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THE
SLAYER'S
GUIDE
TO
GIANTS



QUILLIAMS
2003

Ian Sturrock

STONE GIANT

12 FEET
1500 POUNDS
SMOOTH GRAY
SKIN



The Slayer's Guide To Giants

Ian Sturrock

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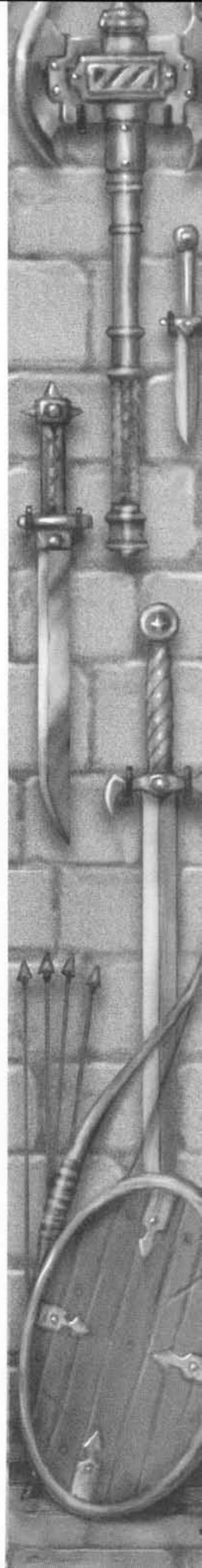
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INTRODUCTION

In legend, few creatures command such a powerful, superstitious awe as giants. In fantasy campaigns though, they are often dismissed by players, seen as a mere step on the way to higher-level encounters with dragons or demons. A means of garnering plenty of experience points, but not a serious challenge to a well-equipped party with a spellcaster or two and the first clue about tactics. Such a complacent attitude can be very dangerous, particularly if the giants use their natural advantages to maximum effect.

Giants are often first encountered singly or in small family groups, either menacing a local community or preying on travellers through mountainous country. At higher levels they may be found in larger tribes, often working with lesser creatures such as ettins, trolls and even lowly orcs, along with the occasional powerful enemy such as a dragon. With almost as much versatility as the typical humanoid creature, most giant races are capable of advancing in character classes, and whether simple barbarians to capitalise on their obvious strengths or more

dangerous classes such as the much-feared giant sorcerers, adepts, and clerics, these advanced giants can provide a serious boost to the challenge set by any giant encounter.

This present volume comprises knowledge drawn from scholarly studies alongside tactics and survival tips offered by adventurers who have tangled with giants and lived to tell the tale. Games Masters will learn many intricate details about giant life and culture, enabling them to make truly memorable encounters with this race for their players, while the players themselves may learn a fact or two that might just save the lives of their characters.

THE SLAYER'S GUIDES

This series of supplements, designed for use in all fantasy-based d20 game systems, takes an exhaustive look at specific monster races, thoroughly detailing their beliefs, society, and method of warfare. Typically, these will be races all but ignored by Games Masters and players alike who view them as little better than cannon fodder.

GIANTS – CRUDE DESTROYERS

Each Slayer's Guide features a single race or closely related group of races, in this case giants. You will find detailed information on giant physiology, habitat, and society, giving you a fundamental level of understanding on how this race exists and interacts with the rest of the world. Players can learn the types of combat tactics giants are likely to employ against their characters and Games Masters are given guidelines on how to introduce giants into their existing campaigns, and will also benefit from material demonstrating how to portray these creatures to the players. Several new giant races can change the expectations of any encounter, as do the new giant feats that alter the standard giant into something even more terrifying. Scenario hooks and more information on giants' bags round out the portrayal of this dangerous foe. Finally, a complete adventure, *The Fire Giant's Bride*, is presented to offer more of an insight into giant culture and lairs.

There is more to giants than first meets the eye. After reading the *Slayer's Guide to Giants*, you may never view these monsters in quite the same way again.



'Phileas, Phileas! Pack your bags, I've got us another assignment!'

Brandlo came rushing into the room, breathless with excitement, as usual. I was napping after a light mid-morning snack of pork pie, cheese, cream cake and a large cup of chocolate melted into frothy warm goats milk.

'Where've you been, Brandlo? You missed second breakfast. I ordered for you, but when you never showed I had to eat it or it would have spoiled.' I belched quietly. I worry about Brandlo. I sometimes think he is less than a full-blooded halfling. I swear he must have some gnome in him somewhere.

'Never mind about that now!' he blustered. 'There's a fellow downstairs from this village five leagues away. He says his people are being threatened by a mountain giant. Was it a mountain giant, or a giant as big as a mountain? Anyway, it's some sort of giant and I figured we could get it with the old bird and cheese trick!'

He ran around stuffing his belongings into his knapsack; two clean shirts, spare breeches, leather waistcoat, tool-kit, tinderbox, throwing daggers.

'What do you mean, the bird and cheese trick?'

'OK,' he said, perching on the edge of his bed and picking up a lump of cheese from the remains of my elevenses. 'Giants are notoriously short-sighted, right? Well, we challenge this giant to a contest. First, we challenge him to squeeze water from a stone. He squeezes a rock, we squeeze the cheese.'

He squeezed the cheese. It crumbled to bits. I raised one eyebrow at him.

'So we use different cheese! Phileas, you're always so negative! Anyway, then we see who can throw a rock the highest. When he throws a rock, we throw a bird. Bird flies off and disappears forever. We win, giant goes away in a huff, village is saved, we are heroes!'

'And where do we find this convenient bird?'

'Oh, you can conjure something, can't you?'

Why do I ever listen to him? We've been adventuring together for three years now, and nearly all the money we have made on our travels has been spent on patching Brandlo together again afterwards. I could mention our completely botched venture to capture the Green Hound of Budon, but I won't. I ate nothing but boiled chickpeas for weeks after that. Brandlo, needless to say, has no recollection of the affair, and insists he was visiting his wealthy and very eccentric Aunt Philandea for the whole time.

The midday sun saw us hitching a ride on an ox-cart heading East, towards Brown Knowl, where this Hill Giant, or whatever, was being a nuisance. The old man from the tavern who had hired Brandlo travelled with us.

'So tell me more about this giant,' I said, by way of conversation. 'How big did you say it was?'

'It's huge!' exclaimed the old man, 'Ten miles high at least!'

'Ten miles, you say?' I frowned at Brandlo. He shook his head dismissively. The old man must be exaggerating.

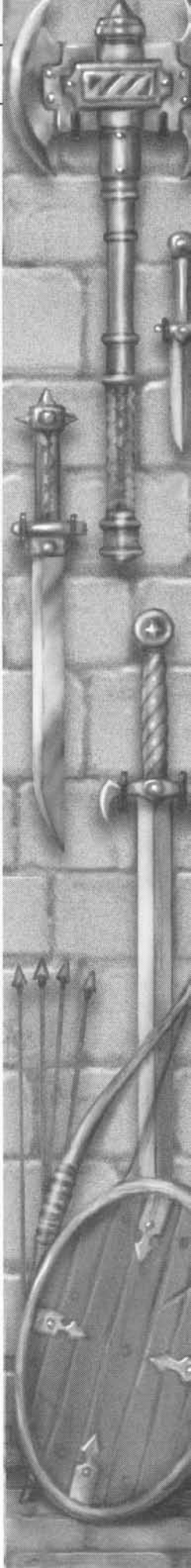
'It arrived last Thursday,' the old fellow continued, 'and began demanding maidens in sacrifice. My daughter is the only young woman in our village who, erm, fits his requirements, and he says he will squash us all flat by tea-time today if he cannot have her'

'I understand your predicament, sir,' I said.

'I don't mean to sound ungrateful,' he went on, 'But aren't the two of you a little short for Giant-Killers?'

'Nonsense!' interjected Brandlo, 'Halflings make perfect Giant-Killers! We are used to fighting creatures so much larger than ourselves. What is a few extra feet?'

'Indeed,' muttered the old man.



GIANT LORE

As with so many of the creatures depicted in fantasy role-playing games, giants originate in folklore, myth and legend. Giants, or very similar monsters such as cyclops or ettins, appear in the tales of cultures around the world. This chapter explores some of those tales and myths, allowing the Games Master to tailor his portrayal of giants depending on their legendary origins, and giving players some hints as to giant psychology. These hints will be expanded in the Jack the Giant-Killer chapter.

This chapter can also be used if the Games Master's world has any cultures roughly based on real-world ones. He can easily define certain areas as being home to very specific giant races, so that any Viking-analogue races in his game-world can border on the lands of the frost, rime and fire giants, whereas his anakim and nephilim hold great tracts of land near to desert regions. Specific literary or folkloric sources are listed where relevant, so that the Games Master can easily plunder them for his own games, perhaps creating myths for his game-world that echo the myths of various earthly cultures.

Note that this chapter also introduces certain new giant types for the first time. Full game statistics and descriptions of the new giant races can be found in the Giant Races chapter.

HILL GIANTS, LAND GIANTS AND MOUNTAIN GIANTS

These are the generic big, ugly, thick-witted giants of medieval and later European folklore, whose main purposes in life seem to be ravaging the countryside, destroying towns, and being killed by the easy trickery of human boys and other heroes. They often quarrel amongst themselves, and can be conned into so doing by simple tricks such as ventriloquism (a technique made famous in modern times by Gandalf when dealing with the trolls in *The Hobbit*, but derived from European giant folktales such as *The Valiant Tailor*). Thus the deadliest enemies of this type of giant are often one another, since even their thick skulls cannot withstand repeated attacks from their fellows' clubs.

Land giants are mentioned in both folklore and myth. Many villages have tales of giants so huge their strides were six miles long or more. In Norse legend, the clay

giant Mokerkialfi was nine miles tall, and proved a tricky foe for Thor's attendant, Thialfi, to defeat in a duel.

Breeding

In folklore and myth, these giants are almost always male, as though they reproduce by breeding with the Earth herself or are somehow spontaneously born from the land; thus most of the names provided for them in Appendix I are also male. A few, particularly the land giants, may fall in love with mortal women, but such loves are usually doomed before they begin. The occasional giantess tends to be a land giant rather than one of the other types, not just a mere monster but a goddess or personification of the land herself.

When families of hill or mountain giants are depicted, it is often as degenerate humans. This is common in Scottish myth, with two famous savage cannibal families that were also sometimes called giants being Sawney Bean and the ogrish family in the novel *The Yellow Frigate*.

FIRE, FROST AND RIME GIANTS

These savage and dangerous foes are not just firmly based on Norse mythology, they form the very core of much of that mythology, which revolves almost entirely around the epic battles between the gods and giants.

Rime and Frost Giants

Frost and rime giants are primal forces, representing ice, snow, hail and winter, which in northern lands are the main killers. A child or elderly person died of exposure or simply froze to death, and the frost giants were blamed. Odd-looking ice formations, caused by melting and re-freezing, might resemble figures and be named rime giants.

Rime giants, as well as being simply tougher, scarier versions of frost giants, also had a role in the beginning of the world. In the Norse creation myth, a primal rime giant, Ymir, was the first living creature on Midgard, the equivalent of the material plane in d20 System terms. Ymir was slain by the god Odhinn and his brothers Vili and Ve, all three of whom were also descended from an ancient frost giantess, Bestla, as well as a divine being called Buri. Ymir's blood washed away all the frost and rime giants save for a small, select few (which has echoes of the Babylonian and Judaic flood mythology – see the entry later in this chapter on anakim and nephilim).

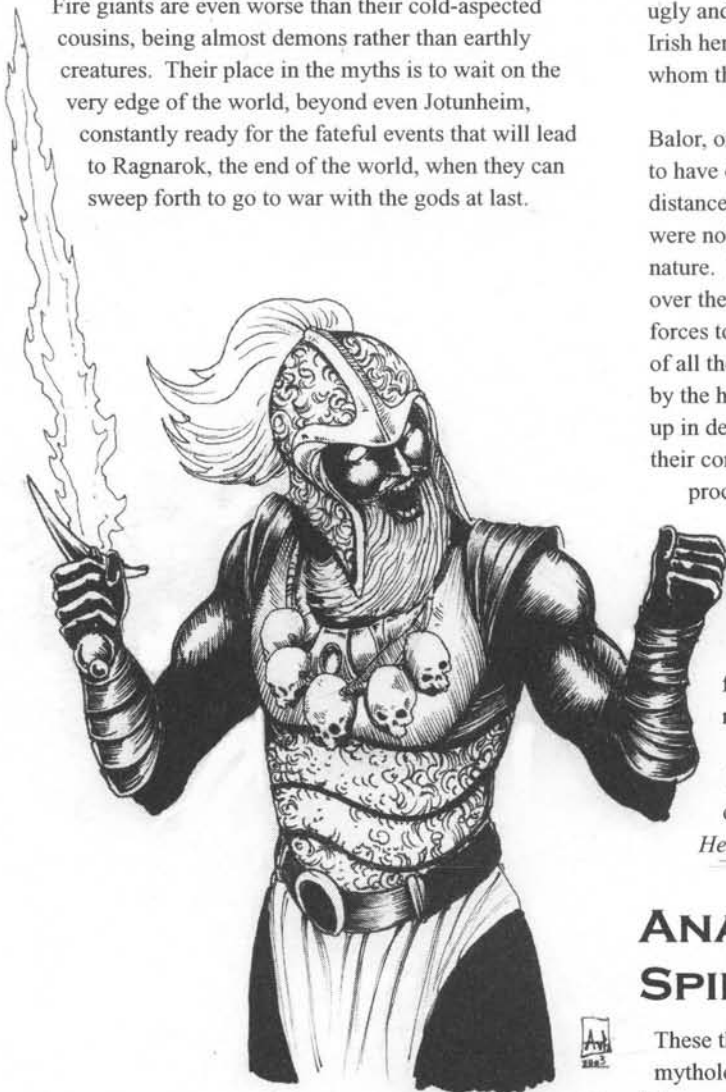
Ymir's corpse was so huge that the three gods chopped it up and used it to make the continents of the world. Giants

of this incredible size are perhaps better covered by the land giant race in game terms, though it is made clear in the tales that Ymir was the first of the rime giants.

Ymir's descendants were the frost and rime giants, though it might also be considered that all the giant races save the fire giants descend from Ymir. Ymir's brood soon multiplied once more after the cataclysmic flood, settling in the far northern region of the world in a land known as Jotunheim, literally 'Home of the Giants.' From here they regularly raided the lands of men and journeyed forth to attempt various schemes against the gods. Physically more powerful than most gods, the giants were kept in check only by the god Thor and his magic hammer. Thor was stronger even than the giants, due to being part giant himself – indeed, his name is related to the word *thurs*, which means 'giant.'

Fire Giants

Fire giants are even worse than their cold-aspected cousins, being almost demons rather than earthly creatures. Their place in the myths is to wait on the very edge of the world, beyond even Jotunheim, constantly ready for the fateful events that will lead to Ragnarok, the end of the world, when they can sweep forth to go to war with the gods at last.



Half-Giants

Half-giants are quite prominent in Norse mythology, with even deities often mating with giants to produce particularly powerful offspring. The goddess Gefjon is a classic case – she took the form of an ox and mated with a giant to give birth to four supernaturally large and mighty oxen, which she later used to claim a vast tract of Sweden as the fulfilment of a bargain. The deal was that in return for pleasuring the King of Sweden, she could take as much land as she might plough in a day. By using these astonishingly strong ox-sons to pull her plough, she was able to stake a claim on the entire island of Zealand, which at that time was part of Sweden, and tow it away to sea.

FOMORIANS

Mentioned several times in the Irish *Book of Invasions*, the fomorians are classic giants that are probably another of the sources for the later folk-tale giants, being brutish, ugly and stupid. They are a necessary foil for the great Irish heroes, a personification of pure evil and tyranny with whom the bards and their audiences had no sympathy.

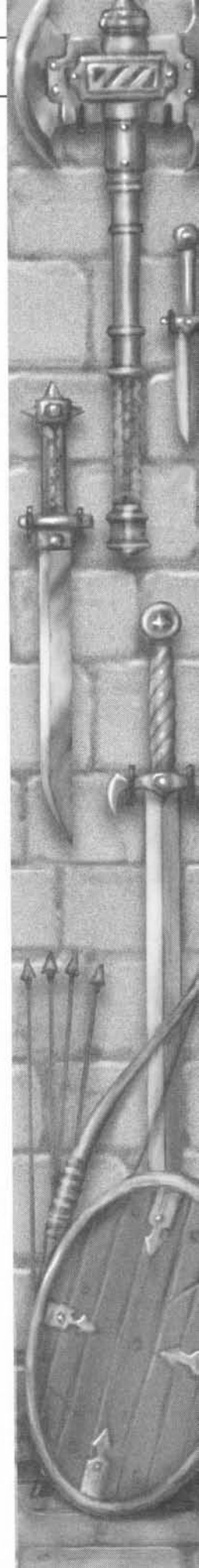
Balor, one of the legendary fomorian kings, was said to have one baleful eye that killed his enemies from a distance, like a bolt of lightning. All fomorian kings were noted for their cruelty and punishing, domineering nature. Morc and Conann, two kings who reigned together over the fomorians in an earlier age than Balor, led their forces to conquer all of Ireland and then taxed two-thirds of all the milk and two-thirds of all the children produced by the humans living there. The humans finally rose up in desperate rebellion and threw off the evil yoke of their conquerors, very nearly dying out themselves in the process.

Another fomorian king, Cenchos the Footless, was a typical example of the deformed fomorian race. Unlike the Irish of myth, who required their kings to be physically perfect, the fomorians seemed to revel in having kings even more freakish and misshapen than the rest of them.

For a somewhat different d20 System interpretation of the fomorians, see the *Sláine RPG of Celtic Heroes*, also from Mongoose Publishing.

ANAKIM, NEPHILIM, AND SPIRIT NEPHILIM

These three giant races are all derived from Middle Eastern mythology, with Judaic, Egyptian, Canaanite, Phoenician,



Ammonite and Babylonian legends having tales of mighty and often noble giants. At one time it was said the whole of Canaan was occupied with savage giants.

Nephilim

In some versions of the myth, the nephilim were the sons of god, semi-divine manlike creatures of great stature, said to be 'the heroes of old.' They found human women highly attractive and mated with them, both by rape and by marriage, until a great many crossbreeds resulted. These were the anakim.

In other versions, the nephilim themselves were the result of cross-breeding between the sons of god and the daughters of man. In either case, their name means 'the fallen' and so they are sometimes equated with fallen angels, though given their clear place in the material world rather than in Hell, it is clear they have not fallen far. If they are fallen angels, they might be equated with later Christian Celtic faerie tradition, which indicates that the elves or faeries are those angels who sided with neither God nor Satan and were banished to earth for their inability to make a decision.

Spirit Nephilim

The spirit nephilim are the ghosts of the nephilim who died in the first great Flood that is noted in both Judaic and Babylonian myth. The Babylonian version of this is given in the Giant Races chapter as part of the description of the spirit nephilim. In the better-known Judaic version, the nephilim were destroyed for their 'wickedness,' though there is a hint that this wickedness may have been more to do with their breeding with human women than anything else.

Anakim

The anakim are firmly based on Judaic mythology, with Goliath and King Og of Bashan being the two most famous members of that race. The Israelites made many long wars against the anakim, finally defeating them by killing all their heroes, then taking their land to settle in. The Hebron region where the anakim cities and tribes were most concentrated was a highly fertile land, very much coveted by the Israelites. Pomegranates, figs and grapes were said to grow to an enormous size, fit for anakim mouths and stomachs but also highly appealing to humans looking for a new place to farm. Judaic texts bear witness to the excellent defences of the anakim settlements, and the high quality of the weapons borne by their warriors.

The Egyptians, too, hated the anakim and left behind lengthy curses against them in the form of pottery figures

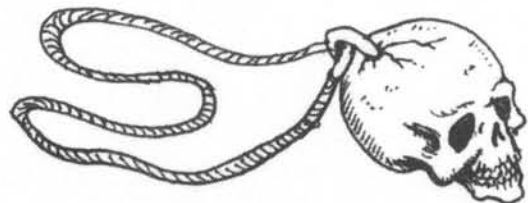
or vases that they smashed to release the spell (see the Jack the Giant Killer chapter for a way to translate this into d20 system terms).

STONE, CLOUD AND STORM GIANTS

There are legends of giants making mountaintops thunder with their rock-throwing and shouting. This could be partly responsible for the storm giant concept in the d20 system. Storm giants are also similar to certain of the tough, intelligent giants of Norse myth, the ones that can tangle with the gods on very nearly an equal footing and whose kings are often able to create strange illusions, though if such are indeed storm giants they are an evil variant. It is rare to find a good giant in the Scandinavian legends, though some are more selfish than evil.

So far as I am aware there are no particular antecedents for the cloud and stone giants in myth or legend, though the cloud giants have something of the feeling of titans (who are a separate race in the d20 system of course) and the stone giants are rather like certain of the underground-dwelling trolls who attend giants in Norse myth. That said, the Norse legends are often unclear as to the precise 'type' of the giants they depict, and any or all of these could fit in extremely well with a Norse-style setting.

Alternatively, these giants work extremely well in the medieval European-style setting that seems to be the default d20 fantasy world. They may be less appropriate in the tropical or desert regions to the south or east, depending on how closely that world is an analogue to the terrestrial world, or they may be found universally throughout the world.



AM

THE PHYSIOLOGY OF GIANTS

The immediate assumption an observer might make on seeing giants for the first time is that they are just like big humans, in every respect. After all, even the degenerate forms such as mountain giants and hill giants closely resemble humans in every way other than their sheer scale. Indeed, the hill giants are not so much larger than the occasional human who grows to a freak size, though the uneducated may not realise such a human is not, in fact, a hill giant himself.

The truth is a little stranger, as it so often is when dealing with monstrous creatures. It is perhaps inevitable that giants, particularly those giant races that are adapted to a particular element such as frost or fire giants, will have a physiology at least somewhat distinct from that of a scaled-up human.

RAVENING MAN-EATERS

The giants of folk legend almost always feast on human flesh, as their preferred meal above all others. Legends, of course, are not always the most accurate source of information, though there are so many such legends that it seems likely there must be a grain of truth to them. Other tales tell of giants who eat vast quantities of cows or other farm animals, scooping them off the grassy ground and munching them whole like so many raw mushrooms.

Diet

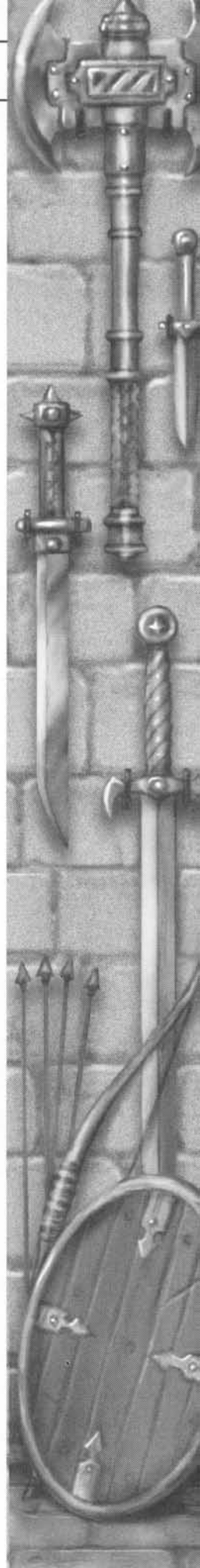
Many giants do indeed prefer human flesh to other meats. The more savage will eat it raw, whereas some such as fire giants may make a great stew or broth of human meat. Those who do eat humans are generally just as happy to make a dinner of elves, dwarves, halflings and almost any humanoid, favouring children if they can get them, or well-fed farmers or other fat rich folk if they cannot. Literate giants often write down their cooking experiences, and these grisly recipe-books can make an extremely disturbing find for the giant-slayer.

Good-aligned giants do not as a rule eat humans or other sentient creatures, though many secretly crave such delicacies, much as vegetarian humans so often seem to miss certain types of meat. Those who give in to their cravings usually soon change their alignment to evil, though a few 'ethical' cannibalistic giants have been

On the question of their diet, these most monstrous, ravaging creatures are one of the worst culprits for cannibalistic evil in the world! Indeed, every giant, from the lowliest hill giants to the enormous cloud giants, despite the misguided claims of certain scholars that the latter creatures are oft-times friendly towards humanity, dines on several dead humans per week. Childhood tales of bogey-man giants eating human flesh are, for once, absolutely true. Many an unwary traveller has met his end in a hill giant stewpot, bawling out his pain as the creature boils him alive!

Giants can thrive on nothing other than human flesh, and the giant that does not get his 'ton of flesh' on a regular basis soon withers away to nothing, becoming as an ordinary human, which, in truth, is all these overgrown cannibals ever really were; just as the scrawny man who feeds on his own kind becomes a ghoul, so the muscle-bound athlete or mighty-thewed barbarian who turns to eating man-flesh, by a process relating to the ancient Law of Progression to the Ideal, grows still larger, stronger, and more savage, until at last these degenerates are claimed by some misguided sages to be a separate race.

Any who have eyes to see can know at a glance that the hill giant is no more than such a freakishly tall human with cannibalistic tendencies, while the stone giant is similar but for his troglodytical ways causing him to resemble the rocks he burrows beneath. So-called frost giants and fire giants, too, are the same species as mankind, yet their elemental humours are unbalanced one way or the other due to their cannibal activities, which every god since the dawn of time has condemned as evil, and with good reason! Even the lofty cloud and storm giants are merely the result of in-breeding of primitive specimens of giantoid humans, and, too, the more human flesh a giant eats the larger he grows!



PHYSIOLOGY OF GIANTS

known. These giants make a strange feast of humanoids that have died naturally or accidentally, or eat only their sworn enemies, rather than killing sentient creatures solely to eat them.

The more successful giants may feast on the meat of humanoids on a regular basis, possibly eating several in one day, though these are the minority. Most content themselves with catching large herd animals from farmers or nomads, such as cattle, goats and sheep, as their main diet. These giants generally regard humanoid flesh as a rare and delicate treat.

Giant tribes in more remote areas organise hunting expeditions to take down large game, up to and including such creatures as elephants, dinosaurs, and bison. These use much the same tactics as are preferred by human hunters, including sophisticated ambushes, careful employment of advantageous terrain, and traps.

Most giants are also willing to eat a more varied diet, including roots, berries, and similar fruit or vegetables, just

as are smaller humanoids, particularly when meat is less easily available. However, giants do need a certain amount of meat, unlike humans; no giant will do well on a purely vegetarian diet. Commonly they use vegetable and fruit matter to bulk out a meat meal, rather than to replace it, and the giant who attempts to live without meat will soon find himself in almost as sorry a state as if he had allowed himself to starve outright.

Digestive System

Giants have large stomachs, though no larger than might be expected in proportion for their size. However, their gut is relatively short, as befits a predominantly carnivorous creature. Their teeth are well adapted for tearing flesh, with prominent incisors and canines, allowing certain of the larger giants to bite effectively in combat if no more sophisticated weapon is available.

Giants of all types can comfortably digest both raw and cooked flesh. The habitual diets of each giant race are no more than cultural preference, and the hill giant who lives

'Swallowed 'Ole, 'E Were!'

Some of the larger giants, especially the new giant races detailed in this book, may swallow their victims alive. It is also possible for any giant to swallow whole a helpless creature two size categories smaller than himself as a standard action, so long as he first spends a move-equivalent action picking it up. This is common practice for the more primitive giants such as mountain giants and fomorians, who may pause in their fighting for a moment to munch on a downed opponent, so constant and extreme is their hunger.

A creature swallowed whole by a giant will suffer bludgeoning damage and acid damage each round from the process, depending on the giant type. It may attempt to cut its way out using a light slashing weapon to deal damage to the gut, as shown.

Giant Type	Bludgeoning Damage	Acid Damage	HP damage to escape	Gut AC
Anakim	1d6+5	4	15	21
Cloud	2d6+12	6	25	27
Fire	1d8+10	4	22	23
Fomorian	1d6+5	4	12	18
Frost	1d8+9	4	21	24
Hill	1d6+7	4	18	24
Land	8d10+40	10	300	115
Mountain	2d8+16	6	37	30
Nephilim	1d6+5	4	12	20
Rime	2d8+12	6	33	28
Sea	8d6+19	8	48	30
Storm	2d6+14	6	28	27

It is often stated, notably in the fallacious texts of Bax and Glawker, that all giants' diets consist solely of human flesh. Had the Royal 'Sages' the sense of even their most obdurate students, they might have considered doing a little arithmetical calculation to ascertain whether or not their theories hold true.

Take the humble hill giant, the smallest of the giant race. This stocky fellow is as broadly built as a strong human, but significantly larger in proportion, almost three-and-a-half ells tall and weighing nearly 1200 mercantile pounds*. Compare this to the strong human weighing perhaps 260 pounds, and we find that the giant must eat $1200/260 =$ over four-and-a-half times as much to survive. Your athletic strongman will frequently consume upwards of twenty pounds of meat in a day, meaning that a hill giant will need to eat $4\frac{1}{2} \times 20 = 90$ pounds of meat per day, or one adult human (since not all of a human's weight is edible meat).

One human per day, or over three hundred and fifty humans per year, per hill giant. In areas such as the Black Mountains or Border Fells, the sizable hill giant populations would soon have utterly destroyed the local human towns if each giant were eating 350 people a year. This is to say nothing of the other giant races – the frost giants of the north, for example, would need to eat almost nine hundred humans per year, per giant, just to maintain their considerable physical prowess!

Further investigation, including studies of actual giants by my team of *invisible* scholars over several weeks, reveals the giant diet to be far more prosaic than is suggested by Bax and Glawker's essentially fatuous accounts. Full details of the results of these studies can be found in Appendix II, but suffice it to say that, as an example, the typical hill giant eats human flesh perhaps an average of ten to twenty times per year**, and many of those feasts of foulness will involve several giants sharing an individual human corpse. It is true that most giants prefer flesh of one kind or another, but it seems from our observations that such flesh is more likely to be found in the form of stolen human livestock or wild beasts such as boars, rabbits, and even horses, all of which we saw giants attempt to catch with varying degrees of success and enthusiasm.

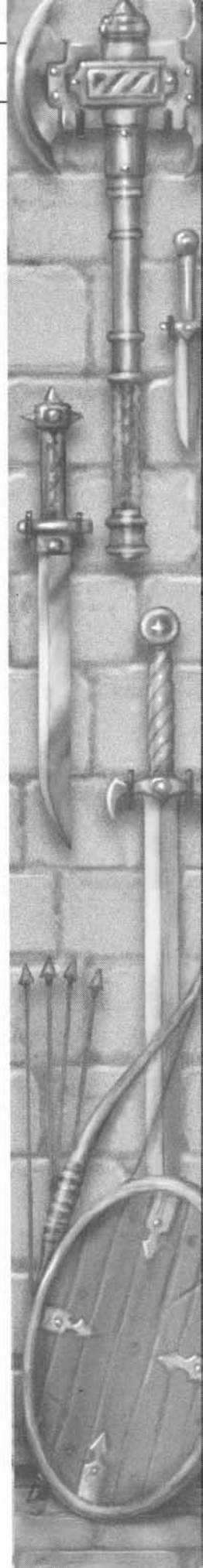
As might be expected, the more remote the giant's habitation from human or humanoid outposts, the less sentient flesh was consumed. Frost and rime giants appear to subsist predominantly on elk and lesser deer, for example, with only the very occasional raid into isolated human villages. Such raids appear to form an important part of the frost giants' ritualistic and tribal life, being analogous to the tests of manhood found in many of the more primitive human societies.

We also witnessed omnivorous behaviour on the part of giants, both among those who were for whatever reason unable or unlucky with killing meat animals or humanoids, and those who used other foodstuffs to supplement such killing. Hill giants will often batter down a tree to get to a bees' nest, for example, then tear at the honeycomb in much the same manner I have seen bears do, careless of the bees' feeble stings by virtue of their thick skins.

*For those of my readers who insist on dealing with the newfangled and unscientific sixteen-ounce pounds, multiply all weights given here by 15/16 to make a conversion.

**Note that where possible, myself and my team-mates used our magic to intervene and prevent the assault on humankind which would have led to those unfortunates meeting their dooms in a giant's stewpot, often at great risk to ourselves. However, by dint of careful calculation, we were still able to average out the various giant races' consumption of human flesh and gather vital data for our study, in the process serving the valuable purpose of saving many a life and exterminating many a menace.

From *The Big Lie: A Critical Review of Bax & Glawker's Giant Scholarship* by Loremaster Ibbin Stranton, with Lore-Prentice Halgar Coyne and Lore-Prentice Eli Gowen.





in a fire giant community will soon learn to enjoy his meat in a stew rather than raw, steaming and straight off the bone.

LIFECYCLE

Giants are usually more long-lived than humans, but otherwise the lifecycles of the two peoples are startlingly similar. A baby or infant giant is far smaller than an adult, but may still be of Small size or larger, potentially as big as or bigger than an adult gnome!

Most giants grow fairly rapidly, and even giant children can be formidable opponents. Indeed, among the evil giant races, gangs of giant adolescents are not unknown. These giant hooligans run completely wild, even more so than adult giants, raiding human settlements, burning fields of crops and openly murdering anyone they find.

Adult giants, as might be expected, are extraordinarily strong and tough well into middle and old age, though inevitably the younger adults are stronger and healthier still. The Aging Effects for Giant Characters box is provided for use by giant characters, whether player-run or Non-Player Characters.

Aging Effects for Giant Characters

Race	Maximum			Age
	Middle Age*	Old**	Venerable***	
Anakim	32 years	50 years	66 years	+2d12 years
Cloud	150 years	225 years	300 years	+5d20 years
Fire	120 years	185 years	250 years	+5d20 years
Fomorian	70 years	100 years	150 years	+5d20 years
Fire	90 years	130 years	170 years	+4d20 years
Hill	80 years	110 years	140 years	+3d20 years
Land	10,000 years	15,000 years	20,000 years	+100d% years
Mountain	110 years	165 years	220 years	+4d20 years
Nephilim	400 years	550 years	700 years	+3d% years
Rime	250 years	380 years	500 years	+2d% years
Sea	400 years	600 years	800 years	+4d% years
Storm	200 years	300 years	400 years	+2d% years

*-1 to Str, Con, and Dex; +1 to Int, Wis, and Cha.

** -2 to Str, Con, and Dex; +1 to Int, Wis, and Cha.

*** -3 to Str, Con, and Dex, +1 to Int, Wis, and Cha.

Aging effects are cumulative.

Birth and Childhood

A giant childbirth is an incredible sight to behold, with labour sometimes lasting upwards of a week and the birth itself being a spectacle to say the least. A storm giant child can be up to 7 feet tall at birth, so the whole process is akin to watching an elephant or rhinoceros being born.

Giant children usually mature more quickly than human ones, despite the fact that most giants are longer-lived than humans. They are in the fortunate position of enjoying a very long youth and prime adulthood, with most giant races staving off middle and old age far longer than do humans.

By the time he is two years old, a hill giant child will have his first wooden club, and be capable of saying the words 'bash' and 'smash' in the Giant tongue, though few have learnt more than another five or ten words beyond that. Cutting a new club is an annual birthday ritual for hill giants from that point onwards.

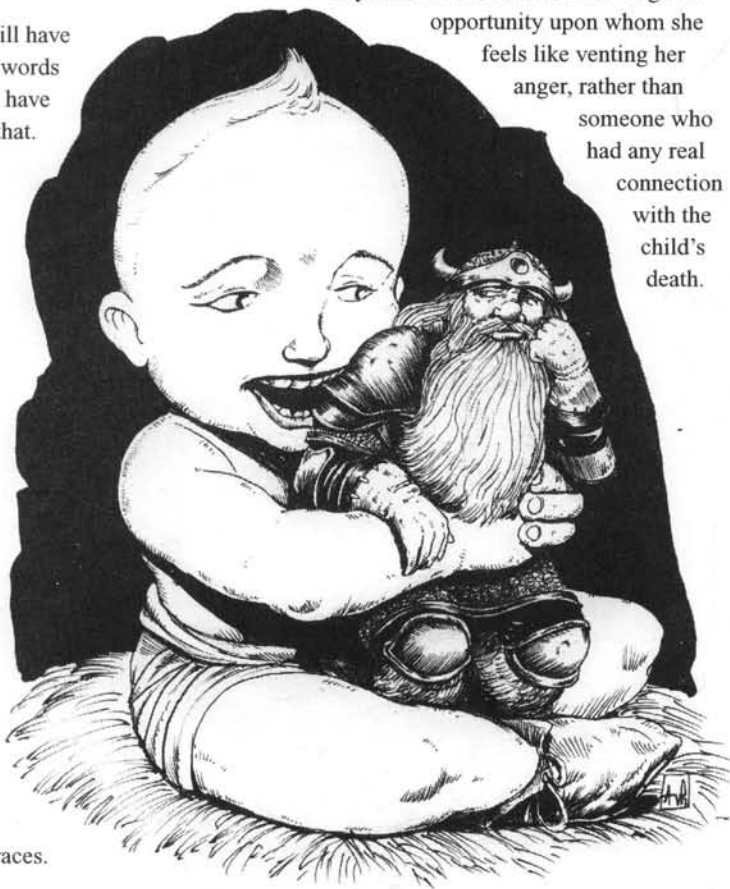
The other giant races develop similarly quickly, and many share the club-cutting rituals and culture. Even the relatively sophisticated cloud giants recognise the historic precedent for clubs as traditional giant weapons, recognising too that clubs are relatively safe to play with for their hard-headed children. Though a club may break a bone or two if giant children are particularly unlucky, it is at least unlikely to leave either combatant bleeding to death.

Breeding

Few human scholars have ever witnessed breeding giants, and it seems likely that almost as few would want to. However, accounts have been pieced together from giant scholars, with select few academically minded cloud giants and nephilim taking an interest in the differing cultural mores and courtship practices of the various giant races.

Most giants form life-long pair bonds, and breed only within those pair-bonds. Many ape human social arrangements, and call their mates 'husband' or 'wife.' In such a couple, the female will usually give birth only once every decade or so, waiting till her first child is close enough to adulthood to be largely self-sufficient before breeding once more. Giant children are considerably hardier than human ones, even when mere infants, and it is reasonably rare that they die through either violence or mishap. When they do, the female may breed again fairly soon, but usually only after slaying her first child's killer – or whoever she feels she can hold responsible for its death. In the chaotic-aligned giant societies, this might be any random old rival or other target of opportunity upon whom she feels like venting her anger, rather than

someone who had any real connection with the child's death.



Half-Giants

Tales of giants breeding with mortals, and even other creatures right up to and including gods and goddesses, are common in many cultures, as may be seen in the Giant Lore chapter. Somehow, whether by magic, divine will, or simple but strange biology, the offspring of this union does not always closely resemble either parent, let alone a combination of the two.

When a deity intercedes to create a half-giant hybrid, often by breeding directly with the giant concerned, he or she will often do so while in the form of another creature. This allows for the creation of any number of bizarre creatures, limited only by the polymorphing skills of the deity, though generally the creature that mates with the giant must be of similar size.

See p.16 for the half-giant template, which can be applied to any creature to represent just this occurrence.

GIANT RACES

Every adventurer worth his bullseye lantern has heard of, and likely fought, the common races of giant-kind – the hill giants and frost giants. Most have heard of their larger, tougher, and more mysterious cousins, the fire, stone, cloud and storm giants. It would take an impressively lore-versed bard or exceptionally well-travelled explorer to have much knowledge of the massive but stupid mountain giants, dread and wintry rime giants, sombre sea giants or savage anakim. As for the nephilim and land giants, those few scholars who have so much as heard of them presume for the most part they are no more than ancient legends.

As with the giants detailed in *Core Rulebook III*, the new giant race descriptions in this chapter have brief notes on giant society and combat. For Games Masters using these new giants in an extended campaign, a more thorough study of each giant society can be found in the Society chapter, while the Methods of Warfare chapter gives more detail on advanced combat techniques.

ANAKIM

Large Giant

Hit Dice: 10d8+10 (55 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft. (chainmail), base 40 ft.

AC: 22 (-1 size, +2 Dex, +6 natural, +5 chainmail)

Attacks: Falchion +11/+6 melee; or mighty composite longbow (+5) +9/+4 ranged; or rock +10/+5 ranged

Damage: Falchion 2d6+7; mighty composite longbow 2d6+5; rock 2d6+5

Space/Reach: 10 ft. (2)/10 ft. (2)

Special Attacks: Rock Throwing

Special Qualities: Rock Catching, Desert Adaptation

Saves: Fort +8, Ref +6, Will +3

Rocks

All giants are expert at throwing and catching rocks. The following special attack and special quality are applicable to all the giants described in this chapter.

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 up to 5 range increments. The size of the range increment varies with the giant variety. A Huge giant can hurl rocks of 60 to 80 pounds. A Gargantuan giant can hurl rocks of 100 to 200 pounds, and a Colossal giant can hurl rocks of 300 pounds or more.

Rock Catching (Ex): A giant of at least Large size can catch most giant-hurled rocks (or projectiles of similar shape) thrown by giants or other creatures of up to one size category larger than the giant. Once per round, a giant that would normally be hit by a rock can catch it as a free action. The giant must be aware of the attack.

Abilities: Str 21, Dex 16, Con 13, Int 9, Wis 15, Cha 12

Skills: Climb +3, Craft (weaponsmithing or armoursmithing) +5 or Handle Animal +7 or Survival +8, Jump +3, Spot +9

Feats: Improved Initiative, Point Blank Shot, Rapid Shot

Climate/Terrain: Warm desert, hills, plains and mountains

Organisation: Solitary, family (2-4 plus 30% non-combatants), raiding party (6-9 plus one adept or sorcerer of 3rd-5th level plus 3-5 war chariots plus 6-10 dire lions, or tribe (31-40, plus 30% non-combatants, plus 0 to 7 war chariots each with 2-3 dire lions, plus 1-3 adepts or sorcerers of 1st-6th level)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

The anakim are taller than humans, but are more rangy and lean than most of the heavily muscled giants of similar size. Almost all are blond, with a thick, shaggy mop of hair often caught up in a topknot, but little or no beard. Their eyes are silver-grey, glinting with hints of blues and greens. Other than having six fingers on each hand and six toes on each foot, and their great height, they resemble ordinary humans.

Most anakim adults stand around 9 feet tall and weigh 850 to 950 pounds. They are somewhat shorter-lived than humans, living up to at most 90 years old.

Though they are a savage and barbarous people, the anakim are possessed of no mean smithing ability and are typically clad in mail armour and armed with great curved swords and powerful bows. The anakim are said to be closely related to the nephilim, though without that people's intelligence and civilisation.

Anakim rarely carry their possessions in bags, unlike most other giants. Most of their wealth will be worn, in the form of gold or silver jewellery, especially torcs, lunulas, pendants or other neck adornments (their name is said to mean 'those who wear necklaces'). Other items will be stored in the low clay or stone houses in which they live.

Combat

Anakim are extremely warlike and love to fight anyone available. If no enemies are nearby, they will often brawl among themselves, with squabbles over the most minor issues leading to fights to the death. Anakim prefer to engage foes from a distance to begin with, loosing massive arrows from their deadly longbows when those weapons are available or hurling rocks if not. When anakim use thrown rocks, their range increment is 90 feet. The outsized composite longbows favoured by anakim have a range increment of 130 feet.

Once within melee combat range, anakim launch themselves at their opponents with all the savage speed and fury of panthers, dealing out great hacking blows and rib-splitting stabs. Often the initial attack will be a charge, but the anakim are tactically aware, and if facing determined or experienced opponents, will take a step back to take advantage of the greater reach of their massive falchions. They are also highly courageous, and quite prepared to take risks if they see an advantage in so doing.

Anakim who are going raiding or are in defence of their tribe use war chariots, each pulled by a pair of dire lions. Full information on anakim war chariots can be found on p76.

Desert Adaptation: Anakim have a +2 circumstance bonus to all Spot, Listen and Survival checks while in desert terrain, due to their long familiarity with such regions.

And there we saw the giants, the anakim, which come of the giants:

And we were in our own sight as grasshoppers, and so we were in their sight.

- Ancient Chronicle

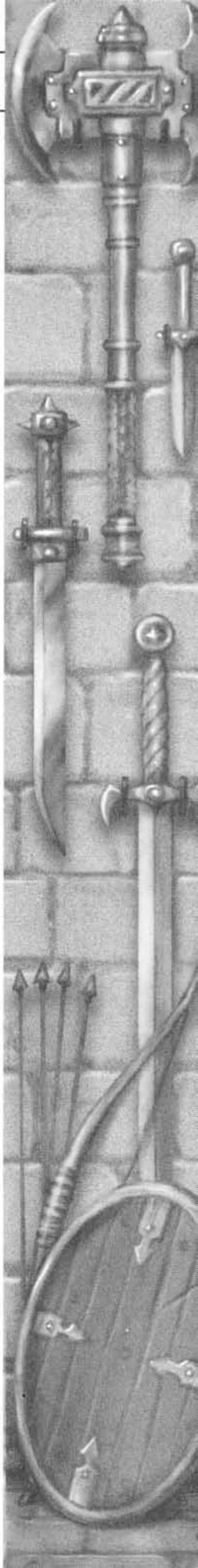
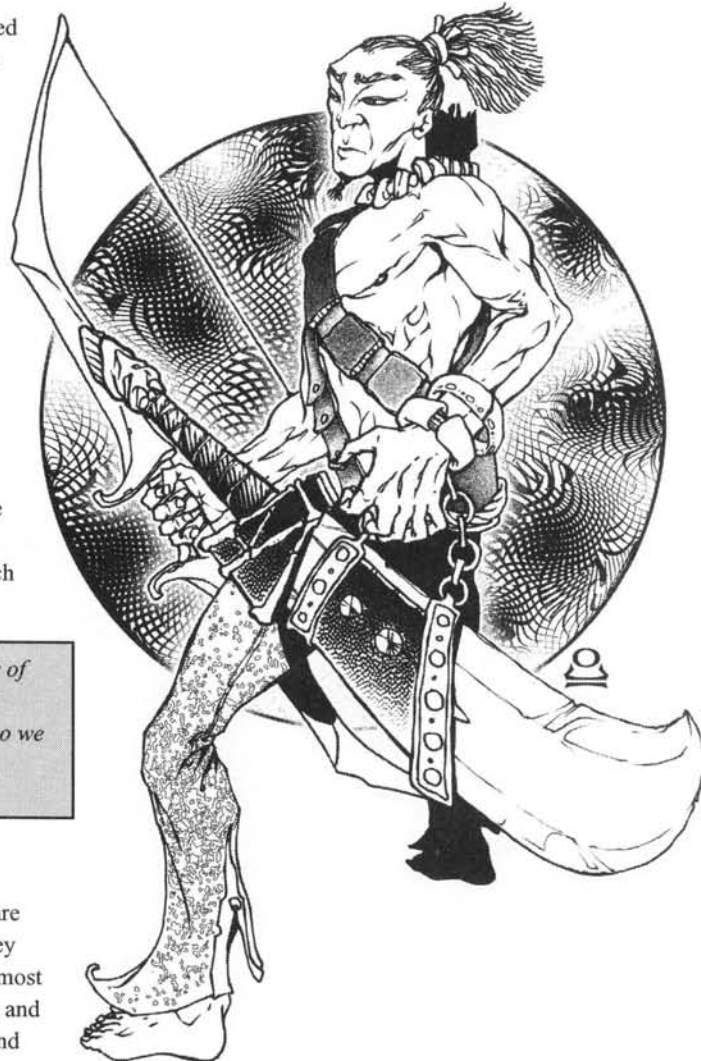
Anakim Society

Anakim live, hunt and fight in tribes, most of which are based in small, heavily fortified villages. In battle they are lead by a war-chief, who is almost invariably the most experienced male non-spellcaster, though both divine and arcane spellcasters are highly respected councillors and elders in time of peace. Anakim tend to be more or less

self-sufficient, occasionally trading with nearby tribes but more commonly raiding them. Much of their food is derived from hunting, though a few also herd goats, sheep or scrawny cattle. Anakim go to war against other anakim tribes almost continuously, regarding humans or other lesser creatures as unworthy foes beneath their notice. During quiet times, when not warring with neighbouring tribes, they often have disputes with members of their own tribe that lead to drawn-out feuds with dozens dead.

Anakim Characters

Most anakim who have advanced in one or more character classes do so as barbarians, which should be considered their favoured class. Around one in twelve is a spellcaster of some sort, usually an adept or sorcerer. The occasional anakim clerics encountered will have two domains, selected from Destruction, Evil, Strength and War.



Anakim Sub-Races

Though the anakim are the most fearsome giants common to warm lands, there are several closely related races who are very similar in nature, if not quite so well-organised or warlike. These are the gibborim, zamzummin and rephaim.

Gibborim

The gibborim are noted for looking somewhat less human than their anakim cousins, and by their appearance it seems likely that some interbreeding with elves or a vanished race of elven giants occurred in their distant past. Their frames are slighter than those of the anakim, and their ears and eyebrows notably elongated in the elven fashion. Gibborim are usually chaotic evil, and a few speak Elven. Furthermore, they are a little longer-lived than most anakim – each age category should be treated as 20 years longer than usual. Otherwise gibborim are identical to anakim.

Rephaim

The rephaim are noted for their reverence of the earth and their love of megalithic monuments. They may be treated as standard anakim, except that their alignment is usually neutral, and they are more likely to have druids as tribal spiritual advisors rather than adepts or sorcerers. Physically they are almost identical to the anakim.

Zamzummin

The name 'zamzummin' means 'speakers of a barbarous tongue.' These giants are closely related to the anakim, but seem, too, to be distantly related to the primitive hill giants, for they are somewhat more primal of feature and a good deal less clever than most anakim. Other than having an Intelligence of 7 and Wisdom of 11, the zamzummin should be treated as anakim for most purposes. However, their extremely debased form of the Giant tongue, which is the only language they ever know, is difficult to comprehend even for another native Giant speaker; any non-zamzummin thus suffers a -2 circumstance penalty to all Charisma-based skill checks that target zamzummin and would reasonably rely on verbal communication, even if he can speak Giant.

FOMORIANS

Large Giant

Hit Dice: 8d8+16 (52 hp)

Initiative: -3 (Dex)

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

AC: 15 (-1 size, -3 Dex, +3 natural, +2 large wooden shield, +4 thick hide)

Attacks: Shortspear +10/+5 melee, or +2 ranged; Rock +3 ranged

Damage: Shortspear 1d8+5; or rock 1d8+5

Space/Reach: 10 ft. (2)/10 ft. (2)

Special Attacks: Rock Throwing, Spell-Like Ability

Special Qualities: Rock Catching

Saves: Fort +8, Ref -1, Will -1

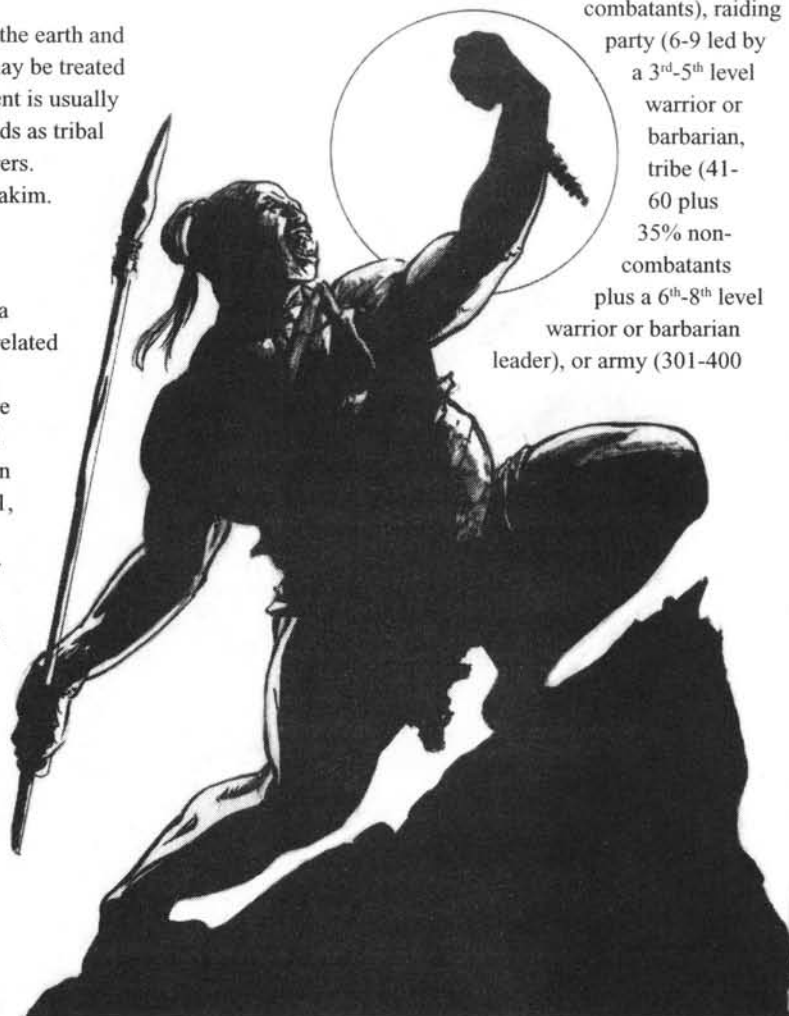
Abilities: Str 20, Dex 4, Con 15, Int 8, Wis 5, Cha 9

Skills: Balance +2, Profession (sailor) +7, Spot +2*, Use Rope +7

Feats: Power Attack, Cleave

Climate/Terrain: Any temperate and underground

Organisation: Solitary, family (2-4 plus 50% non-combatants), raiding party (6-9 led by a 3rd-5th level warrior or barbarian, tribe (41-60 plus 35% non-combatants plus a 6th-8th level warrior or barbarian leader), or army (301-400



plus 35% noncombatants plus a 15th-18th level warrior or barbarian king and 4-16 lieutenants of 8th-13th level)

Challenge Rating: 4

Treasure: See below

Alignment: Usually lawful evil or neutral evil

Advancement: By character class

Fomorians are ugly, dark-skinned humanoids who resemble large, fat, somewhat misshapen humans. Their mouths are large and toothy. Most wear crudely tanned hides and carry large, primitive shields and flint-tipped spears. They usually go barefoot, for their skin is tough and they prefer the grip bare feet give on the deck of a ship.

An adult fomorian male can be up to 10 feet tall, though most are around the 9 to 9 ½ feet mark. They can weigh up to 1500 pounds. Skin tone can vary between dull dark brown and a greyish black. Their hair is as lumpen as their bodies and matted, in colour usually being reddish brown like an old scab, or pale grey like the face of a corpse. Most have bright red eyes with a feral glint. Fomorians can live to be up to 250 years old, though most do not see much beyond their 200th year.

Fomorians are one of the few lawful evil giant races, and are as highly organised as might be expected. Though they spend their time raiding human lands or carrying off travellers much as do other evil giants, they also attempt full-scale wars if they sense their enemies are weak. Tyrannical and cruel, they make some of the most horrific rulers imaginable if they do manage to invade human lands, taxing their subjects till they have nothing left.

Fomorian bags are usually rough leather affairs, crudely sewn up with the sinews of the same creature the leather came from. They typically contain 1d4-1 throwing rocks, 2d4 mundane items and the fomorian's personal treasure. Note that due to the fomorians' regimented and tyrannical society, although treasure values for a group of fomorians should be worked out as standard for their challenge rating, the leader will hold around half of any individual's treasure as 'tax,' with the individuals themselves retaining the other half in their bags.

Combat

Fomorians attack en masse, using ranged weapons to soften up their enemies before charging in headlong. They are well-disciplined in combat and will protect fomorian spellcasters or those with innate spell-like abilities, as well as targeting enemy spellcasters first and foremost. This discipline also makes them brave, for they are often far more terrified of what their own leader may do to them if they show cowardice than they are frightened of their opponents.

Rocks thrown by fomorians have a range increment of 40 feet. The large, barbed spears they favour can also be thrown, with a range increment of 60 feet when hurled by a fomorian. They are usually also armed with a dagger (d6 damage) as a backup weapon in case they need to throw the spear.

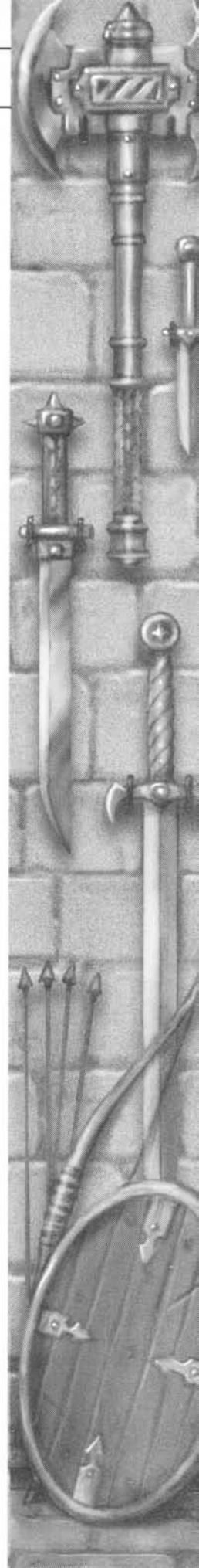
Spell-Like Ability: Approximately 10% of fomorians have a single spell-like ability, determined randomly. Roll percentile dice to determine whether an individual fomorian has a spell-like ability, and how powerful it is:

Die Roll	Spell-Like Ability	Uses/day	Challenge Rating
1-4	1 st level spell	3/day	+0
5-7	2 nd level spell	3/day	+1
8-9	3 rd level spell	1/day	+1
10	4 th level spell	1/day	+2
11-100	None	N/A	+0

Fomorian spell-like abilities are always derived from the sorcerer/wizard spell lists. They are cast as a sorcerer of the minimum level required to cast the spell. To randomly determine the spell a fomorian has available, roll on the appropriate arcane spell scroll table in *Core Rulebook II*.

The people of Ireland were oppressed mightily by King Conann of the Fomoraig after the death of Nemed. Conann demanded two thirds of the children, the wheat and the milk produced by the people, to be paid every Samhain fire-festival. The men of Ireland were filled with anger and sorrow, and so went to fight the Fomoraig, led by their champions the sons of Nemed. They fought such a battle with the Fomoraig as no words might describe, with the two sides slaying one another in great numbers. So fierce was the fighting that even when the sea rose and flooded all of Ireland, the battle continued, with none willing to show weakness by saving themselves. Thus it was that only one ship of thirty warriors escaped that dreadful slaughter. . .

Ancient Chronicle



GIANT RACES

Skills: Fomorians are expert sailors and gain a +8 racial bonus to all Balance, Profession (sailor) and Use Rope checks. Furthermore, they also gain a +4 circumstance bonus to Spot checks when at sea – though they often wander around in an oblivious state on land, they become alert for potential prey at sea, constantly scanning the horizon for shipping.

Fomorian Society

Fomorians are ruled by kings and chieftains, whose authority is absolute. Their leaders almost always have one powerful spell-like ability, but are high-level warriors or barbarians rather than sorcerers, holding onto power by brute force and reputation. Coups are extremely rare, so it is common for kings to rule on into old age, despite their waning physical powers.

Fomorian kings are cruel to their subjects, crudely torturing any who step out of line. However, they reserve the full force of their evil for captured humans, and particularly the inhabitants of invaded human nations, whom they tax into starvation.

Fomorians are pirates first and foremost, wintering on islands but spending the summer and spring months raiding other races for food and captives (which amount to much the same thing). A raiding party encountered will usually be sailing a small ship, and a tribe will be aboard a large ship, children and all. If encountered on land, they will often have left behind 10% of the group to guard their vessel.

Fomorian Characters

A fomorian's favoured class is warrior, though among the neutral evil fomorians almost as many are barbarians. The great ugly brutes are too stupid to make effective spellcasters, and are almost entirely irreligious in any event, though the very occasional fomorian sorcerer arises among them.

