

GIANTS

by Bruce Humphrey



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GIANTS

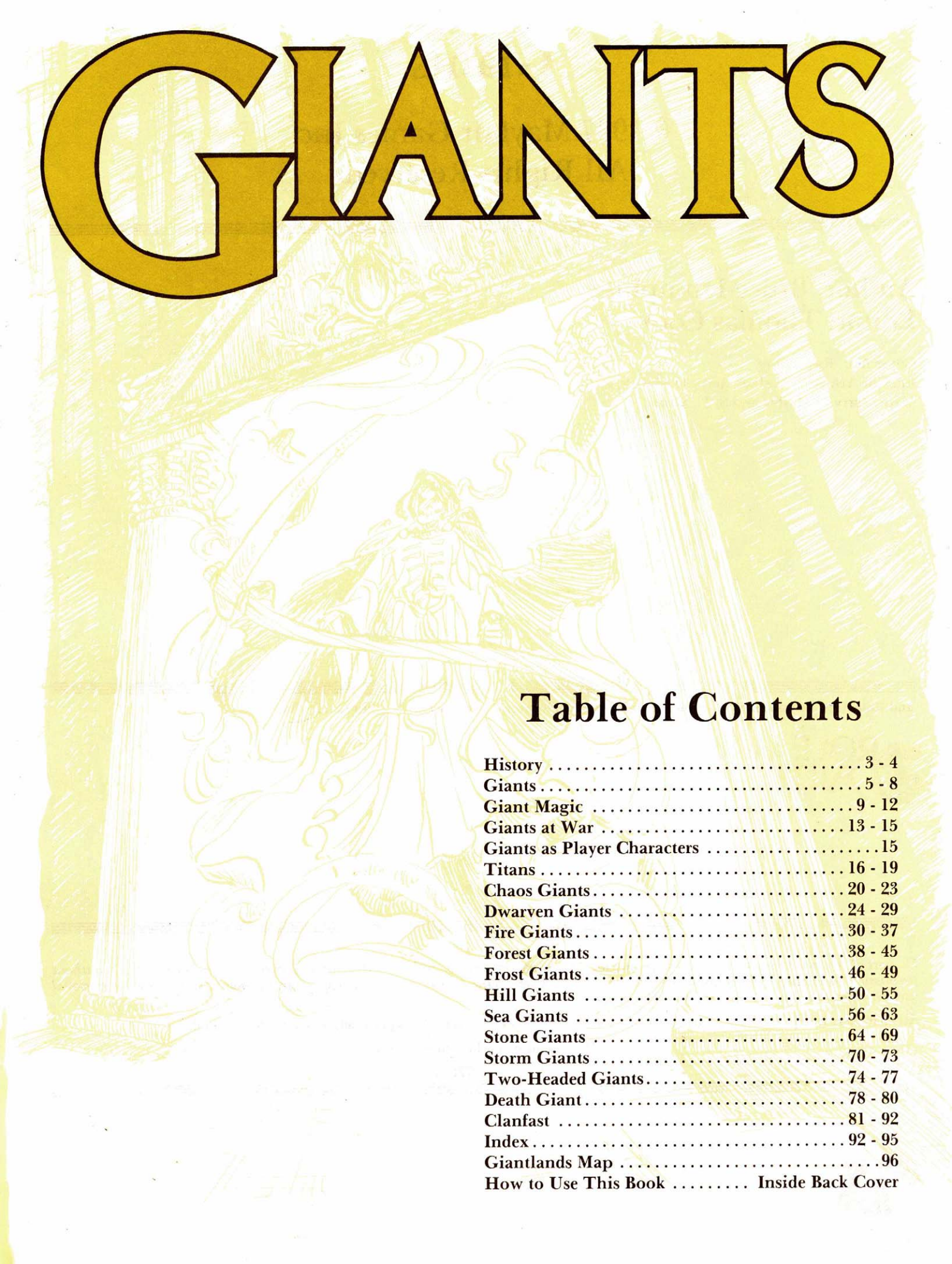


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Giants

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HISTORY

GM NOTE: In this text for the *GIANTS* reference work, unless otherwise noted, the term “humanoid” refers to those classes most often designated by humans, demi-humans, and humanoids.

The Titans, ancestors of the Giants, originated in the world of Neberon, where they were created by its deity to protect lesser creatures from that world’s dragons, who had been turned to evil by the malign Dark Master and his minions. The Titans drove the dragons into exile and took over the guardianship of the world. During the ages of relative peace which followed, the Titans, imaginative, creative, and powerful creatures, formed numerous lesser races of Giants. Some Titans, looking on these new races with love, joined with them and in turn created still more Giant races.

The passing of ages wore heavily on the Titans. More and more, the Titans came to think of Neberon as their own world, to do with as they wished. The Titans neglected their roles as guardians and imagined themselves lords. It is believed that Heimplakin, a great lifecrafter, was one of the first Titans to claim overlordship. Afterwards, the Titans who were in the forefront of this movement were called Hiimplakites, or “Protectors,” as they preferred.

As the Titans turned from their original ways, their fortunes began to fail. Most attempts at creation performed by the Titans were failures; many of those which were not failures turned to evil. Even relative successes, such as the Hill Giants, were imperfect and warped from the Titans’ true intents. Heimplakin himself pushed for greater Titan control over lesser races, claiming that these races’ confusion and lack of self-control upset further Titan attempts at creation.

At that moment, the first of the Chaos Giants, bred by the Dark Master and his Queen, Azurg, appeared. The Chaos Giants’ goal was to subvert and harry the Titans. Yet the Titans persisted in their folly and in the end declared themselves the Gods of Neberon. Heimplakin’s party celebrated and crowned its leader with a diadem of living diamonds, the legendary “Crown of Council.”

Such blasphemy could no longer be tolerated. The Creator of the Universe, He who fashioned the Titans long before, turned His rage and sorrow on His wayward children. The resultant storms and cataclysms overwhelmed Titan fastnesses. Other races of Neberon waged war against the Titans and their Giant allies. Only the evil dragons abstained; these remained in their hidden caves and gloated on the downfall of the dragon enemies. Yet the evil dragons were fearful of the revealed might of the other races. Immense magics were unleashed by both sides but, in the end, the Titans and their kind were driven from Neberon.

When Heimplakin’s followers saw him overwhelmed by a great wave which destroyed the “Protectors” center, the followers flocked to the last existing Titan fastness where a host of Giants had gathered. These masses were a pitiful sight, a vast army which cowered in the holocaust it had prompted. Theohaden, the last remaining Councillor of the Titans, stood before the assembled legions. Fire Giants

and “Protectors” clamored to be led on a final, glorious charge against their enemies. Theohaden realized the destruction of the Giants was at hand and sought a different way. He convinced his people to unite and they forged a spell which ruptured the barrier between the worldly dimensions which separated Neberon and Earth.

The Giants were thrust into a wandering existence, using their magic to travel to other universes. Many Titans, including Theohaden, recovered from their folly and vowed to follow the ancient tenets of Giantkind, although their guardianship was forfeit. While the Titan homeworld was lost, honor could be regained. It was a host of Giants, led by Theohaden and his followers, which ended its travels in our world. Others continued their wanderings, searching for a land they might never find. Several “Protectors” were among those who returned to original Giant beliefs and remained to build a new civilization.

Once arrived in their new world, the Giants spread out over the lush and fertile land. The Giants thrived and multiplied. Yet, since they were cast from their homeworld because of their arrogant treatment of other races, the Giants now avoided the indigenous peoples and creatures of this world. The Giants settled in scattered and barren locales; they displaced no one and aided where they could.

The Titans developed a great city on an isolated mountain. They called it Haven and established it as the earthly center of Giantkind. Theohaden settled there as First Councillor and guided the building and restoration of Giant culture. While the other Giants settled in their own areas, all treated Haven as the home of their kind and culture and emulated it in their own keeps.

For a time the Giants did well in the land. They were accepted by many of their new neighboring races, who often resembled those the Giants had known in Neberon. Lesser Giant numbers grew until clans of Giants could be found almost anywhere in the world. The greatest Giant numbers were centered around Haven and the other primary keeps.

The Titans soon grew fearful that their new world might be invaded by the servants of the Dark Master. Under the guidance of the Titan Runemaster Crestalm, a magical barrier was established which acted as a barred door against the Chaos Giants and their evil allies. The Titans called on all the powers of their Rune Magic and forged the greatest Titan creation in this world: the Key Guardian, a pylon whose vast energies were designed to bar the entry of Titan enemies into this dimension. The Titans, proud of and secure in their measures, relaxed and returned to their individual labors.

While they continued to build and learn, the Titans retained a deep and troubling sense of unfulfillment. Although successful, the few Titan attempts at lifecrafting and creation were mere shadows of the great achievements of their own ancestors. As time passed, the Titans became dissatisfied and unrest led to discord. One by one, Titans disappeared from Haven. Some Titans set out into the wilderness, never to return. Others called upon their magics and left the world altogether. Some Titans even sought



suicide due to boredom and despair. Theohaden himself was found dead along the walls of Haven; he apparently chose to take his own life in preference to watching the inevitable downfall of his kind.

As Titans dwindled in number and dispersed, the other Giant races formed a Council to govern the Giant people. The Council's leaders were comprised of Frost, Forest, and Sea Giants. These Giants knew their far-separated realms would lose touch and fall away without Giant unity. Giant unification was important even to the less-agreeable races who still sought their own kind in this unusual world. While few issues could be completely decided without the leadership of the Titans, the Council could recommend action or study of problems. The formulation of such a council allowed the Giants to remain somewhat unified, despite moral and philosophical differences and the loss of their Titan lords.

Soon after the founding of the Council, the Councilors discovered that Haven had been completely abandoned. No Titans remained in the city, although several had been present only months before. While legends persist that at least one Titan remains in the ancient sealed caverns of the mountain, no Titan has since been seen. The Council decided that the riches and tradition of Haven were too great to leave abandoned. The Giant Council claimed Haven in the name of all Giants, including their lost Titan sires and renamed the city Clanfast. The Council populated Clanfast with the greatest scholars, teachers, and creators of Giantkind.

Giants continued to thrive, although not without troubles. Rumors persisted that evil Chaos Giants penetrated the Great Barrier and were scheming to defeat the effects of the Key Guardian. Some Giants suggest that the Chaos could have been the cause of the disappearance of the Titans. Still other claim the Chaos could have instigated several of the Titans' deaths in those last years of Haven. Certainly the most recent problems between some of the Giants and other earthly races seem to have no logical cause.

Recently, immense tensions have arisen between Giants and other races of the world. Relations have decayed, particularly in the last few years, often with violence as the result. Giants have always occupied the same geographic areas and the present problems have been unrelated to location, alliances, or past good will between races.

These tensions between Giants and lesser races are mirrored in strains among Giant races themselves. Many Giants have become estranged: Frost and Fire, Dwarven and Sea. Some races, such as Forest and Stone, have withdrawn into themselves and refuse to deal with other Giants or lesser races except when absolutely necessary. Such estrangement has occurred before but not on the scale or of the bitterness seen recently.

The High Ranges War was fought soon after the disappearance of the last of the Titans. This war was primarily between the Fire and Frost Giants but the depredations upon the Fire race soon drew in the Dwarven and Stone Giants as well. The Hill Giants were also lured into the battle, unwitting dupes of the Fire Giant leaders. The Hill Giant race suffered greatly as a result.

The tide turned when the Hill Giants realized they had been deceived and joined the Frost allied races. In the end, the Fire Giants, enclosed by siege in their Fire Mountain fastness, renounced war and their embittered ways.

GIANTS

As with most things, "Giant" is a relative term. There are giants and there are Giants. A true Giant is much more than just a humanoid grown large. In fact, each type of Giant is easily identified and in most cases an enlarged humanoid would be as different from a Giant as is a lion from a Sphinx.

True Giants range in size and power from the immense, god-like Titans to the child-like Dwarven Giants. While the races of Giant-kind seldom cooperate or agree amongst themselves, they do maintain a kinship which causes them to band together in the face of an exterior threat. In this sense, Giantkind still maintains a roughly unified structure. However, the only times Giants have all actually banded together into true armies have been at the call of the Titans, who still hold the respect and fear of their lesser children.

The true Giant races number ten: Chaos, Dwarven, Fire, Forest, Frost, Hill, Sea, Stone, Titans, and Two-Headed. Two other special types of true Giants are not actual races: Storm and Death Giants.

The Titans were the first Giants created in the Beginning, the Titans' purpose being to defend the world from evil and its prime servant, the dragon. Titans in turn created the primary lesser Giants: Hill, Stone, Fire, Frost, and Sea. These became Titan allies in the perpetual war against evil. From these Giants came the offshoot races: Dwarven, from mine-dwelling Frost Giants, and Forest, from woodland Frost and Titan clans.

Two Giant types came to be apart from the direct machinations of the Titans. Chaos Giants were bred from Titans who had been captured by the Chaos-Queen, Azurg. The scattered beings called Storm Giants rose from the fusion of Titan and Frost blood in an isolated community long ago. While the Chaos Giants remain a constant bane to the Titans, Storm Giants maintain themselves primarily separate from their collective cousins.

The Death Giant is a special case, indeed. Created by the very laws of Nature, the Death Giant employs the greatest of all forces, that of life itself, and controls Giantkind population in an impartial and emotionless manner.

Over the eons, the Giant races have drifted apart. Not all Giants have followed their ancestral responsibilities. Some have turned to evil. Other Giant races have declared neutrality in the eternal war between good and evil.

Biology

Some sages have declared that Giants are a physical impossibility. A few have even gone so far as to claim this in the presence of Giants (something the Giants find extremely amusing).

That Giants do exist cannot be denied. Yet they appear to violate several "laws" of physics and nature. Like dragons, Giants exist through a combination of biology and magic.

The most unique consequence of a Giant's great size is the high pressure within his body. A Giant's blood is very thin, facilitating its travel throughout the circulatory

system. The sheer weight of a Giant's blood and flesh causes Giant blood pressure to soar to heights unbelievable to many physicians. As a result, severe wounds to a Giant spurt blood in horrifying amounts and distances. Much of Giant medical knowledge is devoted to the care and healing of such wounds.

If Giant wounds acted as do human wounds, Giants would be far harder to kill. Thick skin has long been a Giant safeguard to their high internal pressure. What would otherwise be a deep cut from a sword is instead a mere scratch to a Giant (resulting in a Giant's typically low armor class). A Giant's hide is strong proof against fire, cold, acids, and blunt weapons. Of all the variant methods of combatting a Giant, the most effective is a good sharp sword, for it is usually blood loss from a deeply-inflicted wound which ultimately kills a Giant.

To support such great weight, strong but light bones allow Giants a build similar to humans. Giant bones have a high metal and mineral content, making them lighter, stronger, and more flexible than human bones. In addition to this, individual bones are formed in a pattern of tiny cells creating a honeycomb effect. As a unit, Giant bones are thus very light, while they can bear loads far greater than any other similar material.

For this reason, Giant bones are occasionally used in special structures which require extreme weight-support. Once the integrity of the bone is destroyed, by being broken or even chipped, the cells no longer can support one another. Continual use from this point on causes rapid bone breakdown. Like penetrating wounds, broken bones are a deadly threat to Giants. Only complete bedrest for the injured Giant can save a broken bone from dissolving under the weight to which it is constantly subjected.

In order to efficiently move such great mass, Giant musculature is radically different from a humanoid's. Giant muscles do not attach to particular points of the skeleton. Instead, muscles wrap the bones, adhering lengthwise, thus major attachments are made at many points, not just a few.

Giant ligaments are numerous, with "tie-down" points which limit the amount of strain each length must assume. Due to the immense pressure the body sustains while supporting a Giant, the musculature of the knee and leg of a Giant is quite alien to humanoids. The unusual design forces Giants to move comparatively slowly for their size.

Giants also have more muscle fibers and extra bundles of muscle which allow the Giants to move great weights. In terms of equivalent weight, Giants can lift much more than could a similarly-sized humanoid. These muscle bundles and their coordination limit Giants' movements to a certain degree, making the Giants less flexible than other creatures.

Since Giants were created by magic, they are inherently magical creatures and residual Giant magic manifests itself in varying ways with the different Giant races. The basic result of this magic is a protective aura which every Giant possesses to one degree or another. The aura gives the Giant an increased magic resistance and combines with the thick

Giant hide to cause some spells cast at the Giant to rebound against the caster.

Another effect of such internal magic is the Giant's greater adaptability, which results in more rapid Giant mutation and division into multiple Giant races. The very special Giant runemagic draws on this internal magic to some extent, which explains why other races find the runes so difficult to cast. Magic is also a factor in the vitality of a Giant, as it allows internal organs to withstand the tremendous strain of a Giant's weight.

A Giant's brain is unitary and highly complex in particular areas. The fact that a Giant's brain is not divided into two halves, as are human brains, permits a Giant to act without the typical human indecision. Giants experience no conflict between their emotions and logic; they cannot be "of two minds" on a problem, which makes their decisions much simpler and keeps Giants from agonizing over problems. The outer layers of a Giant's brain, where memory is stored, are heavily convoluted and complex.

For Giants, memory is as real as the present. This facility permits Giants to relate ancient stories and traditions as accurately as when the events were first told or experienced. The constant reality of Giant memory also gives Giants a special outlook on death and their own past. It has, in part, kept the diverse Giant races somewhat unified as well as giving their ancestors, the Titans, a continuing place in the Giant view of the world.

Several secondary nerve clusters are located in the Giant's lower body and serve as part of a Giant's altered nervous system. These clusters amplify the brain impulses to the muscles and have a part in coordination, balance, and sensation. Without these nerve bundles, Giants would be far clumsier and slower in reacting than they actually are.

Giant legends vary in their truthful contents. It is said that some Giants cannot survive in daylight, that they are turned to stone when fully exposed to the sun. While generally false, under certain specific conditions, this event can occur. When a Giant is lacking particular chemicals in his diet (such as in the case of extreme starvation), his internal magic and chemical balances are catalyzed by sunlight. This catalyzation crystallizes the Giant's body and creates a Giant statue of a granite-like material.

The traditions regarding curses on Giant treasure are also true to a point. Most Giant treasure does bear a minor Giant Curse but this effect is unintentional. The magical aura of a Giant is absorbed over a long period of time by metals and especially gems, which gives these objects a magical "charge." This magic acts upon the natures (alignments) of those who seek to take the treasure. In effect, the treasure is only cursed by the evil of those who claim it.

The growth pattern of Giants is primarily standard among most of the variant races. Giant young feed constantly in their early months and grow from about three-feet long to half their normal adult height in just two years, at which point Giant training may begin. Until this stage is reached, the children are little more than ravenous beasts who have occasionally been mistaken for large, ferocious ogres. Once the children are two years old, Giant growth patterns stabilize and they enter normal society as adolescents.

The period of adolescence for Giants begins at two years and runs basically until the age of twenty, when most Giants attain full growth. Titans, Forest, and Sea Giants all

have somewhat longer maturation periods. A Giant is considered an adult at the age of thirty, when he or she achieves full emotional and mental maturity. Middle age for a Giant is reached at about fifty years; a Giant is considered old at seventy years of age.

A Giant's limited lifespan is attributed to the effects of the great Giant mass and the stress of Giant weight on internal organs. The oldest Giant of record was Vertamin, a Frost Giant who reached the age of eighty-six. Titans and Sea Giants, however, have slightly different life cycles. Sea Giants are able to reach one hundred years of age, apparently due to the life-supportive effects of the water. Titans are virtually immortal demi-gods and are thus immune to such mundane natural limitations.

General Giant Information

Although the Giant races are individual and independent, the races do share a number of traditions and habits. Some of these similar tendencies come naturally from the Giants' mutual origins while others are handed down in a kind of unwritten Giant law.

Giants are usually quite consistent in their treatment of "lesser" races. The Giants were created to guard and protect these races and as such all Giants possess an air of arrogant superiority over these peoples. The friendliest Giants will be very paternal, often treating humanoids as children to be humored and protected. Other Giants regard humanoids as being totally inept and defenseless. Evil Giants will completely ignore the "bug-like" creatures around them unless the humanoids trespass or harm the Giants. All Giants will defend themselves if attacked, no matter who the attackers might be.

Giants have a special tradition regarding humanoids who seek Giant aid. Should a humanoid request a hearing before any council, he must prove himself the equal of a Giant. The surest way to earn the respect of a Giant is to kill a dragon in single combat. For obvious reasons, there are few takers for such honor.

Another way to prove oneself worthy of council or aid is to fight a Giant in ritual combat. This method is more popular with the Chaotic and Evil Giant races than with the Good or Lawful ones. Some races and tribes have other methods but all trials entitle the successful person to entry into the brotherhood of Giantkind. Most Giant races greatly respect such an achievement, although some Chaotic Evil Giants will require the claimant to reprove the prowess which brought the brotherhood title (in essence undergoing the test a second time).

Dragon-Killers, those who seek to gain the recognition of Giants by killing a dragon, must provide proof of their achievement. This proof is traditionally the presentation of the head of the conquered dragon. Giants will not accept a living, tamed dragon as proof of the humanoid's abilities, since "*the only good dragon is a dead dragon.*" Upon presentation, the defeated dragon's head is marked with a magical rune (Seline) which causes the dragon head to truthfully answer the questions of the Giant runemagician. In this way, the Giants may be certain that it was, in fact, the humanoid claimant(s) who killed the dragon.

The greatest of all Giant honors is given anyone who kills a dragon in single combat. Any group which kills a dragon through solely physical means also gains significant respect but is not entitled to Giant brotherhood. A group which employs magic in its conquest of a dragon may be allowed

to speak among Giants but this is uncommon. Individual victory over a young adult dragon is praised while group defeat of a less-than-mature dragon is considered extremely cowardly.

Giants truly respect persons who seek Giant counsel after proving their mettle in such fashions. Giant-Killers are respected as brother warriors, despite having proven their valor against Giants. The most Lawful and Good Giants do not force humanoids to become Giant-Killers. These Giants instead require the claimants to be victorious in single, non-deadly combat with a Giant in ceremonial combat. Such combats are fought only with clubbing weapons and only until one fighter has fallen. Still, accidents do occur in these ceremonies, especially when one of the combatants happens to be three times the size of the other.

Having earned the respect of Giants (in whatever

fashion), the claimants are named "Brothers in Clan" and are often also called "Runebrothers." A ceremony proclaiming this honor is held in front of the gathered tribe or council. During the ceremony, the claimants are marked with permanent six-inch by six-inch runes (Teelis) on some part of their bodies, identifying the honor and what Giant race claims them as brothers.

Some recipients of the brotherhood honor leave the ceremony with forever rune-marred faces because they did not respond quickly enough when asked where the rune should be stained (Giants have never been known for their great patience). Most Giants will respect a person bestowed of such a rune, if begrudgingly (as with most Evil Giants).

Giants have no specific societal divisions between sexes. Chaotic races tend to treat everyone equally, while Lawful



ones have a rigid structure based on general equality. However, the value of Giant women in bearing children has led to the practice of females not taking part in combat unless unable or unwilling to bear children. This combat restriction is primarily for the protection of the race and does not prevent female Giants from learning weapons skills or taking part in hunting expeditions.

Giant Councils are a tradition among the races, even when the race is democratic or monarchic. Councils are typically comprised of specialists in a particular area who offer advice on various topics to the leaders, tribes, or races. While most Councils serve in an advisory capacity, no Giant leader (not even a king) will lightly disregard a Council. Councils form a secondary leadership body and have occasionally led revolts of whole races against despots.

In any village, there are often two or three Councils, notably: the Council of Elders, the Council of War, and the Council of Women. Other Councils, although lesser in stature and tradition, include Hunting, Artisans, Tellers (storytellers), and Traders. Village Councils are extremely powerful in the administration of a settlement, since the Councillors are often the most successful and influential members of the community.

Each Giant race has a Grand Council comprised of Councillors from numerous villages. The Grand Council often acts as advisory to a king, elected official, or elected body. In practice, such Councils are extremely important, as they are separate from the formal power structure of the race and are not responsible to the same constituency. Councillors are often called upon to act as judges, emissaries, and generals in situations to which race leaders cannot attend.

The Unified Council, which meets at Clanfast, contains three representatives from each race: one each of Elders, War, and Woman. The methods of the representatives' selection may differ, as do the power and prestige awarded each race, but members of the Unified Council occupy a unique place among Giantkind. Council members are the peacemakers and diplomats, the generals and the traders, on a national scale. Unified Councillors settle disputes among the Giant races and act as intermediaries in the solutions of disagreements. Unified Councillors are accorded honor and respect by all Giants.

Councillors at each level are chosen in ways particular to the individual tribe or race. Among democratic Giants, Councillors are selected by lot or acclamation, while monarchic races select Councillors by appointment. The only Giants who fail to participate in this process are the Chaos Giants, who as yet remain removed from the world.

Giants of all types use similar architecture, depending on each race's capabilities and surrounding material availability. The most advanced and construction-oriented Giants create architecturally aesthetic and "finished" works. Most typical Giant buildings are similar to those of the ancient Greeks.

Pylons engraved with magic Giant runes are used as boundary markers. These markers both magically ward away small animals which might infest Giant buildings and warn intelligent creatures of the boundaries of Giant lands. Columns are a typical architectural form for Giant temples and gateways, a tradition which stems from the legacy of the Titans, who first developed the techniques and passed the methods on to their descendants.

Guards and Pets

While Giant races have special creatures allied to them or particular to them as pets, several types of guard and pet creatures are common to all Giants. In return for care, food, protection, or pay, these creatures perform special services for the Giants. Giants never take slaves and prefer a working, businesslike relationship with their servants.

Humanoids are the most common guards hired by Giants. These guards deal with pests too small for Giants to handle effectively themselves. Most common among these guards are humans, although dwarves and elves often serve particular Giant races. These guards often police food storage areas and individual buildings rather than major fortifications. Giants will seldom use such guards in wartime, as Giants normally disregard humanoids' combat abilities.

Typical pets owned by Giants include mundane dogs and wolves, large cats such as lions and tigers, and bears. Large intelligent monsters, such as dinosaurs, griffons, mastadons, manticores, owlbeats, rocs, and sphinxes will often be found in the servitude of Giants. Some animals, such as the occasional cat and ferrets, take up residence in Giant Keeps and live off the rats and vermin which infest the homes.

A special creature which has evolved as a symbiote of Giantkind is the umloth. This small, mouselike mammal, a mere three inches long, has four grasping hands and a prehensile tail. The umloth is extremely resilient, with spring-like bones, and can virtually flatten itself to become nearly impossible to crush.

The umloth lives off the insects and vermin which inhabit Giant bodies and homes. By feeding on such creatures, the umloth benefits the Giants even while infesting them in turn. The primary ability of the umloth comes from its being a colony creature. When linked physically and telepathically, umloths can form large units, often acting as Giant clothing or as masses of carrion eaters similar to slimes and puddings.

Umloth colony

HTK: 1D4 per square foot of area,

AC: 9, *MV:* 3",

Att: 1 per creature in perimeter,

Dm: 1D6,

Align: Lawful Neutral

THACO: 20,

Size: S (3")

IT: Semi-

Specials: Form masses, resilient,
telepathic (see below)

Magic Resistance: Standard

The umloth colony functions much like a slime or a pudding in its attack and movement. Once the colony reaches zero HTK, the individual umloths scatter and flee, the colony thus dissolving.

Notable of the umloth is its ability to telepathically communicate with any creature coming into a non-combatant contact with it. If the encountered creature is mammalian, the umloth (or colony) will obey the creature. A colony can move through any opening and perform basic commands such as "fetch" and "attack." A colony can move objects which weigh up to one hundred pounds.

GIANT MAGIC

From the beginning, Giants were magical. Magic is integral to Giant existence; it allows Giants to exist where non-magical creatures could not. The Titans, veritable magical engines, are able to create and change the world around them with their magic. Titans are so formidably endowed they even unconsciously emanate magic. Of the Titan descendants, the Forest Giants are most Titan-like, although each race has great magical power within its limited realm.

Giant magic (called runemagic) is unlike that of any other creature. Giants have developed a magic which is much like themselves, steadfast and solid. The Titans were the first practitioners, developing and refining Giant magic, which was then passed down to the other races. Each race has taken a part of the Giant magic and expanded it within the realm, so each Giant is an expert with the magic which best relates to him.

Runes are the center and mechanism of Giant magic. Normal spells are cast by tracing the outline of a particular rune in the air or on some object. Spells may be made permanent by etching the rune on a chosen object or surface. The greatest Titan runemasters, such as Kirlanin, could create a permanent spell by tracing a rune of fire in the air. The source of magical power for the rune is the caster himself. While the spell will not permanently drain the caster of energy, the temporary drain can be considerable. For most spells, rune creation would kill a humanoid.

Runes are cast on varying ranks of skill, just as spells. The higher the rank level desired, the more energy required to cast the rune. The ability to cast high-level runes depends on the magical energy of the caster, an innate limit. Great runemasters have awesome inherent magical power.

Knowledge of runecasting only comes into play in the quality of the spell, the finesse of control, and its efficiency in the use of the magic power. An inept runecaster may invoke the same rune as a skilled one; however, the result would probably be a poor quality, uncontrolled spell which would waste much of the caster's energy. In addition, an inept runecaster may experience side effects from such an attempt (covered following).

Runes do not have strict limits on their range, duration, area of effect, or time to cast. The longer the rune takes to cast, the longer the duration and range, larger the area of effect, and less the energy cost to the runecaster.

The base energy cost to cast any rank rune results in the loss of an equal number of skill levels in the Character's class. Thus a Skill 8 fighter (or any class) can cast a basic 6th rank rune and will function during the next twenty-four hour period as a Skill 2 fighter. A humanoid can only recover skill levels lost runecasting by regaining the experience.

Runes are obviously not intended to be used by Player Characters but such use could be allowed at GM discretion. Runecasting requires great skill, not merely the knowledge of the runecast form. The primary Character attributes for learning runecasting are wisdom and intelligence. A Character who wishes to learn runecasting may do so by studying under a Giant tutor for a period of one year.

At the end of the learning period, the Character will be able to recover skill levels lost from tutorial runecasting at a rate of one level per day. Characters increasing skill levels in runecasting do so at twice the experience point requirements of magic users. Runecasters are not considered multi-classed Characters (unless the Character is normally multi-classed) and are not to be treated as such when considering experience point distribution.

To determine the base parameters of a runecast, first reference the rune's rank level (a listing of Giant rune magics and their respective ranks follows). Add the rank to one for the time in rounds to cast (min. 2, max. 8). Add the rank to 2 for the duration in segments (min. 3 — 18 seconds, max. 9 — permanent, each point from 3 doubles duration) and for range (min. 3" — 30', max. 9" — 90', each point from 3 doubles distance). The standard area of effect is a 1" (10') sphere.

These parameter numbers can effectively be "traded" between parameters if the caster chooses (duration could be made shorter, the range equally longer, to the minimums and maximums of each). This costs the caster nothing, as it is merely a redesigning of the rune made while casting. One additional skill level is temporarily lost if the rune is physically carved onto a surface (stone, wood) or if the rune is traced in the air.



§ Runes by Rank

1st

§ Clareff: "Light"

This rune causes a glow to emanate from the object upon which the rune is drawn. The intensity of the glow is controllable by the caster throughout the duration of the rune, the intensity varying from a dull sheen to a near-sunlight brightness.

§ Khiban: "Bar"

This rune locks any door upon which it is placed to all but the caster. The opening edge of the door must bisect the rune. No other rune or magic spell will counteract this rune throughout its duration.

§ Teelis: "Brother"

This is a permanent rune stained on a worthy humanoid by a Giant race. The rune is only magical in that it imparts a story of how the wearer won this honor to any Giant touching the rune.

2nd

§ Aelien: "Clearmind"

This rune dispells all continuing magic affecting a Character's mind, such as Controls, Charms, illusions, etc.

§ Saithed: "Drowse"

Normally used as a sleeping aid by Giants, this rune works especially well on humanoids. Any humanoid coming within range of the rune will fall asleep within one segment unless successfully saving vs. Magic. Affected Characters must rethrow every round the rune is in effect, which is until the Character is out of range or the rune's duration elapses.

§ Wylideh: "Evilbane"

When used as an area effect, this rune lowers the attacks and defenses of evil beings within range by two (each additional rank used in casting lowers one point).

When used as a mark on a weapon, item, or object, this rune adds three to normal attacks against evils. Any evil creature using the object must save vs. Poison or suffer 3D6 HTK of damage.

3rd

§ Hrelshai: "Victory"

When marked on a weapon, this rune adds three to the possessing Character's "to hit" and damage rolls.

§ Idleth: "Steadfast"

When marked on a weapon, armor, item, or shield, this rune subtracts three from the Character's Armor Class.

§ Seline: "Speech"

Allows the caster to speak to any creature, living or dead, upon which the rune is cast. The number of questions answered equals the number of ranks expended to cast the rune. The creature will answer the questions truthfully and to its fullest knowledge.

4th

§ Ghrenod: "Truth"

The Character coming into contact with this rune sees through all illusions, knows all alignments, detects all lies spoken, etc. This rune is often inscribed on kings' thrones.

§ Shaeloth: "Repulsion"

These are actually two runes, both of which are negative images, cast as one. When placed on an item or creature(s), these runes repel one another to the range determined during the runecasting. This rune is often used in architecture to support by repulsion extremely heavy objects.

5th

§ Briphe: "Teleport"

Access of this rune instantaneously transports the caster from one location to another, across distance and planes.

§ Creghla: "Imprison"

Often used as a trap, this rune causes a brief flickering cage of shadow to appear around the affected person. If a save vs. Spells at +3 is not made, the person is then drawn into a netherworldly prison and may not return except when summoned by caster.

§ Dledark: "Enduring"

The inanimate object (only) on which this rune is marked cannot be damaged, magicked, altered, or passed through by magic. Only by physically moving the object can it or its location be altered in any way.

§ Tantest: "Guard"

This rune makes the item, person, or thing upon which it is cast completely invisible to all senses, normal or magic. In effect, an inanimate object vanishes and may not be used (for it cannot be seen, felt, etc.) throughout the rune's duration.

No ESP, demonic senses, hearing, normal sight, etc. will spot a Character wearing this rune; the Character cannot attack physically when in the effect of this rune but he/she may cast magics. Tantest affects all items worn or carried by a living host.

6th

§ Eilarl: "Alteration"

Through invocation of this rune, the caster gains full command of the physical form of an object/creature's who did not make a save vs. Spells. Inanimate objects remain so, while animate objects may become inanimate. Possession of a physical form does not bestow the form's magical abilities upon the possessor but does allow use of all natural physical (non-magical) attributes.

§ Fregha: "Permanence"

This special rune is used in conjunction with another rune to make the original permanently effective without having to "trade" for duration points.

§ Hyladir: "Warding"

This rune prevents the approach of any specific, identified creature or type of creature. Identification may include names, races, alignments, frames of mind (greed, hatred), or object-bearers.

The identified creature/type upon missing a save vs. Spells at +4 becomes nervous (morale check) when between full and half maximum range, physically ill (loss of 1D6 HTK) when between half and quarter range, and drained (loss for one day of 1D4 points from each of IT, ST, IN, and DX) when within quarter and eighth of the range of effect.

When the creature/type comes closer than one-eighth of the maximum range of the rune, it is afflicted with a random Giant Curse. Undead are not affected by this spell.

§ Jreg/Faleth: "Absorb"/"Restore"

Like Shaeloth ("Repulsion"), this is a two-faced rune. When placed on any object, this rune also appears in mirror image on the opposite side of the object. When the rune completely encompasses an object leaving no side uncovered (growth is at .1" — 1' per segment), the rune explodes the object for 7D8 HTK of damage to all within thirty feet.

The "Absorb" side will drain a magic charge from items or a single spell (of the lowest level) from a magic user, one charge or spell for each use. The absorbed charges may be placed in another item using the "Restore" side of the rune.

§ Lelph: "Exemption"

The bearer of this rune can neither be affected by magical spells/items nor affect, cast, or use magics. For these abilities to be in effect, the bearer must be alive and must be physically marked by the rune.

§ Mnebid: "Sentience"

This rune gives any inanimate object the power of thought. 1D6 is rolled for IT for the base spell, plus an additional 1D6 for each additional rank expended. A sentient object may telepathically communicate thoughts to any creature touching it; with an IT of 12 or more, the sentient object can talk, an 18 enables it to learn and cast spells. Unusual swords with intelligence rules may be referenced for greater variety.

Side Effects

The ill-casting of a rune (which can easily occur if the caster is untrained) can have serious repercussions. For each level of the caster, subtract 5% from a base of 40% to determine the chances a caster has of creating a side effect. Side effects are unused or misplaced magical forces which take form in some elemental way:

Air: In a vast, roaring storm, the air within a one-quarter mile sphere around the caster is first repelled, then allowed to crash back in upon the caster. All Characters within range during the five minute repulsion period must save against DX or take 2D6 HTK of damage as they are dragged along with the outgoing currents.

Then all creatures must save against SM to remain conscious while lacking air; those falling unconscious must save against SM or suffocate. At the end of the five minute build-up, the repulsion ceases and the air crashes back in on the vacuum, pummeling all in the area for 4D6 HTK of damage.

Cold: The caster and all others within a 20' radius of him/her are attacked by a Flesh to Ice spell. The caster must save vs. Spells at +2 or be turned into an ice statue. All others within the area of effect save vs. Spells normally, suffering the same listed effect if the save is missed. Ice statues are subject to melting, cracking, etc. and may only be returned to previous form by a shapechange, dispell magic, or wish.

Earth: The 120' area of earth around the point at which the rune was miscast begins to ripple and heave. Characters must save against DX or be immobilized and suffer 2D6 HTK of damage. Successful saving allows Characters to move at half normal speed and take only 1D4 HTK of damage.

Electricity: Jolts of electricity begin leaping between the caster and any Character(s) within 50' of him/her. Each

round, all Characters (other than the caster) must save vs. Spells or take 1D6 HTK of damage. For every 1D6 HTK of damage taken by another Character, the caster takes 1D8. If no other creatures are within range, the spell manifests as a single electrical bolt from the ground to the caster, who suffers 7D6 HTK of damage.

Fire: The caster is the focal point of an explosion of heat and flame. This fireblast does 6D6 HTK of damage to the caster and 1D6 HTK less damage to each other Character for every five feet of distance from the caster (maximum range is 25 feet — 2½", doing 1D6 HTK of damage).

Water: All forms of water within one mile rush toward the caster. This effect applies to free, standing water, as well as water in the air. If a lake or sea is within range, the resultant wave will do 6D6 HTK of damage to all creatures with which it comes into contact.

If only atmospheric water is present and the caster is outside, a terrible storm will arise, soaking all items the party carries and doing wind, rain, and lightning damage of 4D6 HTK. Characters underground experience water beginning to pour from cracks in walls, filling confined areas and creating the danger of drowning. Effects continue until all the water within the mile range has passed by the caster and flowed away normally.

The selection of which side effect will occur when a rune is miscast is completely random, except that the caster must be within range of the effect (e.g., if the caster is flying, the Earth side effect will not occur, etc.)

Giant Curse

The Giant Curse, legendary among Giant friend and foe alike, is a terrible force which is cast against those who seek to steal from or kill Giants. The curse is most often invoked against persons who rob from Giants or kill them in combat; Giant curses also descend upon those who would misuse runemagic. A Giant curse is often laid upon tombs, holy places, certain areas of some fortresses, and some meeting places, to act as a guardian in place of a Giant's presence.

The effects of a Giant Curse vary widely and depend upon the time of day the curse is cast, placement of the moon at the time of the curse, the intents of the caster and cursed creature, the race of Giant who is casting, etc. Effects are often unpredictable, even by the caster. Regularized effects are listed following:

Dismissal: When a Character is cursed in this fashion, any magic within an object touched by the cursed Character is immediately dispelled. The magic will burst outward, doing 1D4 HTK of damage per charge (or level, if a creature) to all within a 20' radius. Any magic or enchanted creature touched by the cursed is destroyed and the magic within the creature explodes in a 20' radius, doing additional damage equal to the creature's HTK dice.

Disruption: As a result of this curse, the cursed's magical aura is disrupted. For each passing day, the chance of magic spells used by the Character being miscast increases by 5%. Magic which is then miscast merely fails 40% of the time with no other (negative) effect. The other 60% of the time, magics are uncontrollably cast against a random Character within the magic's range.

Draining: The effect of this curse is to cause the cursed to become an energy vampire. All magic items within a 20' range of the Character lose one charge per day. All magic



users within the same range lose three spell levels per day. Any creature touched by the cursed loses one skill level per touch (or permanently dies, if a monster) for a twenty-four hour period. Each time the cursed drains an energy level from a creature, the drained creature also loses the appropriate hit die.

Fire: In this case, the cursed gains a magical aura of heat around his body. For each day the curse is in effect, this aura externally increases thirty degrees, internally (to the cursed) one degree. After three days, others feel uncomfortable in the cursed's presence (temperature is now 180 degrees within 5' of the cursed) and the cursed constantly sweats. After another two days (five total), water boils within a 30' radius of the cursed. The cursed Character begins to permanently lose two HTK per day of continuing curse.

After two more days (seven total), clothing and paper burst into flame at the touch of the cursed, who begins hallucinating (treat as Confusion). After ten total days of curse, metal melts in the cursed's hands and the cursed begins to permanently lose four HTK per day until the cursed's death or the Giant curse is removed.

Muddle: This curse causes all of the cursed Character's senses to begin to fail. The cursed's range of vision and ability to see at night decrease by 10% per day while the ability to taste anything, including poisons, disappears completely within three days. The cursed's hearing fails in one week and all sensation vacates the cursed's hands, leaving the hands numb (cursed's THACO is increased by one for each three days of exposure to curse).

The cursed can no longer sense odors after four days. Spells and magic items may still be used by the cursed but only at half normal ranges and durations due to the cursed's sensory deprived situation. Effects are permanent until curse is removed. Regaining of senses requires the same amount of time as the respective losses.

Warp: This curse causes the cursed to gradually take on the characteristics of Giants but does not grant the cursed any of the necessary physical attributes (see Biology). The cursed creature grows one inch in height per day, loses one IT and one AP point per day to a minimum of three each. The cursed does gain one ST point but also gains one point of THACO every three days. Effects are cumulative. Once a humanoid is larger than 12' tall, he may no longer move or fight and he/she will die at a height of 15'.

Lesser Giant Curses (also called Minor Curses) do such things as: lower a single ability (ST, IN, etc.) by 1D6 points or several abilities by 1D4 points, broadcast the cursed Character's thoughts to all other Characters within speaking distance, give the cursed Character a phobia about a certain creature so that the Character flees in terror at that creature's appearance, or give the Character some disease or some physical disability (at GM discretion).

Giant Curses may only be removed by a Giant runecaster or a council of magic users and clerics (Giant or humanoid). In the latter case, at least two magic users must cast Dispell Magics while two clerics Remove Curse. These humanoid spells must be cast simultaneously to have any effect.

GIANTS AT WAR

While numerous small skirmishes between villages and clans have occurred, as have individual battles involving significant numbers of Giants, few true wars among Giants have ever occurred. The only actual war on recent record was the High Ranges War of two centuries past. The Frost, Stone, and Dwarven Giants still hold a bitter grudge against the Fire Giants for that deadly strife.

Because Giant war is so deadly, humanoids have seldom fought in one. On those occasions when Giants have fought wars against lesser races, many humanoid warriors died but the Giants invariably lost. This seeming incongruity has often been due to the efforts of the numerous humanoid magic users and shamen, who are much more numerous than Giant runecasters. Also, small size has aided humanoids; victorious armies often included dwarves, the nemeses of Giants among humanoids. Such a record makes both Giants and humanoids alike hesitant to call for war.

As opposed to participating in aggressions between Giantkind, Giants are more often found as mercenaries in the pay of some humanoid lord. Hill Giants are the most common mercenaries and the most welcome by their fellow warriors in the humanoid ranks. Stone Giants are also common, although their unnerving, silent efficiency makes them less well-received by humanoid fighters. The most feared mercenary Giants are of the Fire race; whole units of humanoids have been known to break rank when faced with the charge of a single such berserker.

