone his sense of smell. Upon developing this power, the bonegrinder gains the scent special ability. Bonegrinders use this power to hunt their ingredients down, and also to match captured enemies with the herbs and spices that most complement them.

Trail Mix (Sp): At 1st level, the bonegrinder learns to make light provisions fit for wilderness travel that will last for some time. He can spend an hour to prepare up to 2d4 fist-size meat pies. Each meat pie acts similarly to a *goodberry* from the 1st-



level druid spell of the same name. However, the meat pies can each nourish one Large or Huge giant for an entire day and cure one point of damage per Hit Die of the eater. The preferred ingredient for trail mix is ground elf, though some bonegrinders have been known to use human rangers or other worshippers of nature deities when elf meat is scarce.

Pound and Knead (Ex): Bonegrinders become as adept at pounding their prey into submission as they are at hammering at ingredients in their hellish kitchens. Bonegrinders do an extra 1d6 points of subdual damage to humanoids with melee attacks.

Improved Scent (Ex): Upon gaining this ability, the bonegrinder's sense of smell sharpens even further. All numerical aspects of his scent double: range at which he may detect opponents, range at which he may pinpoint hidden or invisible foes, and bonus to tracking when using scent. Additionally, he is able to distinguish details about favored enemies by smell, including subrace or ethnic group, gender, and general age and health. For example, if a bonegrinder's favored enemy were elves, he could distinguish a wood elf's tracks from a grey elf's by smell alone, and might even be able to distinguish the favored enemy's country or region of origin.

King's Bread (Sp): At 3rd level, the bonegrinder acquires the power that gains him his fearsome moniker. He learns the secret of grinding up the bones of his enemies for flour to make his bread. Consuming the bread then gives benefits against any race's bones used to make it. The mystical recipe for king's bread is a closely guarded secret, and a bonegrinder never reveals the recipe to another being under any circumstances. Baking the king's bread requires half a day, and the bonegrinder can make enough bread at one time to feed six giants. Giants that consume the bread gain the benefits of an *endurance* spell. Additionally, the giants gain a +2 morale bonus to attack rolls, damage rolls, and saving throws against any creatures of the same race whose bones were used in the making of the bread. Both effects last for a number of hours equal to the bonegrinder's level.

Gut and Flay (Ex): Bonegrinders become very knowledgeable about humanoid anatomy, and quite adept at quickly gutting, skinning, flaying, and fileting such creatures. This serves them well in combat situations, where they are treated as having the Improved Critical feat against humanoid opponents.

Superior Scent (Ex): At 5th level, the bonegrinder's sense of smell reaches the pinna-

BONEGRINDER

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Scent, trail mix
2nd	+1	+3	+0	+0	Pound and knead
3rd	+2	+3	+1	+1	Improved scent, king's bread
4th	+2	+4	+1	+1	Gut and flay
5th	+3	+4	+1	+1	Superior scent, war feast

cle of its sensitivity. His sense of smell and taste become truly sublime, allowing him to detect even minor variations and inconsistencies in food or drink. The bonegrinder gains the druid ability to determine whether water (and food, in the bonegrinder's case) is safe to drink or dangerous due to pollution, poison, or some other issue. Further, the bonegrinder is considered to have blindsight to a range of 120 ft.

War Feast (Sp): Upon achieving this power, the bonegrinder attains the peak of his culinary prowess. Once per week, he may spend an entire day to prepare a magnificent feast for up to two Large or Huge giants for every level of bonegrinder he has. The feast takes one hour to consume, and the food it is comprised of may either have the same effect as the *heroes' feast* spell or may be imbued with up to 5 levels of spells from the cleric spell list (caster level is the bonegrinder's class level). Those who consume the food immediately gain the effects of the spells for their normal duration. For instance, the bonegrinder could prepare a feast that would imbue the feasters with *spell resistance*, or with *bull's strength*, *endurance*, and *divine favor*, or 5 *cure light wounds* spells.

ETTIN BALANCER

— *Two minds, one madness.*

Certainly one of the most bizarre giants an adventurer might ever encounter, the ettin balancer is a marked study in contrasts. While most ettins are brutish, stupid savages, the balancer possesses an unusually keen intellect, an instinctive cunning, and a markedly forceful personality. They are, quite simply, the prodigies of the ettin race. Ettin balancers are extremely rare, and almost all begin as shamans or witch doctors. While most balancers begin their careers encouraging the wor-

ship of traditional giant gods, somewhere along the way, balancers make contact with strange and alien powers of pure neutrality. These powers see the ettin as a vessel for instilling their brand of balance in the universe, and offer the balancer extraordinary mystical powers in exchange for working on their behalf. Unfortunately, one side effect of this Faustian bargain is that the balancer becomes obsessed with perfect balance, and goes to great lengths to shape the world in that image. Typically, the balancer comes up with some master plan to accomplish this goal.

Hit Die: d8.

REQUIREMENTS

To become an ettin balancer, a character must fulfill all the following criteria:

Race: Ettin.

Alignment: Neutral.

Spells: Ability to cast divine spells.

Special: An ettin balancer's true neutrality is a construct of two completely opposing minds: his two heads must have diametrically opposed alignments (chaotic good and lawful evil, lawful neutral and chaotic neutral, etc.). Yet the heads never work at cross-purposes, always providing the appropriate rationalization for the often destructive and homicidal acts necessary to bring "balance" to the world.

Should either mind change alignment (whether naturally or due to a spell effect), the balancer immediately loses all class abilities until the mind returns to its original alignment or the other mind adapts to a new, diametrically opposed one.

CLASS SKILLS

The Balancer's class skills (and the key ability for each) are Alchemy (Int), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (all skills taken

ETTIN BALANCER

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	+1 level of existing class, alignment spells conversion
2nd	+1	+0	+0	+3	+1 level of existing class, smite
3rd	+1	+1	+1	+3	+1 level of existing class, champion of the balance
4th	+2	+1	+1	+4	+1 level of existing class, redundant protection
5th	+2	+1	+1	+4	+1 level of existing class, independent action

individually) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the balancer prestige class.

Weapon and Armor Proficiency: Balancers gain no additional proficiency with weapons, armor, or shields.

Alter Spell Alignment (Su): Drawing on obscure powers from their patron power, the ettin balancer may spontaneously alter spells

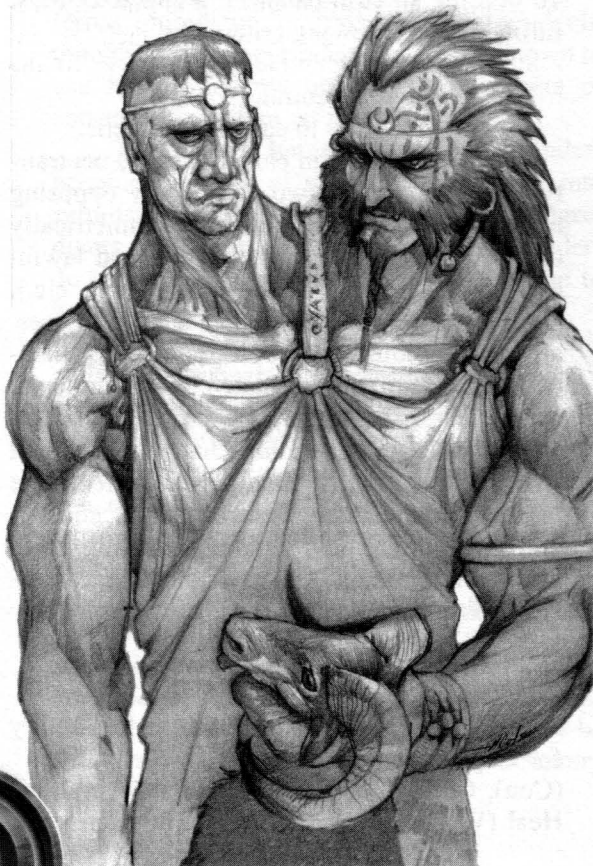
with the alignment descriptor as he casts them. For example, the ettin balancer might have *protection from good* prepared, but then might be attacked by a group of chaotic slaadi. The balancer could convert his *protection from good* spell to *protection from chaos*. The balancer is able to convert 1st-level spells at 1st level, 2nd-level spells at second level, etc., until the balancer reaches 5th level, at which point he can spontaneously convert the alignment descriptors of spells of 5th level and higher.

Smite Good/Evil/Law/Chaos (Su): Twice per day, a balancer may smite good, evil, law, or chaos with one normal melee attack. He must declare which alignment he is smiting before he attacks. He adds a +4 competence bonus to his attack roll and deals 1 point of extra damage per balancer level. If the balancer accidentally smites a creature that is not at least partially the alignment he declared, then the smite has no effect but still counts as used for that day.

Champion of the Balance (Ex): Opponents that don't have a neutral aspect to their alignment axis suffer a -2 luck penalty to saving throws against all of the balancer's spells.

Redundant Protection (Ex): Because the two minds of the ettin's heads are so focused on their own agendas, each also exerts a significant amount of control over the body and its responses to threats. Three times per day, the ettin balancer may roll two dice simultaneously when required to make a saving throw. He uses whichever of the two is better.

Independent Action (Ex): The ettin balancer learns to not only attack with both arms without penalty, but also to use both of its heads and minds independently. Each head may choose to direct its side of the body to attack, to cast a spell, or to perform any other action. Independent action works along with superior two-weapon fighting.