HALF-GIANT

'Half-giant' is a template that can be added to any creature of at least medium-size (referred to hereafter as the 'creature'). The creature's type changes to 'giant,' even if it is not human-like in shape. It uses all the creature's statistics and special abilities except as noted here.

Size: Increase by one size category if the giant was larger than the original creature, otherwise same as the original creature.

Hit Dice: Change to d8 and increase the number of Hit Dice by 6.

Speed: Same as the creature +10 feet. If the giant parent had a Swim speed and the original creature did not, the half-giant gains a Swim speed equal to that of the giant parent.

AC: The half-giant has the same natural armour as its giant parent, or the same as the original creature, whichever is highest.

Attacks: A half-giant's attacks are identical to the base creatures, except that if it increased in size, the base damage will increase accordingly (see *Core Rulebook II*).

Special Attacks: A half-giant retains all the creature's special attacks. If previously a quadruped, it gains a trample attack, as follows.

Trample (Ex): A half-giant quadruped's trample attack does damage according to its size (see sidebar) and applies 1.5 times its strength modifier in damage. It follows all the normal rules for trample attacks as given in *Core Rulebook III*.

Special Qualities: A half-giant retains all the creature's special qualities. If the giant parent had an elemental subtype such as cold or electricity, it gains that subtype along with any appropriate immunity. If the giant parent had a Swim speed and could breathe underwater, the half-giant can also breathe underwater.

Saves: Same as the creature, except as modified for changes to Dexterity and Constitution.

Abilities: A half-giant gains +8 to Strength, -2 to Dexterity and +4 to Constitution. Furthermore, its Intelligence, Wisdom and Charisma are each equal to the relevant ability score of the parent whose score was higher, whether the giant or the original creature.

Skills: Same as the creature, except as modified for ability changes.

Feats: Same as the creature.

Climate/Terrain: Same as the creature.

Organization: Solitary or gang (2-4).

Challenge Rating: Same as the creature +3.

Advancement: Same as the creature.

Half-Giant Quadruped Trample Damage

New Size	Damage
Large	1d8 + 1.5 x Str modifier
Huge	2d6 + 1.5 x Str modifier
Gargantuan	2d8 + 1.5 x Str modifier
Colossal	4d6 + 1.5 x Str modifier

Note that half-giants can be descended from any giant type other than anakim or nephilim. Nephilim and anakim occasionally interbreed with humans or elves, but the resultant offspring are treated as anakim in both cases.

Hill giants, mountain giants and land giants almost always breed with one another or with creatures of the humanoid type. Other giant types who create half-giants often breed magically with other creatures, due to the machinations of one deity or the other – see the Physiology of Giants chapter. Thus, it is possible for half-giants to be quadrupeds or other non-humanoid creatures. When a deity is involved, the original creature is frequently a celestial or infernal animal.

Half-Giant (Storm Giant/Celestial Heavy Warhorse)

Huge Giant (Electricity)

Hit Dice: 10d8+50 (85 hp)

Initiative: 0

Speed: 60 ft.

AC: 21 (-1 size, +12 natural)

Attacks: 2 Hooves +13 melee; bite +8 melee

Damage: Hoof 1d8+8; bite 1d6+4

Space/Reach: 15 ft. (3)/10 ft. (2)

Special Attacks: Smite Evil 1/day (+10 damage), Trample 2d6+12

Special Qualities: Scent, Darkvision, Acid/Cold Resistance 10, Damage Reduction 5/+1, Spell Resistance 8, Electrical Immunity

Saves: Fort +12, Ref +3, Will +6

Abilities: Str 26, Dex 11, Con 21, Int 16, Wis 16, Cha 15

Skills: Listen +9, Spot +9

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Lawful good

Advancement: -

This enormous, lilac-coloured horse has a purple mane and tail. Its general demeanour is astonishingly beautiful and graceful, even more so than most horses. In a certain light, blue sparks appear to fly from its mane and tail.

This half-giant stands some 11 feet high at the shoulder. It is around 20 feet long, nose to tail, and weighs some 5,000 pounds. It is to all intents and purposes immortal, barring accident or violence.

This hybrid was created by a god of justice so as to provide a suitable steed for his main champion in the earthly world. In all probability it will be further enhanced by becoming a paladin's special mount, as the champion himself is a

Some hours after we set off, we arrived at Brown Knowl. It was a pleasant place, small cottages gathered around a low, strangely textured mountain. The ox-cart drew to a halt and the three of us alighted.

'OK, sir, point us towards the giant!' said Brandlo, rubbing his hands together, eager to get started.

'That's him, over there!' exclaimed the old man, indicating towards the mountain-shaped thing, which appeared to be getting bigger.

I could do nothing but gawp in terror at the creature which was rising up before us, blotting out the setting sun.

'Brandlo,' I said, my voice tremulous and my throat dry as tinder in the desert, 'I thought you said it was a mountain giant! That's no mountain giant, it's a gods-forsaken *LAND GIANT!*'

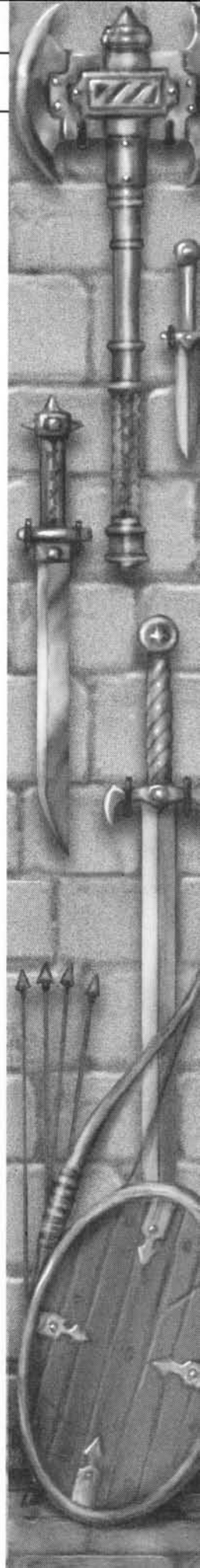
'Did I?' He asked, in an equally small voice. 'The old fellow might have said the giant *was* the mountain, or something. What's the difference?'

'Oh, only about 50,000 feet!'

'I guess we won't be trying the bird and cheese trick then.'

'Do you have a better idea?'

'Yes, *run for your life!*'



GIANT RACES

A human-shaped creature of Large size could potentially ride this half-giant as though it were an ordinary horse, using the Ride skill.

Combat

This particular half-giant attacks much as would any other horse, usually in conjunction with a powerful rider. Against a clearly evil foe, it will attempt a smite attack, either with a hoof or trample.

Trample (Ex): This half-giant can trample Medium-size or smaller creatures for 2d6+12 points of damage. Opponents who do not make attacks of opportunity against the half-giant can attempt a Reflex save (DC 23) to halve the damage.

LAND GIANT

Colossal Giant

Hit Dice: 200d8+2,000+60 (3,960 hp)

Initiative: -4 (Dex)

Speed: 5 miles*

AC: 98 (-8 size, -4 Dex, +100 natural)

Attacks: Unarmed strike +182/+169/+164/+159 melee; or rock +139/+126/+121/+116 ranged

Damage: Unarmed strike 3d8+40; rock 3d10+40

Space/Reach: 5 miles or more. (5,000 or more)/5 miles or more. (5,000 or more)

Special Attacks: Rock Throwing, Stamp, Roar, Terror

Special Qualities: Rock Catching, Visibility

Saves: Fort +112, Ref +62, Will +66

Abilities: Str 90, Dex 2, Con 30, Int 10, Wis 11, Cha 15

Skills: Listen +82, Spot +126

Feats: Alertness, Combat Reflexes, Endurance, Toughness x20, Diehard, Great Fortitude, Improved Critical (unarmed strike), Improved Critical (rock), Improved Unarmed Strike, Iron Will, Lightning Reflexes, Point Blank Shot, Far Shot, Precise Shot, Power Attack, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Run, Skill Focus (spot), Skill Focus (listen), Weapon Focus (unarmed strike), Weapon Focus (rock)

Climate/Terrain: Any land

Organisation: Solitary

Challenge Rating: 90

Treasure: See below

Alignment: Usually neutral

Advancement: 201-600 HD (Colossal)

These truly enormous creatures resemble far larger versions of both mountain giants and stone giants, with thick, rocky skin and internal organs that seem to be made from massive precious gems and metals. Their features

are savage and primeval, like those of mountain giants. Most go naked, due to the difficulty of finding any form of covering large enough, though when just awoken they will still usually have at least a little soil and even foliage clinging to them.

Land giants are said to be the ultimate ancestors of both mountain giants and hill giants, in the days when giants really were giant. The smallest are around ten miles high, upright, and the largest several hundred. Their weight is to all intents and purposes incalculable, but somehow their feet do not sink into the earth, so perhaps it is not so great as might be imagined given their obvious bulk and apparently solid nature. Land giants are often said to be immortal, though in fact their lifespan is many tens of thousands of years.

In this late era of the world, the surviving land giants are almost entirely dormant. They began to fall asleep many thousands of years ago, lying wherever they happened to be. Over the centuries they were gradually covered over with earth and rocks, and today are usually mistaken for islands or even small continents.

Today the most common reason for a land giant to become roused is unwise delvings and diggings on the part of dwarves or other creatures, who occasionally begin 'mining' a still-living land giant's body, not realising what they have discovered. Only when the land giant rises up and begins devastating the surrounding countryside does it become clear quite why that particular area had such a rich seam of gems and gold.

One of the most notable psychological features of land giants is that they frequently fall madly, obsessively in love with smaller humanoids, such as mortal humans or even gods. Such passions are almost invariably doomed to disaster, but are occasionally exploited by a land giant's enemy. In most cases the land giant captures the object of its love and destroys it in the process, by crushing it with a hug or other attempt to demonstrate its affection. A bit of fast talk can often convince the land giant that the only honourable and poetic course of action for it after such a tragedy is suicide. Alternatively, if the land giant is able to restrain any desire for immediate physical contact, it may be possible for the object of its affections to demand a 'proof' of love that will kill or at least greatly weaken the giant. See the Jack the Giant Killer chapter (p92) for more ideas along the same lines.

Unlike almost all smaller giants, land giants are rarely found with a bag, both due to their tendency to have just awoken when encountered and the simple near-impossibility of fashioning a bag large enough to be

useful to a creature ten miles tall. Other than the value of its own body (see below), any treasures or other objects gained from slaying a land giant are most likely to be the possessions of those who have fled the area or been killed by the giant, though these possessions are likely scattered over several miles and quite possibly squashed flat.

Note that although a land giant's size is listed as Colossal and indeed is treated as Colossal for most purposes, due to its truly enormous stature and proportions its reach and the amount of space it takes up are far larger than for most Colossal creatures.

Advanced Land Giants

For every full 10 hit dice a land giant advances, it grows in height by 1d6 miles, and its Strength increases by +2. As it grows, its reach, thrown rock range increment, and several other game statistics increase as follows:

Speed = $\frac{1}{2}$ total height

Space = $\frac{1}{2}$ total height

Reach = $\frac{1}{2}$ total height

Thrown Rock Range Increment = Total height (multiplied

by 1.5 as usual for Far Shot)

Roar Range = $\frac{1}{10}$ total height

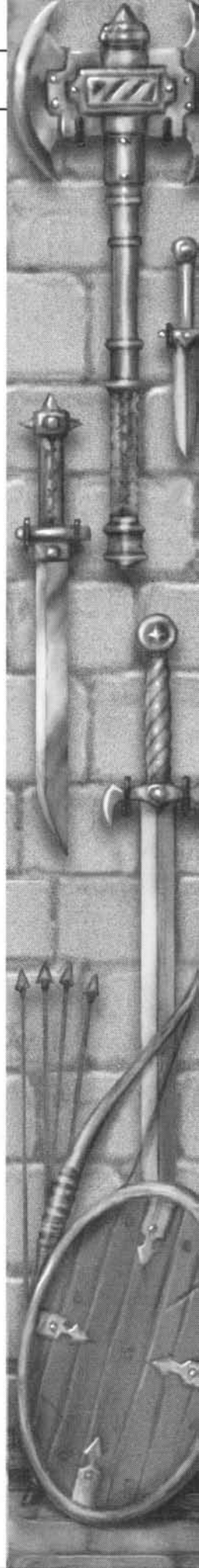
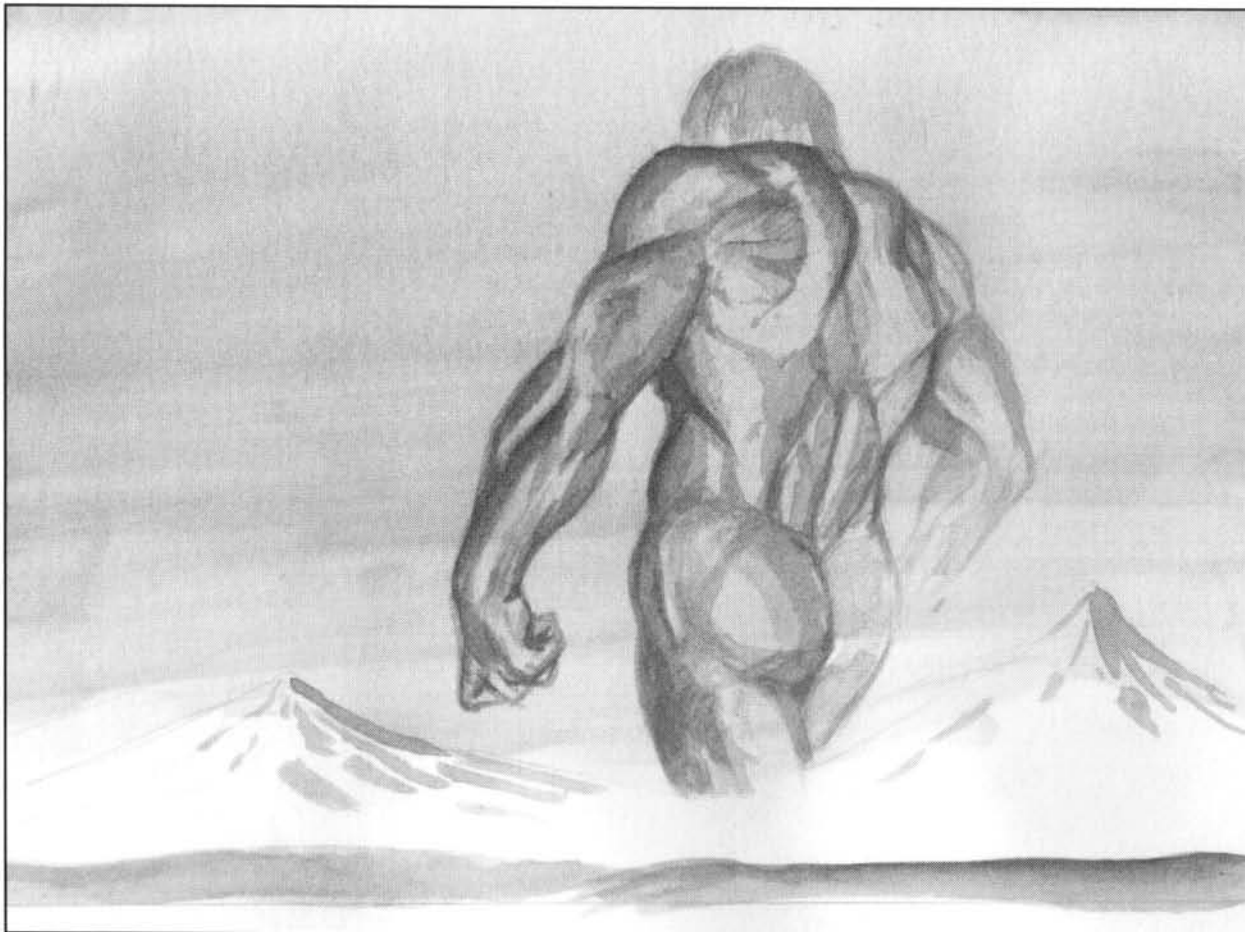
Stamp Area of Effect = $\frac{1}{20}$ total height x $\frac{1}{40}$ total height

Visibility Distance = Total height x 10

Combat

Land giants rely on their tough, stony, dozens-of-yards-thick skin to shrug off most attacks. Kicking, slapping and stamping, a land giant can overcome most opponents within its enormous reach. Against any who escape, or against very large targets such as castles or cities, land giants prefer to stand off several miles away and hurl enormous rocks. A thrown rock from a land giant has a range increment of 10 miles, though this is usually increased to 15 miles for the Far Shot feat.

Roar (Ex): The volume of an angry land giant's roar can be astonishing, with sufficient noise being created to stun or even kill creatures unused to the effects. The giant may roar once per round, instead of making any other attacks. All creatures within 1 mile must make Fortitude saving throws (DC 120) or be dealt 4d10 damage, stunned for a number of rounds equal to the points of damage sustained,



and deafened for a number of minutes equal to the points of damage sustained. A creature which successfully saves takes only half damage and is unaffected by the stun.

Stamp (Ex): Once per round, instead of making any other attacks, a land giant may stamp. A stamp from a land giant is an area attack which affects all creatures and objects within a ½ mile by ¼ mile area. They must make Reflex saving throws (DC 140) or be dealt 20d20+40 damage.

Terror (Ex): The sheer size of a land giant is utterly terrifying to more normal-sized creatures. Any creature of less than Colossal size which sees a land giant must make a Will saving throw (DC 110) or become panicked for 2d6 rounds. A creature which succeeds on its saving throw is immune to that particular land giant's Terror special attack for the remainder of the day. A creature which fails to save will gradually become habituated to the size and scale of the giant, and if after recovering he looks at the land giant once more and again fails his saving throw he will only be shaken, rather than panicked.

Visibility (Ex): Ignore the usual rules for spotting and encounter distance when dealing with an upright land giant. Any non-prone land giant can be seen from a distance of 100 miles, and can see a similar distance.

Skills: A land giant's incredible height advantage and sharp senses combine to give it a +30 racial bonus to all Spot checks.

Land Giant Society

Today land giants are so scarce that they do not even have a society. Even in the days when the gods walked the earth and land giants were more common, they rarely showed interest in others of their kind. They seem to be extraordinarily long-lived, and their enormous size and toughness renders them almost invulnerable to swords and other weapons too. For this reason they seem to have little in the way of reproductive urges, usually the basis of most society (this is regarded as a good thing by those mortals and other beings on whom land giants occasionally fixate).

Land Giant Hoards

A land giant's body resembles a vast chunk of rock, taller than the tallest mountains and filled with precious gems and metals. However, it is no easier to extract this king's ransom of treasure than it would be to mine for the stuff in the earth. The only factor that land giant miners will not need to contend with, at least to begin with, is other intelligent life infesting their tunnels. Even then, if mining it takes years and even centuries as is likely, creatures of every sort may burrow up into the giant's corpse from beneath.

From an adventurer's perspective, digging away at mines is unlikely to prove an attractive way of life, though if an interested dwarf clan or other group of dedicated miners could be found, the mining rights to a land giant corpse would be worth something along the lines of 10d10 million gold pieces. This assumes that its slayers are powerful enough, or sufficiently well connected, to protect their own claim on the giant's corpse against rival claimants such as local and national governments, or former owners of squashed farmland.

MOUNTAIN GIANT

Huge Giant

Hit Dice: 25d8+178 (290 hp)

Initiative: -2 (Dex)

Speed: 40 ft. (hide), base 50 ft.

AC: 25 (-2 size, -2 Dex, +15 natural, +4 thick hide)

Attacks: Greatclub +32/+27/+22/+17; or rock +15/+10/+5/+0

Damage: Greatclub 2d8+24; rock 2d8+16

Space/Reach: 15 ft. (3)/15 ft. (3)

Special Attacks: Rock Throwing

Special Qualities: Rock Catching

Saves: Fort +21, Ref +6, Will +6

Abilities: Str 43, Dex 6, Con 25, Int 5, Wis 6,

Cha 13

Skills: Climb +24, Jump +16, Spot +14

Feats: Power Attack, Cleave, Great Cleave, Sunder, Combat Reflexes, Alertness, Toughness

Climate/Terrain: Any mountains and underground

Organisation: Solitary, pair, or family (2-4 plus 50% non-combatants)

Challenge Rating: 21

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Mountain giants closely resemble hill giants, but are far larger. If anything they are even stockier of build and more apelike in proportion than their smaller cousins. Their hair is usually dark and shaggy, and their features crude, rugged and bulbous, with sloping foreheads, protruding eyebrow ridges and great ham-like fists. They dress in many layers of extremely thick hides, which are usually left untanned and replaced periodically once they rot completely. Mountain giants seem to be ravenously hungry all the time, eating vast quantities of mountain goats or other wild herbivores when they cannot get their hands on their preferred food, human travellers.



Combat

Mountain giants are somewhat cowardly and prefer to avoid combat if outnumbered. Self-preservation is important to them, and they have at least some understanding of their own stupidity in comparison to that most cunning of foes, mankind. For this reason a mountain giant or family will prey on lone travellers or groups of two or three, but will rarely make a deliberate attack on such a potentially formidable foe as a party of adventurers. Their cavernous underground lairs though will usually be protected with mighty barriers and provided with large caches of throwing rocks for easy defence. Rocks thrown by mountain giants have a range increment of 160 feet.

Skills: Mountain giants gain a +4 racial bonus to all Climb checks, due to their long years of experience clambering up and down their rocky homes.

Mountain Giant Society

Mountain giants almost always live alone or in small family groups, staying hidden away in the most distant mountains so as to avoid the notice of human armies, paladins or other serious foes. Almost all live in some sort of cave, though for a few this may be little more than a rocky overhang. They exist in the classic giant fashion, bushwhacking lonely travellers and eating the evidence. Occasionally they will take service with an evil overlord, so long as the opportunities for flesh-eating are frequent and the requirement for combat minimal.

Mountain giants average some 30 feet tall and 50,000 to 60,000 pounds weight. They can live considerably longer than their hill giant cousins, up to 300 years.

Other than their size and primitive appearance, mountain giants' primary notable characteristic is their inordinate stupidity. Whether due to many generations of strength making them unsuited to solving any problem that cannot be dealt with by a few blows of a great tree-trunk club, or simple laziness, mountain giants are even less willing and able to think than most other giants – even hill giants. One of the reasons they are so scarce is that they are such easy prey for anyone with even a few more wits than the norm – many a clever child has outthought a mountain giant, usually to the point of causing the latter's death.

Many mountain giants carry bags, holding around 2d6 rocks and d4+4 mundane items plus the giant's personal wealth, though those who live in family groups may store much of their wealth in the home cave or other lair.

Mountain Giant Characters

Mountain giants are most often warriors, their favoured class. A significant minority are barbarians, rogues or rangers, using their stealth to ambush their favourite intelligent prey, despite the fact that their size is a serious disadvantage in this regard. Mountain giants are generally very non-spiritual, preferring the most primitive superstition to any organised form of worship. Despite this, around one in fifty is an adept, cleric or occasional sorcerer. Mountain giant clerics may select two of the following domains: Chaos, Evil, and Trickery.

NEPHILIM

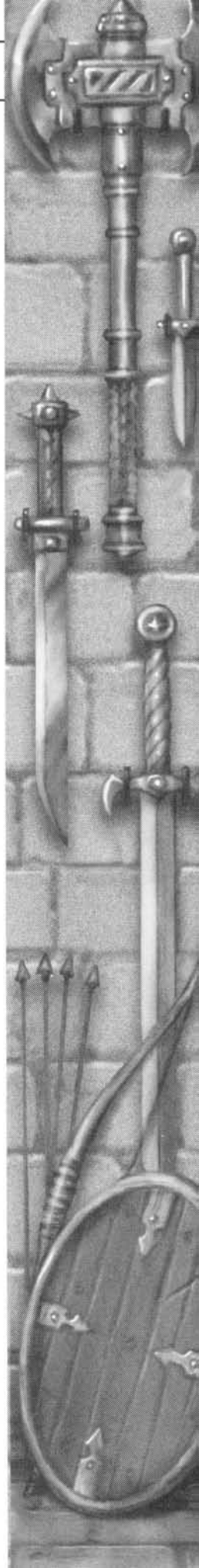
Large Giant

Hit Dice: 8d8+24 (60 hp)

Initiative: +4 (Dex)

Speed: 30 ft. (chainmail), base 40 ft.

AC: 23 (-1 size, +2 Dex, +2 large wooden shield, +5



GIANT RACES

natural, +5 chainmail)

Attacks: Longsword +10/+5 melee; or mighty composite longbow (+5) +10/+5

Damage: Longsword 2d6+5; mighty composite longbow 2d6+5

Space/Reach: 10 ft. (2)/10 ft. (2)

Special Attacks: Rock Throwing, Spell-Like Abilities

Special Qualities: Rock Catching

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

Abilities: Str 20, Dex 19, Con 17, Int 15, Wis 14, Cha 17

Skills: Bluff +11 *or* Diplomacy +11, Listen +9, Spot +9

Feats: Combat Expertise, Dodge

Climate/Terrain: Any warm land and underground

Organisation: Solitary, or family (2-4 plus 25% chance of 1-3 humans or elves), or tribe (41-50, plus 1-3 sorcerers of 3rd-6th level, plus 1-4 greater nephilim including one 6-10th level fighter leader, plus 25% chance of 3-12 humans or elves)

Challenge Rating: 6

Treasure: No coins; double goods; double items

Alignment: Usually chaotic good or chaotic evil

Advancement: By character class

Legend has it that the nephilim are a people of divine, magical origin. Some say they were the children of one of the gods but fell from grace, others that their true ancestry is demonic. In any case, when their ancestors came to the material plane they turned their backs on gods and devils alike. The only exceptions are the greater nephilim (see below) who hearken back to their celestial or fiendish origins.

Nephilim stand 8 feet to 8½ feet tall but are wiry of build, with few weighing much more than 350 pounds. Their facial features and skin, hair and eye colour vary as much as those of humans, but most have what has been described as a lustrous, almost shining quality to their skin and a fiery light in their eyes. Nephilim are extremely long-lived, with some of them being said to reach 1,000 years old.

The nephilim are a people of extremes – strong emotions, strong loyalties, strong beliefs.

Very few are content to sit around and wait for something to happen to them. They go out actively seeking adventure, and in the areas they are encountered they will often find their way to positions commanding human armies or leading human mercenary groups.

Most are fighters, and while the equipment portrayed here is typical, they will purchase or otherwise acquire for themselves the best armour and weaponry available. They take a delight in beauty, and so their wealth is almost always in the form of jewellery, art objects, or masterwork and other fine-quality weapons. Mundane objects will be carried in large belt pouches, or occasionally backpacks if need be.

Combat

Nephilim are expert tacticians and will use whatever weapons and other advantages are available to them. When they have decided on war, they attack uncompromisingly, rarely taking prisoners or showing mercy in battle. Though they will accept an honest and complete surrender, they will not usually be willing to negotiate or parlay within a combat, and woe betide the foe that feigns surrender only to later betray the nephilim. Nephilim are courageous to the point of heroism and will have no hesitation in fighting to the death if it will achieve their ends, but they have no wish



to throw their lives away unnecessarily and will use the Combat Expertise feat and defensive fighting if need be to keep themselves alive against hard-hitting opponents. The outsize composite longbows favoured by nephilim have a range increment of 140 feet.

Nephilim occasionally make use of war chariots, though they are not so famed for this as their anakim cousins. Full information on anakim and nephilim war chariots can be found on p76.

Spell-Like Abilities: 3/day: comprehend languages, charm person; 2/day: daze monster, eagle splendour; 1/day: heroism, daylight. These abilities are as the spells cast by a 10th-level sorcerer (save DC 13 + spell level).

Skills: Nephilim are excellent and persuasive public speakers and gain a +8 racial bonus to all Diplomacy checks. Certain nephilim of less honest character instead gain a +8 racial bonus to all Bluff checks, though no nephilim gains both bonuses.

Tactics Round-by-Round

Nephilim feel no qualms about using their innate magical powers to hit as hard and as fast as possible.

Round 0: *Heroism*.

Round 1: *Charm person* against the most powerful-looking opponent if facing more than three enemies, or *daze monster* if not. Alternatively, *daylight* if facing an enemy likely to be badly affected by it.

Round 2: Full attack in melee or ranged combat depending on range, either attacking the dazed opponent or attempting to combine forces with the *charmed* opponent to flank another character.

Round 3: Full attack against an injured enemy.

Round 4: Repeat from round 1, using a different spell-like ability if the initial one proved entirely ineffective.

Greater Nephilim

Around 10% of all nephilim have a closer connection to either the divine or infernal than most. These should be treated as half-celestial or half-fiend, respectively, by applying the appropriate template from *Core Rulebook III*. Greater nephilim encountered within nephilim tribes have almost always risen to leadership positions, though tribes usually have only one family of greater nephilim. Other greater nephilim usually leave the tribe, so a slightly higher proportion of solitary nephilim (15%) encountered will be greater nephilim.

In character, greater nephilim are very much like their lesser counterparts, though with still more extreme personality traits if that is possible. Once their passions

are roused, they may dedicate their entire lives to achieving a particular goal or fulfilling a prophecy.

Nephilim Society

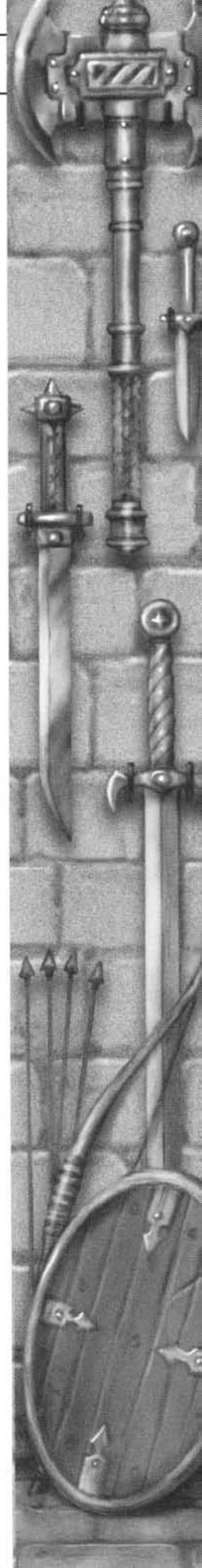
Many nephilim gather together in tribes or clans, usually far from human communities in the trackless wastes of the desert or forgotten lands beyond the knowledge of most human explorers. These tribes are almost always autocracies, ruled by a single nephilim king or queen, invariably a greater nephilim (see above). Tribes that do live near to humans often have a few humans who have become adopted by the tribe, though these are treated more like intelligent, favoured pets than full members of the tribe.

Tribes are usually not quite so spontaneous in their actions as are the individual nephilim heroes and villains, but occasionally a new idea, religion or quest will still sweep through an entire tribe or group of allied tribes. This can lead to great numbers of nephilim uprooting their communities and travelling to the ends of the earth to fulfil their new destinies. Though such events are relatively rare, they are usually world-changing when they do occur.

Many nephilim do not participate in nephilim society per se. Their affection for the 'sons and daughters of men' is well-known, and a great many interbreed with humans or occasionally elves. The offspring of these unions, through some quirk of fate, are usually even larger than the nephilim, and it is said that the anakim and other warm-climate giants are all descended from the first nephilim who discovered the beauty of humans.

Nephilim and Greater Nephilim Characters

As archetypal heroes, nephilim have fighter as a favoured class, and the vast majority of them follow this career. Clerics, druids and other divine spellcasters never seem to arise among them, and some tales hint that the nephilim turned their backs on the gods forever, denying themselves that path to power. However, sorcerers and occasional wizards may be found among nephilim groups. The greater nephilim do not seem to have lost their ability to learn divine magic, and greater nephilim clerics usually have a domain selection dependent on their alignment: chaotic good clerics may choose from Chaos, Good, Healing and Sun, while chaotic evil clerics may choose from Chaos, Death, Evil and War.



RIME GIANT

Huge Giant (cold)

Hit Dice: 22d8+154 (253 hp)

Initiative: -1 (Dex)

Speed: 40 ft. (chainmail), base 50 ft.

AC: 27 (-2 size, -1 Dex, +13 natural, +7 heavy chainmail)

Attacks: Greataxe +27/+22/+17/+12; or ranged spear +13/+8/+3/-2

Damage: Greataxe 4d6+18 + icicles; spear 2d8+18 + icicles

Space/Reach: 15 ft. (3)/15 ft. (3)

Special Attacks: Rock Throwing, Spell-like Abilities, Icicles, Control Ice, Spear Returning

Special Qualities: Rock Catching, Spear Catching, Cold Empathy, Cold Subtype

Saves: Fort +20, Ref +8, Will +8

Abilities: Str 35, Dex 8, Con 24, Int 13, Wis 12, Cha 15

Skills: Climb +12, Jump +11, Listen +11, Spot +11

Feats: Weapon Focus (greataxe), Power Attack, Cleave, Great Cleave, Combat Reflexes, Lightning Reflexes

Climate/Terrain: Any cold land and underground

Organisation: Solitary, pair, family (2-4 plus 50% non-combatants) or clan (21-30 led by a 5th-10th level barbarian, plus an adept, cleric or sorcerer of 4th-8th level, plus 35% non-combatants, plus 1-4 juvenile white dragons plus 75% chance of 5-50 frost giants, plus 50% chance of 2-20 hill giants, plus 50% chance of 3-30 trolls, plus 25% chance of 2-12 ogres, plus 25% chance of 2-12 ettins)

Challenge Rating: 19

Treasure: Standard

Alignment: Often chaotic evil

Advancement: By character class

Rime giants consider themselves to be the earthly servants of certain grim and evil deities of the ice and snow. They are utterly opposed to the gods of the humans and other creatures from the warm lands, regarding slaying such folk – and, if possible, their gods – as a sacred duty. The more the rime giants can spread both their foul doctrines and the physical presence of the vast glaciers they inhabit, the more their gods will favour them.

Rime giants closely resemble their smaller cousins the frost giants, with snow-white skin and icy blue hair and eyes. Rime giants though are an older, mightier and more magical race. Adult males stand fully 22 feet tall, weigh upwards of 14,000 pounds and are strongly built, yet without the savage and brutal appearance of frost or hill giants. They can live to be up to 700 years old.

Most rime giants are heavily armed and armoured to ensure they will be effective in carrying out their gods'

wishes. Their armour is usually a very thick hauberk of riveted iron mail so close-set that the links appear to stand out almost perpendicular to the wearer's body, making him very nearly impregnable to attack from human blades and arrows. They bear massive greataxes that look to be capable of slicing through several foes at one stroke, and this turns out to be true in practice also. For long-range combat they hurl similarly enormous spears, up to fifteen feet long and over two inches wide, with the spearhead alone often being longer than the arming swords of lesser races.

Rime giants usually wear several large belt-pouches or satchels, rather than shouldering sacks like their frost giant cousins. Most carry between four and eight spears under one mighty arm and the enormous axe over the other shoulder. Other than these, one large satchel will contain 3d4 mundane items and one or more belt-pouches will hold the giant's treasure hoard.

Combat

Rime giants attack with a deadly combination of melee combat, thrown weaponry, and spell-like abilities. They will happily use ambushes, trickery and other supposedly unscrupulous tactics, taking a great delight in defeating an opponent any way possible, though they do not shirk from toe-to-toe melee combat when necessary. The massive spears these creatures favour have a range increment of 140 feet when thrown by a rime giant. If they ever have need of rocks, their thrown rocks likewise have a range increment of 140 feet and do similar damage to the spears, but without the Icicles effect (see below).

Cold Empathy (Ex): A rime giant may attempt to change the attitude of other creatures that are of the Cold subtype, due to the rime giant's readily apparent role as an archetype of the powers of cold and ice, along with training since childhood in the particular modes of communication of every Cold-subtype creature. This works exactly like a Diplomacy check made to improve the attitude of a Non-Player Character. Add the rime giant's hit dice and Charisma bonus to a d20 roll to determine the cold empathy check result. Cold empathy works on animals and intelligent creatures alike, so long as they are of the Cold subtype.

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

Control Ice (Su): Rime giants have an astonishing degree of control over fallen snow and ice, including the capability to melt, re-freeze, and shape it selectively and more or less at will. In game terms, this is very much like the effects of either *soften earth and stone* or *stone shape* (as cast by a 12th level druid), depending on the rime giant's intent,

but targeting ice and snow rather than stone or earth. For example, the rime giant could *soften ice* into near-freezing water or slush, causing anyone standing on it to sink in; or he could use *ice shape* to seal off or create an icy tunnel. In the right place, at the Games Master's discretion, this ability could also be used to start an avalanche of great icy boulders, doing 6d6 damage to any creatures in a 30 feet wide section of mountainside or hillside (Reflex save halves). Used gradually, over many months and even years, control ice can extend the boundaries of tundra terrain or even glaciers over more human-friendly terrains, slowly covering the world with ice just as the rime giants wish. Using Control Ice is a standard action, but it can be performed an unlimited number of times per day.

Icicles (Su): Any piercing or slashing weapon wielded or hurled by a rime giant deals additional, painful damage, as jagged, stabbing icicles spread out throughout the wound from its ice-cold blade. The target of any such attacks must make a Fortitude saving throw (DC 23) or be dealt an additional 2d10 cold damage and be paralysed with cold for 1d6 rounds. A target who saves successfully is dealt only half damage and is not paralysed.

Spear Catching (Ex): A rime giant war training allows him to catch spears, axes, or other weapons hurled at him. Once per round, a rime giant that would normally be hit by any thrown weapon can catch it as a free action. The giant must be aware of the attack.

Spear Returning

(Ex): With the same movement in which he caught a weapon hurled at him, a rime giant may spin round, throwing it back at its original wielder. Once per round, a rime giant who has just caught a thrown weapon may use it to make an attack at his highest attack bonus as a free action.

Spell-Like Abilities: Rime giants have a number of spell-like abilities, but these may be used only when the rime giant is in an environment with a temperature of below 40 degrees Fahrenheit (5 degrees Celsius). At will: chill touch, obscuring mist; 3/

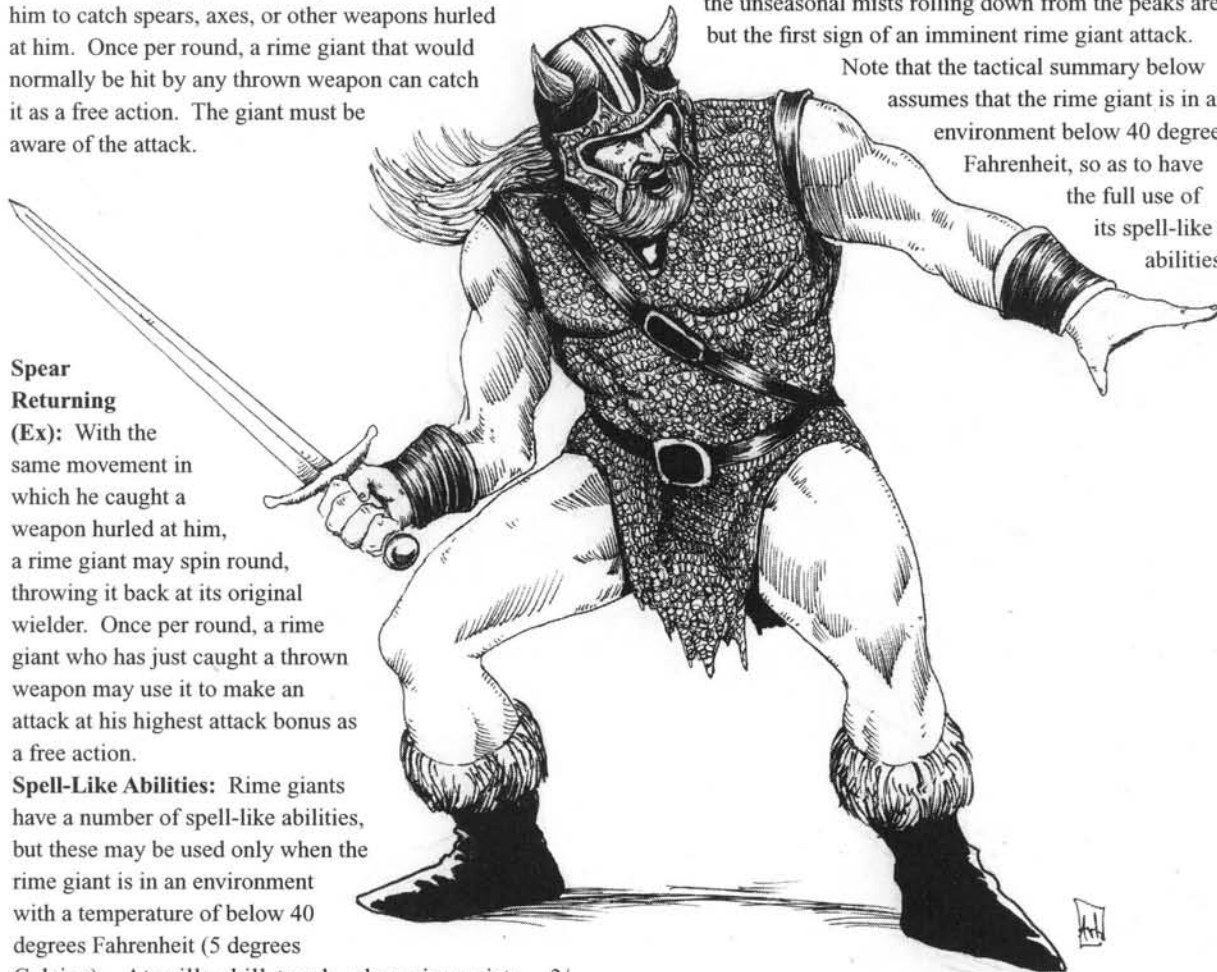
day: fog cloud, gust of wind; 1/day: ice storm, wall of ice, control weather. These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

Skills: Rime giants gain a +4 racial bonus to all Climb checks, as they spend much of their time in mountain fastnesses or multi-levelled underground ice caves. Furthermore, they gain a +4 racial bonus to Hide and Move Silently checks when in cold land regions, as a result of their snowy colouration and familiarity with the terrain. Rime giants have EHD as though they were Large creatures.

Tactics Round-by-Round

The rime giant begins combat using its ranged weaponry to determine the opposition's strength, only moving onto its more powerful spell-like abilities if they show few ill-effects from the first round of spear-throwing. Often a rime giant will use its *fog cloud* or *obscuring mist* before combat begins, if it has spotted its opponents before they spotted it, and indeed many inhabitants of mining communities and isolated hill villages do not realise that the unseasonal mists rolling down from the peaks are but the first sign of an imminent rime giant attack.

Note that the tactical summary below assumes that the rime giant is in an environment below 40 degrees Fahrenheit, so as to have the full use of its spell-like abilities;



GIANT RACES

if not, it will concentrate on thrown javelins and melee attacks as appropriate.

Round 0: *Fog cloud* or *obscuring mist* if undetected by opponents, or *wall of ice* and retreat if faced with overwhelmingly powerful opposition.

Round 1: Volley of spears.

Round 2: *Gust of wind* to knock opponents to their deaths, if on appropriate terrain (e.g. an icy mountainside); if not, *ice storm* against as many foes as possible, ready another spear.

Round 3: Second volley of spears if available, otherwise go straight to round 4 tactics.

Round 4: Additional spell-like ability as appropriate – *ice storm* if still available, *gust of wind* if not.

Round 5: *Wall of ice* to either retreat or divide front rank of opponents from their comrades, then close to melee range.

Round 6 and beyond: Full melee attack.

Rime Giant Society

Rime giants often dominate smaller creatures, particularly frost giants but also hill giants, trolls, ogres and ettins. They use their cold empathy special quality, along with their intimidating physical presence, to develop symbiotic relationships with creatures such as white dragons and frost worms, not necessarily commanding them but lairing with them, sometimes hunting with them, and working together to repel mutual threats. Though rime giants all plot to destroy humanity and encase the world with a great sheath of ice, they are quite poor at working together and rarely co-operate for long enough to have a chance at truly achieving their goals.

Rime Giant Characters

Rime giant characters have barbarian as their favoured class. Those who are not barbarians are sometimes sorcerers or less frequently wizards, enhancing their inborn magical powers with a more dedicated training programme. As might be expected of a race dedicated to evil gods, clerics are also common among rime giants. Their domains may be selected from the following: Destruction, Evil, War, and Water.

SEA GIANT

Gargantuan Giant (aquatic)

Hit Dice: 32d8+32 (176 hp)

Initiative: -1 (Dex)

Speed: 40 ft., swim 60 ft.

AC: 26* or 28* (-4 size, -1 Dex, +15 natural, +6 conch-shell armour or +8 silvery fishscale armour)

Attacks: Trident +40/+35/+30/+25; or ranged trident +20/+15/+10/+5; or trident +38/+33/+28/+23, and net +18/+13/+8; or ranged trident +18/+13/+8/+3, and net +18/+13/+8

Damage: Trident 4d6+19, thrown trident 4d6+19

Space/Reach: 20 ft. (4)/ 20 ft. (4)

Special Attacks: Rock Throwing, Net Fighting, Siren Song (females only)

Special Qualities: Rock Catching

Saves: Fort +19, Ref +9, Will +10

Abilities: Str 48, Dex 8, Con 13, Int 11, Wis 10, Cha 12

Skills: Climb +19, Jump +19, Listen +12*, Move Silently +11*, Spot +12*

Feats: Combat Reflexes, Weapon Focus (trident), Point Blank Shot, Rapid Shot, Two-Weapon Fighting, Improved Two-Weapon Fighting, Quick Draw, Weapon Focus (net)

Climate/Terrain: Any aquatic

Organisation: Solitary, pair, family (2-4 plus 50% non-combatants) or tribe (21-30 led by a 3rd-5th level ranger, plus a druid or cleric of 2nd-4th level, plus 35% non-combatants, plus either 2-12 sharks, 1-2 giant squid, or 2-4 orcas, plus 25% chance of one kraken, plus 50% chance of 2-12 sea lions, plus 30% chance of 1-4 humans)

Challenge Rating: 15

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Sea giants are distant, imposing, and often silent in demeanour. On the rare occasions when they have business with sailing vessels or land-dwellers, they will rise slowly out from the waves, speaking not a word to begin with, simply staring at those they would deal with to ensure such folk have every opportunity to see just how terrifying the sea giants are. Most prefer to have little to do with non-aquatic creatures unless absolutely necessary, so when they do, they like to make certain the occasion is treated with sufficient gravity by all parties concerned before they commence any negotiation.

Sea giants are huge, with blue-green skin, bright green eyes and brown seaweed for hair. Indeed their whole bodies are often draped with weeds. Their skin sometimes resembles fish-scales, but just as often is more like sea-adapted mammalian skin such as that of a dolphin or whale.

Sea giants stand some 32 to 35 feet tall, but are of normal human proportions rather than having the broad and savage build of some of the other giants. They typically weigh 40,000 to 50,000 pounds. A sea giant can live to be up to 1,200 years old.

Sea giants can breathe air or water with equal facility, and

are at home in both salt and fresh water. However, they are poorly adapted for life on land and begin to dehydrate if travelling ashore. A sea giant may leave the water for up to an hour without ill effects, but for each hour thereafter is dealt 2d10 subdual damage. This subdual damage is not recovered until the sea giant returns to water, and if it is rendered unconscious in this way it begins to be dealt real damage at the same rate.

Sea giants do not usually carry bags, but tie larger items directly to their belts with lengths of tough seaweed. A sea giant going hunting or fishing will use his net to drag back anything he catches. Sea giants usually carry at least four or five tridents, often clutching the extra weapons under their left arms. Most sea giants prefer to leave the bulk of their treasure in their lairs, carrying only items they expect to be useful on the particular trip they are taking. This usually includes any magic items they have and are able to use, since such items are generally highly portable and potentially life-saving.

Combat

Sea giants armed for war carry tridents and nets, though this is also the typical gear of a sea giant going hunting and fishing for his supper. They wear a variety of armours made from the natural products of the sea (see the *Methods of Warfare* chapter). Most prefer to entangle their opponents with nets before either moving in to finish them off with their tridents or dragging them off to a suitable prison (see the *Habitats* chapter for more on sea giant dungeons). If fighting surface vessels or attacking coastal regions, they sometimes collect huge boulders off the seabed to hurl at their enemies.

Rocks thrown by a sea giant have a range increment of 200 feet, so long as they are thrown through the air rather than the water. Underwater, thrown rocks are not effective weapons at all, as the drag of the water slows them down almost as soon as they are hurled. Here massive tridents are used, with a range increment of 50 feet (underwater) or 100 feet (in air).

Female sea giants often look to passing vessels for new



husbands, luring sailors into the water.

Though their shipmates may assume them drowned, such sailors often find their enormous new 'wives' to be more pleasant company than the often harsh captains and mates they once served under. These sea giantesses, often known as 'wave maidens,' usually do not bear obvious weaponry such as the tridents and nets carried by sea giants of either sex when they go to war. Some may instead play sweet tunes on harps, lyres, or conch-horns, enhancing their seductive song, or carry combs and mirrors with which to beautify themselves.

Net Fighting (Ex): All sea giants have racial weapon familiarity with the net. The huge nets wielded by sea giants can be used at anything up to a 40 foot range, and each have a 40-foot-long trailing rope to control whatever is caught within. Despite the great size of these nets, a sea giant treats his net as a light weapon. A sea giant wielding a properly folded net gains a +2 shield bonus to his Armour Class during any round in which he does not throw the net. A sea giant may fold a net ready for use as a full-round action.

Siren Song (Sp): Female sea giants are notorious for their seductive singing and sensual dances, with which they lure sailors down into their watery homes, perhaps being

partially responsible for some of the legends of sirens. By singing for a full round, a female sea giant can produce an effect similar to a *dominate person* spell targeting any male within 60 feet. The DC for the Will save is 13, but this increases by 1 for each week that has passed since the target last saw a female of his own species. If the target fails the saving throw, he is also affected as if by a *water breathing* spell for as long as he remains within 60 feet of the sea giant.

Skills: Sea giants gain a +8 circumstance bonus to all Listen, Move Silently and Spot checks while in an aquatic environment. Sea giants have EHD as though they were Large creatures.

Sea Giant Society

Sea giants prefer to live in tribes or other small communities. As guardians of the sea, they often work closely with triton or merfolk settlements, particularly if a mutual foe such as a sahuagin tribe arises nearby. Their own lairs usually have at least a few large sea creatures living among them, working symbiotically in the provision of food and defence for the whole tribe.

Young sea giant females who cannot find a male sea giant to their liking usually go off alone to try to tempt a sailor from a passing ship for a husband. Such a one will return to her tribe only when she has a man she likes, but will often tire of his human ways and longing for the surface world, returning him to another vessel or island after a few (1-6) years. Often she will seek him out again perhaps a decade later, when he is on the coast or aboard ship once more, and present him with his now nearly full-grown son or daughter, telling him it is his turn to look after them now! Though the offspring of such unions often closely resemble humans, they are always significantly larger than normal and often become noted heroes once they reach full adulthood. See the half-giant template on p11 for more information.

Sea Giant Characters

Most sea giants are rangers, inevitably focusing on the underwater wildernesses rather than the greenwoods and wastelands of the surface world. Ranger should be considered their favoured class. Sea giant spellcasters are most commonly druids, clerics or bards, though sorcerers and wizards are also occasionally found among them. Sea giant clerics select two from the Animal, Plant and Water domains.

SPIRIT NEPHILIM

Large Undead

Hit Dice: 28d12 (182 hp)

Initiative: +8 (Dex, Improved Initiative)

Speed: 40 ft.

AC: 28 (-1 size, +4 Dex, +15 natural)

Attacks: Greatsword +18/+13/+8, and bite +13; or mighty composite longbow (+5) +17/+12/+7

Damage: Greatsword 2d8+7; bite 1d8+2 + devour flesh + blood drain; mighty composite longbow 2d6+5

Space/Reach: 10 ft. (2)/10 ft. (2)

Special Attacks: Spell-Like Abilities, Devour Flesh, Blood Drain, Improved Grab

Special Qualities: Spell Resistance 20, Undead

Saves: Fort +9, Ref +13, Will +19

Abilities: Str 20, Dex 19, Con -, Int 17, Wis 16, Cha 26

Skills: Bluff +30, Concentration +22, Diplomacy +19, Hide +16*, Spellcraft +25, Spot +15

Feats: Combat Expertise, Improved Disarm, Improved Initiative, Improved Trip, Whirlwind Attack, Dodge, Mobility, Spring Attack, Point Blank Shot, Rapid Shot

Climate/Terrain: Any warm land and underground

Organisation: Solitary or cabal (2-7)

Challenge Rating: 27

Treasure: None

Alignment: Chaotic evil

Advancement: N/A

One of the legends of the nephilim is that they were the first inhabitants of the world, before humans. They did not age, dying only through accident or violence. This soon caused them to cover the whole world, and they raised a great noise with all their smithies, mines, and drinking establishments, so loud that the very gods themselves were deprived of sleep. The gods elected to destroy them in a great flood, though a small number were saved in a boat and went on to be ancestors of all the nephilim who still live today, along with the various crossbreeds. Next the gods introduced natural death to the world, to ensure the same problem would not recur, and later still created humans and the other races.

Though all but a small number of the nephilim were slain by the flood, seven of the greatest and most evil nephilim sorcerer-kings were able, somehow, to keep their spirits alive in some form beyond the deaths of their bodies. These spirits animated their corpses, awaiting the day when the seas subsided once more and they were able to return to their desert homes. The resulting undead are now known as spirit nephilim.

Spirit nephilim are tall, gold-crowned skeletal figures wielding massive swords and bows. Their bone is grey-brown with age, but strong and unchipped. Their skulls sport great fangs, and their eye-sockets glow with a dim, almost imperceptible light. Usually they wear once-fine robes, now tatters of brownish cloth. Spirit nephilim are around 8 ½ feet tall.

Spirit nephilim have an overwhelming hatred for almost all living things, particularly humans, whom they regard as upstarts, but also nephilim and other giants, descended from those the gods chose to save when they drowned the spirit nephilim. They love to *blight* fields, destroy cities with thunderstorms, and generally do as much damage to humanoid civilisations as possible. Some primitive human societies worship spirit nephilim, believing them to be demon lords.

*They lie with the mighty ones,
The ancient spirit nephilim,
Who descend to Hell
With their weapons of war
— Ancient Chronicle*

Combat

Spirit nephilim prefer to attack from a distance, using spells or arrows. They are generally unwilling to risk their lives, preferring to retreat if in danger of true death. Their hatred of almost all living things means many will spend a great deal of time simply blasting cities and the like, particularly using their destructive spell-like abilities and even apparently more mundane ones such as *control weather*. Only when they have reduced their victims to a near-lifelessness will they move in to finish them off by devouring them alive and sucking out their blood.

Blood Drain (Ex): A spirit nephilim that hits with a bite attack sucks blood from a living victim with its fangs, inflicting 1d4 points of permanent Constitution drain.

Devour Flesh (Ex): Any time the spirit nephilim's bite inflicts at least 6 points of damage to a creature, the spirit nephilim devours a portion of that creature's flesh. This deals no extra damage, but creates a strong magical link between the two which can only be dissolved by use of a *remove curse* or similar spell. Any creature linked to the spirit nephilim in this way has a -2 circumstance penalty on any Will saves made against the spirit nephilim's spell-like abilities.

Improved Grab (Ex): To use this ability, the spirit nephilim must hit an opponent of Medium-size or smaller with its bite attack. If it gets a hold, it continues to inflict bite damage each round thereafter.

Spell-Like Abilities: Unlimited: charm person; 3/day: blight, control weather, dominate person, dimension door,

eyebite, fly, heroism, ice storm, invisibility, lightning bolt, scrying, shadow walk, telekinesis, tongues; 2/day: chain lightning, greater teleport, project image; 1/day: dominate monster, etherealness, gate, magic jar, polar ray, trap the soul. These abilities are as the spells cast by an 18th-level sorcerer (save DC 18 + spell level).

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Spirit nephilim have darkvision with a range of 60 feet.

Skills: The grey-brown colouration of spirit nephilim gives them a +4 circumstance bonus to Hide checks when in warm desert terrain.

Tactics Round-by-Round

The spirit nephilim is a cautious opponent, preparing himself before combat and then attacking with powerful spells.

Round 0: *Invisibility*, *fly* and *heroism* will be cast before combat begins if possible. If the spirit nephilim has plenty of time to observe his opponents, he will also cast *control weather* while still invisible, hoping to create as inconvenient a weather type as possible for his enemies. He will attempt to observe from under cover, so as to have a fair chance not to be seen when his *invisibility* ends. If underground, he may instead use *project image* to attack from a distance, since that spell does not end when he attacks, as invisibility does.

Round 1: *Dominate person*, targeting an opponent who has a missile weapon in his hands. He will be instructed to drop it, draw a melee weapon and attack the nearest enemy who appears to be a spellcaster. The spirit nephilim will move into cover if available, or away from his opponents if not.

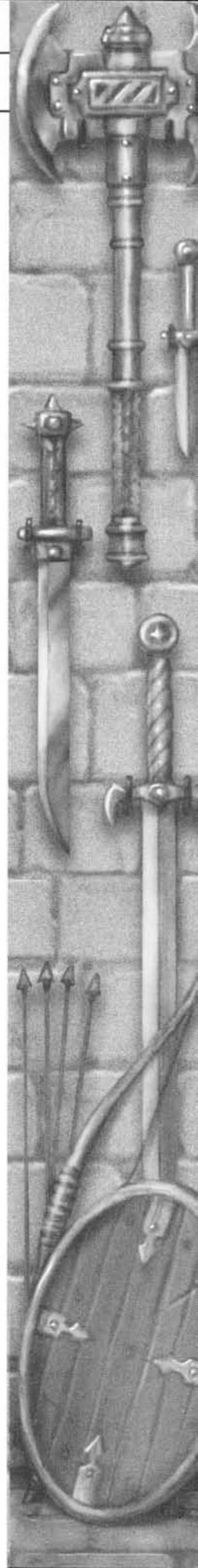
Round 2: Move out of cover, or away from opponents again; *chain lightning*, targeting a spellcaster with the initial bolt, then any other powerful-looking opponents.

Round 3: Assess the situation. If the opposition still appear to be a serious threat or have inflicted major damage on the spirit nephilim, retreat using *greater teleport*. Otherwise, *ice storm*.

Round 4: *Polar ray* against the opponent who looks most dangerous or who has inflicted most damage on the spirit nephilim, avoiding any opponent who appeared unaffected by the *ice storm*; move back into cover if available, or continue retreating if not.

Round 5: Move out of cover; *eyebite* any dangerous-looking fighter type.

Round 6 and beyond: Continue *eyebiting*; use additional spell-like abilities, such as another *chain lightning* or *ice storm*.



GIANT KINGS

In legend, giant kings are always considerably larger, stronger and tougher than their subjects. To some extent this can be duplicated by giving them high levels in appropriate character classes such as barbarian or fighter, but this chapter will also offer rules for the kind of giant kings who regularly tangled with the gods in the Norse myths, or fought against great heroes in Middle Eastern mythology.

The differences between the giant kings presented here and the ordinary members of their race are not great; giant kings, for the most part, are simply bigger and more powerful than giants of the same race. Few of them are a different order of creature altogether, although as with any other creature the occasional half-fiend or half-celestial giant often ends up in a position of leadership, sometimes up to and including the level of giant king.

However, most giant kings prefer to consider themselves something more than the ordinary giants. Many believe themselves to be descended from ancient, primal giants, who lived before the upstart humans and other new races began to swarm over

the world. They promote an image of themselves as the next best thing to the gods themselves, though to reinforce this they must demonstrate total fearlessness and audacity at all times. For this reason, giant kings are almost always the instigators of invasions, wars or raids on human and other lands, mobilising vast numbers of their mighty subjects just to show off their own strength of will and seeming invulnerability.