Giants seldom fight in actual units during battle. Giants are much more likely to act individually, as they are able to destroy entire humanoid units singlehandedly. When over a dozen Giants serve one side in battle, they do occasionally form a cohesive unit but since most Giants have not the temperament for such combat, these units often dissolve into individuals within two or three skirmishes. When employed in battle, Giants are often positioned to counter enemy Giants; as such, Giant involvement is seldom a decisive factor in humanoid conflict.

The metal weaponry and armor used in Giant combat is constructed primarily by Dwarven and Fire Giants. Humanoids who employ the services of Giants often provide their hirelings with weapons and armor but most Giants feel these items to be of inferior quality. Humanoid employers also find this an expensive proposition and so are not often insulted upon Giant refusal of these provisions.

Giants have developed a number of specialized weapons to use when fighting different enemies. Foremost are the Giant dragon-doom weapons, used to hunt the Giants' greatest of foes. Other weapons used against Giant-scale opponents are primarily large-scale versions of those used among humanoids: maces, clubs, swords, and spears.

Weapons

For combat with small adversaries such as humanoids and their allies, Giants have an entire arsenal of specialized weapons which has developed over the centuries of Giant and humanoid conflict. The most renowned Giant weapon is the "Toothed Destroyer," a spiked boot which has

become an object of Giant legend. The most common Giant weapon used against humanoids is the scythe-like "Reaping Angel" with which a Giant can cut down a dozen men with a single swing. The spinning blades of the "Whirlwind" can chop an entire phalanx to shreds as can the flat, oar-like "Death Boatman" (the use of which resembles the paddling of a canoe).

Other, more mechanized Giant weapons include the "Thresher," the "Man-Beater," and the "Bloody Hedger," all armored and motorized automatons which slay with ruthless efficiency. Few Giants use these weapons unless they are certain to be fighting humanoids, as these specialized weapons are of little use against large opponents.

- **Toothed Destroyer** — This legendary weapon does 2D4 HTK of damage to any humanoid kicked or in a hex through which the wearing Giant passes.
- **Reaping Angel** — This weapon allows a swinging attack through two hexes and does 2D8 HTK of damage to all struck; saving throws are applicable (see Combat).
- **Whirlwind** — At +2 to hit, this weapons attacks all opponents in hex and does 3D4 HTK of damage; opponents to the possessor of this weapon are allowed no swinging attacks.
- **Death Boatman** — This Giant weapon allows two attacks per round and does 4D4 HTK of damage; it can be swung as an attack.

Ranged Weapons

Giant ranged weapons are almost exclusively for use against small enemies. Few Giants have any distance vision of which to speak. As such, ranged weapons powerful enough to be used against large enemies are all but useless. If a Giant is close enough to selectively choose a target, he is usually also close enough to swing at it. Against smaller enemies, however, Giants are often forced to cast numerous missiles in the general direction in the hopes of blanketing the target.

Favorite weapons for Giant ranged attacks are the bowling ball-like "Thrumblers" and huge logs termed "Crumblers," both of which are rolled toward opponents and are capable of crushing and scattering whole formations. Giants will also scatter box-loads of six-inch diameter stones, called "Hail Bashers," ahead of their lines, expecting to disrupt and confuse opponents. These strategies are often extremely effective as a prelude to the Giants' fearsome attack and melee.

- **Thrumbler** — This weapon does 6D6 HTK of damage to all occupants of hexes in a path 15" long leading directly away from the attacking Giant.
- **Crumbler** — At +2 to hit, this weapon does 3D4 HTK of damage to all occupants of hexes in a path 2" x 6" leading directly away from the attacking Giant.
- **Hail Basher** — Cumulatively, these small projectiles do 2D6 HTK of damage to all occupants of hexes in a 3" x 3" area.

"Dragon doom" weapons are several polearm-type tools used by Giants to hunt and kill all types of dragons. The most popular of these weapons is similar to the boar-spear used by humanoids but possesses a broad blade (which can be used like an axe) and a haft barb (which keeps the dragon impaled).

Another favored dragon-doom design is a halberd-axe with shaft and rear spikes. All dragon doom weapons are designed to perform a variety of uses, from chopping to cutting and thrusting. Bashing weapons are not often included among dragon-doom arsenals as these more often than not prove ineffective against the fabled dragon resiliency.

Combat

Giant combat is much more complex than merely greater size doing greater damage. Still, when between Giantkind or against creatures akin in size, Giant warfare is similar to normal battle among humanoids. Giants first fought in war with the dragon races and Giants are built for combat with enemies of their own stature. When confronting a target far smaller than themselves, Giants gain many advantages and operate under some special limitations.

Due to the immense size of Giants and their weapons, combat amongst Giants requires much room. As well as having great strength which allows them to use huge weapons, Giants are comparatively long of arm and solidly built for their height. As such, Giants require at least as much space around them as is equal to their height in order to use Giant weapons to best advantage.

Thus, Hill Giants, being generally 10' tall, will tend to fight no closer than 10' apart from either their opponents or their allies. In this way, Giants can swing their weapons freely. Regardless of the openness of a combat area, no more than one Giant (of any size) may occupy a 10' square at any one time.

Giant physiology being what it is, magical attacks must do at least three HTK of damage or they do none. This is due to Giants' thick skins and residual magic auras, which protect them from relatively small magics. Those minor magical attacks which rebound when used against solid objects, such as walls, will also rebound when used against a Giant, although the Giant will still suffer normal damage.

Normal physical attacks against Giants must do at least two HTK of damage or they do none. This is due to the Giants' thick skins and the fact that even their clothing is extremely durable, to say nothing of their armor. When in battle with humanoids, Giants can frequently be seen sprouting arrows like pin-cushions.

With hand-held weapons, Giants can hit any hex within a range which is equal to their height. When fighting creatures less than one third their height, Giants select one target in a hex as the primary object of the attack; other targets in the same hex may also be attacked (at -3) as the Giant's weapon passes through the hex, depending on the weapon used. These other targets suffer "peripheral" attacks, although the damage from such attacks hurts as much as any other.

When a target in any hex is attacked, one additional humanoid in the hex (if present) suffers a peripheral attack for every five feet (rounded down) of the Giant's height.

This additional peripheral attack is due to the huge size of the Giant weapon. A successful peripheral attack does one-half normal damage.

Any humanoid subjected to a peripheral attack may give up his next movement or attack round to "dodge" the peripheral attack. A Character dodging a peripheral attack gains a save vs. Death Magic against the attack which (if the save is successful) negates damage and allows the Character to move 2" in any direction; failing the save results in normal peripheral attack damage. No humanoid may suffer more than one peripheral attack for each Giant attack in a particular hex.

Against creatures less than one quarter of a Giant's height/mass, Giants can make a "move through" attack by simply passing through the hex occupied by the creatures. The attack is at -3 and does 1D4 HTK of damage for each 5' of the Giant's height (stomping or kicking damage-as the Giant passes).

A move-through attack is made against all creatures occupying the attacked hex. If the Giant is unaware of the presence of the creature(s) within the hex, the attack is made at -5.

As a rule, a Giant's fist does 1D4 HTK of damage, his kick, 1D6 HTK of damage, per 5' of height. Each HTK of damage done by a Giant acts as one point of structural damage when made against a building.

Giants are very strong even in consideration of their size. In terms of the size of objects a Giant might throw, Giants can hurl a one-foot diameter stone twenty feet for every five feet of their height. A 10' tall Hill Giant can throw a one-foot stone forty feet, while a 20' tall Titan can throw the same stone eighty feet.

One foot smaller/larger on the size of the thrown object adds/subtracts ten feet on the Giant's throwing range. Roughly, a tree trunk 6" thick and 5' tall equates to a 1' diameter stone for the purposes of a Giant's ranged attack.

Like peripheral attacks, when a Giant ranged attack is made, it is done against the entire target hex, not just the direct target. Thrown-object attacks are made at -3 to the primary target and -5 against all other "peripheral" targets within the hex. When a Giant throws or fires a particularly large object (one which would fill the entire target hex), all creatures in the hex are attacked at -3. Wounds from such attacks are the result of broken stone shards bouncing off the thrown object and the panicked scattering of other Characters in the target area.

Giants may also make a "swinging attack" which attacks through two connecting hexes but does only half normal damage. Both attacked hexes must be in range of the Giant. All targets in both hexes are treated as "peripheral" and may dodge the attack. Any creatures struck by such a swinging attack are brushed one hex directly away from the Giant and suffer the stated half-damage. Swinging attacks may be made by any type of weapon, although spears and other pointed weapons do 1D4 HTK less than the half-damage norm, since they are being used as clubs.

If a Giant is killed by an attack and had less than ten remaining HTK before the deadly blow, the Giant will fall into an adjacent hex, doing 1D4 HTK of damage per 5' of its height to any creatures in that hex.

Giants are placed at a particular disadvantage when combatting certain creatures. Giants have an additional +4

to their THACO when battling dwarves, shire-folk, and creatures of similar size. Giants also have difficulty combatting especially rapid or nimble creatures, as the Giants build up much momentum in combat, making it difficult for them to change the direction or timing of an attack. All creatures with minuses to defense due to high dexterities double those minuses in combat with Giants.

Giants operate most effectively against creatures who are large and/or slow. Creatures with pluses to their defense due to low dexterities double those pluses when fighting

Giants, as the creatures cannot avoid the massive Giant weapons. Giants prefer to fight larger enemies, so Giants will first attack those opponents nearest their own size.

Against dragons or other great lizards, Giants fight at +3 to damage and -3 to THACO due to their traditional training in combatting these enemies. The dragons of this world, not being native enemies of the otherworldly Giants, gain no battle advantage, although the Giants retain their benefits.

GIANTS AS PLAYER CHARACTERS

Only Giants between the ages of twenty and thirty years have the temperament to become adventurers. Before these years, Giants are still growing and maturing; afterwards they begin to settle down into the more traditional Giant ways. Adventuring Giants are extremely rare and are considered to be somewhat peculiar by their fellow Giants.

Of adventuring Giants, 70% are Hill Giants, 10% Forest, 5% Fire, and 5% Frost; all other Giants adventure at about 2% each race. In a random roll for race, a Player would have an extremely small chance of becoming a Giant (roughly one in ten thousand, or two 00 rolls on percentile dice).

Giant equipment runs between five and fifty times standard cost for outfitting a humanoid, takes three times as long to create, and is often impossible to find.

Giant Characters are necessarily limited in their actions. Only the largest of dungeons can accommodate Giants, who have to crawl through normal humanoid hallways. Giant appearances so upset most humanoids that adventuring Giants are often attacked on sight. Because they are the most visually impressive of adventurers, Giants are often the primary target in combat. In short, Giant adventurers tend to have short life expectancies.

Giants who try to adventure would not have the maturity expected of a runecaster and so would not be accepted as a student of runemagic. No Giant adventurer will know runemagic, although one could know normal magics.

Giant Classes

In consideration of classes, Giants can be fighters, magic users, or druids. Having been exiled by their god, Giants cannot become standard clerics. If they opt to become adventurers, Giants do not roll on their normal tables to hit but instead use the class tables, adding two to their normal chance to hit. Although adventuring Giants are given these restrictions, they are still able to use the special Giant combat rules and Giant weaponry.

Giant	Fighter	Magic User	Druid
Chaos	7	9	-
Dwarven	6	5	-
Fire	9	5	2
Forest	5	6	9
Frost	7	7	7
Hill	5	3	3
Sea	5	7	7
Stone	7	5	7
Storm	7	7	-
Titan	NA	NA	NA
2-Headed	4	2	-

Category	Chaos	Dwarven	Fire	Forest	Frost	Hill	Sea	Stone	Storm	Titans	2-Headed
Strength*	28	26	25	27	24	20	29	22	24	31	29
Intellect*	3D4	3D8	3D8	3D8	3D6	3D4	3D8	3D6	3D6	4D10	2D4
Insight*	3D8	3D8	3D6	3D8	3D6	3D4	3D8	3D6	3D6	4D10	2D4
Stamina*	3D10	3D10	3D8	3D10	3D8	3D8	3D10	3D8	3D8	3D10	3D10
Dexterity	3D6	3D4	2D6	3D4	2D6	2D4	3D6	2D6	3D4	3D6	3D6
Appeal*	**	3D6	3D6	3D6	3D6	2D4	3D6	2D6	3D6	3D8	2D4

* For statistics which supersede numbers in the respective sourcebooks, bonuses are at GM discretion.
 ** Chaos Giants range in Appeal from 1D6 to 4D6.

TITANS

APPROACHES

Titans

STARFIRE

Worship

Dining

Council

Animal Housing

Weaponry

Magical Studies

Sleeping Quarters

Creative Arts

Metallurgy/Architecture

Relaxation/Entertainment

Entrance

TITANS

As the first Giants and the progenitors of the other Giants, the Titans are the epitome of Giantkind, serving as models for most of the others, creating the basis for Giant civilization. The Titans are incredibly huge, powerful, and gifted with magic. To the various humanoid races, Titans are virtually gods; to their related Giant kin, they are fathers, protectors, and patron saints.

Titan

HTK: 20D8, *AC:* -5

MV: 18", *Att:* 1,

Dm: Sword: 7D8, or *Fist:* 5D6

Align: Lawful Good

THACO: 7

Size: L (24')

IT: Semi - Godlike

Specials: Immunity, regeneration, ultravision

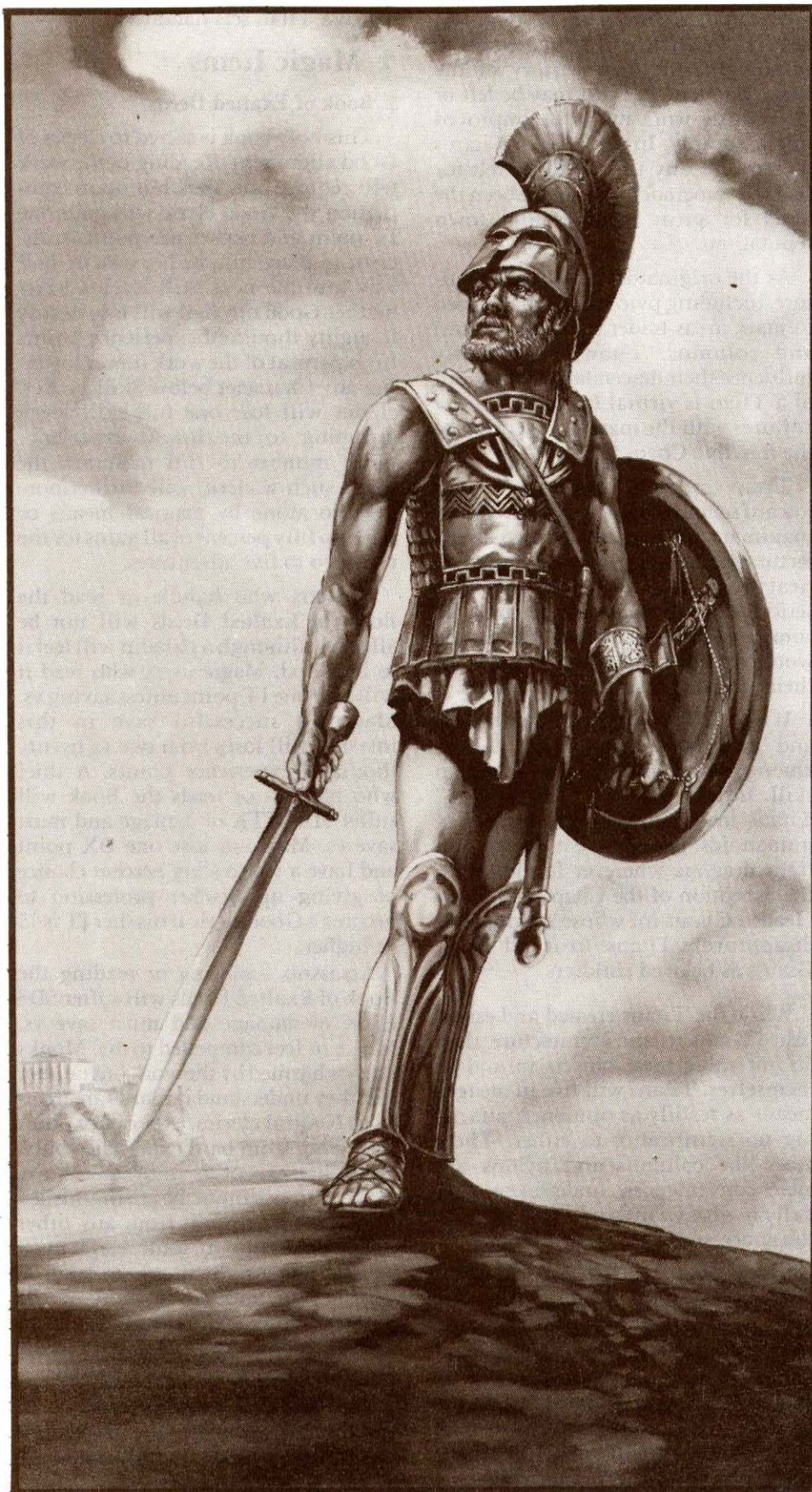
Magic Resistance: 55%

In their appearance, Titans live up to their reputation as demi-gods. They are typically gold-skinned, although some have skin the color of other metals such as bronze, copper, platinum, and silver. Titan hair is usually silvery white or golden (somewhat darker than their skin) while some have bronze or coppery hair. Titans have extremely noble and sculptured features.

Titans usually wear tunics, robes, and cloaks made of metallic mesh. Their armor is often gold, silver, or true-silver but the greatest fighters wear armor which gleams the electric blue of adamantium (-4 to AC, non-magical). Unless killed by another's hand, Titans live virtually forever. They cannot contract diseases and they regenerate at a remarkable rate (5 HTK per hour of sleep).

The ordered society of the Titans is very stable; democratic decisions regarding problems affect the Titan people as a collective. Individual Titans do not need laws for they follow natural impulses which are strictly Lawful Good. However, many Titans have a tendency toward control of lesser races for the Titan good.

Titans live by doing good for people, who then gift the Titans with food and treat them as guests. Having a Titan visit is a great honor and during the Titan's stay, the household (and



probably the community as well) is bound to receive great gifts. Titan gifts do not necessarily come as monetary or physical presents. More often some healing or touch of magic will be the legacy of a Titan's visit.

The Titan may sing a song, the beauty of which will be remembered throughout the later history of the town. Some form of art may be left or an existing work might be improved immeasurably. In any case, a Titan's presence in any town will be felt for years to come; such visits have been the basis for great fortunes and town reputations.

As the originators of all Giant culture, including pylons (originally used to mark areas under their protection) and columns, Titans continually influence their descendants. The word of a Titan is virtual law to all Giant cultures with the marked exception of the irascible Chaos Giant.

Titan creative tendencies lean toward social or biological rather than inanimate art. Some Titans do architectural or metallurgical work but most treat this as a passing fancy rather than serious craft. If their culture could be compared to one of humanoids, Titans would basically be ancient greek in their outlook and cultural leanings.

While all Titans are great storytellers and musicians, some noted Giants among their descendants rival them in skill. In their care for "lesser races," Titans may council great leaders of humanoids, take on great quests, and fight dragons wherever found. With the exception of the Chaos and Two-Headed Giants (of whose actions they disapprove), Titans treat all other Giants as beloved children.

While the Titans created and established Giant art and architecture, they do not value these objects in and of themselves. Titans will live in meager means as readily as opulence, attaching no significance to either. Their greek-like columns and pylons are mere conveniences, undertaken partially to give Giantkind some sense of constance and permanence.

Titans have a magic which is virtually immeasurable. They can cast all humanoid druidic, clerical, and non-evil magical spells as a natural ability, although these take one segment to cast and are not considered important by the Titans themselves. Most true Titan magic, the kind they find worth studying and improving, involves

either Titan arts or Titan runes (which in some cases is one and the same).

Titan singers express their magic in the form of song, sculptors create living statues, lifecrafters make new forms of life, etc. Anything is possible when a Titan sets hand to it.

‡ Magic Items

‡ Book of Exalted Deeds

This holy book is sacred to clerics of Good alignment. Reading of the work will require one week but upon completion the Good cleric will gain one IT point and experience points sufficient to place him or her exactly half way into the next skill level. Clerics neither Good nor Evil will lose twenty to eighty thousand experience points from perusal of the work (never lowering any Character below Skill 1). Evil clerics will lose one full skill level, dropping to the lowest experience point number to still maintain the level; such a cleric will furthermore need to atone by magical means or offer up fifty percent of all gains for the next two to five adventures.

Fighters who handle or read the Book of Exalted Deeds will not be affected, although a paladin will feel it to be Good. Magic users who read it will lose one IT point unless saving vs. Magic; a successful save in this instance still loses from two to twenty thousand experience points. A thief who handles or reads the Book will suffer 5D6 HTK of damage and must save vs. Magic or lose one DX point and have a ten to sixty percent chance of giving up his/her profession to become a Good cleric if his/her IT is 15 or higher.

Assassins handling or reading the Book of Exalted Deeds will suffer 5D8 HTK of damage and must save vs. Magic or feel compelled to die. Monks are not harmed by the work but neither can they understand it. Bards are treated as Neutral clerics, experience point loss being from bard experience only. Note that except as indicated above, this writing cannot be distinguished by cover or scansion from any other magic book, libram, tome, etc. It must be read. Once the Book is read, it vanishes to another portion of the Titan's library and it cannot be reread a second time by any Character in the effort of gaining still more benefits.

The Book of Exalted Deeds is of inestimable value to the Titans. It would be valued at approximately 40000 gp on the open market.

‡ Mattock of the Titans

This huge digging tool is ten feet long and weighs over one-hundred pounds. Any giant-sized creature with a strength of 20 or greater can use it to loosen (or tumble) earth (or earthen ramparts) in a one-hundred-cubic-foot area in one turn.

The mattock will smash rock in a twenty-cubic-foot area in the same amount of time. If used as a weapon, the mattock is +3 "to hit" and does 5D6 HTK of damage, exclusive of strength bonuses. The Mattock of the Titans is valued at 7000 gp.

‡ Maul of the Titans

This huge mallet is eight feet long and weighs over one-hundred-fifty pounds. Any giant-sized creature with a strength of 21 or greater can employ it to drive piles of up to 2' diameter into normal earth at 4' per blow, two blows per round. The maul will smash to pieces an oaken door of up to ten feet high, four feet wide, and two inches thick in one blow (two if the door is heavily bound with iron).

If used as a weapon, the maul is +2 to hit and does 4D10 HTK of damage, exclusive of strength bonuses. The Maul has a value of 12000 gp.

‡ Periapt of Health

This gem appears exactly the same as a Periapt of Foul Rotting but the possessor will be immune to all diseases save that of the latter Periapt so long as he or she has the Periapt of Health on his or her person.

The Periapt of Health is valued at 10000 gp.

‡ Talisman of Pure Good

If a high priest or priestess possesses one of these mighty talismans, he or she has the power to cause an Evil cleric to be swallowed up forever by a flaming crack which will open at the feet of the victim and precipitate him or her to the center of the Earth. The wielder of the Talisman of Pure Good **must** be Good in alignment and if he or she is not exceptionally pure in thought and deed, the Evil cleric will gain a saving throw vs. Magic.

A Talisman of Pure Good has seven charges and can only be recharged by a Titan. If a Neutral cleric touches one of these stones, he or she will suffer 7D4 HTK of damage; if an Evil cleric touches one, he or she will suffer 4D12

HTK of damage. Non-clerics will not be affected by a Talisman of Pure Good, which has a value of 27500 gp.

Pets and Allies

The Titans have had two companions down through the ages, the androsphinx and the hound of law. The hound was a gift to the Titans from their Creator on the First Day. For millenia it lived among Titans and its progeny became the friends and companions to the Giants.

In the later years the hound itself became a wanderer, until the Titans lost track of it altogether during the Great War and Neberon exile. The children of the hound remained, however, and could always be found with their Titan masters.

Androsphinx

HTK: 12D8, *AC:* -2
MV: 18"/30", *Att:* 2,
Dm: 2D6/2D6
Align: Chaotic Good
THACO: 9
Size: L (8')
IT: Exceptional
Specials: Roar, speak languages
Magic Resistance: Standard

The male, or andro-, sphinx is a very powerful and large creature. An androsphinx attacks with its two great paws in melee. It has the ability to use clerical spells as if it were a Skill 6 Cleric. The androsphinx usually shuns the company of female (or gyno-) sphinxes for they resent the females' greater intellects and neutral alignments. The androsphinx can speak all languages particular to sphinxes and the common tongue of mankind as well.

Thrice per day an androsphinx can emit a deafening roar which can be heard for several miles. The creature must be aroused and angry to utter the first, very angry to roar again, and infuriated to emit a third.

The first roar of an androsphinx causes all creatures within 360 feet to save vs. Petrification or flee in panic for three turns. The second roar is louder still; creatures within 200 feet must save vs. Petrification or be paralyzed with fright for 1D4 melee rounds; in addition, creatures within 30 feet of the androsphinx will be deafened for 2D6 rounds unless they are ogre-sized or larger (or have protected hearing organs).

The third androsphinx roar causes creatures within 360 feet to save vs.

Magic or lose 2D4 points of ST for a like number of melee rounds; in addition, any creature within a thirty foot radius of the androsphinx's mouth will be knocked over unless the creature is ogre-sized or larger.

Creatures so knocked over must save vs. Breath Weapon or be stunned for 2D6 rounds and suffer 2D8 HTK of damage unless they are part or fully lion. The force of this third roar will crack stone within thirty feet.



Hound of Law

HTK: 6D8, *AC:* 2
MV: 30", *Att:* 1,
Dm: Bite: 6D6
Align: Lawful Good
THACO: 13
Size: L (12')
IT: Average to High
Specials: Magic abilities
Magic Resistance: 10%

The hounds of law are the loyal pets of the Titans. A wandering Titan will always have at least one of these creatures with him. The hounds appear to be huge dogs, related in appearance to a shaggy cross between a German Shepherd and a Husky. They have many magical powers bequeathed them by their parentage, including abilities to:

- Walk on water or any other non-solid surface.
- Command other canine races and call any within two miles with their howl.
- Locate a Titan, no matter how far away.
- Travel the planes. (This power was inbred by the Titans who loved the hounds best and wanted them to travel.)

In the later years the hound itself became a wanderer, until the Titans lost track of it altogether during the Great War and Neberon exile. The children of the hound remained, however, and could always be found with their Titan masters. In the years spent on Earth, the Titans developed close links with two other creatures as well: the lammasu and the shedu.

Lammasu

HTK: 7D8+7, *AC:* 6
MV: 12"/24", *Att:* 2,
Dm: 1D6/1D6
Align: Lawful Good
THACO: 12
Size: L
IT: Genius
Specials: Cure wounds, dimension door, holy word (10%), invisibility, protection against evil, spell casting, telepathy.
Spells: 4/3/2/1
Magic Resistance: 30%

Lammasu dwell in warm regions but they occasionally visit every clime. It is the nature of these creatures to aid and protect Lawful Good persons and they are of generally kind and friendly disposition to all Good creatures.

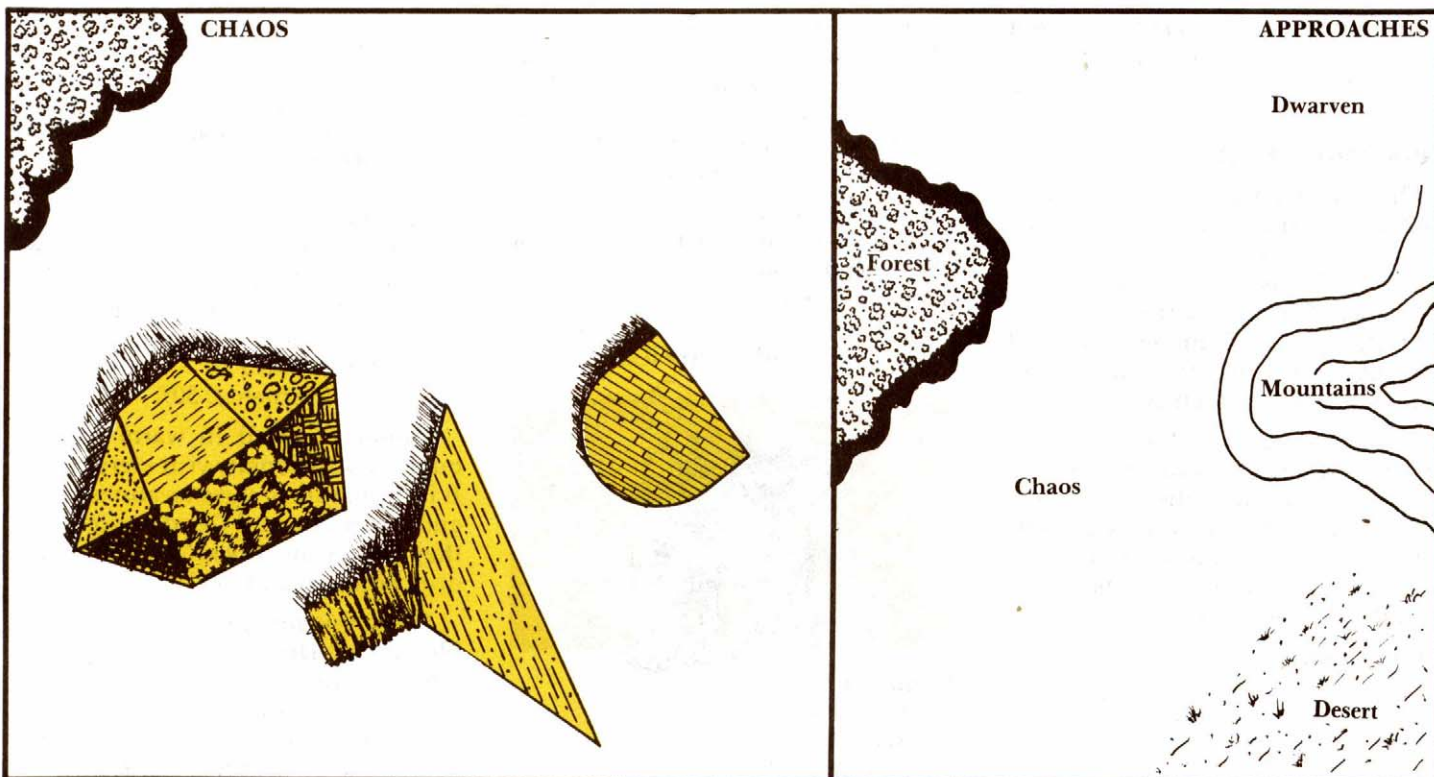
Lammasu are able to become Invisible and/or Dimension Door at will. They radiate a Protection against Evil in a ten-foot radius which has double strength. Additionally, lammasu are able to use up to Skill 4 clerical spells, doing so at Skill 6 proficiency. Lammasu possess Cure Wounds spells of double effect and ten percent of these creatures can speak a Holy Word as well. Lammasu communicate in their own tongue, the language of Lawful Good, and through a limited form of telepathy.

Shedu

HTK: 9D8+9, *AC:* 4
MV: 12"/24", *Att:* 2,
Dm: 1D6/1D6
Align: Lawful Good
THACO: 10
Size: L
IT: Exceptional
Specials: Ethereal, telepathy
Psionics: 70-100
Attack/Defense Modes: All/all
Magic Resistance: 25%

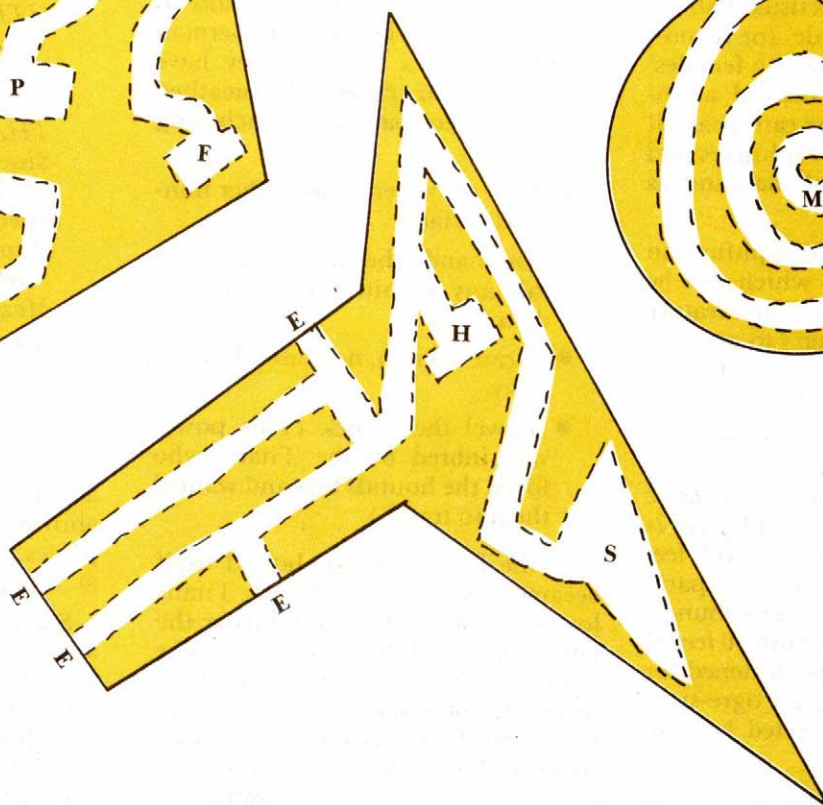
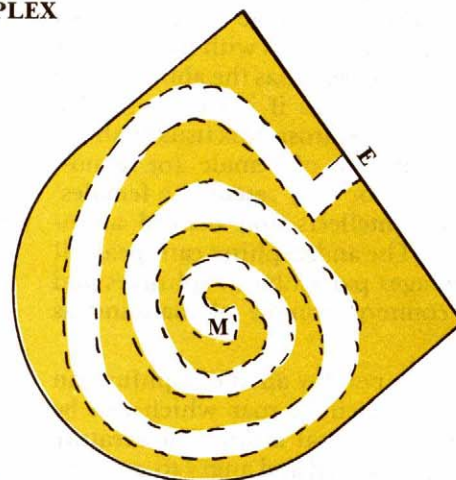
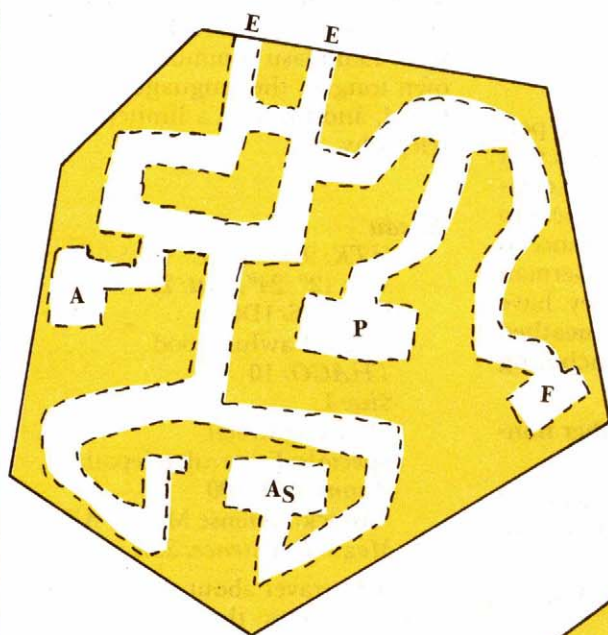
Shedu travel about the world seeking to further the ends of Lawful Good, helping allied creatures when in need. Although shedu can attack with their powerful front hooves, they are more likely to use their psionic abilities 3 major and 5 minor disciplines. All such abilities are performed at Skill 9 mastery.

Shedu can become ethereal at will and they frequently travel the astral and ethereal planes. While shedu have their own language, they also know most humanoid tongues. As they have a limited form of telepathy, shedu generally communicate by direct mind contact.



HELWASTE

TYPICAL CHAOTIC COMPLEX



- E = Entrance
- A = Armory
- P = Pet/Animal Center
- F = Food Supply
- AS = Art Supplies
- H = Healing Center
- S = Sleeping Quarters
- M = Magical Training

CHAOS GIANTS

Bred from captured Titans, Chaos Giants are truly worthy adversaries of the greatest of Giants. Just as their ancestors are the ultimate servants of Law and justice, Chaos Giants are the captains of Chaos, evil, and pain. The Chaos Giants have been warped by their evil masters and subconsciously realize what their destinies could have been; this knowledge only serves to make Chaos Giants more dangerous and terrible.

No Chaos Giant has ever been seen in this world but in the light of the Chaos Giants' great powers, earth occupants realize this does not mean Chaos Giants are not present.

Chaos Giant

HTK: 15D8, *AC:* -1

MV: 12", *Att:* 1,

Dm: Sword of Flame: 6D6, or Fist: 3D6

Align: Chaotic Evil

THACO: 8

Size: L (18')

IT: Semi - Very

Specials: Externalized magics

Magic Resistance: 20%

The original Chaos Giants were bred from Titans captured by servants of the Chaos Queen. These Titans, their minds warped and twisted by their evil captors, were wedded to the dark spirits of the depths. The Chaos Giants which sprang from these roots were powerful, evil, and completely unpredictable.

There is no standard for Chaos Giant appearance; they can be beautiful and noble or hideous and vile. Most Chaos Giants are quite bizarre in appearance; some have beautiful faces and horribly twisted and pustulant bodies, others have magnificent bodies and nauseating faces. Unsymmetrical or missing features, extra or missing limbs, and scarred or diseased forms are all common among Chaos Giants; those who appear otherwise normal mask warped and decaying minds. Chaos Giant descriptions are as various as are diseases, mental conditions, and disfigurements.

To determine such Chaos Giant characteristics, roll 1D6 on each of the following tables.



Facial

- 1: *No eyes*
- 2: *No nose or ears*
- 3: *No face*
- 4: *Disease/Combat scars*
- 5: *Skeletal*
- 6: *Normal*

Physical

- 1: *No hands*
- 2: *No arms*
- 3: *Corpulent*
- 4: *Hunchback, bones twisted*
- 5: *Skeletal*
- 6: *Normal*

Mental

- 1: *Humanoid phobia*
- 2: *Mania for blood, killing*
- 3: *Randomly berserk*
- 4: *Random irrational hatred*
- 5: *Power mad*
- 6: *Serial killer, random*

Some Chaos Giants do not maintain a single form. These Giants might have a single, second form which they become or they may take on any form they desire. The forms these Giants assume must all be equal in mass to their Giant body and it is only through great concentration that such Giants may consciously take on and keep a form. Most Chaos Giants who change form do so at random times and with no conscious control.

Some Chaos Giants can control the change but under stress, such as combat, they begin to lose the form or take on a new one at random. In any case, the new form will maintain at least some traces of the Giant's natural disfigurements (if any). Chaos children are exposed to the mind-altering Mists of Chaos at an early age to encourage the typical Chaos warped psychology.

While assigned earthly coordinates here, the Chaos Giant home is actually within the Chaos plane, although it is not within the Chaos maelstrom itself. From their realm on the very cliffs of the maelstrom, Chaos Giants may look out over the brink and worship their Queen, Azurg, mistress of the Dark Master and patron of evil. This Chaos realm is a shifting landscape of mountains, hills, deserts, and twisted forest.

Chaos Giant palaces, keeps, and castles dot the ever-changing countryside. Vast chaos clouds swirl and alter overhead, leaving flying creatures and strange, newborn magics in their wakes. Disembodied voices, screams without screamers, and sounds of machines and animals yet-to-be echo through the perpetual twilight.

Chaos Giant society is fluid at best. A careful accounting is kept of the stature of each Giant in regards to its fighting, magical, and political power. While such accounting is a popular Chaos Giant pastime, challenging one another to physical, magical, and political combat is even more so. Any such challenge is likely to become a battle to the death, even in the political realm. Chaos society is machiavellian taken to the extreme; plots, counterplots, and betrayals abound leavened with the confused and erratic personalities of these Giants.

The Chaos Giant may obey a person of stronger personality but only for the moment. The Chaos Giants fear and respect only unbeatable power, such as that of Azurg. Absolute Chaos Giant anarchy is a mere step away, for Chaos Giants form groups only to accomplish the most important of mutual goals. In Chaos Giant groups and cities, assassinations, sudden betrayals, and poisonings are all common occurrences but stated duels are not. More often, a Chaos Giant will prepare an ambush for another, the resulting fight merely considered a duel by onlookers.

Chaos Giants use their magic and servants to bring food and goods unto themselves. Chaos Giant personalities are too unstable to allow them to carry out useful work or trades. A very few Chaos Giants are artisans but it is left to their servants to trade the art and carry the economy. Chaos Giants satisfy the needs of the moment through their magic or by demanding their servants fulfill any requirements.

Chaos Giants do not make good entertainers or particularly good artisans because they never follow through on any planned or intended course. However, Chaos Giants do make occasional spectacular achievements in art or entertainment through unplanned inspiration or luck, creating objects of great and unexpected beauty. Their servants tend to take better care of buildings and items than do Chaos Giants themselves since there is always a chance that a Chaos Giant might actually take notice of their belongings and be angered if something were amiss.

Chaos Giants will often allow numerous creatures to roam their buildings, including Good creatures (if it amuses them); the Giants also permit many undead to wander their homes. The sole criterion for deter-

mining the creatures one may find in a Chaos home is the state of mind of the Chaos Giant at the particular moment.

Being completely unpredictable, Chaos Giants sometimes may allow adventurers to pass while other times they will fight to destroy any trespassers. A Chaos Giant might present an invader with a gift of prophecy or call for guards.

Having been deprived of Giant influence and society long ago, Chaos Giants have no standard ways to act, create no Giant pylons or columns, and have no specific tastes which do not change from moment to moment. The only Chaos Giant constant is their evil natures and their fear and worship of Azurg and her Dark Master.

Some Chaos Giants are wise or intelligent but all are erratic or do not follow their own judgement (as a result, Chaos Giants lose battles more often than they should based on their abilities). Chaos Giants acquire sudden likes and dislikes, although they do consistently enjoy one thing: ownership (such as items, slaves, property, etc).

Chaos Giant architecture is bizarre at best. Because plans are changed constantly throughout the construction of buildings, they become a conglomeration of rooms, walls, halls, in an architectural and artistic melange. In short, they are atrocities. The overall Chaos Giant floorplan is often a maze of halls with only a few rooms. Rooms are oddly shaped and contain extra walls which serve no useful purposes. Ceilings vary in height, often to such a low level that a Chaos Giant cannot walk in the room.

As part of their Chaotic training, Chaos Giants have externalized their great, hereditary internal magic with which they can turn any sword into flame, cause their fists to flame, form solid objects out of thin air, or kill with a glance. Chaos Giants are able to create magic items but these are often so poorly made they turn out to be cursed instead of useful. As with most things, the Chaos Giants' own variations and inconsistencies cause creations to fail or turn out unexpectedly.

Chaos magical abilities include a variety of natural effects which do not strain their magic:

Demoralize — Any creature facing a Chaos Giant will attack at -3 to hit and defend at -1. Chaos Giant hirelings must make constant morale checks or

flee. This does not affect creatures of Skill 7 or higher.

Fury Storm — When angered or seriously injured, Chaos Giants create a storm of magic. If a Chaos Giant has suffered between 20 and 70 HTK of damage, any creature within 100' of the Giant is affected by great, swirling winds and tearing objects which whip within the storm. Creatures must save vs. Magic or take 4D6 HTK of damage per round subjected to storm; saving halves damage.

Illusion — As long as they can concentrate (non-combat), Chaos Giants can appear to be any creature they like, an effect which is treated as a Phantasmal Force spell.

Spells

Chaos Giant possess a variety of unique and powerful spells at their disposals. The casting of each spell drains the Chaos Giant of magical energies. The average Chaos Giant can cast a total of eight spells in a day, the casting time being one segment per spell. Typical spells available to Chaos Giants include:

Creation — By means of this spell, Chaos Giant can create any non-magical item he likes by simply willing it. The object materializes immediately, with a blinding flash of light, in the grasp of the Giant. The maximum dimensions of the object are ten-feet square, although the casting Giant can use more than one magic spell to double, triple, etc., this size.