INFILTRATOR

— *To know your enemy, you must become your enemy.*

The infiltrator represents the elite among giant spies and rogues. Through years of training, infiltrators gain the ability to shrink their massive bodies in size until they are the same height as a man, an elf, or even a gnome. In this way, infiltrators can secretly slip into humanoid towns, cities, and settlements, with most residents having no clue as to their true nature.

Among the races of evil giants, infiltrators usually play the part of spy, saboteur, or assassin for their clan or liege. Some more larcenous-minded infiltrators instead choose to work for themselves and make excellent burglars. With their ability to vary their size and strength as the situation requires, there are few doors, locks, or safes that can withstand a determined infiltrator.

Good and neutral giants that follow the path of the infiltrator usually choose to use their powers for more benign purposes. They spend their time among the smaller folk teaching them giant crafts and skills, and some occasionally try to learn the secrets of the crafts and expertise of others. Although they would never admit it, stone giants especially are curious about the metalwork and engineering works of dwarves. One story passed among the brotherhood of infiltrators relates a tale of a highly accomplished giant illusionist that gained his magical skills by studying at a gnomish illusionist college. While fine campfire fare, rumors such as these are almost too farfetched to be believed.

Those giants that are serious about following the path of the infiltrator must first understand and absorb their own heritage, and what it means to be a giant. Once they have achieved a deep level of understanding of giant heritage and culture, a prospective infiltrator usually finds a practicing infiltrator to teach her the secrets of controlling her own essence. Once the apprentice has completely mastered her own essence, then she may begin to alter that very thing that makes her a giant, her massive body.

Because of the dedication the path of the infiltrator requires, hill giants and other brutish giant-kin rarely become infiltrators. Stone giants are clever enough and patient enough to become infiltrators, and it is from this race that infiltrators draw the majority of their ranks.



Fire and frost giant infiltrators do exist, but they are rare and usually serve as spymasters for clan leaders. Cloud and storm giant infiltrators are rarer still, not because they lack the discipline or skill to achieve the powers of the infiltrator, but simply because they enjoy being giants so much that one of their kind rarely sees the appeal of walking unnoticed among the humanoid races.

Hit Die: d6.

REQUIREMENTS

To become an Infiltrator, a character must fulfill all the following criteria:

Race: Giant

Skills: Disguise 6 ranks, Bluff 6 ranks, Knowledge (humanoids) 2 ranks, Knowledge (giant history) 2 ranks, must be able to speak the languages of at least two different humanoid races.

Special: Sneak attack ability. Also, must have spent at least one month closely interacting with humanoids.

CLASS SKILLS

The infiltrator's class skills (and the key ability for each) are Bluff (Cha), Climb (Str), Decipher Script (Int, exclusive

INFILTRATOR

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Walk among ogres
2nd	+1	+0	+3	+0	Walk among the hordes
3rd	+1	+1	+3	+1	Walk among men
4th	+2	+1	+4	+1	Walk among dwarves
5th	+2	+1	+4	+1	Walk among the small folk

skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the Infiltrator prestige class.

Weapon and Armor Proficiency: Infiltrators are proficient with all simple weapons but no armor or shields.

Walk Among Ogres (Su): With further study of ancient giant lore, infiltrators begin to be able to temporarily control the very essence of their giant heritage. At this level, an infiltrator can reduce her height and mass at will to that of a Large creature similar to an ogre. Doing so takes one full round per size category shrunk, with a minimum of one full round. While more akin to practicing their skills than actual infiltration, this transformation does allow the greater giant races to observe their minions unnoticed and to take enemies by surprise. The infiltrator can prolong this reduction in height for one day per infiltrator level. Afterwards, the infiltrator must remain in her natural form for two hours per day spent as a smaller creature before she may use the ability again. An infiltrator's equipment and possessions do not shrink with her, so most infiltrators keep spare sets of clothing and equipment sized for their new height and mass.

The infiltrator is subject to the size modifiers of the new size, including changes to Strength, Dexterity, and Constitution as if she had regressed in size (see MM).

Walk Among the Hordes (Su): As walk among ogres, except upon gaining this power, an infiltrator can reduce her height and mass to that of a Medium-size creature similar to any evil, barbaric humanoid race. Infiltrators have been known to use this power to appear as orcs, gnolls, hobgoblins, or even lizardfolk.

Walk Among Men (Su): As walk among ogres, except that the giant has learned to shape her features to pass as a human or elf.

Walk Among Dwarves (Su): Although Medium-size creatures, dwarven physiology differs sufficiently from other Medium-size humanoids that it takes the infiltrators a greater degree of skill to shape their bodies to such a radical degree. This ability works just like walk among ogres, except upon gaining this power, an infiltrator can reduce her height and adapt her mass to that of a Medium-size creature equivalent to a dwarf.

Walk Among the Small Folk (Su): Upon reaching 5th level, an infiltrator can reduce her height and mass to that of a Small creature equivalent to a gnome or a halfling. At this level, the infiltrator can also control the essence of her giant heritage so well that she can prolong any reduction in her size and mass for up to two days per infiltrator level.

CHAPTER FOUR

GIANT OPTIONS

Giants were once the masters of their domains. Excepting perhaps dragons, they feared nothing that shared their environment and strode where they would, taking at whim.

All that changed with the coming of the smaller races.

Some are useful to the giant races, acting as slaves, minions, and bodyguards. However, their intelligence, numbers, breeding rates, technology, and magical prowess have made the more civilized humanoids a painful thorn in the giants' sides that gives any tribe a reason to fear descending from their wilderness mountain homes in search of food, bounty, or slaves.

The options presented in this chapter represent the giants' answer to their small but dangerous foes. The feats, spells, and equipment contained herein have been learned and developed through countless generations of giants. Because of their warlike nature, the "arms race" against the smaller humanoids of the world has been nearly constant.

The names and mechanics of feats, skills, spells, equipment, and any rules or game mechanics derived from the d20 System Reference Document are considered **Open Game Content**. All background text describing these items is considered closed content.

FEATS

Dwarves are not the only ones who train their young to fight racial foes from an early age. As warlike and savage creatures, giants have both the opportunity and the motivation to learn spe-

cific fighting styles that take advantage of their unique advantages over smaller foes.

The easiest way to incorporate these feats into your game is to simply use them to replace those usually given for a particular giant race. The feats are balanced such that they should not increase the CR of any giant foe; however, giving different giant foes different sets of feats and allowing them to work together can create a uniquely challenging giant encounter that varies from the normal "pound 'em till they drop" giant strategy.

Most of the feats below are specifically created for giants; those that do not list Giant as a prerequisite, however, may be taken by anyone.

ANGER OF THE SLEEPING GODS [GENERAL]

You can channel divine energy to make your enemies quake with fear.

Prerequisites: Giant, turn or rebuke undead

Bonus: As a free action, you may use a turn or rebuke undead attempt to charge a melee weapon with energy powered with the anger of the sleeping gods. You may add your Charisma bonus to your next attack and damage roll if your target is a Medium-size or Small humanoid.

BLOOD OF FIRE [GENERAL]

The heat within you rages out of control.

Prerequisites: Fire subtype

Bonus: As a full-round action, you can heat any metal object in your hands so that it deals 1d6 points of fire damage

GIANT FEATS

Feat	Type	Prerequisites
Anger of the Sleeping Gods	General	Giant, Turn or rebuke undead
Blood of Fire	General	Fire subtype
Blood of Winter	General	Cold subtype
Brutish Trip Attack	General, Fighter	Large+, Str 20+, Power
Crushing Tumble	General	Giant, Dex 13+, 5 ranks in Tumble
Crushing Volley	Fighter, General	Giant, Str 24+, rock throwing
Dwarfkiller	Fighter, General	Giant
Earth and Sky	General	Dex 15+
Fortification	Fighter, General	Natural armor +8, Toughness
Improved Fortification	Fighter, General	Natural armor +8, Toughness, Fortification
Hand of Thunder	General	Giant, innate ability to <i>call lightning</i>
Lumbering Gait	General	Huge+
Ricocheting Throw	General, Fighter	Giant, Dex 11+, rock throwing,
Improved Ricocheting Throw	General, Fighter	Giant, Dex 13+, rock throwing, Ricocheting Throw
Rock Hurling	General, Fighter	Giant, Str 18+, Power Attack
Stomp'em Flat	General, Fighter	Str 18+
Stone's Heart	General	Giant
Strength to Weakness	Fighter, General	Giant, Int 10+, BAB +6
Swat the Flea	Fighter, General	Large+, Dex 13+, Combat Reflexes
Swat the Gnat	Fighter, General	Large+, Str 18+, Power Attack
Sweep Attack	Fighter, General	Large+, Power Attack, Brutish Trip
Thunder's Bow	Fighter, General	Giant, Point Blank Shot, Far Shot, innate ability to <i>call lightning</i>
Walk with Wind	General	Huge, Dex 13+, 8 ranks in Jump

to anyone who touches it. Metal weapons so imbued effectively gain the *flaming* enhancement. This heat lasts for 10 rounds.

Special: You may take this feat a second time. Items you heat deal 2d6 points of fire damage, and metal weapons either deal an additional 1d6 points of fire damage or gain the *flaming burst* enhancement. However, the object also loses one hit point per round. If an object is reduced to 0 hit points, it melts into an unusable lump of molten metal.

BLOOD OF WINTER [GENERAL]

The cold within you chills the world around you.

Prerequisites: Cold subtype

Bonus: As a full-round action, you can chill any metal object in your hands so that it deals 1d6 points of cold damage to anyone who touches it. Metal weapons so imbued effectively gain the *frost* enhancement. This chill lasts for 10 rounds.