In most giant societies, rulership is at least partially hereditary. This again supports the view that giant kings are very nearly a race apart, a divinely infused, superior folk. However, it seems likely that the royal blood flows through a great many giants, perhaps among ancient families of similar pedigree to human nobles. Although it is common for giant tribes and nations to retain the same royal family for many generations, the occasional bloody coup or simple death of all the supposed royals often means a new king comes from an apparently non-royal background. As few of the giant races bother to retain records of long-past royal families, or take note of the precedence or lack thereof of any families other than the royal one, there are rarely any clearly defined nobles other



than the giant king and his immediate family. The only giant race that commonly respects noble birth as distinct from royalty is fire giants, whose highly structured society includes jarls and earls as well as kings.

GIANT QUEENS

As is detailed in the Society chapter, most giant races are reasonably egalitarian in their approach to females. Giant queens are scarcer than giant kings, but they are not so unusual as to draw any particular comment. Giant queens should be treated exactly as giant kings, using the template given below.

Occasionally, a giant king and giant queen will reign together as co-regents. Such a partnership can be dangerous in the extreme to any who oppose the royal family, and almost always found long-lasting dynasties of future giant monarchs.

USING GIANT KINGS

Giant kings have a firm place in the hearts of any who once played through certain classic early fantasy roleplaying adventures, and an assault on a giant king's hall can still make a thrilling and dangerous adventure for high-level characters. Each of the giant races has kings with slightly different qualities, meaning that a whole campaign could be devised that challenges the players in different ways as they war on each of the giant kings.

For groups focused more on social skills and negotiation, heading up a diplomatic mission to a giant king can be almost as fraught with danger and trouble as making a direct assault on his castle. Dealing successfully with the problems of negotiating a peace or alliance with a race that regards creatures of Medium-size or smaller as little more significant than insects requires an almost insane degree of self-confidence as well as unparalleled social skills.

Placing giant kings geographically within a campaign world should be done with great care. Mere giant tribes do not have kings, only chieftains. Depending on how organised the giants are within your campaign, giant kings may arise only rarely, as they succeed in uniting disparate giant tribes, or they may be fairly common, with almost every tribe being only a part of a larger kingdom. In such a setting they may well be more than one king for each giant race, particularly if your campaign world has a wild, giant-filled land such as Jotunheim of the Norse myths (see the Giant Lore chapter).

GIANT KING TEMPLATE

'Giant king' is a template that can be added to any creature of type 'giant' that is capable of advancing by character class, hereafter referred to as 'the creature.' The giant king uses all the creature's statistics and special abilities except as noted here.

Size: Increase by one size category.

Hit Dice: Multiply the original creature's Hit Dice by 1.5, rounding down. Furthermore, any hit die roll under 4 should be treated as 4. Giant kings are the prime physical specimens of their race, and any weaknesses in a potential giant king would disqualify him from the position. To quickly determine average hit points for a giant king, multiply his number of Hit Dice by 5.25 rather than the usual 4.5. Note that once the giant begins to advance in a character class, hit dice are rolled normally.

Speed: Same as the creature.

AC: Increase natural armour by +8.

Damage: Same as the creature, except that larger weapons are used due to the giant king's size increase (see *Core Rulebook II*).

Special Attacks: A giant king retains all the creature's special attacks. Furthermore, these special attacks are enhanced as follows. The range increment for all missile weapons is multiplied by 1.5, as is the caster level for any spell-like abilities. In addition, giant kings gain new special attacks as they advance – see Advancement, below.

Special Qualities: A giant king retains all the creature's special qualities. In addition, giant kings gain new special qualities as they advance – see Advancement, below.

Saves: Same as the creature, except as modified for changes to Dexterity and Constitution and as follows. Giant kings gain a luck bonus equal to their Charisma modifier (if positive) to all saving throws.

Abilities: A giant king gains +8 to Strength, +4 to Dexterity, +4 to Constitution, +2 to Intelligence, +4 to Wisdom and +4 to Charisma.

Skills: Same as the creature, as modified for the increased Intelligence score and hit dice.

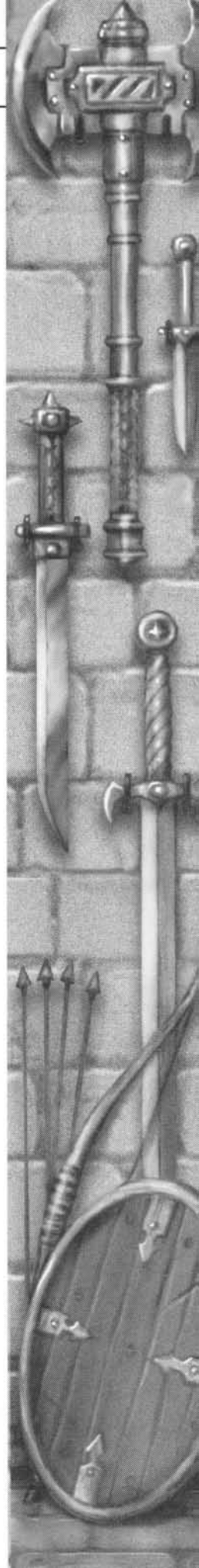
Feats: Same as the creature, as modified for the increased hit dice, plus free Leadership feat.

Climate/Terrain: Same as the creature.

Organization: Solitary plus personal bodyguard of 21-30 12th-15th level barbarians or fighters of the same giant race, plus 3-6 immediate family of the same giant race including 1-2 giant children; or pair (giant king and giant queen) plus bodyguard and family as above.

Challenge Rating: Same as the creature x1.75 (round down). This challenge rating increase is applied before any additions for other templates or character class advancement.

Advancement: Same as the creature, except as follows.



GIANT KINGS

Whichever character class or classes a giant king advances in, it gains certain additional special qualities and attacks at every odd class level, as shown in the Giant King Advancement Table. Note that this does not represent

some specialised giant king prestige class, but an extra set of capabilities gained by giant kings irrespective of the classes in which they gain levels.

Giant King Advancement Table

Class Level	Anakim	Cloud Giant	Fire Giant	Fomorian	Frost Giant	Hill Giant
1 st	Chariot Control +2	Listen +2	Flameskin (+1d6)	Ray Attack (2d6, 1/day)	Intimidate +2	Toughness
3 rd	Rage	Spell-Like Abilities (<i>fly</i> 1/day)	Heat Craft Bonus (+1)	Ray Attack (2d6, 2/day)	Mighty Blow (+1d6 1/day)	Might +1
5 th	Chariot Weaponry	Listen +4	Fiery Blade (+1d6)	Ray Attack (4d6, 2/day)	Intimidate +4	Toughness
7 th	Desert Familiarity +2	Spell-Like Abilities (<i>control winds</i> 1/day)	Heat Craft Bonus (+2)	Ray Attack (4d6, 3/day)	Mighty Blow (+2d6 1/day)	Might +2
9 th	Chariot Control +4	Listen +6	Flameskin (+2d6)	Ray Attack (6d6, 3/day)	Intimidate +6	Toughness
11 th	Rage	Spell-Like Abilities (<i>fly</i> 3/day)	Heat Craft Bonus (+3)	Ray Attack (6d6, 4/day)	Mighty Blow (+3d6 2/day)	Might +3
13 th	Chariot Precision	Listen +8	Fiery Blade (+2d6)	Ray Attack (8d6, 4/day)	Intimidate +8	Toughness
15 th	Desert Familiarity +4	Spell-Like Abilities (<i>whirlwind</i> 1/day)	Heat Craft Bonus (+4)	Ray Attack (8d6, 5/day)	Mighty Blow (+4d6 2/day)	Might +4
17 th	Chariot Control +6	Listen +10	Flameskin (+3d6)	Ray Attack (10d6, 5/day)	Intimidate +10	Toughness
19 th	Mass Rage	Spell-Like Abilities (<i>fly</i> unlimited)	Heat Craft Bonus (+5)	Ray Attack (10d6, 6/day)	Mighty Blow (+5d6 3/day)	Might +5

Class Level	Mountain Giant	Nephilim	Rime Giant	Sea Giant	Stone Giant	Storm Giant
1 st	Toughness	Bonus Feat	Spell-Like Abilities (<i>control weather</i> 3/day)	Net Defence (+3 AC)	Rock Hard +1	Arrow of lightning 1/day
3 rd	Might +1	Nephilim Understanding	Enhanced Control Ice (x2)	Whirlpool 1/week	Spell-Like Abilities (<i>spike stones</i> 1/day)	Spell-Like Abilities (<i>invisibility</i> 1/day)
5 th	Toughness	Bonus Feat	Improved Icicles (3d10)	Water Breathing	Rock Hard +2	Arrow of lightning 2/day
7 th	Might +2	Nephilim Understanding	Enhanced Control Ice (x4)	Water Door 1/day	Spell-Like Abilities (<i>stone tell</i> 3/day)	Spell-Like Abilities (<i>major image</i> 1/day)
9 th	Toughness	Bonus Feat	Spell-Like Abilities (<i>ice storm</i> 3/day)	Net Defence (+4 AC)	Rock Hard +3	Arrow of lightning 3/day
11 th	Might +3	Nephilim Understanding	Enhanced Control Ice (x6)	Whirlpool 1/day	Spell-Like Abilities (<i>wall of stone</i> 1/day)	Spell-Like Abilities (<i>hallucinatory terrain</i> 1/day)
13 th	Toughness	Bonus Feat	Improved Icicles (4d10)	Net Fighting (fold as standard action)	Rock Hard +4	Arrow of lightning 4/day
15 th	Might +4	Nephilim Understanding	Enhanced Control Ice (x8)	Water Door 3/day	Spell-Like Abilities (<i>stone tell</i> unlimited)	Spell-Like Abilities (<i>seeming</i> 1/day)
17 th	Toughness	Bonus Feat	Spell-Like Abilities (<i>wall of ice</i> 3/day)	Net Defence (+5 AC)	Rock Hard +5	Arrow of lightning 5/day
19 th	Might +5	Nephilim Understanding	Enhanced Control Ice (x10)	Whirlpool 3/day	Spell-Like Abilities (<i>earthquake</i> 1/day)	Spell-Like Abilities (<i>persistent image</i> 1/day)

Anakim Kings

As anakim kings are so large they cannot fit a separate driver on their war chariots, they learn to be expert chariot drivers themselves, taking incredible pride in their ability to sweep across the battlefield at high speeds and devastate enemy forces single-handedly.

Anakim kings are most commonly barbarians, as this enhances their additional abilities extremely well. However, anakim king fighters and sorcerers are also common, and the rare anakim king cleric can be very dangerous indeed.

Chariot Control: A 1st level anakim king gains a +2 circumstance bonus to all Handle Animal checks made to avoid overturning his chariot.

At 9th level this bonus rises to +4, and at 17th level to +6. This is an extraordinary ability.

Rage: A 3rd and 11th level anakim king gains the ability to rage once per day, as though he were a barbarian, with all the benefits and drawbacks of raging. If he is already a barbarian, this additional rage ability also benefits from any relevant barbarian class features such as greater rage. This is an extraordinary ability.

Chariot Weaponry: A 5th level anakim king gains an empathic link with his two preferred chariot-pulling dire lions, much like a druid or ranger's link to his animal companion. The anakim king may handle his dire lions as a free action, or push them as a move-equivalent action. Pushing them can include causing them to pull the chariot at +10 feet speed that round, just as if the anakim king were whipping them to make them go faster. He need not hold the reins or whip, or otherwise physically control the dire lions, and so is free to wield two-handed weaponry or a one-handed weapon and shield if desired. Anakim kings often pride themselves on their archery, and once they have this special quality they can use bows and simultaneously move at high speeds. This is an extraordinary ability and does not provide any of the other special qualities enjoyed by animal companions, special mounts, familiars or other linked creatures.

Desert Familiarity: A 7th level anakim king gains a +2 circumstance bonus to Hide, Listen, Move Silently, Spot and Survival checks when in any desert terrain. This is an extraordinary ability.

At 15th level this bonus rises to +4.

Mass Rage: At 19th level the anakim king can take a full-round action to induce a rage (as per the barbarian class

feature) in up to 10 + Cha modifier anakim. Mass rage is a supernatural ability that can be used once per day.

Cloud Giant Kings

All cloud giant kings gain spell-like abilities as though they lived on enchanted cloud islands, no matter where they live. Their spell-like abilities are enhanced as they rise in level, and they gain special bonuses to their Listen skill due to their control of the air and wind – it is as though the winds themselves conspire to carry the sound of anything untoward straight to the ears of the cloud giant king, making him almost impossible to sneak up on.

Many cloud giant kings are sorcerers, complementing their innate spell-like abilities with arcane lore. Others specialise in missile use, using their mobility to evade close combat while they rain down rocks or arrows on their enemy. These ranged combat specialists are usually rangers, fighters, or clerics.

Listen: At 1st level the cloud giant king gains a +2 luck bonus to all Listen checks. This bonus increases by +2 every four levels thereafter. This is a supernatural ability.

Spell-like Abilities: A cloud giant king gains new or improved spell-like abilities at 3rd level and every four levels thereafter. At 3rd level, he can cast *fly* once per day, as a 20th level sorcerer; at 11th level this increases to three times per day, and at 19th level can be cast an unlimited number of times per day. At 7th level, he can cast *control winds* once per day, as a 20th level druid. At 15th level, he can cast *whirlwind* once per day, as a 20th level druid.

Fire Giant Kings

Fire giant kings are highly organised and make excellent generals, using their forces with great care and refined tactics. They take a very hands-on approach to both war and preparation for war, and so may be found fighting in the front line in battles or heading up the teams of smiths hammering out new weapons and armour for future campaigns. Fire giant society also has a strong element of individual martial prowess, and fire giant kings also excel at single combat. Their new special attacks and qualities reflect both this individual fighting expertise and skills at the forge.

Most fire giant kings are fighters, though barbarians and clerics have also been known, along with the very occasional sorcerer. Fighters or barbarians can make the most effective use of the powerful melee combat qualities associated with fire giant kings.

Flameskin: At 1st level, a fire giant king's very skin begins to give off flames, making him appear more like a demon or devil than a giant. Any creature approaching within 5 feet of the fire giant (i.e. into an adjacent square) is dealt 1d6 fire damage per round he is within range. This is a supernatural ability.

At 9th level the damage increases to 2d6, and the range to 10 feet; at 17th level, the damage increases to 3d6, and the range to 15 feet.

Heat Craft Bonus: From 3rd level, a fire giant king becomes a master of smithcraft and any other crafts that require the use of precise quantities of heat, such as glassblowing and pottery. The fire giant king gains a +1 innate bonus to all Craft (blacksmith), Craft (weaponsmithing), Craft (armoursmithing), Craft (goldsmith), Craft (glassblowing) and similar skills at the Games Master's discretion. This bonus increases by +1 every four further levels. This is an extraordinary ability.

Fiery Blade: At 5th level, the fire giant king becomes capable of heating up any weapon he holds to a deadly red heat, which causes it to deal +1d6 fire damage. This is a free action but the weapon must be in the giant king's hand for at least one full round before it becomes hot enough to do additional damage. If the he wields a weapon in each hand, he may heat both up. This is a supernatural ability.

Fomorian Kings

A fomorian king will always be selected from among the 10% of fomorians who have at least one spell-like ability. As a sign of his kingship, he gains a new special attack, in the form of damaging rays shining from his eyes like the fomorian kings of legend.

Fomorian kings are almost always fighters. Though fomorians do not have the kind of formalised military training organisations so useful for teaching fighters the skills of their trade, fomorian kings generally have an iron self-discipline and the brains to devise their own, practical fighting techniques, even without the help of others. Neutral evil fomorian kings are usually barbarians rather than fighters. Occasionally a spellcasting fomorian king arises, almost invariably a sorcerer, but these are scarce in the extreme.

Ray Attack: At 1st level, a fomorian king gains a ray attack in the form of elemental damage, such as a frost ray or lightning ray. The ray appears to be flowing out of the fomorian king's eyes, but is not classed as a gaze attack. The fomorian selects one damage type when he first gains this special attack, from the following list: acid, cold,

electrical, fire, poison. Once this damage type is selected it may not be altered. To begin with this ray attack does 2d6 damage and can be used once per day as a free action. At 3rd level, it may be used twice per day, and one additional time per day for every four levels beyond that, but it may still never be used more than once per round. At 5th level and every four levels thereafter the damage increases by +2d6. This is a spell-like ability.

Frost Giant Kings

True frost giant kings are quite scarce, as rime giant kings usually rule over a wide territory that includes many frost giant tribes as vassals. When a frost giant king does arise, he tends to rule by sheer force of arms and terrifying, random brutality, rather than the combination of martial and magical skills so often favoured by rime giant kings.

Frost giant kings are almost always barbarians or fighters by profession, and are in most cases of sufficiently high level that even the local rime giant king will respect the territory they carve out, due to sheer practicality if nothing else. Frost giant kings have nothing against spellcasters and most have a retinue of clerics and sorcerers, but very few take up spellcasting themselves.

Intimidate: At 1st level the frost giant king gains a +2 competence bonus to all Intimidate checks. This bonus increases by +2 every four levels thereafter. This is an extraordinary ability.

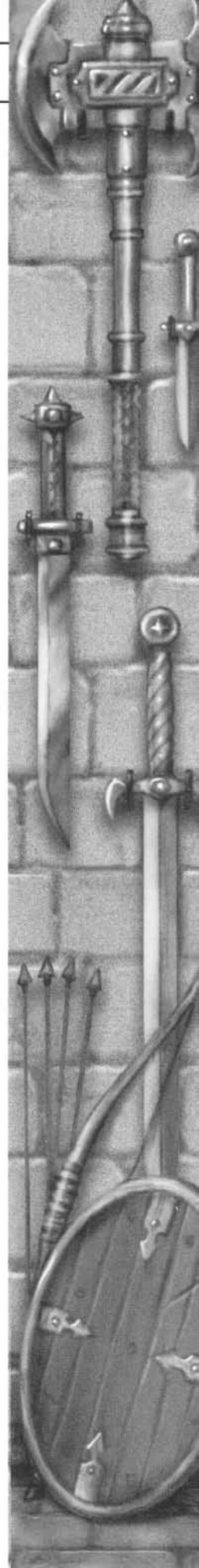
Mighty Blow: At 3rd level the frost giant king gains a new special attack, the mighty blow. Once per day he may designate one of his attacks a mighty blow. He takes a -2 circumstance penalty to his attack roll, but if he hits he deals +1d6 damage. This is an extraordinary ability.

The bonus damage increases by +1d6 every four levels beyond 3rd. Furthermore, from 11th level onwards the frost giant king may do two mighty blows per day, and from 19th level onwards three per day.

Hill Giant and Mountain Giant Kings

Hill giants and mountain giants almost invariably rely on their simple strength and staying power to deal with almost any problem. The kings are no different, with even more muscle and fortitude than their brutal subjects.

Like ordinary hill and mountain giants, their kings are usually warriors, barbarians, rogues, rangers or a dual-classed combination such as warrior/rogue or ranger/barbarian. Few have the self-discipline or access to training required for the more specialised fighters.



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However, the occasional hill or mountain giant king has some innate magical ability, usually as a cleric or sorcerer.

Might: At 3rd level, a hill giant or mountain giant king gains a +1 enhancement bonus to all Strength checks or Strength-based skill checks. Note that this extraordinary ability does not affect attack or damage rolls. This is an extraordinary ability.

At 7th level, this bonus increases to +2; at 11th level, to +3; at 15th level, to +4; and at 19th level, to +5.



Toughness: At 1st level and every four levels thereafter, a hill giant or mountain giant king gains a bonus Toughness feat. This is an extraordinary ability.

Nephilim Kings

All nephilim kings are actually greater nephilim, and so should have either the half-fiend or half-celestial template applied as usual. The special qualities they gain for their royal nature enhance their generally heroic capabilities, and can be useful for both martial- and magical-oriented nephilim kings.

Nephilim kings are often either fighters, sorcerers, wizards, or a multi-classed arcane spellcaster and fighter, perhaps going to spellsword or a similar prestige class at a higher level. Multiclassed fighter/clerics are also effective, if more scarce.

Bonus Feat: At 1st level and every four levels thereafter, a nephilim king gains a bonus feat to be selected from the following list: Greater Spell Focus, Greater Weapon Focus, Item Creation Feat (any), Skill Focus, Metamagic Feat (any), Spell Focus, Weapon Focus. This is an extraordinary ability.

Nephilim Understanding: At 3rd level and every four levels thereafter, a nephilim king may choose a skill that was previously a cross-class skill for him and treat it as a class skill from that point onwards. Furthermore, he immediately gains 2 ranks in that skill, so long as this does not somehow take him over the usual limit of ECL +3 ranks. Exclusive skills may not be selected. This is an extraordinary ability.

Rime Giant Kings

Rime giant kings become powerful earthly representatives of their grim and frosty deities, able to bring down the full force of winter upon the world. Though they are disorganised, and as likely to go to war with rival rime giant or frost giant tribes as with more civilised nations, their hatred of the inhabitants of temperate climes is implacable. Every so often a rime giant king will assemble a great horde of giants, white dragons, frost worms and other cold subtype creatures, sweeping

down out of the tundra and bringing a great wintry ice sheet with them.

Almost all rime giant kings are clerics, usually with the Destruction and Water domains. These are no gentle healers and preachers, but terrifying priests of evil, bringing down death to all who oppose them. Most relish melee combat as much as they love destroying their foes from a distance. A few multiclass as cleric/fighters or cleric/barbarians, so as to gain access to Weapon Specialisation and rage respectively, though even these usually have most of their levels in the cleric class.

Enhanced Control Ice: From 3rd level onwards a rime giant king's ability to control ice becomes enormously enhanced, as he becomes more and more an embodiment of winter, an avatar of the gods of cold and frost. This is a supernatural ability, just like a rime giant's innate control ice special attack.

An ordinary rime giant king, without any levels in a character class, can control ice as though it were stone and he was casting a *stone shape* or *soften earth and stone* as an 18th level druid (see the Rime Giant entry in the Giant Races chapter). Thus, used as Soften Ice, this would affect eighteen 10-foot squares, or a total of 1,800 square feet, to a depth of 1 to 4 feet depending on how densely packed the ice is. Used as Ice Shape, it would affect up to 28 cubic feet. Alternatively it could cause a 45-foot-wide stretch of mountainside to be affected by an avalanche.

At 3rd level, the area that can be affected is doubled, to either 3,600 square feet (with the depth unaffected remaining at 1 to 4 feet depending on the ice), 56 cubic feet, or a 90-foot-wide mountainside. At 7th level, it is quadrupled to 7,200 square feet, 112 cubic feet, or a 180-foot-wide mountainside. At 11th level it is multiplied by six, to 10,800 square feet, 168 cubic feet, or a 270-foot-wide mountainside. At 15th level it is multiplied by eight, to 14,400 square feet, 224 cubic feet, or a 360-foot-wide mountainside. Finally at 19th level it is multiplied by ten, to 18,000 square feet, 280 cubic feet, or a 450-foot-wide stretch of mountainside.

Improved Icicles: At 3rd level, the rime giant's Icicles special attack does +3d10 cold damage instead of +2d10, and a character who fails to save is also paralysed for 2d6 rounds rather than 1d6. At 11th level the damage increases further, to +4d10, and the duration of the paralysis increases to 3d6 rounds. This is a supernatural ability.

Spell-like Abilities: A rime giant king gains improved spell-like abilities at 1st level and every eight levels thereafter. At 1st level, his *control weather* spell-like ability

can be used up to three times per day. At 9th level, his *ice storm* spell-like ability can be used up to three times per day. At 17th level, his *wall of ice* spell-like ability can be used up to three times per day.

Sea Giant Kings

Sea giant kings become expert net fighters, aiming to capture powerful opponents in battle rather than kill them. That way, captives can be carried back to the giant king's undersea castle and there held for ransom or for the giant king's amusement. They also begin to gain supernatural and spell-like abilities related to their sovereignty over the sea.

Sea giant kings are usually druids, clerics, bards or sorcerers, though the occasional sea giant ranger or fighter also reaches the heady heights of monarchy.

Water Breathing: A sea giant king of 5th level or higher may at will grant any creature the power of *water breathing*, as the spell cast by a 20th level sorcerer. The giant king may end the *water breathing* effect at any time, even if the subject is not present. This is a spell-like ability.

Net Defence: From 1st level, a sea giant king's net provides him with a +3 shield bonus to AC on any round he does not attack with it, rather than the usual +2. This is an extraordinary ability.

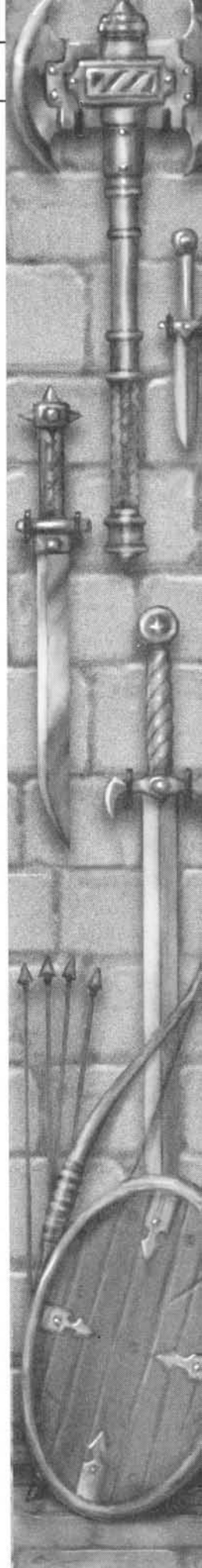
At 9th level, the AC bonus increases to +4, and at 17th level to +5.

Net Fighting: At 3rd level a sea giant king learns to fold a net as a standard action, rather than as a full-round action. This is an extraordinary ability.

Water Door: A 7th level sea giant king who is underwater may instantly transfer himself from his current location to any other spot that is also underwater within 1 mile. The giant king always arrives at exactly the spot desired; whether by simply visualizing the area or by stating direction, such as 900 feet straight downward, or upward to the northwest, 45-degree angle, 1,200 feet. This is a supernatural ability and may be used once per day.

From 15th level onwards, he may use his Water Door ability three times per day.

Whirlpool: A 3rd level sea giant king may create a whirlpool as a full-round action once per week. This is more powerful than the minor whirlpool that can be created with the *control water* spell, and operates as follows. The



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giant king designates a circular area of ocean up to 500 feet wide and within one mile of him. A whirlpool fills the affected area, to a depth twice its width (for example, a 400-foot wide whirlpool is 800 feet deep). The giant king can concentrate to move the whirlpool up to 100 feet per round, so long as it remains within the ocean and within 1 mile of him. The whirlpool lasts for 20 rounds or until the giant king chooses to end it. Creating a whirlpool is a supernatural ability.

Any Gargantuan or smaller creature that comes in contact with the whirlpool must succeed at a Reflex save (DC = 1/2 sea giant king's HD + sea giant king's Wisdom bonus) or take 3d10 points of damage. Creatures that fail their first save must succeed at a second one or be sucked down into the whirlpool. A creature that has been sucked down takes 3d10 points of damage each round for the duration of the whirlpool with no save allowed, and descends 100 feet per round. When the whirlpool ends, or when the creature is sucked down to the lowest extent of the whirlpool, the creature remains at its current depth under the sea, possibly beginning to drown and suffer water pressure damage (see *Core Rulebook II*) if not adapted for underwater existence.

From 11th level onwards the sea giant king may create a whirlpool once per day, and from 19th level up to three times per day.

Stone Giant Kings

Stone giant kings capitalise on the stony skin and special environmental abilities of their race. Note that all stone giant kings gain the spell-like abilities of stone giant elders (see *Core Rulebook III*). These spell-like abilities are further enhanced and complemented by the new spell-like abilities gained for being giant kings, listed below.

Stone giant kings are commonly either sorcerers or multiclassed sorcerer/clerics at low levels. At higher levels, many take the loremaster or mystic theurge prestige classes. Stone giant king clerics have the Earth domain and either the Protection or Strength domain.

Rock Hard: At 1st level and every four levels thereafter, a stone giant king's natural AC increases by +1. This is an extraordinary ability.

Spell-like Abilities: A stone giant king gains new or improved spell-like abilities at 3rd level and every four levels thereafter. At 3rd level, he can cast *spike stones* once per day, as a 15th level cleric. At 7th level, his *stone tell* spell-like ability may be used up to three times per day, and at 15th level an unlimited number of times per day. At 11th level, he can cast *wall of stone* once per day, as a 15th

level sorcerer. At 19th level, he can cast *earthquake* once per day, as a 15th level cleric.

Storm Giant Kings

Most storm giant kings live on distant mountaintops or isolated cloud islands, and so have little need to defend their homes and less inclination to attack others. However, when necessary they are even deadlier than ordinary storm giants, firing arrows that become lightning bolts in mid-air. More commonly they amuse themselves by inviting gods and mortals alike to their castles for strange contests, tournaments or entertainments, where the guests can be bamboozled with a variety of illusions.

Storm giant kings are most commonly sorcerers, though a good many clerics, fighters and rangers are also known. Sorcerers usually specialise in spells of illusion and spells with an 'electricity' descriptor.

Arrow of Lightning: At 1st level A storm giant king can cause an arrow he fires to become a 10d6 lightning bolt in flight, once per day as a free action. If this is done outdoors during a storm, the lightning bolt does 10d8 damage instead of 10d6. This is a supernatural ability.

At 5th level and every four levels thereafter, the storm giant king gains one additional arrow of lightning per day.

Spell-like Abilities: A storm giant king gains new spell-like abilities at 3rd level and every four levels thereafter, all of which are cast as a 20th level sorcerer. At 3rd level, he can cast *invisibility* once per day. At 7th level, he can cast *major image* once per day. At 11th level, he can cast *hallucinatory terrain* once per day. At 15th level, he can cast *seeming* once per day. At 19th level, he can cast *persistent image* once per day.

timber construction, though this is not a favoured solution due to the relatively inflammable and weak nature of wooden roofs.

The chieftain typically has a separate house for use in peacetime, and in many villages this will be the second-grandest building, though some more modest war-chiefs may prefer to live in an ordinary, unadorned structure. The village elders will also have slightly larger accommodations than ordinary villagers. Both chieftain and elders usually dwell in one- or two-storey stone houses around 30 to 40 feet in diameter.

Most anakim families will have homes little more than 20 feet in diameter, or longhouses of perhaps 15 feet by 35 feet. Fortunately family sizes are usually small. Like the larger buildings, these will often be constructed of local stone, for anakim usually do not live in regions with a good supply of wood; however, adobe walls and thatched roofs may also be used where stone is scarcer.

Since most anakim are wary towards religion (if still respectful of its power), the tribal adept or occasional village cleric will generally select a hut close to the edge of the village or even just outside it. A particularly well-respected spellcaster may rate a powerful place among the village elders, though even then he often chooses to live somewhat apart from his fellow villagers, perhaps taking a lean-to against the inside of the wall.

Also outside the village will be the pens for any livestock the villagers may herd, usually goats, sheep or cows. These can be driven within the walls in time of war if time permits. When a village owns one or more war chariots, these and the dire lions to pull them will usually be kept within the walls, close to the main gates so as to allow for their use in counterattacks.

Defences

Anakim villages are usually built on the high ground, either on hilltops or for preference on rocky outcrops, which can provide both a powerful defence in itself and strong building materials for the village wall and houses. On soft ground, a pit will be dug and the earth piled up to form earthworks, which will then have a stone wall built on top. A ten-foot-deep pit, ten-foot high earthworks and twelve-foot-high wall atop them would be fairly typical, though some walls are taller still. If there is a forest nearby, outward-sloping stakes will be placed as a further defence just beyond the pit. These too usually protrude some ten feet out from the ground, and are made from strong saplings that are not too wide, so as to make it difficult for attackers to prise out or destroy a single

stake and then force a way through the gap. Most villages add occasional watchtowers for use by archers, and line the walls with throwing rocks and arrow quivers for the defenders.

Furthermore, every house within the village will be made with at least one additional defensive feature, be it a walled roof area that can be used as a platform for archers, a windowless room surrounded by arrowslits, or an easily disassembled wall for use as throwing rocks.

Guards and Allies

Other than their chariot-pulling dire lions, anakim rarely use additional animals to bolster their power, though some tribes may have a few guard dogs. Most prefer to rely on their own keen senses and mighty limbs, simply repelling any serious opposition with loosed arrows, thrown rocks, or devastating blows in melee.

CLOUD GIANTS

Cloud giants favour mountainous regions, even when they live on cloud islands. Rather than raising food animals, they hunt birds, mountain goats, snakes, wild horses, bears and any other game that may be available. Cloud giants are omnivorous and also cultivate fruit trees, favouring grapes, apples, and pears, especially those who dwell on cloud islands where they can find little or no game.

Mountain-dwelling cloud giants build castles, more out of habit and aesthetic preference than because there is anything in most mountains that can pose a serious threat to them. Their predilection for easily defended homes has proved worthwhile on the few occasions when a major enemy has arisen, usually a rival cloud giant group, extremely well-equipped band of adventurers, or the army of an evil overlord.

Those cloud giants who live on cloud islands also prefer castles, perhaps with even less reason – though humans who have heard the legends of rich silver mines may pose a threat. For a detailed look at cloud islands, see the sidebar on p55.

Castles

Most cloud giants live in smallish castles atop high mountains, in either extended families or small tribes. These appear to be castle-sized to humans, though in reality because there will likely be only ten or so giants to a castle each one is more like a border fort or wizard's tower in terms of relative size and number of rooms.

FIRE GIANTS

Fire giants will dwell anywhere where there is a source of extreme heat. This need not be natural, and in some cases it may even be in the middle of an otherwise cold region. For example, an active volcano or area of geysers and hot springs might be situated in a near-arctic area, and could still attract fire giants. Though they cannot tolerate cold conditions so well as humans might, they can handle a limited exposure to below-freezing temperatures with warm clothing and carefully constructed shelters. Despite this, fire giants in cold regions are clearly at a disadvantage due to their fire subtype, and few will range far from their main heat source, venturing forth only on brief raiding or hunting missions.

The majority of fire giants prefer temperate or warm areas, again with a major heat source. A deep enough cave might suffice, even in a non-volcanic region, due to the heat of the planet's core. A desert region in which the rocks or sand become what would be painfully hot to a human would certainly work, though the fire giants would need some system to ensure they kept warm through the cold desert nights.

Alternatively, a magical heat source, perhaps provided by an artefact or a powerful fire-magic specialist, could

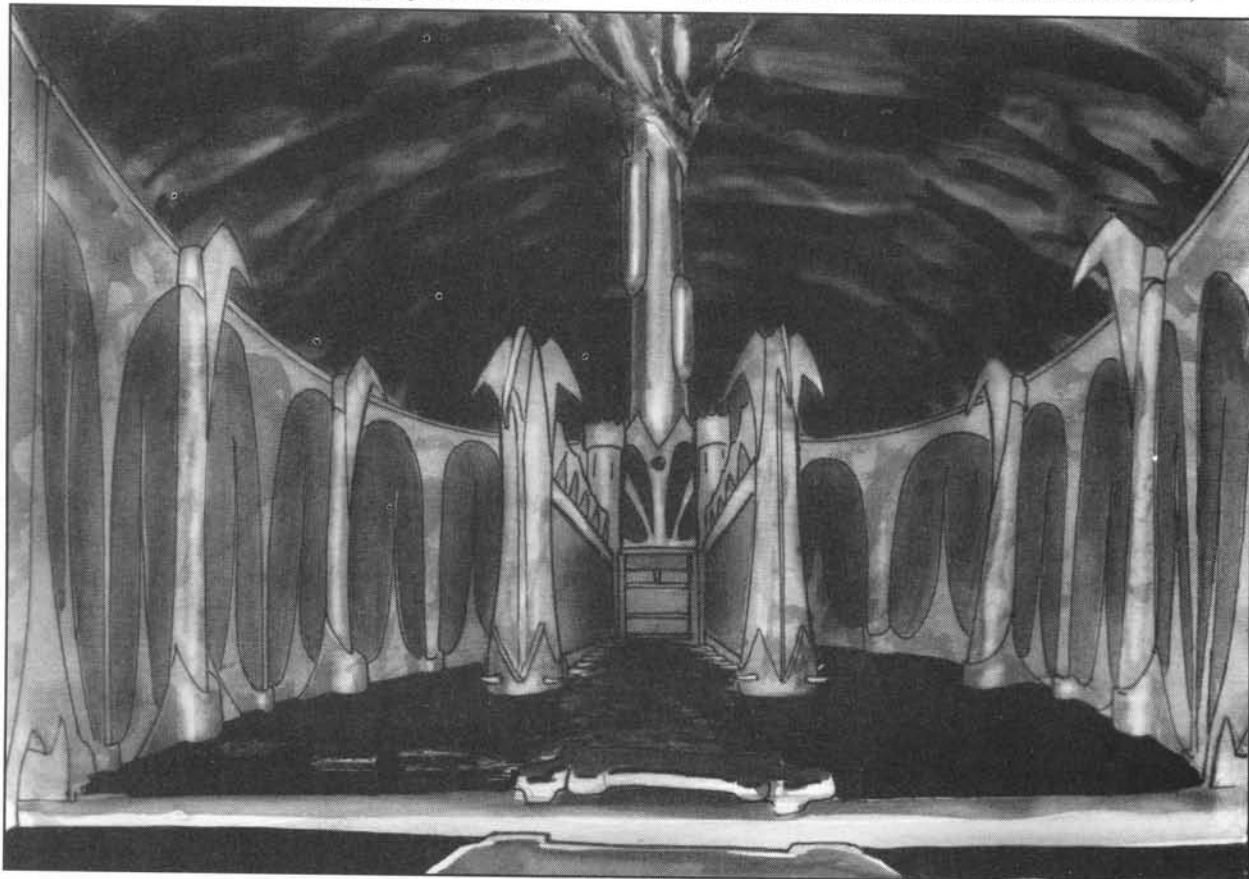
be appropriate. Even an area heated up by mundane means, such as a medieval 'industrial estate' run by an evil overlord and full of smithies and ironworks, might suffice.

Castles and Caves

Fire giants are among the best-organised of the giant types, and so prefer a home that is run in a highly efficient manner, complete with strong defences, reliable food and heat sources, and room for expansion – either of the fire giants themselves, or soon-to-be-captured slaves.

A typical fire giant castle will be carefully constructed and of a generous size, for fire giant leaders are nothing if not ambitious. They dream constantly of conquests and alliances, and for a successful leader who has brought several different tribes under his sway the settlement size can get considerably larger than that listed in *Core Rulebook III*. Though this is certainly a rarity, the thought of it is never far from the minds of fire giant chieftains, and they will endeavour to keep open the possibility of expansion.

The caverns occupied by some groups of fire giants are of similarly vast size, with great wide open spaces and highly defensible entrances and exits. Sometimes they may make temporary alliances with other evil subterranean races,



though these deals are rarely seen as anything more than convenient stopgaps, because the long-term plan is almost invariably to take the ostensible allies over completely as slaves or subject peoples.

Often a surface-dwelling fire giant tribe will excavate caverns beneath their castle, for rocks, building materials, additional living space and boltholes. Likewise, underground-dwelling tribes frequently improve their gatehouse defences to such an extent that they end up with a small, heavily fortified surface building such as a tower guarding each entrance. Thus the distinction between cavern and castle becomes a moot point, with the larger, more advanced tribal homes usually taking on something of the character of both.

Defences

Fire giants will often use fiery variations on conventional traps, such as pit-traps which dump the victim in a pool of red-hot lava rather than a mere spiky hole, or tripwires and pressure plates that activate showers of molten brimstone and pre-heated rocks. Often they have meeting-rooms for other races in the outer parts of their lairs, but then close off access to any non-fire-subtype attackers by necessitating a wade through a fiery lava stream or walk through a cavern filled with superheated steam. This can work for both cave- and castle-dwelling fire giants.

Castle and cavern alike may be built with a complex concentric structure, with carefully defined inner and outer lines of defence being common. The best lairs add in border defences too, miniature strongholds just beyond the main lines of defence but still within rock-throwing range, so that any attacker will be caught in a dreadful crossfire unless he can defeat the border stronghold first. Most lairs have an inner keep or inner cavern, with only one, easily blocked connecting tunnel between it and the remainder of the lair. Fire giants also love counterattacks, and some form of sally-port is also common.

Guards and Allies

Fire giants are one of the more eclectic giant races in their willingness to work with other creatures, though the latter are usually subjugated rather than allied to them. Though they believe strongly in their superiority over all other living beings, they also recognise that other creatures can complement their capabilities extremely well, providing such combat resources as aerial attack, shock troops, scouts and cannon fodder.

Almost every fire giant tribe keeps a pack of hell hounds, often in similar numbers to the giants themselves. These have much the same role as do ordinary hounds in a

human castle or other community; they are scouts, hunters, guard-dogs and companions. Depending on the tribe, the giants may consider themselves to 'own' personal dogs, or more commonly the dog-pack may be more like a pack of hunting hounds, only semi-tamed and relating more closely to other pack members than to their supposed masters. In the latter case, the hell hound pack usually beds down near to one of the major heat sources, such as in a large smithy or within the central fire of the main hall. In defence of the lair, hell hounds will be unleashed into the enemy ranks, breaking up close formations and causing chaos and confusion, of which the fire giants can take advantage, simply mopping up the separated stragglers.

Ettins and trolls are also common denizens of fire giant lairs, usually as something like slaves to the fire giants. Trolls have a particularly difficult time associating with fire giants, since fire is one of the few things that can cause them permanent damage. Usually an arrangement is made allowing the trolls to live in the least fiery part of the lair, which often makes them the first opposition to be encountered in the outer parts of the cavern or gatehouse of the castle. Ettins have no particular vulnerability to flames, but neither do they have any immunity, and so they will most likely be found with or close to the troll community.

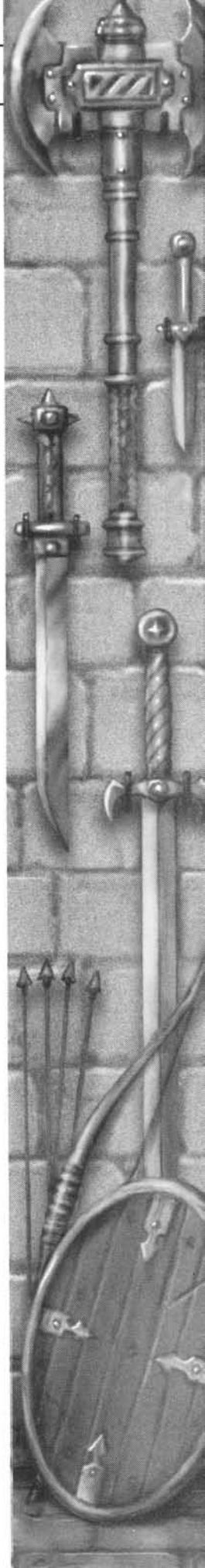
The larger and better-organised fire giant tribes will have a small number of red dragons lairing with them. These are usually young, and many make their own way in the world after a time working with the fire giants. Sometimes a lucky or highly disciplined fire giant tribe will fully 'tame' a red dragon, using it as a steed once it grows to a sufficient size, but this is the exception rather than the rule. In defence of the lair, red dragons are usually used for aerial attacks targeting powerful foes.

FOMORIANS

Fomorian are most commonly encountered in temperate seas, with the entire tribe or family living aboard a fast-moving raiding ship. Like most pirates they use isolated islands as boltholes when the weather is dangerous or the local population particularly well-organised against them. As their aim when raiding is not just to carry off captives and booty but also where possible to settle and conquer, they can also be found ashore, with whole armies of them subjugating humans or other enemies, imposing their own rules and taxes.

Ships and Islands

Fomorian ships are of excellent quality, and though the techniques employed to build them are relatively primitive by the standards of civilised human nations, fomorians



HABITAT

have such a deep and thorough understanding of the sea and its ways that in practice their vessels often outperform far more expensive and smarter-looking ships. They can be of any size from single-masted dugouts to broad-bottomed vessels capable of taking an entire tribe far upriver for a raid.

Winter islands usually have rude shelters and occasional stockades or other basic fortifications, but these places never seem to be regarded as anything more than convenient stopping-off points for fomorian tribes. If attacked on their island home, they will often simply abandon it, so long as they have another island they can flee to.

Defences

Only the most powerful fomorian kings bother to build castles or other serious defences on their islands, though fomorian tribes who are ashore in hostile territory will usually build fortified encampments, even if only spending a single night in the area. On their island homes they rely on treacherous seas and low quality maps to keep the enemy from their door, but while attacking or raiding they are well aware of how dangerous humanoids can be when driving invaders from their homeland.

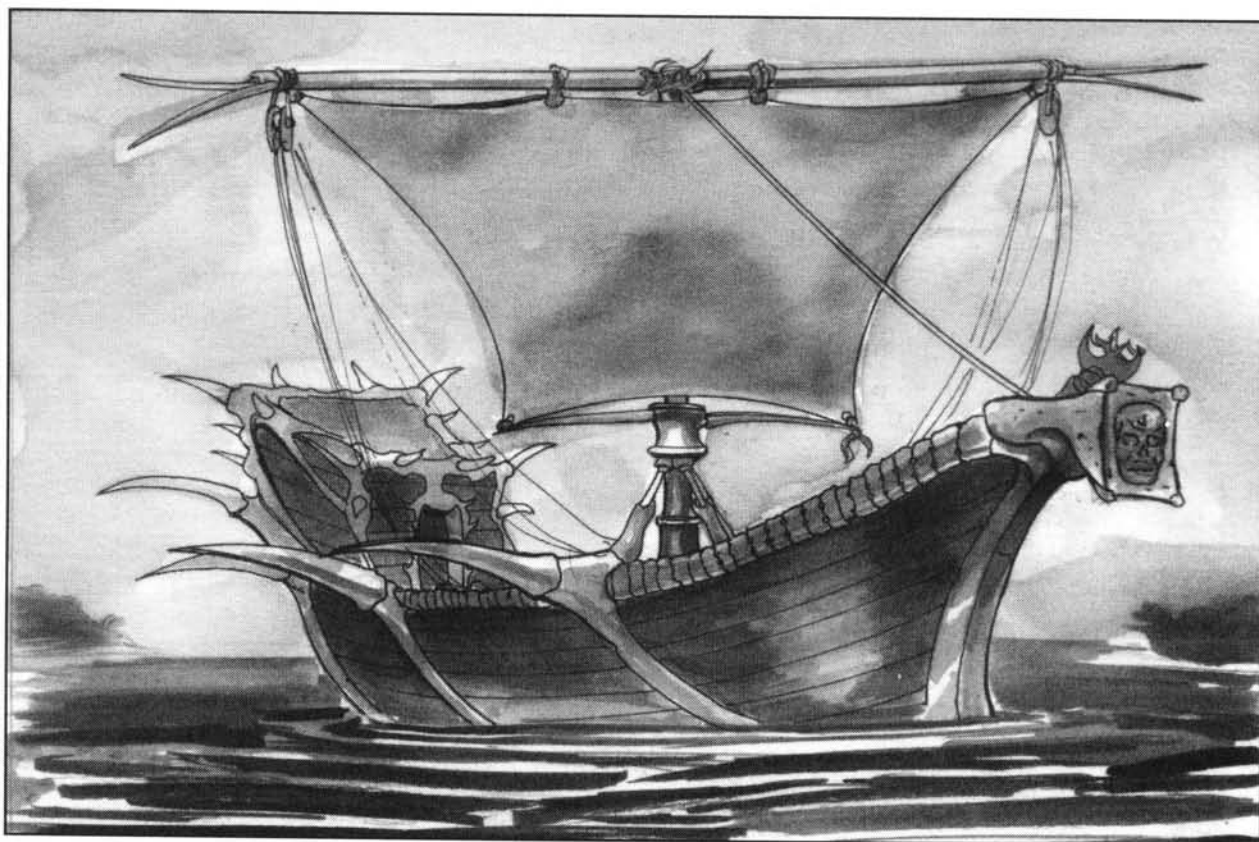
Thus their camps ashore will usually have crude perimeter defences such as ditches, earthworks and spikes. Guards and pickets will be set, and mounds of rocks gathered by the perimeter for easy use in defence. Simple overnight shelters will be built, with the tribal chieftain sometimes having a purpose-built tent for himself, his chosen females, and his personal bodyguards.

Guards and Allies

Fomorians rarely work with any other living creatures, unless they have a few human slaves. Occasionally these latter will be used as guards or cannon fodder if suitably cowed, but most of the time the fomorians have little trust for any but one another. Sometimes they may work together with other lawful evil or neutral evil giants such as fire giants, but such alliances are rarely long-lived or successful, for neither side truly trusts or respects the other.

FROST GIANTS

Frost giants prefer a habitat that is as cold as can be, favouring entirely arctic territories far too frigid for human habitation. They love the inexorable, unstoppable feeling of glaciers and avalanche-prone mountains, and strive to emulate that feeling by living close to such powerful natural forces.



Though frost giants favour these super-cold regions, they will make do with any cold areas including forests and hills. Often rime giants or other powerful cold subtype creatures dominate the much-prized cold mountains and glaciers, so that frost giant tribes are forced out into less ideal settings. Even those who do lair atop mountains or glaciers must needs venture into forest or similar game-rich areas to hunt food, since their preferred habitats have but the scantiest of animal life. They will also sweep out from their icy homes to raid human or other humanoid settlements, even at the borders of more temperate climes.

Castles and Caverns

'Castle' is perhaps something of a misnomer for the crude fortifications of frost giants, particularly since so many of their supposed castles are actually constructed from solid snow or ice, built up igloo-style by piling snow-block upon snow-block. These can be thick and strong residences, and can be built a good deal more quickly than a stone castle of comparable size, but are vulnerable to being melted by powerful fire magic or even thawed by an unseasonal change in the weather. See the Ice Castles sidebars for more on constructing and penetrating ice castles.

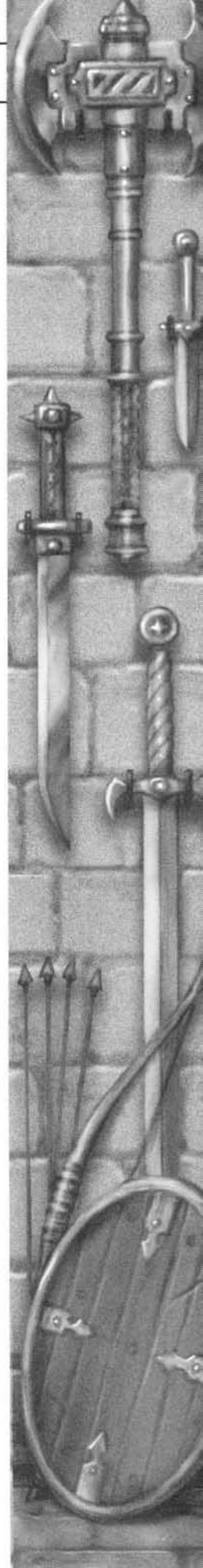
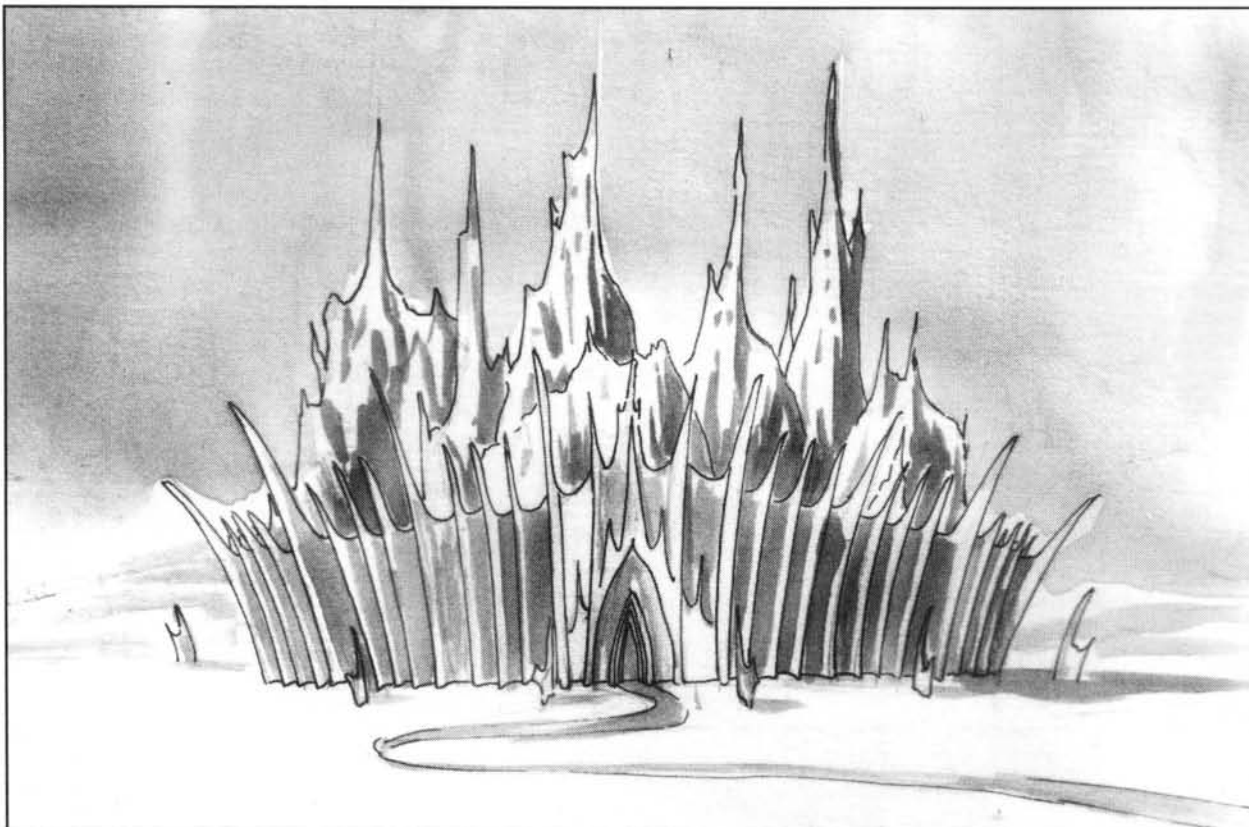
Some frost giants avoid these potential problems by building a more traditional stone castle, or minimise them by using a mixture of stone and ice. Frost giants' stone

castles are often little more than a heap of stone blocks surrounded by a ditch, with more reliance on the sheer thickness and height of the walls than on the skill or design with which they are put together.

Ice Castles

Ice castles are constructed much like any other structure, according to the rules given in *Core Rulebook II*, except that the walls are usually either ice blocks, compacted snow blocks, or created using a rime giant's Control Ice supernatural ability. Floors are usually stamped snow, but treacherous ice patches will often form in places. Doors can vary from ordinary stone or iron doors to great portals hewn from solid ice.

The Games Master should always determine the interior temperature of an ice castle before play begins. An ice castle with thick enough walls (5 feet or thicker) can to all intents and purposes be treated as a cave, that is, the air temperature within it will be around the average year-round temperature of the area around it. Thus an ice castle will typically be a little warmer than the surrounding region during the winter months, and a little colder during the summer. In any event, it is still quite likely that the temperature will be low enough to cause problems and even subdual damage for the characters.



Constructing Ice Castles using Control Ice

As with other magical means of crafting objects, an appropriate Craft skill check will still need to be made if any degree of intricacy is desired, such as ice doors and particularly such relatively fanciful touches as locks.

Ice Walls

Walls of ice are actually harder than most stone walls, but once damaged can be shattered a good deal easier. This is reflected in their relatively high Hardness but low hit points and break DC. Note that the Climb DC values given include a modifier for the relatively high slipperiness of these frigid and easily melted surfaces.

Ice Blocks: For humans, hewing blocks of solid ice is a difficult task – not quite such hard work as quarrying stone, but a good deal more fiddly. Fortunately, frost giants are superhumanly strong and have an inborn affinity for ice. Thus ice blocks are one of their favourite construction materials.

Packed Snow Blocks: This is the classic igloo construction method. Snow is a good insulator, so that castles built from it will be less prone to melt than those built from ice and will also be slightly less cold inside, so as to allow for non-cold-subtype creatures to visit in relative comfort. However, it is neither so hard nor so solid as ice, even when compacted down. For this reason it is not favoured by either frost or rime giants as a construction material for fortifications, though it is used for smaller houses and particularly for castle outbuildings.

Ice Walls made with Control Ice: Rime giant houses and other non-fortified buildings are almost always made using their Control Ice ability, since this allows for reasonably rapid, easy, and carefully controlled construction. Frost

giant communities which work closely with rime giants also sometimes have access to this kind of ice wall.

Fortified Ice Walls made with Control Ice: By thickening the ice with which they work, building up layer on layer of ice reinforced with long shards of bone or iron bars, rime giants can rapidly create a powerful castle or other defensive structure. Sometimes a rime giant will work with a frost giant tribe to build such a castle for them, though usually only in return for great wealth or other concessions.

Ice and Snow Floors

Ice and snow floors are often not much more difficult to traverse than stone floors, so long as care is taken not to slip over. Sometimes sloping ice floors are deliberately polished, in which case they can be treated as standard sliding floors (see *Core Rulebook II*).

Note that the following floor types often require Balance checks or Reflex saving throws to avoid damage or other unpleasant fates. Any creature of the Cold subtype should gain a +4 circumstance bonus to any such checks, being well used to walking on icy and snow-covered surfaces.

Ice Floor: Most ice castles do not have many floors of solid, smooth ice, since these could potentially be almost as dangerous to the denizens of the castle as to any invaders. However, rime giants can use their Control Ice ability to traverse such a floor safely, and so ice floors are sometimes used to partially isolate a rime-giant-only area in a castle used by both rime and frost giants. Any creature moving at normal or double speed over an ice floor must make a Balance check (DC 15) each round or fall prone and be dealt 1d4 subdual damage. For a running or charging creature, the Balance check DC increases to 25

Ice Walls

Wall Type	Typical Thickness	Break DC	Hardness	Hit Points	Climb DC
Ice Blocks	3 ft.	40	10**	120*	40
Packed Snow Blocks	3 ft.	35	4**	90*	30
Ice Walls made with Control Ice	2 ft.	40	10**	100*	45
Fortified Ice Walls made with Control Ice	5 ft.	80	10**	300*	45

* Per 10 feet by 10 feet section.

** Note that all the ice and snow walls listed here gain no benefit from their hardness against fire-based attacks, which also do full damage to them (rather than the usual half damage to objects).

and the subdual damage to 1d6. An icy floor is obviously different in appearance to a snow floor (Spot check, DC 10 to observe a changeover from one to another).

Thin Ice Floor: This unpleasant trap involves deliberately weakening and thinning a section of floor, usually leaving a thicker section so those in the know can avoid the danger. Any creature weighing 100 pounds or more and stepping onto a thin ice floor must make a Reflex save (typical DC 15 to 20) or fall straight through the suddenly cracking ice. The fate awaiting him beyond may be anything from a drop into a frigid pool to a long fall into a spiked pit. Spotting the thin ice section in advance requires a Spot check (DC 25) or a Search check (DC 20).

Packed Snow Floor: A packed snow floor is a good deal easier to move on than an ice floor, as well as being not quite so hard as ice if one does slip and fall. Creatures moving at normal or double speed can walk normally over this surface. However, a creature that runs or charges must make a Balance check (DC 15) or fall prone and be dealt 1d4 subdual damage.