Darkness — Chaos Giants can encircle themselves in a sphere of darkness through which only they can see. The area of effect is a 100' radius and the darkness cannot be penetrated by any other magic or sight.

Fear — By casting this spell, the Chaos Giant becomes an object of intense fear. Any creature not saving vs. Magic at +2 on the roll will flee at maximum speed for the next two turns.

Summon Chaos Creatures — Any Chaotic creature within a one mile radius which misses a save vs. Petrification must come and serve the Giant who casts this spell, the duration of which is six turns.

Summon Minor Spirits — Chaos Giants can call up 2D4 lesser undead, such as ghouls, skeletons, wights, and zombies, or 1D4 other minor spirits of evil, such as the different spirits of the lower planes.

A common Chaos fear is that of the Titans' hounds of law. This fear extends to all dogs save their own study subjects, hell hounds. This fears adds to the combat effectiveness of hounds of law or similar creatures against Chaos Giants.

The Chaos also fear one other thing: Death. Chaos Giants consider Death the ultimate in Lawfulness and thus supremely dread it. Chaos Giants will flee the presence of any avatar of Death, even if it is not the Giant incarnation.

‡ Magic Items

‡ Wand of Frost

A Frost Wand can perform three functions which duplicate magic user spells. The Wand (which is valued at 35000 gp) has 100-(1D10-1) charges, can function once per round, and may be recharged.

1.) *Ice Storm*. A silvery ray springs forth from the wand. In one segment, an ice (or sleet) storm occurs up to sixty feet from the wand holder. This function uses one charge.

2.) *Wall of Ice*. The silvery ray will form a wall of ice six inches thick and a square area equal to sixty feet (1' x 60', 2' x 30', etc) in two segments. This function uses one charge.

3.) *Cone of Cold*. Dancing, white crystalline motes spray forth from the wand in a cone with a sixty foot length and a terminal diameter of twenty feet. The cold comes forth in two segments but lasts only one second. The temperature is -100 degrees Fahrenheit and damage is at 6D8 HTK.

Fire-based creatures save at -3. Saving throw vs. Wand is applicable and if save is made, object struck suffers half damage. This function uses two charges.

Pets and Allies

Chaos Giants have no pets or allies in the normal sense. Their use of hell hounds (listed following) is primarily for study in their on-going search for defense against dragons. The Chaos Giants have many slaves who serve them primarily out of fear and/or magical restraint.

Chaos Giants can also control many types of magical creatures such as ghouls, wraiths, and other spirits. Azurg is the Chaos Giants' one great ally, although no Chaos Giant has ever seen her and lived.

Hell Hound

HTK: 7D8, AC: 4

MV: 12", Att: 1,

Dm: Bite: 1D10

Align: Lawful Evil

THACO: 13

Size: M

IT: Low

Specials: Breathes fire, locate hidden creatures (90'), stealth

Magic Resistance: Standard

In their intense hatred and fear of dragons, the Chaos Giants have developed a working relationship with hell hounds, who have aided the Giants in their pursuits of sufficient dragon-breath defenses.

Hell hounds are not normally of the material plane but some dwell within it, having been brought along by various creatures who sought their evil service.

In addition to a normal attack (simply biting with their great, black teeth), hell hounds breathe out a scorching fire on an opponent up to a ten foot distance, causing 1D8 HTK of damage unless the opponent is able to save vs. Breath Weapon, in which case only half-damage is inflicted.

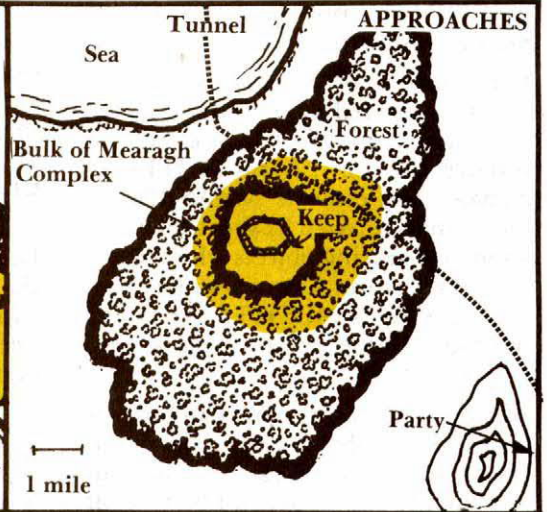
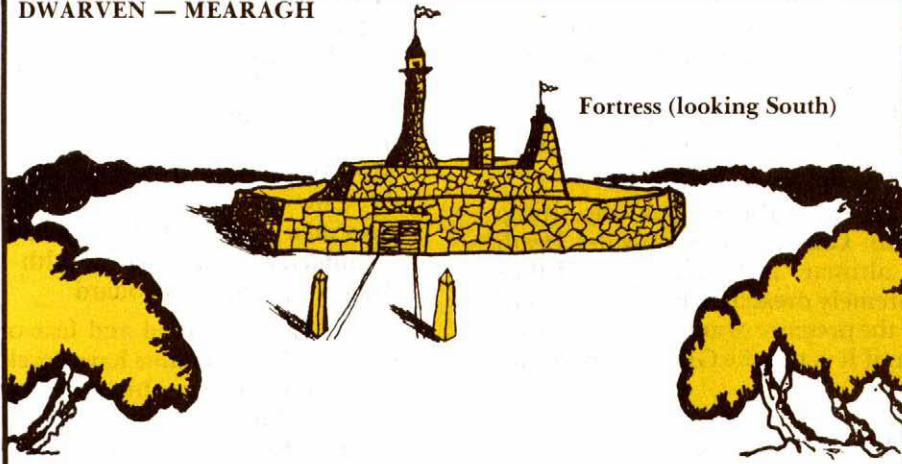
Hell hounds move with great stealth, surprising opponents on 1-4 on 1D6. They have keen hearing and may only be surprised on a roll of 1 on 1D6. The hell hounds' exceptional sight allows them to locate hidden or invisible creatures with 50% efficiency. For these reasons, they are favored as watch and guard dogs by Giants.

Hell hounds are a rusty red to red-brown in color. Their eyes glow an evil red and their teeth and tongues are a sooty black.



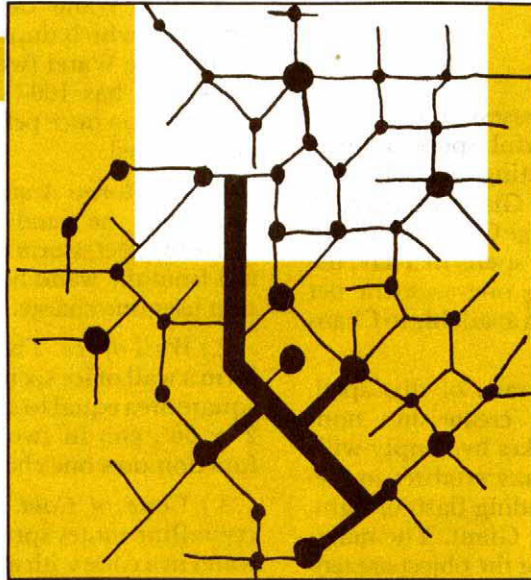
DWARVEN — MEARAGH

Fortress (looking South)

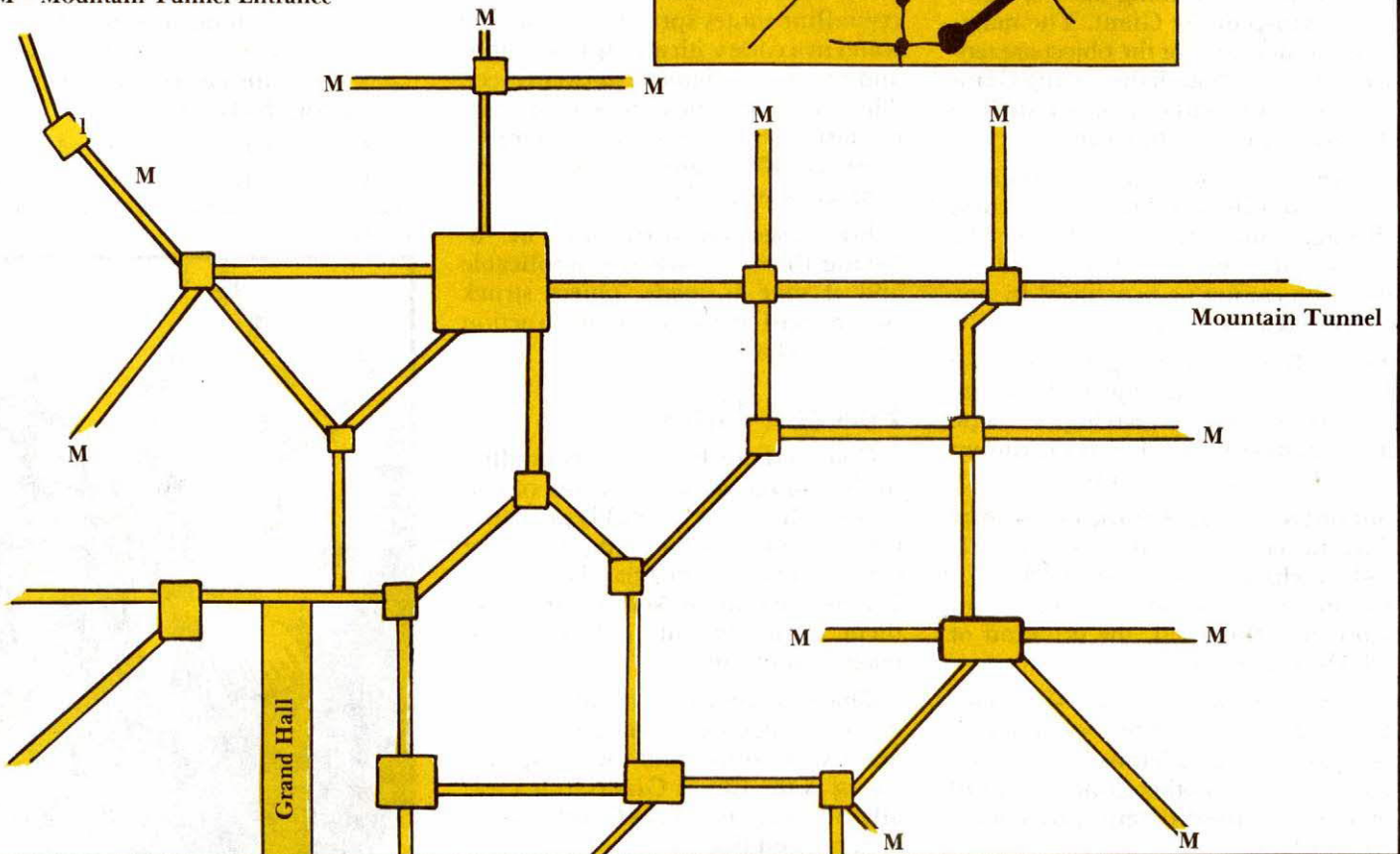


MEARAGH TUNNEL SEGMENT ADVENTURE AREA

MEARAGH



1 Mile
M = Mountain Tunnel Entrance



DWARVEN GIANTS

Of all Giants, the Dwarven race has the closest ties to humans and demi-humans. In many ways, Dwarven Giants emulate the dwarves who taught and aided them long ago. Dwarven Giants have maintained and so expanded their ancient ties that they are among the best known of all Giantkind.

Dwarven Giants are possibly the most successful of Giants, in human terms. From their beginnings, the Dwarven Giants have steadily increased in numbers and in wealth, their primary financial needs met by trading and working in stone and metal.

Dwarven Giant

HTK: 9D8, *AC:* 5 (plus armor)

MV: 12", *Att:* 1,

Dm: Battleaxe: 5D6, or *Fist:* 2D6

Align: Lawful Neutral

THACO: 12

Size: L (9')

IT: Semi - Godlike

Specials: Deep sense, magical enchantment, infravision (60')

Magic Resistance: 20%

Dwarven Giants are descended from the Frost Giants, who long ago became enamored of the earth and its natural beauty. From their natural magic Dwarven Giants have absorbed the colors of their environment. Most Dwarven Giants have earth-brown skin and a hair color which ranges from black through grey and dark brown to red (with a few blond throwbacks to their Frost ancestors, as are the typical Dwarven blue eyes).

The Dwarven Giant race-name has come about from deep ties to dwarves. Dwarven Giants, while short compared to the largest of Giants, are not actually dwarf-sized. They do, however, tend to bear a striking physical resemblance to Dwarves, being far more massive through the body than other Giants. Of all Giants, Dwarven are most prone to obesity, as their bulky torsos often swell with age until some Dwarven Giants become completely immobile.

Dwarven Giants are also tremendously strong for their height, rivaling the far taller Fire Giants for sheer brute strength. Due to their physical appear-



ances, strengths, Dwarven ties, and unusual heights, the Dwarven Giants have embraced both their race-name and their humanoid friends. The Dwarven Giants have taken on many of the habits and attitudes of the dwarves while remaining uniquely Giant.

As befits their name and attitudes, Dwarven Giants are tunnel dwellers. While they have been heavily influenced by dwarves, these Giants are not actually built for tunneling. To accomodate their massive forms, Dwarven Giants tend to create chambers and tunnels that are too large and unstable. The result is that tunnelling by Dwarven Giants often destabilizes huge areas of land and the underlying bedrock collapses (to the great distress of their Stone cousins).

Dwarven Giant caves are dangerous in the extreme, both for the occupants and for those who live above or nearby them. Humans and dwarves alike have learned not to build or settle too near Dwarven tunnels, which have a marked proclivity for collapsing and creating quakes, sinkholes, and earth faults.

In the creation and design of their caves, Dwarven Giants retain much of their dwarven similarities. Dwarven Giant workmanship is excellent. This Dwarven Giant homage to their demi-human friends often leads to the destruction of the tunnel complexes, as a good design for small builders is not necessarily good for giant ones. Dwarven Giant caves are dangerous in many ways. Falling stone, splintering wood supports, and even actual tunnel collapse are frequent events.

Dwarven Giants tend to ignore the smaller inhabitants of their tunnels, so long as the creatures do not interfere with the Giants. As a result, numerous human-sized horrors have developed in the shadows away from Dwarven eyes and care. While the Dwarven Giants are not bothered by these dangers, humanoids often find these tunnels deadly when unaccompanied by Giants.

Dwarven Giant society is organized along dwarven lines and is ruled by elected kings, some of whom govern at the sufferances of their people. Several Dwarven tyrants have been treated to the "Grech-kla" (a popular Dwarven punishment best described as "digging one's own grave"). Other misfit kings guilty of less heinous errors have returned to Dwarven society as common Giants without resentment

or incident. Dwarven royalty is chosen from a group of families which advised the Giants long ago in adopting dwarves as patrons.

The Dwarven Council consists primarily of craft guild leaders, although one or two art guild leaders are often included. Like all Giants, Dwarven have an innate sense of "rightness" which allows them to accurately judge the talents of competitors and decide who is most skilled without dissent. Thus, guilds are led by the greatest craftsmen and artists rather than the most politic.

Being naturally Lawful, Dwarven Giants need no laws or enforcements to interact well with one another. The rigors of life underground, the constant Dwarven Giant metalworking, tunneling, and trading, has ritualized much of Dwarven society. The close quarters and frequent overcrowding has developed the Dwarven Lawfulness to a fine degree as a safety valve.

Disputes among Dwarven Giants are settled by a neighborhood "Keiling," or Judgment, and if an involved party is dissatisfied, the matter is taken to a Councillor or the King. Occasional deadly quarrels, which very infrequently turn into bloodfeuds or duels, are settled in strictly controlled ritual combats. These measures enforce the Lawful habit throughout the life of a Dwarven Giant; the society has no desire for it to be otherwise.

Dwarven Giants make their living by mining and crafting metals, stone, and gems. Their voracious searches for trading materials often undermine entire mountains. Dwarven Giants especially value gems since their dwarven friends convinced the original Dwarven Giants that metals were less important than precious jewels.

While this gem-favoritism preserved the dwarven monopoly in gold, silver, and truesilver, it also prompted vast Dwarven Giant delvings for the harder-to-find precious gems which led to more frequent seismic disturbances. Dwarven Giants also value fine stone such as marble and onyx. Of all metals, only iron is important to the Dwarven Giants for its use the creation of fine steel.

Dwarven Giants increase their wealth by building for humanoids, guarding Giant and humanoid traders, and by trading goods. Giant-built castles and dungeons are a highly-prized commodity among humanoids of all types. Dwarven Giants specialize

in creating cyclopean dressed-stone walls and impenetrable military tunnels. The Dwarven Giants consider it a great honor to guard the trade caravans of their small cousins. They also aid dwarven military engineers in building siege mines and counter-walls. Dwarven Giant traders regularly reside in principal humanoid cities and act as intimidating contacts for dwarven traders who value anonymity.

Closer to home, Dwarven Giants provide some of their own food and necessities. They raise certain species of cave lichens and mosses, which grow profusely in Dwarven waste caverns, and also harvest any crops which grow above their tunnels. Some of the creatures living in Dwarven Giant complexes are killed and made into soaps, tools, and clothes. Such are the traditions of Dwarven Giant life, begun long before the Dwarven Giants reached their current, moderately advanced level of civilization.

Dwarven Giants have adopted many dwarven amenities in their tunnels. Running water is provided by constantly-refilled cisterns which flow through stone conduits within the tunnel complex. Heating comes from an intricate piping system which brings heated air from huge Dwarven Giant furnaces and forges. Dwarven wastes are deposited in waste caves and later become fertilizer for food plants. Fur rugs and tapestries thickly cover interior walls and tunnel floors of a typical Dwarven Giant complex.

Dwarven Giant tools are formed of animal bone, wood, and highly developed iron and steel alloys. Dwarven Giants have rough-woven clothes, although they often trade for high-quality cloth. A few Dwarven Giants enjoy working with wood as a hobby, creating Dwarven musical instruments and furniture both of extremely fine quality and valuable for sale and trade.

As in most things, Dwarven Giants favor dwarven music and art. Pipes and drums are Dwarven Giants' instruments of choice, although a few play instruments strung with steel. Dwarven Giant artwork is often warfare-related, with beautifully decorated Giant armor and weapons being a favored specialty. Other Dwarven Giant artists practice tapestry weaving, stonecrafting, and architecture.

For all their seeming similarities, Dwarven Giants differ from their more diminutive dwarven friends in many ways. Unlike actual dwarves, Dwarven

Giants are not regularly driven by lusts for revenge and blood feuds. Like their Giant forebears, Dwarven Giants are nature-oriented and accept death and difficulty as the natural order. Dwarven Giants have become more involved with the works of their hands than in the upkeep and decoration of their homes due to the frequency with which their homes collapse.

Dwarven Giants enjoy listening to instrumental music but dislike dancing to it. They value stories told to music, preferring those presented in dramatic voice with the music used in the background and for effect to those stories which are sung. Of all liquor, Dwarven Giants they prefer ale in small amounts, as inebriation disturbs the Dwarven Giant appreciation of artwork. Dwarven Giant enemies are few, although the Dwarven race does not get along well with Fire Giants (due to their differing alignments) or Stone Giants (because of the Stone appreciation for the earth to which Dwarven Giants are less-than reverent).

Dwarven Giants build huge tunnel complexes filled with vaulted chambers, spacious tunnels, and meticulously planned corridors. Yet no matter how well planned, Dwarven Giant complexes often collapse. Some of these occurrences are due to the activities of the crystalfolk (discussed later) but most are due to the tunnels simply being too large, the activity within them, too excessive.

The collapse of these huge chambers and tunnels usually leads to surface disruptions as the land above them shifts tumultuously. What remains of the tunnels is often completely unusable by Dwarven Giants, dwarves, or any humanoids, as the tunnels become filled and impassable with crumbling arches and loose rubble.

Only a few particularly well-made and cultivated Dwarven Giant strongholds have lasted throughout the years. Most Dwarven Giants must look for a new home every few decades, as the overpopulated, overmined, and overburdened complexes gradually disintegrate.

Dwarven Giants are also destructive in other ways, albeit unintentionally. Because of Dwarven Giant size, deep mining is often impractical. Construction of huge open-pit mines is the preferred dwarven method for obtaining metals and gems. In forming mines such as these, Dwarven Giants often level an entire mountain, the resultant

craters becoming vast lakes or turning into wastelands where trees and animals once thrived. Dwarven Giants will unthinkingly destroy entire hills for a single block of fine stone or a few quality gems.

Dwarven Giant craft is not primitive or haphazard. The Giants form pylons of stones so finely fitted that no seam can be found. Their columns are perfectly designed and invariably of stone, in the finest of Titan traditions. Dwarven Giant living areas are ornamented with stone statues and relief murals which are carved in the walls.

Dwarven Giants prize fine tools and weapons and often decorate their homes and tunnels with them. The exquisite Fire Giant metalwork being as expensive as it is, the Dwarven are the smiths of the Giants.

Much Giant art finds its way to the Dwarven tunnels through trade. Rugs and tapestries soften the often harsh decor of the Dwarven Giant tunnels but these accoutrements are more from Dwarven Giant honor for their demi-human friends than through any deep appreciation of such things.

Dwarven Giants are among the most numerous of their kind. Most Dwarven Giant tunnel complexes are habitually overcrowded and their frequent collapse does not help in housing Giants. Very few Dwarven Giants live outside the society as individuals or family groups; Dwarven Giant habits and preferences make them social creatures. The average Dwarven Giant complex will contain two hundred Dwarven Giants. The largest complexes, of which Mearagh is one, house about five hundred Dwarven Giants, their living and work areas, trade centers, supply chambers, and support facilities.

Dwarven Giant magic is limited to certain abilities and the renowned Dwarven Giant skill of enchanting weapons. In dwelling underground, Dwarven Giants have developed infravision and a "Deep Sense" which allows them to tell when a tunnel collapse or an earthquake is about to take place.

Many Dwarven Giant smiths can enchant weapons and other stone, metal, and crystal objects. This is often a long and tedious process unless the smith charges the object with his own personal magic, which is similar to the draining of energy levels by undead. These few Dwarven Giant abilities have developed in a relatively short

time, brought about by the channeling of Dwarven natural magic into a restricted set of needs.

Of the dangers in their world, such as the great cave snakes, Dwarven Giants find their major troubles with the great earth-basilisks of the caves, the mneg-zisthar. This terrible creature appears wherever the Dwarven Giants excavate with great frequency or to great extent. The mneg-zisthar and the more troublesome (but less feared) crystalfolk are considered the most vile enemies of the Dwarven Giants.

Mneg-Zisthar

HTK: 14D8, *AC:* 1

MV: 6", *Att:* 3,

Dm: 2 Claws: 2D8, Bite: 4D10

Align: True Neutral

THACO: 8

Size: L (40' long, 10' high at shoulder)

IT: Low

Specials: Petrification

Magic Resistance: 45%

The mneg-zisthar are individual elemental creatures of the earth. These "earthborn" creatures are created spontaneously from the destruction wrought by mining Dwarven Giants as part of the "earth mother's" natural defensive mechanisms. The mneg-zisthar and their cousins the crystalfolk are deadly enemies of the recklessly damaging Dwarven Giants.

Mneg-zisthar are huge, serpentine creatures of living rock which move slowly on a dozen thick legs. Their bodies are studded with large gems and plates of precious metals but the bulk of their mass consists of granite, slate, and marble which grind and churn with the mneg-zisthar's internal body currents. The mneg-zisthar are massively strong and persistent in following their instincts. Any Giant hindering the actions of the mneg-zisthar risks being torn limb from limb.

The primary goal of the mneg-zisthar is to return "stolen" stone, metals, and gems to the earth. To do this, the mneg-zisthar possess basic guiding instincts and several great powers.

The mneg-zisthar are called earth-basilisks because of their ability to turn opponents to stone. Mneg-zisthar normally accomplish this by simply by touching the opposing creature's flesh (save at +3 vs. Petrification). In combat, when the enemy is wearing armor or other heavy clothing and is dodging, the petrifying power is not so

effective. Only a natural 20 on a "to hit" roll forces the opponent to save vs. Petrification (still at +3) or be turned to granite.

When the power is used outside of combat, the mneg-zisthar has complete control over the results of the petrification and can turn the victim into a statue of metal, stone, or gemstone. The selection is dictated by the needs of the earth: what mineral has been most mined, what elements are missing from the location, etc. Once they kill a creature in combat, the mneg-zisthar petrify the prey's remains.

Created from a variety of valuable materials, when mneg-zisthar die, they become great, stone statues. Typically, 400 gp worth of valuable metal and 500 gp of gems can be dug out of such a body. Mneg-zisthar claws are worth 300 gp each (three per foreleg) for their use in potions. At the center of a basilisk's petrified body may be found a flawless tourmaline gem which retains a remnant of the mneg-zisthar magic. This gem can return to flesh any two creatures petrified by magic and is worth 1500 gp.

Crystalfolk

HTK: 6D8/9D8/12D8, *AC:* 3

MV: 9"/12"/15", *Att:* 2,

Dm: 2 Claws: 1D8/2D8/4D8 (per size)

Align: Lawful Neutral

THACO: 13/12/9

Size: S/M/L

IT: High

Specials: Thief abilities

Magic Resistance: 20%

Of the earthborn, crystalfolk are the planners and leaders. They guide and use the strength and powers of the mneg-zisthar to fulfill the requirements of the earth.

Crystalfolk come in a diverse assortment of shapes and sizes. They range from crab and spider-like to reptilian, insectile, and even feline and canine forms. Ranging in size from small to nearly giant, crystalfolk are formed out of living crystals, often being composed of gem and semi-precious stone but also of other elements yet undiscovered. Crystalfolk communicate via a ringing song which is akin to music.

Crystalfolk are extremely troublesome for the Dwarven Giants. While earthborn cannot change form, crystalfolk can alter their limbs to form special tools. In such a way, crystalfolk break into Dwarven Giant tunnels and chambers and steal materials and valuables. They also destroy Dwarven

Giant works, including tools, artwork, and tunnel supports. The continual collapse of Dwarven Giant tunnels is not completely due to Dwarven overwork and misplanning; the crystalfolk have secretly undermined Dwarven designs for centuries.

Much like humanoid thieves, smaller crystalfolk specialize in picking locks, handling traps, moving quietly, concealing themselves in shadow, and climbing sheer walls (all as a Skill 10 thief). Larger crystalfolk regularly raid Dwarven Giant chambers, undermine tunnels, and ambush individual Dwarven Giants. The real strength of the crystalfolk is their organization and cooperation as they work together in groups or in conjunction with mneg-zisthar.

Dead crystalfolk are highly prized by Dwarven Giants. At the crystalfolk's death, its body transforms into valuable gems worth between 2000 and 6000 gp. Much of the creatures' bulk crumbles at death, leaving only a few smallish stones intact. Crystalfolk magic dissolves the crystal structures when it dissipates.

All earthborn (both the mneg-zisthar and the crystalfolk) live in the depths of the earth and are prompted to action by some unnatural disturbance in the earth, travelling toward the surface through secret tunnels. Earthborn den in the lowest of caves, amid the natural formations of the earth. Any creature which destroys stone is an earthborn's enemy, although the earthborn will recognize Stone Giants as friends due to the aura of earth reverence which surrounds a Stone Giant.

‡ Magic Items

Most Dwarven Giant magic items are created for others and are traded for food and other goods. Only a few legendary magic items remain in Dwarven keeping as these Giants do not treasure most items unless they harbor some traditional or emotional value.

‡ Bealamin's Hair

This item is formed of spun gold filaments made into a wig-type headress and has tiara of platinum atop it. Bealamin's Hair is worth 3000 gp but its magic is potent. The wearer gains great influence with the opposite sex, adding four to his/her AP when wearing the item.

When dealing with merchants, the wearer can get a 50% discount from the

merchant's actual lowest price. Finally, the wearer can detect the presence of hostile intent in any creature upon which the wearer concentrates.

This artifact was crafted by the first Queen of the Dwarven Giants who was also known as the Guildmistress of the Goldcrafters.

‡ Kreag's Armor

The greatest Dwarven Giant warrior was Kreag, a valiant dragon hunter and Guildmaster of Armors who cleared many Dwarven Giant complex tunnels of their serpentine occupants. From each of his kills Kreag drew a single scale and then burned the remaining carcass. In this way, the creature's magic resided entirely in Kreag's single-scale trophy. From these serpent and dragon scales, Kreag created a Giant-sized scale shirt with the following properties:

- It acts as +6 scale mail.
- It protects the wearer from dragon breath. The wearer makes his save vs. Breath Weapon at -3; a successful save results in no damage, a failed save results in half damage.
- The wearer can take on the illusion of being any color dragon.
- Once per day, the wearer can evince any single ability of any dragon, such as flight, a breath weapon, or some natural power. The wearer will not be able to cast spells as a dragon unless he/she personally has this ability.

Kreag's Armor is highly prized by the Dwarven Giants (valued at approximately 15000 gp) and only a select few humanoids have ever seen it.

‡ Stonestriker

Handed down through the centuries to the king or queen of the Dwarven Giants, this artifact was created by a council of dwarves and Frost Giants. These Frost Giants were the forebears of the Dwarven Giants and this weapon is revered above all else in Dwarven Giant legend.

Stonestriker is a huge spear; the shaft is made of ancient ash and the head, a broad, leaf-shaped blade of adamant, is bound to the shaft with silver wire. Runes run the length of the shaft and the carved symbols are filled with a black, glassy substance similar to obsidian. The spearhead has only two rune markings on it but these penetrate completely through the broad blade to either side of the central core. The spearhead runes are mere designs and hold no magical importance.

Only a person of Giant size and strength can wield Stonestriker, which has the following abilities:

- Use of Stonestriker subtracts two from the bearer's THACO and Armor Class.

- On striking any inanimate object made of minerals, stone, armor, weapons, or gems, Stonestriker will crack and pulverize the object, as if it had been crushed and beaten by dozens of Giant hammers. The effect, takes place over a two-segment period. The object first becomes etched with cracks and then crumbles into dust.

The effect's area includes the entire struck object and any other objects in physical contact at the moment of effect (maximum 50' from the point of contact). Stonestriker will affect any object, including artifacts, except those which were once part of a living creature (bones, scales, claws).

- If Stonestriker is thrown and misses its target, Stonestriker will land with its head stuck in the ground; only Stonestriker's thrower may remove it. One round after Stonestriker hits the ground, a tremor will shake the area around Stonestriker. All creatures within 100' will be tossed violently to the ground for 2D4 HTK of damage. All building structures take two points of damage.

Pets and Allies

While there are many earth-dwelling creatures which can co-exist with the Dwarven Giants (giant badgers, etc.), the only creatures to regularly befriend the Dwarven Giants and aid them in their mining efforts are the cave bear and the zorn.

Cave Bear

HTK: 6D8+6, AC: 6

MV: 12", Att: 3,

Dm: 1D6/1D6/1D12

Align: True Neutral

THACO: 13

Size: L (12'+)

IT: Semi-

Specials: Extreme hearing and smell, hugs 2D8

Magic Resistance: Standard

The cave bear is omnivorous and prefers the flesh of that which he/she has killed to the spoils of another. While gifted with exceptional hearing and sense of smell, the cave bear has very poor eyesight. The average cave bear is approximately twelve feet tall, although reports have surfaced of cave bears being as large as twenty or twenty-five feet.

The most aggressive of its clan, a cave bear is a remarkably powerful fighter. If a cave bear scores a paw hit with an 18 or better, it also hugs for additional damage. A cave bear will continue to fight for four rounds when between zero (0) and negative eight (-8) HTK. A cave bear is immediately killed when it reaches negative nine (-9) HTK.

Zorn

HTK: 7D8+7, AC: -2

MV: 9", Att: 4,

Dm: 1D4(x3)/6D4

Align: True Neutral

THACO: 13

Size: M (5')

IT: Average

Specials: Stone conformation, fire and cold resistance

Magic Resistance: Standard

The zorn are a race of creatures found on the elemental plane of Earth.

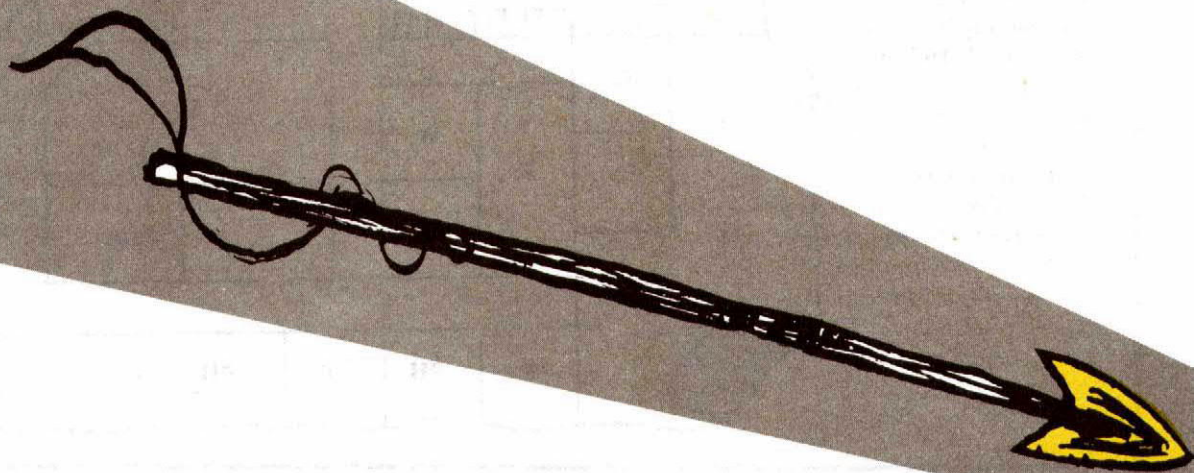
On rare occasions they will abide on the material plane for a time. When doing so, zorn seek subterranean places. Zorn feed on certain rare minerals which are the subject of their continual quests on the material plane.

The jaws of the zorn are very powerful. The creature can blend with stone, in color, conformation, and physical capability, and is very likely to surprise any other creature. The zorn is likely to demand from its opponents such metals as copper, silver, etc. to snack upon. If a passing creature refuses, the zorn is 90% likely to try to take the metal by force. A zorn can smell the presence of metal at a twenty foot distance.

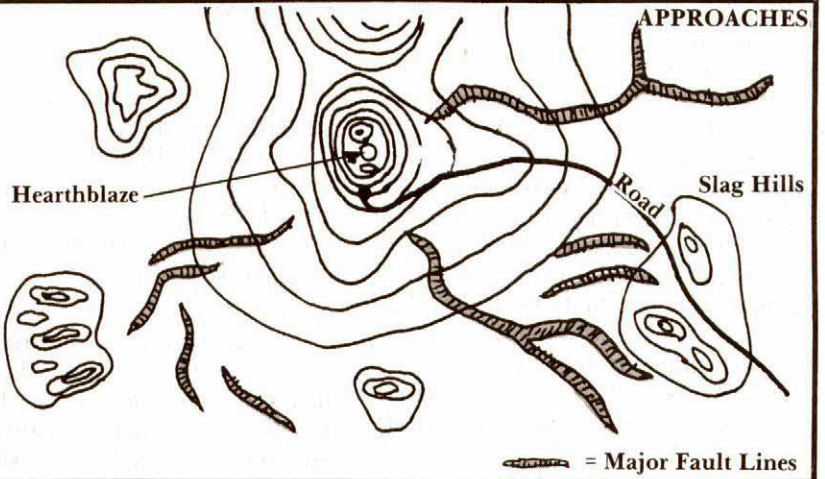
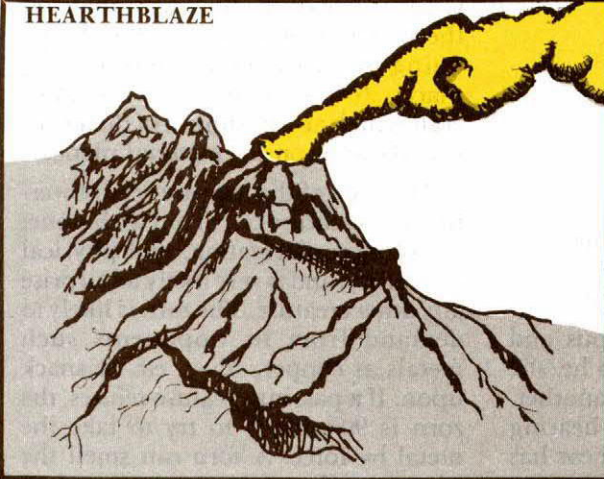
Zorn are not harmed by fire or cold-based spells. Electrical attacks, such as lightning bolts, do either no damage or one-half damage, depending on the success or failure (respectively) of the saving throw.

Zorn are flung back thirty feet and stunned one round by a Move Earth spell; a Stone to Flesh or Rock to Mud spell will lower zorn Armor Classes to eight (8) for one round. Zorn will be unable to attack during that time as they adjust their molecular configurations. A Passwall spell does 2D10 HTK of damage to the creatures.

If combat is going against a zorn, it will stop fighting, adjust its molecular structure, and pass through the nearest stone (usually the floor) to escape. This retreat requires one round to accomplish and afterwards the zorn can progress at normal movement through solid stone, earth, or similar substances. If it is struck by a Passwall spell while in this state, the zorn is immediately killed.

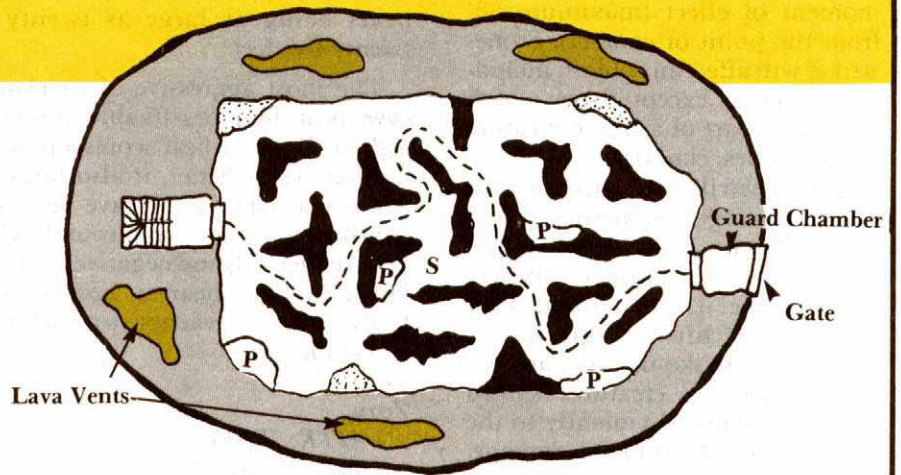


HEARTHBLAZE



TOP LEVEL

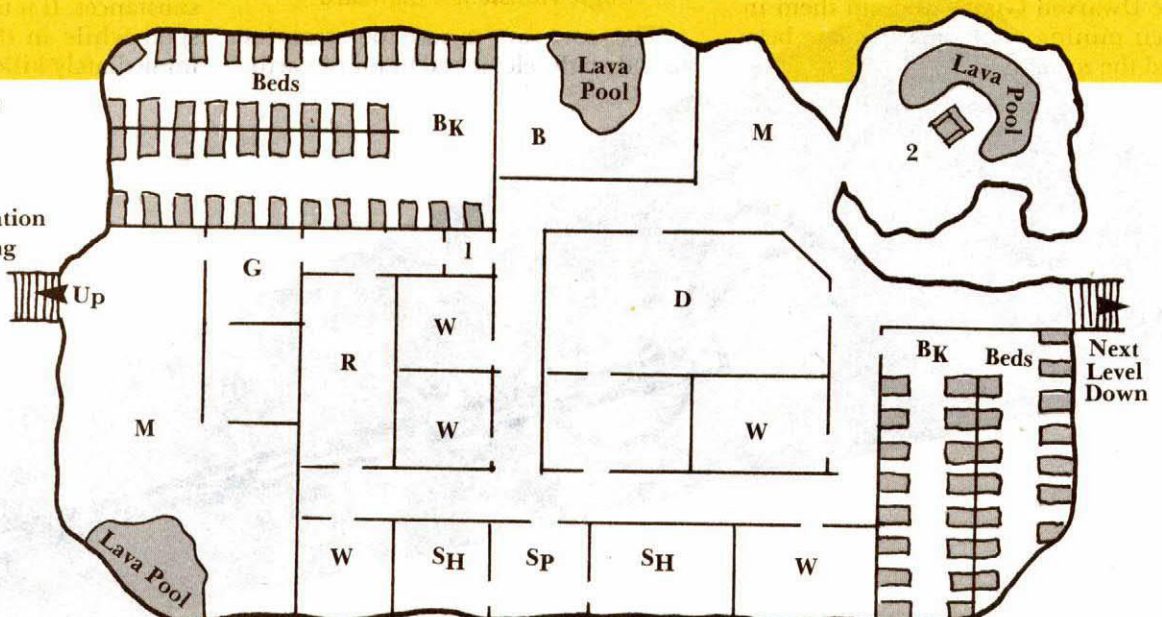
- S = Sky Demon
- Initial Path of Party
- P = Lava Pools
- ~ Steaming Water
- 100'



HEARTHBLAZE

SECOND LEVEL

- M = Meeting Rooms
- BK = Barracks
- G = Guardrooms
- W = Workrooms
- Sp = Supply Preparation
- SH = Supply Holding
- B = Baths
- R = Recreation
- D = Dining
- 1 = Dwarven Giant
- 2 = Guardian
- N = Treasure Niche



FIRE GIANTS

Wild and brash, like their element, Fire Giants have created a stable and energetic society which emulates their own impetuous natures. Fire Giants are large and powerful but expend most of their strength on wild projects and wars. Of all Giants, the Fire race has caused the most wars and is the most likely to take part in humanoid conflicts. Fire Giants are few in number but high in visibility and are among the most select choices for guards and mercenaries.

Fire Giant

HTK: 11D8, *AC:* 3

MV: 12", *Att:* 1,

Dm: Great Sword: 5D6,
or Fist: 3D6

Align: Lawful Evil

THACO: 10

Size: L (12')

IT: Semi - Godlike

Specials: Fire Resistance

Magic Resistance: 15%

Fire Giants have a thick, dark brown to black hide. Their skin's protective oils give them a glassy sheen, so that Fire Giants with black skin often appear to be made of obsidian or polished ebony. With their powerful bodies and hairless skin, Fire Giants appear to be molded of twisted wire. Fire Giants wash themselves in boiling pools of water or molten rock for pleasure, a habit which also keeps them very clean. Their hair is fireproof, black in color and trimmed short, although many of the greatest Fire Giants warriors grow their hair long as a badge of honor. Many Fire Giants wear beards or mustaches, which are always well-kept and styled.

Fire Giant clothes are often woven metal fabrics or armor plates. Fire Giants favor blacks, metallic colors, and red-oranges; if they did not gain their race name among humanoids from their environment, they would get it from these favored colors. By human standards, some Fire Giants are "dashing" but as a race they are basically only average-looking.

Fire Giants favor warm regions as habitats and especially like volcanic caves and deserts. They can survive the hottest of fires and use fire in most of their activities. If absolutely necessary, Fire Giants can survive cold and snow



but this is a great hardship. Being lost in a barren, frozen wasteland is a common childhood Fire Giant nightmare, the fear of cold and snow very nearly being a phobia to less hardy adults. The average Fire Giant is born, lives, and dies within the confines of his/her volcanic home, although a few adventure away from their lands.

The Fire race is a very communal one due to a combination of their Lawful and Evil tendencies. Like most evils, Fire Giants enjoy wielding power over one another but in order to regularly do so, they must be organized in some societal way. To prevent their race from destroying itself in evil abandon, the Fire leaders long ago imposed an extended law code.

In order for life to continue in Fire communities, these laws have become so ingrained that Fire Giants are Lawful despite their impetuous personalities. As a result, Fire Giant villages and fortresses operate on an intricate and stratified series of rules and laws handed down from ancient days.

Fire Giant government is organized by a limited oligarchy, as a half-dozen Giants share ruling over the carefully-controlled Fire communities. This method replaces traditional Giant Council and, supposedly as an alternate to the official rules, the councilors are hand-picked by the oligarchs.