Special: You may take this feat a second

time. If you do so, items you freeze deal 6 points of automatic cold damage rather than 1d6 points, and metal weapons either deal 6 points of automatic cold damage or gain the *icy burst* enhancement. However, the object also loses one point of hardness per round. If an object is reduced to 0 hardness, it shatters.

BRUTISH TRIP [GENERAL]

Your large size and brutish strength allow you to knock opponents over and follow through with an additional attack.

Prerequisite: Size Large or greater, Strength 20+, and Power Attack.

Benefit: You may attempt to trip an opponent in melee with any melee weapon; doing so does not provoke attacks of opportunity. If you succeed, you immediately get a melee attack against the opponent as if you hadn't used your attack for the trip attempt.

Normal: The Improved Trip feat has Expertise and a 13+ Intelligence as a prerequisite.

CRUSHING TUMBLE [GENERAL]

You can roll over and through your opponents, smashing them beneath you.

Prerequisite: Giant, Dexterity 13+, Tumble 5 ranks

Benefit: When using the Tumble skill to move through areas occupied by enemies that are at least two size categories smaller than you, you deal bludgeoning damage to these enemies. You deal two times either your unarmed strike or slam damage (see page 51); opponents may attempt a Reflex save for half damage (DC 10 + your ranks in Tumble). If you fail your Tumble check, you provoke attacks of opportunity from all enemies that threaten your square, must stop all movement immediately, and deal no damage.

Normal: See PHB, Chapter 4, Tumble.

CRUSHING VOLLEY [GENERAL]

You have learned how to pound people about with your thrown rocks.

Prerequisites: Str 24+, rock throwing

Benefit: You have learned how to throw rocks hard and fast enough that they can bowl over weaker creatures. When you hit with a thrown rock, you may make a bull rush attempt or trip attack against the target. The target must be within your first range increment.

Normal: You may only make bull rush attempts or trip attacks in melee.

DWARFKILLER [GENERAL]

You have learned new techniques and tactics that counter the tricks that dwarves and gnomes pass down to one another from generation to generation.

Benefit: Dwarves and gnomes lose their racial dodge bonus against you.

Prerequisite: Giant

Normal: Dwarves and gnomes receive a +4 dodge bonus against giants. This bonus represents special training that dwarves and gnomes undergo, during which they learn tricks that previous generations developed in their battles with giants.

EARTH-AND SKY

You can rise to your feet quickly and with ease.

Prerequisite: Dexterity 15+

Benefit: Once during your action, you can stand up from prone as a free action.

Normal: Standing up from prone is a move-equivalent action.

FORTIFICATION [GENERAL]

You have very thick, sinewy skin that allows you to withstand serious blows.

Prerequisite: Giant creature type, natural armor 8+, Toughness

Benefit: When a critical hit or sneak attack is scored against you, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. In addition, you are immune to stunning attacks.

HAND OF THUNDER [GENERAL]

You can channel the thunder in your blood into a weapon.

Prerequisites: Giant blood, innate ability to *call lightning*

Bonus: As a standard action, you may use your ability to *call lightning* to 'charge' any weapon in your hand with electricity. The weapon becomes a *shocking burst* weapon for 10 rounds.

Special: You may take this feat multiple times; each time you take it, it allows you to charge a weapon with electricity one additional time per day.

IMPROVED FORTIFICATION [GENERAL]

Your thick, sinewy skin grows denser and more durable with age, allowing you to withstand all but the most lethal of blows.

Prerequisite: Giant, natural armor 8+, Toughness, Fortification

Benefit: As Fortification, but there is a 75% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

IMPROVED RICOCHETING THROW [GENERAL]

You are so adept at throwing rocks that you can make a rock ricochet off of a target and continue to strike at additional targets.

Prerequisite: Dexterity 13+, rock throwing, Ricocheting Throw

Benefit: As Ricocheting Throw, except if the rock you've thrown hits a target, you may continue to make an additional attack roll for the ricocheted rock against a new target of your choice that is within 10 feet of the previous target. You may not strike the same target more than once. You may continue to make attacks until there are no new targets that can be struck or until you fail to strike a target. Each additional attack suffers a cumula-

tive -3 attack penalty. Thus, the attack against the third target is made at a -9 penalty, the attack against the fourth target is made at a -12 penalty, and so on.

LUMBERING GAIT [GENERAL]

You stand and walk in such a manner that it is difficult for smaller creatures to move through your legs.

Prerequisite: Huge size or larger.

Benefit: A creature must be four size categories smaller than you to move through an area that you occupy.

Normal: Creatures three size categories smaller than you can move through an area that you occupy.

RICOCHETING THROW [GENERAL]

You are so adept at throwing rocks that you can make a rock ricochet off of one target and strike another.

Prerequisite: Dexterity 11+, rock throwing

Benefit: If a rock you've thrown hits its target, it ricochets toward another target of your choice that is within 10 feet of the original target. You immediately make a second attack roll for the ricocheted rock against the new target with an attack bonus equal to the first roll -5. You can use this ability once per round.

Special: The second attack for the ricocheted rock does not count as an action.

ROCK HURLING [GENERAL]

You can throw rocks with amazing speed and accuracy.

Prerequisite: Str 23+, rock throwing

Benefit: You can pick up a rock as a free action instead of as a move-equivalent action, allowing you to use a full attack series when throwing rocks. In addition, prior to making an attack roll for a round, you may choose to subtract a number from all your ranged attack rolls with thrown rocks and add the same number to all your damage rolls with thrown rocks. This number may not exceed your base attack bonus. The penalty and bonus to damage apply to all throws until your next action.

STOMP'EM FLAT [FIGHTER, GENERAL]

You enjoy stepping on smaller foes.

Prerequisites: Giant, Str 18+, Power Attack

Benefit: When making a full-round attack, you may perform one additional attack against an opponent at least one size category smaller than you. The attack is performed at your highest base attack bonus and is usually a stomping foot, a steel-shod boot, or a swift kick. The attack does slam damage based on size (see page 51).

STONE'S HEART [GENERAL]

You have taken the essence of earth into your heart.

Prerequisites: Giant.

Benefit: You gain a +1 to Fortitude and Will saves.

STRENGTH TO WEAKNESS [FIGHTER, GENERAL]

You know how to turn your opponents' speed and training against them.

Prerequisites: Large size, Int 10+, base attack bonus +6 or higher

Benefit: You know how to predict when and how an opponent will dodge. If an opponent gets a dodge bonus to his AC when fighting you, you gain a corresponding bonus number to damage rolls against him.

SWAT THE FLEA [FIGHTER, GENERAL]

You can attack even the most acrobatic of smaller opponents.

Prerequisites: Large size, Dex 13+, Combat Reflexes

Bonus: When a target that is at least one size category smaller than you successfully tumbles through a square that you threaten, you may attempt to target them anyway. You make an attack roll opposed by their Tumble check. If you win, you may make an attack of opportunity as normal.

SWAT THE GIANT [FIGHTER, GENERAL]

You are particularly adept at keeping smaller opponents at bay.

Prerequisites: Large size, Str 18+, Power Attack

Bonus: When a target that is at least one size category smaller than you provokes an attack of opportunity by moving through one of your threatened squares, you may make a normal attack of opportunity. If you succeed, your attack counts as a bull rush in addition to dealing damage, although you do not have to enter your target's square. If you fail at the opposed

roll, you do not move, but the target may continue his move normally. If you succeed at the opposed roll, the target is knocked back 5 feet plus plus 1 additional foot for each point by which you exceeded his check.

SWEEP ATTACK [GENERAL]

You can strike nearby opponents with a powerful, spinning attack that may knock them prone.

Prerequisite: Size Large or greater, Str 25+, Power Attack, Brutish Trip

Benefit: When you perform the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within your natural reach. In addition, each target you hit is subject to a free trip attack and may not attempt to trip you in return.

THUNDER'S BOW [GENERAL]

Your arrows carry the soul of thunder.

Prerequisites: Giant, Far Shot, Point Blank Shot, innate ability to *call lightning*

Benefit: Any arrow that you shoot at range carries with it a small portion of your magical power. So long as you have not used your ability to call lightning that day, all of your ranged attacks with a bow beyond the first range increment suffer no range penalty.

Normal: You suffer a range penalty beyond the first range increment.

Special: If you take this feat a second time you double the maximum range of your bow.

WALK WITH THE WIND [GENERAL]

Your large strides allow you to avoid smaller foes entirely

Prerequisites: Huge size, Dex 13+, 8 ranks in Jump

Benefit: Not only can you move through areas occupied by creatures two size categories smaller than you, you may also do so without provoking attacks of opportunity.

Normal: You can only move through areas occupied by creatures three size categories smaller than you, and doing so provokes attacks of opportunity.

OPTIONAL COMBAT RULE: HAMMERFALLS

With their prodigious size and strength, giants have a few more combat options than smaller combatants. The following rules present an optional combat maneuver that giants may attempt.

Given his great size and mass, a giant that falls onto a smaller opponent can crush the opponent beneath his weight. As a standard action, a giant can fall forward into an area occupied by opponents or objects that he wishes to crush. The giant may make a hammerfall attack as part of a charge action. The area of opponents that a giant can damage depends upon his size. A Large giant deals damage to creatures that are in the five feet by five feet area directly in front of him. If the giant is a Huge creature, the area increases to the 10 feet by 10 feet area directly in front of him. This area increases to 20 feet by 20 feet for a Gargantuan creature and to 40 feet by 40 feet for a Colossal creature.