Packed Snow Floor, Icy Patches: Usually these floors are the result of neglect rather than design. A snow floor which gets a good deal of traffic for a while, melting the snow in places, may re-freeze in thin layers of ice which do not appear very much different to the rest of the snow. Every 10 feet that is moved, there is a 20% chance of an icy patch underfoot. This can be spotted and avoided with a Spot check (DC 15). If not spotted, it acts as an ice floor.

Ice Doors

Ice doors resemble stone doors in construction, with the simpler versions being designed to pivot open. Ice doors made with the Control Ice ability can be made with sufficient intricacy to allow for hinges, and are a good deal stronger for their thickness.

Ice Door: This is a simple carved block of ice, which pivots or slides open and must then be manhandled back

Ice Doors

Door Type	Typical Thickness	Hardness	Hit Points	Break DC	
				Stuck	Locked
Ice Door	6 in.	10*	50	26	26
Ice Door made with Control Ice	4 in.	10*	45	27	27
Fortified Ice Door made with Control Ice	6 in.	10*	80	28	28

* Note that the ice doors listed here gain no benefit from their hardness against fire-based attacks, which also do full damage to them (rather than the usual half damage to objects).

into place. Usually it is locked by dropping a wooden bar into a couple of carved recesses on the backs of the doors.

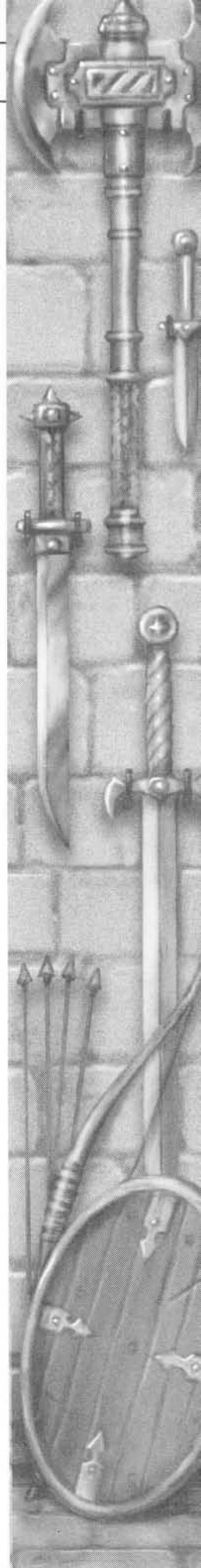
Ice Door made with Control Ice: This door is stronger and often more ornate than the standard ice door. It is often made with great icicle-like hinges, and glides open or closed with equal ease. Control Ice can be used to give it bolts or even proper locks.

Fortified Ice Door made with Control Ice: Like fortified ice walls, this door is somehow reinforced, making it significantly stronger than other ice doors. These solid doors are often used as the last line of defence in a rime or frost giant stronghold. Usually they have real locks made from solid ice, with the tumblers sliding over one another lubricated by a fine film of water.

Ice caves are as common a home for frost giants as are castles. Usually they acquire a natural cave or one that has been dug by other creatures, but they will also tunnel beneath the ice or rock to create new lairs this way if need be. Ice caves are often not too cold once characters are within them – there is little movement of air and so the wind chill factor is avoided, and the depth of ice is also a reasonably good insulator against cold surface temperatures. Often these lairs will link up with those of other creatures that can be found underground in cold regions, such as frost worms, remorhazes and white dragons, although the frost giants may or may not have come to a formal defence agreement with them.

Defences

Frost giants often make use of both underground and overground defences, adding on a small but well-fortified building to defend their cave entrance or using an underground escape route to add versatility to a castle. Other than this and the traps and features listed in the Ice Castles sidebars, frost giant defences are much like those of any other giant tribe – thrown rocks, large and deadly melee weapons, and enormous strength. Some of the



more cunning may use a variety of traps, with artificial avalanches, pits full of near-freezing water (see *Core Rulebook II* for the effects of immersion in very cold water) and sharpened, loosened icicles being favourite traps.

Guards and Allies

Frost giant tribes often work closely with winter wolves, ogres and white dragons. Some may also have humanoid slaves of some kind, but the slaves are almost invariably so ill-treated they will not fight for their masters.

The ogres may be employed as cannon fodder in melee combat, but most frost giant leaders recognise that this is something of a waste. The favourite use for the ogre contingent is to counterattack the rear of any invaders of the lair, since that makes best use of their propensity for ambushes and allows frost giants and ogres to flank their foes.

Winter wolves are a highly valued ally of any frost giant community, making excellent scouts as well as helping the giants hunt more efficiently. In defence of the lair, winter wolves are used to trip the opposition so the frost giants can mop up by targeting the newly prone foes with greataxes, stomps, or grapple-and-throw combination moves.

White dragons can make powerful underground guardians for particularly sensitive regions, including the cavern's main entrance or jarl's quarters. Above ground, white dragons are effective castle defenders, with the mobility to cover any area where the defences are about to fail, as well as the attack capability to target enemy spellcasters or other powerful individuals.

HILL GIANTS

Hill giants live on crags, hills, and mountains, though are rarely found atop the very highest peaks, preferring the warmer weather to be found on the lower slopes. Most prefer relatively isolated regions, where they can prey on lonely bands of travellers without too much risk to themselves. Though they are strong and in human terms quite stupid, they are cunning enough to recognise that organised armies of humans or similar species can be a serious threat even to themselves, and would rather avoid attracting the attention of authorities that are sufficiently powerful as to be able to send large groups to destroy them.

Lairs

Many hill giants lair in caves, though in warmer regions or during the summer months they may simply sleep in the open air. In either case, they prefer to find homes that are reasonably difficult for humans or other enemies to find, having no wish to get their throats slit in the middle of the night. A large tribe of hill giants may occupy a small cave system or neighbouring group of caves, sometimes hollowing them out from soft rocks such as limestone. Long-term cave lairs will have sleeping ledges and storage niches hollowed out, and may have crude walls built up from rock and earth to give some degree of privacy to the occupants.

Defences

Hill giant defences tend to be primitive in the extreme, if they exist at all. More commonly hill giants rely on their size and strength, together with a reasonable degree of secrecy, to protect them from intruders. They may build simple noisemaker traps near cave entrances or around campsites to give them some warning of an attack, and groups that have dire wolves among them will certainly rely on those creatures' sharp senses to do the same.

Occasionally a well-organised hill giant tribe will acquire or more rarely construct a rather more sophisticated lair, whether taking over and enlarging an old goblin warren or occupying a forgotten human border fortress. In most cases such a home will be badly maintained, but it may still offer limited cover and even traps or other active defences. Such a tribe may add further defences to their new home, taking advantage of their monstrous strength to create large-scale and devastating traps such as cascades of falling logs or rocks that can be released with a tug on a rope or smash of a support.

Guards and Allies

Hill giants will happily employ or enslave other creatures as scouts, guards, and general dogsbodies. The most common candidates for such roles are evil giants and humanoids that are smaller than the hill giants themselves, and so orcs and ogres can frequently be found among them. Usually they will lair with their masters, but around the perimeter so as to ensure they are killed first if an attack occurs. This often proves a strong incentive for these other groups to set up their own watches, allowing the hill giants to leave much of the night-time security duties to their various underlings.

If attacked, hill giants rarely have a coherent plan, with specific tasks for each creature or creature type in the group. Rather, any combat will likely be a disorganised



mess, with the distinct possibility of orcs or other lesser allies fleeing if the opposition seems more terrifying than their hill giant masters.

LAND GIANTS

Land giants are extraordinarily scarce, but can be found almost anywhere when they do awake. There is no way even they can create a structure of sufficient size to act as a lair, and in any event they are so nearly invulnerable to attack they have little need for such defensive buildings in any event.

When still hibernating, land giants inhabit vast burrows, not so much deliberately dug out of the earth as formed naturally by the shifting of the sleeping giant over the millennia and the gradual buildup of additional earthy material atop his body. These may connect with other caverns, and it is always possible that members of an underground-dwelling race such as a group of dwarves will inadvertently awaken a land giant by beginning to mine its still-living body.

MOUNTAIN GIANTS

Mountain giants can be found anywhere there are mountains, usually in the most remote wilderness regions

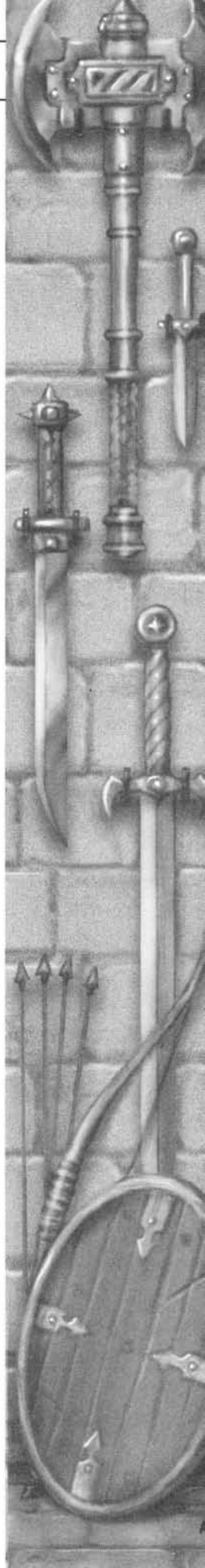
where there are not even many evil humanoids. They prefer relative anonymity, so as to kill and eat lonely travellers without attracting too much attention from paladins, governments and armies.

Caves

Almost all mountain giant lairs are in caverns, usually close to the surface so as not to cut off too much of the sights and sounds of the outside world. These caverns can vary from great cathedral-like spaces to tiny overhangs barely capable of holding the giant family. Due to their laziness, mountain giants will rarely bother extending their homes, though they may go so far as to construct a primitive lean-to roof of wood, earth and stone to make a smaller overhang a little more habitable.

Defences

Defences are rarely much more than a noisemaker trap such as jangling pots and pans attached to a tripwire, if that. Many mountain giant homes have no active defences at all, though almost all the larger caverns will feature piles of rocks loosely arranged into defensive walls, which can either be stepped over and hidden behind by the mountain giants, or rapidly turned into rocky ammunition.



Guards and Allies

Mountain giants almost always work alone, unless they have linked up with some form of evil overlord as part of his thuggish retinue. In the latter case they may work with almost any other sort of creature including hill giants, ogres and orcs, but for the most part these alliances will be short-lived, heavily begrudged, and held together only by the sheer charismatic personality of the overlord.

NEPHILIM

The nephilim usually live in tribal villages that closely resemble those of humans in similar regions, which are almost always deserts or other hot lands. Thus pale stone buildings with plenty of air circulation are very much the norm. Nephilim may fight with anakim or co-exist with them peacefully, depending on the situation, and of course many nephilim turn their backs on their village homes and go to live with human communities instead. They are keen to ensure their rightful place is understood, with even good-aligned nephilim believing themselves superior to other races, and so they will often invade the best available land in the region as much to demonstrate who is boss as to fulfil a particular need.

Villages

Nephilim villages are commonly built at oases in the desert, at the centre of good pastureland on the plains, or at

the edge of a mighty rainforest. Nephilim villages in hot hills or mountains are more usually fortresses, used either as bases from which to raid weaker races or as strongholds into which to retreat when danger threatens. Nephilim villages may or may not be walled, depending on the nature of the surrounding terrain and any major enemies that may threaten the peace. In any event, both homes and other structures will be expertly and solidly constructed.

Defences

When nephilim villages are walled, their defences are designed with care. Towers are built atop every wall, no more than 280 feet apart so as to allow effective composite longbow fire to cover every approach. Balconies along the inner edge of the walls provide further defensive positions. The walls themselves will be extraordinarily thick, up to 150 feet thick at the base and 50 feet high if enough good stone is available locally. This renders them almost invulnerable to almost any attack short of the most powerful magic.

Guards and Allies

Nephilim often allow a small and select number of humans or elves to live among them. However, they will not put these relatively 'fragile' races at risk in war if they can help it, preferring to keep them safe unless in utterly dire need. Nephilim will domesticate animals in much the same way as do humans, though, so a few ordinary dogs in the



village will give them an excellent early-warning system. Dire lions are used extensively, much the same as among anakim communities, but only by tribes that have and use war chariots.

RIME GIANTS

Rime giants inhabit the most exalted positions in cold lands – usually the highest mountaintops and glaciers. Unlike their lesser cousins the frost giants, they require little sustenance for their size and can get by on limited hunting and raiding, as well as tributes paid by frost giants, ogres and other nearby creatures under their sway. Thus they have no need for prime real estate with good pastureland or abundant fruit and crops.

Occasionally rime giants will venture down from their mountain fastnesses, but only to initiate a great war of conquest and devastation upon the lands below. Inevitably this will not be enormously well-organised, and so it is unlikely that any programme of new castle-building to secure the freshly conquered territories will be instituted. This is one reason rime giants have rarely held the lands they take; though they may bring down full-size glaciers sweeping out from the north, and inflict great loss of life on their enemies, they are usually driven back once more as soon as those enemies organise a repulsing army well supported by magic.

Castles and Ice-Caves

Rime giant castles and caves closely resemble those inhabited by frost giants (see p44) except that rime giant homes are usually larger, more grandiose, and of far finer workmanship. They will make extensive use of their Control Ice ability in the construction, allowing for the creation of high quality and very strong castles or caverns within a few weeks.

Wherever possible the walls and doors will be built of fortified ice, rendering the rime giant lair almost invulnerable to conventional attack. Even getting to their fortifications can be an adventure in itself, since castles or caves alike are usually close to the peaks of tall mountains, perhaps a mile or more in height.

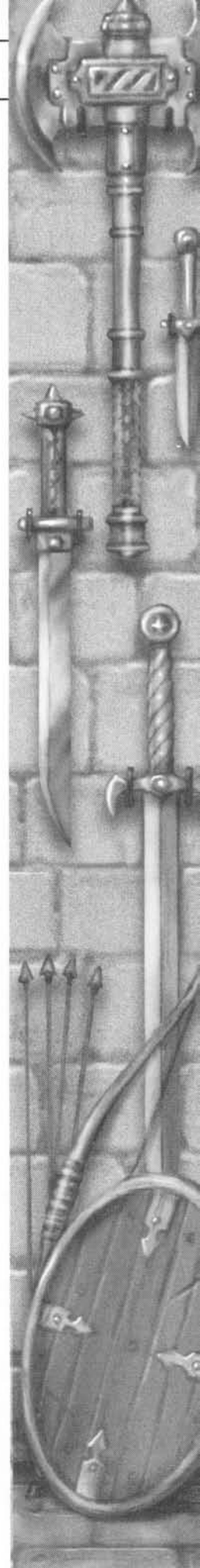
Defences

Trusting to the strong walls of their castles themselves, rime giants do not always bother with elaborate defences such as traps and tricks. Rather, they will concentrate on thickness and height of walls, and plenty of well-supplied defenders. If traps are employed, these will usually be personally

operated by rime giants, so as to have a chance to gloat at their victims' doom. An example would be the construction of areas designed to take advantage of the Control Ice power in defence, such as ice floors only a foot or two deep which can be softened with Control Ice, dumping anyone upon them into a crevasse or other abyss below.

Guards and Allies

Rime giants frequently cow or train other creatures into working for them, including frost and hill giants, ogres, ettins and trolls, as well as frost worms, remorhazes, and even white dragons. These will all be used and spent to save the rime giants' own skins, irrespective of the theoretical value of such cannon fodder. Rime giants regard all other living creatures as far beneath them, and so even their own servitors are seen as utterly expendable. This is not to say rime giants are cowardly, far from it, but they are practical enough to recognise that another's death is preferable to their own.



The other giant type creatures are usually employed as front-line troops in the rime giants' armies, making up the first defenders of the castle walls or outer regions of the ice-cave. Little strategy will be used, but these creatures will be simply ordered to hurl themselves at the enemy once any missiles have been expended, with the idea being that their sheer size and strength will soon overwhelm any foe. These giant type creatures are also used to gather food and hunt game for their rime giant masters.

Frost worms and remorhazes will be encouraged to lair close to the rime giant stronghold, but if both are present in the same area they will of necessity be separated. Any remorhazes that have been partially tamed – usually by associated frost giants, since rime giants have little facility with creatures that are not of the Cold subtype – are sited for preference some distance away from the castle or cave entrance, so as to provide an early warning system. This also acts to keep their dangerous heat away from the occupants of the main habitation. Frost worms will be persuaded to burrow beneath the snow just outside or within the gatehouse or entrance cavern, so they can burst out and surprise attackers. They can also provide a useful defence against enemy miners seeking to undermine castle walls, given their fast burrowing speed and general ferocity.

White dragons are highly prized by rime giant lords, and where possible will be raised as pets and later mounts. This is one of the few exceptions to the rule that rime giants have little affection for their supposed allies, but in fact even a prized white dragon will be sacrificed in an instant if to do so might save the rime giant's neck. This will usually only be a last-ditch action, though, and so fortunately for the foes of rime giants, white dragons will rarely be used in the initial defence of a lair.

SEA GIANTS

Sea giants live in every ocean, though their numbers are relatively few. Their homes are scattered apparently at random through the seas. In fact, like so many of the larger giants, they tend to hold the best possible territory for their own purposes. In the case of sea giants, this is anywhere that is densely populated with fish of every kind. Coral reefs are favourite sites for their castles for this reason, though undersea plateaus are also common sea giant lairs, their vertical sides providing homes for dozens of sea giants – and many hundreds of fish.

Castles and Villages

The nature of a sea giant settlement will depend largely on the strength and proximity of their enemies. Many sea

giant communities seem happy enough living in simple, unwalled villages, but only those who have nothing more dangerous than the occasional shark to fight off. Sea giants living near to sahuagin outposts or worse creatures more commonly abide in beautifully sculpted coral or sea-rock castles. For game purposes these castles can be constructed much as those on the surface world, except that whichever rules for underwater adventuring the Games Master prefers will also be in force.

Defences

Sea giants prefer to capture their foes rather than slay them outright, and so one of the more unusual features of their castles is that of the holding pens or small dungeons scattered around just inside the outer defensive works, allowing hostages to be quickly secured so their captors can return to the fray. A typical design for such a dungeon is given in the sidebar.

Perhaps the strangest additions though relate more to the nature of the underwater environment than the sea giants' chosen tactics. As most underwater creatures can move in three dimensions, castle walls can do little more than provide cover for the defenders. For this reason, many sea giant castles add a vast woven net over the entire castle, designed to prevent attackers entering from above. In these castles the central keep will have a great number of defenders on its uppermost tower, allowing for missile fire at any creatures attempting to slice through the nets. A more solid solution is a stone roof over the entire castle courtyard, supported by vast pillars. Alternatively, the castle may be sited in a location that gives it a natural roof, for example hollowed out from the sidewall of a great undersea plateau or cliff.

Guards and Allies

Sea giants often have a variety of undersea creatures living in their homes, domesticated or partially tamed in much the same manner as human pets, livestock and working animals. These can include sharks, giant squid, orcas, sea lions and even kraken. Some sea giant communities also have humans living among them, usually the husbands and children of wave maidens.

Sharks are much prized as hunting animals and guards for areas where no legitimate traveller would pass in any event. Orcas are also favourite guard animals, as they are a good deal more intelligent than sharks. Their blindsight is also useful on the hunt, though perhaps not quite so useful as the sharks' unusually sensitive scent-tracking capability.

Sea lions are one of the more versatile creatures of the sea giant menagerie, being useful for hunting, even cleverer

Typical Sea Giant Underwater Prison

This is designed to securely hold a single Gargantuan creature, or alternatively two Huge, four Large, or up to eight Medium-size creatures. Rather than releasing the captives from his net, a sea giant will throw them in still tangled up, then replace the net from a stack of pre-folded nets kept just outside the prison.

In form the prison is simply a smooth, vertical, circular hole some 50 feet deep and around 15 feet in diameter at the base, tapering to 10 or 12 feet at the entrance. Prisoner nets are further weighted down by hanging a couple of additional weights off them (also provided in a stack next to the entrance). The entrance hole is left open, but a large boulder is set on a slope nearby to use as a door. The sea giant simply removes the prop and the boulder rolls over the entrance-hole, closing the dungeon up, though the seal is not quite watertight. The boulder weighs some 100 tons (approximately 200,000 pounds) and so it requires two or three sea giants to roll it back off the hole (using the dragging rules in *Core Rulebook I*). The idea is that this can be done at the end of the battle, one dungeon at a time, and the captives transferred to a more convenient and permanent prison or ransomed back to their homeland as appropriate.

A sea giant with the Quick Draw feat (as most have) can deposit a weighted net-load of captives, close the prison, and pick up a new net as a full-round action. A sea giant who does not have the Quick Draw feat can do all this over two full rounds.

than orcas for guard duties, and also making excellent shock troops in time of war. Sea giants seek to capture young sea lions and train them up as personal pets and companions.

Giant octopuses are also favourite pets, not so much for their intelligence but because they can be trained to be almost as good at acquiring captives as a net-armed sea giant. Indeed, their name in the sea giant dialect of Giant means 'far-cast net,' alluding to the great range at which they can be used for bringing down foes.

When a kraken lives among sea giants, it is through mutual consent rather than as a tamed creature. Indeed, in many cases the kraken acts as the leader of a sea giant community, revered as almost godlike by the giants. If not the leader, it will be the most trusted and wise advisor to a great sea giant lord or king.

Humans are effectively non-combatants when found attached to sea giant tribes, as they are the much-loved

husbands or children of far more powerful creatures. Occasionally a cruel sea giant leader who does not much approve of crossbreeds may engineer a situation in which the humans 'tragically' come under attack, but this is highly unusual.

STONE GIANTS

Stone giants dwell in mountainous and rocky regions all around the world, favouring the highest peaks. They seem to have no great preference as to the climate of their mountains, giving credence to the scholarly theory that they are largely unaffected by mundane extremes of temperature. Most stone giants are of philosophical frame of mind, and will consider leaving their rocky homes if threatened by a sufficiently powerful force, such as subterranean creatures burrowing up from the depths of the earth or another mountain-dwelling giant type arriving in large numbers. They are also flexible and tolerant enough that they will attempt to reach an accommodation with such creatures where possible, though, rather than going to war or migrating.

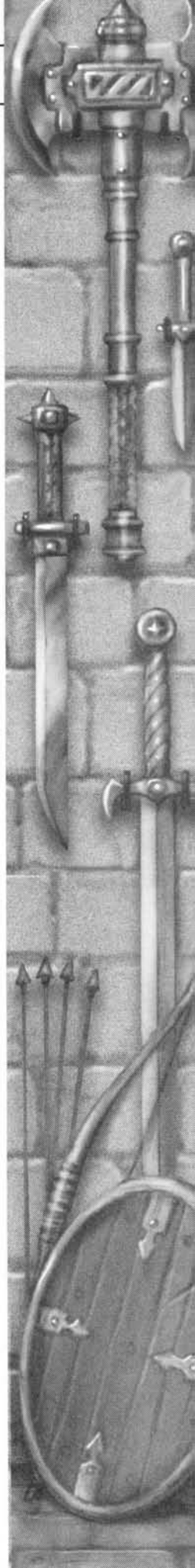
Caves

Stone giant caves are vast in size and extensive in number, with a great many lengthy tunnels connecting even larger vaulted caverns. Often the cave network will be a good deal larger than the stone giants strictly need, so as to allow them the privacy they so crave. At least one large cavern near the surface will be used as an animal pen during cold weather, for the sheep and goats herded by stone giants.

At least one hidden tunnel will lead up to the surface several miles away from the main entrance, out through a carefully concealed shaft. This can be used for escape, sending out messengers, and reinforcing the community with additional stone giants, as necessary.

Defences

One of the main defences most stone giant tribes and bands have is the knowledge that within around twenty or thirty miles, there will be an average of another five additional stone giant lairs, all occupied by friendly or allied communities. Thus the first priority a stone giant group has when attacked is to assess their enemies to determine if they can be defeated alone. If not, they will send one of their number out with a dire bear or two to move cross-country as fast as possible around the neighbouring lairs, sending back reinforcements as soon as possible. The remaining stone giants in the initial lair will then prepare for a siege rather than open combat, and so the other defences of a stone giant lair are devoted to keeping



HABITAT

enemies out while awaiting relief, rather than counter-attacking at once.

Usually these caves will have at least one sheer, smooth rock-face at least 80 feet high and situated just past the outer caverns, with all access to the caves beyond being controlled by whoever can hold that rock-face. Sturdy rope-ladders will be used to ascend and descend it in peacetime, but these can be pulled up rapidly to almost completely seal off the inner cave regions. If need be, the ceiling of the corridor leading off the upper ledge can be collapsed for additional security against invaders capable of flying or *spider climbing* past the stony barrier. Where possible, a similar barrier will be made on the other side of the lair if the caves connect with a deeper underground system, so as to prevent the entry of other subterranean creatures.

Guards and Allies

Almost every stone giant community of any size has a handful of dire bears as guards and companions. These are very much loved by their 'owners,' and often come to form close bonds with them. Stone giants and their bears hunt, eat, and play together on a daily basis. In defence of the lair, dire bears' sharp senses and powerful physique can both be useful, but they will only be employed for direct combat in times of great need.

STORM GIANTS

Storm giants live predominantly upon cloud islands (see sidebar), favouring the isolation that can be found there. Others inhabit mountaintops or undersea homes, either occupying them alone or occasionally living with cloud giants or sea giants respectively. Storm giants are peaceful by inclination, but will react violently to any threat to their way of life, fighting to the death to defend their homes.

Keeps, Houses and Gardens

When storm giants build castles, they do so with skill and care, creating some of the most powerful fortifications in the world. However, most see little need to do so, trusting to their size and strength to put off most potential enemies before they even consider battle. Given the relatively small size of most storm giant groups, usually no more than a family, a castle would seem to require an unnecessary degree of effort and quantity of resources. Thus, a large fortified manor-house or

small keep is usually preferred, particularly as this is more convenient for bringing in the harvest.

Storm giant gardens are, if anything, far more famous than any fortresses they may build. Using their powerful *control weather* ability and superb horticultural skills, storm giants can craft the most exquisite, and more importantly productive, gardens, orchards and vineyards even in territory that would not usually suit such a use, for example a wind-swept mountaintop. A storm giant garden can be a virtual treasure-trove of exotic fruits, bumper-sized crops and rare herbs.

Defences

Storm giant defences are not usually especially unusual or even powerful, again due to this giant race's preference for putting off trouble before it begins. The one point they will take advantage of is their ability to *levitate*, allowing



them to build sheer drops or climbs into their lairs that will prevent the entry of most attackers.

Guards and Allies

Depending on location, preferences and happenstance, a storm giant community may have one or more of the following creatures living with them: rocs, griffons, and

sea lions. Rocs are the most common companions found with cloud island inhabitants, though a few also work with mountain-dwelling storm giants. Storm giants who live on mountaintops more usually have griffons, as these creatures generally do not much like flying the vast distances it sometimes takes to get to cloud islands. Those who dwell undersea favour sea lions or similar aquatic creatures.

Cloud Islands

Cloud islands are the preferred habitat for the vast majority of storm giants, and the occasional cloud giant community too. These closely resemble ordinary clouds, particularly in outward appearance, but are partially solidified so as to hold a large quantity of soil and even rock. This allows the inhabitants to farm crops, herd animals, and even plant the fruitful gardens, orchards and vineyards favoured by storm giants. Sometimes a particularly ambitious giant or giant community will build a castle atop a cloud island, for the ultimate in solitude and security.

Cloud Island Movement

Cloud islands blow in the wind much like any other clouds, though they move far more slowly due to the sheer inertia of material atop them, despite their magical gravity-defying qualities. Without external control, they could end up blown anywhere in the world.

Cloud islands occupied solely by cloud giants are thus at the mercy of the weather, unless the group includes a spellcaster capable of controlling the winds personally. Even then it is likely that there will be times when, for whatever reason, the spellcaster's control is unavailable. Thus many cloud giant islands drift erratically around an area, sometimes finishing up far from their starting point, other times being shoved back in the right direction regularly by a *control weather* spell. Despite this, the occupants often take advantage of the semi-random movement of their home, trading with or raiding the areas over which they pass, as their inclinations dictate.

Storm giants, on the other hand, all have enough innate *control weather* capabilities to easily direct their islands precisely where they wish. Ironically, they are far less likely to want to travel than cloud giants anyway, being highly reclusive by nature. Of course, the weather control they can exert is still useful just to keep the natural winds from blowing them too far, and many maintain a constant 'eye' of tranquil weather immediately around the island itself, though they may have strong winds close to or even directly over the island. However, if ever a serious threat to their peace arises, they will move the cloud island with barely a second thought, and a few groups make regular or occasional trips around the world for various purposes of their own.

Cloud islands move at one-quarter of the current wind speed, rounded down. Unless deliberately blown upwards or downwards by means of *control weather* or *gust of wind*, they remain at a constant height of around 5,000 feet, and will begin to drift back upwards or downwards to this height as soon as any spell affecting the height ends. It is potentially possible to alter their 'preferred' height by either removing a great deal of weight from them (which might occur if the silver mines were mined out – see below) or adding a great deal of weight to them, such as several extensive castles.

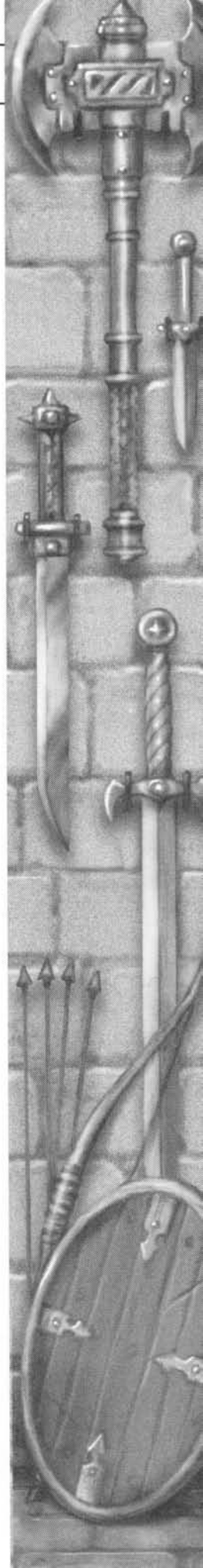
Silver Mines

Legend has it that cloud islands can be mined for tiny quantities of silver, of exceptional quality. This activity is more commonly associated with cloud giants than storm giants, who are less likely to be concerned with mere material wealth, especially if gaining it involves backbreaking toil.

The Games Master should decide whether or not the cloud islands in his campaign do indeed have a hidden, semi-magical source of silver. If so, assume a quantity of silver equivalent in value to 21% to 30% of the coins component of the treasure held by the cloud giants who inhabit the cloud island. Storm giants will in all probability have left the silver unmined, and so will have no additional treasure of this nature.

The extra treasure will be in the form of large silver ingots, each weighing 20 pounds and valued at some 200 gp. Note that this is twice what ordinary silver would be worth – the quality, strength and lustre of cloud island silver are unsurpassed by anything that might be mined from the earth. It is ideal for enchanting into magical devices of all kinds.

The mines themselves are potentially a highly valuable natural resource, and one which will significantly enhance the already considerable value of a cloud island as a piece of real estate. However, they will certainly not be an infinite resource, and at the Games Master's discretion over-mining them may have a damaging and potentially disastrous effect on the stability of the entire cloud island.



GIANT SOCIETY

The various giant races share surprisingly similar societal customs, considering their often wildly divergent individual characters and habitats. Often the size of the giant community seems to have more of a bearing on the resultant society than does the giant race, so a fire giant family for example may have more in common in societal terms with a hill giant family than with a vast fire giant tribe.

This chapter covers every aspect of giant society in some detail. Here you will find information on the role of giant females in society, along with giant courtship customs and child-rearing practices; social ranks, social mobility, chiefs and kings; magic and religion; and relationships between the different giant races.

THE ROLE OF GIANT WOMEN

Most giants have a reasonably egalitarian society, largely because the females are as violent and as powerful in war as are the males. Any male who attempted to coerce a female would likely find his skull smashed in the next time he slept. Thus though almost every giant tribe has a male king or chief, his queen is likely to be very nearly his equal in matters of both policy and domestic life. Furthermore, it is likely that she will have chosen him as much as he her; and that throughout the tribe, the males and females will pair off through choice rather than coercion.

This does not always apply in the smaller giant groups, such as a family composed of only two or three adult giants and their children. Here, it is likely that the strongest giant – whether male or female – will rule the roost. These smaller communities may appear to be strictly matriarchal or patriarchal to the outside observer, though this is something of an illusion. In fact, this supposedly matriarchal or patriarchal society may well flip between the two once the leader dies.

The other occasional exception is in some of the lawful evil giant societies, which sometimes have a more strictly delineated social structure, including restrictive roles for females. Thus several fire giant and fomorian kingdoms oppress their womenfolk, relegating them to a near-slave status. However, this is also subject to change, and more

than one fire giant king has been deposed by an virtual army of supposedly cowed female giants, rising up overnight in a carefully co-ordinated attack. Secretly the rulers of the land put their own candidate into power.

One of the reasons female giants are relatively free is the nature of giant pregnancy and children. Giant females are not greatly debilitated by pregnancy, despite the vast size of the foetus, because the giant herself is generally so strong and tough. Once the child is born, he is largely left to his own devices, other than being fed. Giant babies are far less fragile than human ones, after all. This frees up the giant women to take a more or less equal role to that of their menfolk.

Thus, for the most part, female giants will be found performing much the same task as their male counterparts. There have been famed female giant hunters, trackers, and warriors, among other things. Many tales tell of female giants being far more dangerous than male ones, particularly in revenge.

COURTSHIP AND MARRIAGE

Giant courtship can seem gross, quaint, weird, tender, or any combination, depending on the giant race concerned and more importantly the attitude of the observer. The different giant races have quite radically different ideas about love and marriage.

Anakim

Anakim carry their combative nature into their love lives as well as their raids and battles. Many anakim females require potential mates to defeat them in single combat before they will submit to marriage, and even a married couple will likely have almost constant arguments and even fist- or knife-fights. A male anakim who sees a female he desires will often simply gather his friends together and kidnap the object of his affections, and it has not been unknown for a strong female to do the same to a male she finds attractive. A captive taken in this way is regarded as a legal spouse, though if the captor treats the new spouse cruelly or unfairly, the spouse's kin are considered well within their rights to attack the home of the happy couple, exact revenge on the captor and free the captive.

Cloud Giants

Cloud giants apply both their love of beauty and their genius for strategy to their relationships with the opposite sex. Physical attractiveness is paramount among them, and

a handsome male or beautiful female will not only rise to a position of power but also attract a whole bevy of admirers. These admirers often do not much mind if they never win a single kiss from their love, but are happy to create poetry and artwork for them, loving them from afar. This 'courtly love' style attitude applies even if the object of their affections marries, and is largely tolerated by cloud giant society. A cloud giant who intends more than mere courtly love, wishing to gain a permanent marriage partner, will conduct a carefully orchestrated campaign of pampering, beautiful gifts, and wooing. If this is successful, the two cloud giants will mate more or less for life. Though both will likely have an eye for any other attractive potential mate, and may stray from the path of monogamy several times, they almost always return to their spouse sooner or later.

Fire Giants

Fire giants' well-ordered society extends to matters of the heart as well. Arranged marriages are the norm, with powerful fire giant families coming together to decide who their children will marry long before those children are old enough to understand what is being discussed. Almost all fire giants go into their arranged marriages more or less willingly, having great respect for their parents' decision. This binds the whole of fire giant society together extremely closely, with parents ensuring their children's marriages cement alliances or heal old feuds. The occasional fire giant who will not accept an arranged marriage is usually outcast at best, and torn apart limb from limb by both families at worst.

Fomorians

There are few female fomorians. Those that do exist are as ugly and deformed as their male counterparts, but are in great demand, and so tend to be monopolised by fomorian kings and other senior leaders. Fomorians are one of the few giant races that are barely egalitarian at all. Non-fomorians almost never see the highly prized fomorian women, who are kept almost constantly pregnant so as to ensure the fomorian fighting forces are always at full strength.

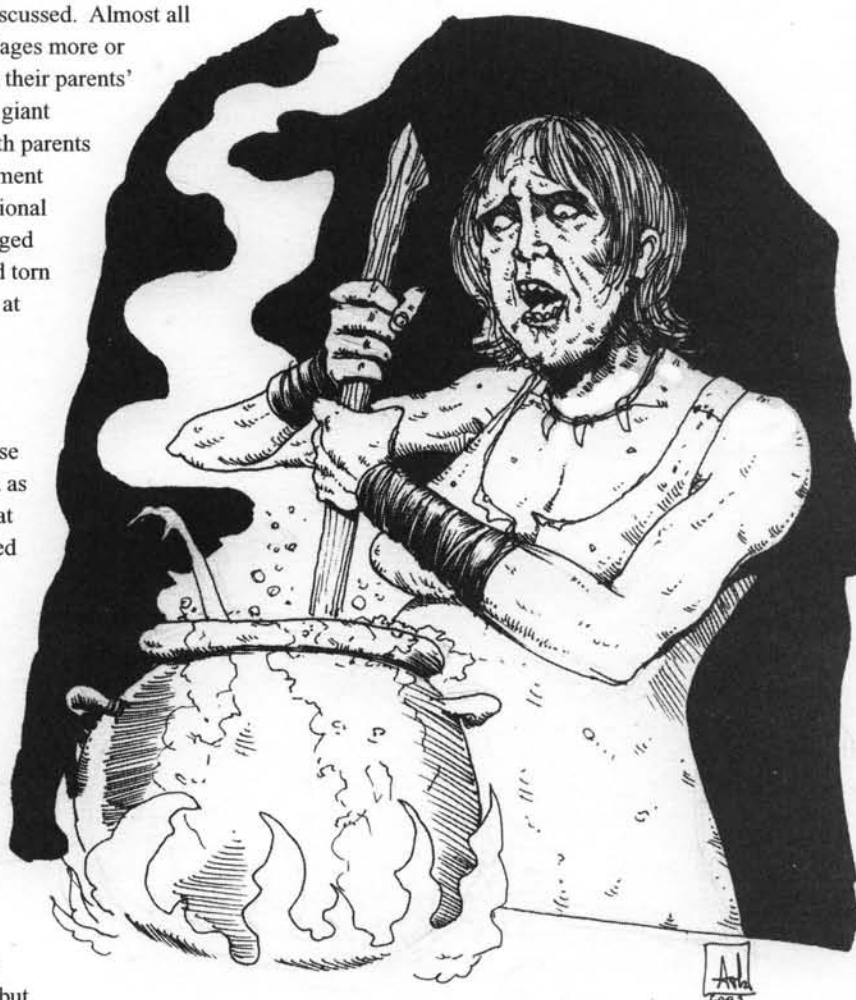
A few fomorian kingdoms are different, affording their few womenfolk far more respect and even elevating them to positions of power, but

this is usually spiritual rather than temporal power. Female fomorians in these societies will tend to be high-level sorcerers, but once more are considered too valuable to be found on the battlefield.

Frost and Rime Giants

Frost and rime giant courtship tends to be savage and brutal, with the great Valkyriesque giant women taking the lead as often as do the men. The seeds of their liaisons are formed in battlefields, with eyes meeting across a blood-soaked glacier and finding a sudden, urgent need to couple. Frost and rime giants also love strong liquor, and many a relationship begins with a drunken argument (and may well end the same way). Few mate for life, though they recognise the value of at least marrying for life, since marriages are one of the few things that hold their society together and an openly abandoned spouse can tear that society apart in a heartbeat.

Rime giants and frost giants can occasionally interbreed, and it has been said that even if they cannot they can have a



lot of fun trying. Thus the more powerful rime giants often have a small harem-style array of frost giant concubines, as well as one or two rime giant spouses.

Hill and Mountain Giants

Hill giants and mountain giants are perhaps surprisingly sophisticated in their courtship rituals, with practices far more complex than the stereotypical 'caveman clubs woman, drags her off by the hair' scenarios that might be expected of such Neanderthal-looking creatures. Different hill giant and mountain giant societies are attracted to different 'features' of feminine and masculine beauty. As an example, in the Karrill tribe of the Black Mountains, the ideal male hill giant is noted for the prominent size of his brow ridges and length of his ears, whereas in females large, broad feet are considered highly desirable.

It is readily apparent which giants in a community are the most attractive, since the standards of beauty are so relatively clear-cut. Hill giant or mountain giant males and females tend to pair off at an early age, with the most attractive (in local terms) selecting the most attractive mates. Status is also a factor, but unlike among humans, an exceptionally ugly hill giant will have a great deal of difficulty finding a partner, even if he is also of very high status and has plenty of wealth and influence. Even an unattractive chieftain may live out his lives without marrying or having an heir.

Land Giants

Land giant courtship and mating practices are almost impossible to determine, since there are so few of them left in this day and age. It seems likely that if they ever did reproduce, the earth would truly move not just for them but for everyone within hundreds of miles. Perhaps in days gone by, their lovemaking shook the world into its present state and the land giants lay down to sleep in post-erotic torpor, leaving them half-buried beneath the earth in their centuries-long sleep.

Nephilim

The nephilim usually marry for life. Their courtship practices are much like those of civilised humans, with most preferring lengthy wooing, while others try to live up to a 'love at first sight' ideal. As is well known, they also regularly mate with humans – again, usually in the context of marriage, if they can find a priest who will perform the ceremony.

Sea Giants

Sea giants have a practical attitude to love and courtship, regarding it as primarily a matter between the two parties

concerned. They have no especial customs, or any desire for marriage ceremonies in the human manner. Rather, a sea giant couple that co-habits is regarded as man and wife until they choose not to be. The same applies to the occasional human husband of a sea giant woman.

Stone Giants

Stone giants are naturally reclusive creatures, often barely associating with others of their kind let alone other races. Though the majority do form committed, long-term partnerships, these partnerships are of quite a different kind to the human sort. Often a stone giant husband and wife will live several miles apart or more, spending only a few days of each year in one another's company unless there is a major inter-tribal social event on such as a rock-throwing contest. Some live closer by, in the same cave network, but once more this is only relatively closer since stone giant cave networks are so huge and labyrinthine – the personal quarters of husband and wife may be an hour's walk apart, and they still may barely see one another unless the caverns are under attack or a meeting or social event is taking place.

Many stone giants never marry at all, unwilling to give up their freedom, meditating alone for the long decades of their lives. This sort are the most likely to become elders, though others may also do so after a partner dies.

Storm Giants

Storm giants are caring, gentle lovers, often to a point that might seem soppy and sentimental to another race, though to the storm giants this is simply the normal way to express affection. Most marry for life, but allow their partners a great deal of freedom. An elderly storm giant couple will often be found tending their gardens together, knowing one another so intimately they barely need to converse any more.

CHILD-REARING

Giant children are strong and hardy, and so are left to more or less bring themselves up as soon as they are no longer physically dependent on their mother for milk, which is usually at around two years old. Giant children over two form miniature giant tribes if there are enough of them, running around emulating their larger parents and other relatives as best they can. These child tribes are expected to fend for themselves as much as possible, with the older children teaching the younger ones how to hunt, fish and generally survive in the wilderness.

GIANT LEADERS

Giant society is not feudal, like so many human societies, but has a more primitive structure revolving directly around the king or other leader. This seems to be the case for all the giant races that commonly form tribes. The chief or king is absolute ruler of the tribe and all the territory it possesses, and in most cases rules absolutely. He does not share his power, other than in the occasional case when a giant queen or female chieftain will co-rule with the male leader.

The various different giant races have different names for their leaders, but for convenience when referring to giants in general we will use the term 'chief' to refer to the leader of less than 100 adult giants, and the word 'king' for the leader of more than 100 adult giants. Some giants, notably fire giants, call all their leaders 'kings,' even if only the chief of a tribe of twenty. This can cause confusion, particularly for the would-be enemies of a giant tribe who might fear a true Giant King (see the Giant Kings chapter) when their opponent is simply a giant leader.

Choosing a King

In theory the king is chosen by a Council of Elders, though frequently the reality is very different. A sufficiently powerful giant can and will seize power, Council of Elders or no. This can be done either by slaying the previous king, or simply by taking advantage of the vacuum of power left when a king dies by other means. Either way, declaring oneself king and defeating any challengers as necessary is quite sufficient to acquire the job. This is the case even in some lawful giant societies, where the lust for power may well prove stronger than the desire to maintain a strictly disciplined rule of law, though regicide is certainly not so common among such folk as among the chaotic evil giants.

When a powerful Council of Elders exists, or in highly law-abiding societies such as those of fire giants, or in the absence of a strong and pushy candidate for the job, the Council will meet to choose a suitable king. This is done with the assistance of whatever divinations the Council can muster, and as it is often composed of experienced spellcasters, these divinations will usually be considerable. Most giant kings come from established 'noble' families, as mentioned in the Giant Kings chapter, though if the divinations or considered

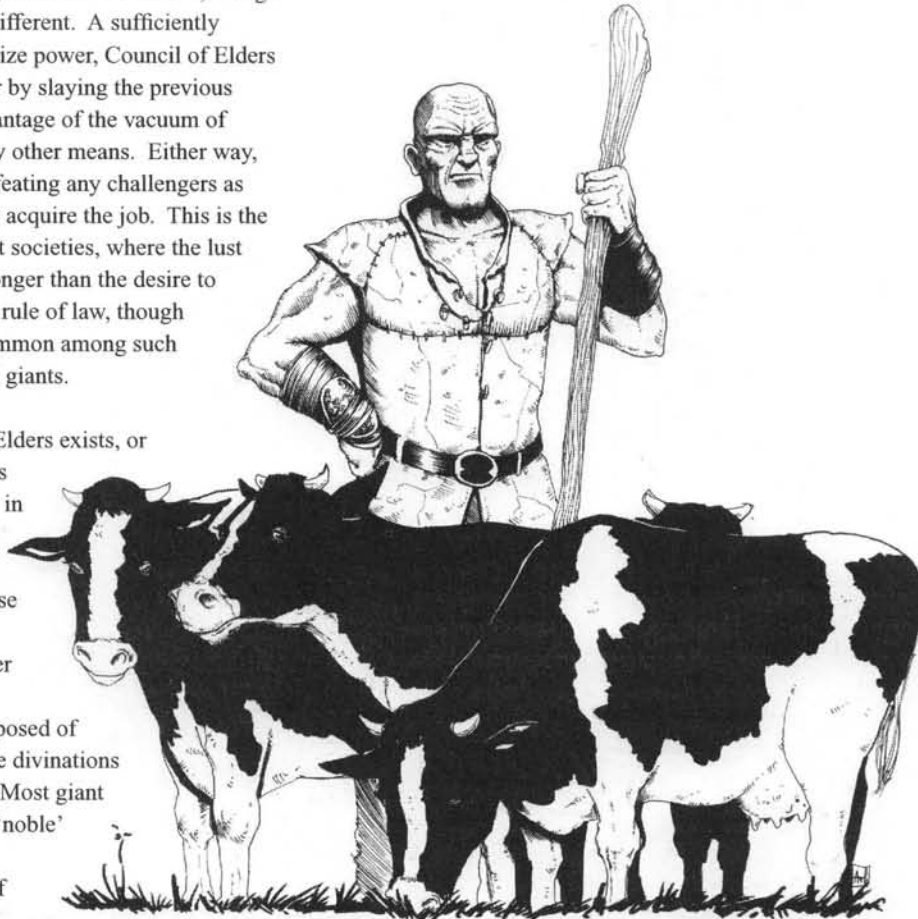
judgement of the Council of Elders point to a giant from a more humble background to be the new king, he and his family will soon come to be regarded as noble in their own right.

FAMILIES, TRIBES, AND BANDS

The natural unit for almost all the giant races is the tribe, containing around twenty-five to forty-five giants including children. Though this might seem small compared to a human tribe, giants must eat far more food than do humans, and so a given area cannot support so many giants as it can humans. This seems to be the main reason so few giant settlements reach more than fifty inhabitants without splitting in two and one part of the tribe settling elsewhere.

Cloud giants live in small bands, with rarely more than a dozen to a band. This suits their lifestyle well, since so many live by trading, hunting or raiding, and a larger group would become impractical.

Storm giants almost always live in families even smaller than the cloud giant bands, with at most half a



dozen closely related storm giants inhabiting a single cloud island castle or other structure. Mountain giants likewise favour the family as a group size. In both cases, avoiding the notice of humans is a large part of the reason for not allowing the group to expand to a band or tribe, but again the difficulty of feeding such huge creatures is another significant factor.

KINGDOMS

Giant kings arise reasonably rarely, even among the more well-organised giant races, largely because of the above-mentioned difficulty of feeding a large kingdom. When a king does manage to found or seize control of a kingdom, it is almost always formed of a number of large tribes more or less forced into subjugation. A giant kingdom can consist of anything from around 3-30 tribes. These tribes are usually within a relatively short distance of each other, though sometimes a canny king may bring together tribes from widely separated regions with the promise of a new homeland when he conquers a nearby land.

Giant kings from the races that rarely form tribes, that is, mountain giants, cloud giants and storm giants, face a still more difficult task. They must first convince or coerce the nearby bands or families into a tribe, then set about subjugating other groups beneath that tribe. Often these giant races will only support a king when under the most dire external threat, so that they realise that forming a kingdom is their only hope for survival.

SOCIAL CLASS

Most giant societies recognise four social ranks below that of king. These are thralls, carls, fyrd warriors, and comitatus warriors, who are respectively slaves and serfs, farmers and other professionals, full-time warriors, and the king's personal retinue. In single tribes, who do not have a true giant king but only a chieftain, there will be no comitatus warriors – in this case, the fyrd fulfils much the same role with respect to the chief as the comitatus band would with respect to the king.

Movement between these social ranks can be fairly fluid, except for thralls. Unless a thrall demonstrates astonishing heroism (such as saving his master's life, at great risk to himself) he is unlikely to be freed, and perhaps not even then. Among the other social classes, carls who wish to can become fyrd warriors by gaining ranks in a player character class, and members of the fyrd can become comitatus warriors by showing their worthiness for the role (see the Comitatus Warrior prestige class on p62).

Thralls

Many giant societies have thralls doing the most menial work. Usually thralls are slaves, captured in war or raids, but a few tribes have a kind of underclass composed of some of their own people in thrall to a higher authority. Captured thralls can include giants of the same or another race, or intelligent humanoids of one kind or another. Giants are favoured for most tasks, since they are so much better suited to physical work than almost any other creature.

Carls

Carls are predominantly farmers, though any giant will be classed as a carl if he is neither a thrall nor a warrior. This could include smiths and other craftsmen, herders, hunters and so forth. Carls are free giants and for the most part are regarded as good, honest folk, even by many non-giants.

Carls form the bulk of the giant population, and all of them are capable of bearing arms if need be, though they prefer to leave combat to the professionals – the king or chief, fyrd, and if they have one the comitatus band. The carls themselves only tend to fight on the most major of campaigns or in direct defence of their homeland, though a few will also tag along on raids particularly if the main target is crops or livestock.

Any free giant who has no class levels, or whose class levels are only in the commoner or expert classes, is considered a carl. If he learns to use all martial weapons or some other combat-useful capability such as spellcasting or sneak attacks, he will be invited to join the ranks of the fyrd, should he express an interest in so doing.

In a typical giant tribe, the carls will make up around 70% to 90% of the population, depending on the giant race. In a giant kingdom, this figure may be slightly lower, sometimes down to as low as 60%.

The Fyrd

The fyrd is a military class composed of all the professional warriors in the tribe or kingdom. Though they always have peacetime roles too, such as farming or fishing, they are capable of wielding martial weapons, wearing armour if available, and demonstrating commitment and a high morale on the battlefield. Most are not enormously well equipped when it comes to war, with greatswords, greataxes or the occasional martial reach weapon being the height of arms technology for them. Few have more armour than a helm and a mail shirt if they are lucky, and many have no more than a layer or two of

The Comitatus Weapon

It is a matter of pride that each comitatus band uses a specific two-handed weapon, usually a greatsword or greataxe. This weapon will be chosen by the king to give the band a distinctive look. Most comitatus bands do not use reach weapons, regarding them as less heroic than non-reach weapons. They also want something more fancy-looking than a mere greatclub, for such a weapon is regarded as fit only for ordinary fyrd warriors and carls. Thus, one of the following weapons is almost always chosen:

- † Falchion
- † Greataxe
- † Heavy Flail
- † Greatsword
- † Halberd

Occasionally an exotic weapon will be used, such as a two-bladed sword, in which case the prospective comitatus member must be proficient in it before being invited to join the band (this is already a prerequisite for the Weapon Focus feat, which is a requirement for the prestige class in any case). Weapons regarded as agricultural in nature, including scythes and simple two-handed weapons, are never used by members of the comitatus band.

COMITATUS WARRIOR

The comitatus warrior has dedicated his life to protecting his giant king, working constantly with the other warriors of the comitatus band to guard the king whether in peace or war. On the battlefield, the warriors of the comitatus form a tight knot around the king, fighting to the death to prevent enemies reaching him even if the battle is otherwise lost. In times of peace, they travel with the king throughout his lands, enforcing his will and defending him against any who would depose or assassinate him.

The utter dedication of the comitatus warrior makes him a dangerous opponent even alone, but when he is with his comitatus and fighting in the defence of his king, few will dare to stand against them. He is often related by blood or marriage to both his comitatus comrades and the king himself, which only enhances the total loyalty he displays. Through this loyalty and his sheer courage, he gains a variety of class features that make him both more effective as a combatant in general and better able to protect his king in particular.

Hit Die: d12.

Requirements

To qualify to become a comitatus warrior, a character must fulfil all the following criteria.

Base Attack Bonus: +12 or higher (including base attack bonus derived from hit dice).

Alignment: Any non-chaotic.

Race: Any giant.

Feats: Endurance, Weapon Focus (a two-handed weapon, as chosen by his giant king – see sidebar), Power Attack

Skills: Listen 10 or more ranks, Spot 10 or more ranks.

Special: Must be accepted into the comitatus (personal retinue) of a giant king, which usually involves performing a renowned act of bravery (see pg 63).

Class Skills

The comitatus warrior's class skills (and the key ability for each skill) are Climb (Str), Heal (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the comitatus warrior prestige class.

Weapon and Armour Proficiency: The comitatus warrior is proficient with all simple and martial weapons, all kinds of armour, and all shields. Note that armour check penalties for medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armour and equipment carried.

Unswerving Loyalty: Comitatus warriors display an astonishing ability to shrug off even the most powerful *charms* and similar spells, particularly if they are ordered to attack their king. A comitatus warrior gains a resistance bonus equal to his class level against all Enchantment spells or spell-like abilities. Furthermore, if he is ever affected by an Enchantment spell or spell-like ability, he may attempt a new saving throw if he is ordered to attack

The Act of Bravery

The comitatus band is selected from among the bravest and hardest giant warriors. Almost all adult giants are warriors, though in many groups they may be hunters, farmers or herders first and warriors second. All are expected to fight when the giant community goes to war, and almost all are well armed with greatclubs and a number of throwing rocks. Only a select few, though, can join the comitatus.

To do so requires a supreme act of bravery, over and above the bravery expected of every giant warrior as a matter of course. Rescuing a hard-pressed noble who had become separated from the group and was surrounded by foes might count, as might being among the very last on the battlefield, whether the battle was otherwise won or lost. Alternatively, volunteering for a special mission, such as questing for an ancestral artefact or acting as the giant king's champion against an enemy champion, would likely catch the king's eye. An act of staggering bravery that takes place off the battlefield may also be considered if the giant bards sing of it and all the giant people speak of it, but dragon-slaying is perhaps the only thing that might be sufficient here!

In any case, the warrior will almost always need to be a respected member of the fyrd before he can even be considered for elevation to the comitatus. Only a scant few warriors achieve sufficient renown all at once to be promoted from among the carls to the comitatus without first joining the fyrd.

his king. If he succeeds at this saving throw, he throws off the effect of the spell or spell-like ability. If he fails the saving throw, he immediately collapses unconscious without carrying out the order, recovering consciousness 1d6 rounds later. This is an extraordinary ability.

To the Death: Comitatus warriors have the utmost dedication when it comes to protecting their king. The comitatus warrior does not die until he reaches -10 (class level) hit points, rather than the usual -10. The effects of his Diehard feat are likewise extended, so that he automatically stabilizes and may choose to act as though disabled when reduced to negative hit points, so long as he is not dead. This is an extraordinary ability.

Comitatus Gift: At 1st level, as a sign of his acceptance into the comitatus, the comitatus warrior is given a weapon of the appropriate type used by the comitatus. He will be expected to wield this wherever possible, though he may carry backup and missile weaponry if desired. At the very least, this first comitatus gift will be a masterwork weapon, and richer giant kings or those with better access to sorcery will often present their comitatus warriors with magical weapons.

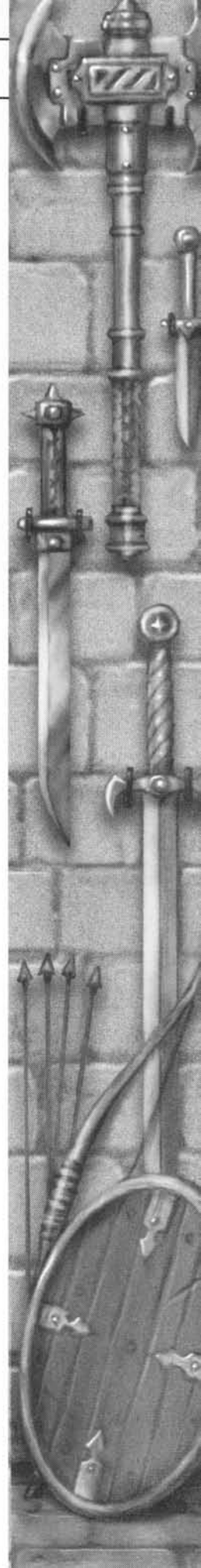
At 5th level, the comitatus warrior is regarded as a time-served member of the band. He is given a second comitatus gift. This is almost always either jewellery or armour, depending on whether the comitatus warrior has more need of money or protection. Thus it can be anything from a rich gold arm-ring to a suit of masterwork or even magical chainmail armour.

At 10th level, the king grants the comitatus warrior a piece of land, castle, island, mine or estate within the lands he rules. This land grant is always at the discretion of

the king, and can be taken back at any time should the comitatus warrior prove disloyal or otherwise fail in his sworn duties. So long as the comitatus warrior continues to serve the king, though, being at his side for at least six months of each year, he will be given leave to return regularly to his land to supervise its farming or other management. He will also be encouraged to gather a force of fyrd warriors about him at his land, and begin forming what is essentially a small tribe of his own – so long as his power is always used in support of the king and never to rival him.

Take Blow: From 2nd level onwards, the comitatus warrior may attempt to absorb an attack intended for his king with his own body. Once per round, as a free action, when the king would usually be struck by a melee or ranged attack (except for an area effect attack), the comitatus warrior may make a Reflex saving throw (DC 20). If he is successful, the attack strikes the comitatus warrior instead of the king. This ability may only be used if the comitatus warrior is within 10 feet of his king. This is an extraordinary ability.

From 7th level onwards, he may also use his Take Blow ability when attacked by an area effect weapon as follows. When he is caught in any attack that has an area of effect, such as a radius, burst, cone, or other shape, he may swap the result of his Reflex save with the result of his king so long as he and the king are within 10 feet of one another. Both the comitatus warrior and his king must be caught in the same area of effect spell, spell-like ability, or attack. He cannot swap his save with his king if the king did not need to make one, though he may switch saves with his king if the king was not allowed to make a save to resist an effect that hit both of them. In this case, his king



receives the result of his save while the comitatus warrior automatically fails. When swapping saves, roll for both parties, add modifiers including Reflex save bonus and then the comitatus warrior decides if he wishes to exchange results. He trades the total saving throw result, not just the result of the die roll. He may never force his king to swap saving throw results with him if the king does not wish to do so. The comitatus warrior may use this ability once per round. He may not use this ability if he is prone or has somehow lost his Dexterity bonus to AC.