The Giant tradition of community votes on vital issues, which was the only other limit on the rulers' power, has devolved so that Fire Giants vote as instructed by their rulers. All of this was instituted in regards to the Fire Giant perception of how Titan society worked.

In any case, Fire Giants are Lawful only as far as the letter of the law requires. Fire Giants must perform certain actions according to the law but they look at the law as a game: something to be turned to one's advantage. For this reason, Fire Giants are truly lawyers at heart, taking full advantage of every possible interpretation of the legal letter. Fire Giant law makes human and demi-human law seem quite simple. As a result, Fire Giants are excluded from acting as Counsel in human and demi-human courts; Fire Giants are simply too experienced, efficient, and professional as lawyers.

Fire Giant laws cover every possible occurrence, from right of way in fortress corridors to proper response when a particular ruler or warrior enters a

room to presenting a case before the oligarchs to even the organization of kitchen staff. Fire Giants must know such tomes by heart in order not to be caught on an infraction by an enemy.

Fire Giant punishments for law-breaking are legendary in their harshness. The staking out of an offender for not standing when a superior enters the room is not uncommon. Floggings and temporary exile are routine events in Fire communities. Anyone who breaks a law, no matter how slightly, leaves him or herself open for discipline. Knowing how far a rule may be bent is a fine art among these Giants.

Actions which would be considered strange even in a Lawful human or demi-human society may still be found among Fire Giants. Dueling and blood-feuds are permitted, provided the participants follow law. Destruction of another's property is allowed under certain conditions. Murder is even permitted to the extent that killing is not considered a moral crime; it is illegal only in the sense that the state must produce a law breaker to be punished if caught (no Giant is bound by any moral strictures to turn in a murderer).

Since some laws allow the circumvention of other laws, knowledge of all these conditions can give a Giant leverage over competitors. By Fire tradition, a lawbreaker who transgresses beyond certain points forfeits all goods, property, and ultimately his life. Visitors are also bound by the strict Fire Giant law, which explains why Fire Giants receive few visitors.

Fire Giant law considers all Fire Giants equal, no matter where they live. In this narrow sense, the Fire race is one united group. In practice, however, because many laws depend on the Giant being at Hearthblaze, the Giants living at this Keep have more rights and greater influence than do those scattered Fire Giant communities, clans, and individuals Outside.

Family groups of Fire Giants are called clans, although most Fire Giants are actually related in some way (there are only several thousand in Hearthblaze, half that in the outer world). Like most aspects of Fire Giant society, the limits on exactly who is clan are well identified. Clans defend their members' rights, keep members aware of new laws, and sponsor experts who study sections of the law in hopes of gaining some edge for the clan. The heads of such powerful clans are the oligarchs.

Oligarchs are raised to their positions through their own cunning, use of connections, family ties, and abilities to manipulate the law. The Fire Giant who becomes an oligarch is very intelligent, ruthless, clever, and lucky. The struggle for the oligarchy is such that incompetents do not last (or live) long and Fire Giant society itself weeds out the "unfit."

In Fire Giant communities, there is no such thing as selflessness and generosity, only debts owed and ties established. Constant scheming among the oligarchs leads to continual shifts in power. Even the nominal "king" of the Fire Giant race is merely an oligarch given that honor, thereby gaining greater visibility, not greater power.

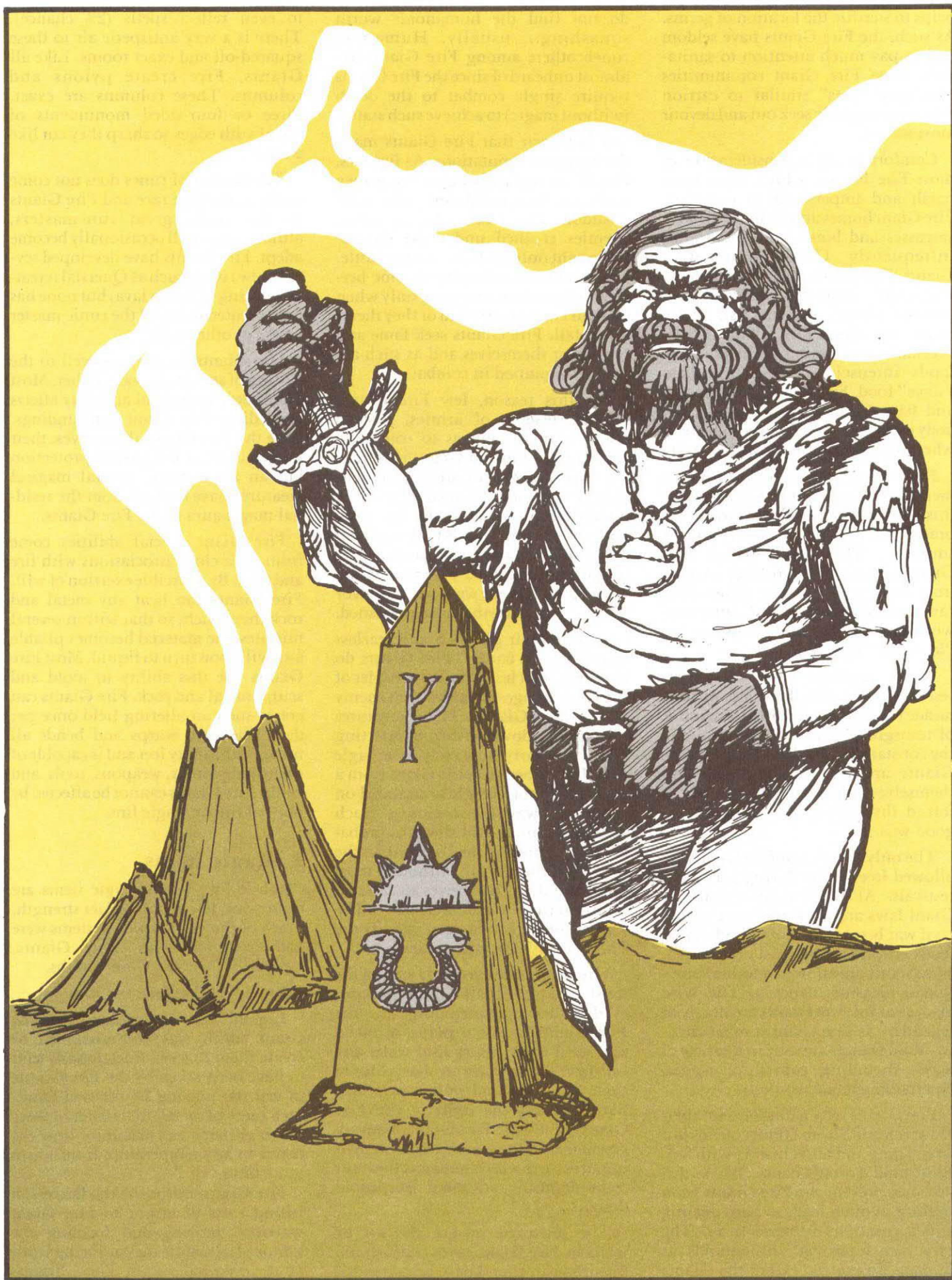
The structure of Fire Giant society is a rigid one which leads to risk-taking. To achieve prominence, a Fire Giant will try to create a plan to raid or attack some other community. The Fire Giant need to extend their power and feed their people leads the oligarchs to accept, and even promote, many of these individuals' impossible missions. After all, the oligarchs can always disavow any knowledge of a raid gone awry.

The typical Fire Giant reaction to a chance at self-advancement is to act immediately and ask questions afterward. While this imprudence can cause problems, it also trims the population of the troublemakers who do not return from some of the more foolhardy of adventures.

Fire Giants primarily trade and raid for a living, although some also act as mercenaries. Belonging to a race without the temperament to farm or raise herds of animals, Fire Giants are skilled smiths and craftsmen in metals. It is this talent which is the Fire Giants' primary stock in trade. Most frequent is trade with other Giants but humanoids do far more substantial trade in food with the Fire Giants.

Because of the race's legendary prowess in battle, Fire Giant mercenaries are among the most sought-after of hirelings. A few Fire Giants hunt but most lack the patience for it. Despite the relative peace since the High Ranges War, Fire Giants continue to raid and steal from Hill, Frost, and Forest Giants.

Fire Giant living habits are crude compared to their relative technological advancement. The phenomenal heat typical in their favored homes



helps to sterilize the location of germs. As such, the Fire Giants have seldom had to pay much attention to sanitation. Most Fire Giant communities also have "pets" similar to carrion eaters who actively seek out and devour most wastes.

Comfort is not a consideration in most Fire homes, which often seem harsh and impersonal to outsiders. Fire Giant homes are often strewn with carcasses and bones and are cleaned infrequently. Unlike most other Giants, Fire Giants are almost strictly meat-eaters; their diet primarily consists of humanoids, cavern fish, raided cattle, and sheep. Fire Giants can eat vegetables and grain but dislike these foods intensely, considering them "slave" food. Fire Giants do like wine and have formulated a considerable body of laws governing to whom, how, when, and where wines may be served.

Fire Giants primarily enjoy the mental exercises of the law. Outside of this life-long challenge, most also practice some form of metal work or smithing. The metals which Fire Giants most enjoy working include iron, steel, and truesilver (when they can find it). Some Fire Giants also work in stone but most consider it a "low class" material.

Many outsiders find Fire Giants reserved and rigid in demeanor but this facade has developed due to the hazards of transgressing Fire Giant laws and the constant fears of lawbreaking. Fire Giants are very honorable among themselves, although this honor is forced (by law) rather than due to good-will.

The only time when Fire Giants are allowed free rein is during feasts and festivals. At these times most Fire Giant laws are suspended and virtual civil war breaks out as old, undeclared feuds erupt. During feast ceremonies, Fire Giants are allowed another, infrequent, pleasure: dancing. The Wild Dances of the Fire Giants are nearly as legendary as Fire Giant combat ferocity. Wild Dances are used in a variety of ways, including courtship, magic, entertainment, and contests.

Fire Giants have a fondness for their Dwarven and Storm Giant cousins but have a long and bitter history with Sea, Frost, and Forest Giants. While this does not prevent the Fire Giants from trading, it often leads to hard dealing and accusations between races. The Fire race looks on humanoids as humans do insects, except the Giants

do not find the humanoids worth squashing... usually. Humanoid runebrothers among Fire Giants are almost unheard of since the Fire Giants require single combat to the death (without magic) to achieve such status.

It is in war that Fire Giants make their greatest reputations. As fighters, Fire Giants are truly imposing as they wade into humanoid ranks with wild abandon. Fire Giant glee at seeing enemies crushed under the Giants' onslaught only feeds the lust for battle. Fire Giants occasionally become berserkers in combat, stopping only when all their enemies are dead or they themselves fall. Fire Giants seek fame and power for themselves and as such are seldom organized in combat.

For this reason, few Fire Giants become leaders of armies, instead rising only so high as to command small units of mixed Giant mercenaries. Most Fire Giants are employed as guards of army commanders or as mobile reserves, although an army with several Fire Giants may use them as a shock unit to destroy the integrity of an opposing line. Fire Giants use most special Giant weapons but favor those which cause the most bloodshed.

Despite their glorified and fearless reputation in battles, Fire Giants do have one great fear. The giant eagles of the High Ranges are an ancient enemy of the Fire Giants. These creatures often swoop down on an unsuspecting Giant and carry him away. The eagle will then either drop the Giant from a great height or leave him stranded on some far-away mountaintop. Such abandonment in cold climes is probably more feared by the Giants than the instant death of a fall, although most Giants finding themselves so deserted return to their homes eventually. The sign of the eagle is used to identify the Fire Giants' bitterest enemies.

Fire Giant architecture is among the most unique of all Giant designs. Within their huge steaming caves the Fire Giants lay floor plates of metal and weld more plates into walls and ceilings. These plates are marvelous in their precision and polish and brilliantly reflect the light of the Fire Giant light vats. Fire Giants are very geometric in their architecture, creating structures which resemble the most technologically advanced humanoid designs.

The mirrored images thrown by walls in Fire Giant caves confuse and disturb visitors and have been reputed

to even reflect spells (2% chance). There is a very antiseptic air to these squared-off and exact rooms. Like all Giants, Fire create pylons and columns. These columns are exact, three or four-sided monuments of metal with edges so sharp they cut like a razor.

The casting of runes does not come easily to the Fire race and Fire Giants do not make great runemasters, although one will occasionally become adept. Fire Giants have developed several new runes, such as Querslal (creating a being of living lava) but none has been created to equal the runic master works of other races.

Fire Giants do not take well to the casting of standard magic, either. Most Fire magic is internal and only affects immediate Fire Giant surroundings. Like the Fire Giants themselves, their magical aura is not passive protection but an active force. Several magical creatures have evolved from the residual magic aura of the Fire Giants.

Fire Giant special abilities come from their close associations with fire and heat. By a forcible exertion of will, Fire Giants can heat any metal and rock they touch, so that within several minutes, the material becomes pliable and will soon turn to liquid. Most Fire Giants use this ability to mold and sculpt metal and rock. Fire Giants can create such an altering field once per day. The field warps and bends all metal within fifty feet and is capable of destroying armor, weapons, tools, and walls. Fire Giants cannot be affected by normal fire or magic fire.

‡ Magic Items

While Fire Giant magic items are numerous, few are of artifact strength. Many of the most powerful items were commissioned from other Giants, especially Dwarven Giant smiths.

‡ Bracers of the Dwarven King

Legend has it a noted Dwarven Giant smith was commissioned to create these Bracers, traditionally said to have been taken by the Fire Giants in war. By placing Bracer-clad hands on a piece of metal, the wearer of these magical items can instantly heat the metal to any temperature from warm to melting.

Fire Giant smiths use the Bracers in fitting suits of armor to Fire Giant warriors, heating and forming the armor plates while they are being worn by the eventual owner. These Bracers

(valued at 9000 gp for the pair) are made of cold iron. The fire rubies embedded along the cuff are worth 3000 gp even without magic.

‡ Firecloak

Made by a Titan master craftsman of magically-altered, fire-resistant fur and phoenix sinew, this garment harmlessly turns its wearer into a being of living flame. All creatures within five feet of the operational Firecloak burn for 3D6 HTK of damage and any opponent wrestled or hugged by the wearer suffers 5D8 HTK of damage. No fire of any kind will harm the wearer, although cold-based spells and items can damage the Firecloak (AC: 0, 75 HTK, +4 against cold-based spells) as well as doing half damage to the wearer.

Firecloak's wearer can turn invisible to normal sight but will still be visible to infravision. The final ability of the Cloak is to allow the wearer to fly at 18" a turn. When not aflame, Firecloak is a rich red-brown fur. Only a creature at least the size of a Fire Giant can wear Firecloak, which has a market value of 13000 gp.

‡ Hunalgen's Collar

A four-foot diameter steel neck band, which is nonetheless usable by any who holds it, the user of this item is able to melt any metal and stone within fifty feet. This melting does not involve heat and therefore there is no resultant heat damage. The material touched becomes a thin, watery liquid.

Only a single unitary piece of material can be melted at a time; melting is accomplished at a rate of twenty cubic feet per minute. For instance, unless a castle wall is made of a single block of stone, each individual piece must be melted separately. Size has no bearing on this magic. That is, any amount of material, regardless of size, will melt at the previously stated melting rate.

The magic works as long as some portion of the material is within range. Once the melting effect is stopped or the material is out of range, the melted material resolidifies in its new shape in a matter of time equivalent to the melting rate. Hunalgen's Collar is valued at 6000 gp.

‡ Ring of Warmth

A Ring of Warmth provides its wearer with body heat even in conditions of extreme cold where the wearer has no clothing whatsoever. It also provides restoration of cold-sustained

damage at the rate of one HTK per turn. Possession of a Ring of Warmth increases saving throws versus cold-based attacks by two and reduces damage sustained in such attacks by one HTK per die.

Fire Giants greatly value these magical items. In their intense fears of being abandoned in glacial wastelands by the Great Eagles, the Fire Giants find much peace of mind when in the possession of Rings of Warmth. A Ring of Warmth is valued at 5000 gp.

‡ Severer

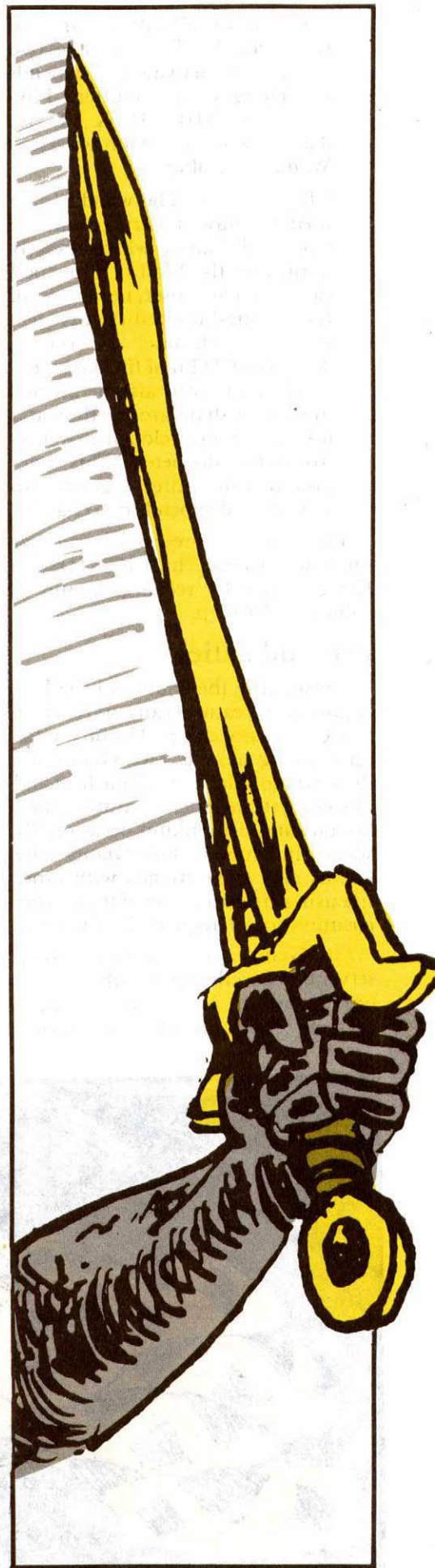
Fire Giant creation of this sword, the greatest of Fire Giant magic, required the skills of several Dwarven Giant smiths. The edge of the weapon is so sharp that the sword will pass through stone and metal as readily as air. No sheath will hold it. The sword is +3 to hit and does 8D8 HTK of damage to any creature successfully attacked. Any armor (except natural armor) which the creature is wearing is destroyed.

Barring specials, any weapon which parries the sword is destroyed. Severer also physically affects magic items and artifacts. If used against buildings, the sword does 2D10 points of construction damage on contact. Severer cannot be broken or blunted by any spell or rune. No person less than ten feet tall can wield Severer, whose 14' long blade is mottled grey and has runes inscribed along its length. Severer is valued at 17500 gp.

‡ Wand of Fire

This wand can be employed in four separate functions which duplicate the following magic user spells:

- 1.) *Burning Hands*: The wand emits a plane of fire, a fan-shaped sheet ten-feet wide at its terminus and twelve-feet long. Each creature touched takes 1D6 HTK of damage. The plane appears in one segment, shoots forth its dark red flames, and snuffs out in less than one second. This effect expends one charge.
- 2.) *Pyrotechnics*: This function exactly duplicates the spell of the same name. It requires two segments to activate and expends one charge.
- 3.) *Fireball*: The wand coughs forth a pea-shaped sphere which streaks out to the desired range (or to a maximum range of one-hundred-and-sixty feet) and bursts into a fiery, violet-red blast, exactly as



would a Fireball cast by a spell of that name. The function takes two segments to activate and expends two charges. The resultant Fireball does 3D12 HTK of fire damage with saving throws versus Wand applicable.

- 4.) *Wall of Fire*: The wand can be used to draw a fiery curtain of violet-red flames which exactly duplicates the Wall of Fire spell cast by a magic user, i.e. a sheet of flame one-hundred-twenty feet square which lasts six rounds, does 2D6+6 HTK of fire damage if touched, and can also be formed into a ring-shape around the wand user (resultant circle being twenty-five feet in diameter). This function requires three segments to activate and expends two charges.

The Wand of Fire can operate but once per round, has 100-(1D20-1) charges, can be recharged, and is valued at 25000 gp.

Pets and Allies

Considering the habitat of the Fire Giants, few creatures can survive close Fire Giant association. The only creatures living among Fire Giants are those comfortable in extreme heat and blistering steam. Such creatures as hell hounds and demonkind occasionally spend time among Fire Giants. Fire Giants also make friends with other fire using creatures, even if these other creatures do not frequent the Fire Keep.

Fire Giants occasionally hire ogre servants at excellent pay, although the ogres cannot long survive such extreme environmental conditions.

More common as servants are those creatures who benefit from the intermingling of Fire Giant magic and the substances of the environment: blaze-born, lava snakes, salamanders, steam spirits, and special fire-breathing, fire-resistant wyverns.

Blazeborn

HTK: 6D6, *AC*: 6
MV: 24", *Att*: 3,
Dm: 2 Claws: 2D4, Bite: 2D6
Align: Lawful Evil
THACO: 13
Size: M (5' at shoulder)
IT: Animal to Semi-
Specials: Fire resistance
Magic Resistance: 20%

These creatures look like dogs but are born of Giant festival fires, the result of Fire dances. Blazeborn have piercing, flamed eyes and warm black fur, the surface of which flickers with red and yellow flame. Blazeborn's front legs end in vicious claws and their teeth are terrible, curved sabers. Blazeborn drool a nasty acid (1D4 HTK of damage on contact) and their smoky footsteps eat into normal materials. Blazeborn are loyal only to their Fire Giant masters, treating all other creatures as delectable prey.

Blazeborn are immune to all forms of heat attack and flaming swords do only half normal sword damage, although blazeborn suffer normal from regular and cold-based attacks. Water upsets them, however, and does 1D4/2 HTK of damage.

Fire Giants use these dog-like pets as guards around Fire Giant communities and in hunts and raids. The chief of the blazeborn, their greatest fighter,

is named Reihlef and often leads raids of his own accord. Being thrown into a den of blazeborn, who nest in lava pits, is a common Giant punishment inflicted on undesirable outsiders.

Lava Snakes

HTK: 12D6, *AC*: 4
MV: 6", *Att*: 1,
Dm: Bite: 4D6
Align: True Neutral
THACO: 9
Size: L (4' diameter, 40' long)
IT: Animal
Specials: Fire resistance
Magic Resistance: Standard

These streams of living lava, called "Evyakien" by the Fire Giants, were born of Fire magic and erupting rock flows. Lava snakes are cat-like in their personalities and some Fire Giants like them as pets. The snakes are most often used as carrion eaters to clean corridors and living quarters. They appear to be snakes of molten rock, their eyes flaming, their "skin" a thin layer of hardened stone. Lava snakes move in a "flowing" manner, their skins seeming to transverse their bodies from tail to head.

Lava snakes cause most flammable materials which they contact to burst into flame. Any creature within five feet of their bodies takes 1D6 HTK of damage from the heat, Fire Giants excepted (some Fire Giants even like to hang the snakes about their necks for effect). Lava snakes take double damage from cold-based attacks, hardening into solid rock at zero HTK. They are very alert guards and can sense the presence of warm-bodied creatures within one hundred feet. Lava snake



eyes are superheated gems worth 750 gp each.

Salamander

HTK: 7D8+7, AC: 5/3

MV: 9", Att: 2,

Dm: by weapon/2D6

Align: Chaotic Evil

THACO: 12

Size: M

IT: High-

Special Attacks: Heat

Special Defenses: +1 or better weapon to hit

Magic Resistance: Standard

Salamanders are creatures of the elemental plane of fire. They come to the material plane occasionally for purposes known only to themselves. Salamanders hate cold, preferring temperatures of three-hundred degrees and upward and they can abide lower temperatures for only a few hours. Their lairs are typically kept at temperatures above five-hundred degrees and such treasure to be found there is of the sort which can survive such extremes.

The humanoid upper body of a salamander has an Armor Class of 5 while the lower body has an Armor Class of 3. A salamander typically attacks with a metal spear which inflicts damage of 1D6 HTK and a like amount for its heat. At the same time, a salamander can lash out at and coil around its opponent with its snake-like tail, constricting for 2D6 HTK of damage plus an additional 1D6 HTK of heat damage. Fire-resistant creatures are still subject to the normal attack damage.

Salamanders can be affected only by magical weaponry, by creatures of a magical nature, or by great opposing strength. They are impervious to all fire-based attacks and Sleep, Charm, and Hold spells are ineffective against them. Cold-based attacks do an additional one HTK of damage per hit die of the attack.

Steam Spirit

HTK: 4D6, AC: 0

MV: 18" (flying only), Att: 1,

Dm: Heat Blast: 4D6

Align: Chaotic Neutral

THACO: 15

Size: L (20' when humanoid, 800 cubic feet in volume)

IT: Low

Specials: +1 or better weapons to hit, alterable form, ambushing

Magic Resistance: 25%

Steam spirits are living clouds of steam which normally hover quietly over boiling pools of lava, watching Fire Giant society. They are a young and still learning race. To communicate with Fire Giants, steam spirits will take on Giant form and hiss in Fire speech. The steam spirits will often take part in Giant dances or perform any odd jobs which their very limited abilities make possible.

Steam spirits are not assigned to any one form and can pass through a crack of any size. Non-magical weapons cannot harm steam spirits but cold-based spells and magical weapons do triple damage and turn the steam spirits to unliving water when a steam spirit reaches zero HTK. In their normal form, steam spirits are undetectable as sentient creatures,

making them excellent at ambushing Characters (90% chance). A steam spirit attacks via a blast of steam which covers an entire square, and so the attack attempt is at +2 on the spirit's "to hit" roll.

Wyvern

HTK: 7D8+7, AC: 3

MV: 6"/24", Att: 2,

Dm: 2D8/1D6/6D8

Align: Neutral (Evil)

THACO: 12

Size: L (35' long)

IT: Low

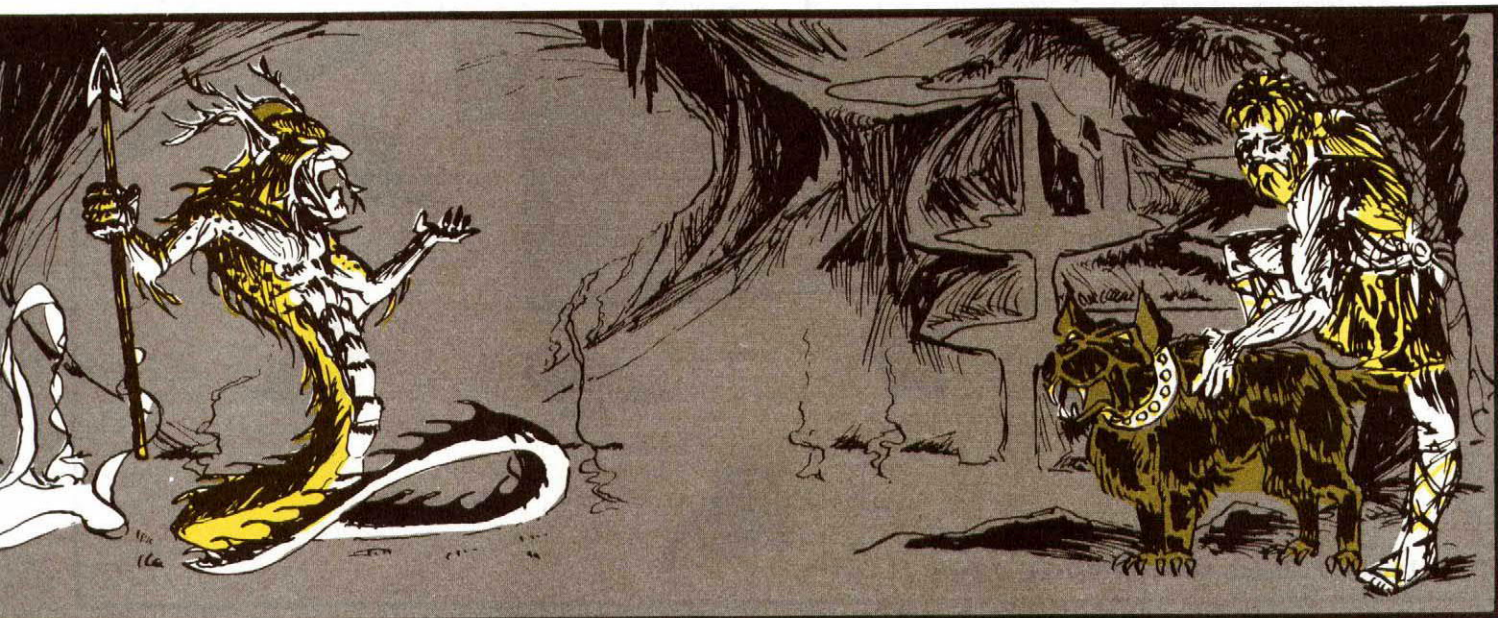
Special Attacks: Flame, poison

Special Defenses: 50% fire-resistant

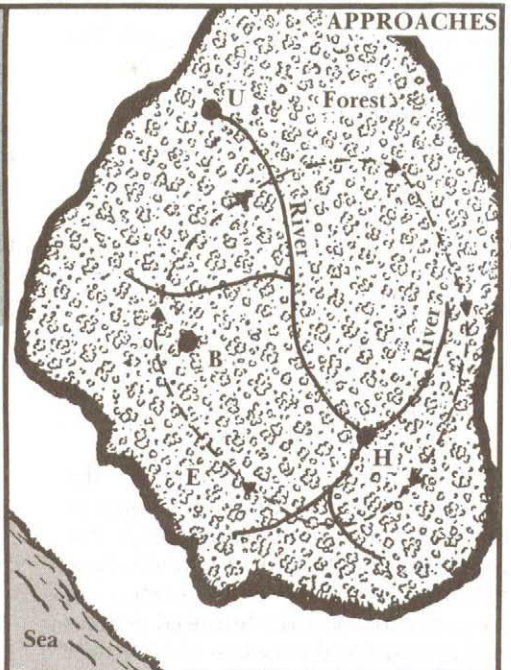
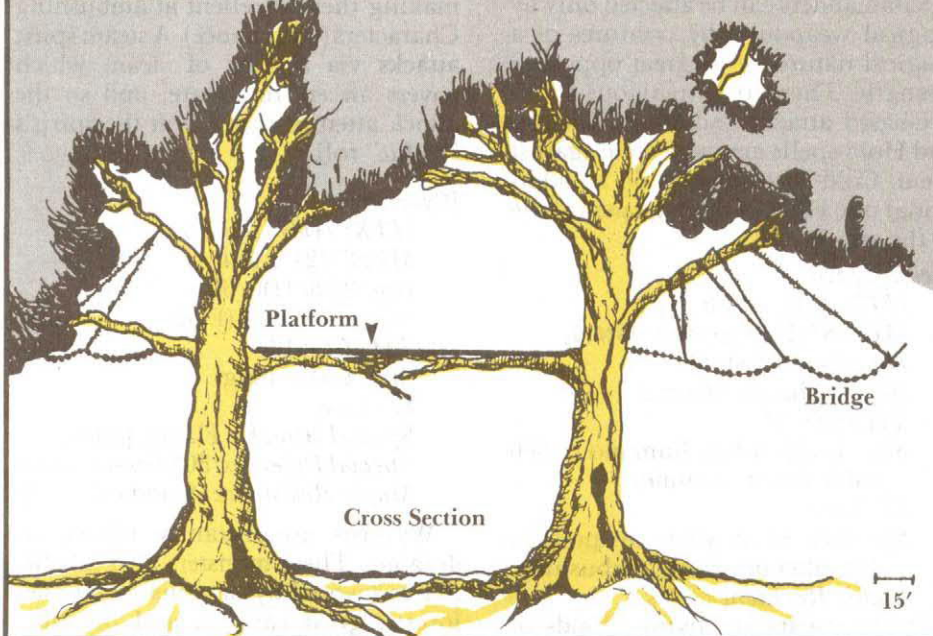
Magic Resistance: Standard

Wyverns are distantly related to dragons. These monsters also inhabit places favored by dragons — tangled forests, great caverns, and the like. While rather stupid, wyverns are very aggressive and will always be on the attack.

The wyvern bites for 2D8 HTK of damage and lashes with its sting-equipped tail at one or two opponents. Any creature struck by its tail must save vs. Poison or die. Even if the victim makes the saving throw, he or she takes 1D6 HTK of damage. Wyverns found in the presence of Fire Giants have assimilated much of the Giants' residual magical energies and possess a Breath Weapon (Flame Cone at eighty feet by twenty feet for 6D8 HTK of fire damage). Note that the wyvern's tail is very long and mobile and can easily strike over the back of the wyvern to hit an opponent attacking from the front.



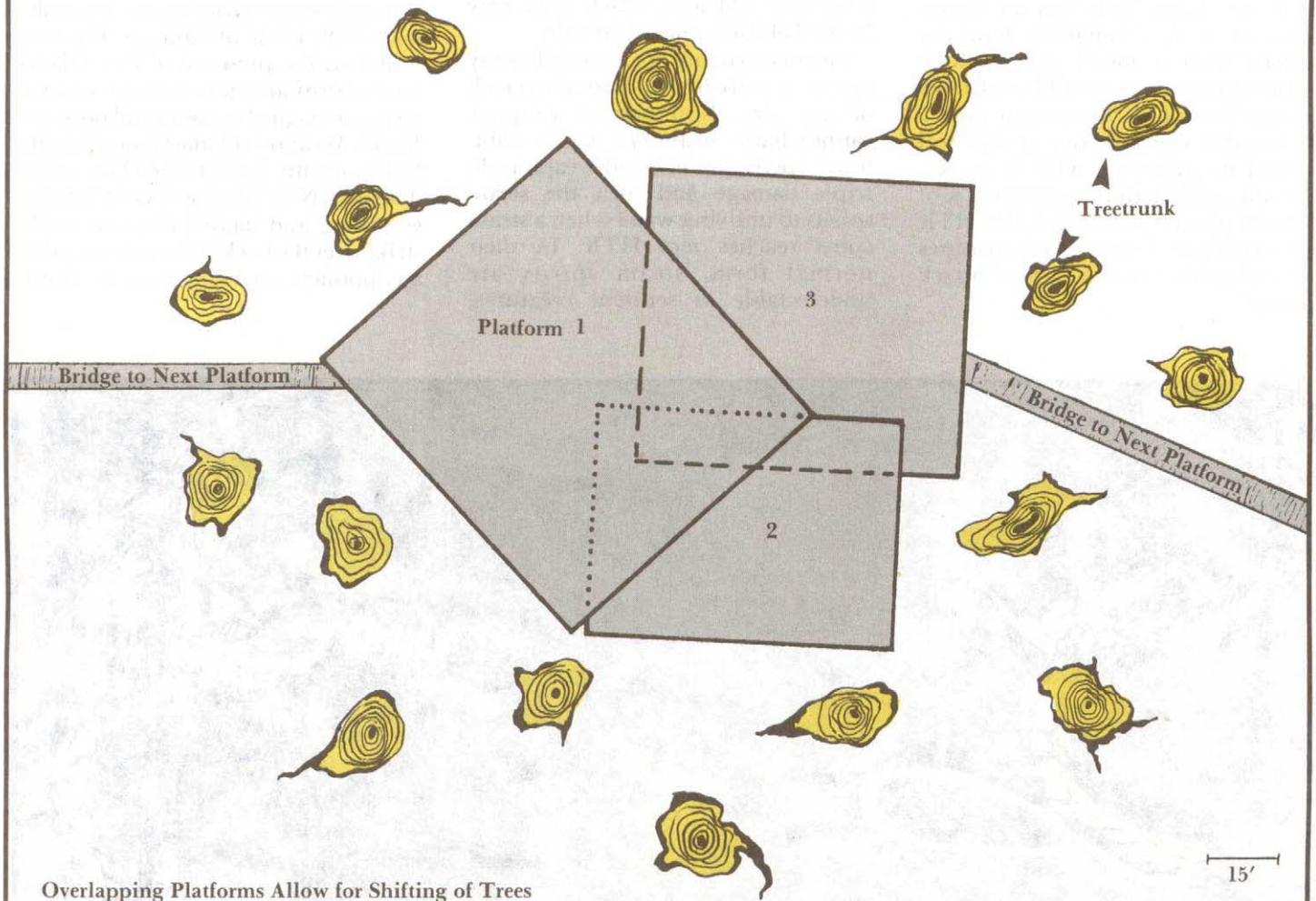
LIVINGWOOD



LIVINGWOOD

- ← = Path of Livingwood
- U = Grove of the Unicorn
- H = Heart of the Forest
- E = Encounter/Adventure Area
- B = Grove of the Bull

TYPICAL PLATFORM



Overlapping Platforms Allow for Shifting of Trees

FOREST GIANTS

Born from unions of Frost Giants and Titans, Forest Giants are the most naturally magical of all Giants. Like their Titan forebears, Forest Giants can impart magic to creatures around them and give plants and animals living nearby special abilities. Life flourishes around Forest Giants, who live in a perpetual Springtime even when the rest of their lands are blanketed under the deep snows of Winter.

Forest Giant

HTK: 8D8, *AC:* 4

MV: 12", *Att:* 1,

Dm: Tree Spear: 4D8, or *Fist:* 2D6

Align: Neutral Good

THACO: 12

Size: L (14')

IT: Semi - Godlike

Specials: Detect traps, empathy, life sense, move silently, trail falsification, trailsight

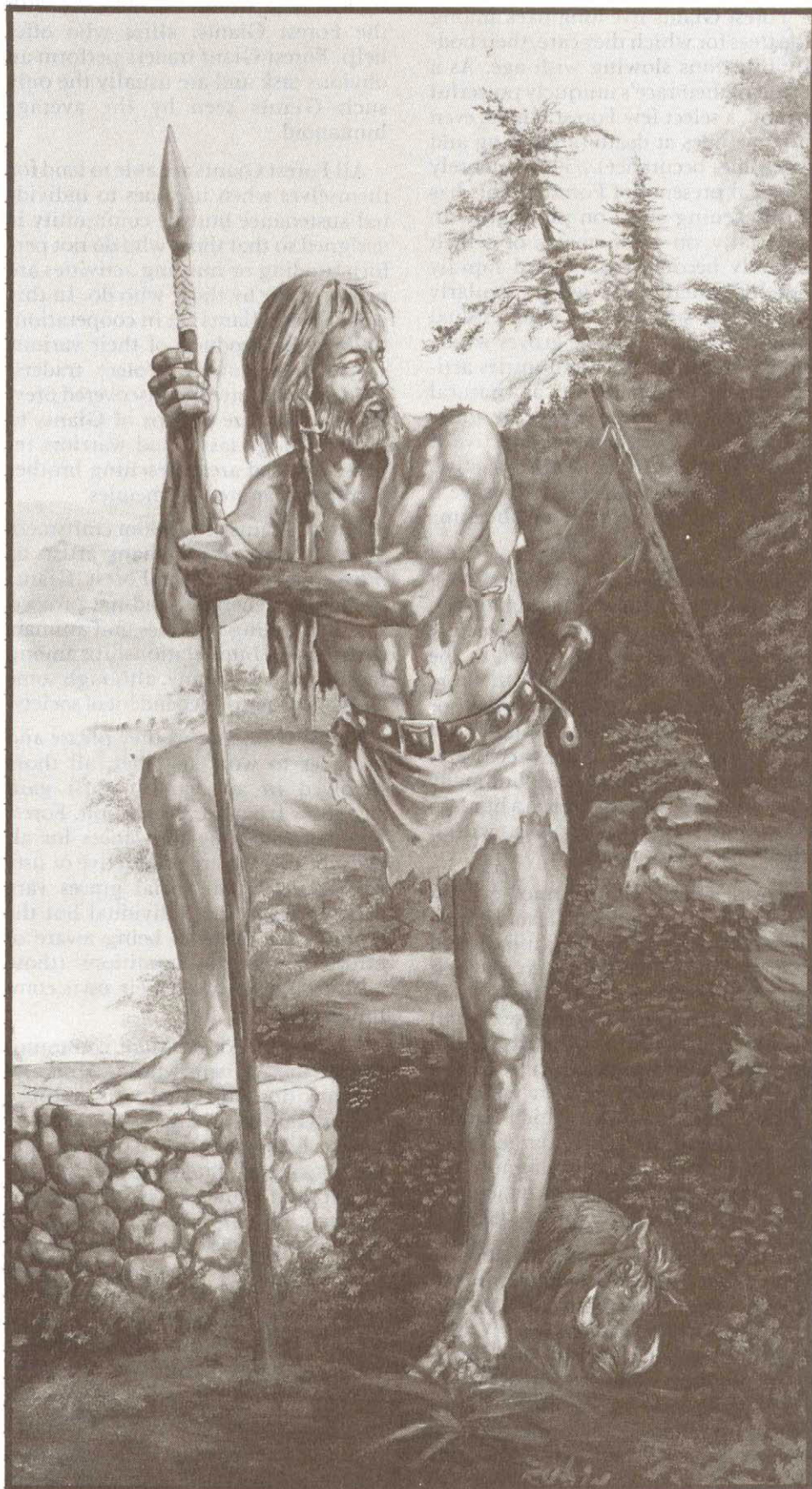
Magic Resistance: 45%

Concealed by their warm, golden brown skin, Forest Giants blend easily into the dense growths of the massive trees which are their habitat. Their hair is grey, brown, or black and often has dark green highlights. Virtually all Forest Giants let their hair and beards grow wild: many Forest females have hair that nearly brushes the ground. The common Forest Giant grey, green, or gold eye color is occasionally supplanted by the pale blue of their Frost Giant ancestors.

Some people find a Forest Giant's gaze disturbing, with its hints of deep, ancient knowledge and distrust held for those races who have long used wood for fuel and tools. Forest Giants are slimmer and less powerful than most other of Giantkind, although as Giants go Forest Giants are quick and graceful.

Forest Giant clothes are usually formed of living creatures. The giant umloth symbiotes are well-loved by Forest Giants and any Forest Giant seen wearing furs is probably sporting a colony of these creatures. Forest Giants often weave clothing of leaves and vines, which continue to grow, bud, and bloom as long as the Giant wears them.

Forest Giant armor is usually crafted of a thick mat of vines and grasses formed over a frame of dead wood. The



armor takes on life while in contact with the Forest Giants and absorbs one of every four HTK of damage from an attack on the Giant. The living armor can then heal this damage so it remains healthy and functional.

Forest Giants live long lives among the trees for which they care, their bodily functions slowing with age. As a result of their race's uniquely powerful magic, a select few Forest Giants even become trees at death (a startling and awesome occurrence). The intensely magical presence of Forest Giants has a quickening effect on plant growth, especially on trees, many of which actually become mobile and rapidly develop intelligence when regularly exposed to such effects. The residual magics from the mobile groves which house Forest Giant communities activate latent Tree Shepherds as a natural development; these trees are ones which become extremely over-active or those which become totally inactive. Tree shepherds who elect to leave a Forest community often become guardians of other woods.

The treeland realm of the Forest Giants is overrun with animal life. Many of these animals are merely normal creatures which thrive in the proximity of Forest Giants. Others are great in size, unusually intelligent, or otherwise gifted by the residual Forest Giant magics. Few forest creatures would dare to fight a Giant but many prey on other forest creatures; a humanoid would seem no great threat within the Forest Giant lands.

Forest Giants have formed a complex society of planners, leaders, warriors, hunters, guards, guides, and traders. Forest Giant planners use their great knowledge and traditions concerning treelore to organize Forest Giant communities, carefully selecting migratory ranges, mixes of tree species, groups of trees in which to build, and creatures which would benefit the community at large. Leaders then work with the planners and take the planners' counsel in actually carrying out the community's plans.

Forest Giant warriors are few but they serve a valuable function in protecting the forests from large, organized groups of marauders. Most Giants are hunters and track destructive or dangerous prey for food and materials; this vital role is carefully judged according to need and opportunity so as not to upset the forest's ecological balance.