Provided all of the opponents in the targeted area are at least one size category smaller than the giant, they each suffer bludgeoning damage (1d10 points of damage per size category above Medium-size + Strength modifier). This damage may be increased through the use of specially designed armor (see page 53). Targets may attempt an attack of opportunity with a -4 penalty to the attack roll. An opponent that chooses not to make an attack of opportunity may instead attempt a Reflex save for half damage. The save DC is 10 + 1/2 the giant's HD + its Strength modifier. Those targets that fail their saving throws or choose not to take them are considered grappled by the giant. After a hammerfall attack, the giant is prone and considered grappling with any opponents as described above.

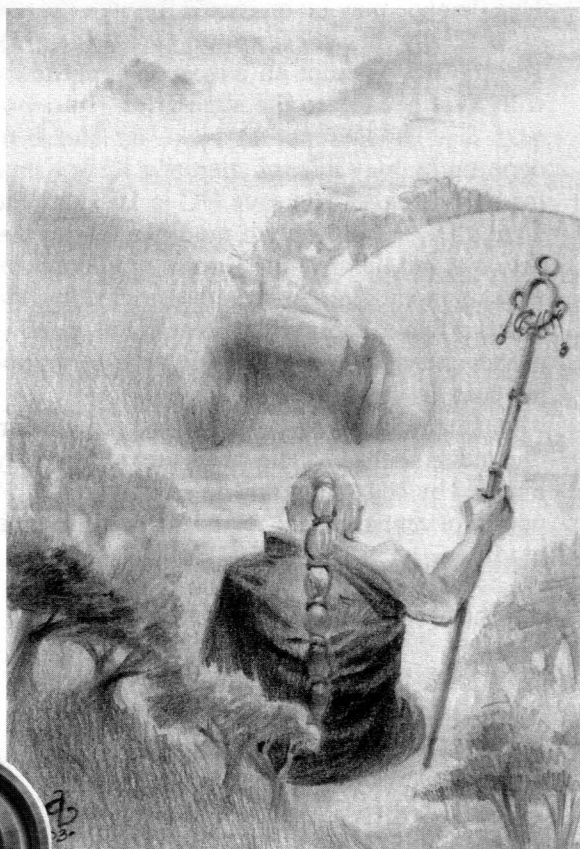
If the giant is wearing spiked armor, opponents that fail their saves are additionally impaled by 1d4 spikes that do an additional 1d4 points of damage each + the giant's Strength modifier.

OPTIONAL COMBAT RULE: UNARMED AND SLAM DAMAGE

Giants use the same rules as humanoids for dealing damage unarmed, but some campaigns, and some of the optional rules, templates, classes, and feats presented here, might use slam damage as an option. The major difference between slam and unarmed attacks is that unarmed attacks use the giant's descending multiple attack sequence for full-round attacks, whereas slams have higher damage and only two attacks at the same base attack bonus. Unarmed attacks may provoke attacks of opportunity as normal at the DM's discretion, though giants may of course take the Improved Unarmed Strike feat.

UNARMED AND SLAM DAMAGE

Size	Unarmed	Slam
Medium	1d3	1d6
Large	1d4	1d8
Huge	1d8	2d6
Gargantuan	1d10	2d8
Colossal	2d8	4d6



ARMOR

Half Armor: A full suit of armor protects a creature in combat, but it can also hinder the creature's actions, particularly the creature's ability to cast spells. Some creatures that find themselves in constant conflict with opponents that are considerably smaller than themselves have taken to wearing half armor, armor that only covers the lower half of their bodies. Made in the same manner as similarly constructed full suits of armor, a suit of half armor may take various forms such as armored kilts, leggings, or skirts. Often the half armor is secured with a large band or belt that also protects the wearer's midriff and abdomen.

Half armor provides protection from melee attacks by much smaller creatures and does not interfere with a creature's arms and hands so he can cast arcane spells without fear of spell failure. The obvious disadvantage to half armor is that, while it protects the lower portions of a wearer, the wearer's upper portions are relatively vulnerable to ranged attacks, flying opponents, or enemies who are much closer in size to the wearer.

Half Armor Qualities: In general, half armor confers all the benefits of a full suit of similarly constructed armor when the wearer is engaged in melee combat with creatures considerably smaller than the wearer and only half the benefits when the wearer is fighting other opponents. As with other forms of armor, a creature must have the appropriate armor proficiency feat to use a certain type of half armor.

Cost: Half armor generally costs half as much as a similarly constructed suit of full armor. Since normal armor for Large creatures costs double, half armor for Large creatures costs exactly the same as a full outfit of that armor for a Medium-size creature. Half armor for Huge creatures costs double the amount of the same type of armor for Medium-size creatures.

Armor Bonus: Half armor has two armor bonus values. The first value is the armor bonus that the wearer receives when engaged in melee against opponents that are two or more size categories smaller than the wearer. The second value is the armor bonus that the wearer receives against all other opponents. Thus, the second value applies to opponents that are only one size category smaller than the wearer, the same size, or larger. The second value also applies to opponents making ranged attacks against the wearer, regardless of their

ARMOR

This armor is only available to creatures that are size Large or larger. The cost and weight of this armor is calculated for a Large creature.

Armor	Cost	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure	—Speed— (40 ft.) (30 ft.)	Weight
Light armor							
Padded leggings	5 gp	+1/+0	+9	0	—	40 ft. 30ft.	10 lb.
Leather leggings	10 gp	+2/+1	+7	0	—	40 ft. 30ft.	15 lb.
Studded leather kilt	25 gp	+3/+1	+6	-1	—	40 ft. 30 ft.	20 lb.
Chain skirt	100 gp	+4/+2	+5	-1	—	40 ft. 30 ft.	25 lb.
Medium armor							
Hide kilt	15 gp	+3/+1	+5	-2	—	30 ft. 20 ft.	25 lb.
Scale mail skirt	50 gp	+4/+2	+4	-2	—	30 ft. 20 ft.	30 lb.
Chainmail leggings	150 gp	+5/+2	+3	-3	—	30 ft. 20 ft.	40 lb.
Belt and greaves	200 gp	+5/+2	+4	-2	—	30 ft. 20 ft.	30 lb.
Heavy armor							
Splint mail leggings	200 gp	+6/+3	+1	-4	—	30 ft.* 20 ft.*	45 lb.
Banded mail leggings	250 gp	+6/+3	+2	-3	—	30 ft.* 20 ft.*	35 lb.
Spellcaster kilt	600 gp	+7/+3	+2	-3	—	30 ft.* 20 ft.*	50 lb.
Hammerfall**	400 gp	+6	+0	-7	45%	30 ft.* 20 ft.*	110 lb.

* When running in heavy armor, you move only triple your speed, not quadruple

** See the description of this armor for special rules.

size. For example, when a hill giant wearing half armor is attacked by a gnome with a light pick, the hill giant receives the benefit of the first armor bonus value. If the gnome drops the pick and fires a shortbow at the hill giant, the hill giant only receives the benefit of the second armor bonus value. Likewise, if the hill giant is attacked by a human, he only ever receives the benefit of the second armor bonus value.

The DM may rule that a particular value applies in particular circumstances. For instance, the first armor bonus value may apply to attacks made by an attacker who is prone, regardless of his size. Similarly, the second value may apply in other circumstances in which a smaller melee opponent can more easily attack those portions of the wearer's body that are not protected by the half armor, such as when the melee opponent is flying or using a reach weapon.

Regardless of the armor bonus that is applied, bonuses from half armor and a shield stack. Magic enhancements to half armor apply to both armor bonus values. Therefore, a +1

chain skirt has a first armor bonus value of +5 and a second armor bonus value of +3.

Maximum Dex Bonus: Half armor allows the wearer to be slightly more mobile and quicker than does full armor. The maximum Dexterity bonus to AC for a type of half armor is always one greater than a similarly constructed suit of full armor.

Armor Check Penalty: Half armor does not interfere with the use of one's skills as greatly as full armor does. The armor check penalty of a type of half armor is generally one-half that of a similarly constructed suit of full armor. In addition, half armor does not interfere with Pick Pocket checks.

Arcane Spell Failure: Half armor does not interfere with the gestures that are necessary to cast arcane spells, and therefore has no arcane spell failure chance.

Speed: Half armor slows the wearer down as much as similarly constructed suits of full armor. When running in heavy half armor, you move only triple your speed, not quadruple. The speed values given in the armor table are for creatures with a base

speed of 40 feet, such as a hill giant, and with a base speed of 30 feet, such as a human.

Weight: Half armor generally weighs half as much as a similarly constructed suit of full armor. Unless otherwise noted, the weight values given in the armor table are for Large creatures. Armor for Huge creatures is twice as heavy.

ARMOR DESCRIPTIONS

Banded Mail

Leggings: These leggings are made of overlapping strips of metal sewn to a backing of leather or chainmail. The strips cover vulnerable areas, while the chain and leather protect the joints and provide freedom of movement. It includes heavy boots.

Belt and Greaves: A heavy leather belt supports a skirt of metal plates, while greaves cover the lower legs.

Chain Skirt: A skirt of chainmail protects your thighs and waist, leaving your legs free and mobile. A layer of quilted fabric underneath prevents chafing and cushions the impact of blows.

Chainmail Leggings: These leggings are constructed from interlocking rings. A layer of quilted fabric underneath prevents chafing and cushions the impact of blows. It includes heavy boots.