From 10th level, the comitatus warrior may make the ultimate sacrifice. If his king ever sustains damage from any source that would be enough to reduce him below 0 hit points, the comitatus warrior may negate that damage as a free action, at the cost of instantly dying himself. This can be done even if the comitatus warrior has already used or attempted to use his Take Blow class feature in some other manner this round, even with respect to the same attack. A comitatus warrior who dies in this manner does so instantaneously and without any prospect of being healed or helped in any manner other than by a *raise dead* or similar spell.

Improved Aid Another: From 3rd level onwards, whenever the comitatus warrior performs the aid another action (see *The Player's Handbook*) for the benefit of his

king, the AC bonus is doubled (that is, to +4 AC rather than +2). This does not apply to a bonus to attack. Improved aid another is an extraordinary ability.

Uncanny Dodge: At 4th level and above, the comitatus warrior retains his Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker. He still loses his Dexterity bonus to AC if immobilised. This is an extraordinary ability. If the comitatus warrior already has the Uncanny Dodge class feature from levels in another class that grant it, he instead automatically gains the Improved Uncanny Dodge class feature.

Transfer Dodge: At 5th level, the comitatus warrior gains the ability as a free action to transfer his Dexterity bonus to AC (if any) to his king, so long as they are within 10 feet of one another and the comitatus warrior is not immobile. He can even transfer his Dexterity bonus to AC if he or his king or both are caught flat-footed, or are struck by an invisible attacker. He may not transfer his Dexterity bonus to AC if either he or his king is immobilised. This is an extraordinary ability.

From 9th level, the comitatus warrior is able to stop his king from being flanked, again so long as the two are within 10 feet of one another. This ability operates continuously so long as the comitatus warrior is not immobile.

The Comitatus Warrior

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Unswerving Loyalty, To the Death, Comitatus Gift (weapon)
2	+2	+3	+3	+0	Take Blow
3	+3	+3	+3	+1	Improved Aid Another
4	+4	+4	+4	+1	Uncanny Dodge
5	+5	+4	+4	+1	Transfer Dodge, Comitatus Gift (jewellery or armour)
6	+6	+5	+5	+2	Comitatus Bond
7	+7	+5	+5	+2	Take Blow (area effect)
8	+8	+6	+6	+2	Improved Uncanny Dodge
9	+9	+6	+6	+3	Transfer Dodge (prevent flanking)
10	+10	+7	+7	+3	Take Blow (ultimate sacrifice), Comitatus Gift (land grant)

Comitatus Bond: A 6th level comitatus warrior has been through many battles and wars with the other warriors of the comitatus, and becomes almost as loyal to them as to his king. Any of his class features that refer to 'his king' may now also be used with respect to any other comitatus warrior who serves the same king. This is an extraordinary ability.

Improved Uncanny Dodge: At 8th level or higher, the comitatus warrior can no longer be flanked. A rogue at least four levels higher than the comitatus warrior can still flank and sneak attack him. If the comitatus warrior already has the uncanny dodge feature from another class, his levels in that class stack with his levels in comitatus warrior to determine the minimum rogue level required to flank him. This is an extraordinary ability.

EX COMITATUS WARRIORS

A comitatus warrior who leaves the service of his king for any reason, including the king's death, may no longer advance in levels in this class. He retains all his class features, though without a king he may have difficulty using some of them. If he manages to take service with a new king, he may continue to advance in this class normally.

RELIGION

Each giant race reveres its own gods, but most also give at least a passing regard to Ymir, said to be the first giant. The myths of Ymir revolve around his betrayal by the hated humans and their gods, and the breaking up of his body to form the other giant races. It is said that each part of his body became one or more giants, who bred and interbred to eventually create the variety of giantkind known today.

Clerics of Ymir have access to the following domains: Giant, Destruction, Protection, and Strength. The Giant domain is a new one and is detailed below. Ymir's favoured weapon is the greatclub.

GIANT DOMAIN

Deity: Ymir

Granted Power: Gain the Leadership feat for free, though the cohort and all followers must be of the giant type.

Furthermore, once per day you may make a rousing speech lasting at least one round. This speech can have any one of the following effects, chosen by you at the time:

† Add your class level to your next Bluff, Diplomacy, Gather Information, or Perform check relating to any giant type creatures who heard your speech.

† Every giant type creature who heard your speech gains a +1 morale bonus per your three class levels to all saving throws, attack rolls, and damage rolls for the next hour, so long as he is carrying out your orders or wishes at the time.

† All giant type creatures who hear your speech must make Will saving throws (DC 10 + half your class level) or be affected as though by a *charm monster* spell cast by you and lasting a number of rounds equal to your class level.

Note that any creatures within 60 feet of you when you made the speech are considered to have heard it, unless they would logically be unable to do so (due to deafness, earplugs or similar).

Giant Domain Spells

1	Giant's Club, Lesser
2	Bull's Strength
3	Resist Stupidity
4	Giant's Club
5	Enlarge Giant
6	Bull's Strength, Mass
7	Giant's Club, Greater
8	Avalanche
9	Enlarge Giant, Mass

Avalanche

Transmutation

Level: Giant 8

Component: V, S, M

Casting Time: 1 action

Range: Touch

Target: One rock

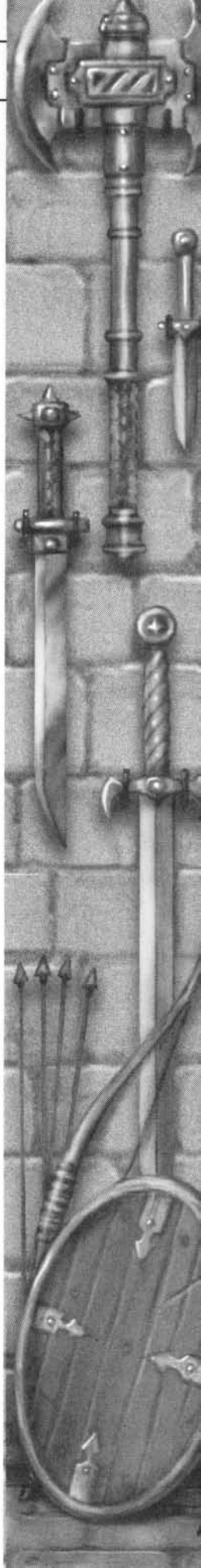
Duration: 1 round

Saving Throw: See below

Spell Resistance: Yes

This spell turns a single thrown rock into an immense swarm of rocks, such as might be hurled from a hundred siege engines or a great army of giants. These rocks not only batter and bruise all within their path, they also tear up the plants and soil along their route, often causing minor earth tremors due to the sheer impact and weight of rocks smashing against the ground.

The caster throws the rock normally, making an attack roll as usual. The rocks created by the spell have two main



areas of effect, a 60 foot wide circle centred on the point the thrown rock lands, and a 40 foot wide line leading from the caster to the edge of the circle.

If a creature is actually struck by the thrown rock, he suffers normal damage from the thrown rock (by giant type and Strength) and may not make a saving throw against the other effects of the spell. Any creature within the 60 foot wide circle must make a Reflex saving throw or take 10d8 damage. A successful save halves the damage. Furthermore, each such creature must make a separate Reflex saving throw (DC 15) or fall prone and take an additional 1d8 damage, due to the rocks causing minor earth tremors and a generally uneven footing. A successful save here negates the damage and falling prone.

Any creature within the 40 foot wide line must make a Reflex saving throw or take 6d8 damage from the rocks as they pass. A successful saving throw halves the damage.



Material Component: A handful of tiny pebbles, thrown along with the rock.

Enlarge Giant

Transmutation

Level: Giant 5

Component: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One giant creature

Duration: 1 min/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes instant growth of a giant creature, quadrupling its height and multiplying its weight by 64. This increases the creature's size category by two, so that a Large giant will become Gargantuan, or a Huge giant Colossal. The target gains a +8 size bonus to Strength, a -4 size penalty to Dexterity (to a minimum of 1), and a penalty on attack rolls and AC due to its increased size.

The attack roll and AC penalty is derived from the difference between the size penalties for its old size and the size penalties from its new size. The additional size penalty is given on the following table:

Old Size	New Size	Attack Roll Penalty	AC Penalty
Large	Gargantuan	-3	-3
Huge	Colossal	-6	-6
Gargantuan	Colossal	-4	-4
Colossal	Colossal	-	-

Note that a giant that is already Gargantuan becomes Colossal, and a Colossal giant remains Colossal, but in either case their height and weight increases, and ability score increases and decreases, are the same as though they had increased two size categories.

This spell does not change the creature's speed, but it will increase the number of spaces it takes up and its natural reach if the creature increases in size by one or more size categories. All equipment worn or carried by a creature is enlarged by the spell. Melee and projectile weapons increased in size category by the spell will do additional damage (see *Core Rulebook II*). As for the *enlarge person* spell, any objects that leave the creature's possession return to their normal size, including thrown weapons and projectiles (see *Core Rulebook I*).

If insufficient room is available for the desired growth, the creature or object attains the maximum possible size, bursting weak enclosures in the process. However, it is constrained without harm by stronger materials. The spell cannot be used to crush a creature by growth.

Magical properties of carried or worn items are not increased by this spell. Weight, mass, and strength are affected, though. Multiple magical effects that increase size do not stack.

Material Component: A handful of sunflower seeds

Enlarge Giant, Mass

Transmutation

Level: Giant 9

Target: One giant creature/level, no two of which can be more than 60 ft. apart

This spell functions like *enlarge giant*, except that it affects multiple creatures.

Giant's Club

Transmutation

Level: Giant 4

Component: V, S, M

Casting Time: 1 action

Range: Touch

Target: One touched nonmagical club or greatclub

Duration: 10 minutes/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The spellcaster's own club or greatclub becomes a weapon with a +1 enhancement bonus to attack and damage rolls per four caster levels (maximum +5), that deals +2d8 points of damage in addition to the bonus damage for the enhancement bonus when the spellcaster wields it. If the spellcaster does not wield it, it behaves as if unaffected by this spell.

Material Component: Six iron nails.

Giant's Club, Greater

Transmutation

Level: Giant 7

Component: V, S, M

Casting Time: 1 action

Range: Touch

Target: One touched nonmagical club or greatclub

Duration: 1 hour/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The spellcaster's own club or greatclub becomes a weapon with a +1 enhancement bonus to attack and damage rolls per four caster levels (maximum +5), that deals +4d8 points of damage in addition to the bonus damage for the enhancement bonus when the spellcaster wields it. If the spellcaster does not wield it, it behaves as if unaffected by this spell.

Material Component: Ten iron nails.

Giant's Club, Lesser

Transmutation

Level: Giant 1

Component: V, S, M

Casting Time: 1 action

Range: Touch

Target: One touched nonmagical club or greatclub

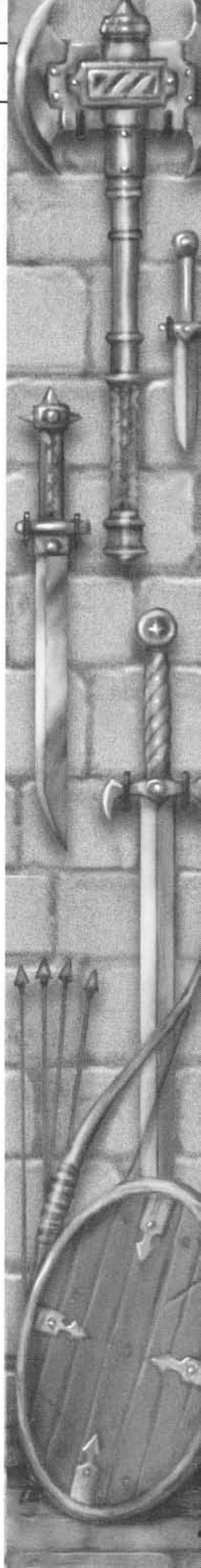
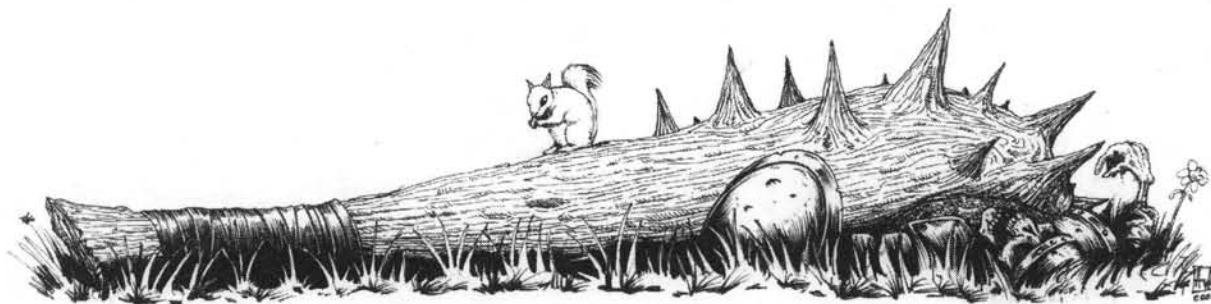
Duration: 1 minute/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The spellcaster's own club or greatclub becomes a weapon with a +1 enhancement bonus to attack and damage rolls, that deals +1d8 points of damage in addition to the bonus damage for the enhancement bonus when the spellcaster wields it. If the spellcaster does not wield it, it behaves as if unaffected by this spell.

Material Component: Two iron nails.



Resist Stupidity

Abjuration

Level: Giant 3

Component: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Subjects: One giant creature/level

Duration: 10 min/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The affected creatures gain a +4 resistance bonus to saving throws against all Enchantments, and a +8 circumstance bonus to Sense Motive checks for the duration of the spell. Furthermore, any skill checks made by non-giants to attempt to trick the subjects in the manner described in the Jack the Giant Killer chapter are made at a +8 DC. Deciding which skill checks are affected by this DC increase is up to the Games Master.

Material Component: Any small book written in the Giant tongue.

OTHER RELIGIONS

Each giant race has its own deity or pantheon of deities that are worshipped in addition to, or more or less instead of, Ymir. An overview of these gods and goddesses is given below.

Note that the clerical domains listed in the giant race descriptions represent the deity worshipped by those clerics of the race most commonly encountered by adventurers, which is not necessarily the most popular deity among the race. After all, clerics of a war god are more likely to come into conflict with the characters than clerics of a goddess of healing.

Anakim

The various anakim tribes worship a variety of harsh desert deities, but lord of all these grim gods is Baal. Baal is lord of the thunder and rain, promising better times for the desert-dwelling anakim. By extension in those dry climes he is also the god of whatever vegetation will grow. Often his clerics make prophecies that result in whole tribes uprooting themselves to search for a promised land that will be rich and fertile, at least in comparison to their desert homes. Those anakim who have already left the desert for more lush pastures usually thank Baal for their success.

Clerics of Baal are primarily agricultural leaders or mad prophets, depending on whether their particular tribe is

already in a promised land or remains stuck in the desert. They may select two domains from Plant, Travel, Animal and Air. Baal's favoured weapon is the scythe.

Baal's sister, Anat, is the anakim goddess of sexuality and war. Her domains are Destruction, Evil, Strength and War, and her favoured weapon is the greataxe. She is the main deity worshipped by anakim warriors and barbarians.

Cloud Giants

Most cloud giants worship their sun-goddess, Maratu. She is depicted as a physically powerful cloud giantess with the healing rays of the sun flowing out of her naked body. Her clerics have access to the Good, Healing, Strength and Sun domains, and her favoured weapon is the long spear.

Maratu's son, Elgala, is the trader-god of these folk. His clerics may select from the Luck, Trickery, and Travel domains, and his favoured weapon is the longsword. Elgala's clerics can be found throughout cloud giant lands and those of any friendly neighbouring creatures, supervising trade agreements and setting up cloud island trade routes.

Maratu's evil sister, Herani, is revered by evil cloud giants. They claim she is firstborn, and thus the rightful queen of the sun, forced into the realm of death by Maratu's treachery. Her domains are Death, Evil, and Trickery, and her favoured weapon is the morningstar.

Fire Giants

Surtur is the fire giant ruler-god. He is depicted as a massively built fire giant with somewhat devilish features and a huge flaming greatsword in his hands. His domains are Evil, Law, Trickery and War, and his favoured weapon is the greatsword. Surtur is sometimes known as the General, and sometimes simply the Slayer. According to his priests, he will one day slay all the human gods, in a great final battle known as Ragnarok which will set the world alight with Surtur's flames.

Fomorian

Fomorian are almost entirely irreligious, and few revere any god other than perhaps paying lip service to Ymir. It is said that there are also secret cults that deify both living and dead fomorian kings, but this has not been proven.

Frost and Rime Giants

Frost and rime giants share the same large pantheon of evil ice-gods, bent on the destruction of humanity. A few of the primary deities of this glacial pantheon are presented below. Most rime and frost giants also revere Ymir,

regarding him as one of their number and vowing revenge on the rest of the world for his death.

The main war-god among the cold deities is Skrym. His domains are Chaos, Destruction, Evil, and War, and his favoured weapon the greataxe. Both frost giants and a few rime giants revere him, particularly warriors and war-leaders.

Most rime giants prefer Hagalaz, the Hail-Queen. She is ruler of the Destruction, Evil, War, and Water domains, and has the halberd for a favoured weapon. The rime giants regard her as the ruler of the pantheon, though the frost giants consider Skrym to be more significant. Hagalaz and her priests are the main driving forces behind the rime giants' philosophy of destroying the world by ice and hail.

Many frost and rime giants worship Audla, the Goddess of Frostbite. Audla rules the quiet killers of winter, the deaths from exposure, the illnesses brought on by cold. For this reason she is also a hunting goddess, since the cold can make animals sluggish or even kill them, leaving easy pickings for giant hunters. Her domains are Trickery, Death, Water, and Animal, and her favoured weapon the mighty composite longbow.

Hill Giants

Hill giants favour Ymir above all other gods, but many also worship minor local nature spirits and even ghosts. Hill giants have almost no clerics. When an adept or occasional cleric does arise among them he almost always worships Ymir.

Land Giants

Land giants have the closest connection with Ymir, and few worship any other god. They sincerely believe themselves to be either his closest descendants, or the fragments of his own body. No scholars have so far dared debate the finer points of theology with them.

Mountain Giants

Mountain giant adepts revere Ymir first and foremost, but many also worship Mursh, the mountain giant god of muggers and footpads. Mursh's domains are Chaos, Evil, and Trickery, and his favoured weapon is the greatclub. He is worshipped by bushwhacking lonely travellers and eating their corpses, which is probably why his rites are so popular among mountain giants.

Nephilim

Most nephilim do not worship gods, or at least not in the formal sense of having divine spellcasters, though

they may mutter a prayer or two to anyone who might be listening. Nephilim who dwell among humans often adopt the worship of a human deity, though rarely in any more than name. The only religious nephilim tend to be either greater nephilim, or those nephilim who live in tribes ruled by greater nephilim.

The greater nephilim pantheon is very simple, with only two gods, one of good and one of evil. These are locked in a constant, eternal struggle that directly reflects the struggles of nephilim heroes and villains on the material plane.

The good god, Atenes, is said to be the creator of the entire cosmos, but he is also strongly identified with the sun. His domains are Chaos, Good, Healing and Sun, and his favoured weapon is the longsword. Clerics of Atenes preach a freedom-loving, freewheeling morality based on mutual co-operation.

Setes is the god of chaos and death in the greater nephilim pantheon. He is the eternal antagonist to Atenes, constantly tempting his worshipers and trying to interfere with his plans for goodness. Setes's clerics may choose from Chaos, Destruction, Evil and War, and his favoured weapon is the flail (light or heavy).

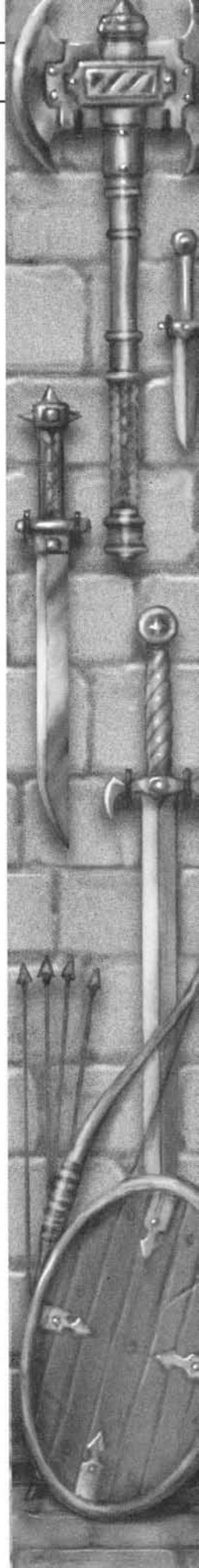
Sea Giants

Almost all sea giants worship Bodadaon, the god of the waves. He is considered to be capable of granting, and taking away, anything at all, just like the waves themselves. They see no need of other gods, even Ymir (whom they do not regard as their ancestor), since Bodadaon can provide for all their needs. He rules over the constant hunt that is underwater life, the constant dance of predator and prey, and the transformation from one to the other. This struggle for existence is a lawless battle in an arena without end. Bodadaon also rules the more peaceful side of underwater living, the tranquillity of a carefully tended seaweed garden, but always with the knowledge that any such peace is highly transient, apt to be broken at any moment by the intrusion of the outside world of the hunt.

Bodadaon's domains are Animal, Plant, Trickery and Water. His favoured weapon is the trident.

Stone Giants

Some stone giants revere Ymir, but very few of them are clerics. Most pay little attention to the gods, but have an almost animistic religions viewpoint, regarding the deep caverns and the rocks as living, sacred creatures. They do not worship these stones and caves, though, simply seeing them as companions on the road to inner peace. Stone



giant elders know a great deal about such matters, though they will rarely communicate these mysteries to anyone not of the stone giant race.

Storm Giants

The vast majority of storm giants worship Zabanur, their creator-god, though many favour Ymir instead. Those who feel a strong elemental connection with the storm-clouds that give them their names – which is most of them, particularly those who dwell on cloud islands – will at least acknowledge the importance of Jakakakaloom, the thunder-god. Storm giants who live underwater often worship Bodadaon as well as or instead of Zabanur or Ymir.

Zabadur is freedom-loving and happy-go-lucky most of the time, but if his anger is roused he can be the deadliest foe imaginable – much like storm giants themselves. He is also known as the Castle and the Giant Accoutred for War, when in his protective and war-god aspects respectively. Zabanur's domains are Chaos, Good, Protection, and War. His favoured weapon is the greatsword.

Jakakakaloom is primal and violent, as might be expected for a thundercloud. His domains are Electricity, Strength, and Destruction, and his favoured weapon is the bastard sword. He rules the weather in general and storms in particular. More storm giants propitiate him than actively worship him, since he can destroy gardens and even homes if he is angry. His worshippers tend to be barbarians, who enjoy his strength and violence, and sorcerers with a particular affinity for electrical spells (which is most storm giant sorcerers). See below for details of the Electricity domain.

ELECTRICITY DOMAIN

Deity: Jakakakaloom

Granted Power: The ability to turn or destroy Electricity subtype creatures as a good cleric turns undead, and rebuke, command, or bolster Electricity subtype creatures as an evil cleric rebukes undead. These abilities may be used up to 3 + Charisma modifier times per day. This is a supernatural ability.

Electricity Domain Spells

- | | |
|---|----------------------|
| 1 | Shocking Grasp |
| 2 | Spark of Life |
| 3 | Call Lightning |
| 4 | Ball Lightning |
| 5 | Call Lightning Storm |
| 6 | Chain Lightning |
| 7 | Control Weather |

- | | |
|---|----------------------|
| 8 | Ride the Lightning |
| 9 | Storm of Destruction |

Ball Lightning

Evocation [Electricity]

Level: Electricity 4

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: Up to one 3-ft. diameter sphere/level

Duration: One round

Saving Throw: Reflex half

Spell Resistance: Yes

This spell calls into being a number of spheres of glowing red, orange or yellow (your choice of colour) balls of lightning. You can guide these simultaneously to a number of different targets if desired. Each lightning ball can travel up to the range of the spell away from you, but can never travel upwards, only horizontally or downwards. Thus this spell can only be used to attack targets on a level with you or below you. The lightning balls always travel via the shortest possible route to the target, though they will move around solid objects if they strike any en route.

No target may be struck by more than one lightning ball. Each lightning ball deals 4d6 damage to the chosen target (4d10 if cast outdoors during a storm) and furthermore ignites inflammable objects it strikes en route to the target. Creatures affected may attempt Reflex saving throws for half damage.

Material Component: A handful of orange glass marbles.

Ride the Lightning

Evocation [Electricity]

Level: Electricity 8

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: See below

Spell Resistance: Yes

You ascend up into the sky, riding on thunderbolts, the electrical energy of the storm coalescing around you like a nimbus of lightning.

You can fly with a speed of 60 feet (40 feet if you wear medium or heavy armour). If this spell is cast outdoors in a stormy region, your flying speed is increased to 90 feet



(60 feet if you wear medium or heavy armour). You can fly up at half speed and descend at double speed. Your manoeuvrability rating is good, or excellent if outdoors during a storm. Flying with this spell requires as much concentration as walking, so you can attack or cast spells normally. You can charge but not run, and you cannot carry aloft more weight than your maximum load.

Should the spell duration expire while you are still aloft, the magic fails slowly. You drop 60 feet per round for 1d6 rounds. If you reach the ground in that amount of time, you land safely. If not, you fall the rest of the distance. Since dispelling a spell effectively ends it, you also fall in this way if the ride the lightning spell is dispelled.

Furthermore this spell wreathes you in flickering lightning and causes damage to each creature who attacks you in melee. Any creature striking you with its body or handhe^{1,1}

weapons deals normal damage, but at the same time the attacker takes 1d6 points of electrical damage per three caster levels (1d6 points of electrical damage per two caster levels if cast outside in a stormy area). If a creature has spell resistance, it applies to this damage. Even reach weapons endanger their users in this way.

Finally, your own melee weapons are electrically charged for the duration of the spell, doing +1d6 electrical damage per six caster levels (or +1d6 electrical damage per four caster levels if cast outside in a stormy area).

Your electrical halo gives off bright light equal to the illumination from a flame spell throughout the spell duration.

Material Component: A small copper statuette of a horse, worth 50 gp.

Spark of Life

Conjuration (Healing) [Electricity]

Level: Electricity 2

Component: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: See below

Spell Resistance: Yes

This spell gives a minor electrical shock to the creature touched, jolting him out of any paralysis, stunned state or similar incapacitation. It can produce any or all of the following effects at the caster's discretion:

- † Remove *paralysis* as the 2nd level cleric spell, but only affecting one creature
- † Stabilise a character who is currently on negative hit points, restoring him to 1 hp
- † Waken a sleeping character, whether affected by a *sleep* spell or sleeping naturally
- † Remove sufficient subdual damage to restore a staggered or unconscious character to full consciousness and an unimpaired state, but no more.

However, whichever option or options are chosen, the target also suffers 1d2 temporary damage to Strength due to the side effects of the electrical current flowing through him. He may make a Fortitude saving throw to avoid this damage.

Material Component: A flint and steel.

Storm of Destruction

Conjuration (Summoning) [Electricity]

Level: Electricity 9

Components: V, S

Casting Time: 1 full round

Range: Long (400 ft. + 40 ft./level)

Effect: 360-ft.-radius storm cloud

Duration: Concentration (maximum 10 rounds) (D)

Saving Throw: See text

Spell Resistance: Yes

This spell creates an enormous black storm cloud. Lightning and crashing claps of thunder appear within the storm. Thunder booms out, seeming to yell a message of the spellcaster's choice (up to 40 words long). Any creature that hears this message must make a Will saving throw or be frightened (flees as well as it can, may fight if unable to flee, -2 morale penalty on attack rolls, checks, and saving throws).

If the character does not maintain concentration on the spell after casting it, the spell ends. If the character continues to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during the character's turn.

Second Round: Electricity crackles through the air, stunning all creatures within the effect for 1d6 rounds. A successful Fortitude save will negate the effect.

Third Round: The character calls six bolts of lightning down from the cloud. The character decides where the bolts strike. All may be directed at a single target, or they may be directed at up to six separate targets. Each bolt deals 10d6 points of electricity damage. Creatures struck can attempt Reflex saves for half damage.

Fourth Round: Thunder booms once more, louder than ever this time, and creatures beneath the cloud must succeed at Fortitude saves or be deafened for 1d4x10 minutes.

Fifth to Tenth Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has

one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters. Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds at a Concentration check against a DC equal to the storm of vengeance's save + the level of the spell the caster is trying to cast.

ARCANE MAGIC

Giants who are interested in arcane spellcasting are almost always sorcerers, or occasionally bards. The Giant tongue is not well suited for writing spells down, and few giant communities are sufficiently large and organised to set up formal master-student wizard schooling. The only exceptions are believed to be one or two of the fire giant kingdoms, which are said to have schools for fire-oriented Evokers.

Giants spellcasters favour spells of the same elemental subtype as them, if any. However, many are practical enough to recognise the benefits of spells of the opposite subtype – with which to both tyrannise their fellow giants and blast well-prepared adventurers who have acquired resistance to damage of the same subtype as the giant group.

GIANT-GIANT RELATIONS

Giants of similar alignment usually get on with one another with reasonable civility, if nothing else. However, it should be remembered that even members of the same giant race will go to war on one another occasionally; members of different giant races are even more likely to do so, particularly if territory is limited or one race has something else the other wants.

Most giant races are willing to trade and form pacts of mutual defence with neighbouring giant communities of whatever race, but seem just as likely to raid and battle them. This all seems dependent on the individual situation. Giants faced with an external threat such as a marauding human army or orc horde will band together to defend against it. Similarly giants in harsher conditions or who each have items the other needs on a regular basis are marginally more likely to trade than fight, though if the situation gets especially desperate they may raid the other community in the hope that their trade can continue anyway.

METHODS OF WARFARE

ORGANISED GIANTS

Fire giants and fomorians are often lawful, though occasionally a lawful giant group from a different race might be encountered (and a tribe of Lawful Evil rime and frost giants can certainly be a dangerous enemy for any group of characters). Lawful giants will use carefully considered methods of warfare. Usually the combatants will be given specific roles, making full use of the strengths and weaknesses of every member of the group including any allied or associated creatures. These roles can include front-line troops, shock troops, snatch squads, skirmishers, spellcasters and others of the Games Master's invention.

Some non-lawful giants will also organise to a lesser extent. Indeed, almost any non-chaotic force of giants will attempt a greater or lesser degree of organisation, with the amount depending on how warlike the tribe is and whether they have plenty of warning of any upcoming battle. The main difference here is that lawfully aligned giants will always organise their forces, drill them regularly, and generally fight like a well-oiled machine. Neutral good, neutral, and neutral evil giants may also do so, but less willingly – they would require a strong (and probably lawful) leader to ever get up to the standards of organisation typical of lawful giants. Sometimes a lawful leader will attempt to organise chaotic giants, but

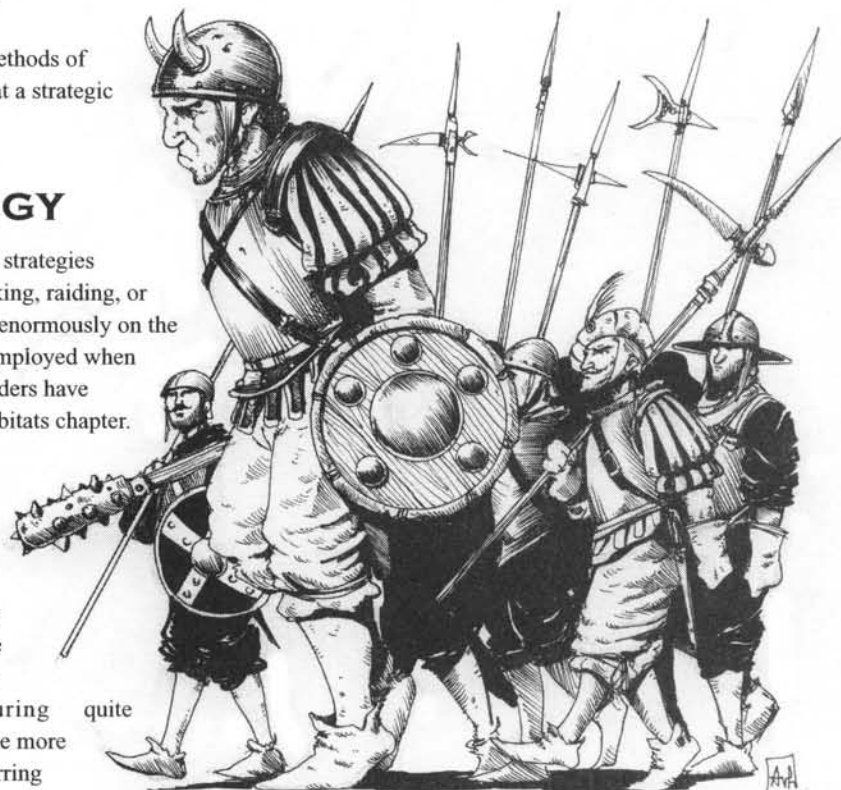
For giants, warfare is approached in much the same manner as they approach any other problem or issue in their lives. Sheer strength and brutality are the favoured solutions. Simply hitting the opposition, as hard as possible, until it is no longer moving, is the most tried and tested method of warfare available. Subtlety can be safely left to smaller, weaker races, who know no other way of fighting. The giant disdains tricks, techniques, and stealth alike, focusing instead on acquiring the heaviest weapon and thickest armour.

That, at least, is the popular view, and it has more than a grain of truth to it. Most giants have no desire for, nor facility with, complex tactics. However, most have a low cunning which is ideally suited to a streetfighter's or brawler's combat style, such as stomping on fallen foes, grabbing with one hand and stabbing with the other, and picking up opponents and hurling them off cliffs or into lava pools. All these and more combat tactics are covered in this chapter, along with strategies of greater complexity for the occasional well-organised and intelligent giant, and a few new weapon and armour types.

First, though, we will examine the methods of warfare employed by larger groups, at a strategic rather than tactical level.

GROUP STRATEGY

Giant groups have different favoured strategies depending on whether they are attacking, raiding, or defending a lair, and also depending enormously on the type of giant. Defensive strategies employed when a giant lair is being attacked by outsiders have already been touched upon in the Habitats chapter. However, many of the following strategies also apply in such a situation, if the giants consider them appropriate. Generally a giant group's strategies if any will be dependent on the intelligence and alignment of the group and more importantly its leader, with the more lawful and clever giants favouring quite advanced methods of warfare, and the more chaotic and stupid giants often preferring simple brute force and ignorance to overcome almost any threat.



this rarely works well and never lasts if the leader is not personally present to direct his minions.

For non-lawful giants, the Games Master should determine which if any of the following troop types are present, and how well-disciplined those troops are. If ill-disciplined they are likely to return to a rabble-like state if under pressure or far from a leader.

When putting together a force of lawful giants, it should usually be assumed that at least one giant from each of the following troop types will be present, assuming there are at least a dozen or so giants in the force. There need not be much more than this, since even three or four giants can be as powerful as a sizable mercenary force of humans or other smaller creatures.

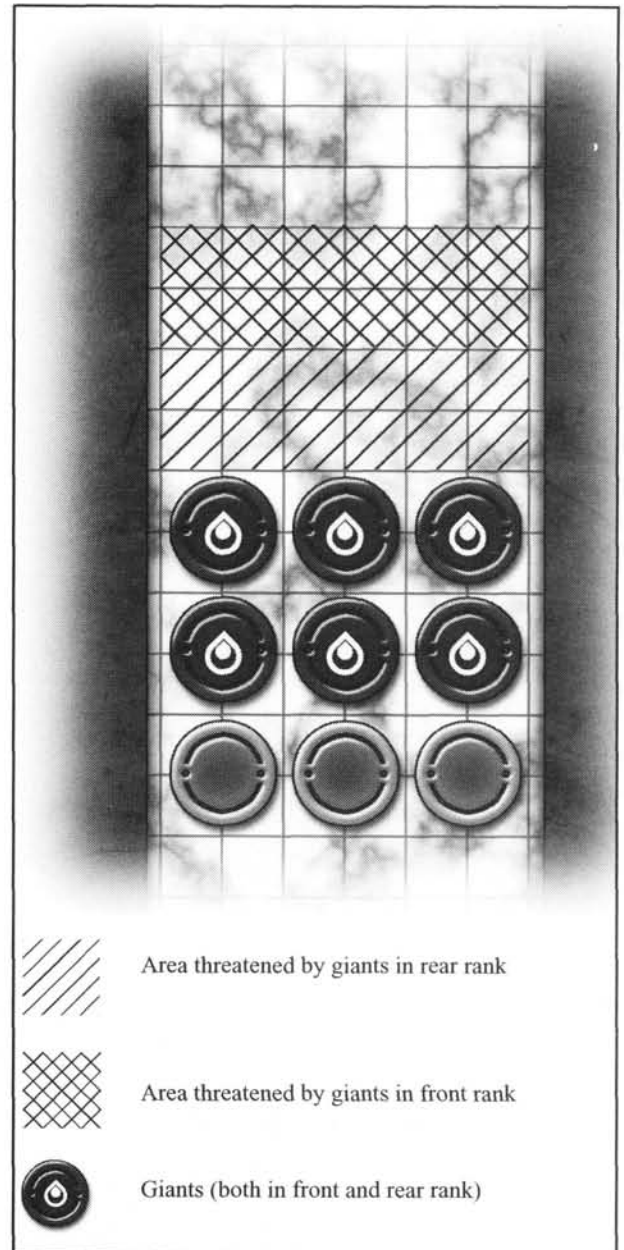
Front-Line Troops

These will be the most heavily armoured giants, and will often be armed with either shields and one-handed weapons or, if these troops are available in sufficient numbers to make a combat formation several ranks deep, reach weapons. Reach weapons can be extremely deadly, as the following example demonstrates.

A squad of six fire giants, armed with Large glaives (2d8 damage) and fighting two ranks deep, can be quite devastating in combat. Each fire giant threatens the area between 15 feet and 20 feet away from himself, so that any attacker will provoke at least one attack of opportunity from each of the six giants before he even reaches normal melee combat range. This is because enemies must leave a threatened square in each threatened area before reaching melee range – unless they make 5-foot steps, in which case they are moving so slowly as to be easy prey for the fire giants. The total threatened area is some 30 feet by 20 feet in size, and in any part of it fully three fire giants threaten attacks of opportunity. Add in Combat Reflexes, and every attacker provokes an attack of opportunity before he reaches melee range, not just the first one. If an enemy does make it into melee combat range, the front rank can easily drop their glaives and draw non-reach weapons in time to meet the attack.

For added versatility, add a third rank of rock-throwers in the rear, so that enemies who hang back can be picked off with rocks, with the three ranks of giants marching forward with a 5-foot step each round in addition to doing a full attack with the rocks.

A second option is to give the front rank non-reach weapons, and the second rank reach weapons, thus reducing the total threatened area somewhat but enhancing the combat capabilities of the front rank. A third option,



which has not been illustrated, is to add a front rank of Medium-size creatures such as hell hounds, which could potentially allow three ranks of combatants to attack the enemy front rank at a time.

Giants of Huge or bigger size have concomitantly larger reaches still, potentially threatening quite enormous areas when armed with reach weapons. Similar tactics can be used, but scaled up somewhat. Often the very corridors and rooms of a giant stronghold will be designed specifically to be three times as wide as the typical giant occupant, allowing for the same situation with regard to reach weapons, so that when fighting in ranks of three

Shock Troops

Giant shock troops are usually armed with two-handed, non-reach melee weapons, with greatswords, greatclubs or greataxes being favourites. Armour will be fairly minimal, so as to allow these warriors to move fast and easily. The idea of shock troops is to break up enemy formations so that the front-line troops can more slowly advance and finish off any stragglers. This troop type is also common among less well-organised giants, since it is well suited to the usual giant combat preferences. Shock troops usually attack with a charge, possibly including an overrun attack so as to get right into the midst of their enemies.

Suitable feats for shock troops include Cleave, Great Cleave, Whirlwind Attack, Improved Overrun, Stomp, Knockback and Knockdown (see the Combat Feats section later in this chapter for full details of the new feats). Most are barbarians, though some fighters and warriors can also make effective shock troops.

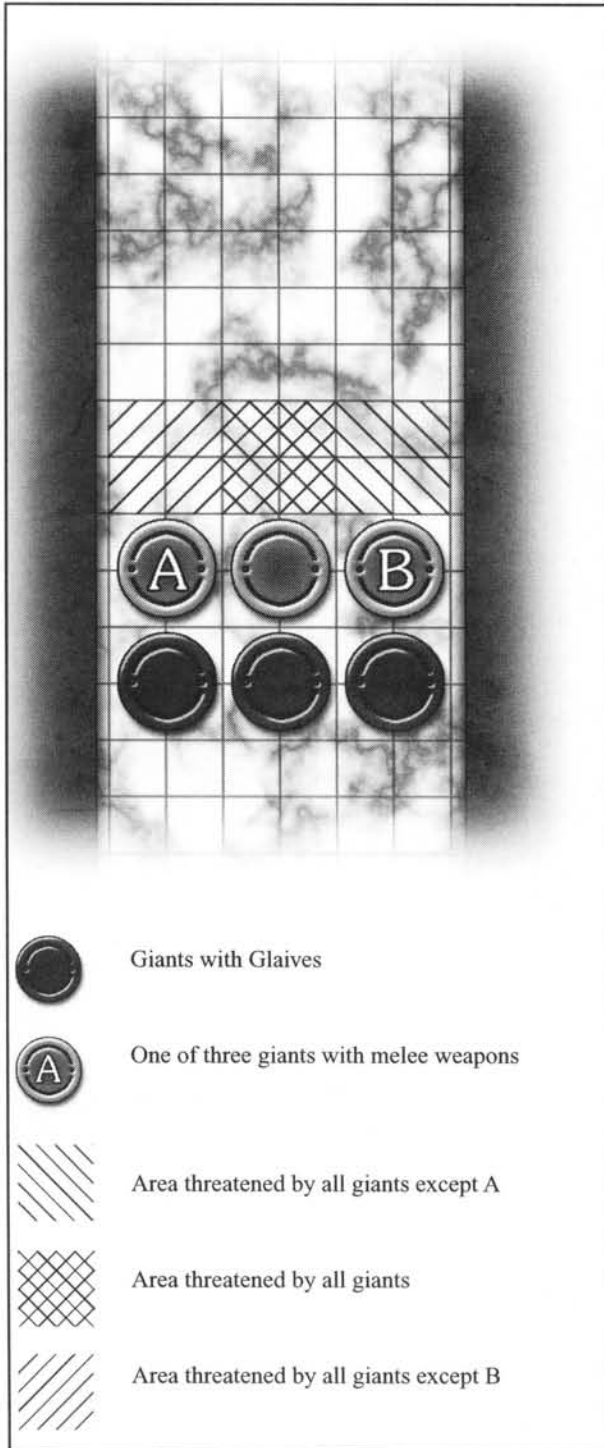
Snatch Squads

Giant snatch squads are usually quite small in number, with perhaps two or three giants among them. These are usually selected from the younger and more agile giants, and may be barbarians or even occasionally monks, for their fast movement and light armour. The role of a snatch squad is to step out from the giants' lines (with the front-line troops parting to let them through), run at the enemy, grapple and pick up a couple of dangerous-looking foes, especially spellcasters, then bring them back behind the giants' lines to be dealt with by whatever means.

Snatch squads are usually lightly armed, with spikes, daggers or shortwords in their primary hands, and the off-hands free. See the Grab and Smash section later in this chapter for more on grappling giants. Where shock troops are also used, the snatch squads usually follow up the shock troops directly, grabbing any foes who have been knocked down or otherwise rendered vulnerable by the first wave.

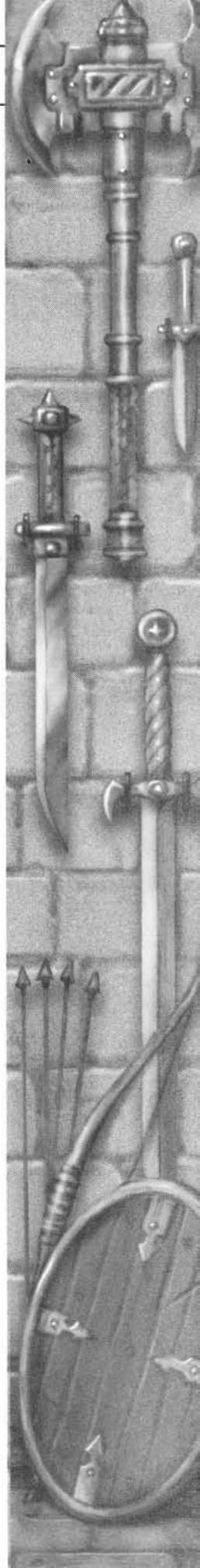
Skirmishers

These giant troops are intended to fulfil several roles effectively, but their main function is missile fire. They will be armed with either mighty composite longbows, or copious quantities of rocks. Ideally they will fight from partial cover and a height advantage that will make it difficult for opponents to bring them to melee. For melee combat, they will usually have some form of backup weapon, be it a two-handed weapon they can use like shock troops, or more commonly a one-handed weapon such as a longsword or battleaxe, with a small shield,



giants per rank each giant can attack across the entire width of the corridor.

Front-line troops are usually fighters, warriors, or occasionally barbarians.



buckler, or off-hand weapon. Skirmishers are usually drawn from members of the ranger class if available, though giant rogues can also make good skirmishers.

Spellcaster

Giant spellcasters are usually somewhat scarce. In most organised giant forces, they will be mingled in with the other troop, often as front-line troops or skirmishers. That way they can use many of their spells before combat to enhance the general fighting capabilities of themselves and their fellow troops, as well as being available to heal the wounded and ensuring they do not draw too much attention to themselves with obvious offensive spells. A good deal of course depends on the particular spellcaster's specialities – a sorcerer with a few limited blasting spells is more likely to simply find himself an elevated position and use them up as quickly as possible against his enemies, whereas a cleric may feel quite comfortable among the front-line fighters or even shock troops.

For a more detailed look at the role of the giant spellcaster, see the War Magic section, on p87.

GIANT MOBS AND RABBLES

Among hill giants, frost giants, and most other predominantly chaotic evil giant races, few complex strategies are used. Rather, the giants will each wield whatever weapon they prefer, be armoured however they are comfortable, and simply charge any foes with all weapons swinging, or hang back and hurl rocks for a while to soften up the enemy before charging.

These traits can make giant mobs very effective shock troops, and so when an alliance of several different giant types occurs, it is quite common for all the more chaotic types to act as shock troops while the lawful and neutral giants work in a somewhat more systematic manner. The main vulnerabilities of giant rabbles should be obvious – they have rarely drilled to fight with different techniques depending on the enemy, and more importantly they tend to attack in one bunched-up mass which can make them very vulnerable to area-effect spells.

SPECIFIC METHODS OF WARFARE BY GIANT RACE

This section details any special tactics and strategies used by particular giant races, such as the well-known fire giant

preference for heating up their throwing rocks before use. For battles where giants are in defence of their homes, this section should be read in conjunction with the appropriate entry in the Habitats chapter.

Anakim: War Chariots and Berserk Rushes

Anakim are well-known for their use of war chariots, pulled by pairs of dire lions. Full rules for these war chariots can be found in the sidebars over the next two pages. Anakim war chariots are employed in a variety of roles, including trampling enemies underfoot, getting the mightiest warriors from the reserve lines and into the spot where the fighting is thickest, and as mobile missile platforms for the best archers.

The other standard anakim tactic is to simply charge home against the foe. This is often preceded by a round or two of missile fire, especially if the enemy is some distance away, but anakim prefer the visceral feel of hand-to-hand combat to the more detached violence of archery. Whenever possible, they hack their way through the enemy lines in melee combat. Since many of them are barbarians, this is made still more effective by their use of the Rage class feature, and by their enhanced movement rate.

Chariots of the Anakin and Nephilim

Anakim use war chariots in combat, each pulled by a pair of dire lions. Similar chariots are also occasionally used by nephilim. The other giant races rarely use chariots, both for cultural reasons and (in the case of giants of Huge size or larger) because of the difficulties in controlling a chariot if you cannot fit a separate driver in, in addition to the warrior being carried as passenger.

Game statistics for a typical war chariot are given below.

Anakim War Chariot

Dire lions	2
Passengers	2 of Large size, or 1 of Huge size
Speed	40 ft./20 ft.
Hardness	5
Hit Points	35
Cost	2,000 gp
Weight	800 lb.
Cargo	2,000 lb.
Overrun	5d6

Movement

Chariots move in initiative order in the same way as a mounted character except as follows. There are, however,

some important differences. A chariot may make up to one 45° turn during its move. A chariot may make this turn whilst making a normal or double move but cannot normally turn whilst running.

In addition, chariots may 'drift' up to ten feet left or right for every full 30 feet they move forwards. This is performed as a free action and in no way impedes any other movements the chariot may perform.

A chariot driver may choose to whip his dire lions harder as a full round action. If he succeeds a Handle Animal check at DC 10, he may increase his base speed by 10 feet for that round only.

Tight Turns

The driver may also attempt to get his chariot to turn in a much tighter fashion than may be advisable. A driver may choose to make two turns in a round instead of just one, though these must be made at the beginning and end of the move – they may not be made halfway through as a normal turn may. This is a full round action and requires the driver to make a Handle Animal check at DC 15 if he is moving at base speed and DC 20 at double speed. A single turn may be made at running speed, again with a successful Handle Animal check, this time at DC 30.

If these checks are failed, the chariot will automatically overturn at the start of the next turn, as covered below in Collisions and Overturning.

Combat

All passengers on board a chariot may make their normal attacks as if they were mounted. The chariot driver, however, must always dedicate at least one hand to controlling the dire lions and so may only wield a one-handed weapon. A passenger or driver may make an attack at any point in the chariot's move, such is the speed of the chariot. This in no way affects the number of actions he may perform each round.

Anakim war chariots take up a space ten feet wide and fifteen feet long, with the dire lions directly ahead. Either the passenger, driver, dire lions or the chariot itself may be targeted by an attack if within reach or range, though passengers will receive the benefit of one-half cover for attacks to the front or sides of their chariot, as detailed in *Core Rulebook I*. They receive no benefit for attacks originating from the rear of their chariot.

If a dire lion is slain whilst pulling a chariot, it must be cut free within one round, as described under Collisions and Overturning, or the chariot will automatically overturn. A

war chariot being pulled by only one dire lion moves at the lower speed given after the slash.

The passengers of a chariot may attack any creature on foot as if they were mounted. Those on foot may fight back as if the creatures on the chariot were mounted. However, the driver of a chariot may also overrun his enemies. Overrun attacks are detailed in *Core Rulebook I*. If successful, such an attack will cause an additional amount of damage to the target equal to the Overrun score of the chariot, as covered above.

Collisions and Overturning

Handle Animal checks are used by the driver to control his chariot whenever he attempts an extreme action or when a collision looms up ahead. The DCs of such checks are listed below.

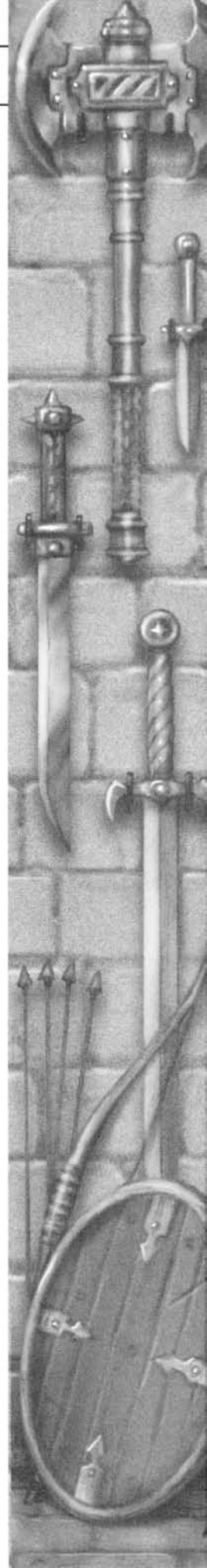
Action	DC
Cutting free a dead lion before chariot overturns	10
Swapping drivers whilst chariot is in motion	10
Hitting Medium-size creature or object	10
Hitting Large creature or object	15
Hitting Huge or larger creature or object	25

There is a +5 bonus to this check if the chariot is moving at base speed or slower and a -5 penalty if it is moving at running speed. If the Handle Animal check is successful, the chariot neatly avoids the obstacle or swerves at the last moment.

Games Masters are encouraged to use the above examples as a base should their players ever attempt an action not listed here. If the driver passes his check, he succeeds in the action he was attempting or manages to avoid tragedy, as appropriate. If he fails the check by 5 points or less, the chariot must move in a completely straight line for the next round. No turns or drifts may be attempted. If the chariot cannot move straight ahead for whatever reason, then the chariot will automatically overturn. If he fails by more than 5 points, the chariot will overturn.

Overturning

If a chariot overturns, the chariot itself, along with all passengers and dire lions, take an amount of damage equal to the Overrun score of the chariot. Passengers may make a Reflex check at DC 20 to halve this damage. An overturned chariot, if it survives intact, takes 1d6 minutes to put right and re-hitch any living dire lions. The



combined Strength required is equal to the original hit points of the chariot.

Cloud Giants: Raids and Ambuscades

Though cloud giants are one of the most physically powerful of the giant races, they do not especially revel in close combat, with most regarding it as an occasional and almost distasteful necessity. They prefer to use their knowledge of terrain to their benefit, choosing the battlefield carefully so as to take advantage of elevated positions from which to hurl rocks and spells at their opponents.

Cloud giants who are aware of an enemy force moving to attack their homes will use well-orchestrated guerrilla-style tactics against them, with a number of them popping up all around their foes and attacking for a few rounds, withdrawing if they come under heavy attack themselves. They can do this several times before an enemy gets even close to their castle, often dissuading him or so weakening him he is easy prey for them when he does launch his siege.

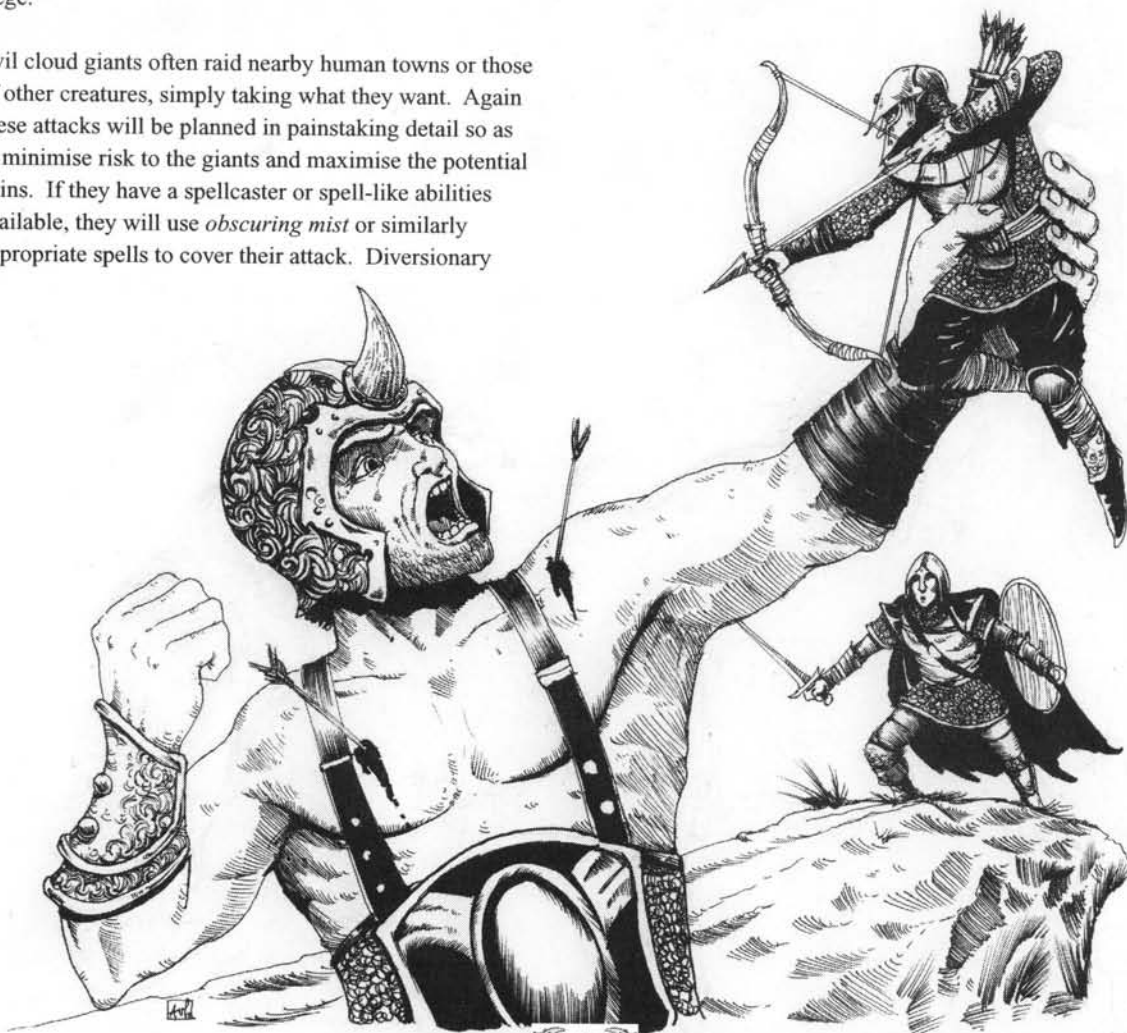
Evil cloud giants often raid nearby human towns or those of other creatures, simply taking what they want. Again these attacks will be planned in painstaking detail so as to minimise risk to the giants and maximise the potential gains. If they have a spellcaster or spell-like abilities available, they will use *obscuring mist* or similarly appropriate spells to cover their attack. Diversionsary

attacks are also a possibility, tying up defence resources so the main force of cloud giants can plunder freely. Often they will use human informers or *invisible* scouts beforehand, gathering information about the wealth and goods in the community as well as the location and strength of any guards.

In open war, cloud giants are among the most feared of the giant races, not just for their size and strength but because they seem to each be natural strategic geniuses. Though their forces are generally less structured than those of fire giants for example, cloud giant soldiers always seem to be in the right place at the right time. They will use many of the general giant tactics revealed in this chapter not because they are ordered to by their leaders, but simply because those tactics felt like the right thing to do at the time!

Fire Giants: Tyrants and Generals

Fire giants are the quintessential well-organised giants, using all the strategies mentioned earlier in this chapter to



great effect. They will rarely take on a foe unless they are certain they can win, though the ruthless fire giant generals do not much mind spending the lives of their troops if the advantage to be gained is of sufficient value. For preference, though, they will subjugate other races or even attempt to create slave armies who can be used to do much of their fighting for them.

Fire giants always attempt to heat up their throwing rocks before use, whether in lava pools or geysers when in defence of their homes, or by carrying great braziers with them if they plan to attack their enemies. Many also select the Inferno Blade feat (see p86), learning how to heat up other weapons without damaging them. Fire giant leaders who are either rich or who have high-level sorcerous capabilities will usually be armed with magical flaming swords of one kind or another.

Fomorians: Piracy and Conquest

The fomorian raiders favour night attacks on isolated settlements, especially rich ones. Though they rarely have a chance to scout ahead properly as might evil cloud giants, they will observe shipping patterns and target ports which seem to have a lot of traffic, but not too much in the way of defence. Smaller fomorian groups will simply attack fishing villages, where the plunder may be minimal but the risks are also small.