All Forest Giants serve as guards in some way. Some Forest Giants act as individuals to protect specific trees or stands of forest, others guide those who enter the woods: strangers who come through the forests without malice, traders who would do business with the Forest Giants, allies who offer help. Forest Giant traders perform an obvious task and are usually the only such Giants seen by the average humanoid.

All Forest Giants are able to fend for themselves when it comes to individual sustenance but the community is designed so that those who do not perform trading or hunting activities are provided for by those who do. In this way, Forest Giants act in cooperation, trading the products of their various specialties; guards protect traders, guides lead hunters to discovered prey, leaders organize groups of Giants to perform large tasks, and warriors recover invaded areas, rescuing brother Giants beleaguered by enemies.

Forest Giants are seldom craftsmen. They do not have as many artists as other races, for most Forest Giants spend their energies tending, protecting, and aiding the trees and animals of the forest. Interrelationships among these Giants are many, although some elect to become independent of society.

Forest Giants do as they please and in order to work together, all those involved in an activity must gain somehow from the interaction. Forest Giants make time-allowances for all activities which are productive or useful. Forest Giant social graces vary depending on the individual but the Giants take pride in being aware of others' habits and traditions (those within and without their own communities).

Leaders of Forest Giant communities are those Giants whose talents and dispositions suit them to helping Forest Giants live and work together. Forest society is based on both mutual benefit and enlightened greed. In order to get individuals to work together, Forest leaders must be able to unite the Giants' skills with their desired gains. This requires a Forest Giant leader have knowledge of each individual's desires and an awareness of what benefits might result from an activity. As such, Forest Giants do not select their leaders; as the saying goes, Forest Giant leaders are born, not elected.

Forest Giants naturally recognize a leader and will follow him or her as

long as the leader provides the organization the society needs. Most Giant leaders come from either the planner or warrior groups for these are comprised of the Giants with foresight and the ability to carry out a plan. A leader who loses the mass-confidence of the society merely returns to his or her previous occupation; there is no shame in leadership loss. In fact, previous leaders are often revered after leaving a position.

Forest Giants make excellent hunters because of their closeness to nature. But because they are so fond of animals, Forest Giants hunt creatures on a very selective basis. Forest Giant prey is invariably the most horrible and destructive creature in the area. By eliminating such creatures, hunters both gather food and protect the other inhabitants of the forest. Of course, seeking such prey also makes hunting an extremely dangerous profession. As such, hunters are counted among the hardest of Forest Giants.

Less rigorous methods in which a Forest Giant may make a living are in gathering or trading. Forest Giants harvest woodland plants and fruits, gathering vast quantities of these foods while also making certain not to unbalance the native ecology. The continual migration of Forest communities helps Forest Giants spread their food needs around a wide area, preventing the over-harvesting of a particular area.

Forest Giant traders deal in the products of their forests, selling herbs, animals, guides to growing plants, and rare Forest art. In return the Giants acquire metal tools and weapons, other Giant art, food, and magic items.

Forest Giant art is limited in many ways. Primary is the frequency with which art is created, as a very few Forest Giants select artistry as a profession. Another reason is that Forest art is somewhat difficult for humanoids to perceive and has a limited range of materials. Most Giant art consists of wooden carvings made from dead wood, which Forest Giants treat with great reverence. For themselves, Forest Giants also create arrangements of living trees and plants. Forest Giants greatly prefer to work with living materials, claiming such art has a special feel and allows the Giants to relate to it in certain, personal ways.

The ambitious Forest Giant may occasionally experiment in painting trees and leaves to produce new color

mixes or to highlight some forms of feature. Forest Giants enjoy some music, mostly song, although they also enjoy pipe and drum melodies. Their favorite songs deal with the history of the land and the survival of forests through great disasters and invasions. A Forest Giant favorite literary theme is the eventual victory of the woodlands over the encroachments of axe-bearing humanoids.

Forest Giant habits are closely related to their love of nature. They are not totally vegetarian, despite their love of animals, but their favorite and most common meals consist of plants and other forest growth. Forest Giants prefer to help maintain the balance of nature and realize that the laws of nature decree some creatures are predators, others, prey. Nonetheless, Forest Giants do not often hunt defenseless creatures unless the overpopulation of a game animal threatens the natural balance. Along with their meals, Forest Giants like wines and other fermented fruit drinks but they are quiet and introspective drinkers, seldom given to brawling or loud carousing.

Forest Giants prefer the company of Frost and Sea Giants and often go far from their woodland homes to visit these cousins or invite them to do likewise. Forest Giants also like the Hill Giants, whose child-like innocence the Forest Giants find appealing. Fire Giants, with their disdain for nature and destructive attitude, are not welcome in Forest woodlands. Even Dwarven Giants use wood much too disrespectfully to suit Forest tastes.

Forest Giants are among the most naturally clean of Giants. They bathe frequently and enjoy the company of dryads. The continual migration of Forest communities takes care of Giant sanitation and leaves a wide belt of churned earth and valuable, fertilized growing land behind the community.

Forest Giant disagreements often concern the treatment of individual animals: whether the creatures are suitable prey, are worthy of joining a community, or are in need of protection. Occasionally, Forest Giants will duel over such matters but these are duels to the death, so their instigations require some truly great issue. The disputants in such duels meet in a forest clearing with a single weapon. These combats are legendary among forest dwellers, who will often gather to watch the titanic struggle.

The spot where one of the duelists finally dies and spills his lifeblood is

touched by great Giant magic. Such land is blessed, for Forest Giants fight only over questions important to nature and the forest itself. At that location, the greatest of trees, most beautiful and rarest of flowers, and most valuable of magic herbs will grow; the spot forever becomes a place of healing, rest, and true beauty.

Forest Giants do not fear death, for they logically view it as merely the natural end of life. It is this fact which helps make the Forest Giants devastating fighters when they have a cause for which to fight. Forest Giants are less than impressive if forced to fight or if they doubt the need for battle. Since Forest Giants are often divided on issues which do not directly threaten the trees and creatures of the forest, few wars have included many Forest Giants.

The last great battle involving most of the Forest Giant community was that of Vrikling, during the Year of Loss, when an army of humans had gathered in deep winter to claim the city's trees for firewood. After the battle, when the combined elf-shire-folk-Giant army had broken the human forces, the modest and beneficent victors joined to gather deadwood to give to the captured humans.

While Forest Giants never build actual domicile structures, they do have forms of architecture. Forest pylons are formed of ancient dead trees and are used as markers in a sign of reverence to the trees. The rune Galiegh can be found growing in moss or other plants high on the tree's trunk. Forest Giant columns are living trees, tended to and nurtured to grow at incredible rates.

If a Forest Giant is living alone, he or she will usually live in a huge tree such as a redwood or the truly gargantuan locus pine, which only grows deep in the most ancient of forests. As a second choice, the solitary Giant will build a platform among the interwoven branches of a half-dozen large trees. When the selection of trees does not permit a treetop home, a lone Forest Giant may choose to inhabit the center of a grove or a woodland cave. In particularly barren areas, a Forest Giant may be forced to simply hollow out a hillside and grow a roof-cover of trees or underbrush or perhaps cultivate a thick matting of creepers and bushes.

Forest Giant cities are living groves of huge trees which forever migrate.

The ecological development of these cities is carefully prepared by the Giants. The cities' existences depend on a balance maintained between existing trees, newly formed trees, the cities' paths, and the Giants living in the cities.

Migratory tree cities are made of groups of mobile, semi-animate trees. These groups form the supports for Forest Giant platforms, on which the Giants live, sleep, and work. Each group of trees forms a dense, circular border around the central platform; the tree branches intertwine within the circle to form a thick supporting mass of wood and leaves, as well as providing walls and a roof for the platform.

This interlocking of branches allows the outer trees of the group to support and anchor the inner, which take the greater direct weight from the Giants and their platform. The Giants consistently tend to and care for these branches, twisting and pruning them to encourage the closest possible connection between trees. This complex maintenance is one of the extremely special and challenging of all the Giants' arts.

The trees of the Forest Giant cities are considered semi-animate in that their roots are constantly in motion. Each root draws itself from the ground, feels ahead for a new anchor, then digs into the earth once again, all in a one-hour process. Each root constantly performs this activity, with the result that the Forest Giant city moves forward at a rate of about 100 yards a day. Forest Giant wastes are left behind, dropped to the ground from the platforms, and the root action turns the ground very effectively. As a result, some of the best farming land in the world is in the wake of a Forest Giant city-in-motion.

As the city moves, the location of each tree group changes relative to the others. This means that as the day passes, a platform might slowly drift ahead, behind, or further away from one it was next to earlier. "Neighbors" for Forest Giants reside on constantly changing groups of platforms which wander close to or move away from each other as chance dictates. For this reason, bridges made of branches and vines are constructed between platforms which the trees themselves automatically establish as they near one another.

The forest cities move through other trees as easily as they do over the open

ground. When encountered, existing trees are used as temporary anchors by the Giants' trees, which slowly drift along like a slow river surrounding stationary islands. Many of these existing trees the city encounters are quickened by the residual Forest Giant magics, become animate, and join the groups.

Some of the city's trees slow over the years, eventually root in one spot, and are left behind. Other trees, after long association with (and exposure to the magical influence of) the Giants, are moved to greater life and thought and become tree shepherds. These are the living tree beings which protect and guide their less-active cousins. Some tree shepherds remain with the city while others strike out on their own in search of forests to protect.

The city platforms themselves are made by the Forest Giants from their sacred "dead" wood. The boards are crafted by Giants from dead trees, which return to semi-life through the magic of the Forest Giants. The city's platforms are actually composed of several small platforms linked together, which can slide and shift to accommodate the movements of the

supporting trees. A wide variety of animals live in the treetops beyond the walls and roofs of the interlocking branches. The smaller of the creatures often slip through the walls to raid Giant larders or to play among the platforms.

Forest Giants are not noted for their abilities to cast particularly effective spells or runes, although a few are fairly adept. Forest Giant magic is more internal, similar to the Sea and Chaos Giants and is produced unconsciously or as a tool for accomplishing Forest Giant designs.

Forest Giants have a very unique and sensitive awareness of life all around them which makes them very difficult to surprise even with the use of magic (within one hundred feet, there is a 1 in 10 chance of surprising a Forest Giant, instead of 1 in 6, no matter what spells are involved). This "life sense" ability gives Forest Giants a second sight in seeing those creatures which are invisible; Forest Giants can tell within ten feet where such creatures are (-2 on "to hit" roll).

Forest Giants have an empathy with living things and as such are excellent

living lie detectors (lying Character must save against IT or be discovered). This ability also gives Forest Giants a better chance to tame or make friends with animals.

Within their forests, Forest Giants can detect traps 85% of the time. Since they are in tune with the woods, Forest Giants can move with complete silence through the forest despite their size.

Two woodland skills come naturally to Forest Giants; one is Trail-sight, by which they can detect the passage of any non-Forest Giant. The other skill is an ability to create a false trail which will fool any natural tracking ability of non-Forest Giants. Of course, the most magical effect of Forest Giants is their magical essence which can "rub off" on other creatures and things. This residual bestowal makes the living areas of Forest Giants very magical and the animals living there especially powerful.

Forest Giants are friendly with druids, elves, and shire-folk, and the magics of these peoples are very familiar to the Giants. Most spells which Forest Giants use are related to druidic spells cast by such humanoids.



One form of Forest Giant magic involves the creation of pastes and preparations which use woodland plants. These pastes do not gain their power simply from the ingredients. Such mixes are prepared by the Forest Giants and are then worn by the Giants on belts or necklaces so that the mixes absorb magical energy from the Giant's body. Such magical mixes are identified by their respective primary ingredients, although several other plants and substances may be added:

Forest Giants will often sell these mixtures or use them in trade for desirable items. An approximate value for each mixture is given parenthetically at the end of each description.

Aloe — When added to a garlic-based potion, this plant protects the drinker from a dragon's breath weapon. The potion must have been imbibed for one hour before it can become effective. At that time, the drinker's perspiration becomes a protective coating against dragon-fire, -lightning, and -acid.

The aloe potion does have two drawbacks. While the drinker's perspiration is absorbed by and protects clothes, his/her armor and items are not protected. Also, the drinker's perspiration will have an unpleasant smell which carries on winds, making him/her twenty percent easier to track by scent. (250 gp)

Chives — By adding this herb to a liquid which includes a single drop of Forest Giant blood, a person creates a Growth potion. Any creature drinking this potion will triple in size for one turn provided he/she successfully rolls his/her System Shock; if the roll is unsuccessful, the Growth effect takes place but the person who drank the potion dies at the end of the turn. The enlarged creature (who made the System Shock roll) will do double damage and fight at +2 to hit. The effects of such growth put a great strain on the user and cause the Character to suffer 3D6 HTK of damage at the end of the turn. This potion will not affect Giants. (150 gp)

Cocoa Bean — When ground and mixed as a drink with such things as mint leaves and clove, the cocoa bean (chocolate) acts as a healing potion. Each use will heal 1D4+1 HTK of physical damage or 2D4 HTK of fire or cold damage. (150 gp)

Linseed — The oil pressed from this plant seed is used as a base for an involved fire retardant paste. Any creature or item upon which the paste is

spread saves at -4 vs. Fire, natural or magical.

This effect works for 1D20 rounds. Because this paste is oily, items become hard to hold by paste-covered hands or if the items themselves are covered; in each case, there is a twenty percent chance per round that items will be dropped. (350 gp)

Plum — When fermented with other fruits, plum makes a fine wine that also cures most physical effects resulting from spell castings on a person's body. The mixture does not replenish HTK loss or other physical damage but the wine will cure paralysis, sleep, controls, magic-induced psychoses, and minor magical diseases such as rashes and confusion. The cure is permanent (the person can be re-exposed to the effect but the mixture completely cures the person of the immediate ailment); the wine may not be used as a preventative. (300 gp)

Rattan — This springy wood is ground up and added to an oily paste to be rubbed on and protect objects and creatures from axes. The actual effect is as an additional -4 to the wearer's Armor Class against axes, halberds, and cutting swords (two-handed and broad). The effect, which lasts for one hour, is most often used by Forest Giants to protect tree trunks from wood choppers; the paste causes axes to rebound from the trunks as if the blades were made of rubber. (200 gp)

Red Pepper — The mix of cayenne with other spices, when drunk or eaten, will enliven a creature. The effect is to either return to the consumer two HTK lost in combat, break a sleep spell, bring a semi-living object to full awareness when spread upon the object, or allow a creature dead for less than five minutes to be returned to -5 HTK (at which point the creature will die again in five rounds unless attended). (550 gp)

The forest lands are the most sacred and beautiful of domains known to the Forest Giants. Yet these same lands claim home to the most deadly and frightening of Forest Giant foes, the vast swarms of poisonous and all-devouring caterpillars called the "red devastation."

Red Devastation

HTK: 1 each, AC: 9

MV: 1", Att: 1,

Dm: Bite: 1 HTK plus poison

Align: True Neutral

THACO: 12 as swarm

Size: S (6" long)

IT: Non-Specials: Group attack
Magic Resistance: Standard

Red devastation swarms move in huge carpets of caterpillars, millions strong. Each caterpillar is a red-furred, six-inch long eater of anything organic. The swarms average a hundred yards across, the largest recorded swarm measured at nearly a half-mile in diameter. Everything in the path of the red devastation is surrounded, covered, brought down, and devoured, be it plant or animal. The devastation swarm leaves so acidic a trail in its wake that, even with the assistance of the Forest Giants, nothing grows in the area for months.

Any living thing which comes in contact with a devastation swarm will be attacked by thousands of the insects. Individually, these creatures are only a nuisance. In swarms, they can bring down a Giant in minutes and strip him of flesh in less than an hour. There are typically about 1D20x10 caterpillars in a square yard of ground; no creature can pass through devastation masses without magical protection.

Any creature contacting a red devastation swarm will be attacked by dozens of the caterpillars. One attack per round will be made on a smaller-than-mansize creature, two on a mansize creature, and four on a larger-than-mansize creature. For each successful attack, 2D6 HTK of damage is done and a save vs. Poison is required; any creature missing the save suffers an additional 4D6 HTK of damage. The poison can be slowed or neutralized by magic, potions, or herbs.

The red devastation swarms can be redirected, destroyed, or scattered by magic, fire, or water. Druids are especially good at affecting the swarms but a swarm will save vs. Spells (charm, control, etc.) at -1 per 100' diameter. Fire, floods, lightning bolts, and freezing cold can all destroy a swarm or break it up so the individual insects can be destroyed separately.

These caterpillars frequent forests and farmlands, normally found as individuals eating leaves and other small insects. The caterpillars form small swarms of about ten feet in diameter to breed, then spread into vast carpets when the caterpillar eggs hatch. The caterpillars are especially troublesome in warm, wet weather, when fires can least be used to contain a devastation spread.

‡ Magic Items

Forest Giants have only a few magic items. Rather than designing weapons, Forest Giants concentrate their efforts on creating items which are strictly attuned to nature and can benefit all creatures. These items were all created by the Forest Giants.

‡ Awakener

This pendant can return any wooden item to life, causing the item to take root and grow. Staves begin to branch and leaves bud, rods send out roots which weave down the bearer's arm in search of the earth. When growing, the awakened object will in no way harm the bearer. The awakened item retains its magic, if any, but can no longer be used in the same way.

For instance, a wooden Wand of Cold would become a young sapling which was proof against winter snows and would protect itself from axemen by sending a wave of frost down any axe which makes contact (doing normal Wand of Cold damage to the axe wielder).

Likewise, an awakened Staff of Fireballs would be impervious to fire, could probably dampen any fires threatening other nearby trees, and would be able to drop fireball leaves, doing 3D6 HTK of damage on any threatening creature(s). Awakener has a range of 20' and the awakening change begins immediately, taking one turn to alter the item into a tree, vine, or plant. Awakener is valued at 1000 gp.

‡ Freemaker

A golden key hung from a leather strap, this item can release any animal, monster, or plant from all forms of control. These forms include mundane training and other forms of restraint such as non-magical bonds (nets, ropes, bridle), as well as charm spells, controlling potions, etc.

Once released, the creature is treated like any other wild animal and may be recaptured or controlled. The key works on one target at a time, up to a one-hundred-foot distance. Freemaker has a value of 750 gp.

‡ Speechmaster

By touching this wand to any plant or animal, the user can speak with the item touched. The item will be surprised at the communication but will generally be friendly to the user (90% chance) unless previously harmed or attacked by the user or similar species

(10% chance). The plant or animal will only be able to tell the user about events limited to the plant's senses (touch, smell, possibly hearing) or the animal's intelligence. Speechmaster is valued at 1250 gp.

Pets and Allies

Forest Giants have a number of friendly animals and plants which act as servants or allies. Many of these animals and plants are obligated to the Giants in gratitude for Giant magic having awakened their intelligences or given them animation. Others are independent beings who like the Giants and benefit from their Forest ties. Besides those creatures listed, Forest Giants also befriend bears and wild boars, who aid the Giants in hunting or serve as guards and watch-creatures.

Forest Lion

HTK: 6D8, AC: 6
MV: 15", Att: 3,
Dm: 2 Claws: 2D6, Bite: 2D10
Align: Lawful Neutral
THACO: 13
Size: M (5' high, 12' long)
IT: Semi-
Magic Resistance: 35%

These huge, noble creatures are similar to the lions of natural Earth. The forest lions followed the Giants into exile from Neberon, although they did not fight on the Giants' side during the Great War. Forest lions have their own code of honor and loyalty.

Superficially similar to Earthly lions, with tawny fur, a golden mane, and basic feline appearance, forest lions have six legs, more massive muscles, and are far more intelligent than their earthly cousins. They are powerful magic users in their own world but on earth they have retained only their magic resistance.

Forest lions are lone hunters but they live in groups of three or four. A single Forest Giant may have a single forest lion as a companion. However, most lions will be found in Forest cities, serving as guards, advisors, and protectors. Forest lions are great climbers and have excellent balance; their favorite resting places are in the tops of large trees.

Giant Squirrels

HTK: 4D8, AC: 7
MV: 15", Att: 1,
Dm: Bite: 2D6
Align: True Neutral
THACO: 15
Size: L (12' long)
IT: Animal
Magic Resistance: Standard

Having absorbed Forest Giant magic over a thousand years, this race of tree squirrel has grown to tremendous size. The Forest Giants love giant squirrels for their playfulness and friendliness. Giant squirrels can be very frightening, for even sitting on their haunches these squirrels are nearly twice the height of a man and are truly massive, weighing nearly as much as an elephant. Only in the huge tree cities of the Forest Giants could such an animal thrive.

Gwynaral

HTK: 4D8, AC: 7
MV: 18", Att: 3,
Dm: 2 Claws: 2D8, Bite: 2D6
Align: Lawful Neutral
THACO: 15
Size: M (3' high, 5' long)
IT: Low to Average
Magic Resistance: Standard

These wolfish packs of Forest Giant allies fought on the Forest side in the Great War and went into exile with the Giants afterward. The gwynaral did not do this out of some great sense of loyalty but rather due to their friendship with the Giants and the realization that they could yet learn much from the Forest clans.

Gwynaral are wolflike in form but are shaggier and have fur ranging in color from black with blue or green highlights to deep brown or rust. They have great, tusk-like lower fangs and one razor-sharp spur on the back of each foreleg. Gwynaral hunt in packs and prefer lizard flesh to all other meats; large gwynaral packs will even take on dragons.

In combat, gwynaral become more powerful and frightening with each passing minute, as combat releases powerful hormones into their bloodstreams. The result is that each melee round, gwynaral receive the following bonuses:

- -1 to their "to hit" chance, cumulative to -5 (so they have a THACO of 10 at their best).
- -1 to their saves vs. Magic and Poison, cumulative to -3.
- +1 on their damage, to a maximum of +4.
- -1 to the morale of their enemies, to a maximum of -4. This addition develops from the gradual change of gwynaral appearance with each passing round. Their eyes begin to blaze, their bodies swell in size by nearly 50%, and a dark shadow seems to hang over them.

The gwynaral can initiate this bonus only once per day, fighting normally (no bonus) after the fourth melee round. If a Character fails a save vs. Spell (with modifiers) that Character will break morale and flee for 1D12 rounds.

Tree Shepherds

HTK: 13D8, **AC:** 2

MV: 18", **Att:** 1,

Dm: Fist: 6D4

Align: Neutral Good/Evil

THACO: 9

Size: L (18')

IT: Average - High

Specials: Tree awakening

Magic Resistance: Standard

Tree shepherds are a race of animated trees, beings which retain most of their tree-like appearances but also resemble Forest Giants. Tree shepherds' fingers and toes are long and prehensile, able to grab and hold stone or crumble solid rock like clay. Their hair and beards are stiff and twig-like, often ending in buds or even actual leaves.

Tree shepherds are known by a variety of names but they all have similar characteristics and abilities. They are immensely strong, rivaling Giants, and can destroy walls and cliffs by finding and expanding cracks and flaws. While tree shepherds have very thick, tough skin, they are very easily set aflame (+3 to saves vs. Fire attacks). In addition, tree shepherds can awaken other trees, allowing them to move and fight under their own power.

Awakened Trees

HTK: 8D8, **AC:** 6

MV: 16", **Att:** 2,

Dm: 2 Limbs: 3D8

Align: True Neutral

THACO: 12

Size: L (12')

IT: Semi-

Specials: None

Magic Resistance: Standard

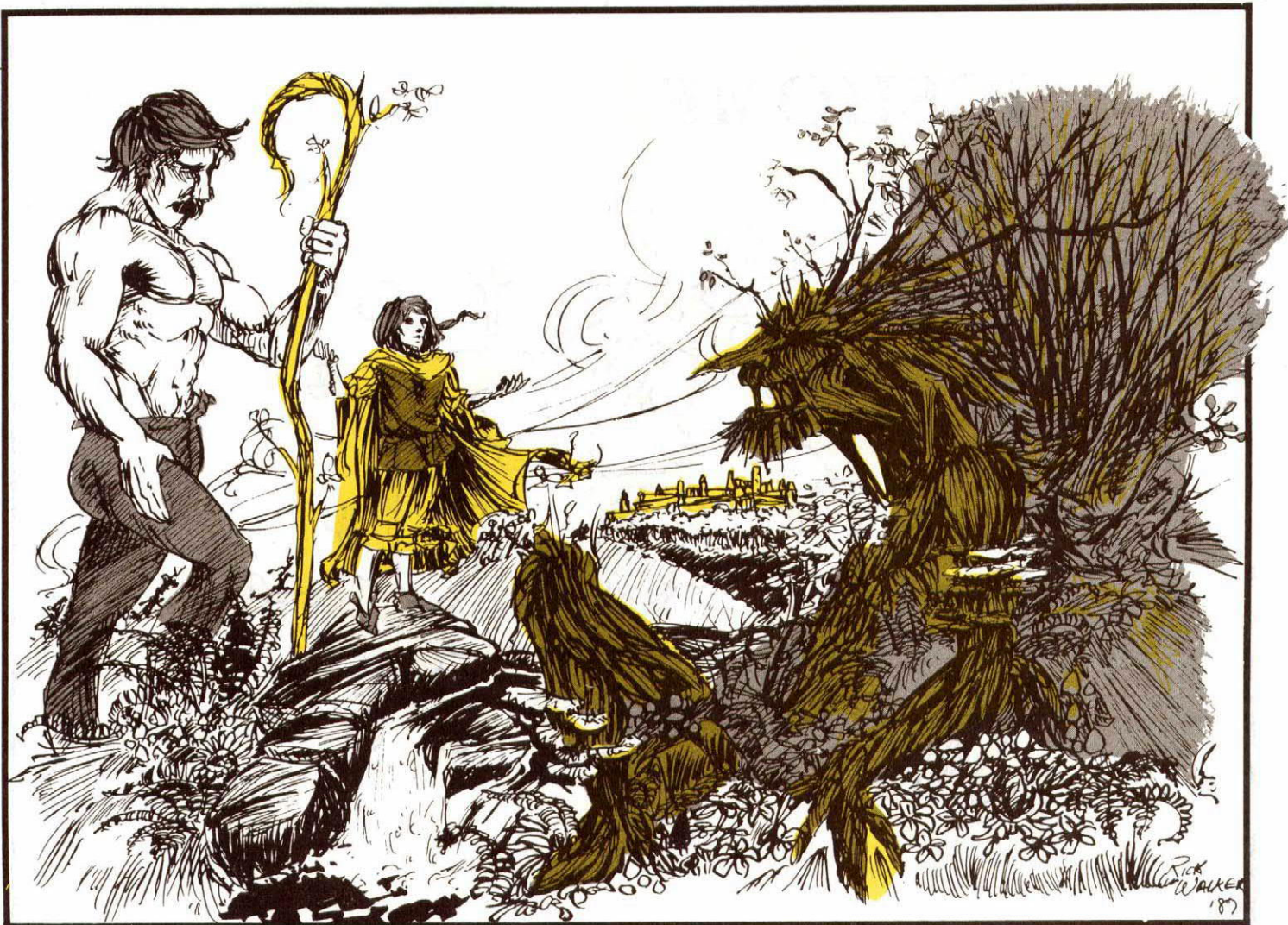
This animation lasts only so long as the shepherd uses a portion of its power to activate the trees.

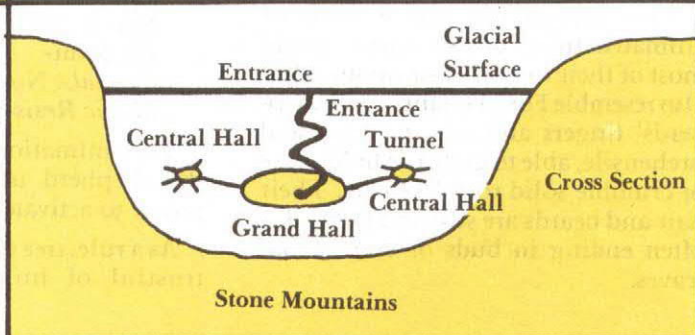
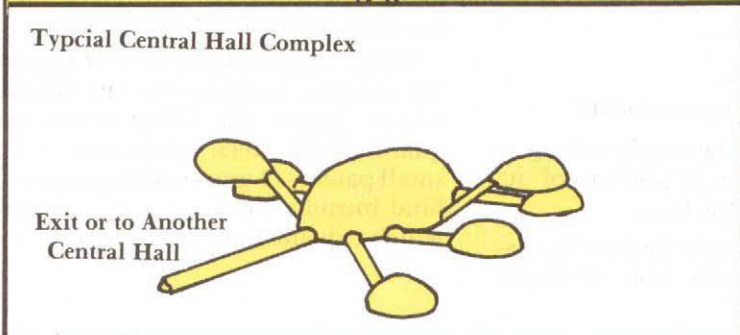
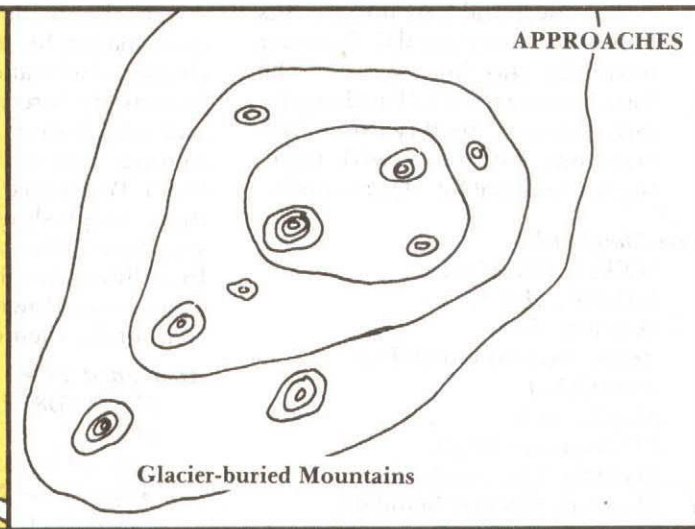
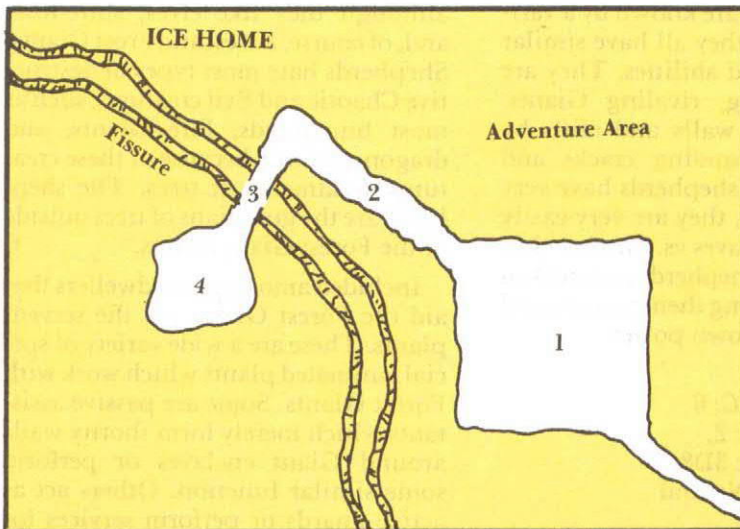
As a rule, tree shepherds are very distrustful of humans and dwarves,

although they like elves, shire-folk, and, of course, Forest and Frost Giants. Shepherds hate most types of destructive Chaotic and Evil creatures, such as most humanoids, Fire Giants, and dragons, mainly because of these creatures' treatments of trees. The shepherds are the guardians of trees outside of the Forest Giant realms.

Included among forest dwellers that aid the Forest Giants are the servent plants. These are a wide variety of special, animated plants which work with Forest Giants. Some are passive assistants which merely form thorny walls around Giant enclaves or perform some similar function. Others act as active guards or perform services for travellers through the mobile cities.

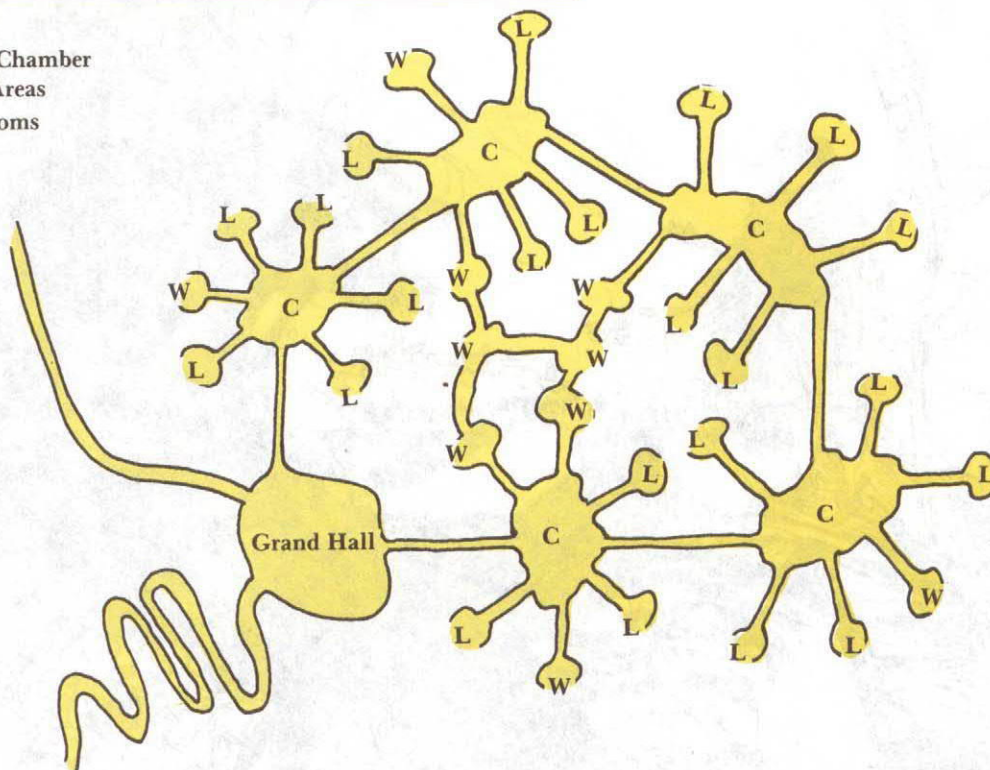
While some of these servent plants are gigantic humanoid eating plants which protect the Giant realm or guard specific trees, others are merely small patches of grass which grasp and bind intruders or are even tiny weeds which trip and grab trespassers.





ICEHOME

C = Central Chamber
L = Living Areas
W = Workrooms



FROST GIANTS

Frost Giants live a rough, hardy life on the frozen edges of the world. Mountaintops and the far north are their chosen environments, glaciers and ice caves their houses. Frost Giants have many allies in their habitat for, while powerful, they are not a numerous people.

Of all the Giants, Frost are both the most excluded, because they seldom become involved in affairs of the world, and the most accessible, because they remain friendly to humanoids. Frost Giants are easy to find; they do not seek to hide themselves from other creatures but they come down from their icy realms of their own volitions only upon the threat of great evil.

Frost Giant

HTK: 10D8, **AC:** 4

MV: 12", **Att:** 1,

Dm: Ice Spear: 4D6, or **Fist:** 2D6

Align: Chaotic Evil

THACO: 10

Size: L (15')

IT: Semi - Genius

Specials: Cold resistance, ice control, phasing

Magic Resistance: 30%

Frost Giants have varying shades of skin, from dark brown to ivory white, but all shades are muted by an epidermic paleness. The texture of Frost Giant skin is rough and calloused, weatherbeaten by the icy regional winds, and their long hair is usually pale brown, blond, grey, or platinum. Frost Giants' normally short beards are often a lighter color than their hair.

Frost Giants have very powerful legs, developed over the years of wading through snow and climbing mountains. Frost Giants prefer cold temperatures, often standing waist-deep in snow with only light clothes, but they can live in warm climes for short periods (a week or less). Frost Giants take double damage from fire and heat-based spells.

Frost Giant homes are usually carved in glacial ice; rooms are clean and the unusually clear ice allows exterior light to filter through dimly. Frost Giants stain the walls of their homes with blendings of color and carve the ice so differing textures are evident. The walls are carved and molded into flowing pillars, columns,



and basrelief statues which sweep the height of the wall, arching over onto the ceiling.

Frost Giants make some surfaces opaque or transparent, creating curtains or windows onto other chambers. All Frost work is carefully wrought and blends in so as not to mar the natural beauty of the materials. Taste is a relative thing, however, and in their private rooms and artwork, Frost Giants exercise their own vibrant and individual imaginations. For this reason, generalities and critical judgments cannot be made about Frost Giant art.

Within this environment of beauty and hardship, Frost Giants have created a society of individuals. Being chaotic, Frost Giants retain their freedoms but the necessary operation of the society prevents them from becoming too separated. Frost Giants comprise a society of craftsmen, their input on societal concerns weighed by their respective skills in their crafts. The society is unified in the sense that it organizes the disconnected purposes of its members. Without their society, Frost Giants would be easy prey for the wasteland creatures and other Giants.

Frost Giants maintain their Chaotic ways within the structure of the society but the organization allows them to band together for the mutual good. Still, only a few Frost Giants live within structural communities; Chaotic blood runs deep in the race.

The responsibilities of Frost Giant leaders are strictly as Council members; they do not give commands, they merely offer advice. Councillors, who are nominated for their valor and wisdom, are often the Frost Giants who work best within society and have some sense of responsibility to their fellow Frost Giants.

Frost Giants have developed a number of ways to adequately survive in their harsh environment. The Frost Giants have developed varieties of plants which can grow in the cold with little care. Hunting and fishing provide Frost Giants with iceboars (a particularly violent and destructive cold-dwelling hog) and snowfish (which "swim" through loose-packed snow). Any living creatures killed by Frost Giants in self-defense are also added to the larder.

All parts of animals killed by Frost Giants are used as either food, clothing, fertilizers, or pet feed. Frosts also trade with other groups of Giants and

humanoids, selling their artwork and other goods for food, wood, and clothing. Few Frost Giants act as actual traders, as most prefer to buy from merchants who come to the Frost Giant lands.

Frost Giants are traditionally powerful magic users but they use little technology. The frigid environment keeps their food, such as meats and vegetables, from rotting and also limits their need for sanitation. Frost Giants do heat their food, often through magic, and occasionally heat their caves in the very worst weather. Frost Giant weapons are often magically altered ice and sharpened stone, although they do use silver and steel.

Above all, Frost Giants love the lands in which they live. They enjoy the cold, the snow, and the mountains, and many spend their entire lives exploring and traveling the wastes. Frost Giant craftsmen and artisans often use native subjects of the region, such as bears and reindeer, as models for their work. Artists are common among Frost Giants and are a valuable source of income for the race.

Living things are a favorite source of Frost Giant inspiration, probably because they see so few in their barren world. Frost Giants often adopt bears, wolves, and deer as pets and are extremely careful of these animals' welfares. Frost Giants like their Forest and Dwarven Giant cousins but dislike Fire Giants because of their environmental, philosophical, and physiological differences.

While crafts are the most popular of Frost Giant skills, musicians of pipes and stringed instruments are also appreciated and sought. Frost audiences like to be entertained with imitations of sounds from nature, such as blowing wind, falling ice, and animal calls. They also love stories set to music, in the bardic tradition. Frost Giants make good singers and poets. They drink only hard liquors because in such temperatures, less substantial drinks tend to freeze.

Frost Giants can, on occasion, be friendly and even fairly honest, if it is to their benefit. From their experiences rescuing lost and stranded travellers, they have become watchful of strangers who might run into trouble. Frost Giants do not dwell on formalities, an attitude which drives other Giants who deal with them mad with frustration. Frost Giants do not like large crowds and are very self-reliant. Many Frost

Giants have more friends among the animals of the ice than among their own people.

Organized warfare is almost unheard of among Frost Giants. They are solitary hunters and fighters, given more to raids and duels with their opponents than mass assaults in formal array. Frost Giants number so few that actual units of fighters are difficult to gather. The Giants make much better scouts and foragers than fighters on the line. Frost Giants rely on primitive weapons, ice magic, camouflage, and the land itself to aid them in wilderness expeditions.

No army has ever penetrated any Frost Giant stronghold. Invaders are invariably destroyed by cunning traps, ambushes, animal attacks, terrible storms, and night raids before reaching the inhospitable Frost Giant homeland. In their own lands, the Frost Giants are nearly unbeatable.

The homes of Frost Giants, most often carved into glacial ice, have a unique arrangement, as each individual or family group carves out its own separate quarters. These homes are arranged in a radiating geometric plan around a central hall. The array of tunnels leads in all directions from the hall, on the same level, above, and below, becoming a veritable maze of corridors. Each tunnel terminates in a self-contained, independent home. The larger of Frost Giant fortresses, like the Icehome keep, contain many of these central halls and radiating cave complexes, each interconnected by secondary tunnels.

Frost Giants also create pylons and columns according to Giant traditions. These ice pylons are somewhat natural looking but glow internally with a blue light. Columns, primarily limited to decorative use in Frost Giant central halls, are perfect ice renderings of the traditions of the Frost Giant Titan forebears.

Frost Giant magic and runemakings are limited to ice and cold effects. Frost Giant spells, however, have double duration, one additional HTK die of effectiveness, and a 50% greater range than normal spells. Frost Giants have certain powers within their realms, including an ability to maintain footing on any ice surface, an ability to phase through ice without damaging it or themselves, and control of ice to mold and form in any chosen manner.

Runes specific to Frost Giants include:

§ *Aburtel* — This second rank rune shatters ice within 200', causing avalanches and turning solid ice into mounds of fine snow.

§ *Julcae* — This third rank rune allows the caster to raise great walls of frost from a solid field of ice.

§ *Relvaid* — This third rank rune protects ice from all heat and heat-based spell, as well as any normal physical damage.

§ *Sheslit* — This fifth rank rune slows all molecules within 100' of the location and cools the air by 50 degrees, causing saves versus heat-based spells to be at -3. Failure to save does 1D4 HTK of damage to all creatures each round (fire creatures suffer doubly).

Of all the dangers they face in their realm, Frost Giants are most threatened by the great polar worm. This creature often tries to den in the caves which Frost Giants prepare as their homes.

Great Polar Worm

HTK: 95 (14D8), *AC*: 2

MV: 12", *Att*: 1,

Dm: Bite: 6D6

Align: Chaotic Neutral

THACO: 8

Size: L (75' long)

IT: Low

Specials: Cold resistance, heat producing

Magic Resistance: Standard

The great polar worm is a long, snakelike creature with a multitude of insectile legs on either side of its armored body. Its back is set with thousands of plate-sized stones. When the creature is aroused, such as in combat, these stones become heated by chemical reactions within the worm's body.

The great polar worm is classified as a fire-using creature. Its internal temperature is so great that any creature swallowed by it (5% chance following a successful attack) will take 6D10 HTK of heat damage each turn until dead or freed. Any weapon striking the worm and failing to save vs. Fire will turn brittle and shatter. Cold spells do only half damage to the polar worm but heat attacks do double damage as the worm's body chemicals catalyze and burn the worm internally.

‡ Magic Items

The Frost Giants have created most of their specialized magical tools themselves. Seldom used as weapons, these items are normally employed to improve living conditions or ease their hard labors.

‡ Eye of the Snow Shark

Use of this item (unless Giant, make system shock roll or die) changes the wearer into a shark which can swim through ice and snow. The size of the creature and its abilities depend on the size of the person using the Eye. When numbers appear slashed (2/5), the first number represents a Giant's statistic when using the Eye, the second, a humanoid's:

HTK: person's own,

AC: 2/5,

MV: 24"/15", *Att*: 1,

Dm: Bite: 6D8/2D6

Align: person's own

Size: Length of shark equals person's original height

IT: Person's own

Specials: Swim through ice, snow

Magic Resistance: Standard

Snow Sharks are rare creatures, able to swim through any type of ice and snow. They cannot move on normal earth or rock. The Eye of the Snow Shark is worth 3500 gp.

‡ Hunter

This spear is made of a polar worm leg bone and has a head chipped from bloodstone. When thrown, Hunter will search for the caster's mentally pre-chosen target to a distance of one-half mile and, upon location, will attack the target at +3 to hit and damage. If Hunter cannot reach the target in one-half mile, it will return to the caster. The caster need not see his target for Hunter to seek it. Hunter is valued at 6500 gp.