Hammerfall: This full suit of armor is similar to banded mail, but the strips of metal that are sewn into it are specially front-weighted and shaped so that the wearer falls with greater force. A giant making a successful hammerfall attack while wearing this armor deals an additional 2d8 points of bludgeoning damage to opponents.

Hide Kilt: This kilt is prepared from multiple layers of animal hides and leather that has been stiffened by boiling in oil.

Leather Leggings: The leather protection on the upper thighs and groin area of these leggings has been stiffened by boiling oil. The remainder of the leggings are softer and more flexible.

DONNING ARMOR

Armor Type	Don	Don Hastily	Remove
Padded leggings, leather leggings, hide kilt, studded leather kilt, chain skirt, belt and greaves, or scale mail skirt	1 minute	5 rounds	5 rounds*
Chainmail leggings, splint mail leggings, banded mail leggings	2 minutes*	8 rounds	8 rounds*
Spellcaster kilt	4 minutes*	2 minutes*	1d4+1 minutes*
Hammerfall	6 minutes**	6 minutes*	1d6+1 minutes*

* If you have some help, cut this time in half.

** You must have help to don this armor. Without help, you can only don it hastily.

Padded Leggings: These leggings are covered with quilted layers of cloth and batting. They get hot quickly and become foul with sweat and grime.

Scale Mail Skirt: This skirt of leather is covered with overlapping pieces of metal, like the scales of a fish. They include heavy leather boots laden with metal.

Spellcaster Kilt: This kilt is composed of a combination of chainmail and metal greaves. It is worn with leather leggings and thick metal-plated boots that provide maximum protection for the wearer's abdomen and other vital areas, but leaves his hands free to complete somatic components. The spellcaster kilt is so named because of its popularity among wielders of arcane magic.

Splint Mail Leggings: These leggings are made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chainmail protects the joints.

Studded Leather Kilt: This kilt is constructed of tough but flexible leather that has been reinforced with close-set metal rivets.

SPELLS

The following spells have been developed by giant shamans, priests, runecasters, and battle mages. While usable by any race, they are particularly useful in compensating for giants' inherent weaknesses and capitalizing on their strengths.

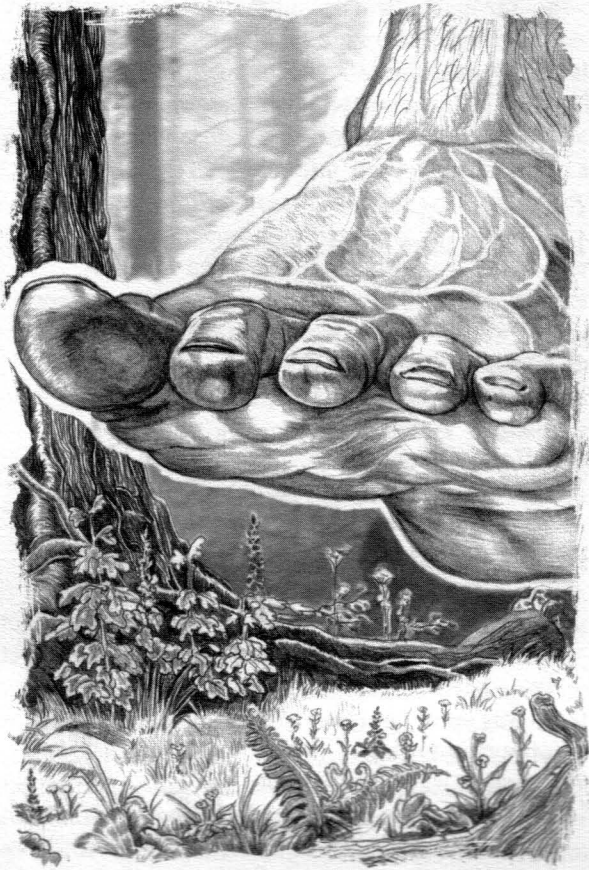
DIN OF BATTLE

Abjuration

Level: Brd 1, Clr 1**Components:** V, S**Casting Time:** 1 action**Range:** Close (25 ft. + 5 ft./2 levels)**Effect:** 20-ft.-radius emanation centered on a creature, object, or point in space.**Duration:** 1 minute/level**Saving Throw:** Will negates or none (object)**Spell Resistance:** Yes or no (object)

Upon the casting of this spell, a constant, droning noise emanates from the targeted area. Any spell or effect with the language-dependent descriptor, such as *command*, originating from a creature within this area or targeting a creature in this area, automatically fails. A creature that is subject to such a spell that subsequently enters the area remains under the effects of the spell, but can no longer receive language-dependent instructions.

Additionally, normal verbal communication becomes impossible, though creative uses of Innuendo or body language may allow for ideas to be communicated.



DIN OF MIND

Abjuration

Level: Brd 4, Clr 4, Sor/Wiz 5**Components:** V, S**Casting Time:** 1 action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature.**Duration:** 1 minute/level**Saving Throw:** Will negates**Spell Resistance:** Yes

Upon the casting of this spell, the target's thoughts are partially drowned out by the mental equivalent of white noise. The target suffers a -8 circumstance bonus to any Concentration check made during the duration of this spell. In addition, any spell with the compulsion or mind-affecting descriptor (such as *charm monster*) that is cast upon the subject of this spell automatically fails. If the target creature is already under the effect of a compulsion or mind-affecting spell, *din of mind* and that spell cancel each other out.

FLOAT

Transmutation

Level: Brd 2, Sor/Wiz 2**Components:** V, S**Casting Time:** 1 action**Range:** Close (25 ft. + 5 ft./2 levels)**Effect:** One creature**Duration:** 10 minutes/level**Saving Throw:** None**Spell Resistance:** No

The subject of this spell floats up to one foot above the ground or other solid walking surface (water or any other nonsolid or unstable surface may not be crossed). The creature must still travel above a roughly horizontal surface. As the subject of this spell does not come into contact with the surface, it automatically succeeds on any Balance checks required when walking on slippery or uneven surfaces. In addition, the subject is immune to spells and effects that target the ground beneath him (*entangle*, *grease*, *rock to mud*, etc.). Likewise, the subject is immune to attacks from caltrops or other items that are placed on the ground. A creature subject to this spell can move into an area without activating pressure plates, trip wires, or other triggers that are close

to the ground. The subject of this spell only suffers half damage from falls and gains electricity resistance 5. However, the subject has very little stability and cannot charge or run.

Material Components: The wing of a butterfly.

IMBUE COMBAT REFLEXES

Transmutation
Level: Brd 2, Clr 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Effect: One creature
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell enhances the target's ability to react quickly and repeatedly to opponents who let their defenses down. A creature that is subject to this spell gains the ability to make attacks of opportunity while flat-footed, as if it had the Combat Reflexes feat. Additionally, the target may make at least one additional attack of opportunity per round, even if it does not have a positive Dexterity modifier.

Arcane Material Component: A tuft of lion's hair.

MASS COMBAT REFLEXES

Transmutation
Level: Brd 4, Clr 4, Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: 30 feet
Effect: One ally per caster level
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

As *imbue combat reflexes*, except as above.

MASS REDUCE

Transmutation
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One or more creatures or objects of up to 10 cu. ft. per level in volume, no two of which can be more than 30 ft. apart
Duration: 1 minute/level
Saving Throw: Fortitude negates

Spell Resistance: Yes

As *reduce*, except as noted above.

TRUE ENLARGE

Transmutation
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: One creature or object of up to 25 cu. ft./caster level
Duration: 1 hour/level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

As *enlarge*, except as noted above and as follows. The subject may grow in height by up to 10% per caster level, and can increase to a maximum of 100% larger. Additionally, the creature's size category increases by 1 for every 50% of the height increase. The increased weight is proportional to the cube of the new height, as follows:

Height Increase	Weight Increase
+10% (x 1.1)	+30% (x 1.3)
+20% (x 1.2)	+70% (x 1.7)
+30% (x 1.3)	+120% (x 2.2)
+40% (x 1.4)	+170% (x 2.7)
+50% (x 1.5)	+240% (x 3.4)
+60% (x 1.6)	+310% (x 4.1)
+70% (x 1.7)	+390% (x 4.9)
+80% (x 1.8)	+480% (x 5.8)
+90% (x 1.9)	+570% (x 6.7)
+100% (x 2.0)	+700% (x 8.0)

Material Component: A vial of iron filings.

MAGIC ITEMS

Bottle of Heavy Fog: Once per day, when the stopper is removed from this bottle, a fog spreads forth in a 45-ft. radius. The fog is similar to that produced by the spell *fog cloud*; however, due to its heavy nature, the fog does not rise more than seven feet above the ground. Atop the relatively flat upper surface of the cloud are small wispy representations of objects and creatures within the fog that allow observers above the cloud to target creatures within. Any creature that is Large size or taller, or otherwise can view the top of the fog, can determine the location of creatures or objects within that fog by studying these wispy repre-

sentations for a full round. After such time, they may target any opponents noticed during that time with only a 10% miss chance to attack rolls. In the absence of wind, the fog disperses within one hour.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *fog cloud*, *silent image*; *Market Price:* 7,000 gp; *Cost to Create:* 3,500 gp + 280 XP; *Weight:* 1 lb.

Cloak of the Waterfall: This flowing blue cloak is embroidered with swirling white patterns. Upon command, the fabric of the cloak becomes a torrent of rushing water. Creatures that are grappling with the wearer become submerged within the water and suffer 2d6 points of bludgeoning damage from the rushing water each round they are grappling. In addition, if pinned by the wearer, the creature must hold its breath or begin to drown. While activated, the cascading waters of the cloak produce a constant, soft roar like that of a natural waterfall. The wearer suffers a -5 circumstance penalty to Listen checks while wearing an active cascading cloak. Likewise, creatures listening for the wearer of an active cloak gain a +10 circumstance bonus.