A sea-borne fomorian attack will commence in as much silence as is possible, but as soon as the alarm is raised the raiders will make as much noise as possible in the hope of winning through terror what could not be got through stealth. Captives are always much-prized plunder, with foodstuffs and pre-manufactured weapons being secondary priorities. Much the same applies to an attack on another ship or fleet, except that here the fomorians usually must needs throw subtlety to the wind right from the start, relying on outrunning and then out-fighting the enemy vessel, though often they will again try to terrify their enemies through noise and spectacle so as to persuade them that a surrender would be better than attempting to fight such horrors.

When fomorians are out to conquer whole territories instead of simply raiding, they band together in great fleets but otherwise extend their usual tactics to the new problem. Landing en masse in an isolated region, they will move overland to take the nearest stronghold by stealth and terror, then expand from there. This expansion may be a gradual one, waiting for fomorian settlers to begin farming the new lands, or may involve a swift strike to the heart of the country, slaying the king and royal family before a sizable army can be raised against the invaders.

Frost Giants: Slavers and Bandits

Considering their usually chaotic nature, frost giants can sometimes be surprisingly well organised. Though no match for fire giants in terms of militarism, they will often construct quite sophisticated ambushes to better slay travellers through their icy lands, destroying them from a distance with hurled rocks so as to minimise risk to themselves. Other groups are less careful, simply throwing themselves into combat with wild abandon, trusting to their strength and resilience to defeat most foes. Even the more cautious frost giant bands are prepared to take a few risks if capturing slaves is high on their agenda, though even then they would prefer to force their victims to surrender rather than actively subduing them.

A frost giant tribe that is nearby a rime giant will often be caught up with the latter's wild schemes, getting dragged into all manner of apocalyptic conflicts whether they will to or no.

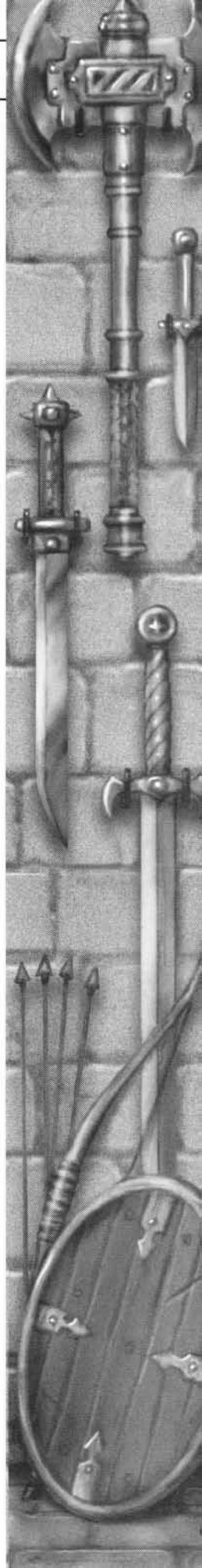
Hill Giants: Brutes and Hunters

Hill giants often use reasonably cunning strategies when hunting, including driving their prey into blind gorges, ambushes, and pincer movements. They do find it difficult to scale this up when fighting in larger groups against intelligent opponents, though, and many will simply attempt to hurt their foes with whatever is handy. When raiding, they prefer caution to valour, attacking only targets far weaker than themselves, such as small hamlets and isolated farmhouses.

Hill giants are perhaps at their most dangerous when pressed into service by the local evil overlord, who will likely use them as powerful front-line or shock troops while he supports them with magic. In some respects they are more useful in this role than are the more powerful evil giants, since hill giants are generally too stupid to question their orders. However, their naturally poor discipline limits their use – they must be kept under almost constant surveillance if they are not to simply wander off between fights.

Land Giants: Unstoppable Forces

Land giants perfectly epitomise the idea that giants can get by with a big weapon and the will to use it, without need for more subtle tactics. Most do not even bother with a club, finding that a slap or stamp from their mighty limbs is more than powerful enough to destroy any but the most dangerous foe. As they are almost always encountered singly, and are on such a monstrously different scale from most creatures as to render the concept of battle a moot point, it is almost impossible for these creatures to use any



methods of warfare other than the devastatingly effective attack routines already given in their entry in the Giant Races chapter.

That said, the occasional land giant will try out something new. The results are largely at the discretion of the Games Master, but possibilities include jumping up and down to cause nearby earthquakes, and actually kicking away at the coastline itself, to turn peninsulas into islands and small islands into footballs.

Mountain Giants: Oversized Footpads

If possible, mountain giants prefer to flee rather than fight, well aware that humans and related creatures always seem to spell bad news for them. Weaned on a hundred tales of bogey-man human children who trick innocent mountain giants to their dooms, they would sooner live to pilfer another day than be hoodwinked into killing themselves.

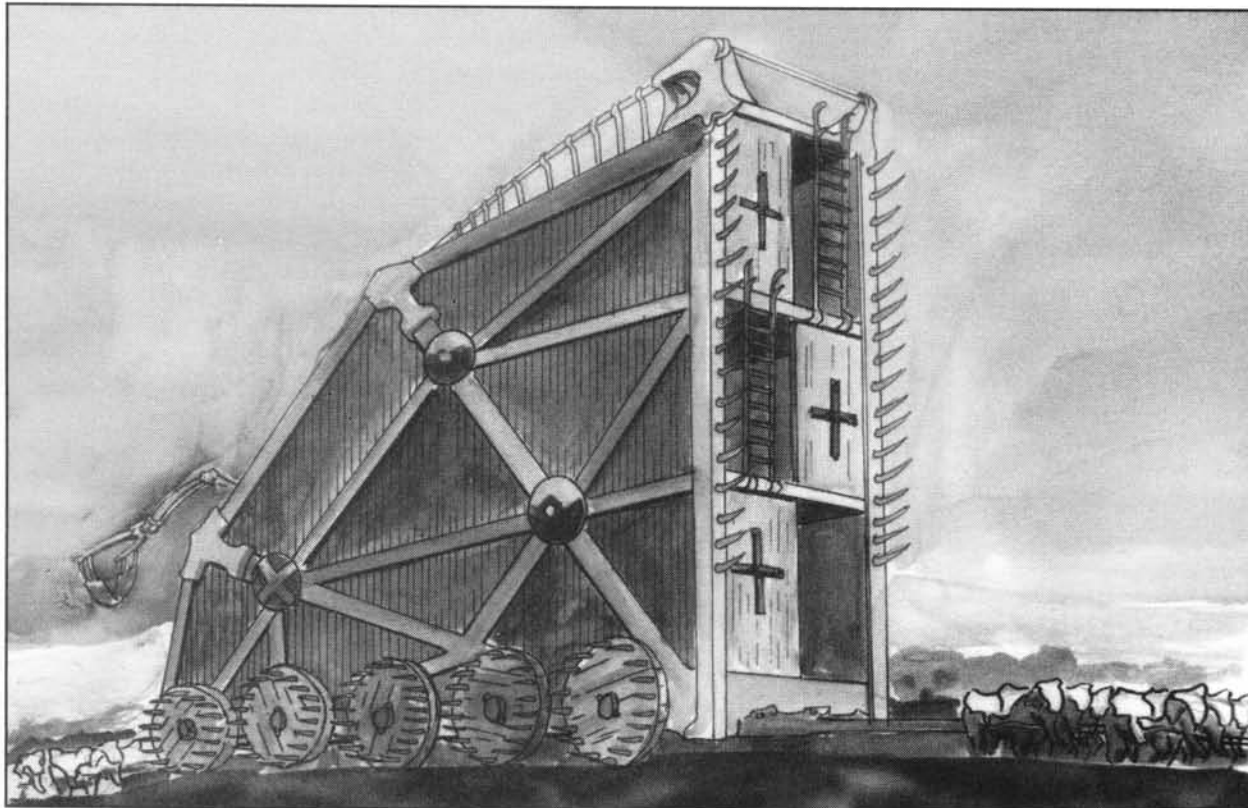
Despite this overweening caution, mountain giants can be highly aggressive when they think they have the upper hand. In many respects they are the classic big bullies, striking only from behind because they fear what their prey might do to them if it gets a chance to strike back. They will use whatever means they can to counteract the innate disadvantages to stealth their height gives them, attacking travellers on cloudy, moonless nights so they cannot be seen even despite their bulk.

Nephilim: The Mighty Ones

Nephilim often come to believe their own hype, convincing themselves they are powerful heroes, and indeed this is often true. As one of the more innately adventurous giant races, they are among the most likely to have advanced to a high level in a powerful character class such as fighter or sorcerer. Added to their innate physical and mental power, this can make an experienced group of nephilim one of the most deadly forces characters will ever face. This is particularly the case when it is understood that nephilim, and more dangerously greater nephilim, often lead adventuring parties or mercenary groups that are predominantly composed of human fighters.

Nephilim leaders are a very dangerous bunch, being large enough to use the best of the giant tactics and yet clever and adaptable enough to borrow from human methods of warfare too. The Games Master should become thoroughly familiar with this chapter, and add in any human-style tactics that are common to his campaign. Combining the two can be devastatingly effective – a few examples include:

† Giant-sized siege engines. The nephilim have the strength and leverage to construct siege engines twice the size of ordinary human ones. See the Siege Engines section later in this chapter for more on these.



† Close-in melee combat techniques. A nine-foot-tall attacker can, if he is careful, make a shield almost worthless for his opponent, by directing all his strikes downwards at the head, which cannot be protected by a shield without drastically interfering with the shield-user's vision. Such a tactic would be very risky for a human, but for a nine-foot tall nephilim warrior with plenty of reach, it can be extremely effective. This is simulated by the Downward Strike feat later in this chapter, the prerequisites of which render it almost impossible to attain by most giant races other than nephilim.

† Trip and disarm attacks. Again nephilim have an almost unique combination of the Intelligence score required to qualify for the relevant feats, and sufficient size and Strength to make extraordinarily effective use of them. Do not forget the +4 bonus gained by Large creatures against Medium-size opponents when performing trip or disarm attacks (see *Core Rulebook I*).

Large nephilim tribes, and the occasional nephilim-led mercenary company, sometimes make use of war chariots pulled by dire lions in the anakim style. They will use any such assets to the fullest extent, just as with any other resources they to which may have access.

Nephilim also often have access to powerful spellcasters, who will be used both to cast pre-combat spells that enhance the strength and other attack and defence capabilities of nephilim warriors, and more importantly to *dispel* or otherwise counterspell the dweomers of enemy spellcasters. These combat-boosting and magic-countering roles are regarded as far more important for spellcasters than inflicting direct damage on the enemy, which can be done just as efficiently and far more heroically by the nephilim's contingent of fighters.

Rime Giants: Overlords of Ice and Evil

Rime giants love to outsmart their enemies in any manner possible. This can certainly include use of spell-like and supernatural abilities to facilitate ambushes, or more directly to attack their victims. Another favourite tactic though is to feign a willingness to parley, then betray the peace by attacking the enemy diplomat, poisoning the negotiators at a feast or a similarly underhanded technique.

Rime giants are highly intelligent, but can certainly be lazy, too, when not actively engaged in fulfilling their dreams of conquest. This, along with their usually chaotic nature, is one of the reasons they have not yet taken over the world with their glaciers and hailstorms. Once they do set themselves on a particular programme of invasion, though, they can be single-minded in the extreme, barely

sleeping for weeks on end as they contemplate possible strategies. Unlike the cold-blooded generalship displayed by the fomorians or fire giants, rime giant leaders are prone to wild, highly creative schemes, which tend to either succeed or fail in the most spectacular manner possible. They will happily gamble all on one throw of the dice, one turn of fate. . . .

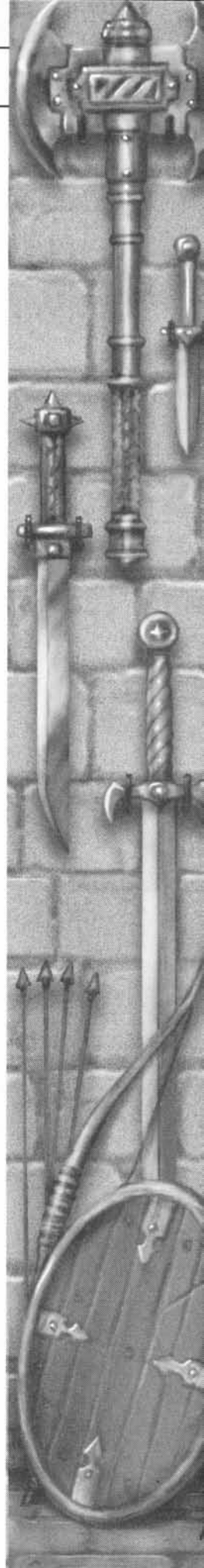
For example, a rime giant chieftain may send his entire force of rime giants, hill giants, frost giants, ogres, trolls, ettins, and white dragons to attack a human castle, as one great mob, with the idea being that simple overwhelming weight of numbers and power of creatures will be sufficient to destroy the defenders. He may well attempt to maximise their chances of success by creating appropriate weather conditions to conceal them, having them attack at night, or perhaps using powerful magic to blast open the castle walls or a persuasive truce to open the doors by diplomacy; but in essence he is throwing all his forces at the problem, knowing that if the gambit works he will be well on his way to opening up the entire region to conquest, and if it does not he can always recruit another army.

Another chieftain may favour more subtle, but equally off-the-wall tactics, such as spending decades tunnelling beneath the same castle so as to launch an attack from beneath the keep itself – perhaps only to discover that the first leader mentioned above has beaten him to it, since it is rare for two rime giant chiefs to actually keep one another informed of their plans. This is certainly another of their weaknesses, and another reason to fear the rise of the occasional rime giant king who is sufficiently charismatic and powerful to weld together the forces of a number of lesser rime giant leaders.

One tactic which must of necessity be common to almost all rime giant attacks, whatever their purpose, is to begin with a *control weather*, or a series of *control weathers* staggered by distance, to ensure that the target area is sufficiently cold for the use of the rime giants' other spell-like abilities. For traditional rime giant enemies such as humans, this can be a major danger sign, especially if the weather had previously been balmy and gentle.

Sea Giants: Hunters, Wreckers and Sirens

Sea giants have a somewhat ambivalent attitude towards mankind and other land-dwelling humanoids. Usually they leave land creatures well alone, and expect the same courtesy. A human party wandering around underwater in sea giant territory will likely be captured and imprisoned until an explanation is given, though. Many sea giants also attack humans for other reasons, such as a perceived



intrusion into particularly sacred waters, even by a human ship on the surface rather than *water breathing* interlopers.

Most of sea giant combat techniques are based firmly on their beloved hunts. The bounty of the ocean is immense in comparison to even the richest wildernesses of the surface world, especially in the areas favoured by sea giants. Thus, to avoid too much complacency and boredom, they actively seek out tough game. Targeting massive sharks, giant octopuses and similarly huge and dangerous prey, they keep their reflexes and combat skills honed near to perfection. Preferring the freshest fish, they have a long tradition of capturing their prey alive so as to carry it back to their homes, slaying it only at the last minute before sharing it with their families.

Due to this long tradition of the hunt, sea giants are most familiar with hunting weapons such as tridents and nets. Furthermore, they have adapted hunting techniques for general attack and defence – most famously their use of nets to capture their foes alive, rather than slaying them outright. Their attacks will be as fluid and natural as those of any hunt. Where possible they will take care not to panic their prey in advance, so stealth and subtlety are the order of the day – at least until the moment of attack, when all the hunters will commit themselves at once. Many groups blow on conch-shell horns to relay orders, using a pre-arranged system of commands similar to that employed by land-dwelling armies with bugle-players or war-trumpets.

Sea giant tribes whose members are predominantly of evil alignment sometimes deliberately destroy human ships for the goods they contain, many of which are scarce and valuable in the undersea world. Usually this will be done in conjunction with a kraken or whichever other allies the tribe has, but even without this, a few Gargantuan tridents stabbing through a ship's sides below the waterline are often more than enough to sink all but the largest and safest ship. Any survivors who look sufficiently strong, important or interesting may be captured, but the others are left at the uncertain mercies of the sea-god.

The sea giant females' seductive songs are sometimes both a useful weapon and a cause of war in the first place. They are not so useful once a battle has begun, but over a more the longer term they are excellent for weakening foes by stealing away their crews ahead of time. For the most part humans and other sea-faring races accept the loss of the occasional sailor to the wiles of the giant sirens, but occasionally a king or admiral is *dominated* and pride or love requires his people to attempt a rescue.

Stone Giants: Shy Hermits and Stone-Throwing Hooligans

Stone giants rarely seek out trouble, since the older they get the more wary around strangers they become. A few gangs may act as raiders or bandits, but these are fairly scarce. The majority of stone giants are dangerous only to those who might disturb their meditations, seek them out for their treasure, or accidentally get caught in the crossfire of a stone-throwing contest.

Stone giant hermits will attempt to avoid conflict by avoiding contact with anyone, even other stone giants. Often a party of travellers will pass within a few yards of a stone giant hermit or elder's home without realising it or ever being in any danger. Even if attacked, most elders would prefer to flee rather than get caught in a stand-up fight, though if necessary or if their anger is truly roused they will fight to the death, using spell-like abilities or spells where possible.



Stone giants' regular rock-hurling contests give them sport, enjoyment, and a great deal of practice that can later translate into very effective missile combat. Even more so than other giants, stone giants are rock-throwers par excellence, often selecting feats such as Weapon Focus (rock) or Point-Blank Shot and its related feats.

Evil stone giants use their might to cow smaller humanoids, perhaps throwing a well-placed rock to kill a troublesome-looking leader or demolish a building as a demonstration of their power. This is usually quite sufficient to convince an entire community or party of travellers to hand over all their foodstuffs and valuables in exchange for their lives.

The most vile gangs of all do not make such demonstrations or offer any such clemency, but treat their victims as target practice and the whole operation as something of a game. Those giant raiders who crush most enemies with rocks or do so in the most entertaining manner are highly regarded and rewarded as the group is sharing out the spoils. These gangs do not usually use tactics as such, other than in their choice of targets, attacking those who will likely be totally ineffectual in any efforts to fight back. Anyone who does cause them serious damage will cause the game to be temporarily halted, as every giant pounds the offending 'poor sport' to mush with their clubs.

The most powerful stone giant warriors learn to gradually turn their bones and even internal organs into solid stone, becoming almost invulnerable to blades and arrows alike. This is represented by the Stoneskull and Stoneheart feats (see p86).

Storm Giants: Gentle Gardeners of the Clouds

Most storm giant combat is defensive in nature, since these giants rarely seek out trouble. Even defensive combat is reasonably rare, as the majority of storm giants are in the enviable position of inhabiting magical cloud islands far from their enemies.

One of the few times a storm giant group will attack another creature is as a punitive raid. Unprovoked attacks are almost unknown among these peaceful folk, but a storm giant family that suffers regular provocation from a nearby humanoid community will not suffer such humiliation lightly. Sooner or later, their anger will be roused, and once it does they will not stop until their enemies are dust in the wind. Whole human towns have been known to be wiped out in this way, as angry storm giants have deaf ears to pleas for mercy. Though they may

later regret the loss of any innocent lives if this is brought to their attention, their attitude will be practical; the now-dead humans or dwarves should have controlled the more dubious elements of their society a little better, they did not, and now they have paid the price.

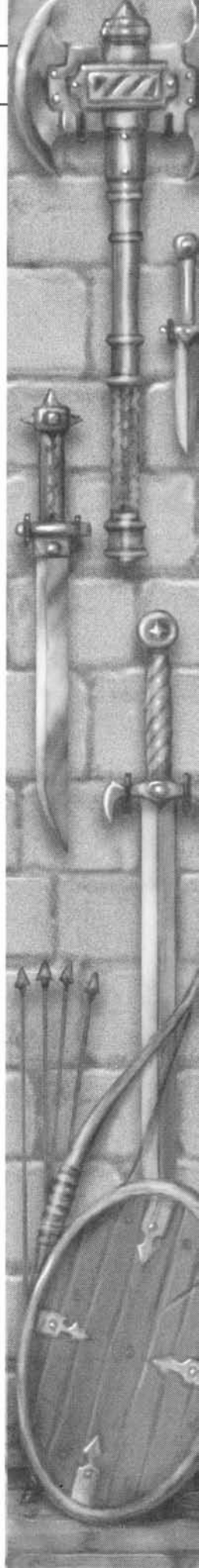
GRAB AND SMASH: GRAPPLING ATTACKS FOR GIANTS

Giants often employ grappling tactics that would seem unorthodox or even impossible for smaller, weaker creatures to use. Relying on his incredible superiority of strength and leverage, the giant who grabs an opponent has them almost entirely at his mercy. Even the most expert human wrestlers find it hard to prevent or escape the grab of a giant.

Giants already have a serious advantage over humans when it comes to grappling, in that their Strength modifier and special size modifier will almost always be far higher than those of their human opponents. Sufficient skill (that is, a sufficiently high base attack bonus) can counter this to some extent, though if a giant grapples a spellcaster even this is unlikely to help.

For this reason, the more intelligent giants will choose obvious spellcasters as the targets for their grapple attempts. Opponents who wear robes instead of armour, or carry staves or wands instead of swords, are clearly suitable targets. Even that pesky, sneak-attacking rogue would be a better victim than a strong and highly skilled fighter or barbarian. Dealing with the spellcaster good and early in the fight can ensure the combat is on the giant's terms without *lightning bolts* and *fingers of death* being flung about, and may incidentally deprive his foes of the healing they so desperately need.

The conventional combat tactics associated with grappling giants include those listed in *Core Rulebook I*, particularly attacking with light weapons, damaging the opponent, pinning (if there are other giants around to finish the victim off), and moving – usually moving away from the fight so as to kill or neutralise the victim elsewhere and return for more. As well as these tactics, the following new options are available: impale your opponent, swing your opponent, throw your opponent. These are detailed below.



NEW GRAPPLING ACTIONS AND ATTACKS

Note that all these new tactics may only be used while you are grappling, just like other grappling actions or attacks. Furthermore, each of the various new tactics may be used only if you are at least one size category larger than your opponent.

Impale Your Opponent

Some giants use the classic knife-fighter tactic of grabbing an enemy with one hand, then pulling him onto the blade, often impaling it deeply into his body. Against a smaller opponent this can be quite devastating, since the enemy will find it difficult to drag himself off the impaling weapon.

This is very much like the Attack Your Opponent option given in *Core Rulebook I*, except as noted here. You can impale using any light piercing weapon. An impale attempt is an attack, and has a -4 circumstance penalty as with other weapon attacks carried out during a grapple. If it hits, you deal damage as normal for the weapon used, but if you inflict a critical hit you have impaled your opponent. The effects of impalement are given in the New Grappling Consequences section below.

Swing Your Opponent

If you have pinned or impaled your opponent, you may swing him against either a wall or other solid obstacle, or another opponent, as an attack.

Swinging him against a wall or other solid obstacle requires an attack roll against the AC of the obstacle, which is usually very low (see Smashing An Object, *Core Rulebook I*). This attack roll also suffers the usual -4 circumstance penalty for wielding an improvised weapon. If you hit, you deal damage to your opponent as follows. If he is pinned, you deal bludgeoning damage to him as though you had made an attack on him with a greatclub appropriate to your size. If he is impaled, you deal bludgeoning damage to him as though you had made an attack on him with a club appropriate to your size, and you deal piercing damage to him as though you had made an attack on him with the impaling weapon. In either case, you also deal bludgeoning damage to the wall or other obstacle as though you had made an unarmed strike against it.

Swinging him against an opponent requires an attack roll against the AC of the target, taking into account the -4 circumstance penalty for wielding an improvised weapon.

If it hits, this attack deals damage to both the swung opponent and the target of the swing as follows. Both are dealt bludgeoning damage as though you had made an unarmed strike against them. Furthermore, if the opponent you were swinging was impaled rather than pinned, you deal additional piercing damage to that opponent only as though you had struck him with the impaling weapon.

In either case, a swung opponent is still in the same state after the swing as he was before, either pinned or impaled as appropriate.

Throw Your Opponent

If you have an opponent pinned (but not impaled), you may throw him as though he were an improvised thrown weapon. In addition to the usual -4 circumstance penalty for wielding an improvised weapon, you suffer a circumstance penalty of -4 due to your opponent's attempts to resist, unless he is at least two size categories smaller than you. Throwing an opponent deals damage to any creature he hits, and to the opponent thrown, as though you had hit both with an unarmed strike. Alternatively, if you throw him into an unyielding obstacle such as a wall, he is dealt damage as though you had hit him with a greatclub, and the obstacle is dealt damage as though you had hit it with an unarmed strike. The thrown creature lands prone in the square immediately adjacent to the target on the side nearest to you.

If you throw an opponent to some other dreadful fate, such as into a lava pit or off a cliff, the throw does no especial damage in itself, but the opponent will be dealt standard heat damage, falling damage, or other damage as appropriate to the hazard.

The range increment when throwing an opponent is 10 feet.

NEW GRAPPLING CONSEQUENCES

Perhaps the most dangerous new trick for grappling giants is impaling. Consequences of impaling and being impaled are listed below.

If You Are Impaling An Opponent

If you are impaling your opponent, you may inflict the standard weapon damage on him as an attack without needing to make an attack roll, so long as you still hold the weapon. Furthermore, you are no longer grappling the opponent and need not hold him with your other hand.

However, you may not attack any other opponents with the impaling weapon.

You may at any point as a standard action release your opponent from the impale. This process deals damage to him as though you had struck him with the impaling weapon.

If You Are Impaled

An impaled creature is immobile, but not helpless. He may attempt to release himself from the impale as a full-round action. This requires a Dexterity check, with the DC determined by the table below. A failed attempt inflicts piercing damage to the impaled creature as though he had been struck by the impaling weapon, but without any Strength modifier to the damage.

Opponent's Size Category	Dexterity Check DC
One size larger	14
Two sizes larger	18
Three sizes larger	22
Etc	Etc

COMBAT FEATS

Almost all giants select feats that enable them to be better at fighting, and this section details a few new feats that apply specifically to giants. All these feats have a 'giant' qualifier, meaning they may only be selected by a creature of Giant type.

Bellow (Giant)

Your very voice becomes a weapon, as you yell insults and war-cries at your opponents, often deafening them or worse.

Prerequisites: Size Huge or larger, Constitution 17+.

Benefit: As a full action, you may bellow. This affects a 60-foot-long cone. Any creature within the cone must make a Fortitude save (DC = 10 + 1/2 your hit dice + your Constitution modifier) or be deafened and dealt sonic damage as well as suffering other effects, depending on your size, as follows:

Giant Size	Targets deafened	Damage	Other effects
Huge	1d4 rounds	2d6	-
Gargantuan	2d6 rounds	3d6	Stunned 1 round
Colossal	4d8 rounds	4d6	Stunned 2d4 rounds

A creature that successfully saves suffers half damage and no other effects. A bellow attack is an extraordinary ability.

Downward Strike (Giant)

By directing all your attacks downwards, aimed at your enemy's head and shoulders, you make his shield almost worthless, without compromising your own defences due to your height advantage and greater reach.

Prerequisites: Size Large or bigger, Combat Expertise, Power Attack, Int 15+, Str 15+.

Benefit: When you make a Power Attack targeting an opponent who is of a smaller size category than you and who is using a shield, your opponent's shield bonus against that attack is reduced by the same number you subtracted from your attack rolls, to a minimum of 0. This only applies against shield bonuses derived from an actual shield, not from other sources such as the *shield* spell or the Two Weapon Defence feat.

Greater Impale (Giant)

You are an expert at twisting your knife or other impaling weapon in your enemy's wound, and can do so even while fighting off opponents with your other hand.

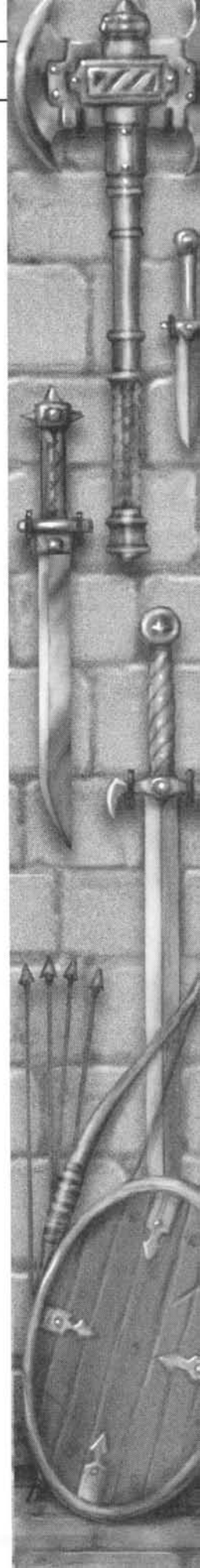
Prerequisites: Size Large or bigger, Two Weapon Fighting, Improved Grapple, Improved Impale.

Benefit: Whenever you are impaling an opponent (see p82) you may deal damage as though you had made an attack with the weapon once per round, as a free action, without needing to make an attack roll. This is in addition to any other attacks you make with the impaling weapon. Furthermore, if that is the only action you take with the impaling weapon that round, you may attack or perform other actions with your other hand without taking any penalty for fighting with two weapons.

Knockback (Giant)

Your melee blows are sufficiently powerful that you can knock your opponents back with each attack.

Prerequisites: Strength 21+, Power Attack, Weapon Focus (any weapon that is two-handed for you).



METHODS OF WARFARE

Benefit: Whenever you deal damage to an opponent while wielding a two-handed weapon with which you have Weapon Focus, that opponent must make an immediate Reflex save (DC = 10 + 1/2 your hit dice + your Strength modifier) or be knocked back 5 feet.

Knockdown (Giant)

Your monstrously strong melee blows can knock your enemies to the floor.

Prerequisites: Knockback, Str 23+.

Benefit: Whenever you successfully knock an opponent back using your Knockback feat, you may elect to knock them prone, either instead of or as well as the knockback, at your discretion.

Impaling Throw (Giant)

You can hurl an opponent right off your impaling weapon.

Prerequisites: Improved Impale, Improved Throw Creature

Benefit: If you have an opponent impaled, you may throw them straight off the impaling weapon, just as though you were making an attack using the throw your opponent rules (see p84). Furthermore, the impaled creature is dealt piercing damage as though you had struck him again with the impaling weapon.

Normal: Usually it is only possible to throw a pinned opponent.

Improved Bellow (Giant)

You bellow as though you were a far larger giant than yourself.

Prerequisites: Bellow, size Huge or Gargantuan (only), Constitution 19+.

Benefit: Whenever you bellow, the effects for all purposes are treated as though you were one size category larger.

Improved Impale (Giant)

Impaling your enemies on a spike or dagger is second nature to you.

Prerequisites: Size Large or bigger.

Benefit: When you attempt an impale attack, you do not suffer the usual -4 circumstance penalty for impaling. Furthermore, the critical range of the weapon used is doubled for purposes of the initial impaling attack only.

Normal: All weapon attacks made while grappling are subject to a -4 circumstance penalty.

Improved Throw Creature (Giant)

You are highly practised at throwing your enemies into walls, off cliffs, or into pits.

Prerequisites: Size Large or bigger.

Benefit: You no longer suffer the circumstance penalty for using an improvised weapon when you throw a creature at least one size category smaller than you. Furthermore, the range increment for the thrown creature is increased by +10 feet for every size category by which you are larger than the creature.

Inferno Blade (Giant)

You have learnt to heat up your weaponry to a blistering temperature before using it against your enemies.

Prerequisites: Fire subtype.

Benefit: By spending at least ten rounds heating up a weapon of any kind in a forge, lava pit, geyser or similar hot environment, you may cause it to deal additional heat damage whenever it strikes your enemies. This additional heat damage is +2d6 in the first round after it is withdrawn from the heat, and +1d6 for another 2d4 rounds thereafter.

Special: You may store your weapons in the heat source indefinitely if desired, drawing them immediately before combat.

Stomp (Giant)

You have learned to 'get the boot in' whenever you overrun an opponent or otherwise knock them prone.

Prerequisites: Size Large or bigger.

Benefit: If you knock down an opponent either by overrunning them, use of the Knockdown feat, or a trip attack, you may make one free unarmed strike attack against the target at your highest attack bonus, gaining the standard +4 bonus on attack rolls against prone targets.

Special: If you are wearing hobnailed boots, you make a hobnailed boot attack in place of an unarmed strike attack.

Stoneheart (Giant)

Your heart and other vital organs are made of solid stone.

Prerequisites: Size Large or bigger, Stoneskull, natural armour +15 or higher, Earth subtype, base attack bonus +15 or higher.

Benefit: You are immune to critical hits.

Stoneskull (Giant)

All your bones are made from solid stone.

Prerequisites: Size Large or bigger, natural armour +10 or higher, Earth subtype, base attack bonus +12 or higher.

Benefit: Your natural armour class increases by +4.

WAR MAGIC

Giant spellcaster usually prefer to enhance their own innate damage-dealing abilities, rather than relying on direct damage spells. They feel their strength and size advantages are sufficient to already rival a *lightning bolt*,

so why bother wasting a spell – and a round of attacks – on direct damage? Far better to strike from a position of *improved invisibility* or a great distance away, preferably bolstered by a *divine power* or *bull's strength* spell. Spells can make the difference between a giant encounter being a simple slaughter-fest favouring the party, and a dangerous, unpredictable battle with a cunning foe.

Bard Spells

Giant bards often favour stealth-enhancing magic and various illusion spells, as well as divinations. In terms of spells, they are most effective performing support before a battle, and so once combat commences they usually begin fighting rather than spellcasting, though they will often use appropriate bardic music such as Inspire Courage as well.

Cleric Spells

Giant clerics will focus on evocations and transmutations that can boost their own and their allies' attack bonus, damage, armour class and so forth. This is particularly true at low levels, where healing is barely worth bothering with till after the battle. After all, giants are tough enough to live through most fights – and if they go up against anything capable of doing them serious harm, the odd *cure light wounds* spell is going to be a drop in the ocean. At higher levels, once spells like *heal* come available, a giant cleric will be more receptive to the idea of working as a combat healer.

Favoured spells include *divine favour*, *divine power*, *bull's strength*, *bear's endurance*, *magic weapon*, *shield of faith*, *greater magic weapon* and *magic vestment*. With the right combination of these spells, the giant cleric can make himself more dangerous in combat than a fighter of similar level. Considering the giant's already massive advantages in combat, such a cleric is a force to be reckoned with by any adventuring party. The only effective tactic against him is to stock up on *dispel magic* spells.

Resist energy and *protection from energy* are also absolutely crucial for any giant with an elemental subtype, so as to reduce his vulnerabilities. Experienced giants are well aware that adventurers are likely to target a frost giant with *fireballs*, or a fire giant with *cones of cold*, and so take steps to reduce the dangers.

Druid Spells

Even a low-level giant druid can be a fearsome opponent, so it is lucky for adventurers that such spellcasters are relatively scarce. The reason for this deadliness is a single spell called *shillelagh*. In the hands of a human druid, this can be effective, but a storm giant druid for example,

usually wielding a Huge one-handed club that deals 2d6 damage, is suddenly using a Colossal one-handed club that deals 4d6+1 – with a 1st level spell, and with the possibility of using a shield as well, or wielding the weapon in two hands for additional damage. At higher levels, *barkskin* and *stoneskin* can make a giant almost invulnerable, given their already high natural armour classes and large number of hit points.

Other than the spells listed above, giant druids often favour similar spells to giant clerics, again using resistance-enhancing and combat-boosting magic where possible. A lone giant druid outnumbered by attackers will likely spontaneously cast plenty of *summon nature's ally* spells if available, using his animal companion to hold off his enemies while he does so.

Paladin Spells

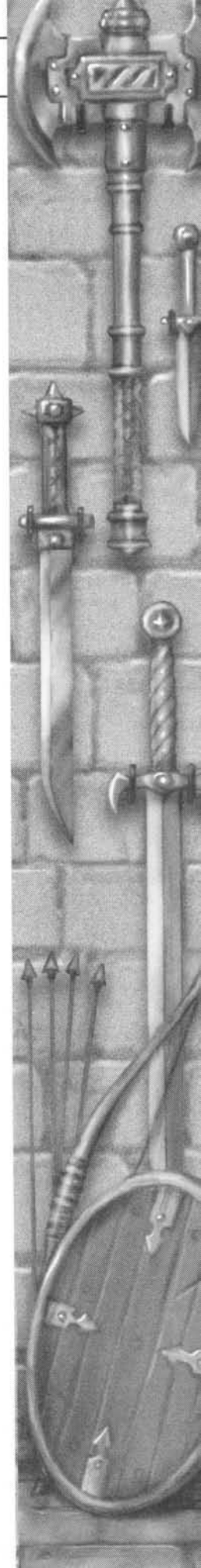
Giant paladins are even more scarce than giant druids, and when they are encountered are more likely to be on the party's side than attacking them. However, nephilim and a few other giant races do produce the occasional paladin, and it would be remiss to exclude them completely from our overview of giant spellcaster tactics. Again, spells that enhance the giant paladin's physical and combat prowess are preferred, and fortunately the paladin's spell list has plenty of these, with *bless weapon*, *divine favour*, *bull's strength*, *greater magic weapon* and *holy sword* being common.

Ranger Spells

Giant rangers are not uncommon, but in comparison to human rangers face a significant disadvantage when it comes to stealth, due to their enormous size. Of course this size is to their benefit when it comes to strength and dealing damage, but that is no use if the giant ranger's prey sees him a mile off. For this reason, spells that hide the subject or allow for rapid transport are preferred, so *hide from animals*, *tree shape* and *tree stride* are all common for giant rangers. If they are expecting to have to fight humans, most giant rangers will prevail upon other giant spellcasters to make them *invisible* rather than risk having their ambush detected before it can be sprung.

Sorcerer and Wizard Spells

Though giant sorcerers and wizards are a good deal more formidable than human arcane spellcasters, they are not so capable in melee as their cleric or druid counterparts and so prefer to boost other giants' combat capabilities where available, or simply devote most of their spells to *dispel magic* and other counterspells.



METHODS OF WARFARE

For enhancing combat, *magic weapon*, *true strike* and *greater magic weapon* are all close to essential. *Shield* is also highly effective for such a low-level spell, since most giants have good natural and worn armour but rarely carry shields. *Bull's strength* and the related spells are always handy. *Invisibility* and its variants help to turn one of the giants' weakest qualities, their poor stealth skills, into an advantage, as does *silence*.

As counterspells, *slow*, *fireball*, *lightning bolt*, and *cone of cold* are all useful, and can always be employed for their more standard effects if they are not needed to counter enemy magic. When direct damage counterspells are selected, spells that deal a damage type that will have a

particularly deadly effect on the giant's elemental subtype are favoured, both because it is felt that any adventurers will be prepared with specific anti-giant spell selections and because in many giant tribes the sorcerer's or wizard's position is not entirely secure and can be made more so by demonstrating proficiency in particularly feared damage forms.

WEAPONS

Giants frequently use larger versions of human weapons such as clubs, greatclubs, greataxes and greatswords, but some giant species have a predilection for more unusual or more crude weapons. The following are a mixture

Weapons Table

Simple Weapons - Melee						
Weapon	Size	Cost**	Damage (L)	Damage (H)	Damage (G)	Damage (C)
Cauldron*	One-handed	5 sp	1d6	1d8	2d6	3d6
Chopper	Light	1 gp	1d6	1d8	2d6	3d6
Club	One-handed	-	1d8	2d6	3d6	4d6
Hobnailed Boots (Pair)*	Light	10 gp	1d4	1d6	1d8	2d6
Simple Weapons - Ranged						
Weapon	Size	Cost**	Damage (L)	Damage (H)	Damage (G)	Damage (C)
Clod	Two-handed	-	2d4	2d6	3d6	4d6
Martial Weapons - Melee						
Weapon	Size	Cost**	Damage (L)	Damage (H)	Damage (G)	Damage (C)
Greatclub	Two-handed	10 gp	2d8	3d8	4d8	5d8
Heavy Spike	Light	-	1d8	2d6	3d6	4d6
Light Spike	Light	-	1d6	1d8	2d6	3d6
Treetrunk*	Two-handed	-	2d8	3d8	4d8	5d8
Exotic Weapons - Ranged						
Weapon	Size	Cost**	Damage (L)	Damage (H)	Damage (G)	Damage (C)
Giant Net	One-handed	40 gp	-	-	-	-

* See weapon description for special rules

** Weight and cost given are for a Large weapon. For a Huge weapon, multiply cost and weight by two; for a Gargantuan weapon, multiply by four; and for a Colossal weapon, multiply by eight.

of weapons from giant folklore and simple, practical weapons that any giant can create rapidly on account of his enormous strength. For convenience, larger-scale versions of the club and greatclub as presented in *Core Rulebook I* are also given statistics here, since these are such common giant weapons.

Boots, Hobnailed, Pair: Giant tales often depict these creatures wearing huge, simply made boots of tough black leather and studded with dozens of hob-nails around the sole. These hobnails make stealth and agility difficult (-2 to all Move Silently, Swim and Tumble checks) but most giants have little use for such subtlety in any case.

Cauldron: Though a giant's cooking-pot is not intended as a weapon, it can be surprisingly effective when simply

smashed against an opponent or swung like a flail by the chain. If it has just come out of the fire, a cauldron inflicts an additional 1d4 heat damage with each strike for the next 1d6 rounds. A cauldron is always classed as an improvised weapon (-4 on all attack rolls).

Chopper: A giant's chopper is an extremely crude weapon, and is not usually especially sharp, but can still inflict horrible wounds due to its sheer weight and size. Most giant choppers resemble massive machetes or butcher's cleavers. They are intended more as tools than as weapons, but are often pressed into service for combat if the giant is surprised while cooking, eating or chopping firewood.

Clod: A giant who wants a ranged weapon and has no rocks handy will sometimes simply scoop up a great clod of earth and hurl it at his enemies. Acquiring a clod of suitable size is a move action for a Large or bigger creature of the Giant type. To determine the range increment for a clod, halve the range increment for the giant's rock throwing special attack. Thrown clods do not benefit from the giant's racial bonus for rock throwing, or from a giant target's rock catching special quality. Note that iceballs thrown by frost or rime giants can also be treated as clods.

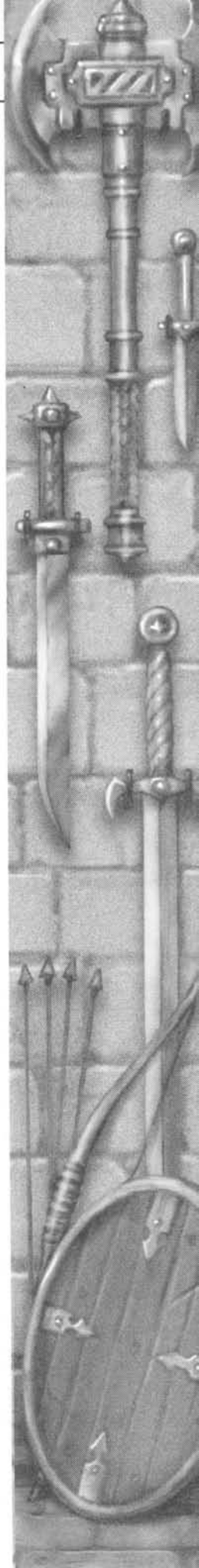
Club: The club is a simple length of wood or stone, sometimes with a crude handgrip made from wound leather or fibres. The Games Master should assume that any giant lair contains several clubs of an appropriate size for the inhabitants, lying around ready to be picked up at need if other weapons are lost.

Greatclub: The greatclub is a larger, two-handed version of the club. As a giant-sized weapon it is often made from a short length of tree-trunk, broken-off stalactite or other primitive found object. The Games Master should assume that any giant lair contains several greatclubs of an appropriate size for the inhabitants, lying around ready to be picked up at need if other weapons are lost.

Net, Giant: Few giants learn to use nets, but those who do – usually sea giants – can find them very effective. The range

increment and maximum range of a giant's net increase with the giant's size category, with the range always being

Critical	Range Inc.	Weight**	Type
X2	-	20 lb	Bludgeoning
X3	10 ft.	12 lb	Slashing
X2	10 ft.	6 lb	Bludgeoning
X2	-	15 lb	Bludgeoning
Critical	Range Inc.	Weight**	Type
X2	*	40 lb	Bludgeoning
Critical	Range Inc.	Weight	Type
X2	-	16 lb	Bludgeoning
X2	-	4 lb	Piercing
X2	-	2 lb	Piercing
X2	-	80 lb	Bludgeoning
Critical	Range Inc.	Weight	Type
-	*	12 lb	-



equal to double the giant's reach. Furthermore, a giant net can be used to capture more than one smaller opponent at once, so long as all targets are close together. A giant net for a Huge giant can target the creatures in two adjacent 5-foot squares, a giant net for a Gargantuan giant can target the creatures in a 10-foot by 10-foot area, and a giant net for a Colossal giant can target the creatures in a 15-foot by 15-foot or 20-foot by 10-foot area. A single attack roll is made against all the targets, though for each target beyond the first there is a -2 circumstance penalty on this attack roll. Otherwise, giant nets follow the standard net rules as defined in *Core Rulebook I*.

Spike, Heavy: Giants who favour grappling attacks, but who do not have the Craft skills with which to manufacture a dagger or shortsword, sometimes use a spike instead. This is usually modified from a spear of an appropriate size looted from a smaller creature and given a new handgrip over much of its length by winding layers of leather around it, though giant spikes have also been adapted from railings or even crudely sharpened branches and trunks of straight-growing wood such as pine. A heavy spike is used to impale opponents during a grappling attempt.

Spike, Light: This is a shorter, often more primitive version of the heavy spike. It is sometimes carried as a backup weapon by giants who may wish to do a little grappling, but who prefer to rely on a larger and more dangerous two-handed weapon as their main mode of combat.

Treetrunk: Treetrunks vary from the young trees uprooted by Large giants, to mighty oaks that would seem like little more than toys in the hands of a rime giant king. A Large or bigger creature of Giant type can uproot a treetrunk of an appropriate size as a full action. Treetrunks are reach weapons.

For a Huge weapon, multiply cost and weight by two; for a Gargantuan weapon, multiply by four; and for a Colossal weapon, multiply by eight.

SIEGE WEAPONS

Nephilim are the main users of giant-sized siege engines, being intelligent, warlike, and well-organised. Their usual siege engines are listed below.

Other giants also occasionally use siege engines, though this is rare. When it does happen, it is generally only the other Large giants, since finding the raw materials to craft a Huge or larger siege engine is extremely difficult. Anakim and fire giants are about the only giant races other than nephilim who do use siege engines fairly frequently. Fire giant siege engines are more or less identical to the nephilim ones, except that fire giants will usually build heat-resistant catapults so they can shoot heated missiles similar to the rocks they typically throw in combat.

Large Siege Engines

Item	Cost	Damage	Critical	Range Increment	Crew
Catapult, heavy	3,200 gp	8d6	-	300 ft. (150 ft. minimum)	5 giants
Catapult, light	2,200 gp	5d6	-	250 ft. (100 ft. minimum)	2 giants
Ballista	2,000 gp	5d6	X3	150 ft.	1 giants
Ram	8,000 gp	6d6	X3		10 giants
Siege tower	4,000 gp	-	-	-	-
Heat-resistant catapult	+500 gp	+2d6 heat	-	-	+1 crew

The above siege engines all function identically to their more standard-sized equivalents in *Core Rulebook II*, except as noted above and as follows. If necessary, up to 50% (rounded down) of the giant crew may be replaced by humans, at the rate of four humans to one giant, in the case of the heavy and light catapults (only). This is common among nephilim, who often associate with human warriors.

ARMOUR

Most giant armour is simply a scaled-up version of the ordinary armour used by Medium-size creatures, which can be derived using the rules given in *Core Rulebook I*. However, certain giant races take advantage of their titanic strength to wear armour far thicker than could be used by humans. Likewise, the aquatic sea giants use a couple of special armour types adapted to underwater use. These new giant armours are listed below.

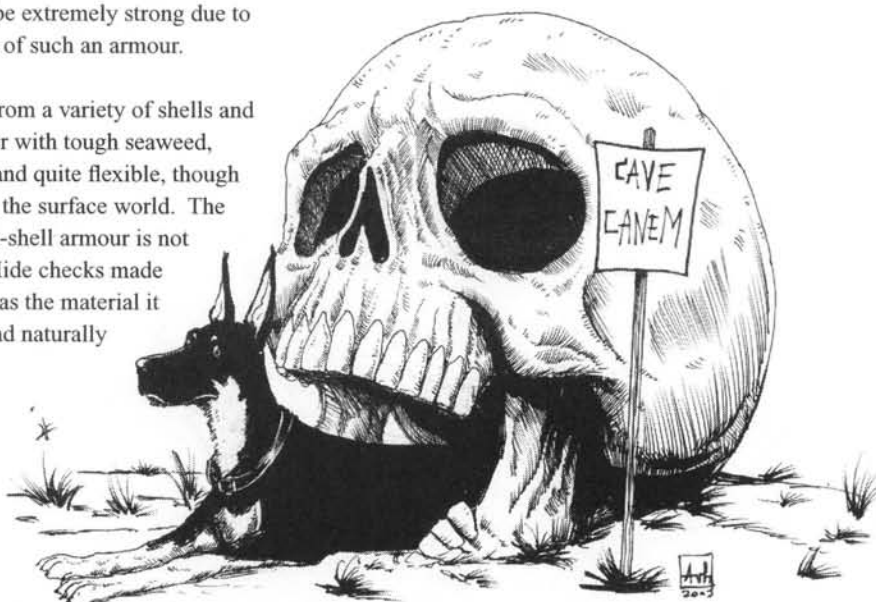
Chainmail, Heavy: By using multiple layers, or extremely heavy-gauge links, a chainmail hauberk far thicker and more protective than usual can be fashioned, though the wearer will need to be extremely strong due to the enormous additional weight of such an armour.

Conch-Shell Armour: Made from a variety of shells and sections of coral, strung together with tough seaweed, this armour is reasonably light and quite flexible, though it can be rather noisy if worn in the surface world. The armour check penalty for conch-shell armour is not applied to Swim checks, or to Hide checks made in saltwater aquatic conditions, as the material it is made from is both buoyant and naturally camouflaged.

Hide, Thick: Some of the larger giant races, such as mountain giants, wear hide armour that resembles standard hide armour except for the greater number and thickness of the hides used.

Usually these hides will be uncured and simply layered atop one another, being replaced as the wearer kills another leathery-skinned creature and the older layers begin to rot away.

Silvery Fishscale: Silvery fishscale armour usually has three layers of overlapping scales, each taken from a large and tough-skinned fish. It provides excellent protection but is very heavy and bulky. The armour check penalty for silvery fishscale armour is not applied to Swim checks, or to Hide checks made in saltwater aquatic conditions, as the material it is made from is both buoyant and naturally camouflaged.



Armour Table

Armour	Cost**	Armour Bonus	Max Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed (40 ft.)	Speed (30 ft.)	Weight**
Medium Armour								
Conch-Shell	600 gp	+6	+3	-6*	25%	30 ft.	20 ft.	70 lb
Thick Hide	150 gp	+4	+4	-3	25%	30 ft.	20 ft.	100 lb
Heavy Armour								
Heavy Chainmail	700 gp	+7	+2	-5	30%	30 ft.	20 ft.	140 lb
Silvery Fishscale	800 gp	+8	+1	-8*	35%	30 ft.*	20 ft.*	120 lb

* See armour description for special rules

** Weight and cost given are for a Large suit of armour. For a Huge suit of armour, multiply cost by two and weight by 2.5; for a Gargantuan suit of armour, multiply cost and weight by four; and for a Colossal suit of armour, multiply cost by eight and weight by six.

JACK THE GIANT-KILLER

Any wishing to slay a giant – and that, after all, is what this book is about – would do well to examine the traditional stories of Jack the Giant-Killer, and other young but clever lads who outwit even the largest of giants. Drawing on the traditional stupidity of many giant races, and the tendency of even the supposedly intelligent giants to greatly underestimate the threat posed to them by humans and similarly small creatures, this chapter gives recommendations both for characters tricking giants, and for Games Masters adjudicating the results of those tricks.

PARLEYING WITH GIANTS

If you can keep your fight with a giant out of the physical arena and well within the bounds of verbal combat, you can often use your superior wits to trick them into losing.

At the Games Master's discretion, older or cannier giants may avoid being drawn into conversation, being well aware of the inherent dangers they face in doing so. Tricking giants should be an interesting means of defeating or evading a giant who is of significantly higher Challenge Rating than the characters could hope to slay in combat without taking heavy losses themselves. Players should not assume they will always succeed with their tricks, nor should they be allowed to keep using the tricks listed here at higher levels – they should at the very least be coming up with their own tricks by then!

A character who always tricks giants in a particular manner will begin to acquire a reputation as a Giant-Killer, and the giants themselves will tell tales of him, meaning both that they will know of his tricks, and they may well also begin to send their own forces after him. In one version of 'Jack the Giant-Killer,' one of the giants Jack fights comes upon him sleeping and spies the gold sash he wears proclaiming him 'Giant-Killer,' and then captures him and locks him up. Though a reputation as a giant-killer may be useful when negotiating with patrons about taking on a particular giant-killing job, it can be very much a two-edged sword.

Note that before any parleying can commence, the character and the giant must be capable of speaking and understanding the same language! This may seem obvious, but bear in mind that the less intelligent giants – and hence the ones most susceptible to trickery – may not be able to speak Common, and so must be conversed with in the Giant tongue.

Giant Honour

Though giants are not all inherently honourable creatures, they can often be persuaded or conned into behaving honourably, even if it is to their detriment or even doom. This is partly due to their frequently poor brainpower, and partly due to their desire to impress both other giants and anyone else who may be listening with their supposed understanding of the ideals of honour.

The more organised giants often have a genuine sense of honour, since only the most honourable and brave giant warriors are worthy of a place at the king's side, in the comitatus band (see the Giant Society chapter). Comitatus warriors themselves will certainly attempt to behave in an honourable manner, though they will not easily be tricked into



agreeing to do something that could be to the detriment of the remainder of the band and their king.

Since You Are Such A Mighty Giant, I Bet You Could. . .

Even giants who do not truly comprehend of or agree with the concept of honour may often be tricked into honouring an agreement, by phrasing it as a dare or test of courage. No giant wants to be shown up as a coward by one of the 'small folk.' Likewise, no giant wants to think that a mere human can outperform him in any task, physical or mental.

Thus, one of the classic means of outwitting and even slaying giants is to challenge them to some kind of contest or wager. Either the means of winning the wager should prove fatal to the giant, or the human should win by trickery and then exact a horrible penalty from the losing giant. For an example that combines the two methods, see the Swimming. . . and Drowning section, below.

Giants generally love contests, whether it is the rock-hurling games of the stone giants, snow-wrestling and brawling of the frost giants, chess and other military games of the fire giants, or drinking competitions of the hill giants. Persuading a giant to play a game, even for the most dire of side-bets, should not be too difficult, particularly if it can be phrased in such a way that the giant feels almost certain to win.

Other than contests and games proper, dares may also be used, whether phrased openly as such or far more subtly. A classic version of this comes up in the traditional 'Jack the Giant-Killer' story, when Jack is dealing with an unnamed Welsh giant. In giant folklore generally, Welsh giants seem to have a reputation for sneakiness and backstabbing, and this giant has already tried to kill Jack while he slept in his bed the night before. Before breakfast, Jack slips a leather bag under his shirt. He then feigns eating bowl after bowl of porridge, far more than even the giant could manage, but Jack is simply pouring each spoonful into the hidden bag. The giant is astonished by this display of gourmandism, so by the time Jack pulls out his knife his host is already wide-eyed. Jack slits his shirt and the bag open, spilling porridge everywhere, making out that he has sliced his own belly open and explaining how satisfying this can be after a good big meal. The giant, impressed, insists on trying the same trick himself, and immediately cuts his own stomach with a large blade, dying within minutes.

INSULTS, DIATRIBES, SLURS AND SLANDERS

If you cannot bring a giant into a civilised conversation, at least you can use your mastery of language to insult him. Though this may not seem innately productive, an angry giant is often a highly predictable giant. It is rare that he will be able to resist attacking the little upstart that dares to call him names. Smashing the offending creature will be his first priority, and often he will be blind to any danger such a course of action could put him into.

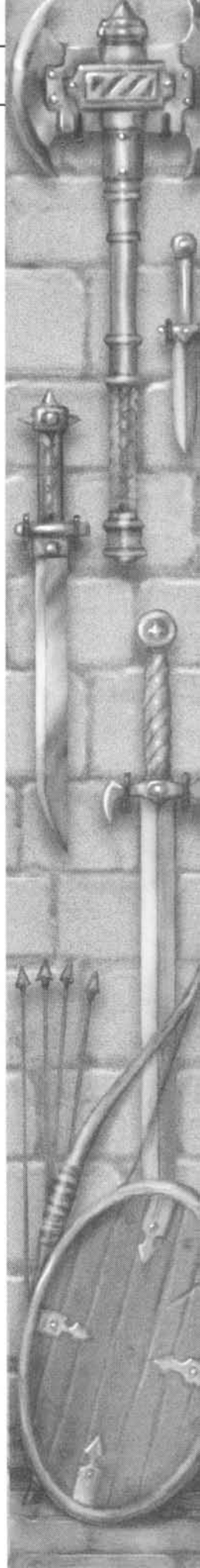
Thus, a stream of insults can be used to lure a giant into danger. In 'Jack the Giant-Killer,' Jack lures one giant onto the drawbridge of a castle by creative use of insults, then cuts the ropes of the drawbridge, sending the giant crashing to his death in the moat. Characters could do something similar, or simply draw the giant into an ambush or trap.

Insults are handled using the Intimidate skill. Generally, an Intimidate check (DC = 10 + ½ the giant's total hit dice) is enough to anger a giant greatly. An angered giant has a -4 circumstance penalty to any Spot, Listen and Search checks made to detect anything other than the creature that insulted him, but gains a +1 circumstance bonus to damage rolls against that creature.

LOVE FOUND AND LOST

A giant in love can be a somewhat terrifying prospect for the object of his affections, but these affections can potentially be used by a cunning giant-slayer to defeat the giant. The Norse god Thor disguises himself as the goddess Freya, with whom a giant king is in love. He wears a dress and veil so as to make his way into the giant's castle, then smashes the heads of the king and his subjects with his great hammer. Similar disguises, however apparently stupid, often fool giants who seem to have some difficulty telling individual humans apart in any case. Another tactic might be to use the giant's loved one as bait, drawing him into deadly danger of whatever sort.

Note that a giant's love can be quite platonic, too. One truly tragic giant tale tells of a gentle giant who had a great friendship with a young human boy. The two of them would play together every day on a cliff-top, until one day during a game the giant accidentally crushed the child's skull. Filled with remorse, he took his own life shortly thereafter, weeping copiously. A giant who is fooled into thinking he has killed the object of his love may do likewise.



SWIMMING . . . AND DROWNING

Few giants can swim, and fewer still can breathe underwater. This trick is of no avail against those who can. Fortunately, that is usually just sea giants, storm giants and the occasional sorcerer (for water breathing) or high-level giant characters (for the Swim skill). Giants are so large, heavy and often clumsy, too, as well as often weighted down with armour, that they make poor natural swimmers despite their great strength.

Traditional methods of drowning a giant include the following:

- † Find a giant sleeping near a cliff-top, and simply roll him off it – this might be by means of great levers made from whole logs, or could just involve great strength.
- † Persuade him (Bluff check) to go out fishing with you in a leaky boat. Once the boat begins to sink, you swim away, leaving the giant to his fate.
- † Anger him into charging you when you are at the edge of a cliff, then sidestep at the last moment, leaving

him barrelling on over the edge. The Games Master may require a Dexterity check (DC 10) of the giant to avoid tumbling off the cliff, if the giant's attack misses the character.