‡ Weatherhelm

Formed from the hollowed-out skull of a great bear, this helm allows its wearer to control weather within a quarter-mile area. The wearer cannot change the temperatures of the surrounding environment but he/she can lessen or increase winds and stop or increase amounts of precipitation.

‡ Yazmine's Ice Boots

These are Giant-sized boots which allow their wearer to travel over any ice surface. The wearer does not sink into the ice surface, so ice will not break and snow will leave no tracks. The Boots also prevent the wearer from slipping

on icy surfaces. The wearer can thus travel at normal speed over any ice or snow. Yazmine's Ice Boots are valued at 5000 gp.

Pets and Allies

Frost Giants spend much of their time searching out and protecting the creatures of the ice, some of which must remain free either because they are dangerous or because of their temperaments. Other ice creatures, such as polar bears, are also strong friends to the Frost Giants. But by far the most common of Frost Giant companions are angerthans and great eagles.

Angerthans

HTK: 12D8, *AC*: 5

MV: 15"/9" (burrowing), *Att*: 3,

Dm: 2 Claws: 2D6, Bite: 4D8

Align: True Neutral

THACO: 9

Size: L (20' at shoulder)

IT: Low

Specials: Burrowing

Magic Resistance: Standard

These creatures are a huge hybrid of bears and wolverines. Massively muscled, angerthans are often used as mounts by the Frost Giants. Angerthans' dense white fur, swordlike claws, and terrible jaws make them one of the most deadly creatures on the ice.

Great Eagle

HTK: 12D8, *AC*: 7

MV: 3"/48", *Att*: 3,

Dm: 2 Claws: 2D10, Beak: 3D12

Align: True Neutral

THACO: 9

Size: L (40' wingspan)

IT: Average

Magic Resistance: Standard

The great eagles live on the edges of the Frost Giant realm. Their feathers and fine, short fur keep them warm and due to their great size, these eagles have no real competition in nature. The great eagles watched the Frost Giants for many years before befriending them. Now the eagles help Frost clans guard the icelands, watching for those in need or scouting for possible invaders.

The great eagles are meat eaters but they have an abhorrence for the flesh of intelligent creatures. In preference to eating such enemies, the eagles drop them from great heights. This is a trick normally perpetrated on Fire Giants, although the eagles will often tauntingly release captured Fire Giants in the deep snows. Over the many years, Fire Giants have become a primary enemy of the great eagles.

APPROACHES

West Hills

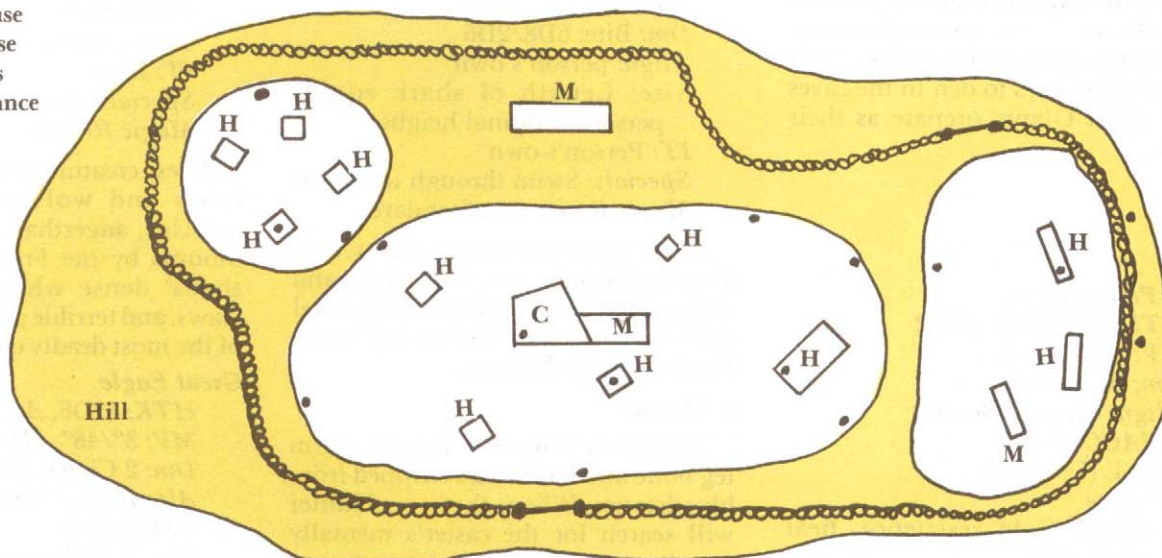
Falls

Kalbard
Hesh

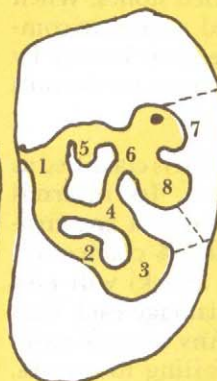
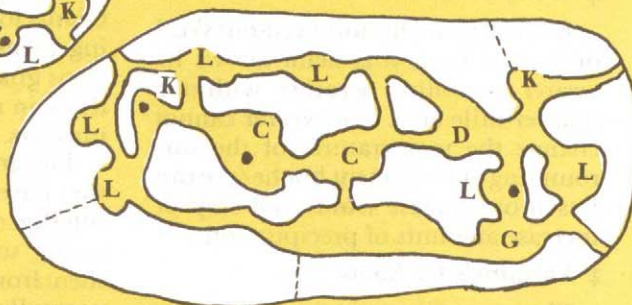
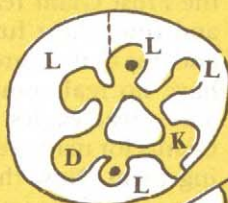
Steading

- H = Home
- M = Meeting House
- C = Council House
- XXX = Barricades
- = Tunnel Entrance
- = Gate

STEADING



BURROWS



----- Illusory Walls

- = Tunnel from Above
- L = Living Areas
- D = Dining Areas
- K = Kitchens
- C = Council Hall
- G = Guard Center
- 1-8 = Encounter/Adventure Areas

HILLHOME

HILL GIANTS

Considered to be the least formidable of the Giant races. Hill Giants are also the Giants who get along best with humanoids. Hill Giants are barely half the size of most other Giant races and are also less intelligent than their cousins. Despite this, Hill Giants are seldom trifled with and have invariably won those few wars among Giants in which Hill Giants have fought.

Hill Giant

HTK: 8D8+(1-2), *AC:* 4

MV: 12", *Att:* 1,

Dm: Club: 2D8, or Fist: 1D6

Align: Chaotic Evil

THACO: 12

Size: L (10½')

IT: Low - Average

Magic Resistance: 10%

Typically, Hill Giants have deep brown skin, dark brown or black hair, and are habitually dirty. They are broad and long of arm for their height and their legs are often crooked. Hill Giants wear rough-woven clothes or ragged skins, although Hill Giants are far above the intelligence of neanderthals. Hill Giants often wear good-natured smiles on their faces, which most humanoids refer to as "pleasantly ugly."

Hill Giant homes range from extremely primitive to moderately advanced. Single Hill Giants in the wild often live in natural caves or crude lean-tos while family groups may live in natural or Giant-made caves. Villages are often formed underground, in excavated burrows, or built above ground in simple homes. Hill Giant buildings are basic, square structures with rough planking, log walls, and sod roofs.

Most Hill Giant dwellings are infested with rodents and birds, as well as other small vermin. As it is nearly impossible for the Giants to completely clean out such small creatures, they do not try. The vermin, however, are often a source of disease and harm to weak and young Giants.

Hill Giant society is a tribal one, the race as a whole being considered the over-all tribe, while each town is a clan in and of itself. The tribe is ruled over by a chief ("hetman") who is advised by a council of the premier hunters,



elders, women, and warriors. This form of chief-council organization is found in Giant villages as well.

If special issues concern the very survival of the village or tribe, a meeting of all adult Hill Giants is called and the question facing the Giants is put to a vote. The result of such a plebescite is merely advisory to the chief and council. More often than not, the "discussion" of the issue ends in a brawl and the council makes the decision on its own.

Hill Giants are normally little more than good-natured children in temperament and personality, although the chief and councillors are usually comprised of the wisest and most thoughtful of the race. A nomination to a chief or councillor position does not imply great intelligence on the Giant's part but while Hill Giants do not always make careful, rational decisions, they make the right ones with respectable regularity.

In choosing their leaders, the Hill Giants know they must select those Giants who will lead them well or the clan may find itself in great danger. Such decisions are usually made quite successfully and Hill Giant chiefs are well-known for their strengths in leadership.

Hill Giants survive by living off the land. While most Hill Giants hunt and trap, as well as gather wild fruit, the Hill Giants also have magic grains given them by the Titans. These grains need only be strewn on the ground in the spring and by summer they are fully grown and nearly twice the size of normal grains.

In order to trade for other goods and to gain money to purchase works of other Giants, Hill Giant warriors often hire out to humanoid armies as mercenaries. Hill Giant mercenaries are in great demand and are the most common Giants hired by humanoids.

Hill Giants have only the most basic of civilized skills. Hill Giants are usually unwashed and those able to use a knife and spoon are quite proud of the skill. Typical Hill Giant tools are rough and basic, often made of wood; any metal implements are usually foreign-made. The most intelligent Hill Giants can write and there are even several Hill Giant runecasters.

Primary among Hill Giant traits are their abilities as great storytellers, a skill which can often earn them money when put to the service of other races.

As part of this story-telling skill, Hill Giants also love to play-act. Hill Giants are so proficient in and well-known for their entertaining abilities that they have even performed in the presence of humanoid kings.

Hill Giants are terminally good-natured. They will refuse to fight in deadly combat unless absolutely forced. They greatly enjoy beer, becoming happy drunks who usually end up singing and dancing after a long party. Because they have such friendly, disarming personalities, Hill Giants are popular in humanoid armies and guard troops. Hill Giants greet anything large of form with a childlike delight and regularly tame dinosaurs as pets. Hill Giants especially like their Forest, Frost, and Sea Giant cousins because the Hill Giants have never been taken advantage of by these, their larger kin.

Hill Giants at war are impressive but limited in their abilities. Their population (10,000 in a multitude of scattered settlements) far outnumbers that of the other Giant races, so Hill Giants can field fairly large armies of up to 1000 warriors, both male and female. Such a force has been seldom gathered, however, and even then only in the most dire of circumstances. The typical Hill Giant army numbers 300 and is poorly equipped and managed. In battle, the "ranks" of Hill Giants are actually little more than mobs, although they can often quickly swamp even well-armed humanoid forces by their size.

Hill Giants do not work well together in battle as they seldom group to fight another opponent and their battles soon degenerate into a multitude of single combats (or several humanoids against individual Giants). Hill Giants refuse to fight as savagely as some other Giants and if an opponent falls, the Hill Giants will move on to another. Hill Giants have little concept of how prisoners should be handled; most captives are immediately set free after the Hill Giants have won the battle.

While they have many superstitions, Hill Giants have a truly deep-seated fear of Giant undead. Despite the fact that few Giant undead exist, Hill Giants have such an abiding fear of these creatures that Hill Giants will not travel at night. Village night guards grow nervous at the slightest nocturnal sound. When confronted by Giant undead, Hill Giants often turn

berserk and fight the creatures instead of fleeing, a trait which many believe has merely intensified the Hill Giants' fear of the undead.

Like all Giants, the Hill race erects pylons and uses columns in its building structures. Hill Giant pylons, however, are little more than stripped trees marked with the rune Ernlin — the Giant symbol for the Hill race. Hill Giant columns are rough logs set on end, with little decoration or related architecture. The columns are used to prop up Hill Giant burrow roofs, the ceilings and walls of their "temples," and the gates of Hill Giant villages.

Hill Giant building traditions are exactly that: standard designs which have been handed down from generation to generation. The traditional designs have no function or feature understood by the Hill Giants, who simply build that way because they were instructed in that fashion long ago by the revered Titans.

‡ Magic Items

Hill Giants have no magic objects which were not given to them by other Giants, particularly Titans. The Hill Giants also acquire items through the spoils of war but these objects are often traded soon afterwards. The most powerful and ancient of Hill Giant items include the Ruby Scepter of the Hill Giant chief, the Everflowing Water Skins used on magical crops, and the Wild Grains. These and the other magic items listed have been passed down through the ages and are treated with great veneration.

‡ Arms of Relil's Guard

These are five suits of armor and sets of weapons made for the Hill Giants by the Fire race. The Arms of Relil's Guard are traditionally worn to battle by the five greatest Hill Giant warriors, who act as guards for the War Councillor(s). Each armor gives its wearer AC: 0, while the weapons (swords, axes, and spears) are all +4. Since Hill Giants are unskilled with such weapons, the weapons' pluses serve primarily to negate the Hill Giants' unskilled minuses.

While the Arms will adjust to any size Giant, they will cause a humanoid wearer to grow to twice his normal size (save vs. System Shock or die). A successful humanoid wearer will be able to use any of the weapons but damage will only be +2 due to the unwieldy size of the weapons.



Each suit of armor in the Arms of Relil's Guard is worth 25000 gp.

‡ Everflowing Water Skins

Given to the Hill Giants by their Forest kin, these magical drinking skins were created in commemoration of a great battle fought by the Hill Giants. This battle involved the rescue of a besieged Forest Giant clan by Hill Giants who had to cross a desert in high summer to reach their Forest cousins.

The three Skins bring forth water in any amount demanded by the bearer, to a maximum stream of 200 gallons per minute. Such a stream would do 2D6 HTK of damage to anyone within 20'. A Skin emitting such a flow would split its seams and be destroyed in three segments. Each skin is worth 5000 gp.

‡ Ruby Scepter

The Titans gave this artifact to the Hill Giants for use by the Hill Giant chief and it has become the symbol of the chieftain's office. The Scepter is a five-foot long gold and steel baton capped with a cluster of perfect rubies. While its value is inestimable to the Hill Giants. The Ruby Scepter is worth 40,000 gp on the open market.

The Scepter has three valuable functions and one important limitation. It allows the user to determine the truthfulness of any speaker he or she hears, it protects the bearer from any mind magic or psionic attack, and it allows the user to cast one blessing or curse (limited to third level spells) on each person in his or her presence.

The limitation on this item is that only Hill Giants or their runebrothers may use the Scepter; anyone else touching it receives a Giant Curse.

‡ Seven Rings of Council

These seven magical crystal rings, fashioned by the Dwarven Giants for the Hill Giants, allow telepathic communication between their wearers. No matter how far apart the wearers are or what their normal language is, the Rings permit mind-to-mind contact to the extent that a magic user can mystically send third level spells (and lower) to another wearer. This transference process takes as long to accomplish as the spell would take to cast.

Upon complete spell reception, such a spell can then be cast by the recipient (casting must begin within the next round and the caster must spend the required casting time). A thief who is

otherwise unmoving can communicate his own skills to another wearer at +5% per level of the sending Character up to his/her normal chance for success.

The Rings are worth 5000 gp in pairs to someone who might use the magic. Anyone able to wear the Rings, which are sized to Hill Giants, can use them.

‡ Torc of Targ

A metal neck band taken as a war prize from a king of the ogres, the Torc of Targ is a plain, steel neck ring which twists to open. The ends of the ring, when connected, look like a serpent swallowing its tail. Wearing the Torc of Targ increases a Character's strength by 10 and the wearer is also given a bonus of -3 to AC against neck and head attacks. The Torc is sized to a Hill Giant but can be sized down to a very large (6'6" or greater) humanoid.

The Torc of Targ has a street value of 5000 gp.

‡ Wild Grains

Like the Ruby Scepter, the Wild Grains were given to the Hill Giants by the Titans. The seed of this magical grain is spread in springtime on any area of ground, no matter how barren or rocky. By mid-summer, six-foot high stalks of wheat, twelve-foot high corn, and five-foot high barley will have grown. The Grains need only occasional watering to sustain them.

The value of the Grains (between 100 and 250 gp each) is such that they are one of the few goods which the Hill Giants can use for trade. Unfortunately for the buyer, the grains remain magical for only a couple of generations, so that within two years the grains no longer grow so fantastically. The Grains retain their magical properties as long as the bulk remains together in the possession of the Hill Giants. The Grains are kept in a magical pouch which rejuvenates the Grains at a rate of 4D20 per day.

Pets and Allies

As they are friendly to humanoid races, Hill Giants will often be found in the company of small group of humans, dwarves, or elves. Such visitors to Hill Giant villages are rare, as Giant amenities are few and their trading potential negligible. In particularly dangerous areas, Hill Giants will hire infravision-endowed humanoids as night guards. The Hill Giants may

also move their villages near humanoid locales in the interests of improved security.

Hill Giants are extremely good with animals. While Hill Giants have a fondness for dogs and large herd animals (such as horses and cattle), the size difference between the Giants and those animals often leads to accidents with clumsier Giants. Many of the animals which the Giants prefer as companions also become prey for another Giant friend, the dinosaur.

Hill Giants have cultivated the friendship of various dinosaur species and one type in particular has thrived under Giant aid. These medium-sized, fleet-footed carnivores (called kalbard-hesh by the Hill Giants) are really hemosaurs ("blood lizards") and look something like a cross between the allosaur and tyrannosaur species.

Groupers (Giants assigned to take care of the clan's kalbard-hesh herd) learn a simple language for basic communication with the herd. The Groupers also learn the habits of the kalbard-hesh, their preferred food, and ways to guide the kalbard-hesh in battle. The Groupers earn great devotion from their charges, with whom the Groupers often sleep and eat.

Along with the kalbard-hesh, which serve as the Hill Giants' primary interests, chimera, giant weasels, and gorgons can also be found within the Hill Giant community.

Chimera

HTK: 9D8, AC: 6/5/2

MV: 9"/18", Att: 6,

Dm: 1D4(x4)/2D4/3D4

Align: Chaotic Evil

THACO: 12

Size: L

IT: Semi-

Special Attacks: Breath Weapon

Magic Resistance: Standard

The chimera combines features of three creatures in a monstrous manner. Its hindquarters are those of a goat, its foreparts are those of a lion, its body sports dragon wings, and it has three large heads. It can claw with its forelegs, its goat head is armed with two long horns, its lion head has powerful jaws and sharp teeth, and its dragon head is likewise equipped.

If a chimera desires (fifty percent chance), its dragon head can breath fire within a fifty-foot range doing 3D8 HTK of fire damage (saving throw applicable). Chimera speak a very



limited form of red dragon language.

Giant Weasel

HTK: 3D8+3, *AC:* 6

MV: 15", *Att:* 1,

Dm: 2D6

Align: True Neutral

THACO: 16

Size: M

IT: Animal

Special Attacks: Blood Drain

Magic Resistance: Standard

Giant weasels are very vicious and hunt prey aggressively, perhaps the quality most favored by the Hill Giants. Giant weasels will attack until they are destroyed or their opponents are vanquished. They favor woodlands as homes but also roam subterranean places in hunting.

In addition to their bites, giant weasels drain blood; on the melee round following a successful attack on an opponent, the weasels do not release the prey from their jaws but suck the victim's blood at a rate of 2D6 HTK of damage per melee round.

If taken before half-grown and carefully trained, giant weasels can occasionally (twenty-five percent chance) be used as hunting animals and guards (the Hill Giants have become quite adept at doing this). When encountered in their lairs, there will always be four or more giant weasels, two parents and young from ten to eighty percent mature. The young will also attack, doing damage appropriate to

their respective developments.

Giant weasels sell on the open market as pets or potential hunting animals and guards for between 1000 and 6000 gp.

Gorgon

HTK: 8D8, *AC:* 2

MV: 12", *Att:* 1,

Dm: 2D6

Align: True Neutral

THACO: 12

Size: L

IT: Animal

Special Attacks: Breath turns to stone

Magic Resistance: Standard

Gorgons are bull-like creatures covered with thick, metal scales. They prefer the fastness of a wilderness or dreary caverns for habitation. A gorgon is able to breathe out a cloud of noxious vapors which will turn any creature to stone unless saving versus Petrification.

A gorgon's breath shoots forth in truncated cone-shape, being five-feet in diameter at the beast's mouth, sixty feet in length, to an end diameter of twenty feet. A gorgon is able to use such a breath weapon up to four times a day. Gorgons will use this attack form whenever possible in preference to other sorts of attack.

A gorgon's awareness extends into the astral and ethereal planes as do the effects of its breath weapon.

Kalbard-hesh (hemosaurs)

HTK: 10D8, *AC:* 6

MV: 12", *Att:* 3,

Dm: Teeth: 4D6, 2 Claw: 1D4

Align: True Neutral

THACO: 10

Size: L (25' long, 15' tall)

IT: Semi-

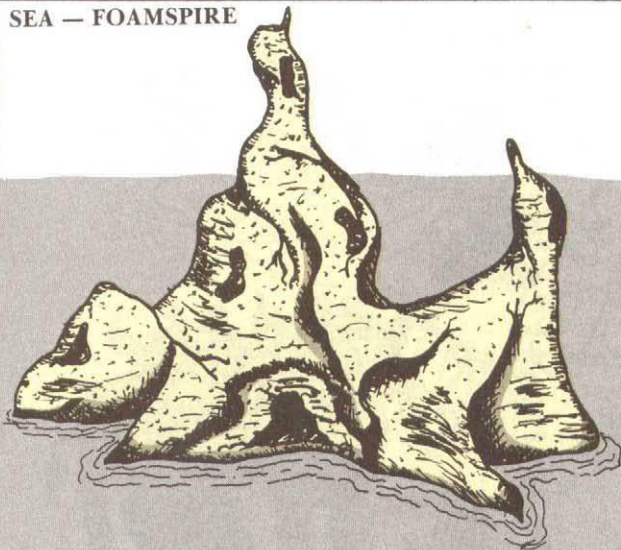
Magic Resistance: Standard

Kalbard-hesh appear to be smallish tyrannosaurs with thick necks and more fully developed forearms. Their hide is a pebbled blue-grey and has a flowing crimson patterning. The kalbard-hesh's pearl-colored teeth average about four inches long and are worth 50 gp each due to their hardness and value as a magical ingredient (each adult hemosaur has upwards of 60 such teeth). These dinosaurs are most often found in foothills and woodlands.

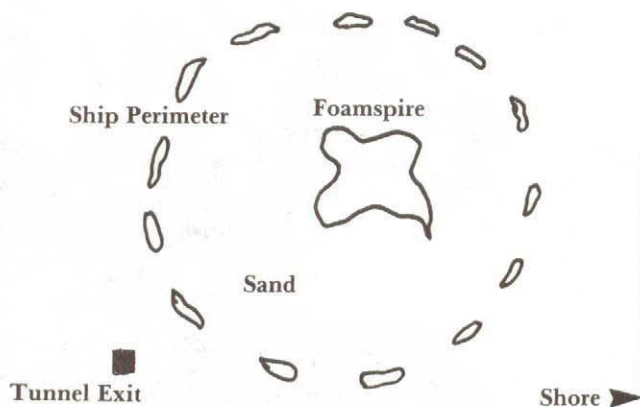
Kalbard-hesh generally eat larger creatures living in the kalbard-hesh habitats, especially monsters (such as owlbeats, small dragons, and sphinxes) which would normally prey on other creatures. Kalbard-hesh hunt in packs of four to seven. Once they bring down a large kill, the hesh will drink the prey's blood before consuming the prey, lending to the kalbard-hesh's technical name (hemosaur) among humanoids.

Being fairly intelligent, kalbard-hesh are extremely dangerous in their territory and are adept at setting up ambushes and primitive traps.

SEA — FOAMSPIRE

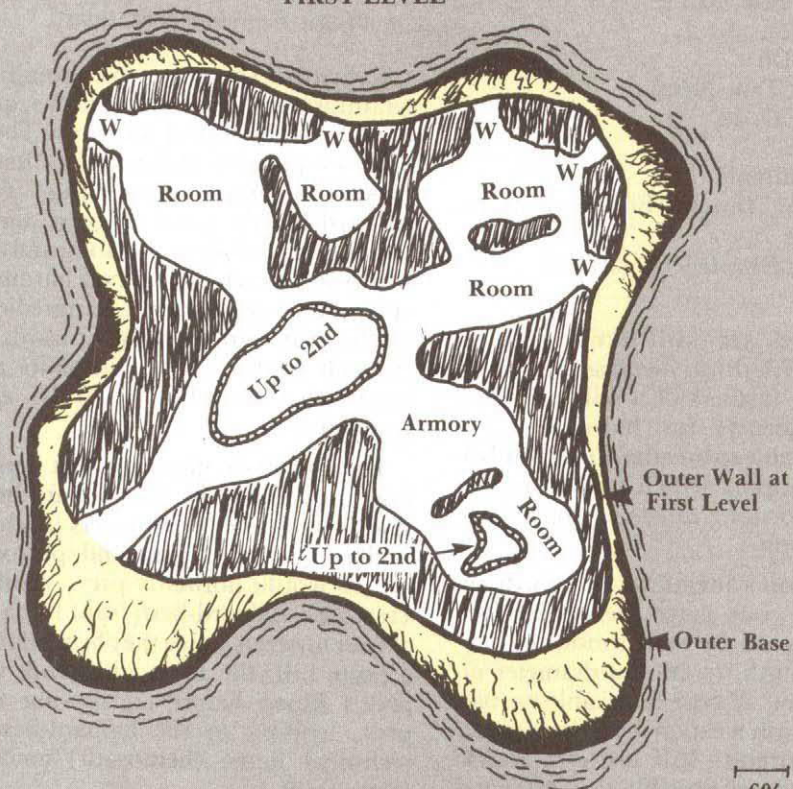


APPROACHES



FOAMSPIRE

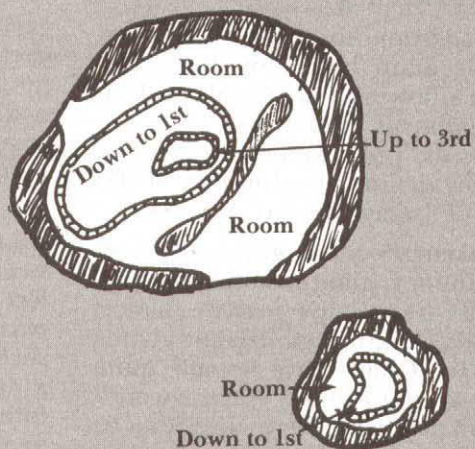
FIRST LEVEL



THIRD LEVEL



SECOND LEVEL



Windows (W)

SEA GIANTS

With the exception of Titans, Sea Giants are the longest lived and most noble of Giants. Sea Giants are very independent and are often hard to find. Most remain apart from Giant contacts but will occasionally leave their homes to aid lesser sea races. Sea Giants often develop entire communities of intelligent friends and pet-like sea creatures for which the Giants care and protect. In return for Sea Giant care, serve the Giants well. Sea Giants are unquestionably among the friendliest and most personable of Giants.

Sea Giant

HTK: 12D8, *AC:* 2

MV: 8" land/24" water, *Att:* 1,

Dm: Trident: 5D8, or *Fist:* 3D8

Align: Chaotic Good

THACO: 9

Size: L (18')

IT: Semi - Godlike

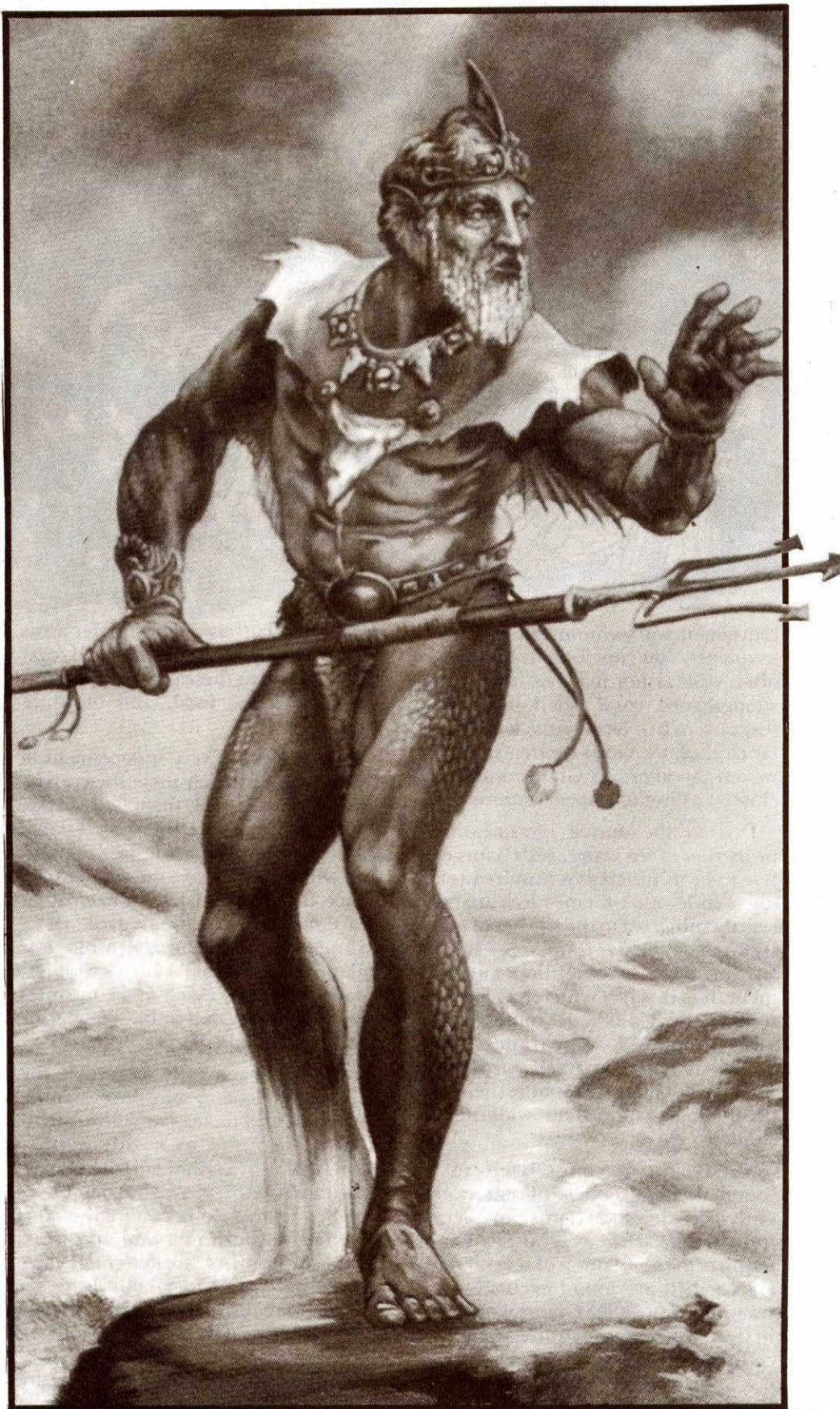
Specials: Partial cold resistance,
sea control/magical powers

Magic Resistance: 30%

Sea Giants are quite grand in build and very noble in manner. Much more slender and human-appearing than some of their more bulky relatives, Sea Giants were created by the Titans as guardians of the deeps. Sea Giants' pale green skin and flowing white hair remind many observers of seafoam. Sea Giants' dark eyes reflect the depths of the oceans, and range in color from black to dark blue and green. Their pale hair and beards are habitually entangled with seaweed (many humanoids believe this to be a form of ornamentation among the Sea Giants).

Sea Giant gill slits are arranged in two sets of three located on their upper chest, just above the pectorals. Sea Giants do have lungs and can live outside of water for weeks at a time but they become very uncomfortable when spending more than one day in the open air. Their skin is smooth but tough and secretes a thick oil which aids in swimming and also protects the Sea Giants against cold and some weapons.

Sea Giants are hugely muscled, a result of the constant resistance of water against their movements. Sea Giants have large hands and feet, which greatly aid in underwater





movement and swimming. Sea Giants frequently go unclothed but more often wear armor made of treated and strengthened coral, shell, or woven seagrass. When Sea Giants wear regular clothes, the cloth is often specially woven by other Sea Giants and fitted close so as not to impede actions.

Due to the unique life-sustaining properties of sea water, Sea Giants can live to be as much as a hundred years old. While other Giant races are constantly subjected to the stresses of gravity on their massive frames, Sea Giants live in a nearly weightless environment. It is this fact which has contributed to the Sea Giants' more slender and humanoid appearances. Sea Giants remain extremely strong on land but are not very mobile, their legs being unaccustomed to walking on solid, dry earth.

Sea Giants are most likely to be found in large bodies of salt water. Only a very few Sea Giants can tolerate fresh water, as the typical Sea Giant requires the absorption of several minerals which are found exclusively in sea water. Those Sea Giants which live in fresh water often require a very specialized diet to survive. Sea Giants favor the middle oceanic depths, not too near the shore but not far out in the

cold ocean currents. They prefer areas where great quantities of fish and coral can be found as these provide the bases for their tools, food, and building materials.

Sea Giants are very independent, a characteristic which their society visibly reflects. In fact, there is little Sea Giant "society" at all. Sea Giants habitually wander from place to place and when they do take up regular residence, they keep as far apart from other Sea Giants as possible to avoid overfishing or disturbing the ecological balance of the area. As such, most Sea Giant fortresses, (such as Foamspire) are fairly empty except for a few, scattered individuals.

Sea Giants generally migrate as the spirit takes them, building homes, fortresses, and palaces at whim, abandoning them just as readily. Rather than fight, a Sea Giant will often leave an area when threatened but neighboring Sea Giants do occasionally band together to confront a mutual threat. Sea Giant conflicts are extremely rare, as one party will inevitably leave an area before a dispute becomes a serious problem. Sea Giants need to have companions and take great care to protect other life forms, as reflected by their close associations to the colonies

of sea creatures with which the Sea Giants live and migrate.

Sea Giant laws are very few and are almost universally accepted. There is but a scant system for punishment among Sea Giants. Criminal Sea Giants are avoided and may not participate in mutual Sea Giant defense or the aid of other creatures. The primary natural law of Sea Giant life is harmony with the sea and other creatures.

The most severe of Sea Giant punishments is reserved for those Sea Giants who wantonly destroy sea life or pollute the waters. This punishment, the only one more drastic than Sea Giant exile from the society, is where the criminal is driven down into the depths where lies the leviathan, an ancient and greatly feared Sea Giant nemesis.

Due to the scattering of the Sea Giant populace, accurate censuses are difficult to perform. Councillors, who best know the individuals under their care, have estimated the race's number at about five hundred. The actual number of Sea Giants could be between half and twice that estimate. Nonetheless, Sea Giants are easily the least numerous of Giants, obviously excluding the Titans.



Sea Giants group only in family units. In these infrequent cases, a pair of Sea Giants will have a single child. Sea Giant twins are almost unheard of and often herald some great turning point in the Sea Giants' history. Once a Sea Giant child reaches the age of maturity, the Sea Giant couple will usually split up, returning to solitary life. A few Giants have been known to remain together and such couples are visited by numerous lesser sea creatures who seek out such pairs in great numbers.

The only leaders of the Sea Giants are the Councillors. This body of Sea Giants, three in number, is made up of those Giants willing to speak for their race. Those Sea Giants volunteer for a Councillor position and "campaign" by visiting other Sea Giants to discuss issues pertinent to the race. The Sea Giants who have been visited then accept or deny Councillor application. Aptitude for the Council is determined in regard to the applicant's skills or primacy of thought.

No Sea Giant has ever been rejected in a quest to become a Councillor. The Councillors often travel throughout the Sea Giant waters to check on the health and well-being of their fellows, offer help, and to investigate any

reported potential threat to the Sea Giant race.

Sea Giants live by harvesting fish and seaplants and are careful to take only enough food as is absolutely essential. The vast quantities of plant and animal life in the sea makes Giant life relatively easy. Sea Giants eat their food raw, remaining in harmony with their environment by not disrupting the natural processes.

The Sea Giants' concern for their environment also extends to their art-forms. Sea Giant art is seldom obvious as such to other Giants or humanoids. Sea Giants enjoy activities such as coral molding and performance art, which includes guiding fish to move in specific manners, directing water to follow certain patterns, or creating sea sounds. Sea Giant artists also create marvelous moving curtains of tiny fish, colored currents of swirling water, and haunting melodies of sea creatures and natural movements.

Sea Giants can mentally control the growth of corals, using the coral to build Sea Giant living quarters and statues. The speech of Sea Giants among themselves is akin to that of whales and other sea mammals. In fact, the Sea Giants gave these mammals a more sophisticated language,

which might be one reason for the close friendship between the differing species.

Sea Giants will treat most creatures kindly unless the animal is bothersome or destructive. Sea Giants have a total aversion toward the killing of intelligent beings but their uniquely selective perception views any creature which destroys sea life or the environment as unintelligent and thus suitable for expungement. Sea Giants will often help sailors in need, unless the sailors' ship is noted for polluting; shipwrecked humanoids are occasionally rescued by passing Sea Giants.

Being so at home in water, Sea Giants will come to land only for very important reasons. If at all possible, Sea Giants will remain offshore, standing waist-high in the water to accomplish their mission. Most Sea Giant communications with humanoids are delivered in this fashion.

In regards to their Giant cousins, Sea Giants prefer other nature-oriented Giants such as the Forest, Frost, and Stone. Sea Giants are especially bitter toward the Dwarven Giants, who regularly dump wastes and slag in the nearby ocean.

Sea Giant hunting is accomplished with steel spears purchased from other

Giants. Sea Giants are normally such solitary creatures that organized warfare is a strange and alien experience to them. Even their occasional need for mutual defense is carried out on a very individual basis. Sea Giants are able to mass-attack invading fleets but this is little more than a well-organized Sea Giant hunting expedition. So seldom are Sea Giants confronted with an opposing army in their own environment that Sea Giant military arts have long been neglected.

Sea Giant architecture centers around the natural use of corals. When they do not live in simple stone and reef caves, Sea Giants use stone and wrecks to form a structural base for growing vast homes of coral. Most Sea Giant homes seem to be natural formations and are undetectable by humanoids. These structures are divided into several room/chambers, none of which is necessarily designed for any specific purpose.

Sea Giant pylons are actually specially grown, living coral trees shaped like traditional Giant pylons and which wave in the currents. Sea Giants use columns in their fortresses and these are like their other works, seeming more natural than constructed.

The magic of the Sea Giants, far more internal than external, evinces itself in the form of spells. Sea Giants are living magical batteries but they actually seldom cast any type of spell; Sea Giants prefer to develop survival abilities and associated powers which are extremely effective when the Giants are in contact with the sea.

Any of the following Sea Giant powers can be invoked by a Sea Giant. Each invocation will have a casting time of one hour (six turns) unless otherwise indicated. Following an invocation, the invoking Giant must regenerate his magic for one hour.

Calm Sea

Range: One mile
Casting Time: One hour
Duration: One hour
Saving Throw: N.A.
Area of Effect: One mile diameter

A Sea Giant may quell a turbulent area of up to one mile in diameter, affecting this change for up to one hour even in the worst of storms. The only times a Sea Giant will be unable to cause this effect is in the presence of a full hurricane or the leviathan (discussed later).

Create Fog

Range: One-half mile
Casting Time: One hour
Duration: One hour
Saving Throw: N.A.
Area of Effect: One-half mile around caster

When appearing above the sea, Sea Giants will usually conceal themselves in a deep fog, an effect which can cover an area up to one-half mile in diameter. Visibility in the area is reduced to thirty feet to all forms of vision. The effect is centered on the Sea Giant who causes the effect and lasts for one hour or until dispelled.

Create Waterspout

Range: One mile
Casting Time: One hour
Duration: One turn
Saving Throw: N.A.
Area of Effect: One to three hundred feet

A Sea Giant can cause a vast swirling tower of water to rise from his/her location. This waterspout will draw any ship within one hundred feet or creature within three hundred feet into it, sucking it/them up and spewing it/them into the sky.

Ships experiencing this effect will be completely destroyed, creatures will take 4D6 HTK of damage on being drawn in and thrown into the air, an additional 8D6 HTK of damage upon smashing back down into the sea. The waterspout lasts for one turn.

Create Whirlpool

Range: One-quarter mile
Casting Time: One hour
Duration: One hour
Saving Throw: N.A.
Area of Effect: Two to five hundred feet

This effect is similar to the opening of a huge drain on the ocean floor. The whirlpool sucks any surface creature or ship down under the water. Creatures must save against ST or be pulled under to drown. Ships take 2D4 points of structural damage per round spent in the whirlpool and then have a 75% chance of bobbing back to the surface if they are not destroyed.

A Sea Giant can cause this effect within one quarter mile of himself. Any creature within five hundred feet or ship within two hundred feet will be drawn into the whirlpool unless magically aided.

Grow Sea Plants

Range: Touch
Casting Time: One hour
Duration: One hour
Saving Throw: N.A.
Area of Effect: Creature touched

By concentrating on a sea plant, the Giant can cause that plant to grow at an accelerated rate. The Giant can also control the plant's growth patterns, directing it to grow in certain, specified ways.

Healing

Range: Touch
Casting Time: One turn
Duration: One hour
Saving Throw: N.A.
Area of Effect: Creature touched

A Sea Giant can heal at a rate of 1D4 HTK per round. This ability does not function if the Sea Giant is lowered to less than 0 HTK. The Giant can redirect this healing away from his/her own body into another's, healing the other person/creature at a rate of one (1) HTK per round.

Part Sea

Range: One mile
Casting Time: One turn
Duration: Two turns
Saving Throw: N.A.
Area of Effect: One mile by one hundred feet

This ability allows the Sea Giant to create a calm and protected path along the water's surface, regardless of actual weather conditions. Hurricane seas make water walls of varying heights around the path but no water can wash into the path itself. The path can be up to one hundred feet wide and a mile long. A strong, steady breeze blowing in whatever direction the Giant desires will accompany this effect.

This Sea Giant ability is used to aid ships in trouble and can be invoked up to three times an hour. Each created path lasts for two turns.

Summon Sea Creatures

Range: One mile
Casting Time: One hour
Duration: One hour
Saving Throw: N.A.
Area of Effect: All named creatures in range

Any sea-dwelling animal within range can be called and will immediately swim to and be inclined to aid the summoning Sea Giant. The animal must be named ("whale," "dolphin," etc.) but can be of any level intelligence. All sea creatures are capable of understanding Sea Giant language.

Wall of Water

Range: One mile
Casting Time: Two turns
Duration: Two turns
Saving Throw: N.A.
Area of Effect: One hundred feet by thirty feet

This ability allows the Sea Giant to create a steeply sloped surface wave thirty feet high and up to one hundred feet long. The wall, which is composed of solidified water, cannot be breached by man or boat and subsides after two turns.

Waterbolt

Range: One-half mile
Casting Time: One hour
Duration: N.A.
Saving Throw: Half
Area of Effect: Creature attacked

A Sea Giant can create a blast of solid water which is usable above or below the ocean surface. This is a pillar-like stream of water thrown by the Sea Giant which does 2D6 HTK of damage and knocks the target back twenty feet when underwater and sixty feet when above the surface. A Sea Giant may use this ability three times per hour while having only to invoke it once in that time.

Waterlife

Range: Touch
Casting Time: One turn
Duration: Three hours
Saving Throw: N.A.
Area of Effect: Creature touched

This effect is unrestricted in its potential frequency of use. By touch, the Giant can bestow on any surface creature the ability to breathe water for a maximum of three hours each creature.

One creature of Sea Giant legend is the behemoth, a monstrosity colossal beast which fortunately only appears once a decade. Several behemoths have been killed over the millennia but another always reappears years later. Inevitably, the behemoth ravages several Sea Giant fastnesses and scatters the Giants to the oceans in fear.

Behemoth

HTK: 25D10, *AC:* 0
MV: 36", *Att:* 3,
Dm: 2 Claws: 8D8, *Bite:* 12D8
Align: Lawful Evil
THACO: 7
Size: Vast (300' long)
IT: High
Specials: Water magic resistance
Magic Resistance: See below

The behemoth is akin to the whale but is much larger and has two clawed

appendages instead of simple fins. Its mouth is filled with thousands of needle-sharp teeth as well as dozens of huge tusk-like sabers which are used to rend its larger victims limb from limb. The behemoth's claws are wicked ebony razors nearly fifteen feet long; its arms, also fins, have swept-back spines from the undersides. A row of spiny plates runs down the creature's back and flush the color of blood when the behemoth is in combat. The behemoth's skin is a shiny blue-black which glows a putrid green when the creature is enraged.