When the cloak is pulled over the wearer's head and the wearer remains stationary, he becomes nearly indistinguishable from a natural waterfall. When next to a natural cliff face or similarly credible location for a water spout, the wearer receives a +20 circumstance bonus to his Bluff check versus a creature's Spot check to fool a creature into thinking that he is a natural waterfall.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, *create water*, *control water*, *change self*; *Market Price:* 20,000 gp; *Cost to Create:* 10,000 gp + 800 XP; *Weight:* 1 lb.

Giant Drums: These drums are massive kettle drums, six to 10 feet across and five to six feet tall. The drums are made of beaten metal, typically brass, and animal skins are stretched tightly across their surface. The drums always come singly, along with heavy drumsticks. The drumsticks are the size of small logs and made from sturdy oak. Runes

and pictograms cover the surface of both the skins and the drumsticks. In order to effectively use these drums, one would need to be at least nine feet tall or have some other method of skillfully striking drums of this size with the drumstick. The pounding of these drums is a deafening, thunderous roar that will panic any except the strongest of heart.

Giants use these drums to summon other giants to their aid. It would not be unusual for a large army of evil humanoids to employ giant drummers at key positions on the battlefield. In a non-military setting, the drums are used by giants to call for a meeting of other giants of a similar type. When used to call for a meeting, the summoning ability (see below) is not activated.

When played, the drums act exactly like *drums of panic* (see DMG, Chapter 8, Wondrous Items) except that giants are immune to the fear effect. Within 1d6 rounds of pounding, giants magically appear within 60 ft. to serve the player of the drums. The summoned giants stay for up to 16 rounds and act in all ways as if summoned by a *monster summoning* spell. The type of drum determines the number and type of giants summoned. The *Voice of the Hill* summons 2d4 hill giants, the

Voice of the Mountain summons 1d4 fire giants, and the *Voice of the Storm* summons 1d6 frost giants.

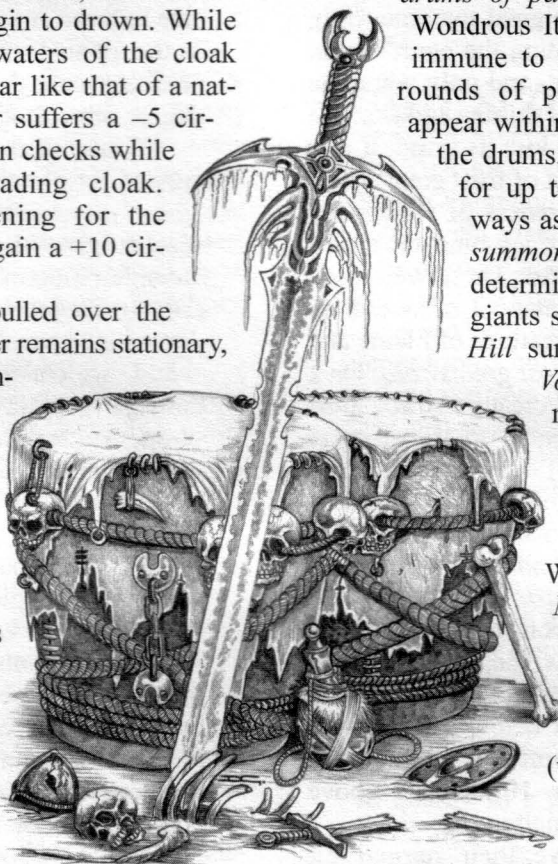
Caster Level: 16th.
Prerequisites: Craft Wondrous Item, *Fear*, *Monster Summoning VII*;
Market Price: 80,000 gp (voice of hill), 100,000 gp (voice of mountain), 120,000 gp (voice of storm).

Potion of Troll's Blood:

"Cut the Troll and bleed it well. Boil its blood o'er the fires of hell."

—Hobgoblin Shaman Ritual Chant

Ages ago, hobgoblin shamans learned the secret of boiling the blood of a troll to make a thick, tarry fluid. When the fluid is enchanted by certain magics, anyone consuming the potion gains temporary regenerative abilities, much like those of a troll. Specifically, consuming one potion of troll's blood grants the recipient regeneration 5 for 1d3 hours. During this time period, if the



consumer loses a limb or body part, the lost portion re-grows in 3d6 minutes. Alternatively, if a lost limb or body part is held to the stump it will instantly re-attach in one round. However, non-troll bodies are not meant to regenerate so quickly. Because the potion accelerates the body's healing process to incredible levels, when the potion wears off, there is a chance that the consumer suffers from a heart attack. At the end of the potion's duration, the consumer must make a Fortitude Save (DC 18) or suffer 2d4 points of temporary Constitution damage.

Caster Level: 6th; *Prerequisites:* Brew Potion, *aid* or *haste*, one gallon of blood from a troll; *Market Price:* 1,000 gp.

Sword of Winter's Wrath: When the earth was new, everything was blanketed in a frozen darkness. Winter reigned supreme. Only when the gods began heating the earth's core, forcing volcanoes to erupt, and only when the gods lit the sun and stars, shining light on the earth, did Winter begin to lose its grasp. It was at this time that the earliest of frost giants gathered some of the raw pureness of winter and stored it inside a number of icy-blue diamonds, each the size of a man's fist. These were used by the giants to create a number of swords to use in battle against the creatures of Flame and Sky. Each is a +2 *Huge frost greatsword*. On a successful critical hit, any creature struck must make a Fortitude save equal to the damage dealt (not including any of the wielder's bonus damage from Strength, sneak attack, etc.). If the creature fails, it immediately turns to ice as if petrified. *Break enchantment* is the only thing short of a *limited wish*, *miracle*, or *wish* that can reverse the effects of being frozen solid. Attempting to thaw the victim merely melts the victim into a pool of water; in fact, if the air temperature is not below freezing, the victim takes one point of temporary Constitution damage per 10 degrees above freezing, per hour, as he melts.

Frozen victims have their normal hit points while in ice form. They automatically take double damage from magical or non-magical fire and, because they are petrified, receive no saving throw against such effects.

The wielder of the *sword of winter's wrath* gains fire resistance 20 while the sword

is drawn and held. Additionally, it is considered a *keen* weapon against creatures with the Fire subtype.

This sword radiates cold at all times. Any creature that does not have the Cold subtype or some kind of protection takes six points of damage each round the sword is held.

Caster Level: 14th. *Prerequisites:* Craft Magic Arms and Armor, *cone of cold*, *fire shield (cold)*, *flesh to stone*. *Market Price:* 128,000 gp.

Arrowhawk Shield: Giants have long feared the archers of smaller races. First of all, they can use their relatively small size and, in the case of elves and some humans, their wood-slore, to hide amidst foliage and terrain. From these hidden locations they can pepper giants with arrows from a distance, where the giants' reach and strength are useless; indeed, their size in these circumstances becomes a liability, as the giants themselves are so large that there is rarely enough cover for them to get any degree of protection.

These giant-sized *Large +1 shields* were created for cloud giant champions to get them where they excelled: into melee. *Arrowhawk shields* give their wearers semi-permanent damage reduction against all ranged weapons (DR 10/ranged weapons), even magical ones. Any ranged attacks veer unerringly towards the shield, which absorbs 100 points of missile damage per day; after that point, missile weapons affect the wearer normally.

More importantly, however, the shield also allows its wearer to strike back. Whenever a ranged attack is absorbed by the shield, a juvenile arrowhawk (see MM) is summoned through a magical gate inscribed into the shield's face, emerging from the point of impact of the missile weapon. The arrowhawk unerringly locates, speeds toward, and attacks the individual or individuals that fired the weapon, allowing the giant to pinpoint his attackers. The arrowhawk will not obey any commands, but continues to attack for 1d8 rounds. The arrowhawk is considered to have blindsight for the purposes of attacking its target.

Caster Level: 10th. *Prerequisites:* Craft Magic Arms and Armor, *protection from arrows*, see *invisibility*, *summon monster IV* or *summon nature's ally IV*.

CHAPTER FIVE

AGAINST THE GIANTS

From the moment the mountains breathed life into giants and dwarves, there has been enmity between the two races. True, there are some good and neutral giants, but as a whole these behemoths have used their size to pillage, enslave, and slaughter the smaller races. Dwarves and gnomes, in particular, have faced the brunt of giants' attentions, for the most part because of shared territory.

For every settlement destroyed by giants, however, there is someone who has vowed to destroy all giants in return. There are no lack of orphans and refugees with just cause for this hatred. Therefore, while most members of the smaller civilized humanoid races fear the giants greatly, but there are some few who make killing giants their lifes' missions. These hunters and warriors learn unique combat skills to use their foes' height and weight against them, and some even become professional giant slayers.

On the other side of the coin are those who respect and emulate their larger cousins. These few explore their heritage and their essences and some find, to their delight or dismay, the strength of a giant within them.

The names and mechanics of feats, skills, spells, equipment, prestige classes, and any rules or game mechanics derived from the d20 System Reference Document are considered **Open Game Content**. All background text describing these items is considered closed content.