† Make a wager with the giant or challenge him to a contest which will require him to go out to sea or lose the contest, though he will not realise he will need to go to sea until it is too late. For example, you could challenge him to a throwing and retrieving contest, whereby each of you throws a rock that the other must then retrieve, with whichever of you returns first winning the right to cut off the other's head. You throw your rock out to sea, and the giant must either forfeit contest (and head) or drown, as he wishes.

At the Games Master's option, giants may be unable to use the Swim skill untrained, or may have the same Size penalty applied to it as to their attack rolls, due to their enormous weight, tendency to panic in water, and general stupidity and susceptibility to trickery.

MAGIC BEANS

Perhaps the best-known variant of the standard Jack the Giant-Killer tale is Jack and the Beanstalk. Here, a young



boy foolishly exchanges the prize family heifer for a handful of supposedly magical beans. When his mother throws the apparently worthless beans out of the window, they take root in the earth and grow overnight into a vast magical beanstalk, stretching high into the sky. Jack, as curious and fearless as all the Jacks in these stories seem to be, clambers up the beanstalk and finds a whole new land at its top, inhabited by a huge and cannibalistic giant.

Clearly in d20 System terms this new land was a cloud island, with the usual solid top covered with earth and a giant's castle. Could it be possible to create similar magic

beans, using them to create a route up to the otherwise inaccessible cloud islands? See the Cloud Island Beans sidebar for more details as to how this could work.

POT-SHARDS AND SMASHED STATUETTES

The Egyptians of around the year 1900 BCE (Before Common Era) went to war with a group they called the Aneq, who are believed by some scholars to be the anakim of Judaic legend – and of this book. Their

CLOUD ISLAND BEANS

Two types of cloud island beans are known, the lesser and the greater. Both can be used as a means of accessing cloud islands.

Lesser Cloud Island Beans

This is a handful of beans, usually bright, lustrous green in colour. They are not useful singly, and do nothing until they are flung against bare earth. As soon as they touch the earth, they begin to sprout. If they are moved or disturbed after they begin to sprout, the beans die at once and become non-magical.

If left undisturbed, the beanstalks rapidly grow skywards, turning into a massive and thick beanstalk, larger than the tallest trees. The beanstalk grows at a rate of 240 feet per hour (four feet per minute, or a foot every 15 seconds) for 24 hours, then stop. If the top of the stalk reaches a cloud island or other solid object during that time, it stops growing and anchors itself to the object. A beanstalk anchored to a cloud island prevents the island from moving unless the beanstalk is chopped through.

A fully grown beanstalk has Hardness 6 and 1,080 hit points. It is around 30 feet thick, but has plenty of small branches that make it quite easy to climb (Climb DC 10). Every 100 feet or so there is a far wider branch (5 feet wide) on which it would be possible to rest.

Severing a beanstalk near to the top simply allows any cloud island that was previously anchored to it to drift free. However, severing it at the base kills it instantly, causing it to detach from the cloud island or any other object it was previously attached to and fall to the ground. Determine the direction in which it falls by using the grenade-like weapons table (see *Core Rulebook I*). Any creature in an area 30 feet wide and the length of the beanstalk's height, in the direction it fell, must make a Reflex saving throw (DC 15) or be dealt 10d20 damage. Any creature partway up the beanstalk when it falls will be dealt falling damage according to the height from which he falls.

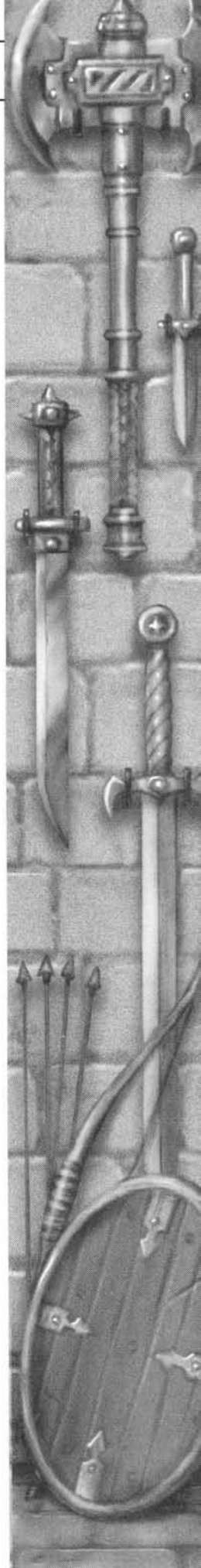
Caster Level: 14th. *Prerequisites:* Craft Wondrous Item, *plant growth* and *animate plants*. *Market Price:* 1,500 gp.

Greater Cloud Island Beans

Greater cloud island beans function as lesser cloud island beans, except that while growing upwards they exert a magical influence on the nearest cloud island, bringing it inexorably to rest directly above the beanstalk by means of fast winds propelling it in the appropriate direction.

The nearest cloud island, if it is within 1,000 miles of the beanstalk, will fly to the beanstalk constantly until it reaches it. Any giants on it will not wish to alter its direction unless they succeed in a Will saving throw (DC 23). If they save, they can attempt to alter the weather in the immediate region of the cloud island, but will only be able to override the winds imposed by this item if a druid of higher level than the beans' creator (usually 18th).

Caster Level: 18th. *Prerequisites:* Craft Wondrous Item, *plant growth*, *animate plants*, *control winds*, *control weather* and *sympathy*. *Market Price:* 5,000 gp.



technique for combating these anakim giants was intriguing, and possibly of use to arcane spellcasters. Rather than attempting to face these monstrous creatures in conventional combat, they elected to harm them from the relative safety of Egypt, many miles away from their enemies.

By writing the names of individual anakim leaders on pottery vases and statuettes, the Pharaoh's sorcerers cursed and blasted their enemies from afar. Whether this magic works only on anakim, or on all the giant races, is up to the Games Master. The default items assume all giant races can potentially be affected.

PETRIFIED GIANTS

In Norse myth, all the members of the giant race, including ettins, trolls and giants proper, are nocturnal and turn to stone if they are ever caught out in daylight. Clearly this would be a major disadvantage if it applied to the giant races in your own campaign, but if you are looking to present a more traditional giant image, it is certainly an intriguing possibility. Any giant races that can be turned to stone in this manner should probably have their Challenge Ratings reduced by one if the party are likely to have the opportunity to take advantage of the qualities of sunlight

Pot of Giant Cursing

This small, unfired clay pot has room to write up to six names around the rim. Any character may inscribe these names using the pointed wooden bradawl provided with the pot, but the names must all be those of specific giants to whom the character has some sort of connection or of whom the character has some knowledge. This connection or knowledge could be as passing or first-hand as that required for the casting of a *scrying* spell (see *Core Rulebook I*), and the strength of the connection or depth of the knowledge will have a like effect on the Will saving throw of the targeted giants. The giants targeted may be anywhere on the same plane as the character who inscribes their names. If the character has a connection with the giant such as a likeness, possession, or body part, this can be placed in the pot to further affect the Will saving throw.

Once the names have been inscribed, the pot must be fired in a kiln. This can be done by any character with the Craft (potter) skill (DC 10) and suitable equipment, or a town's potter will happily fire the pot in exchange for a handful of silvers (5sp). Next it is ritualistically smashed to tiny fragments by the character who inscribed the names.

Each giant targeted must make a Will save (DC 14, plus or minus circumstance modifiers for the strength of connection) or immediately be affected as though by a *bestow curse* spell. The particular curse will have been chosen when the *pot of giant cursing* was first made. All six giants will always be affected by the same type of curse, assuming they fail their saving throws.

Caster Level: 9th. *Prerequisites:* Craft Wondrous Item, *scrying*, *bestow curse*, and *teleport*. *Market Price:* 13,500 gp.

Statuette of Giant Slaying

This unfired clay statuette, mounted on a small plinth, has been sculpted in the likeness of a giant, though the head is unfinished. Any character may inscribe the name of a giant on the plinth, and sculpt the head like that giant's facial features, so long as he has some sort of connection with or knowledge of that giant. This connection or knowledge is treated much the same as the connection or knowledge required for casting a *scrying* spell, and has a like effect on the Will saving throw of the target. There is a small hollow place beneath the plinth which can store any physical connection with the target that the character may chance to own. The giant targeted may be anywhere on the same plane as the character who inscribes the name and sculpts the facial features.

Once the name has been inscribed and the facial features sculpted, the statuette must be fired in a kiln. This can be done by any character with the Craft (potter) skill (DC 10) and suitable equipment, or a town's potter will happily fire the statuette in exchange for a small consideration (1 gp). Next it is ritualistically smashed to tiny fragments by the character who inscribed the names.

The giant targeted must make a Will save (DC 16, plus or minus circumstance modifiers for the strength of connection) or immediately be affected as though by a *finger of death* spell.

Caster Level: 13th. *Prerequisites:* Craft Wondrous Item, *greater scrying*, *finger of death*, and *greater teleport*. *Market Price:* 27,300 gp.

Stone Me!

If the Games Master decides that the giants in his campaign can be petrified by sunshine, the following rules should be applied.

A giant caught outdoors during full daylight, even from the very first moment the sun dawns, must make a Fortitude saving throw (DC 30) immediately or be petrified. If he succeeds at the saving throw, he must save again each round thereafter, with the save DC rising by one per round, or again be turned to stone.

A giant petrified in this way should be treated in every respect as a stone statue of a giant from that point onwards. Nothing short of a *wish* or *miracle* spell could restore him to his previous state – even *stone to flesh* is of no use.

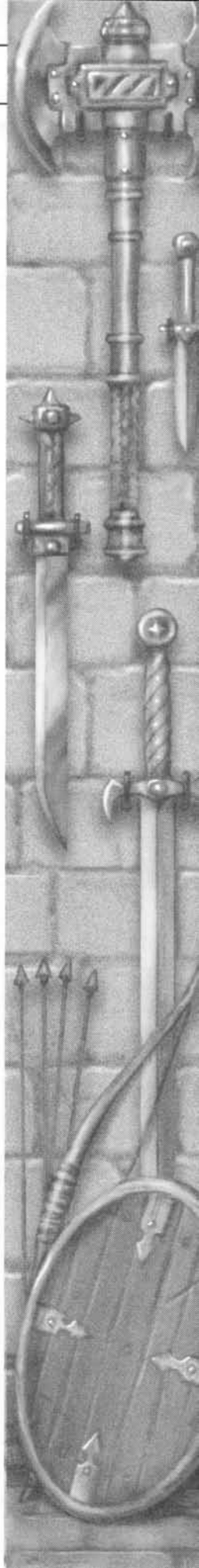
with respect to them. See the Stone Me! sidebar for the game effects of giant petrification.

It is common in the tales for giants to be petrified by trickery, rather than by force or happenstance. Often they will be kept talking till the day dawns, either simply by thought-provoking conversation (and it is not so difficult to get one of the less intelligent giants completely stumped) or by a contest or wager as before, so that the terms of the contest require them to continue the conversation until it is played out.

Sometimes excellent timing is used, with a giant making a journey being deliberately delayed so that he is petrified an instant before he reaches safety. Alternatively the giant can be set a task – perhaps he is to be paid to use his incredible strength on a building or farming project – which is designed to take him far longer than he expects, but which he agrees to finish within the night. Giants can be very single-minded once they start any task, and this has led to their downfall more than once.

NEW TRICKS FOR OLD GIANTS

Once the players have tried out several of the tricks given in this chapter and found how well they



JACK THE GIANT KILLER

work (or not!) they will hopefully wish to try out their own plans and schemes the next time they come up against giant foes. Generally these tricks can be resolved using the standard d20 System mechanics, with the most commonly used skills being Bluff (on the part of the characters) and Sense Motive (on the part of the giants), though conceivably Diplomacy, Intimidate, Perform, and Gather Information might also be useful.

When resolving the results of these tricks, the Games Master should also bear in mind the following:

† Is it an original idea, but on in keeping with the traditional giant-killing tales – or at least with the Games Master's campaign?

† Is it convincing? Ideally it will not be too convincing to a human, but will appeal to the giant's somewhat warped sense of logic.

† Is it dramatically appropriate? Does it advance the plot to have the characters pull the wool over the giant's eyes once more?

We ran. The shadow of the monster overtook us as he continued to rise. Our only hope was that he had not spotted us.

We rounded a bend in the road by a small clump of trees and stopped to catch our breath. I peered out to see what was happening in the village. The old man was standing on the village green, surrounded by a large group of villagers. He held a young woman by the arm. She was weeping. The old man was gesticulating wildly, and seemed very upset.

The giant spoke. At the sound of his voice the very ground beneath our feet throbbed.

'No longer virgin?' he boomed. 'How can this be?'

More gesticulating from the old man, and sobbing from the girl.

'Nooooo!' The giant roared. The villagers clapped their hands to their ears. Buildings rocked on their foundations. The trees behind which we were hiding bent to the ground.

The giant lifted one colossal foot and brought it down on the huddled group of men women and children. There was a crunching of wood and stone, a collective scream of terror, the earth shook momentarily, then all was still.

Brandlo and I realised that we were clinging to each other in panic and fright. He shook himself free, straightened his neckerchief, and strode out into the road.

'Hey, you!' he shouted.

'Psst, Brandlo, you idiot! What do you think you're doing?' I whispered.

'Hey, Stoney-face!' he called, 'Big Foot, Mud-for-brains!'

The giant peered down out of the clouds and the diminutive creature with the flame-red top-knot yelling insults at him. He bent closer. His breath was like a hot wind blowing over a lake of pigswill. He took one look this mote on the ground, and spat.

A ball of phlegm the size of a large lake struck the ground like a tidal wave, washing Brandlo and several trees away down the road for some distance. I grabbed hold of the trunk of an oak tree in an attempt to avoid being washed away, myself getting coated in hot, sticky evil-smelling goo. I clung on and prayed to the god of small things that the monster had not seen me. It appeared that he had not, for he crumpled into a hill-shaped mound once more, and did not move again, although I watched well into the night, until the moon was high in the sky.

Then I went to scrape up the remains of my partner. Another *resurrection* was going to cost our entire savings, and maybe a little more. I'm not sure which I hate more – giants, Brandlo, or chickpeas!

GIANTS' BAGS

This chapter offers a number of detailed giants' bags, allowing the Games Master to instantly present players with descriptions of the loot derived from any dead giant, with no need to roll for each individual item separately. Each bag contains at least one potential mini-scenario hook or other unusual item, as well as several other objects both mysterious and mundane. Note that the treasure values given assume a giant with no character classes or other factors that might alter its challenge rating.

The bags are each designed to suit a particular giant race. Though most can easily be adapted for use by a different type of giant, the Games Master should note that he may need to re-size the objects in a bag if used for a giant of a very different size.

A CLOUD GIANT'S BAG

This is made from a layer of heavy beige sackcloth, lined with thick wool felt and reinforced with blue-dyed leather at the base and seams. It is of much finer construction than the sacks of lesser giants, as might be expected of a refined cloud giant, but it is still very much a sack rather than a backpack or other bag – it has no straps or carrying handles.

† A smaller linen sack containing dried meat, dried fruit, and nuts. This could be divided into smaller containers to make the equivalent of a three-month supply of iron rations for Medium-size creatures.

† Three throwing rocks. These are made from carefully chiselled spheres of granite, and fly extremely well due to their aerodynamic properties. Treat as masterwork items.

† A masterwork harp. This is intended to be used as a small hand-harp by the giant, but could conceivably work as a full-size harp for a tall human or elf. It is inlaid with gold around the edges, and would be worth a total of 375 gp to a musician, or perhaps 600 gp to a collector of unusual objects. It weighs 70 pounds.

† A copper cooking-pot. Again this is of good quality. Intended to serve as a pot for a small cloud giant family, it would hold sufficient stew or other food for perhaps 40 to 50 humans. A large inn, castle or other establishment catering to a goodly number of people might be interested in it, and would pay around 65 gp for it due to

the excellent workmanship of the item. It weighs some 25 pounds.

† A large wooden spoon. In the hands of a character of Medium-size, this would make a serviceable and unusual club.

† Two giant eagle eggs. The cloud giant intends to raise these as hunting birds for falconry. They would be worth 2,500 gp each on the open market.

† A map, marked in the Giant script, giving directions to the giant eagle lair from which the eggs were stolen. As it happens, the party will need to fight a nest of giant eagles when they get there, if they wish to steal any further eggs; the cloud giant was able to scare them off, but it is unlikely any creatures of lesser size would accomplish such a deed. The map is in a large leather scroll case.

† A case that would be the size of a small treasure chest to a human. This contains the cloud giant's writing kit – a sharpened feather (perhaps from a giant eagle, in fact!), a sharp knife that could function as a crude (-4 circumstance penalty to all attack rolls) longsword for a Medium-size creature, and a pot of ink. The ink would cost 144 gp to buy, and weighs 1 pound.

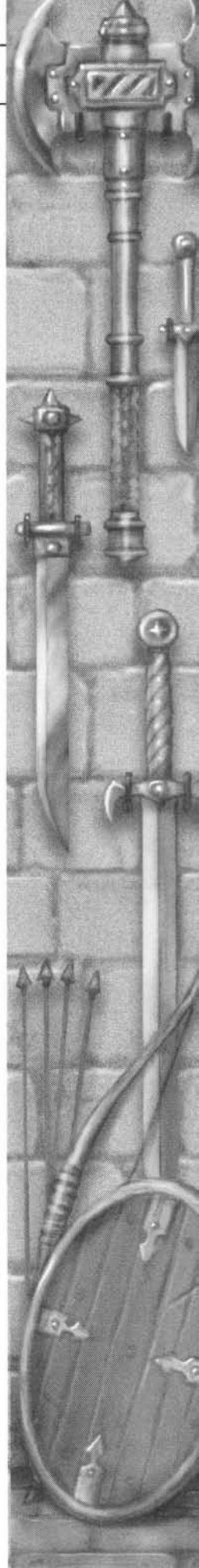
† A leather scroll case containing 10 large sheets of parchment, worth around 8 gp in total.

† A purse of 15 gold pieces, which is the cloud giant's petty cash (the Games Master will need to generate separate treasure for the giant's lair, since cloud giants do not keep funds in their bags; the items in this sack are worth around 5,500 gp, so the treasure generated for the lair should be worth around a further 2,000 gp).

A FIRE GIANT'S BAG

This heavy leather sack has been reinforced with flexible strips of metal sewn onto the outside, giving it a Hardness of 5 and 5 hit points. Its owner wanted to give potential thieves a difficult job slitting his purse.

† Four throwing rocks, made from pumice-stone. One of these has been hollowed out so as to provide a safe haven for the fire giant's treasure store, then sealed up with a pumice plug roughly carved to shape and jammed into place by main force on the part of the fire giant. The plug can be spotted with a Search check (DC 25), but may prove difficult to remove. There are handle-like ridges around the edge of the plug which could be pulled on either by a character's hands (Strength check, DC 20) or a large and



sturdy stick or metal rod used as a lever (Strength check, DC 17). The treasure within consists of 1525 gp in a large leather purse. Of course, the fire giant will not throw this stone except in extremis, or if he is sure he will be able to quickly deal with his opponents and retrieve the stone.

† A tinderbox. This is a large metal tin containing flint, steel, and several pieces of pre-charred linen cloth for use as kindling. It also contains another, smaller metal tin with a hole in the top, which is placed in a fire for charring additional pieces of linen as required.

† A battered leather set of bellows, suitable to be operated by a lone fire giant or team of four humans. Though crude, these bellows are extremely powerful and would seriously enhance any forge-fire, giving a +2 circumstance bonus to any Craft (smithing), Craft (weaponsmithing) or Craft (armoursmithing) checks, so long as they are continuously operated.

† A set of Large blacksmith's tools. These are of no use to Medium-size or smaller characters, unless they were perhaps to be sold as scrap for melting down and reforging into other tools or weapons. This would fetch 10 gp, but the tools weigh around 100 pounds.

† An iron cooking-pot, plate and bowl. These were clearly well-made at one time, but have since been battered, dented, and burnt through ill use. They would be worth 5 gp as scrap, and weigh 50 pounds.

† A covered metal tray, filled with damp sand, and a pointed, fire-hardened stick. These are used by the fire giant to sketch out designs for the items he forges. At present, the sand still has a diagram of a mighty masterwork sword the fire giant made on commission to a local fire giant sorcerer. The details of the commission are in a note written in parchment by the sorcerer, and placed on the sand just beneath tray's lid. This note mentions the name of the sorcerer, directions to his castle, and several esoteric requirements for the sword's construction, including a handle bound from human skin. Across the note is written the word 'Delivered.' This note can be deciphered with a Decipher Script check (DC 25) or by any character who can read Giant, though it is somewhat faded due to its contact with the damp sand. A Knowledge (arcana) check (DC 20) reveals that the sword's materials would be ideal for enchanting it into an extremely powerful bane weapon against humans. Any group of true heroes should, of course, saddle up at this point to deal with the fire giant sorcerer, since a powerful fire giant with such a weapon could wreak great havoc on the local human community. Of course, it may be that the sorcerer, too, was commissioned to enchant the weapon for a third party – perhaps the local fire giant king. . .

A FOMORIAN'S BAG

This has been made from half a cow-hide, roughly sewn together into a vague sack shape, with the finished product looking as ugly and misshapen as its owner. It is almost worn through in several places, and it is likely to start falling apart completely if used for very much longer.

Note that the treasure values given here assume the fomorian is encountered alone – if it is encountered as part of a group, the Games Master will need to determine which of its valuables the fomorian has given to its leader as tax.

† Three smooth oval throwing rocks, dug up from the seashore where they were worn down by years of sea and sand.

† Two fire-hardened, pointed sticks of wood, each around 2 inches in diameter and 8 feet long. These might make barely adequate spears (-1 circumstance penalty to damage rolls due to the lack of a proper metal point). When the fomorian used them, they were intended as skewers for spit-roasting humans over an open fire.

† A corked earthenware jug containing two gallons of amber-coloured liquid. This is highly concentrated urine mixed with certain herbs and acids. It is used for tanning leather.

† Six tanned leather thongs, square in cross-section, each between 15 feet and 20 feet long and just under half an inch thick. These could be used as thin ropes, though would not be advisable for supporting a human's weight. They were used by the fomorian for sewing together simple leather goods.

† Two flayed and tanned human skins, apparently very old. One of these is tattooed with strange sigils written in an obscure and ancient dialect of Common. They may be read with a Decipher Script check (DC 27). The sigils describe a ritual to call upon a moon goddess, who in this time has been long-forgotten. The Games Master should choose an alignment and domains for the goddess based on the characters – for example, in a party with a cleric uncommitted to any deity, the goddess should have compatible domains and alignment with him. The idea here is to present the characters with an opportunity to be the first prophets and priests to revive this old religion, if they so wish. The goddess will inevitably be weak to begin with, but was once very powerful and could become so again, if the characters can draw enough worshippers to her. She was once worshipped by a barbarian tribe all but wiped out by the local fomorians. The only survivors fled into a neighbouring country, and were assimilated

into the local population and religion. The folk memory of their old goddess persists among them, but she is not openly worshipped at this time and has no clerics. A party that is willing to contact her and revive her worship should certainly be well-rewarded for so doing, both in experience points and in the power that being heads of a new church could bring.

† A small drawstring leather bag containing 258 gp and a *potion of healing*.

A FROST GIANT'S BAG

This large round bag seems to have been made from the whole gut of some enormous creature, with one hole roughly tied off and the other stretched round a wooden hoop to make the opening. The wooden hoop is tied onto a larger wooden staff, which the giant carries over his shoulder.

† A pair of snowshoes, suitable for a Large character. These are made from wood and plant fibres, and although they are unlikely to be a useful fit for any party members, the raw materials could usefully be recycled as firewood or even a primitive shelter of some kind. One of the sticks incorporated into the left snowshoe is a *wand of cure light wounds*, though its unusual nature will not be

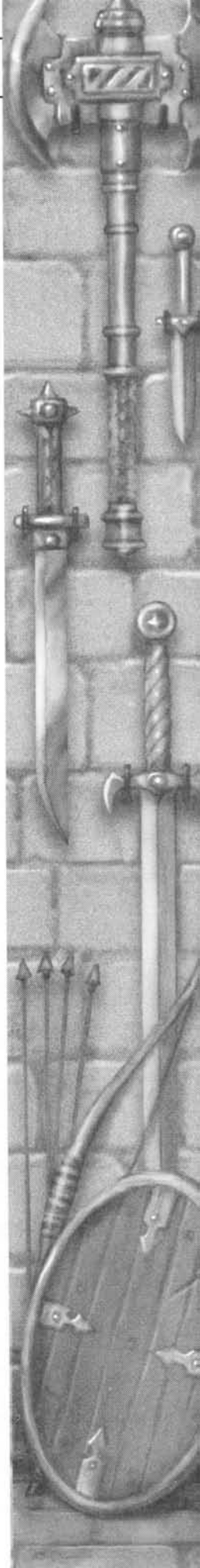
noticed without either a *detect magic* spell or similar, or a Search check at DC 30.

† A fishing rod, complete with line and selection of hooks. This might conceivably be managed, but only by a very strong character (Str 17+) or a two characters working together.

† A digging stick. This is not really a stick at all. It resembles a large, crude metal crowbar, except that one end is a pointed spike and the other wider and chisel-like. The digging stick is around 8 feet long. It is used for digging through tight-packed snow or thick ice. It is too large for any creature below Large size to wield it effectively, though it might be sawn in half to make two digging sticks. Alternatively it could be sold, but it is not very valuable – it weighs 20 pounds, and would be worth around 2 gp as scrap iron.

† A fishing-spear. This is lightweight, with a barbed head. If the wooden shaft was cut down a little, it would make an effective fishing-spear for a Medium-size character, though it is too fragile to be of any use in combat.

† An antler-handled chopper of rusty iron. This was obviously once a good-quality curved sword in giant



size, such as a falchion or scimitar, but it has clearly been broken and re-shaped at some time. It is now a heavy-bladed cutter similar to a machete, and is used by the giant as a general utility knife for everything from chopping small quantities of wood to eating.

† A thin white woollen blanket with a slightly raised flock that gives it the appearance of fresh snow on one side, or tightly packed snow on the other. The frost giant of course has no need of this for warmth, but uses it to camouflage objects or assist in hiding himself in the snow. It gives a +2 circumstance bonus to hide in snowy conditions for either two Medium-size creatures or one Large creature. The blanket weighs 6 pounds.

† A crumpled map, incised onto thin leather. This delineates all the frost giant's preferred fishing sites. If deciphered with a Decipher Script check (DC 15), it can be used to gain a +2 circumstance bonus on all Survival checks made to find food and water in the wild, within a twenty-mile radius of the location at which the giant was encountered. If the Decipher Script check succeeded by 20 or more (that is, a roll of 35 or higher), additional information, previously encoded into the map, will be uncovered. This reveals a secret entrance into a hidden ice-cave containing the local frost and rime giant temple and stronghold, nestled deep beneath a mountainside.

† 1,104 gp in a large woollen drawstring bag.

A HILL GIANT'S BAG

This sack is made from thick, rough, dirty off-white linen, reinforced with leather at the base, seams and opening.

† Six flattish lumps of slate, used by the giant as throwing rocks.

† A two-foot-long length of straight pine. The tip has been repeatedly pounded between a pair of flat rocks, rendering it a splintered mess to most eyes. Oddly, the tip and its splinters appear to have been painted bright red. Any character with Craft (painting) or a similarly appropriate skill may make a skill check (DC 15) to recognise the piece of pine as a crude, giant-sized paintbrush. Though the tip is splintered, it is splintered in a careful manner, with most of the long woody fibres still intact. It is of no particular use – it will not even make decent firewood, as it is still green and fresh from the tree.

† Three kegs of strong, good quality dwarven ale. The giant uses these more like beer-bottles, flipping the lids off and draining them dry with one great gulp. Each contains 10 gallons of ale and weighs 80 pounds. They

might be worth 30 gp each due to their high quality, although it will be an extraordinarily temperate party that prefers to drag them to the nearest city for sale rather than drinking them on the spot.

† A sack around 1 foot by 1 foot in size, full of extremely fine red powder. This is red ochre, used as a painter's pigment when the giant does cave painting. This quantity of ochre might cost 150 gp from an alchemist, supplied to artists, except that no artist would ever be likely to need so much of one colour in all his life; the party would need to find at least thirty or forty different artists. Furthermore, if the sack is opened carelessly, a great cloud of red ochre will disperse out from it, engulfing a 5-foot square immediately in front of it with choking dust. Any character in that square must make a Fortitude saving throw (DC 14) or be dealt 1d2 points of temporary damage to Constitution.

† A keg that used to contain dwarven ale and appears almost identical to the other three, but is now full of viscous plant oil the giant mixes with the red ochre to make his paint. A Search check (DC 15) will reveal that the lid appears to have been carefully prised off and resealed. Any character taking a swig of the oil must make a Fortitude save (DC 13) or be nauseated (see *Core Rulebook II*) for 2-5 rounds. The oil is mildly inflammable – it will not burn so well as lamp oil and so is not very good for improvised firebombs, but it might be useful to help start a few campfires.

† A thin woollen cloth, some six feet square. The giant uses this as a scarf for his neck or head in cold weather, though it would make a serviceable blanket for someone of more usual size.

† A pretty feather, shimmering in every colour of the rainbow. This is a cursed magical item. Any character who sees the feather and whose Charisma is 15 or higher must make a Will saving throw (DC 14) or be filled with an overwhelming desire to own it. If worn as a cap ornament by a character of Charisma 15 or higher, it gives its owner a +2 enhancement bonus to Charisma, but from this point may only be removed with a *remove curse* spell. The feather does not take up an item slot, and may be added to any headgear, magical or otherwise. It also convinces the new owner that he is the long-lost heir to the Forgotten City of Gandle-Tane, far to the north across the mountains, and will *geas/quest* him to seek out his heritage there – but that is another story. . .

† 3,682 sp and 110 gp.

A MOUNTAIN GIANT'S BAG

This is a very large patchwork leather sack, roughly sewn together with strong sinew.

- † Six rocks, each a jagged lump of limestone.
- † An ash sapling with a sharpened and fire-hardened point. This might make a crude (-1 to attack and damage rolls) spear for a human, but in the hands of the giant it was a favourite toothpick. If it is used as a spear, the first creature injured with it must make a Fortitude saving throw (DC 12) or be infected with a dose of filth fever, contracted from the gooey mass of half-chewed food and saliva that has collected around the point.
- † A large and well-made wooden bathtub. The giant uses this as a drinking-cup.
- † Crude wooden box with an ill-fitting lid, all tied up with 20 feet of strong hemp rope. The box is jammed right into the bottom of the bag and contains a halfling sorcerer, named Tomkin Flaretoe. He is weak from hunger, and due to his emaciated appearance will only be recognised as a halfling by the hairs on his feet. He is certain the giant has forgotten about him, having captured him alive along with the rest of his party then 'saved him for later' as he devoured the halfling's companions. Flaretoe will play his cards close to his chest – though he is effusive in his thanks for the rescue, he may or may not reward his rescuers depending on their attitude to him. If the party treat him well and give him good food (or at least as good as they can manage), being friendly rather than confrontational, he will reveal the location of the nearby swamp into which the disinterested giant threw his party's bones and equipment as he devoured their bodies. If not, he will attempt to escape as soon as possible and loot the swamp himself. The equipment includes a variety of mundane armour and weaponry, all badly corroded or rotted by the effects of immersion in swamp water, along with a *sun blade*, a *rod of wonder*, a *scroll of holy aura* sealed tightly into a waterproof bone scroll-case, and a *+4 amulet of health*.
- † Two slightly wrinkled fruit or vegetables, around three feet in diameter, deep red in colour with short green stalks. These are extraordinarily strong chilli peppers. Used sparingly in giant cooking, these can make the even stringiest elf as tender and appetising as corn-fed gnome, or at least disguise the taste. For humans they are effectively a minor poison, due to both their strength and the sheer quantity of irritant oils they contain. Anyone who deliberately cuts one open is likely to get his hands

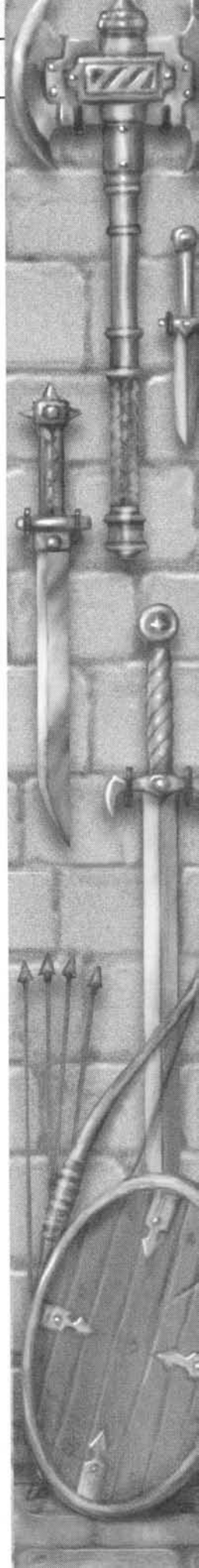
covered in chilli oil, barely detectable to begin with unless he has any open wounds on his hands, in which case he will immediately be dealt 1d4 subdual damage from the pain. If he later touches any more tender areas of the body – eyes, mouth, or nostrils in particular – he must make a Fortitude saving throw (DC 16) or be dealt 1d6 subdual damage.

- † 1,742 gp and a large emerald worth 5,000 gp.

A STORM GIANT'S POUCH

This is a hefty leather belt pouch that, on a human, would be more like a large backpack in size, though its straps would never fit a human. A primitive but nonetheless artistic design has been incised into the pouch-flap. The pouch as a whole might be worth 100 gp to a collector of such objects. It weighs 6 lb.

- † A simple flute, carved from the trunk of a young apple tree. This is around 10 feet long, and is actually held in its own separate leather case attached to the side of the belt pouch. In extremis the flute could be used as a club by the storm giant, or as a rather unwieldy (-4 circumstance penalty to attack rolls) quarterstaff by a creature of Large size.
- † A pair of worn, comfortable-looking leather sandals.
- † A large wooden pencil, some 18 inches long, unsharpened. It may at first be mistaken for a wand, as it is a simple wooden cylinder with a darker metal centre. The giant just finished his last stub of pencil and threw it away, and has not as yet bothered to carve a point on this one.
- † A folding pocket-knife, around one foot long when folded, or two feet unfolded. It could be used as an ill-balanced shortsword for a Medium-size character (-4 circumstance penalty to all attack rolls). The giant uses it both to keep his pencils sharpened and to gather foodstuffs in the area.
- † A leather-bound book, written in Giant. This is the cloud giant's notes on all the edible fungi, roots, berries, worms and insects in the area. A Giant-speaking character carrying and referring to the book would gain a +2 circumstance bonus to all Survival checks to feed and water himself and others in the wild, whenever within the climate and terrain type to which the book refers (which will be either temperate or warm mountains, depending on where the storm giant was encountered). However, the book weighs some 25 pounds. It could be copied into a smaller volume with one week's worth of work.



THE ICE KING'S BRIDE

INTRODUCTION

This is an adventure for characters on the verge of epic levels, around 19th to 20th level. Though some of the creatures faced here will have a significantly higher Challenge Rating (up to 36!) an intelligent party well-versed in the techniques described in this book should be able to defeat them nonetheless. In any event, divine help is at hand, for the characters will be undertaking this mission at the behest of the gods themselves. This would be an excellent adventure to take the characters right up to epic level for just that reason, giving them a taste of what it is like when one's actions can affect the most primal divine forces of the cosmos.

The action revolves around the kidnapping of the Princess Skadi, a human noblewoman who has been stolen away by King Thrym, king of Thrymheim, land of the rime giants. The flavour of the adventure is distinctly Scandinavian, as befits a giant adventure, but it should be reasonably easy to adapt it to fit a non-Scandinavian type of campaign. Many campaign worlds have some kind of Viking-style barbarians to the north in any case, and this will fit right in to any such setting.

Though this scenario is structured much like a traditional wilderness plus dungeon adventure, it is unlikely to be won by combat and magic alone. Wits or stealth are the only viable options to defeat such well-trained and numerous giants, and the party that attempts an all-out assault will likely die in droves.

Rescue the Princess!

Ideally, the princess should be known to and liked by the characters before the adventure begins. That way, this quest becomes highly personal – if they cannot rescue her, they lose a friend, an ally, or even a lover. Alternatively, they may be hired mercenaries, brought in because the Princess's father is desperate to have her returned, and judging by their reputations they are the only ones who can do it. In this case the reward offered for the Princess's safe return will be considerable, though the King will also hint at the legendary wealth of Giant Kings. Depending on the Princess's importance and whether he already has a spouse lined up for her, the King might even be willing to offer her hand in marriage to her rescuer, but this will certainly not be his opening offer.

The Games Master may alter the details of the adventure as much as is necessary to fit it into his campaign. Princess Skadi is just an example, really, or a Non-Player Character you can use in the role if you do not already have a suitable princess in your campaign.

Princess Skadi

4th level human aristocrat. Str: 12, Dex: 13, Con: 10, Int: 11, Wis: 14, Cha: 15; HP: 18.

Skadi is a happy-go-lucky woman in her early twenties. Though she is not unintelligent, she can be somewhat over-imaginative and is likely to be mentally torturing herself with angst at the prospect of a life as Thrym's queen. She will certainly throw herself at any male hero who succeeds in rescuing her from that dread fate.

Precisely how Skadi was kidnapped is up to the Games Master, but see the sidebar 'The Three Princesses in the Blue Mountain,' for a mythic approach. If your games are better suited to intrigue and politics, it could be that the Princess was due to be married to the prince of a nearby kingdom to forge an alliance or mend a feud, so that if she is not rescued two neighbouring nations may soon

The Three Princesses in the Blue Mountain

In the Norse folktale, 'The Three Princesses in the Blue Mountain,' the three princesses of the title are cursed as children that if ever they are out in the open air before their fifteenth birthdays, they will all be carried off in a snowdrift. One glorious summer's day, they beg their guard to be permitted to go out for just a moment, to enjoy the sunshine, for surely it cannot possibly snow. They do indeed go out and spend a fine time picking flowers in the palace gardens – but the snowdrift of destiny soon arrives and does indeed carry them off. They are then imprisoned by giants. If you want a suitably mythic beginning to your adventure, and if you can fit it into your campaign, this can work very nicely, with the rime giant's Control Ice special quality and *control weather* spell-like ability being extended a little to create the snowdrift.

be at war. In this case, Thrym's kidnapping will have been carefully orchestrated and done more for reasons of fomenting dissent so as to render both countries ripe for conquest, rather than out of love or lust.

King Thrym and the Land of Thrymheim

King Thrym has not been king for very long, and little is known of him. However, a bardic knowledge check or *legend lore* spell could reveal some or all of the following information about him, at the Games Master's discretion.

Common Knowledge: Though Thrym only seems to have appeared on the scene two or three years back, he quickly forged the various troll, frost giant and rime giant tribes of the northern tundra into a fierce and proud tribe. Now he rules over what was once their land, and calls it Thrymheim.

Uncommon Knowledge: Thrymheim hospitality is dangerous – though you can trust a giant not to attack you directly without provocation if you have entered his home in peace, you cannot trust him not to harm you by more subtle means. Do not touch any of their food or drink in that place, nor cavort with giant women.

Obscure Knowledge: Tell the character the Legend of the Candle, below.

Extremely Obscure Knowledge: Thrym is a bard, not a warrior, and would generally prefer to get what he wants through more subtle means than outright war. So far, though, he does not seem to want a great deal – he has been content to rule over Thrymheim, holding court among

King Thrym and the Legend of the Candle

When Thrym was an infant, his mother offended one of the Norns, the three Fates who rule over the destinies of all, determining who shall live and who die. The angered Norn immediately pronounced a judgement on the child, saying that his fate was to die as soon as his bedside candle burnt down. His quick-thinking mother extinguished the flame at once, realising that if she kept the candle from harm, her son too would be invulnerable. This, it is said, is why Thrym became King at such a youthful age – no warrior could stand against him. It is said that if a bold hero could now get his hands on the candle and finally burn it, Thrym's life force would burn away with it...

the trolls and giants of his bitter land. His treasure trove is said to be horribly cursed, so that any who touch it meet a dreadful fate. Thrym is believed to keep the candle that, if burnt, could kill him, in a small pouch at his waist.

The Role of the Gods

The gods should have some interest in dealing with King Thrym and ensuring the Princess is returned to her rightful home. This again is up to the Games Master, but several options are listed below:

† In a Scandinavian style setting, the gods and giants are constantly at war in any case. Thrym may have offended the gods directly in some manner, or they may simply wish to be rid of a powerful giant leader who may one day pose a major threat to the gods and their plans

† The Princess herself may be divinely favoured for some reason. She may be destined for great things, or may just be part of a family line for which the gods have a great deal of affection.

† If the Princess is politically important, the schemes of the gods might be thwarted by preventing her marriage to the neighbouring royal.

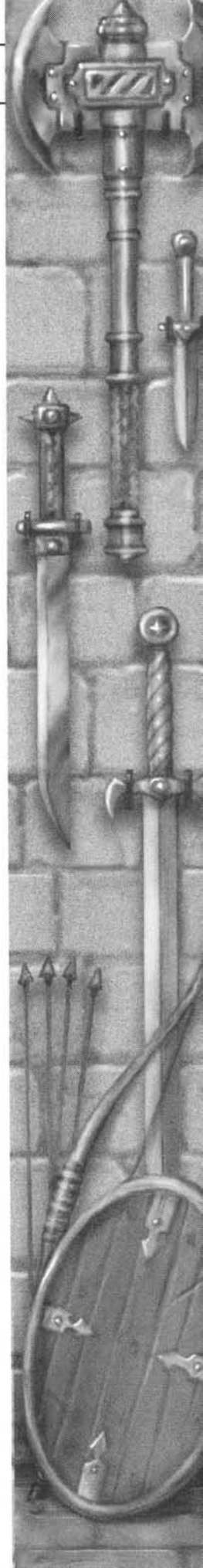
The gods will be overseeing this entire adventure, though the players may not yet be aware of it. At some point they should be made aware of it, either through divinations in advance or so long as they do not attack her, through the giantess Hyndla (see below).

THE JOURNEY TO THRYMHEIM

The Games Master can make this section as short or as long as he desires. In many Norse legends, the lands of the giants are far to the north, across a river so wide it is almost a sea. You can if you wish enhance the epic feel of this by playing out a long shipboard journey, then a great trek across progressively colder lands to the heart of Thrymheim itself. Fearsome sea monsters and horrid giant-type creatures or other cold-climate monsters can all be obstacles en route, of a more or less dangerous kind. Do not forget the dangerous effects of the cold weather on the characters (see *Core Rulebook II*)

An Unexpected Ally?

Whichever way the characters go, they should have a chance to meet Hyndla, a giant enchantress and loremistress who is favoured by the gods. Hyndla's small, inviting-looking cottage has a fire burning within it and smoke pouring out of the chimney, so the characters may



THE ICE KINGS BRIDE

assume it is inhabited by someone other than a frost giant. In fact, Hyndla just likes the taste of cooked food, and has supper on when the characters pass by.

Hyndla lives just outside the borders of Thrymheim, and her cottage should be encountered just as the characters are about ready to bed down for the night. If desired, and if the party do not all (mounts and pack animals included) have magical immunity to the cold, a freezing blizzard and extremely low temperatures may be enough to persuade them to stop. If need be, Hyndla will use her array of divination spells to spot the characters and come out to greet them herself.

Hyndla is a mortal consort to one of the major gods – Odin, if you are using the Norse pantheon. She knows a great deal about the goings on both in this world and beyond, and has the power to influence events herself too, using her various enchantments to cause human and giant alike to do the gods' wills.

She appears as a young and virile frost giantess, clad in ice-blue robes. If attacked, she will attempt to negotiate or

escape. If she is slain, the characters may well acquire a good deal of loot, but it will not include Oðinn's Staff (see below) as the gods will take it back by magic, removing it from the material plane entirely if need be.

Hyndla will offer the characters her hospitality for the night, including a fine meal of roasted venison, good black bread, and strong ale. If they were actively hostile towards her to begin with, she will take a while to get to the point, and may require a test of good faith from the group – bloodletting will be the preferred test. She wants a pint of blood from whichever of the party has most renown, for she has certain magical uses for heroes' blood. This may at the Games Master's discretion have repercussions at a later date – she may trade or give away the blood, and whoever possesses it might be able to influence or harm the character.

Once she has her blood, or if the characters have been courteous and friendly from the start despite her appearance, she will explain that the gods look favourably upon this enterprise and have provided her with certain aid to offer to the party. This includes the *belt of giant strength* and Oðinn's Staff, as listed in her description below. She says that without these, they have little hope of dealing with Thrym. She will make it clear that the staff is a loan, for this job only; it must be returned to the gods after use.

Again, if treated well she may be willing to assist in other ways, such as with divinations or bardic knowledge. If asked she will certainly recommend an indirect approach to Thrymheim itself – either stealth or trickery should be used to get the characters in, though they must expect to fight at some point once they are there.

Hyndla

Large Giant (Cold), 7th level Enchanter, 3rd level Loremaster

Hit Dice: 14d8+28+10d4+20 (136 hp)

Initiative: +0 (Dex)

Speed: 40 ft.

AC: 22 (-1 size, +9 natural, +4 ring of protection)

Attacks: Quarterstaff +21/+16/+11 melee, or rock +14/+10/+5 ranged

Damage: Quarterstaff 1d8+12; or rock 2d6+8

Space/Reach: 10 ft. (2)/10 ft. (2)

Special Attacks: Rock Throwing, Spells

Special Qualities: Rock Catching, Cold Subtype, Loremaster Knowledge, Secrets



(Instant Mastery - Gather Information, Secret Knowledge of Avoidance)

Saves: Fort +14, Ref +8, Will +12

Abilities: Str 27, Dex 11, Con 15, Int 20, Wis 10, Cha 17
Skills: Climb +14, Concentration +19, Gather Information +7, Jump +14, Knowledge (religion) +20, Knowledge (arcana) +15, Knowledge (nature) +15, Knowledge (local) +10, Knowledge (history) +10, Scry +9, Spellcraft +17, Spot +6

Feats: Cleave, Great Cleave, Power Attack, Skill Focus (knowledge (religion)), Scribe Scroll, Brew Potion, Spell Focus (enchantment), Greater Spell Focus (enchantment), Bull Rush, Sunder

Challenge Rating: 19

Alignment: Chaotic good

Spells: 0 level: *detect poison, daze, read magic, mending, open/close*; 1st level: *charm person, true strike, identify, comprehend languages, expeditious retreat, mage armour, shield*; 2nd level: *detect thoughts, locate object, Tasha's hideous laughter, touch of idiocy, spider climb, fox's cunning*; 3rd level: *suggestion, arcane sight, clairaudience/clairvoyance, dispel magic, lightning bolt*; 4th level: *stoneskin, charm monster, confusion, lesser geas, locate creature*; 5th level: *dominate person, prying eyes, feblemind*

Spells per day: 4 0 level, 6+s 1st level, 5+s 2nd level, 4+s 3rd level, 4+s 4th level, 3+s 5th level

Spell DC: 15 + spell level; Enchantment DC (x) + spell level

Prohibited Schools: Necromancy, Illusion

Possessions: 6 throwing rocks, +6 *belt of giant strength* (not worn), 4 *potions of cure serious wounds*, *potion of bear's strength*, spellbook, 100 gp pearl (material component for *identify*), ornate silver necklace worth 15,000 gp, and *Oðinn's Staff* (see sidebar).

THE CITY OF THRYMHEIM

Any characters expecting a sprawling metropolis will certainly be disappointed! Thrymheim is a grim city of large, strange, mound-like stone houses and a single great hall in the centre. Again fire is in evidence, which may surprise the characters, but King Thrym is beginning to forge weapons of war in a great many workshops throughout the city. His many troll subjects also use fire, propping up their stone houses on pillars to let the smoke escape. Thrymheim is built on the last bit of tundra beneath a vast glacier, and is a barren and ugly place indeed.

Oðinn's Staff (major artefact)

This weapon resembles an iron quarterstaff of suitable size for a human, but does damage as though it were a Huge greatclub (3d8). It can be wielded by any character whose Strength is at least 22 and who is proficient with either the quarterstaff or the greatclub. Oðinn's Staff acts as a +3 weapon, but against any giant type creature it is +5 and deals +3d8 bonus damage as though it were a bane weapon. Furthermore, on any critical hit against a giant type creature, Oðinn's staff also shatters at least one bone, dealing 1d6 damage to Strength and Dexterity in addition to the usual effects of the critical hit. Oðinn's staff may be wielded only by non-evil humans. Any other race or alignment that attempts to wield the staff will be unable to so much as lift it, let alone fight with it.

The characters can walk right up to the hall unmolested, so long as they themselves do not attack. The trolls, frost giants and rime giants who live here will observe them with a faint morbid interest, but they will not even be challenged until they reach the front doors of the great hall.

THE GREAT HALL

The great hall is constructed of solid ice, sculpted with *control ice*. Its outer walls are some 10 feet thick, and its inner walls 3 feet thick.

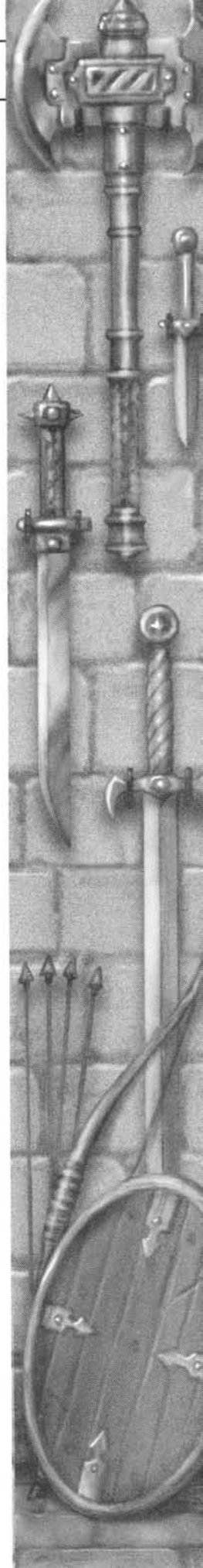
Just outside the great hall, in the areas marked (a), are two large piles of throwing rocks, each with a rime giant guard (see below) sitting atop it drinking ale. One of them will look up and ask the party their business. So long as they do not act in a blatantly stupid manner, the characters should be able to convince the guards to let them in. In fact, even if they say, 'We're here to rescue the princess,' it is likely that these two jaded guards, amused more than scared by these humans, will let them in.

1: Hall and Throne Room

The throne room is usually full of courtiers, with 4d10 trolls, 2d10 frost giants and 2d10 rime giants sitting around the floor here at any one time, often eating and drinking (see *Denizens of Thrymheim*, below). At night they will go to sleep here, too. King Thrym can be found at point (c), on his vast stone throne.

2: Prison

At present, this has been cleared of other prisoners and holds only the Princess Skadi. She is alone in this vast ice-walled room, with only the skeletons of a couple of former prisoners for company. Thrym ordered the few remaining prisoners executed so that Skadi could have her privacy.



The fortified ice door is locked with a DC 35 lock. Skadi is at present unharmed, but predictably is not looking forward to marrying Thrym.

Just outside the door, at point (b) in the corridor, is a lone guard. The guard will prevent anyone but Thrym from entering.

3: The Chamber of Gerda and Gilda

Gerda and Gilda are the two daughters of King Thrym, big, strapping giantesses, but extremely beautiful with it. Treat them as rime giant reavers (see Appendix II) except that their Charisma is 18 and they have a special attack due to their royal blood. This is the Kiss of Madness (see sidebar). Their room is not much more opulent than the rest of the hall, with a pair of vast wooden beds and generally wood furniture covered by the occasional rough woolly blanket. Around 2,500 gp in jewellery can be found hidden beneath the mattresses or worn by the two giantesses.

The Kiss of Madness

Any male humanoid who kisses either Gerda or Gilda must immediately attempt a Will saving throw (DC 16) or be affected as though by a feeblemind spell. This is a spell-like ability that can be used an unlimited number of times per day. If either giantess is able to grapple an opponent, she may kiss him as a standard action.

4: Guard Room

Two of Thrym's personal bodyguard of rime giants can be found here at any one time. They sleep here too, in draughty beds of ice-blocks.

5: King Thrym's Chambers

The king lives in similar squalor to the remainder of the city, with noxious smells rising from the heaps of rubbish and ordure around the room. He has a large, flat bed made from a single section of ash, said to be cut from the World-Tree itself.

6: Treasure Room

The treasure room contains an incredible hoard of gems, jewels, and objects of value as follows:

† 300 platinum pieces, 30,000 gold pieces, 50,000 silver pieces, and 100,000 copper pieces.

† 80 highly ornate tankards, chalices, plates, and bowls of ancient gold, each one worth on average 2,000 gp

and weighing 1 pound apiece.

† An ornate throne, suitable for a dwarf-sized ruler. This is carved from solid gold and inlaid with gems and platinum, for a total worth of 60,000 gp. However, it weighs around 800 pounds.

† A drinking horn made from some monstrously huge animal. The horn is highly polished, some 10 feet long, and finished with precious metals and jewels. It is worth 20,000 gp as a curiosity.

† Six double-bitted greataxes, three of which are Huge and three Gargantuan. These are masterwork weapons but are so richly decorated with gold, jade, sapphires and emeralds that they are worth 10,000 gp each.

This, however, is King Thrym's personal treasure, and it is all guarded by a variety of dreadful curses. Firstly, a magic mouth spell awaits, set to call out, Thieves! Thieves! if anyone but Thrym touches the hoard. The passageways between this treasure room and the throne-room are designed to be a cunning whispering-gallery, so that any sound here will also be heard in by Thrym's court. Theft of anything here will be regarded as the basest treachery and abuse of hospitality, bringing the entire court and most of the city down in anger upon the thieves.

Other than this, several of the most attractive items of treasure have their own individual curses. The throne affects any creature touching or sitting on it with a spell-like effect that is essentially a maximised, empowered chill touch (automatic 12 points of cold damage, DC 15 Fortitude save or take 1 point of Strength damage in addition). It can do this an unlimited number of times. This has no especial effect on its worth as an art object, though no king is going to want it for his throne unless he is immune to cold, of course.

Scattered at random among the tankards, chalices and other gold goods are ten torpid snakes, each hidden with a major image. Each snake is a Tiny viper as per Core Rulebook III, but with unusually deadly venom (DC 21 Fortitude save, 1d6 Strength primary damage, 2d6 Strength secondary damage). Anyone touching a snake thinking it is a piece of treasure will immediately rouse it and be attacked. A snake which has been picked up by someone who believes it to be treasure automatically gains surprise and has a +4 circumstance bonus to its attack roll.

The greataxes are all animated objects of the appropriate size (three Huge, three Gargantuan) as per Core Rulebook III, except that they add their masterwork bonuses and do their full weapon damage (3d6+7 and 4d6+10 respectively)

due to the fact they are designed as weapons rather than randomly animated objects. If anyone who is not a frost or rime giant picks one of these axes up, all six axes will immediately attack him, but otherwise they do nothing.

THE DENIZENS OF THRYMHEIM

Thrymheim is occupied predominantly by frost giants and trolls, with the few rime giants of the city being concentrated in the great hall.

Frost Giants

Most of the frost giants of Thrymheim are hunters (see Appendix II) who provide the city with much of its food, ranging all over the nearby tundra.

Rime Giant Guards

Treat as rime giant reavers, from Appendix II.

The Rimetrolls

The trolls that make up many of King Thrym's subjects are known as rimetrolls, though in fact they are of the standard troll species rather than a subrace. As they are not so resistant to the cold as are their giant masters, the rimetrolls keep warm by building fires in their strange, stony houses, despite the risks involved for a creature as stupid and vulnerable to fire as a troll. King Thrym is experimenting with having the trolls attempt to work in smithies to make weapons, but he is beginning to think he may have to stoop to recruiting some fire giants for the job instead.

Large Giant, Warrior 10; HD 16d8+96; Hp 168; Init +2 (Dex); Spd 30 ft.; AC 18 (-1 size, +2 Dex, +7 natural); Att 2 claws +20 melee, bite +15 melee; Dam Claw 1d6+7, bite 1d6+3; Space/Reach 2 sq./10 ft.; SA Rend 2d6+10; SQ Regeneration 5, scent, darkvision 90 ft.; SV Fort +18, Ref +7, Will +6; Str 25, Dex 14, Con 23, Int 6, Wis 9, Cha 6 Skills & Feats: Craft (weaponsmith) +2, Listen +5, Spot +5; : Craft (weaponsmith) +3, Listen +5, Spot +5; Alertness, Iron Will, Power Attack, Cleave, Great Cleave

King Thrym

If they arrive in his hall, Thrym will welcome the characters, particularly if they say they have come for the wedding festivities. He may well throw one or two playful rocks or spears at them even then, though, and act all hurt if they complain about him abusing his position as host after all, where he comes from, throwing, dodging and catching missiles is a game.

Thrym may appear a courteous host, but he will think nothing of poisoning the party food, egging on his daughters to give them riendly kisses, and generally attempting to kill them off by subtle means rather than getting into a stand-up fight with them. Any direct attempt to rescue the princess or steal his treasure will trigger an attack. He will warn the characters that we would regard such actions as a grave breach of his hospitality.

As usual for giants, Thrym can be gullible at times, despite his reasonably high Intelligence and Wisdom scores. ack the Giant-Killer style tricks have a fair chance of working on him.

Thrym

Gargantuan Giant (cold), 3rd level bard

Hit Dice: 33d8+297+3d6+27* (507 hp*)

Initiative: -1 (Dex)

Speed: 50 ft.

AC: 36 (-4 size, +1 Dex, +21 natural, +8 +4 chain shirt)

Attacks: +3 greataxe +42/+37/+32/+27 melee, or +2 spear +25/+20/+15/+10 ranged

Damage: +3 greataxe 4d8+27 + 3d10 icicles; +2 spear 2d8+18 + 3d10 icicles

Space/Reach: 20 ft. (4)/20 ft. (4)

Special Attacks: Rock Throwing, Spell-like Abilities, Icicles, Improved Control Ice, Spear Returning, Bardic Music (countersong, fascinate, inspire courage +1, inspire competence), Spells

Special Qualities: Rock Catching, Spear Catching, Cold Empathy, Cold Subtype, Bardic Knowledge, Candle Fate

Saves: Fort +28, Ref +17, Will +16

Abilities: Str 43, Dex 12, Con 28, Int 13, Wis 14, Cha 23

Skills: Bluff +9, Climb +19, Jump +20, Listen +12, Perform +17, Sense Motive +5, Spot +12

Feats: Weapon Focus (greataxe), Power Attack, Cleave, Knockback, Combat Reflexes, Lightning Reflexes, Persuasive

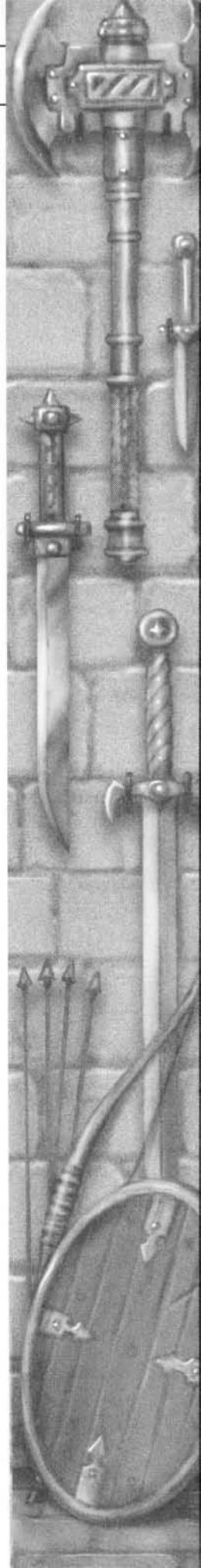
Challenge Rating: 36

Alignment: Chaotic evil

Spells Per Day: 3 0-level, 1 1st level.