Proofed against all forms of water magic, the behemoth can swallow the largest of its opponents, even the great Kraken of the depths; such an attack does 6D6 HTK of damage per round from the behemoth's corrosive stomach acids. The behemoth will occasionally create a huge wave near a port town or city just to cause damage; it especially likes to prey on ships.

By far the greatest threat to the Sea Giants, about the only thing which leads to a major unification of their forces, is a sighting of the awesome leviathan.

(Statistics given are for leviathan's individual tentacles.)

Leviathan

HTK: 4D8, *AC:* 5
MV: 12" land/36" water, *Att:* 1,
Dm: Bite: 3D6
Align: Lawful Evil
THACO: 15
Size: Variable; each tentacle 3' diameter
IT: Semi-
Specials: Resistant to blunt weapon, electrical, and poison attacks, spontaneous storm creation, tentacles create vast water pressure
Magic Resistance: Standard

The leviathan is an immense creature which inhabits the uttermost depths of the ocean. It is unknown just how large the leviathan is for none has seen its entire body. Only vast clusters of leviathan tentacles rise from the depths to attack and destroy its prey. These tentacles are similar to sharks at their tips, each tentacle possessing basic fins, a mouth filled with jagged teeth, beady eyes which shine with an evil hunger, and a rudimentary brain.

Each tentacle-mouth is directly connected to a series of stomachs further down the tentacle and the body is supported by a bellows-like breathing system. Each leviathan tentacle is

connected to a central stalk, which is in turn connected to another bodily stalk.

It is unknown how many conjunctions like this are made before the leviathan body itself is reached. Leviathan attacks have been simultaneously reported in locations hundreds of miles apart. The leviathan appears to possess very little intelligence because established communities (abundant in food potential) seem no more likely to be re-attacked than migratory flocks.

Leviathan attacks can be anticipated by any sea creature. Vast clouds of fleeing sea animals, made up of every type of sealife from sharks to tiny squid, precede the appearance of a tentacle swarm. The tentacles search blindly for food, surrounding and devouring and when found.

Leviathan tentacles attack in swarms of hundreds. In each round of attack, two tentacles will attack any creature they find; two more tentacles will then attack for each round that the prey has not been killed and eaten. The only defense against the tentacles is to destroy as many as possible. When ten tentacles have been killed for each creature in the vicinity of the attack, the swarm will retreat back down into the darkness.

The tentacles have a special ability which relates to the leviathan's central breathing system. Vast amounts of water can be forced through the tentacle mouth, being either drawn in or expelled. This allows the tentacles to burrow and enter buildings by pummeling the walls with water. Leviathan can also feed in this manner by inhaling small food animals.

By forcing water out through the tentacle instead of in, the leviathan can create a stream of water which blasts man-sized or smaller creatures sixty feet away and does 1D6 HTK of damage or two structural points of damage to buildings. By inhaling, the tentacle can draw man-sized or smaller creatures within thirty feet of the tentacle toward it.

The leviathan occasionally attacks ships on the ocean surface as well as those in port towns. When the leviathan is preparing to attack, a violent storm is spontaneously created, seemingly due to the natural energies within the creature. Leviathan is in the center of the storm and is almost constantly struck by lightning. Only once has any surface dweller claimed to have seen the actual body of the leviathan. In his crazed state, all the sailor



could speak of was a vast mountain which blotted out the horizon and a thousand eyes which sparkled like stars.

The leviathan is immune to certain attacks. No poison is powerful enough to affect it in any way, as its blood system is capable of dissipating the poison to an ineffectual percentage. Electrical attacks almost seem to actually attract the leviathan; any lightning caster will find him or herself attacked twice as often as any other Character. The rubbery hide of the leviathan is also proof against blunt weapons, such as staves and maces, which simply bounce off the leviathan, there being no bones about it.

‡ Magic Items

Sea Giants do not often use magic items of any kind. While a few artifacts do exist, these are reserved for the most dire of needs.

‡ Behemoth's Tooth

The Titans created this 16' long, gleaming pearl sword for the Sea Giants. The blade is formed from the tooth of the only recorded behemoth ever killed by a Sea Giant. The hilt is covered in behemoth hide bound with the sinews of the creature. The Behemoth's Tooth is valued at 10000 gp.

Only a creature with a ST of 18 or greater can wield the Behemoth's Tooth, which has the following properties:

- Treats all armor as AC: 4.
- Allows bearer to travel through seas at 36" a turn and bestows the ability to walk on water.
- Other sea creatures will fight against the bearer at -3 on "to hit" rolls from fear of any creature who could "kill" a behemoth.

‡ Coronet of Command

This magical crown made of shells gives the wearer the ability to control all sea creatures within visual range. Any number of creatures can be commanded simultaneously. This item affects only those creatures with less-than-human intelligence. Animals such as dolphins and whales are disposed toward helping the wearer but will not do so unless the command is an action the animal would execute under normal conditions; whales and dolphins have extreme aversions to killing.

The Coronet has been used to defend Foamspire from leviathan attacks on several occasions. In such events, herds of sharks have been directed to combat the tentacles. The Coronet has a value of 17000 gp.

‡ Shield of the Waves

This transparent round shield acts as an additional -3 to the bearer's Armor Class in combat. Its straps can expand to fit any size creature. The shield itself is formed of water which rapidly spins around a central buckler of pearl. No magical attack involving water can pass the plane of the shield's face. The Shield is valued at 13500 gp.

‡ Trident of Fish Command

This three-tined fork atop a stout rod of six-foot length appears to be a barbed military fork of some sort. However, its magical properties enable its wielder to cause all fish — including sharks and eels but excluding mollusks, crustaceans, amphibians, reptiles, mammals, and similar sorts of non-piscine marine creatures — within a sixty-foot radius to save vs. Magic (this uses one charge of the Trident).

Those creatures failing the saving throw are completely under empathic control of the wielder; they will not attack the possessor of the Trident nor any creature within one-hundred feet of him/her unless so instructed, and the possessor of the Trident can cause the creatures to move in any direction desired and convey messages of

emotion (fear, hunger, anger, indifference, repletion, etc.). Creatures which make the saving throw are free of empathic control but will not approach any closer than one-hundred feet of the Trident. Creatures which school must be checked as a single entity.

A Trident of Fish Command contains 17-20 charges, can also be used as a +1 magical weapon, and has a value of 4000 gp.

‡ Trident of Submission

A weapon of this nature appears unremarkable, exactly as any normal trident. The wielder of a Trident of Submission causes any opponent struck to save vs. Magic. If the opponent fails the save, he/she must check morale the next round instead of attacking; if morale is *good*, the opponent may attack normally the following round but if it is *poor*, the opponent will cease fighting and surrender, overcome by a feeling of hopelessness.

The duration of this hopelessness is 2D4 rounds, after which the opposing creature will be normal again. A Trident of Submission has 17-20 charges, can be used as a +1 magical weapon, and has a value of 125000 gp.

‡ Trident of Warning

A weapon of this type enables its wielder to determine the location, depth, species, and number of hostile and/or hungry marine predators within two-hundred-and-forty feet. A Trident of Warning must be grasped and pointed in order for the person using it to gain such information. One charge is required to scan any area. A Trident of Warning has 19-24 charges, can be used as a +2 magical weapon, and has a value of 10000 gp.

Pets and Allies

Virtually every sea creature may be considered a friend or ally of the Sea Giants. Only the leviathan, a few large predators, and the Chaotic Evil sea-devils are enemies of the Giants. Certain special creatures, more intelligent and useful to the Giants, may be considered true allies.

Beholder of the Deep

HTK: 10D8, AC: 5
MV: 6", Att: 3,
Dm: 2D4/2D4/1D6
Align: Lawful Evil
THACO: 10

Size: L (3'-5' diameter)

IT: Very

Specials: Eye flash, hold monster, hold person, illusion

Magic Resistance: Standard

The beholder of the deep dwells at only great oceanic depths, floating about slowly, stalking prey. It has two huge, crab-like pincers and a mouth full of small, sharp teeth. Its primary weapons, however, are its eyes. The creature has a large central eye which emits a blinding flash of light to dazzle and stun those in its ray (cone five-feet at eye extending thirty feet to a twenty-foot diameter base) for 2D4 melee rounds unless a saving throw versus Death Magic is made.

The beholder of the deep also has two smaller eyes on long stalks with which it is able to create Illusions or, acting independently, the eyes are able to cast Hold Person and Hold Monster spells.

Because it inhabits the deep, this monster has an Armor Class of 5 over its entire body, including eyes and eye stalks. If eye stalks are severed, they will grow back within one week. The beholder of the deep is an extremely hateful and aggressive creature.

Dolphin

HTK: 6D5, AC: 5

MV: 30", Att: 1,

Dm: Head Butt: 2D8,

Align: Lawful Good

THACO: 13

Size: M-L (6'-9')

IT: Exceptional

Magic Resistance: Standard

Dolphins, the most intelligent and peaceful of underwater animals, serve as neighbors and friends to the Sea Giants and are even consulted by Sea Giant Councillors. It is suspected that the dolphins' native intelligence has been enhanced by contact with Sea Giant magic. Dolphins have their own society, constructed around their unique perceptions of the world.

For dolphins, life is a waking dream. Food is easy to find and the dolphins are free to do as they please, for most solitary predators cannot survive a group attack by these mammals. Dolphin life is based on their music, so expert are they in the field that dolphins even instruct Sea Giants. The dolphin language is based on music, their memories filled with it. Dolphins live a song and when each dies his or her life is incorporated into the Song of the Race.

Being swift and dutiful in the extreme, dolphins often act as guides, guards, messengers, and companions for the Sea Giants. The best-loved Sea Giants will often have several dolphins playing about them.

Giant Gar

HTK: 8D8, AC: 3

MV: 30", Att: 1,

Dm: 5D4

Align: True Neutral

THACO: 12

Size: L (21'-30' long)

IT: Non-

Magic Resistance: Standard

Unlike their smaller relatives, giant gar tend to be aggressive hunters. They inhabit large, deep lakes, rivers, and oceanic shallows. Giant gar are capable of swallowing prey whole and any natural 20 indicates they have done so. A small giant gar can swallow an elf or dwarf whole. If a creature is swallowed whole, there is a five percent chance each melee round that the creature will die.

Any creature swallowed whole by a giant gar must have a sharp-edged weapon in hand to have any chance of cutting its way out. The swallowed creature must inflict damage equal to twenty-five percent of the fish's total HTK to get free. Attacks against the gar which pierce its skin can hit the swallowed creature (twenty percent chance) and will cause appropriate damage to both the gar and the swallowed creature.

Whalekin

HTK: 20D8, AC: 7

MV: 18", Att: 1,

Dm: Head butt: 5D6, Tail: 4D6

Align: Lawful Good

THACO: 10 (used to combat)

Size: L (60' long)

IT: High

Specials: Head butt, tool use

Magic Resistance: Standard

These relatively small cousins to the great blue whale are very friendly to the Sea Giants and allow the Giants to ride atop them as if mounted on horseback. When being used by Sea Giants against some great enemy, whalekin are fitted with large spiked battlehelms (butt then does 8D6 HTK of damage).

Whalekin are among the most intelligent of sea creatures. They live in small herds and are migratory but tend to remain near Sea Giant abodes. Whalekin have several long, thin tentacles around their mouths which are used to handle tools.

STONEFAST

Towers

Armory

Fortress Level

Level of 1ST Deep

Level of 2ND Deep

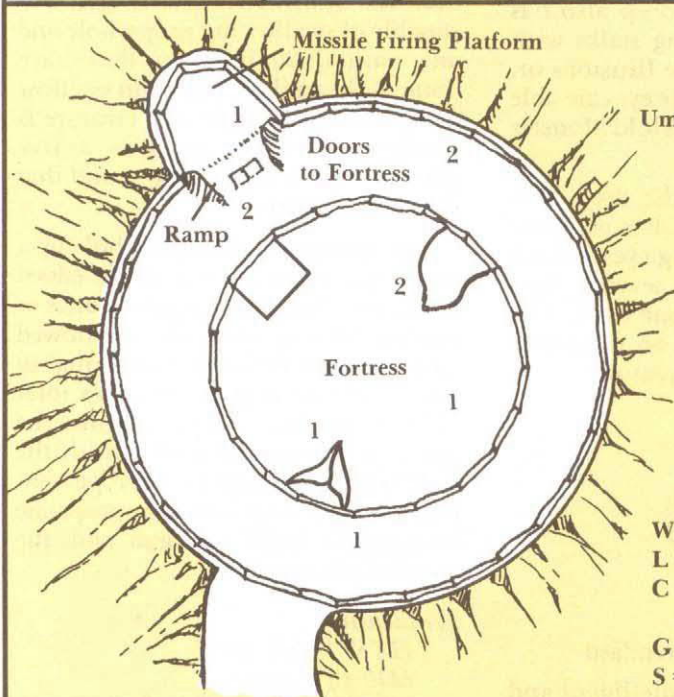
Level of 3RD Deep

APPROACHES

Mountains

River

Stone Bridge



Umloth Colony

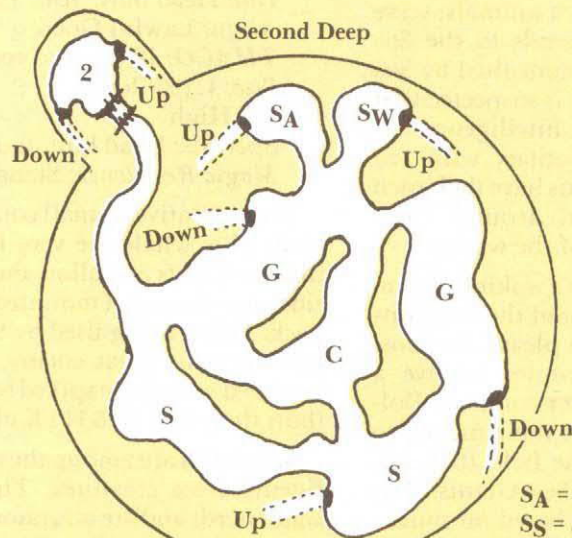
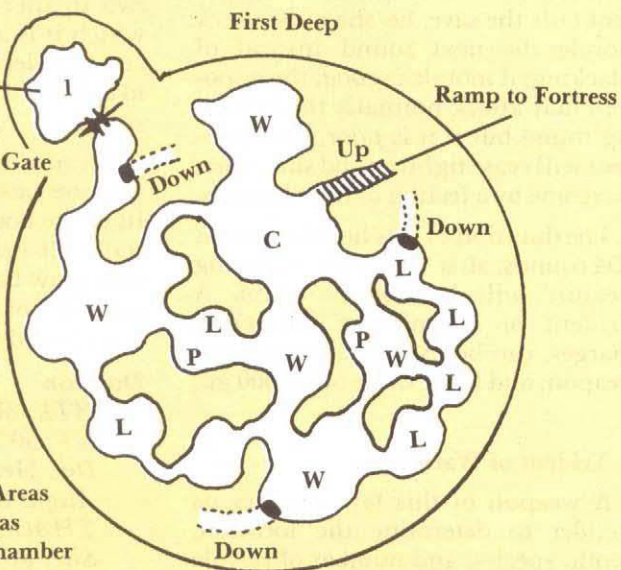
Sliding
Stone Gate

First Deep

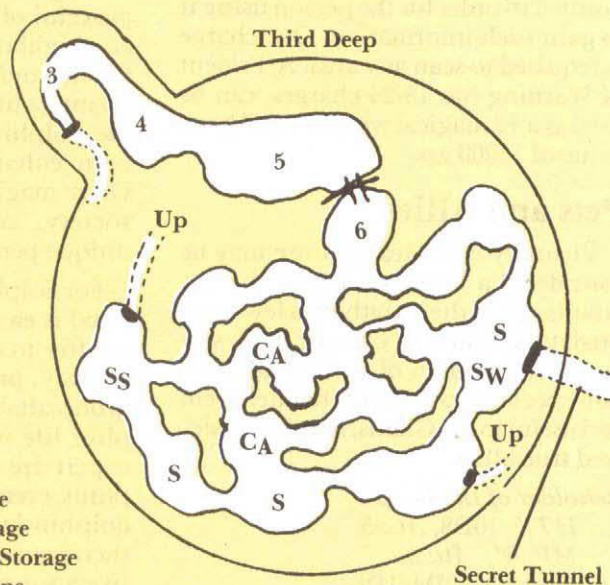
Ramp to Fortress

W = Working Areas
L = Living Areas
C = Council Chamber
= Passages Down
G = Growing Areas
S = Food Storage

P = Phase Area from Fortress



SA = Art Storage
SS = Stone Storage
SW = Weapons Storage
CA = Catkin Dens
1-6 = Encounter/Adventure Areas



STONEFAST

STONE GIANTS

Stone Giants are the most steady and hardy of the Giants. While small compared to most other Giant races, Stone Giants are powerful for their size and their great strength and thick hides make them terrible in battle. Their knowledge of stone and its working is renowned throughout all lands. Stone Giant craftsmen and sculptors are constantly sought by humanoid kings who seek to create the most glorious of palaces.

Stone Giant

HTK: 9D8+(1-3), *AC:* 0

MV: 12", *Att:* 1,

Dm: Stone Mace: 4D6, or Fist: 2D6

Align: Lawful Neutral

THACO: 12

Size: L (12')

IT: Average

Specials: Ultravision (90'), stone manipulation

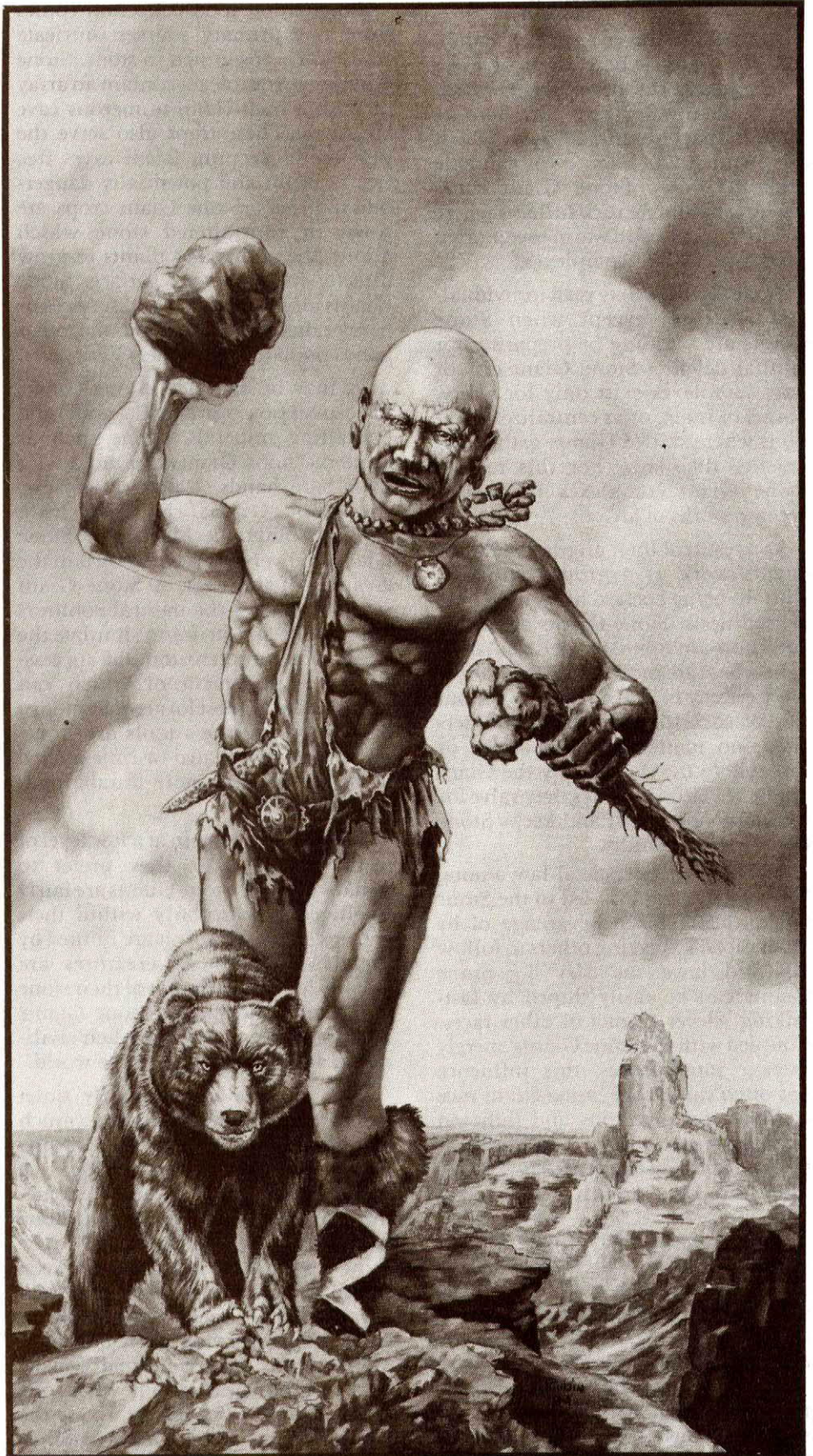
Magic Resistance: 25%

Ancient legends of Man claim that the Stone Giants were originally created from granite carvings which were given life. As such, the Giants' beautiful sculptures also come to life as more Stone Giants are born. This belief may be excused when one carefully examines the reality of the Stone Giants: their skin, pale from working underground, tends toward grey or the pink of quartz; their eyes, deep as the caves they tend, are usually grey or black; their hair is invariably black, although with age this may turn steel grey or platinum in color.

The large-boned body of a Stone Giant often appears blocky, as if cut from lumps of slate, and the texture of Stone Giant skin is pebbly. Their voices are as slow, rumbling, and awesome as an avalanche.

Stone Giants live as close as possible to their beloved earth and almost always reside in great caves or tunnel complexes. The only outdoor areas in which Stone Giants will dwell are bare, rock escarpments. In such locales, a Stone Giant will build a house of granite or slate.

A Stone Giant cave home, or "living-grotto," resembles any natural cavern to other observing races. The Giants never tear out huge chunks of rock in creating their homes; the thought of so marring the earth is abhorrent to them.



Stone Giants reverently mold existing cave formations, adding galleries and expanding tunnels but never destroying anything of aesthetic or natural value. Stone Giant art and architecture concentrates on an awareness of a cave complex's existing structure.

Stone Giant caves are never damp, cold, or drafty. The crafters of these living areas can divine places which may gather water and then reroute such drainage into large pools which are then used as a source of valuable drinking water. Stone Giant runemagic can catalyze rock surfaces where air enters a cave, so a warm breeze often heats Stone Giant complexes.

Stone Giant society is an individualized structure except when Stone Giants are building or preparing for mutual defense. Stone Giant city or state complexes exist only for safety, points of trade, or as centralized locations where skilled Giants gather and practice their arts. For this reason, Stone Giant complexes themselves become works of art.

As a result of their alignment, Stone Giants work as a group naturally, without being coerced by written laws or traditions. Stone Giants are stable and non-antagonistic within their society because individuals are granted the freedom to leave society without fear of societal ridicule or embitterment, no matter how important or valuable to the community the Giant might be. This is a vital safety valve for the angry and misfit and keeps Stone Giant society healthy.

The absence of societal law among Stone Giants has also led to the Stone Giants being taken advantage of by other races. Expecting others to follow "natural laws" as they do, Stone Giants can be easily duped by fast-talking, clever Giants of other races. Coupled with the Stone Giants' merely average intelligences, this influence has often caused the Stone Giant race to divide on questions and fight on opposite sides in wars. Total unification of the Stone Giant race is actually quite rare due to such a free social structure.

Stone Giant leaders must function within the limits of their society. Like all Giant races, the Stone Giants create a Council to study major racial problems. The Stone Giant Council, however, has no real power over the race. Its function is to make recommendations, although it often attempts to sway opinions. The Council consists of those Giants most interested in

being Councillors, not necessarily those Giants most qualified or respected. For this reason, the Stone Council is seldom as effective legislatively as it could be, particularly in dealings with other Giant races.

Stone Giant food collection comes from two primary sources: intricate traps and crops grown in stone. Stone Giant cave complexes contain an array of traps which claim numerous cave creatures. These traps also serve the purpose of keeping Giant caves free from vermin and potentially dangerous monsters. Stone Giant crops are sown in rune-altered stone which allows the grains and plants to grow directly into the rock surface. Stone Giants also trade skills and services or handcrafted items for food and other goods prepared by brother Giant races.

As may be expected, Stone Giants have great power over rock, stone, and crystalline minerals. Items such as these the stone Giants can mold with their bare hands. Using runemagic, the Stone Giants can even walk through solid stone. Much of the Stone Giants' power over stone is used in the creation of their art. A Stone Giant sculptor studies the natural contours of his stone and strives to simulate the effects of natural erosion, the successful accomplishment of which can result in the highest forms of Stone art. Most of a sculptor's tools are stone, often specially treated or rune-altered to be harder and more durable than normal.

Stone Giants remain at a low level of technology because they prefer to remain natural. Stone Giants are fairly intelligent, particularly within their spheres of expertise, but are limited by their belief that all creatures are equally lawful. In the use of their stone technology and magic, Stone Giants are every bit as advanced in their civilization as any other race in the world.

Stone Giants are ordinarily quiet and contemplative, being not so much meditative as introspective. Stone Giants are seldom philosophical. A Stone Giant would rather do something than talk about it; as such, Stone Giant council meetings tend to be short and direct. Meetings between these Giants are often less verbal than psychological, each word a Stone Giant utters carrying great meaning. Stone Giants do not normally make good public speakers but when one speaks before other Giant races, the words assume great importance as Stone Giants are normally so reticent.

An angered Stone Giant is an unstoppable force. He can easily tear down a castle wall or scatter a company of humanoids. Fortunately, Stone Giants are not easily angered, save by the destruction of their beloved caves or sculptures. An angered Stone Giant will try to smash anything handy, barring only living stone. This limitation does not protect the habitations of humanoids, as the Giants consider such dressed stone "dead" and will destroy humanoid buildings as readily as anything else.

The lives of Stone Giants are spent in quiet tending of their caves and in the pursuit of their art. The only time this changes is when Stone Giants hold festivals, rituals, or meetings. On these occasions Stone Giants enjoy playing drums, creating a thunder which seems to roll throughout their caves. At such festivities, Stone Giants will often dance in slow and stately motions. While many Stone Giants are hermit-like craftsmen, many also enjoy debates as long as the issues concern practical questions and do not become too philosophical. Even in such discussions, dialogue is kept to a minimum and the few spoken are used to best advantage.

All Stone Giants revere nature and especially love the earth. As a result, they dislike Dwarven Giants, who harm the earth by their vast diggings, and Fire Giants, who aggressively damage the earth to obtain metals. Stone Giants find a unique friendship in Forest, Sea, and Frost Giants, who share a respect for the conservation of nature.

Stone Giants are not in the least fond of humanoids. Predations on individual Stone Giants by the "lesser races" of humanoids are a chief cause of death among the hermit-like race. Humanoids search out the Stone race for the challenge of fighting a Giant and because of the legends of Giant wealth. As a result of this enmity, Stone Giants are often easily led to involvement in plots against humanoids. For the most part, however, Stone Giants remain neutral to most wars since they cannot form dependable armies and may have to fight brother Stone Giants on the opposing side.

Stone Giant battles, when they occur, are frightening indeed. The Stone Giants go to war to dull, hypnotic drumbeats and are utterly silent beyond this. The mere appearance of a grim and rumbling line of Stone Giants on the battlefield has broken battlelines and armies. Stone Giants

seldom wield the more esoteric weapons available for use against humanoid. Stone-shod feet and massive clubs are all Stone Giants need to raise havoc.

Stone Giants seldom become unnerved or rash in battle and their mechanically efficient attacks can be as destructive as the boldest of charges by their legendary Fire cousins. Yet when Stone Giants decide a battle is lost, they will seldom remain on the field. Stone Giants normally withdraw from a lost cause as they came: carefully and with due consideration.

Like many of their more peaceful brethren, Stone Giants prefer plants to animal flesh as food and virtually never kill animals for any reason outside of the Stone Giant use of defensive traps. Even many of these traps are non-deadly and are merely intended to frighten away or ward off intruders.

Stone Giant funerals are events of great moment. The Stone Giants originated the term "wake" in relation to funerals for a Stone Giant burial rite is used to awaken memories of the dead. Special ceremonies embed the history of the Giant who has passed away into the minds of his or her family and friends, allowing the deceased to live on in the stories of the Stone Giants.

When a Stone Giant dies in solitude, with none to mark his or her passing, a wake cannot be held and the Giant truly dies in the memory of the race. Such a death means the Giant's body cannot be "buried," for the wake ceremony also entails the phasing of the body into a solid rock surface, returning its substance to the earth. For this reason, Stone Giant killers are considered among the most hated of all Giant enemies.

Stone Giant architecture blends almost invisibly into the natural structures of the surroundings. Few outsiders can easily recognize the best examples of Stone Giant work for, by definition, the best Stone creation is also the most natural. Like all other Giants, Stone Giants set up pylons to mark the limits of their domain. The pylons, however, appear to be natural rock formations, marked only with the rune Querit to alert the wary. Stone Giant architectural columns, supporting weak areas of Stone Giant caverns, seem to be grown from the surrounding rock. These columns are rough and often look like ceiling-to-floor stalactites.

When Stone Giants must build above ground, their buildings are without exception composed exclusively of stone. Such constructions are often formed of a massive stone frame with plates of slate overlaying the skeleton or, alternately, a building made of massive stone blocks. In any case, above ground Stone Giant structures appear to be large boulders, the seams between any blocks or plates having been rendered completely invisible.

Stone Giant caves are bare of ornaments or living things. Stone Giants live so close to bare earth that rock is all they need to feel comfortable. Stone exclusively comprises their skillfully blended furniture and artwork. One other race of creatures, called catkin, are tolerated in Stone Giant caves, mainly because these animals prey on the giant rats which often invade Stone Giant dwellings.

Stone Giant abilities come from their close relationships with rock and the earth. Most impressive among these manipulative talents is that of "phasing" through solid stone, accomplished through a combination of Stone Giant skills and runemagic. Foremost among the innate Stone Giant abilities is that of "molding" solid stone with their bare hands. Under the touch of a Stone Giant, living rock softens like clay and dressed stone shatters like glass. For these purposes, "living rock" is any solid stone which has not been shaped and cut by tools.

When touching a stone surface, Stone Giants can sense the presence of creatures within 50'. Stone Giants can also meld themselves to such surfaces, a talent for which they find several uses:

Camouflage — It is extremely difficult to find a fully-melded Stone Giant (discovery as per a secret door).

Climbing — A Stone Giant can climb a stone surface with no chance to fall.

Sheer surfaces — Stone Giants cannot slide on any stone surface. Taking advantage of this, Stone Giants often form steep, slippery ramps between the levels of their caves as a security measure should their premises be invaded.

Stone Giant rune magic is devoted to underground activities. The rune Acglenin, when inscribed on a stone surface, allows Stone Giants to "phase" through walls and floors into chambers beyond. This ability is the Stone Giants' greatest form security.

The rune Clevas is used to alter stone to the consistency of clay, permitting plants and grains to grow in it.

While usually used to remove "dead" rock from caves, the rune Steiril has also been used to turn enemy castle walls to powder.

The magic of this rune causes all "dead" stone to crumble, the effect continuing through all such rock in physical contact with the affected rock. The most powerful of Stone Giant runes, Ralcore, the "Life of Earth," causes stone itself to come to life. This rune can animate an entire cave complex to defend itself.

The only fear common among Stone Giants is that of "mud men." These creatures, probably bred by the interaction of Stone runemagic and magic auras with close association to the earth, are deadly enemies of the Stone Giants. Made of animated liquid earth, mud men make their lairs in an area of ground which, while viscous, appears to be normal, solid earth. Such a pool of "mud" can hold a great number of mud men.

Mud Men

HTK: 10D8, *AC:* -2

MV: 3", *Att:* 3,

Dm: 2 Fists: 2D6, if both hit, envelop for 5D6 each round

Align: True Neutral

THACO: 10

Size: L (9')

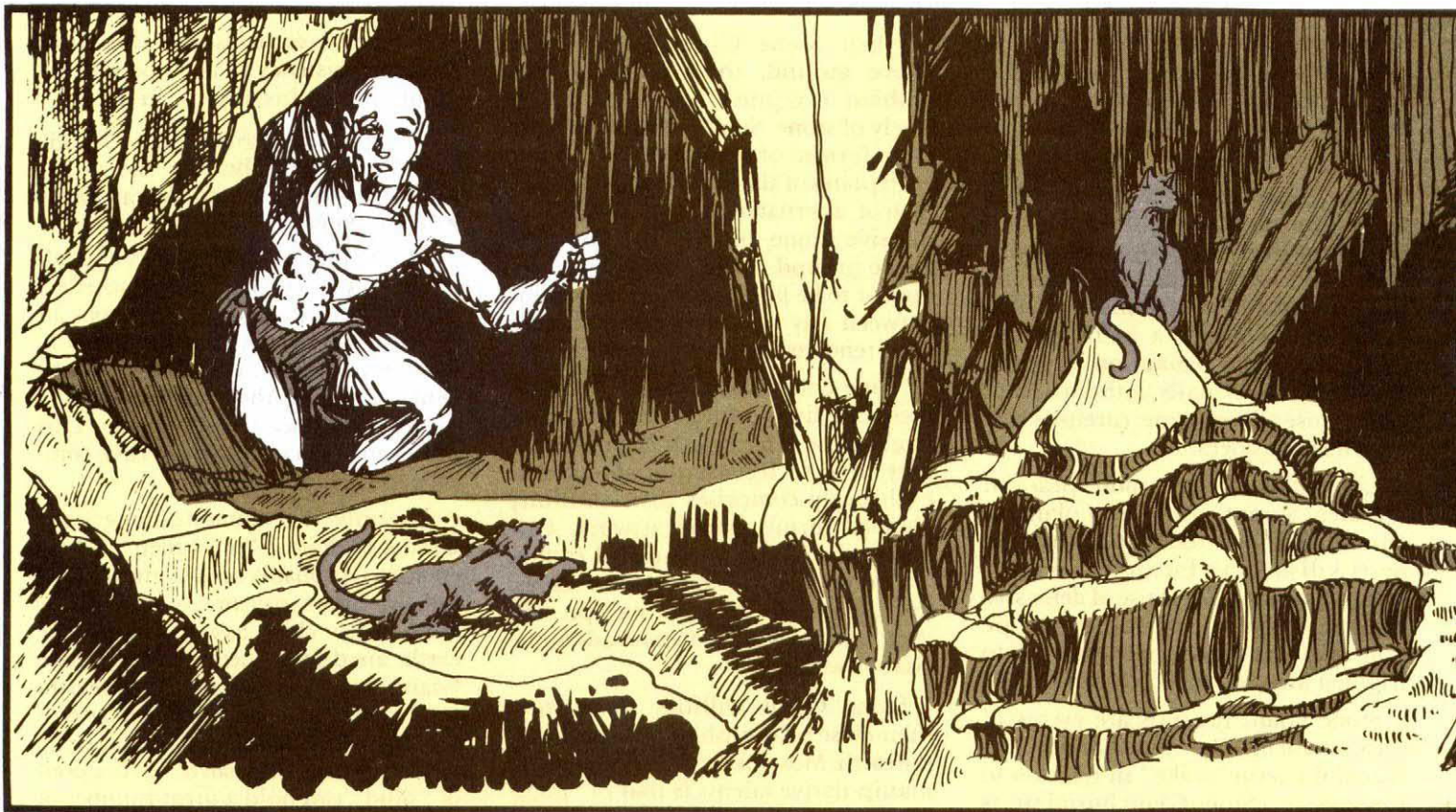
IT: Semi-

Specials: Weapon resistant, move as animated mud

Magic Resistance: 20%

Mud men appear to be small Giants made of mud. Their bodies are bulbous masses with stout necks, their heads flow down onto their massive shoulders. Mud men's bodies are barely-solidified mud, which makes them very difficult to harm as most weapons pass through them without incident. Mud men cannot leave their mud-pool lairs.

Mud men can easily surprise the most alert of opponents for mud men can live in even the smallest of mud pools. Mud men can ooze through cracks between raft logs or rise to full height from mud only 3" deep. In combat, mud men attack with their fists, trying to drag their prey into their lairs to be drowned. When both fists hit during one round, a mud man will drag his opponent into himself and envelop it. When opposing a Stone Giant, a mud man spreads its body



over the torso and head of the Stone Giant.

Mud men do not feed on the Stone Giants they attack but seem to take the Stone Giants down into their lairs for a closer look. Stone Giant bones are highly valued by mud men, which might be a reason for their attacks. Mud men have very little intelligence, create nothing of value, and contribute nothing to the civilized world. Mud men exist as counterparts to their unwitting Stone Giant creators and are most often found near Stone Giant caves, in pools formed of water runoff from Stone complexes.

‡ Magic Items

The following magic is sized to Stone Giant use:

‡ "Alterer"

A stone containing high magic, "Alterer" can change the natural attributes of any piece of stone or crystal. This magic stone can make another rock soft, flexible, brittle, tough, liquid, crystalline, or porous. Alterer is used most often to "temper" stone weapons and armor of the Giants, although it is also used to create functional areas of rock, such as flexible hinges or soft walls to hold traps. Alterer is valued at 15,000 gp.

‡ Band of Living Stone

Anyone wearing this headband artifact (which is valued at 12,000 gp) can animate rock in any way desired. Within a 90' range of the Band's influence, all stone will move, extend, bulge, or attack as the wearer commands. "Dead" stone cannot be controlled, nor can stone be thrown through the air or act without the specific command of the wearer.

The wearer must see the area he is controlling; animated stone cannot be "programmed" or told to perform some continuing action; such stone must be under direct command whenever it is to move. When animated, each 90' of stone acts as a stone golem.

‡ Rockhelm

Loaned only to trusted friends of the Stone Giants, this magic helmet gives the wearer all the sensory capabilities of a Stone Giant. The wearer can tell the difference between "living" and "dead" stone, detect the presence of other creatures within 50' when touching stone, and see with ultravision. The Rockhelm (valued at 5,000 gp) is made of stone, weighs thirty pounds, and acts as a greathelm in combat.

‡ Staff of Passage

Anyone carrying this item can walk through stone walls and completely avoid harm from such passage. The bearer of this staff can pass through

rock as easily as air and effects such as landslides and thrown rock also pass through the user's body without effect. The bearer can live within the rock for as long as he/she can hold his/her breath. The Staff is valued at 45,000 gp on the open market.

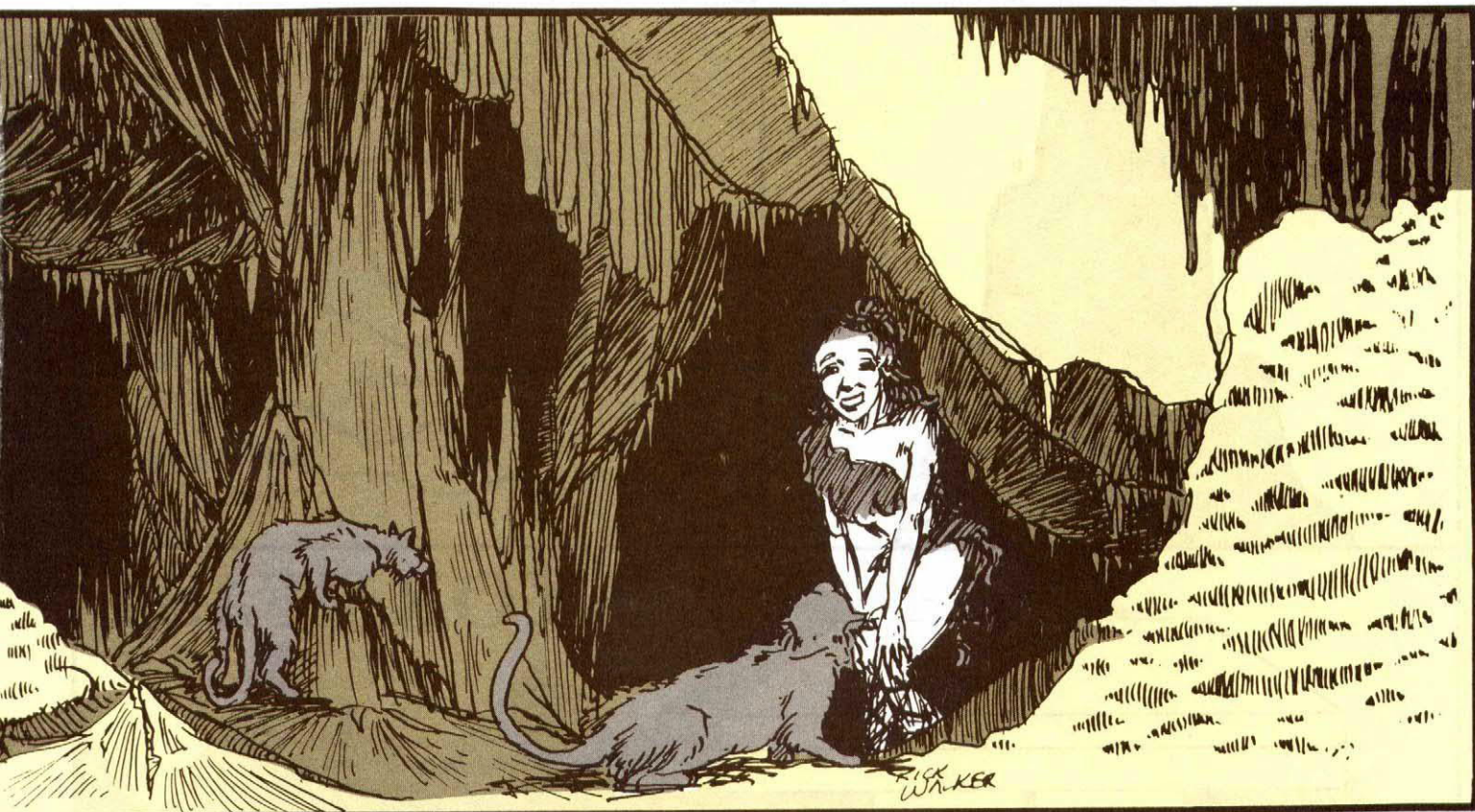
‡ Stoneman's Boots

These magical boots can fit any size foot and have occasionally been loaned to allies of the Stone Giants. The Boots permit the wearer to walk up sheer rock walls. No person wearing these boots can be knocked from his feet if standing on stone. Stoneman's Boots are valued at 5,000 gp.

‡ Titan's Glove

A gift from a Titan who loved the Stone Giant race, the Glove is a weapon of great power. It will fit any size hand and, when put on, will begin to expand up the wearer's arm. The glove will continue to expand until it covers the wearer's body, at which point it acts as an additional -3 to the wearer's Armor Class. The Titan's Glove also gives its wearer great strength, adding 3 to his or her normal ST rating.

While no missile weapon can harm the wearer, one could possibly knock him or her off his/her feet but no damage will be suffered. The wearer of the Titan's Glove is empowered to see through the body-encasing material. Titan's Glove is valued at 20,000 gp.



Pets and Allies

Revering the earth as they do, Stone Giants might be expected to ally with other underground races and have cave-dwelling creatures as pets. But no other creatures honor stone to the extent of Stone Giants, a difference which has led the Giants to refuse kinship with other deep-dwellers. In fact, Stone Giants treat all other earth-dwellers as destroyers of the caves and rock the Stone Giants so love.

Not even dwarves, who tend rock and tunnels with great care, measure up to the Stone Giants' standards. Most tunneling monsters are deadly enemies of the Stone Giants and are attacked on sight.

The one creature race which shares Stone Giant caves is the catkin. These large, pseudo-felines roam through Giant caves, feeding upon giant rats and other wandering monsters.