GIANT SLAYER

The first giant slayers arose in dwarven and gnome communities, where their ancestral conflicts with giants and giant-kin have been waged since the dawn of recorded history. The accumulated knowledge of these giant-hating races has been passed down from generation to generation, culminating in quick, highly trained warriors that can fell a giant with a single, well-placed blow. As these races train all of their young in at least basic giant-fighting techniques, those with considerable talent are spotted early. Thus, many giant slayers begin their training at a young age. Yet, there are those of different races who still learn, through trial and error, many of the techniques and skills that giant slayers employ.

Hit Die: d10.

REQUIREMENTS

To qualify as a giant slayer, a character must fulfill the following criteria:

Base Attack Bonus: +5

Feats: Dodge, Expertise, Mobility

Escape Artist: 5 ranks

Jump: 5 ranks

Tumble: 5 ranks

Special: Must either have giants as a favored enemy or 5 ranks in Knowledge (giants)

CLASS SKILLS

The giant slayer class skills (and the key ability for each) are Bluff (Cha), Climb



(Str), Craft (Int), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Sense Motive (Wis), and Tumble (Dex).

Skill points at Each level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the giant slayer prestige class.

Weapon and Armor Proficiency: A giant slayer is proficient with all simple and martial weapons, light armor, and with shields.

Favored Enemy (Ex): Beginning at 1st level, a giant slayer's extensive study of giants and his training in the proper techniques to combat them give him a +2 bonus to Bluff, Escape Artist, Listen, Sense Motive, Spot, Tumble, and Wilderness Lore checks when using these skills against opponents of the giant creature type. Likewise, he gets the same bonus to melee weapon damage rolls against giants. He also gets the same bonus with ranged weapons, but only within 30 feet. The bonus doesn't apply to damage against creatures that are immune to critical hits. This bonus stacks with any favored enemy bonuses the giant slayer may already have as a class feature. This bonus increases by an additional +2 at 4th, 7th, and 10th level.

Denial (Ex): As a free action, the giant slayer can designate a single opponent of at least one size category larger than himself. That opponent may not take attacks of opportunity against the giant slayer for any reason. Only one opponent may be designated at a time, though the opponent chosen may be changed every round.

At 5th level, the giant slayer may alternatively designate a single opponent of at least one size category larger than himself. He is so nimble on his feet and erratic in his movements that the opponent becomes confused, and cannot use one feat of the giant slayer's choice against him that round.

Finally, at 8th level, the giant slayer learns to so thoroughly confuse his opponent that he may use his denial ability to draw attention away from any one of his allies; rather than designating himself as immune to the opponent's attacks of opportunity or one of its feats, the giant slayer may designate one of his allies within 30 ft. as immune to the opponent's attacks of opportunity or one of its feats.

Racial Adaptation (Ex): Dwarves and gnomes are hard for giants to hit, whereas most Medium-size humanoids have movement rates

GIANT SLAYER

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Favored enemy (+2)
2nd	+2	+0	+3	+0	Denial (attacks of opportunity)
3rd	+3	+1	+3	+1	Racial adaptation
4th	+4	+1	+4	+1	Favored enemy (+4)
5th	+5	+1	+4	+1	Denial (feats)
6th	+6	+2	+5	+2	Undermining trip
7th	+7	+2	+5	+2	Favored enemy (+6)
8th	+8	+2	+6	+2	Denial (allies)
9th	+9	+3	+6	+3	Final blow
10th	+10	+3	+7	+3	Favored enemy (+8)

that allow them to get reach a giant faster or keep out of a giant's way. A giant slayer may choose one of these aspects to improve or counterbalance. At 3rd level, he may either permanently increase his base speed by 10 ft., or may permanently increase his dodge bonus against giants by +4. Either option stacks with other racial or class abilities. Once chosen, this option cannot be changed.

Undermining Trip (Ex): The giant slayer may act as if he had the Improved Trip feat, but only against creatures at least one size category larger than himself. Additionally, the target does not include its size modifier in the opposed roll.

Final Blow (Ex): A giant slayer who has completed his training knows how to take out giants quickly and efficiently. At 10th level, the giant slayer has mastered techniques that, if successful, allow him to fell giants with a single blow. Once per round, up to three times per day, a giant slayer may designate an attack as a final blow. The giant slayer may only declare a final blow against a giant and he must declare the final blow before he makes his attack roll. If the attack hits, it is considered a confirmed critical hit.

GIANTSEED

Legends say that each creature carries a spark of something that is far larger than itself. Some use this spark to change themselves, becoming noble protectors or brutish villains, but all grow in physical strength, fighting prowess, and stature. Some scholars believing that such transformations created the first giants; most giant-kin, however, discount such tales as

merely existing to help the smaller races feel better about their stature.

The transformation process that a giantseed endures can be quite painful as his body reshapes itself. At times, a giantseed is wracked with intense pain. Yet, those who survive the process become immensely strong and resilient.

Hit Die: d8.

REQUIREMENTS

To qualify as a giantseed, a character must fulfill the following criteria:

Base Attack Bonus: +5 or higher.

Feats: Great Fortitude, Power Attack.

Size: Medium-size humanoid.

CLASS SKILLS

The giantseed class skills (and the key ability for each) are Climb (Strength), Concentration (Constitution), Handle Animal (Cha), Intimidate (Charisma), Jump (Strength), Knowledge (giants) (Int), Ride (Dex), Swim (Str).

Skill points at Each level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the giantseed prestige class.

Weapon and Armor Proficiency: A giantseed is proficient with all simple and martial weapons, light armor, and with shields.

Brute Strength (Ex): A giantseed may choose to permanently sacrifice a portion of his intelligence and cunning in

GIANTSEED

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Brute Strength, Growing Pains, Subtype
2nd	+2	+3	+0	+0	Natural Armor (+2)
3rd	+3	+3	+1	+1	Giant Speak, Strength Increase (+2)
4th	+4	+4	+1	+1	Bonus Feat
5th	+5	+4	+1	+1	Natural Armor (+5),
6th	+6	+5	+2	+2	Strength Increase (+4)
7th	+7	+5	+2	+2	Rock Throwing
8th	+8	+6	+2	+2	Natural Armor (+7)
9th	+9	+6	+3	+3	Rock Catching, Strength Increase (+6)
10th	+10	+7	+3	+3	Natural Armor (+9), Giantbloom

order to increase his strength and fighting prowess. For every two points that the giantseed reduces his Intelligence, his Strength score is increased by one. A giantseed may increase his Strength by one point in this manner at 1st level and every odd-numbered level thereafter.

Subtype (Ex): Giantseeds choose a particular giant type to emulate. When a giantseed begins his transformation, he gains the creature subtype of that race. For instance, a giantseed transforming into a frost giant gains the cold subtype. Giantseeds transforming into hill giants do not gain a subtype, but instead gain the Weapon Focus (greatclub) feat.

Growing Pains (Ex): The transformation that giantseeds endure is a difficult and, at times, painful one. Whenever the giantseed rolls a natural one on an attack roll, saving throw, or skill check, his body is wracked with immense pain. He is considered stunned for one round and suffers 1d3 points of temporary Constitution damage.

Natural Armor (Ex): As they undergo their transformation, the skin of giantseeds becomes tougher and more resilient to damage. Giantseeds' natural armor bonus increases by +2 at 2nd level. This natural armor bonus increases to +5, +7, and +9 at 5th, 8th, and 10th level, respectively.

Giant Speak (Ex): At 3rd level, a giantseed taps into his racial memory and can suddenly speak the language of giants, even if he has never heard the language before. A giantseed gains the Speak Language (Giant) skill if he does not already have it.

Bonus feat: Giantseeds receive a bonus feat at 4th level. The giantseed may choose from the following list of feats: Alertness,

Brutish Trip*, Cleave, Combat Reflexes, Fortification*, Improved Fortification*, Great Cleave, Point Blank Shot, Precise Shot, Rock Hurler*, Steadfast*, and Sunder.

* These are feats first introduced in *Giant Lore*.

Rock Throwing (Ex): At 7th level, giantseeds become accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. A giantseed can hurl rocks weighing 30 to 40 pounds each (Tiny objects) up to 5 range increments of 60 feet. A successful attack with a rock weighing 30 to 40 pounds deals 1d6 points of damage plus the giantseed's Strength bonus. A giantseed of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) dealing 2d6 points of damage plus the giantseed's Strength bonus at range increments of 120 feet.

Strength Increase (Ex): As they transform, giantseeds become considerably stronger. The Strength score of a giantseed increases by +2 at 3rd level, +4 at 6th level, and +6 at 9th level.

Rock Catching (Ex): Beginning at 9th level, a giantseed of at least Medium-size can catch Tiny and Small rocks (or projectiles of a similar shape). Once per round, a giantseed that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 20 for a Small rock and 25 for a Medium-sized one (If the projectile has a magical bonus to attack, the DC increases by that amount). The giantseed must be ready for and aware of the attack. Large giantseeds can also catch Medium-size rocks. The DCs for a Large giantseed to catch Tiny, Small, and Medium-size rocks are 15, 20, and 25, respectively.

Giantbloom (Ex): At 10th level, the giantseed realizes his full potential and



becomes a true giant. His hair, skin tone, and build change to resemble the type of giant he emulates, and his creature type changes to giant. Regardless of the type of giant emulated, his size category increases to Large (tall) and his natural reach increases to 10 ft. Any size modifiers to attack bonuses, armor class, or skill checks resulting from the new size are applied to the giantseed accordingly.

FEATS OF THE GIANT KILLERS

The following feats are available to characters. Some feats have prerequisites that prevent non-dwarves or giants from gaining them. It is not possible to select a feat that the character cannot immediately use.