Spells Known: 0-level: *ghost sound, lullaby, mage hand, prestidigitation, read magic, summon instrument*; 1st level: *charm person, disguise self, silent image*

Spell-Like Abilities: At will: chill touch, obscuring mist; 3/day: fog cloud, gust of wind, control weather; 1/day: ice storm, wall of ice. All only when below 40 degrees Fahrenheit, and as cast by an 18th-level sorcerer (save DC 16 + spell level).



Candle Fate

As hinted at in the Introduction, King Thrym's fate is tied to a candle stub which he carries about his person, inside a bag of holding. He can only be killed if the candle is burnt down, or otherwise destroyed by fire. If the bag of holding is ever destroyed, the candle will be lost, but not burnt, making Thrym essentially invulnerable this is the least desirable result for the characters, though Thrym does not know that will happen and so will make every effort to keep the bag of holding secure. In game terms, Thrym cannot be reduced below 1 hp by any means, though with subdual damage he could potentially be rendered unconscious. He automatically succeeds at any saving throws against any effects which would otherwise kill him outright, such as *slay living*. It is simply not his destiny to die until the candle has burnt down.

If ever the candle is completely consumed by fire, including simply being lit and burnt down, Thrym will die instantly with no saving throw. He will give out a gasp of mingled horror and relief, and finally expire.

If the characters are unfortunate enough to destroy the bag of holding without also destroying the candle by fire, they are in a right pickle! Killing Thrym is now impossible, though at the Games Master discretion a new quest to track down the candle, wherever it may have found itself in some bizarre, near-inaccessible extraplanar space, might be an interesting sidetrack. The other option is somehow defeating him without any kind of direct combat, which is still possible.

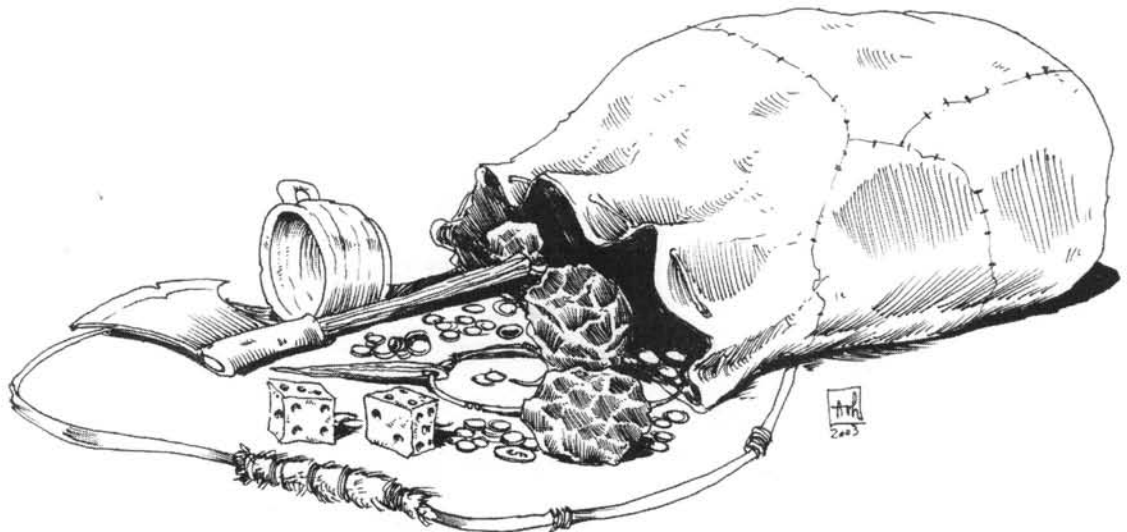
Possessions: +3 *greataxe*, pair of +2 *spears*, +4 *chain shirt*, 5 doses *Lich Dust*, 2 doses *Dark Reaper Powder*.

have made a permanent enemy too. On the other hand, if they killed him it is likely that his kingdom will die with him though his daughters, if still alive, could prove foes of considerable power at a later date.

CONCLUDING THE ADVENTURE

If the characters can somehow rescue Skadi, they will not only earn the gratitude of herself and her father, but also that of the gods. If Thrym is still alive, though, they will

Note that if they acquired Thrym loot, getting it back to civilisation will be a long and arduous task, not helped by the bitter cold winds and the tendency of pack animals and hirelings alike to die of exposure. There is the small matter of the various curses too the party will need to stock up on dispel magics if the treasure is to be moved safely.



I had faced hill giants before, you understand. Overgrown ogres, basically, was how I thought of them. Big and scary, sure, but so long as you go in hard and fast with a mix of swords and spells, don't give them time to chuck any rocks or hit anybody, they're really not a problem. You just need to hurt them enough to take them out of the fight before they can hurt you, and they're so slow and so stupid you can often surprise them and have plenty of time for your fighters to get half-a-dozen telling blows in, and the likes of me to loose off a few *flame strikes* or whatever, before they bring that great ponderous club into action.

So, when you came up and talked us me about taking down some giants for your dwarf clan, I thought, no problem. I did wonder why you didn't go for the giants yourselves – you dwarfs are tough little fighters yourselves, of course – but I didn't ask you. After all, a job is a job. You were offering good money, too – a payment up-front and we would get to keep the giants' treasure, which is always worth it in itself. You said you just wanted them off this mountain because your clan had discovered somehow there was some decent mineral wealth under it, and you figured it would make a good place for a new mine.

It was me in the end who convinced the others to go for it. Liralee, worrying as usual, was trying to work out how dangerous this job was going to be.

'What do these giants look like, then?' she asked you.

'We haven't seen them up close. They look to be huge, though, far larger than us, with brown skin and dark hair. Whenever there are thunderstorms over Stormy Mountain, the giants come out, throwing lightning bolts at each other from the outlying peaks. You can hear them laughing to each other as they do, and roaring challenges, that kind of thing.'

I have to admit I raised my eyebrows at the 'throwing lightning bolts at each other' bit. I've certainly seen hill giants with brown skin and dark hair – hell, they could even just be ogres, for all a dwarf would know, even an ogre would look huge to you lot – but the rest just sounded like a myth. In fact, it sounded like a typical bit of legend that would spring up around a mountain with giants on it. Of course the thundering is them roaring, because primitive tribal legends work like that – even, I assumed, in a practical folk like dwarves.

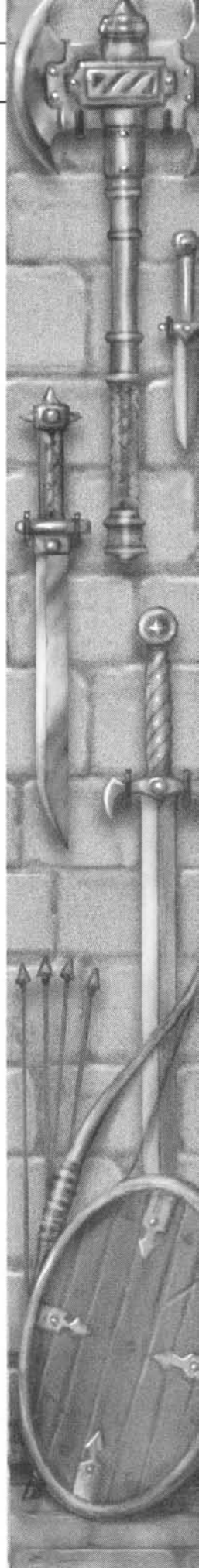
'We'll do it. We set out tomorrow morning,' I told him. Liralee shot me a look but she didn't say anything till you had given us the money and gone. We argued about it for a while, but I could tell she wasn't convinced about the myth idea, and neither was Jeck.

'How much tougher can they be?' I said, 'Anyway, we've taken the money now – we have to do the job, or we risk a bad reputation.'

They grumbled some more, and Liralee even muttered something about how I wasn't the party leader and we were supposed to be equal partners in this, but I could see I had them convinced.

Anyway, it turns out I was wrong. We got up there and I couldn't believe my luck – it was stormy, just as I'd anticipated, so I hit them with a *call lightning* first. They laughed at it, and it really did sound like the thunder of the storm. It was about this time that I noticed their hair and skin was more purple than brown, and realised that maybe these weren't hill giants after all.

The rest of the group are dead. The storm giant king, after he took my spell components and staff off me, explained that although his people have no quarrel with outsiders and would never go hunting humans or other sentients, they do regard defeated enemies as fair game for the cooking pot, and, after all, we did attack them, as he pointed out. So Liralee and Jeck and Parvan are boiling away, but they're going to fatten me up first. The only spell I can cast without my pouch is *animal messenger*, so I've called a pigeon to take this scroll. I'm sending it back to the city, to the inn we were staying at. Whoever gets it, please take it to Darin the dwarf, room 7. Darin, if you ever get this, I need a rescue! I don't have your gold anymore, the storm giant king took it – but I will be in your debt for the rest of my life if you can get me out of this, somehow.



APPENDIX I: GIANT NAMES

To assist the Games Master with composing giant encounters on the fly, this section is a list of suitable giant names. The hill giant, mountain giant, fomorian and land giant names are drawn predominantly from European folklore and Celtic mythology, the frost, fire, sea and rime giants from Norse mythology, and the anakim and nephilim from Judaeo-Christian and Babylonian mythology. No particular names are given for stone, cloud, or storm giants as these have no mythical antecedents – however, either the hill giant or fire giant list works perfectly well for these giants, at the Games Master's discretion.

HILL GIANT, MOUNTAIN GIANT, FOMORIAN AND LAND GIANT NAMES

Male Names

Albion
Balor
Benlli
Blunderbore
Bolster
Cenchos
Colbrand
Conann
Cormilian
Cormoran
Cucullin
Emrys
Fingal
Finn
Galligantus
Gogmagog
Hogaraich
Machkan
Morc
Rebecks
Tom Hickathrift
Wrath
Yspathaden

Female Names

Badb
Bebhionn
Eriu
Long Meg

FROST, FIRE, SEA AND RIME GIANTS

Male Names

Baugi
Bergelmir
Geirrod
Gilling
Grendel
Hrungnir
Hrym
Hymir
Skrymir
Surtur
Suttung
Thiassi
Thrym
Utgardloki

Female Names

Angrboda
Bestla
Gerda
Gialp
Greip
Grid
Gunnlod
Hyndla
Jarnsaxa
Skadi

ANAKIM AND NEPHILIM

Male Names

Acmon
Ahiman
Arioch
Gabbaras
Goliath
Gomer
Horim
Ishbi-Benob
Lahmi
Magog
Og
Rapha
Shamhazai
Sheshai
Sihon
Sippai
Talmal

APPENDIX II: GIANT QUICK REFERENCE

Due to the large number of giant races and the limited space available, giant statistics for average members of each race are not provided. These can be found either in the Giant Races chapter of this book, or in *Core Rulebook III*.

All giants in this appendix are expert rock throwers, with the following special attack and special quality.

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 up to 5 range increments. The size of the range increment varies with the giants variety. A Huge giant can hurl rocks of 60 to 80 pounds. A Gargantuan giant can hurl rocks of 100 to 200 pounds, and a Colossal giant can hurl rocks of 300 pounds or more.

Rock Catching (Ex): A giant of at least Large size can catch most giant-hurled rocks (or projectiles of similar shape) thrown by giants or other creatures of up to one size category larger than the giant. Once per round, a giant that would normally be hit by a rock can catch it as a free action. The giant must be aware of the attack.

Anakim Chief

Large Giant, 4th level barbarian

Hit Dice: 10d8+10+4d12+4 (90 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 40 ft. (chainmail); base 50 ft.

AC: 22 (-1 size, +2 Dex, +6 natural, +5 chainmail)

Attacks: Falchion +15/+10/+5 melee; or mighty composite longbow (+5) +13/+8/+3 ranged; or rock +14/+9/+4 ranged

Damage: Falchion 2d6+7; mighty composite longbow 2d6+5; rock 2d6+5

Space/Reach: 10 ft. (2)/10 ft. (2)

Special Attacks: Rock Throwing, Rage 2/day

Special Qualities: Rock Catching, Desert Adaptation, Uncanny Dodge, Trap Sense +1

Saves: Fort +12, Ref +7, Will +6

Abilities: Str 21, Dex 16, Con 13, Int 9, Wis 15, Cha 12

Skills: Climb +6, Craft (weaponsmithing) +6, Jump +5, Spot +9

Feats: Improved Initiative, Point Blank Shot, Power Attack, Leadership

Challenge Rating: 9

Treasure: Standard

Alignment: Neutral evil

Anakim Wise-Woman

Large Giant, 3rd level adept

Hit Dice: 10d8+10+3d6+3 (68 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft. (chainmail); base 40 ft.

AC: 22 (-1 size, +2 Dex, +6 natural, +5 chainmail)

Attacks: Scimitar +12/+7 melee; or mighty composite longbow (+5) +10/+5 ranged; or rock +11/+6 ranged

Damage: Scimitar 1d8+5; mighty composite longbow



GIANT QUICK REFERENCE

2d6+5; rock 2d6+5

Space/Reach: 10 ft. (2)/10 ft. (2)

Special Attacks: Rock Throwing, Spells

Special Qualities: Rock Catching, Desert Adaptation

Saves: Fort +9, Ref +7, Will +8

Abilities: Str 21, Dex 16, Con 13, Int 9, Wis 15, Cha 12

Skills: Climb +3, Concentration +4, Jump +3, Scry +5, Spot +9

Feats: Improved Initiative, Point Blank Shot, Rapid Shot, Brew Potion

Challenge Rating: 7

Treasure: Standard

Alignment: Neutral evil

Spells: 0 level: *cure minor wounds* x2, *guidance*; 1st level: *bless*, *cause fear*

Potions: *Cure light wounds* x3

Cloud Giant Raider Chieftain

Huge Giant (Air), 7th level fighter/4th level rogue

Hit Dice: 17d8+102 +7d10+42 +4d6+24 (213 hp)

Initiative: +2 (Dex)

Speed: 50 ft.

AC: 28 (-2 size, +2 Dex, +12 natural, +4 chain shirt, +2 large wooden shield)

Attacks: Bastard sword +33/+28/+23/+18 melee; or rock +23/+18/+13/+8 ranged

Damage: Bastard sword 4d6+20; or rock 2d8+12

Space/Reach: 15 ft. (3)/15 ft. (3)

Special Attacks: Rock Throwing, Sneak Attack +2d6

Special Qualities: Rock Catching, Scent, Trapfinding, Evasion, Uncanny Dodge, Trap Sense +1

Saves: Fort +22, Ref +13, Will +9

Abilities: Str 35, Dex 14, Con 23, Int 13, Wis 12, Cha 13

Skills: Climb +20, Handle Animal +8, Intimidate +14, Jump +20, Listen +10, Move Silently +11, Spot +10, Tumble +17

Feats: Alertness, Cleave, Great Cleave, Power Attack, Dodge, Mobility, Spring Attack, Combat Expertise, Whirlwind Attack, Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword), Weapon Specialization (Bastard Sword)

Challenge Rating: 22

Treasure: Standard coins; double goods; standard items

Alignment: Neutral evil

Cloud Giant Trader

Huge Giant (Air), 3rd level bard

Hit Dice: 17d8+85+3d6+15 (190 hp)

Initiative: +1 (Dex)

Speed: 50 ft.

AC: 25 (-2 size, +1 Dex, +12 natural, +4 chain shirt)

Attacks: Longsword +24/+19/+14 melee; or rock +14/+9/+4 ranged

Damage: Long sword 4d6+18; or rock 2d8+12

Space/Reach: 15 ft. (3)/15 ft. (3)



Special Attacks: Rock Throwing, Spell-Like Abilities, Spells, Fascinate

Special Qualities: Rock Catching, Scent, Bardic Knowledge, Countersong, Inspire Courage, Inspire Competence

Saves: Fort +16, Ref +9, Will +9

Abilities: Str 34, Dex 13, Con 21, Int 12, Wis 12, Cha 17

Skills: : Appraise +5, Climb +14, Diplomacy +7, Jump +14, Listen +10, Perform +7, Sense Motive +4, Spot +10

Feats: Alertness, Cleave, Great Cleave, Power Attack, Negotiator

Challenge Rating: 14

Treasure: Standard coins; double goods; standard items

Alignment: Neutral good

Spell-Like Abilities: As the spells cast by a 15th-level sorcerer: 3/day-levitate (self plus 2,000 pounds) and obscuring mist; 1/day-fog cloud.

Spells Known: Detect magic, know direction, mage hand, mending, open/close, summon instrument, charm person, identify, unseen servant

Spells Per Day: 3 0 level, 2 1st level, (DC: 13 + spell level)

Fire Giant General

Large Giant (Fire), 10th level fighter

Hit Dice: 15d8+75+10d10+50 (247 hp)

Initiative: -1 (Dex)

Speed: 30 ft. (chainmail); base 40 ft.

AC: 21 (-1 size, -1 Dex, +8 natural, +5 chainmail)

Attacks: Halberd +33/+28/+23/+18 melee; or rock +20/+15/+10/+5

Damage: Halberd 2d8+20; or rock 2d6+11 and 2d6 fire

Space/Reach: 20 ft. (2)/20 ft. (2)

Special Attacks: Rock throwing

Special Qualities: Rock catching, fire subtype

Saves: Fort +21, Ref +9, Will +8

Abilities: Str 33, Dex 9, Con 21, Int 10, Wis 10, Cha 11

Skills: Climb +12, Jump +11, Knowledge (military) +10, Spot +9

Feats: Cleave, Great Cleave, Sunder, Power Attack, Lightning Reflexes, Weapon Focus

(halberd), Greater Weapon Focus (halberd), Weapon Specialisation (halberd), Greater Weapon Specialization (halberd), Improved Critical (halberd), Leadership, Improved Bull Rush, Skill Focus (Knowledge, military)

Challenge Rating: 20

Treasure: Standard

Alignment: Lawful evil

Fire Giant Slayer

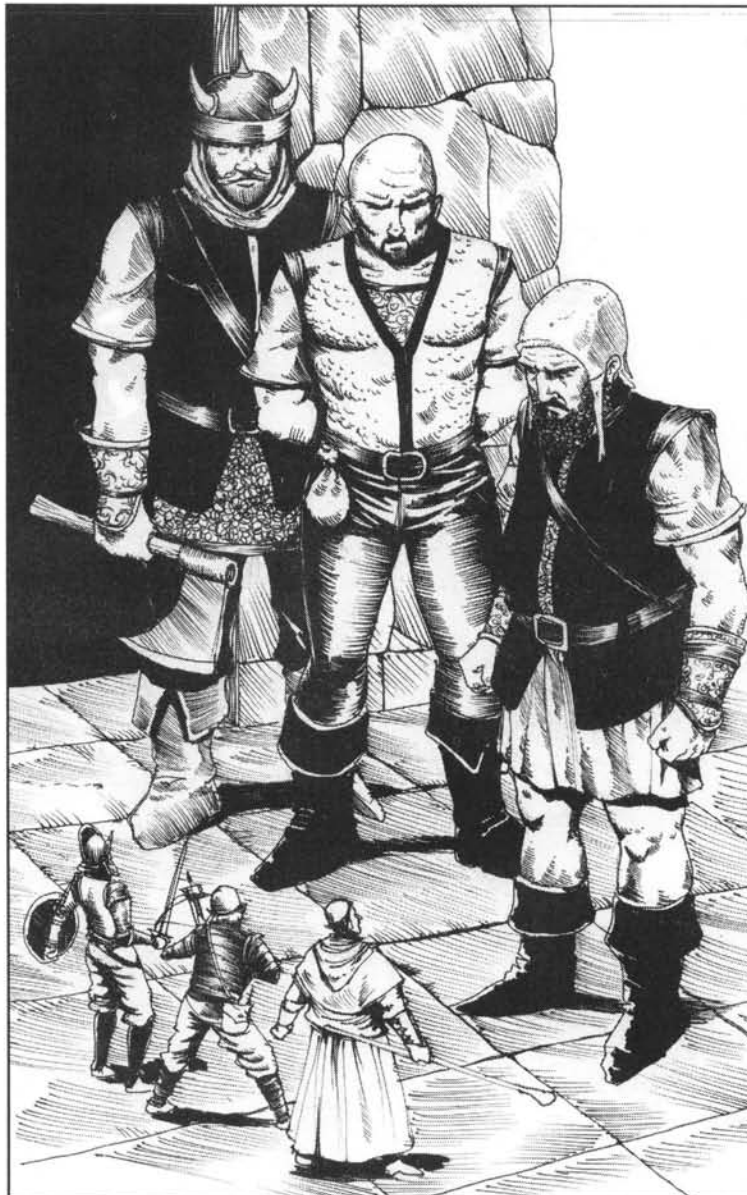
Large Giant (Fire), 6th level sorcerer

Hit Dice: 15d8+75+6d4+30 (187 hp)

Initiative: -1 (Dex)

Speed: 40 ft.

AC: 16 (-1 size, -1 Dex, +8 natural)



GIANT QUICK REFERENCE

Attacks: Greatsword +23/+18/+13 melee, or whip +23/+18/+13 melee; or rock +13/+8/+3

Damage: Greatsword 3d6+15, or whip 1d4+15; or rock 2d6+10 and 2d6 fire

Space/Reach: 10 ft. (2)/10 ft. (2)

Special Attacks: Rock throwing, spells

Special Qualities: Rock catching, fire subtype

Saves: Fort +16, Ref +6, Will +9

Abilities: Str 31, Dex 9, Con 21, Int 8, Wis 9, Cha 15

Skills: Climb +16, Jump +16, Spellcraft +5, Spot +5

Feats: Cleave, Great Cleave, Power Attack, Sunder, Exotic Weapon Proficiency (whip), Craft Magic Arms and Armour

Challenge Rating: 16

Treasure: Standard

Alignment: Lawful evil

Spells Known: 0-level: resistance, acid splash, read magic, flare, message, ray of frost, arcane mark; 1st level: endure elements, animate rope, colour spray, sleep; 2nd level: spider climb, resist energy; 3rd level: lightning bolt

Spells Per Day: 6 0 level, 7 1st level, 6 2nd level, 3 3rd level; DC 12 + spell level.

Fomorian King

Huge Giant, 12th level barbarian (Giant King)

Hit Dice: 12d8+48+12d12+48 (237 hp)

Initiative: -1 (Dex)

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

AC: 24 (-2 size, -1 Dex, +11 natural, +2 large wooden shield, +4 thick hide)

Attacks: Greatsword +30/+25/+20/+15, or thrown javelin +18/+13/+8/+3, or thrown rock +19/+14/+9/+4

Damage: Greatsword 4d6+15, or thrown javelin 2d6+10, or thrown rock 2d6+10

Space/Reach: 15 ft. (3)/15 ft. (3)

Special Attacks: Rock Throwing, Spell-Like Ability, Acid Ray Attack 6d6 (4/day)

Special Qualities: Rock Catching

Saves: Fort +21, Ref +10, Will +8

Abilities: Str 31, Dex 8, Con 19, Int 10, Wis 9, Cha 13

Skills: Balance +7, Intimidate +17, Listen +15, Profession (sailor) +10, Spot +11*, Use Rope +9

Feats: Power Attack, Cleave, Great Cleave, Combat Reflexes, Weapon Focus (greatsword), Improved Bull Rush, Leadership, Lightning Reflexes

Climate/Terrain: Any temperate

Challenge Rating: 19

Treasure: Special

Alignment: Neutral evil

Spell-Like Ability: 1/day: *ice storm* as cast by a 12th-level sorcerer

Fomorian Raider

Large Giant, 1st level warrior

Hit Dice: 8d8+16+1d8+2 (58 hp)

Initiative: -3 (Dex)

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

AC: 15 (-1 size, -3 Dex, +3 natural, +2 large wooden shield, +4 thick hide)

Attacks: Shortspear +11/+6, or thrown shortspear +3, or thrown rock +4

Damage: Shortspear 1d8+5, or thrown shortspear 1d8+5, or thrown rock 1d8+5

Space/Reach: 10 ft. (2)/10 ft. (2)



Special Attacks: Rock Throwing, Spell-Like Ability

Special Qualities: Rock Catching

Saves: Fort +10, Ref -1, Will -1

Abilities: Str 20, Dex 4, Con 15, Int 8, Wis 5, Cha 9

Skills: Balance +7, Profession (sailor) +7, Spot +2*, Use Rope +7

Feats: Power Attack, Cleave, Bull Rush

Climate/Terrain: Any temperate

Challenge Rating: 4

Treasure: Special

Alignment: Lawful evil

Frost Giant Jarl

Large Giant (Cold), 6th level cleric/4th level fighter

Hit Dice: 14d8+56+6d8+24+4d10+16 (208 hp)

Initiative: +3 (-1 Dex, +4 Improved Initiative)

Speed: 30 ft. (platemail), base 40 ft.

AC: 25 (-1 size, -1 Dex, +9 natural, +8 platemail)

Attacks: Greataxe +27/+22/+17/+12 melee; or rock +17/+12/+7/+2 ranged

Damage: Greataxe 2d8+15; or rock 2d6+9

Space/Reach: 10 ft. (2)/10 ft. (2)

Special Attacks: Rock Throwing, Spells, Turning, Smite

Special Qualities: Rock Catching, Cold Subtype

Saves: Fort +23, Ref +6, Will +10

Abilities: Str 29, Dex 9, Con 18, Int 10, Wis 15, Cha 11

Skills: Climb +9, Concentration +14, Intimidate +5,

Jump +9, Spot +8

Feats: Cleave, Great Cleave, Power Attack, Sunder, Spell Focus (Conjuration), Augment Summoning, Weapon Focus (greataxe), Weapon Specialisation (greataxe), Combat Casting, Improved Initiative, Improved Critical (greataxe)

Challenge Rating: 19

Treasure: Standard

Alignment: Chaotic evil

Spells (Destruction and War domains): 0 level: detect magic, resistance, virtue x3; 1st level: magic weapon, divine favour, summon monster I x2; 2nd level: bull's strength, hold person, summon monster II, shatter; 3rd level: magic vestment, summon monster III, protection from energy

Frost Giant Hunter

Large Giant (Cold), 2nd level ranger

Hit Dice: 14d8+70+2d8+10 (152 hp)

Initiative: -1 (Dex)

Speed: 40 ft.

AC: 22 (-1 size, +9 natural, +4 chain shirt)

Attacks: Longspear +20/+15/+10 melee; or mighty composite longbow (+5) +11/+6/+1 ranged

Damage: Longspear 2d6+13; or mighty composite longbow 2d6+5

Space/Reach: 20 ft. (2)/20 ft. (2)

Special Attacks: Rock Throwing, Wild Empathy, Favoured Enemy (animal +2)

Special Qualities: Rock Catching, Cold Subtype

Saves: Fort +17, Ref +4, Will +4

Abilities: Str 29, Dex 11, Con 21, Int 10, Wis 10, Cha 11

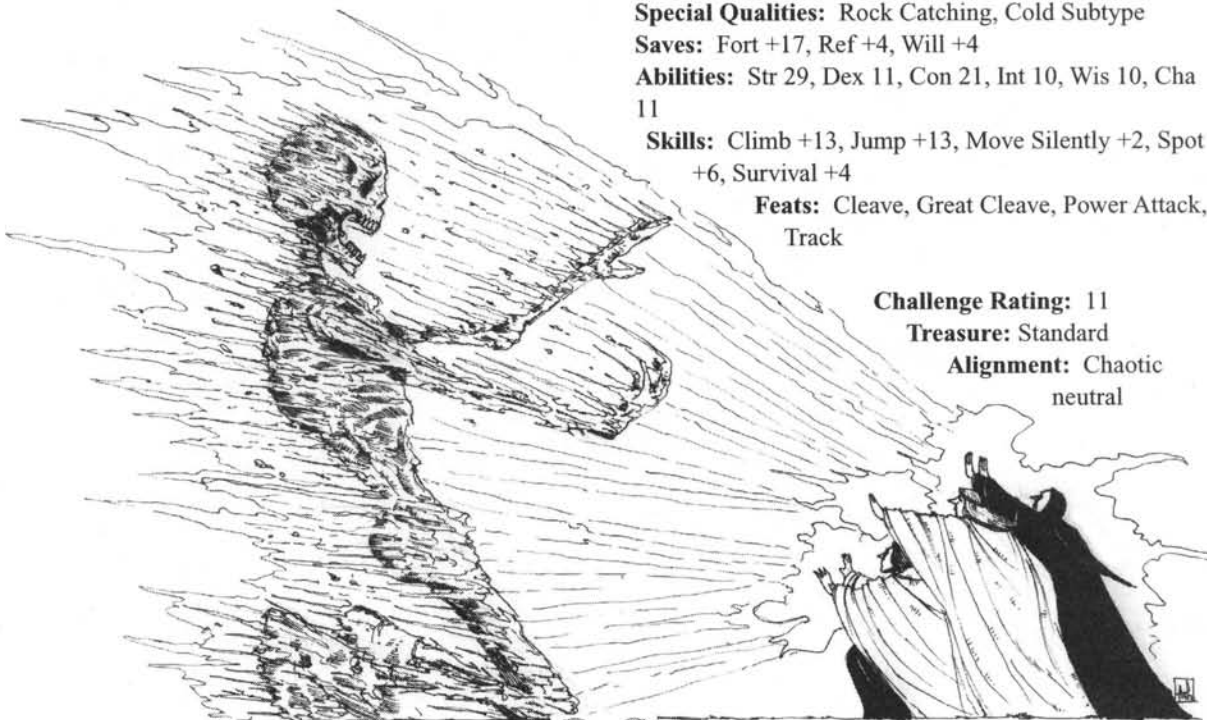
Skills: Climb +13, Jump +13, Move Silently +2, Spot +6, Survival +4

Feats: Cleave, Great Cleave, Power Attack, Track

Challenge Rating: 11

Treasure: Standard

Alignment: Chaotic neutral



Hill Giant Patriarch

Large Giant, 2nd level barbarian

Hit Dice: 12d8+48+2d12+8 (123 hp)

Initiative: -1 (Dex)

Speed: 40 ft.

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

Attacks: Greatclub +18/+13/+8 melee; or rock +10/+5/+0 ranged

Damage: Greatclub 2d6+10; or rock 2d6+7

Space/Reach: 10 ft. (2)/10 ft. (2)

Special Attacks: Rock Throwing, Rage

Special Qualities: Rock Catching, Uncanny Dodge

Saves: Fort +15, Ref +3, Will +4

Abilities: Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 17

Skills: Climb +9, Jump +9, Listen +4, Spot +4

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

Challenge Rating: 9

Treasure: Standard

Alignment: Chaotic evil

Hill Giant Adolescent

Medium-Size Giant

Hit Dice: 8d8+16 (52 hp)

Initiative: -1 (Dex)

Speed: 30 ft.

AC: 19 (-1 Dex, +7 natural, +3 hide)

Attacks: Greatclub +11/+6 melee; or rock +6/+1 ranged

Damage: Greatclub 1d10+7; or rock 1d8+5

Space/Reach: 10 ft. (2)/10 ft. (2)

Special Attacks: Rock Throwing

Special Qualities: Rock Catching

Saves: Fort +8, Ref +1, Will +2

Abilities: Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 17

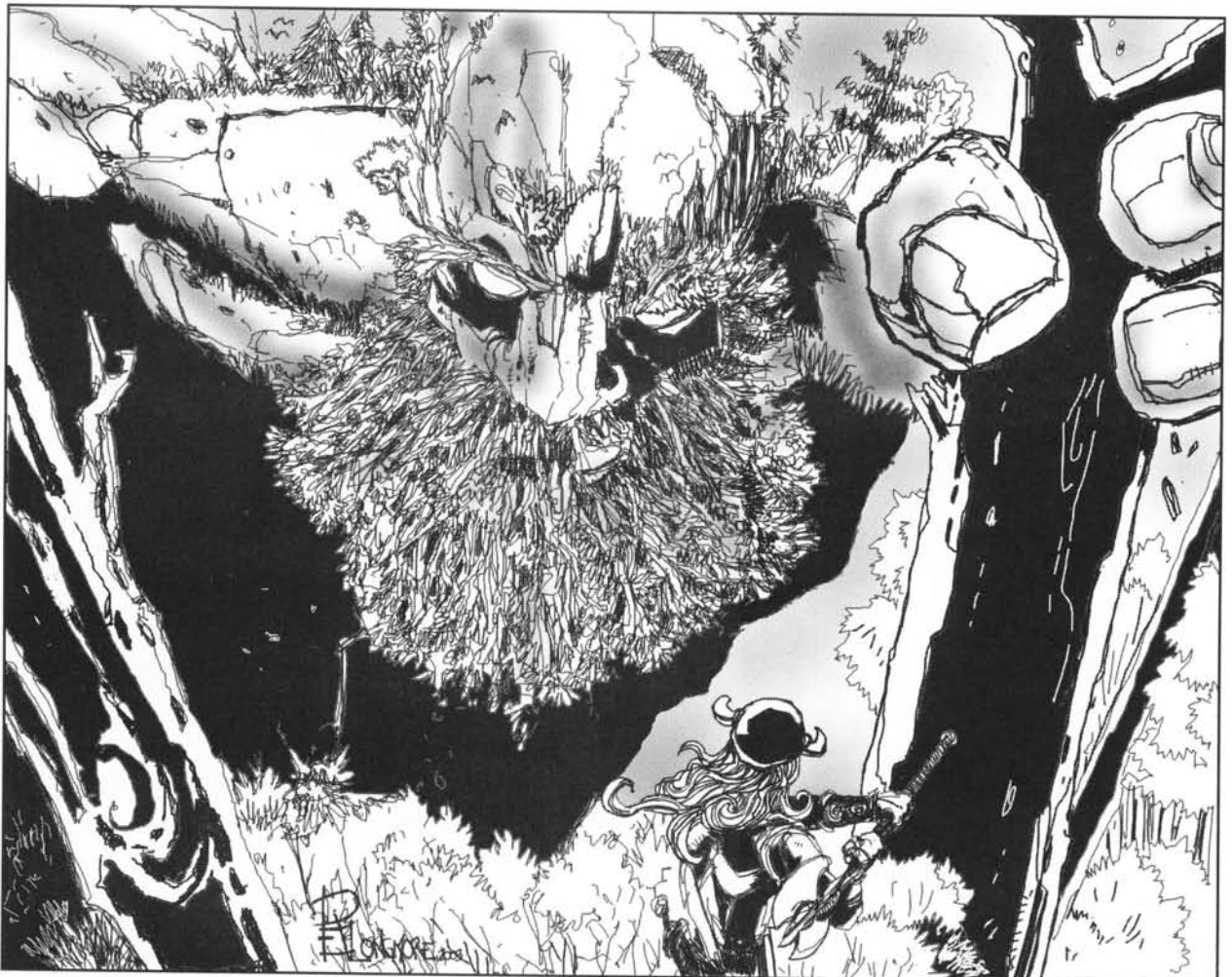
Skills: Climb +6, Jump +6, Spot +3

Feats: Cleave, Power Attack

Challenge Rating: 4

Treasure: Standard

Alignment: Chaotic evil



Mountain Giant Bandit

Huge Giant, 1st level rogue

Hit Dice: 25d8+175+1d6+7 (297 hp)

Initiative: -1 (Dex)

Speed: 40 ft. (hide), base 50 ft.

AC: 26 (-2 size, -1 Dex, +15 natural, +4 thick hide)

Attacks: Greatclub +31/+26/+21/+16; or rock +16/+11/+6/+1

Damage: Greatclub 2d8+22; rock 3d8+15

Space/Reach: 15 ft. (3)/15 ft. (3)

Special Attacks: Rock Throwing, Sneak Attack +1d6, Trapping

Special Qualities: Rock Catching

Saves: Fort +21, Ref +9, Will +6

Abilities: Str 40, Dex 8, Con 25, Int 5, Wis 6, Cha 13

Skills: Climb +19, Jump +15, Move Silently +4, Spot +8

Feats: Power Attack, Cleave, Great Cleave, Sunder, Combat Reflexes, Alertness, Bull Rush

Climate/Terrain: Any mountains and underground

Challenge Rating: 22

Treasure: Standard

Alignment: Chaotic evil

Mountain Giant Thug

Huge Giant, 3rd level warrior, 2nd level barbarian

Hit Dice: 25d8+175+3d8+21+2d12+17 (352 hp)

Initiative: -2 (Dex)

Speed: 50 ft. (chainmail), base 60 ft.

AC: 26 (-2 size, -2 Dex, +15 natural, +5 chainmail)

Attacks: Greatclub +38/+33/+28/+23; or rock +20/15/+10/+5

Damage: Greatclub 2d8+25; rock 3d8+17

Space/Reach: 15 ft. (3)/15 ft. (3)

Special Attacks: Rock Throwing, Rage

Special Qualities: Rock Catching, Uncanny Dodge

Saves: Fort +27, Ref +7, Will +7

Abilities: Str 44, Dex 6, Con 25, Int 5, Wis 6, Cha 13

Skills: Climb +20, Intimidate +7, Jump +18, Listen +0, Spot +10

Feats: Power Attack, Cleave, Great Cleave, Sunder, Combat Reflexes, Alertness, Skill Focus (Intimidate), Bull Rush, Toughness

Climate/Terrain: Any mountains and underground

Challenge Rating: 25

Treasure: Standard

Alignment: Chaotic evil

Nephilim Hero

Large Giant, 10th level fighter

Hit Dice: 8d8+24+10d10+30 (145 hp)

Initiative: +9 (+5 Dex, +4 Improved Initiative)

Speed: 30 ft. (platemail), base 40 ft.

AC: 25 (-1 size, +1 Dex, +2 large wooden shield, +5 natural, +8 platemail)

Attacks: Longsword +18/+13/+8/+3 and spiked shield +14/+10/+6; or mighty composite longbow (+5) +20/+15/+10/+5

Damage: Longsword 2d6+5; spiked shield 1d8+2; mighty composite longbow 2d6+5

Space/Reach: 10 ft. (2)/10 ft. (2)

Special Attacks: Rock Throwing, Spell-Like Abilities

Special Qualities: Rock Catching

Saves: Fort +16, Ref +10, Will +7



Abilities: Str 21, Dex 20, Con 17, Int 15, Wis 14, Cha 17

Skills: Climb +17, Diplomacy +8, Jump +17, Listen +9, Spot +9

Feats: Combat Expertise, Dodge, Improved Disarm, Improved Feint, Improved Trip, Combat Reflexes, Improved Shield Bash, Two-Weapon Fighting, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting, Improved Initiative, Power Attack

Climate/Terrain: Any warm land and underground

Challenge Rating: 16

Treasure: No coins; double goods; double items

Alignment: Chaotic good

Spell-Like Abilities: As cast by a 10th level sorcerer (save DC 13 + spell level). 3/day: comprehend languages, charm person; 2/day: daze monster, eagle's splendour; 1/day: heroism, daylight.

Greater Nephilim King

Huge Outsider, Half-Fiend, 17th level cleric

Hit Dice: 12d8+72+17d8+102 (317 hp)

Initiative: +8 (Dex)

Speed: 30 ft. (platemail), base 40 ft.

AC: 33 (-2 size, +1 Dex, +2 large wooden shield, +14 natural, +8 platemail)

Attacks: Longsword +29/+24/+19/+14, bite +25, and claw +25; or mighty composite longbow (+5) +30/+25/+20/+15

Damage: Longsword 2d6+11; bite 2d6+5; Claw 2d8+5; mighty composite longbow 2d6+5

Space/Reach: 15 ft. (3)/15 ft. (3)

Special Attacks: Rock Throwing, Spell-Like Abilities, Spells, Turning, Death Touch

Special Qualities: Rock Catching, Darkvision, Half-Fiend Qualities and Immunities

Saves: Fort +24, Ref +21, Will +24

Abilities: Str 32, Dex 27, Con 23, Int 21, Wis 22, Cha 23

Skills: Bluff +24, Concentration +23, Diplomacy +21, Gather Information +21, Handle Animal +21, Intimidate +16, Knowledge (arcana) +22, Knowledge (history) +22, Knowledge (the planes) +22, Listen +21, Spellcraft +23, Spot +21, Tumble +23

Feats: Combat Expertise, Dodge, Spell Focus (necromancy), Leadership, Improved Critical (longsword), Improved Critical (bite), Improved Critical (claw), Improved Critical (composite longbow), Weapon Focus (longsword), Power Attack, Cleave, Great Cleave, Sunder, Bull Rush

Climate/Terrain: Any warm land and underground

Challenge Rating: 29

Treasure: No coins; double goods; double items

Alignment: Chaotic evil

Spell-Like Abilities: As cast by a 10th-level sorcerer (save DC 16 + spell level): 3/day: comprehend languages, charm person; 2/day: daze monster, eagle's splendour; 1/day: heroism, daylight. As cast by a 17th level cleric (save DC 16 + spell level): 3/day: darkness, poison, unholy aura; 1/day: desecrate, unholy blight, contagion, blasphemy, unhallow, horrid wilting, summon monster IX (fiends only).

Spells (Death and War domains): 0 level: Detect magic, detect poison, guidance, resistance, virtue x2; 1st level: cause fear, divine favour, entropic shield, shield of faith, obscuring mist, doom; 2nd level: spiritual weapon, bear's endurance, bull's strength, desecrate, owl's wisdom, silence; 3rd level: magic vestment, bestow curse, contagion, protection from energy, dispel magic, magic circle against good; 4th level: divine power, dismissal, imbue with spell ability, greater magic weapon, spell immunity, lesser planar ally; 5th level: slay living, greater command, flame strike, righteous might, spell resistance; 6th level: create undead, greater dispel magic, harm, mass bull's strength, mass bear's endurance; 7th level: destruction, repulsion, mass inflict serious wounds, blasphemy; 8th level: power word stun, greater planar ally, mass inflict critical wounds; 9th level: wail of the banshee, energy drain.

Note: should have: 0: 6; 1st: 7+1; 2nd: 7+1; 3rd: 6+1; 4th: 6+1; 5th: 5+1; 6th: 5+1; 7th: 3+1; 8th: 2+1; 9th: 1+1. Save DC: 16 + spell level.

Rime Giant Reaver

Huge Giant (cold), 2nd level barbarian

Hit Dice: 22d8+132+2d12+14 (258 hp)

Initiative: -1 (Dex)

Speed: 50 ft. (chainmail), base 60 ft.

AC: 27 (-2 size, -1 Dex, +13 natural, +7 heavy chainmail)

Attacks: Greataxe +29/+24/+19/+14; or ranged spear +15/+10/+5/+0

Damage: Greataxe 4d6+18 + icicles; spear 2d8+18 + icicles

Space/Reach: 15 ft. (3)/15 ft. (3)

Special Attacks: Rock Throwing, Spell-like Abilities, Icicles, Control Ice, Spear Returning, Rage 1/day

Special Qualities: Rock Catching, Spear Catching, Cold Empathy, Cold Subtype, Uncanny Dodge, Fast Movement

Saves: Fort +23, Ref +8, Will +8

Abilities: Str 35, Dex 8, Con 24, Int 13, Wis 12, Cha

Skills: Climb +14, Jump +14, Listen +16, Spot +11
Feats: Weapon Focus (greataxe), Power Attack, Cleave, Great Cleave, Combat Reflexes, Lightning Reflexes, Sunder

Challenge Rating: 21
Treasure: Standard
Alignment: Chaotic evil

Rime Giant Ice Magician

Huge Giant (cold), 8th level sorcerer

Hit Dice: 22d8+132 + 8d4+56 (329 hp)

Initiative: -1 (Dex)

Speed: 50 ft.

AC: 20 (-2 size, -1 Dex, +13 natural)

Attacks: Greataxe +31/+26/+21/+16; or ranged spear +17/+12/+7/+2

Damage: Greataxe 4d6+18 + icicles; spear 2d8+18 + icicles

Space/Reach: 15 ft. (3)/15 ft. (3)

Special Attacks: Rock Throwing, Spell-like Abilities, Icicles, Control Ice, Spear Returning, Spells

Special Qualities: Rock Catching, Spear Catching, Cold Empathy, Cold Subtype

Saves: Fort +22, Ref +10, Will +13

Abilities: Str 35, Dex 8, Con 24, Int 13, Wis 10, Cha 19

Skills: Climb +16, Concentration +19, Jump +15, Listen +11, Spellcraft +13, Spot +11

Feats: Weapon Focus (greataxe), Power Attack, Cleave, Great Cleave, Combat Reflexes, Lightning Reflexes, Quicken Spell, Empower Spell, Sunder

Challenge Rating: 27
Treasure: Standard
Alignment: Chaotic evil

Spell-Like Abilities: At will: chill touch, obscuring mist; 3/day: fog cloud, gust of wind; 1/day: ice storm, wall of ice, control weather. All only when below 40 degrees Fahrenheit, and as cast by a 12th level sorcerer (save DC 14 + spell level).

Spells Known: 0-level: resistance, detect magic, ghost sound, touch of fatigue, open/close, detect poison, read magic, ray of frost; 1st level: endure elements, magic missile, jump, chill touch, ray of enfeeblement; 2nd level: false life, shatter, resist energy; 3rd level: sleet storm, slow; 4th level: ice storm

Spells Per Day (Save DC: 14+ spell level): 6 0 level, 7 1st level, 7 2nd level, 6 3rd level, 4 4th level.

Sea Giant Guardian

Gargantuan Giant (aquatic), 6th level druid

Hit Dice: 32d8+32+6d8+6 (209 hp)

Initiative: -1 (Dex)

Speed: 40 ft., swim 60 ft.

AC: 26 (-4 size, -1 Dex, +15 natural, +6 conch-shell armour)

Attacks: Spear +44/+39/+34/+29; or ranged spear +24/+19/+14/+9

Damage: Spear 2d8+19, thrown spear 2d8+19

Space/Reach: 20 ft. (4)/ 20 ft. (4)

Special Attacks: Rock Throwing, Net Fighting, Siren Song (females only), Wild Shape 2/day

Special Qualities: Rock Catching, Wild Empathy, Animal Companion, Nature Sense, Woodland Stride, Trackless Step, Resist Nature's Lure

Saves: Fort +24, Ref +11, Will +17

Abilities: Str 48, Dex 8, Con 13, Int 11, Wis 15, Cha 12

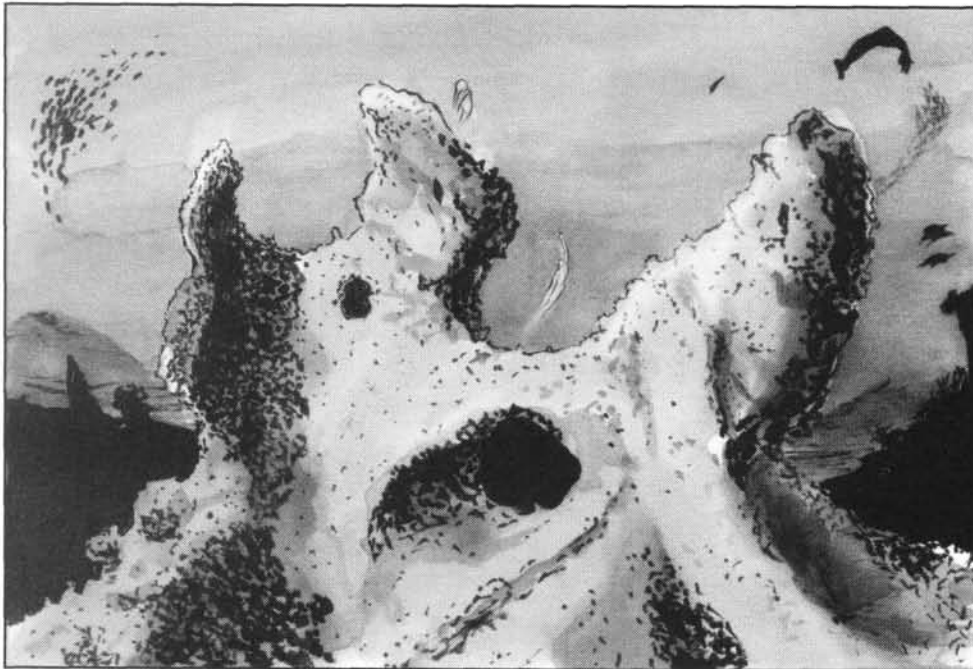
Skills: Climb +19, Concentration +3, Heal +8, Jump +19, Knowledge (Natura) +6, Listen +14, Move Silently +11, Spellcraft +2, Spot +14, Survival +10

Feats: Weapon Focus (spear), Point Blank Shot, Far Shot, Quick Draw, Brew Potion, Craft Wondrous Item, Self-Sufficient, Improved Critical (Spear), Power Attack

Challenge Rating: 21
Treasure: Standard
Alignment: Neutral

Spells: 0 level: flare, light, mending, guidance, detect magic; 1st level: charm animal, entangle, magic stone;





2nd level: barkskin, bull's strength, bear's endurance; 3rd level: plant growth, spike growth

Spells per day: Save DC 12+ spell level): 5 0 level, 4 1st level, 4 2nd level, 2 3rd level

Sea Giant Hunter

Gargantuan Giant (aquatic), 1st level ranger

Hit Dice: 32d8+32+1d8+1 (181 hp)

Initiative: -1 (Dex)

Speed: 40 ft., swim 60 ft.

AC: 26* (-4 size, -1 Dex, +15 natural, +6 conch-shell armour)

Attacks: Trident +41/+36/+31/+26; or ranged trident +21/+16/+11/+6; or trident +39/+34/+29/+24, and net +21/+16/+11; or ranged trident +21/+16/+11/+6, and net +21/+16/+11

Damage: Trident 4d6+19, thrown trident 4d6+19

Space/Reach: 20 ft. (4)/ 20 ft. (4)

Special Attacks: Rock Throwing, Net Fighting, Siren Song (females only)

Special Qualities: Rock Catching, Wild Empathy, Favoured Enemy +2 (animal)

Saves: Fort +21, Ref +9, Will +11

Abilities: Str 48, Dex 8, Con 13, Int 11, Wis 12, Cha 10

Skills: Climb +19, Jump +19, Listen +13*, Move Silently +11*, Spot +13*, Survival +5

Feats: Weapon Focus (trident), Point Blank Shot, Rapid Shot, Two-Weapon Fighting, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting, Quick Draw, Weapon Focus (net), Track

Challenge Rating: 16

Treasure: Standard

Alignment: Neutral

Stone Giant

Goatherd

Large Giant (Earth), 2nd level commoner

Hit Dice:

14d8+56+2d4+8 (132 hp)

Initiative: +2 (Dex)

Speed: 40 ft.

AC: 25 (-1 size, +2 Dex, +11 natural, +3 hide)

Attacks: Greatclub +18/+13/+8 melee; or rock +13/+8/+3 ranged

Damage: Greatclub 2d6+12; or rock 2d8+8

Space/Reach: 10 ft. (2)/10 ft. (2)

Special Attacks: Rock Throwing, Hide Bonus

Special Qualities: Rock Catching

Save: Fort +13, Ref +6, Will +4

Abilities: Str 27, Dex 15, Con 19, Int 10, Wis 10, Cha 11

Skills: Climb +10, Handle Animal +4, Hide +0*, Jump +10, Spot +3

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

Challenge Rating: 9

Treasure: Standard

Alignment: Neutral

Stone Giant Elder

Large Giant (Earth), 5th level sorcerer

Hit Dice: 14d8+42+5d4+15 (134)

Initiative: +2 (Dex)

Speed: 50 ft.

AC: 22 (-1 size, +2 Dex, +11 natural)

Attacks: Greatclub +18/+13/+8 melee; or rock +14/+9/+4 ranged

Damage: Greatclub 2d6+10 or rock 2d8+7

Space/Reach: 10 ft. (2)/10 ft. (2)

Special Attacks: Rock Throwing, Hide bonus, Spells, Spell-Like Abilities

Special Qualities: Rock Catching

Save: Fort +13, Ref +7, Will +8

Abilities: Str 25, Dex 15, Con 17, Int 10, Wis 10, Cha 16



Skills: Climb +10, Concentration +8, Hide +0*, Jump +10, Spellcraft +5, Spot +3

Feats: Combat Reflexes, Point Blank Shot, Power Attack, Precise Shot, Spell Focus (Enchantment), Cleave

Challenge Rating: 13

Treasure: Standard

Alignment: Neutral

Spells Known: Daze, mending, resistance, mage hand, flare, message, charm person, expeditious retreat, spider climb, magic weapon, Hideous laughter, eagle's splendour

Spells Per Day: 6 x 0 level, 6 x 1st level, 4 x 2nd level

Spell-Like Abilities: 1/day: stone shape, stone tell, and either transmute rock to mud or transmute mud to rock, all as a 10th level sorcerer.

Storm Giant Gardener

Huge Giant (Electricity), 2nd level ranger, 2nd level commoner

Hit Dice: 19d8+114+2d8+12+2d4+12 (237 hp)

Initiative: +2 (Dex)

Speed: 50 ft., swim 40 ft.

AC: 25(-2 size, +2 Dex, +12 natural, +2 leather

armour, +1 buckler)

Attacks: Longsword +29/+24/+19/+14 melee; or mighty composite longbow (+14) +17/+12/+7/+2 ranged

Damage: Longsword 2d8+14; or mighty composite longbow 2d8+14

Space/Reach: 15 ft. (3)/15 ft. (3)

Special Attacks: Spell-Like Abilities

Special Qualities: Electricity Immunity, Rock Catching, Freedom of Movement, Water Breathing, Wild Empathy, Favoured Enemy +2 (humanoid gnoll)

Saves: Fort +20, Ref +8, Will +9

Abilities: Str 39, Dex 14, Con 23, Int 16, Wis 17, Cha 15

Skills: Climb +21, Concentration +12, Jump +15, Knowledge (Nature) +11, Perform +7, Profession (farmer) +15, Spot +5, Survival +9

Feats: Cleave, Combat Reflexes, Power Attack, Sunder, Track, Rapid Shot, Skill Focus (Profession farmer)

Challenge Rating: 16

Treasure: Standard coins; double goods; standard items

Alignment: Neutral

Spell-Like Abilities: 1/day: call lightning as a 15th-level druid, chain lightning as a 15th-level sorcerer.

2/day: control weather as a 20th-level druid, levitate as a 20th-level sorcerer. Save DC: 12 + spell level.

Storm Giant Hermit

Huge Giant (Electricity), 7th level cleric

Hit Dice: 19d8+114+7d8+42 (273 hp)

Initiative: +1 (Dex)

Speed: 50 ft., swim 40 ft.

AC: 21 (-2 size, +1 Dex, +12 natural)

Attacks: Quarterstaff +31/+26/+21/+16 melee; or rock +19/+14/+9/+4 ranged

Damage: Quarterstaff 2d6+21; or rock 2d8+14

Space/Reach: 15 ft. (3)/15 ft. (3)

Special Attacks: Spell-Like Abilities, Spells, Turning, Rock Throwing

Special Qualities: Electricity Immunity, Rock Catching, Freedom of Movement, Water Breathing

Saves: Fort +22, Ref +9, Will +15

Abilities: Str 39, Dex 13, Con 23, Int 16, Wis 18, Cha 15

Skills: Climb +22, Concentration +22, Heal +14, Jump +16, Perform (harp) +7, Spellcraft +13, Spot +9, Survival +6

Feats: Cleave, Combat Reflexes, Great Cleave, Power Attack, Sunder, Skill Focus (Heal), Self-Sufficient

Challenge Rating: 20

Treasure: Standard coins; double goods; standard items

Alignment: Neutral good

Spell-Like Abilities: 1/day: call lightning as a 15th-level druid, chain lightning as a 15th-level sorcerer. 2/day: control weather as a 20th-level druid, levitate as a 20th-level sorcerer. Save DC: 12 + spell level.

Spells (Protection and Good domains): 0 level: Detect magic, detect poison, create water, purify food and drink, cure minor wounds; 1st level: sanctuary, bless, bless water, cure light wounds, remove fear; 2nd level: aid, augury, calm emotions, lesser restoration; 3rd level: protection from energy, create food and water, remove blindness/deafness; 4th level: holy smite, neutralise poison.

Spells: 6 0 level, 5+1 1st level, 4+1 2nd level, 3+1 3rd level, 2+1 4th level. Save DC: 14 + spell level.



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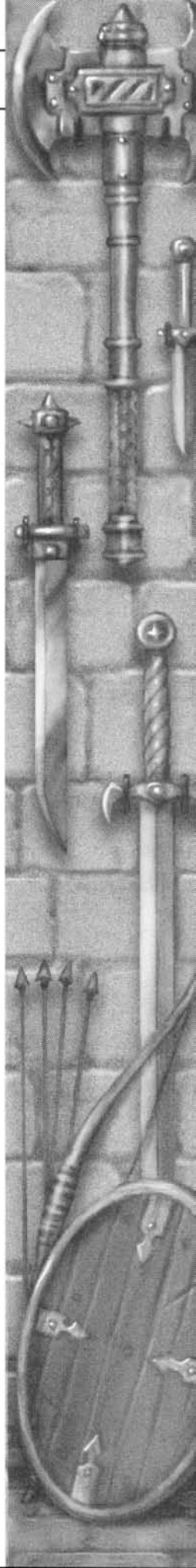
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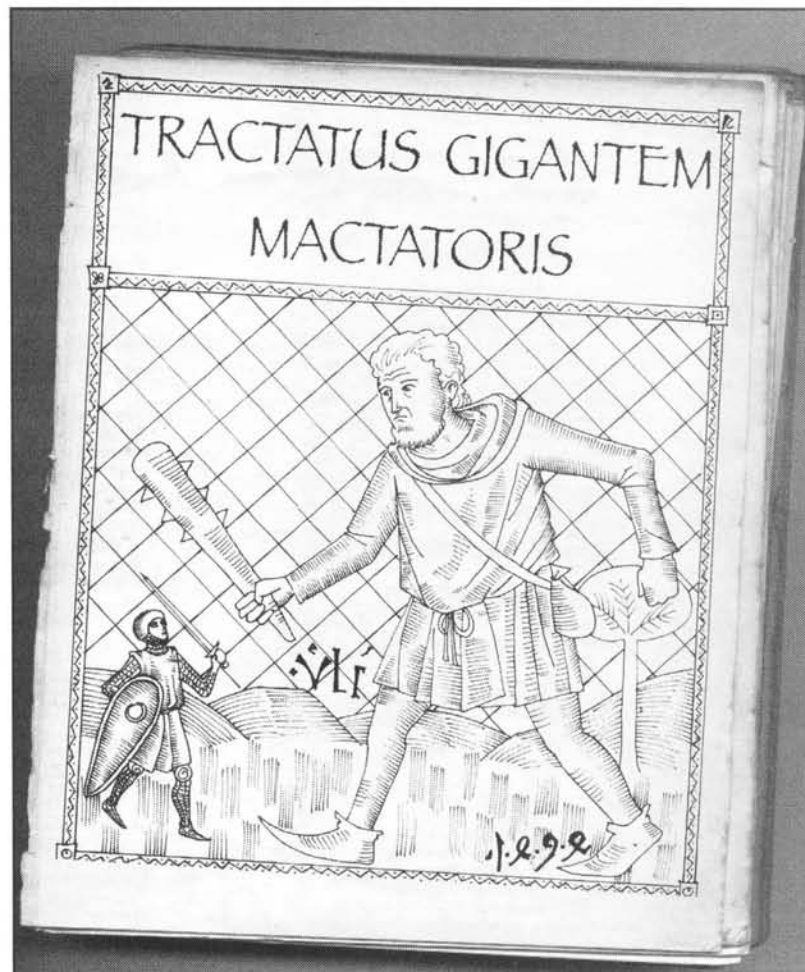
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