A character wearing a *belt of dwarvenkind* is considered a virtual dwarf for the purpose of satisfying feat requirements. If he takes off the belt, he cannot use any feats requiring dwarven blood. When he puts the belt back on, he may use the feats normally.

ANGER OF THE MOUNTAIN KING [GENERAL]

You can channel divine energy to make your enemies quake with fear.

Prerequisites: Dwarven blood, turn or rebuke undead

Bonus: As a free action, you may use a turn or rebuke undead attempt to charge a melee weapon with energy tainted with the anger of the dwarven gods. You may add your Charisma bonus to your next attack and damage roll if your target is a giant.

CHANT OF THE DWARF LORDS [GENERAL]

You have mastered the most sacred chant of the dwarves.

Prerequisites: Dwarven blood, bardic music ability

Bonus: When you invoke your *inspire courage* ability, all dwarves or dwarven-trained individuals within the area of effect gain a +2 morale bonus to attack and weapon damage rolls.

Normal: When you invoke your *inspire courage* ability, allies gain a +1 moral bonus to attack and weapon damage rolls.

CUT THE CORD [GENERAL]

You have learned how to weaken and slow giant-sized foes.

Prerequisites: Dwarven blood, sneak attack, base attack bonus +3

Bonus: You may sacrifice any number of dice of sneak attack damage on successful sneak attacks against opponents at least one size category larger than you.

For every die of sneak attack damage you sacrifice, your target takes 2 points of temporary Strength damage and suffers a -1 cumulative penalty to Reflex saves. These points and penalty last for 1 day. You may only sacrifice sneak attack dice in this manner once per round.

DWARVEN TRAINED [GENERAL]

You have learned the basic secrets of dwarven combat methods.

Prerequisite: Base attack bonus +1 or higher

Bonus: Your extensive training in dwarven strategy and tactics gives you special insight into their methods. You may learn any feat with a dwarven blood prerequisite as though you were a dwarf.

Normal: You may not learn feats requiring dwarven blood.

Special: A dwarf who takes this feat gains an additional +2 dodge bonus to his AC when fighting giants.

LONGREACH [FIGHTER, GENERAL]

You are adept at gaining extra reach with your weapons.

Prerequisites: Dwarven blood, Weapon Focus, Weapon Specialization

Benefit: When using a weapon of at least Large size, you may take a full-round action to extend your reach for one attack by 5 ft. You may use this feat when wielding any weapon with which you have both Weapon Focus and Weapon Specialization.

MY BROTHER'S SHIELD [FIGHTER, GENERAL]

You are adept at protecting those around you.

Prerequisites: Dwarven blood, Dex 13+, Dodge, Mobility

Bonus: You have an uncanny knack for protecting your allies. When fighting an opponent against which you have a racial or class dodge bonus to AC, you may sacrifice any amount of your own dodge bonus and apply it to any allies within a 10 ft. radius. While you may divide up the dodge bonus among your allies however you wish, it is always a one-for-one exchange; for instance, a dwarf might give 2 separate allies each +2 dodge bonuses to AC against giants, using up all 4 points of his racial dodge bonus; he would therefore have no dodge bonus himself.

SLAYER'S BLADE [GENERAL]

You know how to kill a flat-footed giant in one blow.

Prerequisites: Dwarven blood, sneak attack damage +6d6

Benefit: If an adjacent giant is flat-footed, you may attempt a coup de grace against it as a full-round action that does not provoke attacks of opportunity. No sneak attack damage is included in the damage done or the giant's Fortitude save to avoid death.

Normal: Only helpless opponents may be coup de graced.

STEADFAST [GENERAL]

You are very stable and are difficult to bull rush or trip.

Benefit: You gain a +4 circumstance bonus to rolls to defend against bull rush and trip attempts.

SHADOW OF THE BRUTE [GENERAL]

You can use an opponent's size against him.

Prerequisites: Dwarven blood, sneak attack, base attack bonus +2 or higher

Benefit: When you strike a larger target in melee you can position yourself so it is harder to strike you. For every +1d6 of your sneak attack damage that you sacrifice for the round you gain a +2 dodge bonus to your AC against all larger opponents until your next action. You may only sacrifice sneak attack dice in special feat attacks once per round.

WORDS OF WRATH [GENERAL]

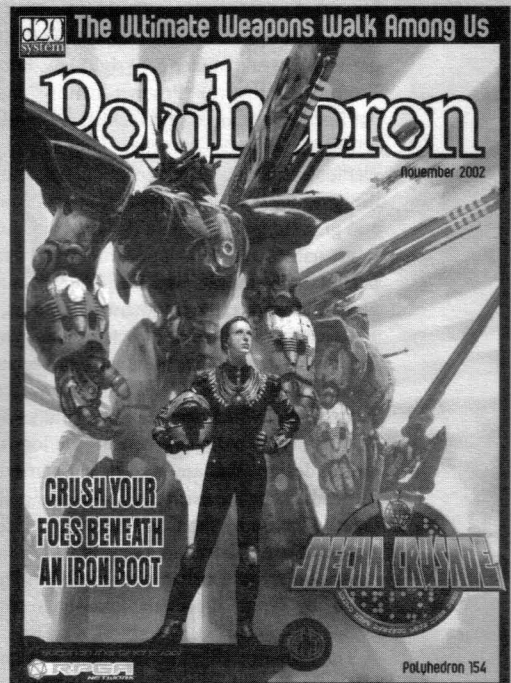
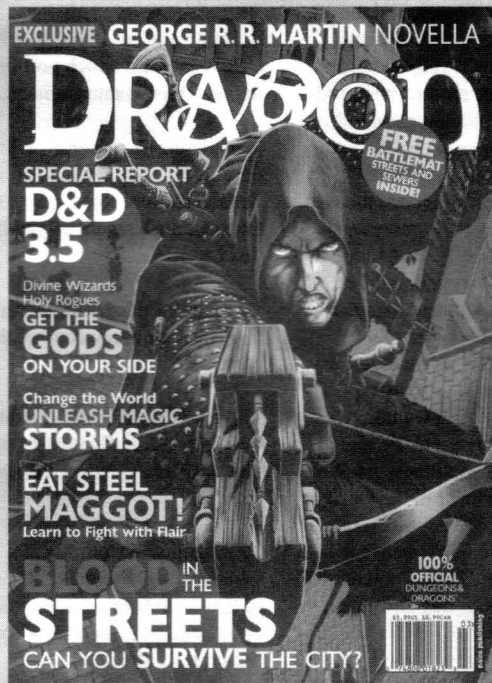
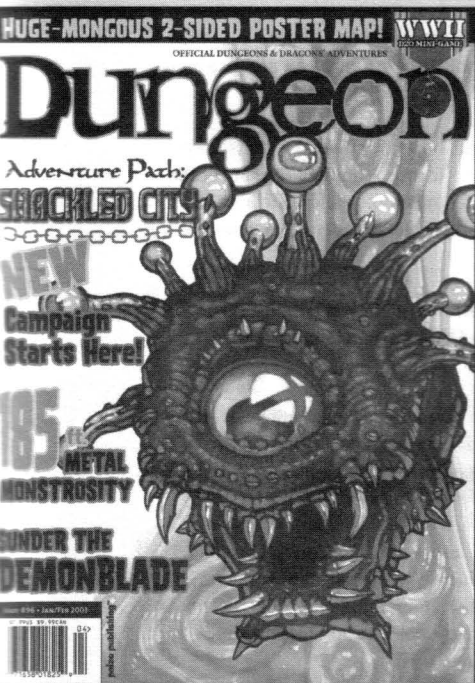
You can unnerve giant foes with your god's power.

Prerequisites: Dwarven blood, worship a dwarven deity, turn or rebuke undead, caster level 4+

Benefit: You are a channel for the ancient enmity between the dwarven and the giant gods. You may use your turning attempts to attempt to unnerve giants within a 60 ft. radius; any that are affected are shaken for 10 rounds, but they may still act normally and may attack you. If you have twice as many levels (or more) as the giants have Hit Dice, those that are affected become panicked for 10 rounds and attempt to flee. If you approach within 10 feet of panicked giants, they overcome being panicked and may act normally.

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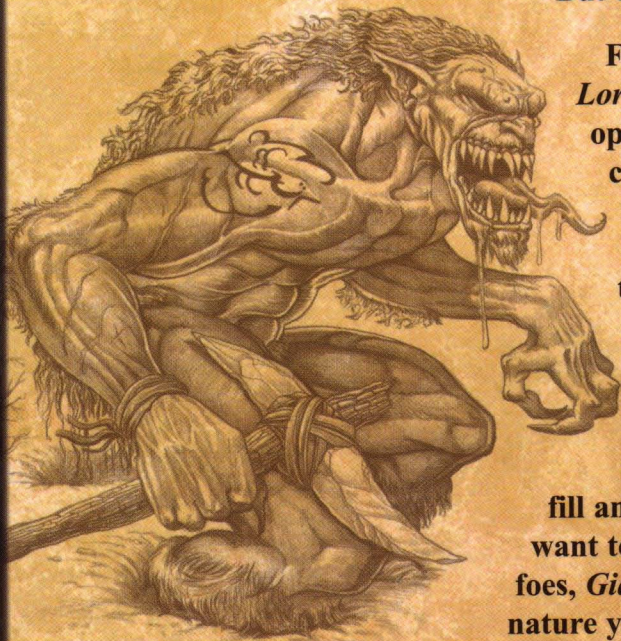
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GIANT LORE™

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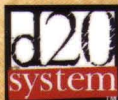
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