Catkin

HTK: 4D8, *AC:* 3

MV: 18", *Att:* 3,

Dm: 2 Claws: 1D6, *Bite:* 2D4

Align: Lawful Neutral

THACO: 15

Size: S (2' high, 3' long)

IT: Semi — Genius (3D6)

Specials: Bipedal, detect traps, infravision (120'), use of thief tools/items

Magic Resistance: Standard

Catkin appear at first glance to be puma-sized cats. Their markings, typical of domestic cats, range from black to calico and their bushy tails are used both for balance and to reveal their emotions. On closer inspection, catkin's higher and larger skulls and well-developed paws reveal an advancement of form far beyond their primitive cousins.

Catkin are able to walk on their hind legs, although they find this very uncomfortable (in this manner, catkin are at +3 on their "to hit" roll, -2 on damage, and move at only 6"). Catkin are as intelligent as humanoids but have not learned any languages beyond their own and that of the Stone Giants. Catkin are intelligent enough to recognize Stone Giant traps where even dwarves cannot.

Catkin live in small alcoves throughout Stone Giant caves. Catkin use the threshings from Stone Giant cave crops to line their dens. Catkin are family-oriented and young adults prove themselves by hunting alone in the caves. Catkin often accompany groups of Stone Giants who move to settle new caves.

Excellent night vision is a primary ability of the catkin. Great hunters, (able to surprise an opponent 50% of

the time while in their caves), catkin also have great resistance to mind magics, receiving -3 on saves vs. Spell or Runemagic which attempts to control or influence them.

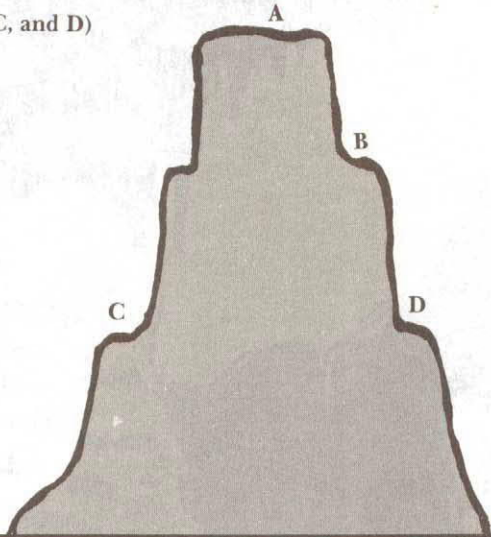
While preferring to use their natural weapons, catkin can use magic daggers, rings, and miscellaneous items usable by fighters and thieves. Because of their small, fine-boned hands, catkin could probably learn to become good thieves, should they ever leave their caves.

Catkin evolved within the confines of Stone Giant caves and seldom have ventured out beyond Stone Giant perimeters. The Stone Giant/catkin relationship is to mutual advantage, as the felines keep the caves free from vermin, while Stone Giants often act as tutors of the catkin, teaching the felines Giant ways and of the outside world. Catkin have been deeply affected by the unique world-view of the Stone Giants and share their teachers' outlook on many issues.

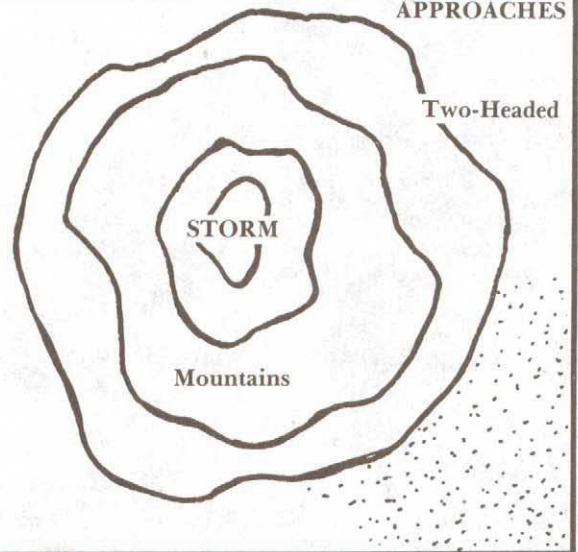
Catkin distrust humanoids and other stone-dwellers, although they also have a deep interest in strangers. Catkin both fear and are fascinated by outsiders.

STORM GIANT HOME

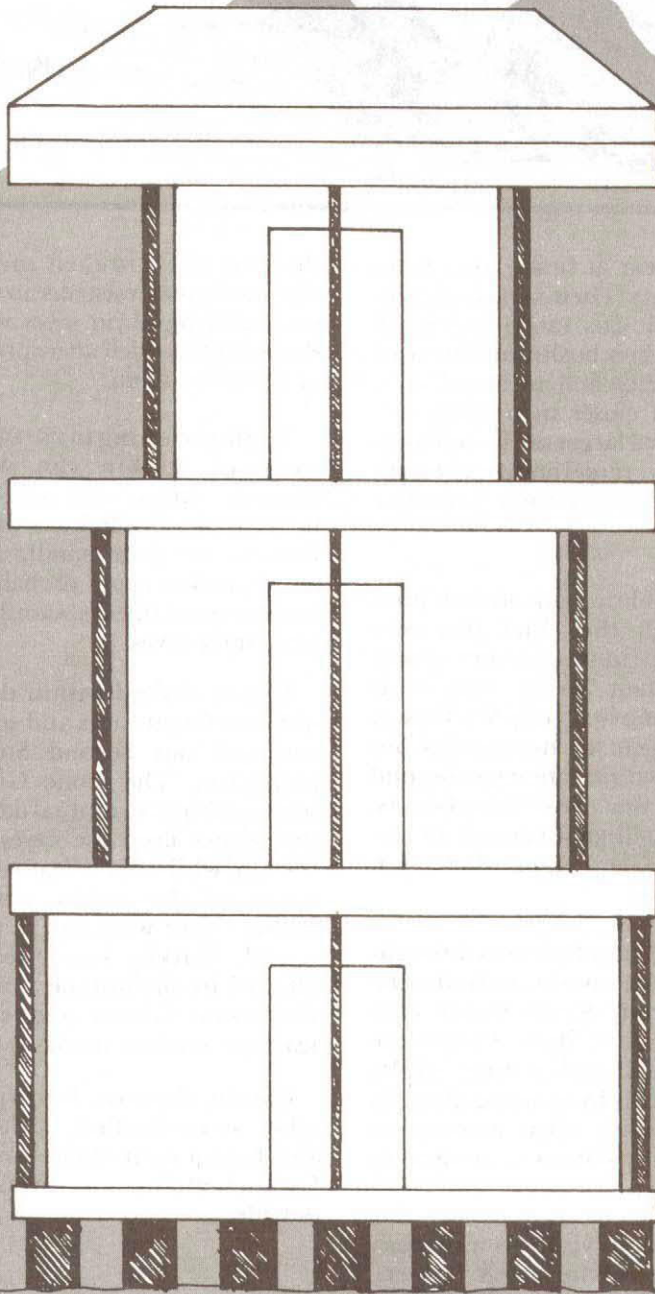
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APPROACHES

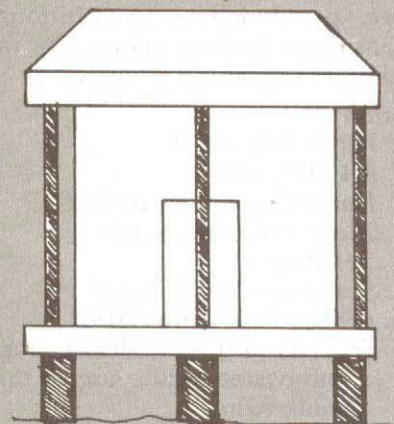


Storm Giant Home



STORMFAST

Servants' Quarters



STORM GIANTS

The Storm Giants are a separate Giant tribe but are very few in number. They came from an isolated community where Chaos and Frost Giants interbred. The Chaos and Frost Giants remained apart from Giant society for thousands of years, eventually turning into a new race, the Storm Giants.

Without their continual exposure to Chaos, Storm Giant children did not become grotesquely Chaotic or evil. The community was later scattered by an attack of Chaotic Giants who were disgusted by the results of the breedings. Only a bare score of Storm Giants now remain.

Storm Giant

HTK: 15D8, *AC:* 1

MV: 13"/18" floating, *Att:* 2/1,

Dm: Staff: 4D8x2, or Fist: 4D6

Align: Chaotic Good

THACO: 8

Size: L (21')

IT: Semi - Genius

Specials: Weather control

Magic Resistance: 40%

Storm Giants always have grey or blue skin, blue eyes, silver-grey or black hair, and always wear animal skins or rough tunics. While their appearance is primitive, Storm Giants are very intelligent. They have remained close to nature, their only reversion to Giant culture being in their architecture.

Storm Giants live alone on secluded mountain tops. They have no actual society, preferring to avoid all contact, including relations with other Storm Giants. Occasionally, two Storm Giants will decide to set up a household but they seldom remain together for more than a few years while their children grow. Storm Giants have never gone to war as a group but when several have joined a side in battle, that side has usually won.

Storm Giants hunt for their food, although they will occasionally manipulate and area or region's weather in trade for goods from the resident Giants or humanoids. Storm Giants spend most of their time meditating and formulating philosophies but they remain ruled by their Chaotic natures. While trying to be intellectual, Storm Giants often allow the emotions to overcome their intellects.





Storm Giants enjoy wine and gracious living, since they do not indulge in it very often. When absolute necessity dictates, Storm Giants will deal with Frost Giants (due to proximity) and Dwarven Giants (for their goods).

The typical Storm Giant home is temple-like with basalt columns. Storm Giants will sometimes use caves as homes; these they carve to approximate the traditional Giant architecture, setting pylons of basalt only around lower slopes to ward off trespassers. Storm Giants have a beautiful communal architecture, with connected secondary buildings lower on the peak for servants or guests.

Storm Giants are very powerful in weather magic. They can call up storms and direct lightning and sheet lightning from these or existing storms. Storm Giants can also quell storms, although creation is much more to their liking.

The rainfall, general temperature, and winds within ten miles of Storm Giant mountains are all within Storm Giant control, making these Giants valuable friends to neighbors. Storm Giants are also powerful in humanoid magic, battling over territorial disputes in lonely mountain ranges by duels of magic from peak to peak.

‡ Magic Items

A Storm Giant is equipped with three special magic items: Boots of Levitation, a Ring of Elemental Command, and a Wand of Lightning. The Ring of Elemental Command serves to command only the elements of air and water.

‡ Boots of Levitation

As other magical boots, these soft

footgear will expand or contract to fit Giant to shire-folk-sized feet. Boots of Levitation allow the wearer, at will, to ascend or descend vertically. The speed of ascent/descent is 20" per round with no limit on usage.

The amount of weight the Boots can levitate is randomly determined in twenty-pound increments by rolling 1D20 and adding the result to a base of 280 pounds. As such, a given pair of Boots can levitate between 300 and 680 pounds of weight. In instances where the weight of the wearer is greater than 680 pounds, for every twenty pounds of additional weight, levitation speed is decreased by 1" per round.

The Boots of Levitation are valued at 15000 gp.

‡ Ring of Elemental Command

Each type of Elemental Command ring is very powerful and shrinks or grows to accommodate the wearer's finger size. Each ring appears to be nothing more than a lesser ring (detailed as following) and has certain command powers as well as the following common properties:

1.) Elementals of the plane to which the ring is attuned cannot approach within five feet of or attack the wearer; if the wearer desires, he or she may forego this protection and instead attempt to charm the elemental (saving throw vs. Spell applicable at -2 on the die).

If the latter fails, however, total protection is lost and no further attempt at charming can be made. Other secondary properties which follow will still function with respect to the elemental.

2.) Creatures other than normal elementals from the plane to which the ring is attuned attack the wearer at +1

to hit, the ring wearer takes damage from the appropriate elemental creature at -1 and makes applicable saving throws from the creature's attacks at -2. All attacks made by the wearer are at -4 to hit (and +4 to the creature's saving throw), and the wearer does +6 damage on physical attacks, adjusted by any other applicable bonuses and/or penalties.

Any weapon used by the ring wearer can hit elementals or elemental creatures even if it is not magical.

3.) The wearer of the ring is able to converse with the elementals or elemental creatures of the plane to which the ring is attuned. The elementals or creatures will recognize that he or she wears the ring and as such will show a healthy respect to the wearer.

4.) The possessor of a Ring of Elemental Command will suffer a saving throw penalty as follows:

Air: +2 vs. Fire

Water: +2 vs. Lightning/Electricity

5.) Only one power (whether major or minor) of a Ring of Elemental Command can be used at any one time.

Air

The wearer can at will produce the following magical effects:

- Gust of Wind (once per round)
- Fly
- Wall of Force (once per day)
- Control Winds (once per day)
- Invisibility

This ring will appear to be nothing more than a normal ring of Invisibility until a certain condition is met (such as having the ring blessed, slaying an Air Elemental, or another at GM discretion).

Water

The wearer can at will produce the following magical effects:

- Purify Water
- Create Water (once per day)
- Water Breathing (5' radius)
- Wall of Ice (once per day)
- Airy Water
- Lower Water (twice per week)
- Part Water (twice per week)
- Water Walking

This ring will appear to be nothing more than a normal ring of water walking until a certain condition is met (having the ring blessed, slaying a Water Elemental, or another at GM discretion).

Rings operate at twelfth level of experience or the minimum level required to perform the equivalent magic spell, if greater. This condition is with respect to range, duration, or area of effect determinations which might apply. The additional powers of the rings take only five segments to bring forth. Each ring is valued at 25000 gp.

‡ Wand of Lightning

This wand has two functions which closely resemble magic user spells:

- 1.) *Shock*: This function causes the recipient to suffer 1D10 HTK of electrical damage (no saving throw) when struck in combat. Any "to hit" score discounts metallic armor and shield but not plain leather or wood. Magic bonuses on metallic armor do not affect Armor Class but such items as a Ring of Protection do. The shock uses one charge.
- 2.) *Lightning Bolt*: The possessor of the wand can discharge a bolt of lightning. The stroke can be either the forked or straight bolt (cf. magic user spell, Lightning Bolt). Damage suffered is electrical and at 6D6 but treating 1's as 2's with saving throws applicable. This function requires two segments to discharge and uses two charges.

The Wand of Lightning can perform but one function per round, may be recharged, and has a value of 30000 gp.

Pets and Allies

While the two most common creatures found in the Storm Giant community are the griffon and the roc, both arctic worms and sylphs may be

sighted in and around Storm Giant boundaries.

Arctic Worm

HTK: 10D8, *AC*: 0/2/4
MV: 12", *Att*: 1,
Dm: 6D6
Align: True Neutral
THACO: 10
Size: L (21'- 42' long)
IT: Animal
Specials: Heat
Magic Resistance: 75%

Arctic worms inhabit only the high, chill wastes of the world. They are very aggressive predators. When encountered in their lairs, arctic worms are twenty-five percent likely to have a mate and one to two eggs there; an arctic worm egg is valued at 5000 gp.

Arctic worms have differing Armor Classes covering their bodies. Their bodies overall are rated at AC: 0, while their heads have AC: 2, their undersides, AC: 4. In combat, arctic worms beat their small wings and rear the front quarters of their bodies. They then snap themselves forward, striking with blinding speed. The largest of arctic worms are able to swallow their prey whole in such a manner (natural twenty on attack).

Any victim swallowed whole by an arctic worm is instantly killed from the intense heat created in the monster's digestive system. When aroused, arctic worms secrete substances internally which cause their intestines to become very hot and their back protrusions actually glow bright red with the excess heat. Any non-magical weapon striking the back of an aroused arctic worm will melt from the heat and any creature touched by these surfaces suffers 2D10 HTK of fire damage.

Griffon

HTK: 7D8, *AC*: 3
MV: 12"/30", *Att*: 3,
Dm: 1D4/1D4/2D8
Align: True Neutral
THACO: 13
Size: L
IT: Semi-
Magic Resistance: Standard

Griffons seek cliffs and rocky habitats in which to build their nests. If conditions permit, they will lair in a cave. They are aggressive carnivores and their favorite prey is horses. If a griffon comes within sighting or smelling distance of horseflesh (360 feet), it will wing to the hunt. Griffons are much sought after in their fledgling states for they can be tamed for use as fierce, loyal steeds.

If griffons are encountered in their lair, there is a 75% chance there will be 1 or 2 eggs or young for every two griffons. The young are non-combative but the adults will attack (at +2 "to hit" and damage) until killed, especially in defense of their hatchlings. Young griffons sell for 5,000 gp, eggs for 2,000 gp on the open market.

Roc

HTK: 18D8, *AC*: 4
MV: 3"/30", *Att*: 2 or 1,
Dm: 2D6/2D6 or 4D6
Align: True Neutral
THACO: 7
Size: L (60'+ wingspan)
IT: Animal
Magic Resistance: Standard

Rocs are huge birds which somewhat resemble eagles. They inhabit the largest mountains in warm to cool regions and prey upon large creatures such as cattle, horses, and elephants. The roc swoops down upon its prey, seizes the creature in its powerful talons, and carries the creature off to its lair. If the creature resists the abduction, the roc will strike with its beak, inflicting 4D6 HTK of damage per beak attack.

The lair of a roc will be a vast nest of trees, branches, and the like. Treasure will be strewn all about a roc lair, for a roc finds no value in the residue of its victims. Rocs are occasionally tamed and used by Giants.

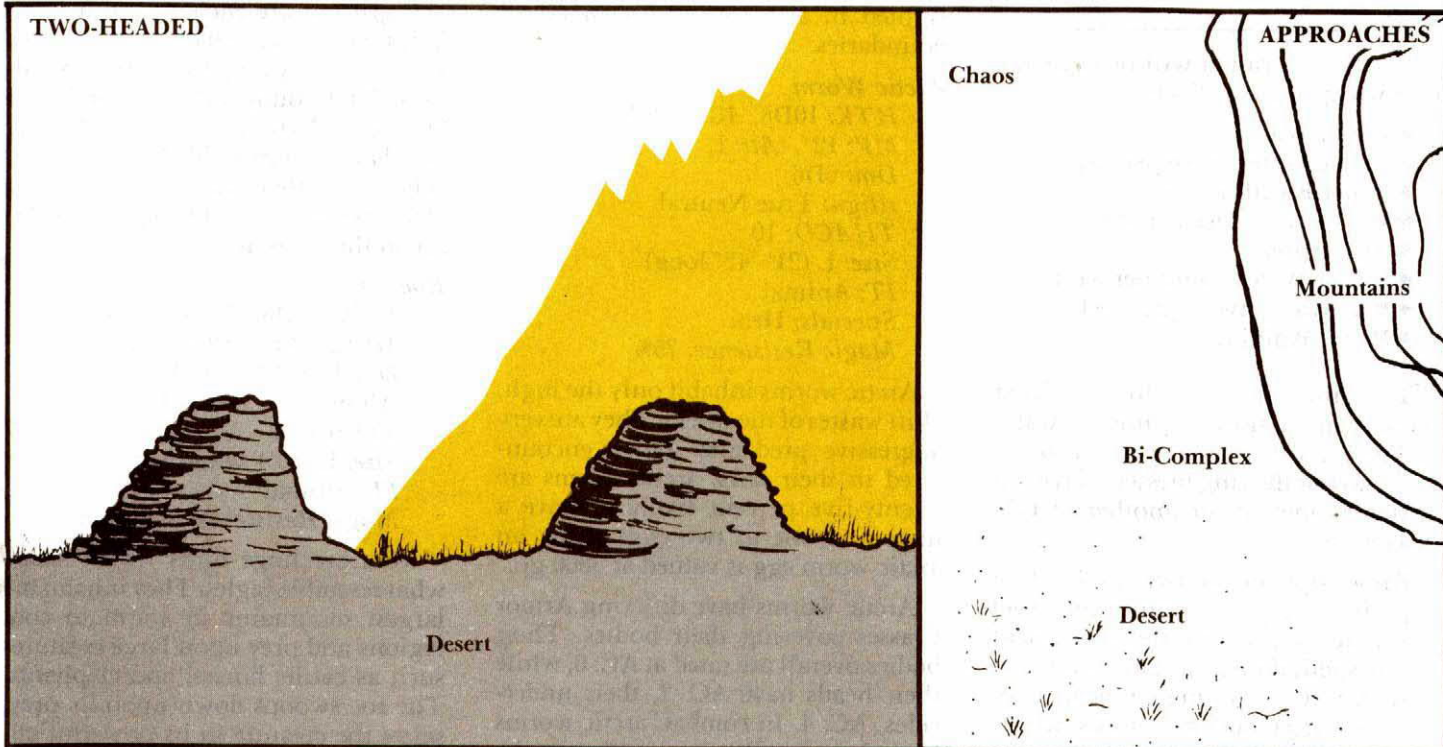
Sylph

HTK: 3D8, *AC*: 9
MV: 12"/36", *Att*: 0,
Dm: N/A
Align: Neutral Good
THACO: 16
Size: M
IT: Exceptional
Specials: Conjure air elemental, invisibility
Spells: 4/3/2/1
Magic Resistance: 50%

Sylphs are very beautiful creatures similar to nymphs. The sylphs, however, dwell primarily in aerial places. They are fond of flitting about and it is not likely that they will be encountered near the place where they dwell.

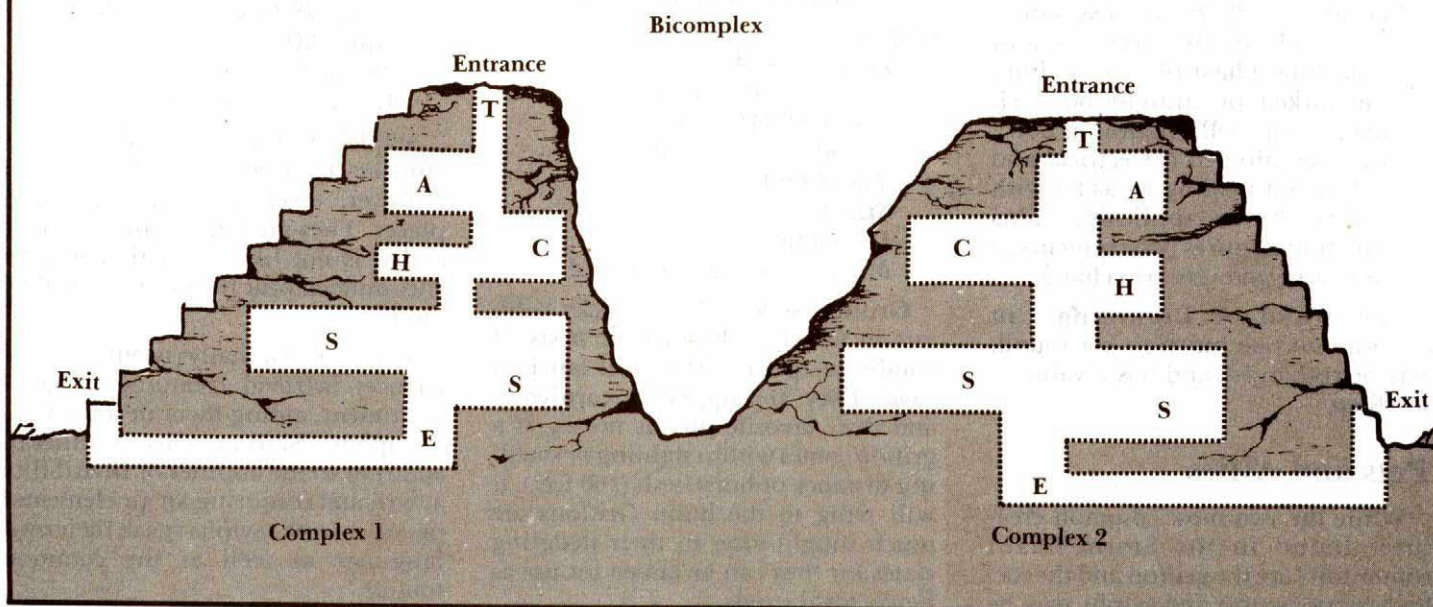
Sylphs occasionally (twenty percent chance) befriend creatures of Good alignment, aiding them in some way. A sylph has Skill 7 magical abilities in addition to the abilities of Invisibility at will and conjuring an air elemental once per week. Sylphs speak their own language as well as the common tongue.

TWO-HEADED



DRAKWISTEN

- T = Tunnel Entrance
- A = Armory
- C = Council Chambers
- H = Herbal Hospital
- S = Sleeping Quarters
- E = Emergency Exit Tunnels



TWO-HEADED GIANTS

The Two-Headed Giants were created during the Great Folly, when the Titans first began to delude themselves with their own greatness. Two-Headed Giants are the ultimate in schizophrenia, Neutral one minute, ravingly Evil the next. The Titans later lamented that the first of these creatures was not destroyed when it became obvious just what the Two-Headed Giants were.

The Two-Headed Giants were not eradicated and have since increased in number and spread to become a horrible danger to Giantdom. Thought to have been left behind when the Neberon migration occurred, recent reports have placed the Two-Headed Giants in several parts of this world.

Two-Headed Giant

HTK: 13D8, *AC:* 4

MV: 12", *Att:* 1,

Dm: Club: 7D6, or *Fist:* 4D6

Align: Chaotic Neutral/Evil

THACO: 19

Size: L (15')

IT: Semi - Average

Specials: Schizophrenia, surprised on 1 in 10

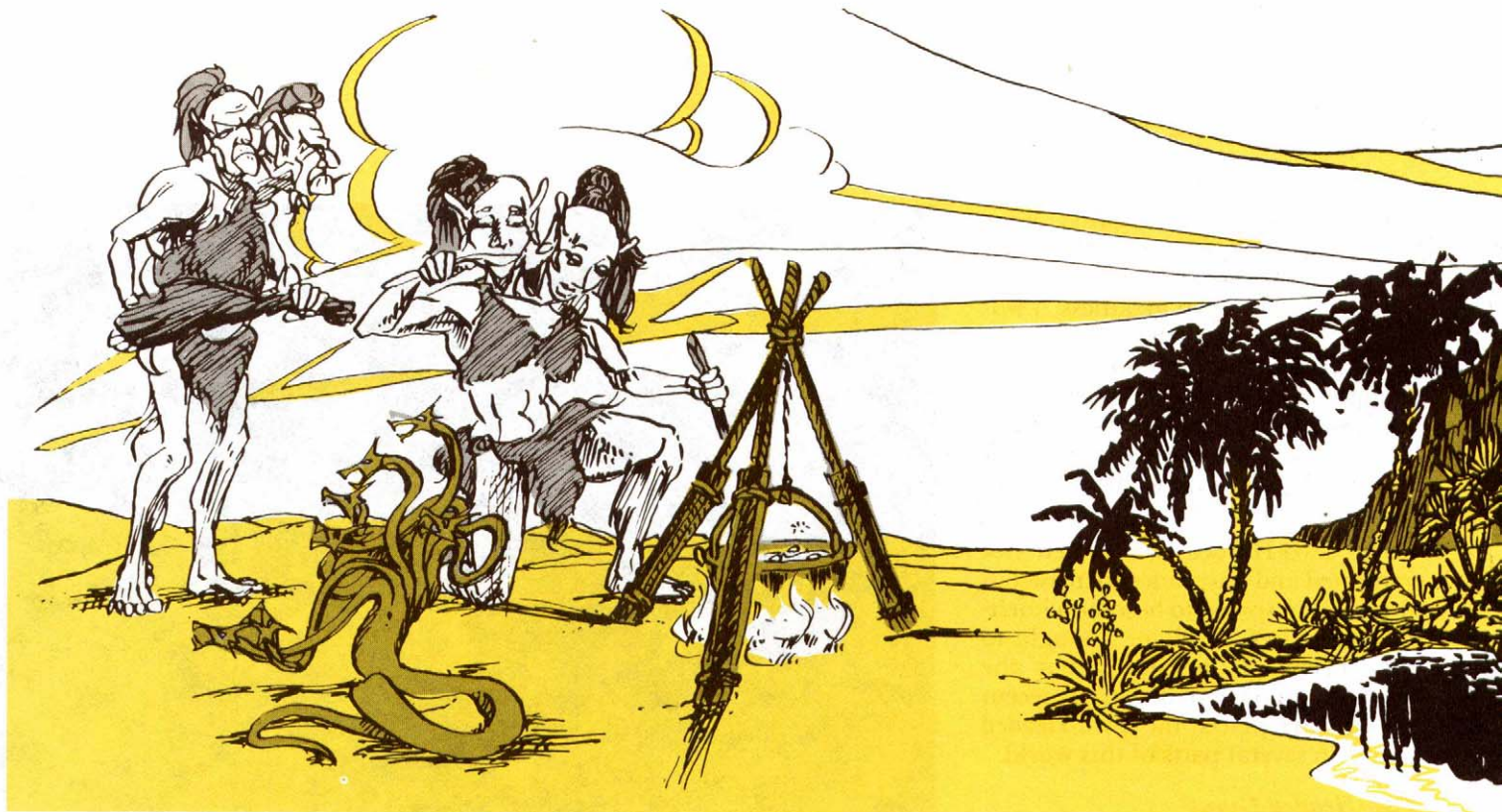
Magic Resistance: 15%

Two-Headed Giants are among the largest of Giants and are the most primitive throwbacks. Their skin is a range of colors, from a vile green to a deep red, with shades of brown, white, and grey not uncommon. Some Two-Headed Giants have mottled skin with wandering markings of bizarre colors. It has been suggested that some of these strange colorings are actually tatoos, a concept which would not be beyond the unusual tastes of these Giants.

Two-Headed Giants' hair is a shaggy and unkempt black or dull grey. Their two heads are usually very distinct in looks, although never could a Two-Headed Giant be called handsome. Each Two-Headed Giant set of eyes is a different color, with black, red, or yellow being predominant.

The Two-Headed Giants dress in uncured skins or clothes taken from victims. Their language is extremely limited, comprised of only a few words such as "kill," "eat," and "drink." Two-Headed Giants seldom wash but this is probably the least of their vices.





Two-Headed Giants are not only crude and primitive, they are also quite insane due to their dual brain structure. While Two-Headed Giants cannot be easily surprised because of their alertness (surprised only on 1 in 10), they are also extremely erratic in their actions. There is a 25% non-cumulative chance per round of combat that the Giant's body will switch control from one head to the other. When this control alteration occurs, the Giant becomes confused, breaks off the combat (unless attacked in turn), and wanders away. Under normal, non-combat situations, a Two-Headed Giant will switch control in this manner only once per hour on the average.

This typical Two-Headed Giant split control causes the Giants to be practically unable to carry any project through to completion. Only when hunting, which satisfies the hunger drive that both heads feel, do Two-Headed Giants excel. The Giants' great staminas also make them well suited to running down game. Two-Headed Giants' personality switches often unpredictably affect their hunting tactics.

Each Two-Headed personality is very different from its partner's. While one mind might love plants and flowers, the other might only seek war and killing. The only consistent Two-Headed Giant attitudes are a general

dislike of all other creatures and a fear of the powerful Chaos Giants.

Most Two-Headed Giants are amused and entertained by dinosaurs. No Two-Headed Giant will fight a Titan, mostly out of fear but also from respect. Two-Headed Giants like to consume or partake of anything addictive or tranquilizing, possibly as an escape from their confusing and frustrating existences.

A Two-Headed Giant society is virtually a contradiction in terms. These Giants govern by hierarchy of the moment: rule by the strongest. The primary problem with this method is that the Two-Headed Giants do not always remember who is the strongest, which results in frequent and violent combats. Two-Headed Giants do not even honor a bloodless duel restriction; their frequent combats help to keep the Two-Headed Giant population low.

Two-Headed Giants survive by raiding, hunting, and eating wild animals and insects. Their whole lives revolve around getting food, although Two-Headed Giants will drop all food for a chance at strong drink such as wine, beer, and ale. Two-Headed Giants make only the crudest of stone and wood tools but will use more advanced tools and weaponry if they can find it. More often than not they have survived the rigors of such frenzied existences merely by the good graces of their Chaos patrons.

Two-Headed Giants are restricted to the fringes of civilization. Most have lived only in the Chaos plane with their patrons but the Chaos Giants tire quickly of their wards' brutality and unpredictability. Other Two-Headed Giants have somehow found their way into this world and live harsh and deadly existences in barren mountains or on the fringes of deserts.

‡ Magic Items

‡ Decanter of Endless Water

Quite ordinary looking, this magical decanter will pour forth a stream of either fresh or salt water, as ordered, when the stopper is removed and the proper word is spoken. Separate command words exist (at GM's discretion) for the amount and type of water desired, as follows:

Stream: 1D4 gallons per round

Fountain: 5'-long flow at 2D8 gallons per round

Geyser: 20'-long flow at 3D10 gallons per round

When presenting water in geyser form, the Decanter creates a significant back-pressure which will knock down any holder who is not well-braced. Geyser flow will kill small animals (mice, rats, bats, etc.). The command word must be respoken to cause the flow of water to cease. The Decanter is valued at 3000 gp.



‡ Rod of Smiting:

This rod is a +3 magical weapon which inflicts 1D8+3 HTK of damage. Against golems, the Rod does 2D8+6 HTK of damage, any score of 20 or better completely destroying the monster. Any hit upon a golem drains one charge.

The Rod will do normal damage versus creatures of the outer planes such as demons, devils, and night hags. Any score of 20 or better against such creatures will drain the Rod of one charge and does triple damage ((1D8+3)x3). The Rod has 50-(1D10-1) charges, cannot be recharged, and is worth 15000 gp.

Pets and Allies

Giant Boar

HTK: 7D8 AC: 6
MV: 12", Att: 1,
Dm: 3D6
Align: True Neutral
THACO: 13
Size: L
IT: Animal
Magic Resistance: Standard

The giant boar (or *elothere*), a prehistoric forerunner of the wild boar, is a very aggressive and powerful animal. If three or more giant boars are encountered, there is only a twenty-five percent chance that there will be young, which will number from one to four of the total herd.

Giant boars and sows fight equally and either will fight for 1D4 melee rounds when at zero (0) to negative ten (-10) HTK. Giant boars die upon reaching negative eleven (-11) HTK.

Hydra

HTK: 12D8, AC: 5
MV: 9", Att: 1D8+4,
Dm: 1D6/1D8/1D10 per size
Align: True Neutral
THACO: 12
Size: L
IT: Semi-
Specials: Attack and damage per number of heads
Magic Resistance: See below

Two-Headed Giants are one of but a few select groups to have domesticated the fierce hydra, which has since adapted effectively to the normally dry surroundings of the two-headed community.

Hydrae have large, four-legged bodies which are surmounted by from five to twelve heads, each having a full 1D8 HTK. When all of a hydra's heads are killed, the body dies (but not until each and every head is killed). Damage done to a hydra's body has no effect.

The hydra attacks according to the number of heads it has. It is thus possible for the hydra to attack several opponents at once and up to four heads are able to attack a single target simultaneously. Damage scored is determined in relationship to the

number of heads the hydra has: 5-6 headed hydrae do 1D6 HTK of damage per attack, those with 7-10 heads do 1D8, and those with 11 or 12 do 1D10 HTK of damage per attack.

Nightmare

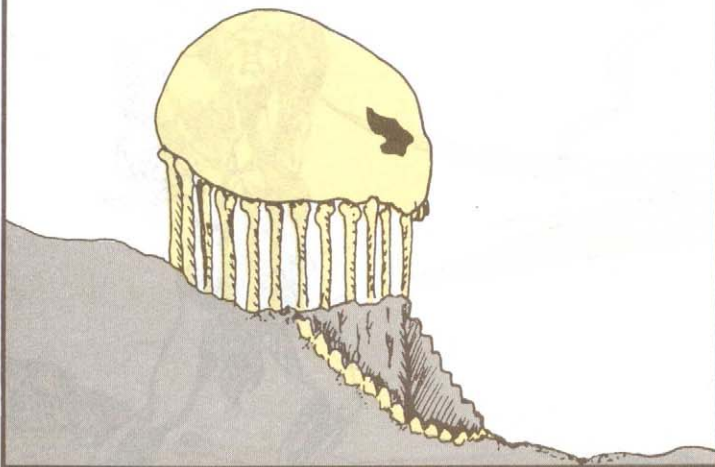
HTK: 6D8+6, AC: -4
MV: 15"/36", Att: 3,
Dm: 2D4/2D6/4D10
Align: Chaotic Evil
THACO: 12
Size: L
IT: High
Specials: Astral plane, become ethereal, fly
Magic Resistance: Standard

Also known as "demon horses" and "hell horses," nightmares are creatures from the lower planes. They are ridden primarily by the more powerful demons and devils although it is rumored that Two-Headed Giants (with the help of their evil masters) have become able to ride nightmares as well. On occasion, nightmares serve as steeds for such undead as spectres, vampires, and lichs.

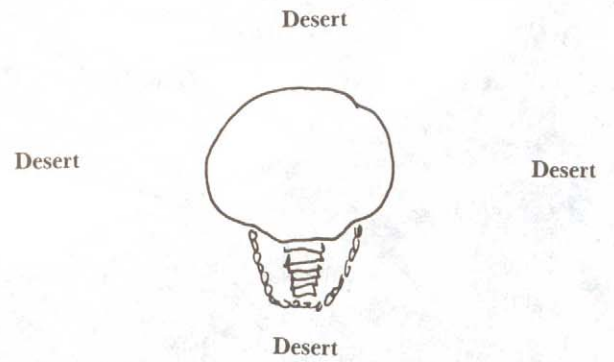
Nightmares attack with their great fangs as well as their burning hooves. These creatures breathe out a smoking, hot cloud during combat which obscures vision by blinding the eyes of and choking their opponents.

Nightmares can fly, become ethereal, and roam the astral plane. They hate material life and attack viciously, even without a rider to command them.

DEATH GIANT



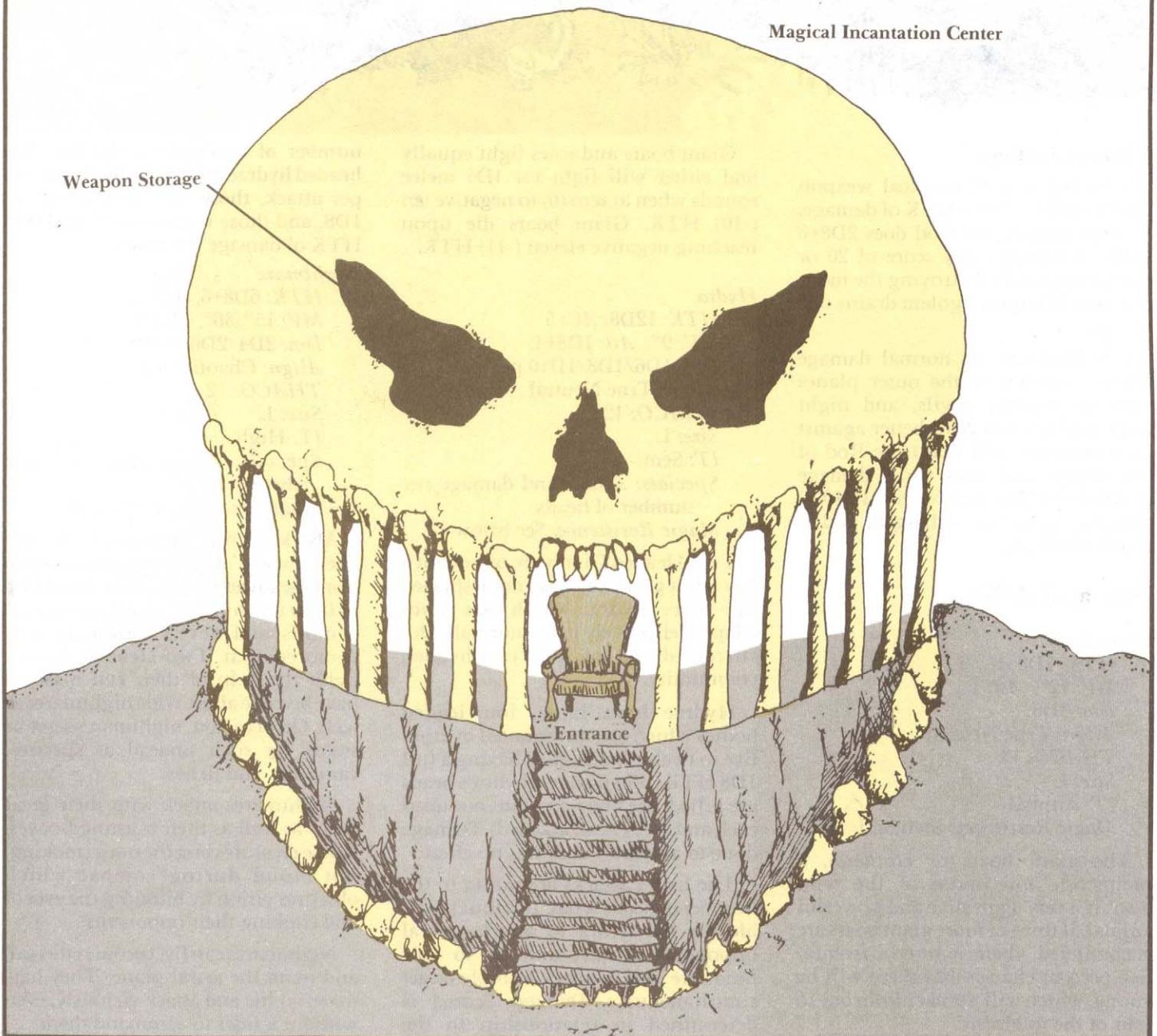
Approaches



NECROMANOR

Magical Incantation Center

Weapon Storage



DEATH GIANT

A single Death Giant exists. This is the final tie the Giants of our world have with their Creator and the world of their birth, Neberon. The Death Giant is the personification of death for all Giants, including Titans. Because the Death Giant is a creature of another world, it has strictly limited powers in this one.

Death Giant

HTK: 142 (20D8), *AC:* -3

MV: 18", *Att:* 1,

Dm: Death Spear: 8D8 (death for all Giants on contact)

Align: True Neutral

THACO: 7

Size: L (26')

IT: Godlike

Specials: Magic (see below)

Magic Resistance: 25%, 95% vs. Rune, Giant-cast, and Death Magics

The Death Giant has many avatars but most often appears as a giant skeleton in a blue-black cloak. The Death Giant may also appear as a giant two-headed dog/wolf or as a silver Giant with ebony armor (in its warrior form). Originally, the position of Death Giant was occupied only by a Titan but now the position may be filled by any type of Giant.

The Death Giant comes to claim those rightfully dead. Most Giants will bow to this necessity, accepting death with a grace and dignity befitting a Giant (Chaos Giants are the notable exception, as they flee from any avatar of Death in a frenzied panic). Some Giants will still resist Death's grasp and the Death Giant can be killed, an event which has several effects. The Giant for which the Death Giant had come is reprieved from his particular death until the next time he should die.

In essence, a Giant can extend the thread of his life by killing the Death Giant (not an easy task). In order to fill the vacated position created by the killing of the Death Giant, the Giant most recently claimed by the deceased Death Giant must fill the position and begins collecting Giants (listed Death Giant stats are applicable to all Death Giants).

The Death Giant is guided by its neutral creed, which allows it to determine impartially when death



should occur. The Death Giant appears as the avatar least alarming to its "victim," unless in presence of non-Giants, when it usually takes on its common, horrifying skeletal form.

The Death Giant is strong in magic. Most of its magic only works on Giants, making the Death Giant woefully unprepared to confront opponents of other races. In the case of a Death Giant confronting a non-Giant combatant, the Death Giant must rely

on its physical weapons (its spear slays Giants on any successful hit (no save allowed) but does only 8D8 HTK of damage against other races). The Death Giant can also cast spells as a Skill 25 magic user.

The Death Giant has the ability to absorb the memories of each Giant it collects; aided by this vast "collective memory," the Death Giant knows all magic spells.

‡ Magic Items

‡ Death Spear

This spear works as per the Death Spell with the exception that the effective range is touch. When wielded by the Death Giant, the Spear immediately kills Giants on contact and does 8D8 HTK of damage to other races. The Spear is valued at 10000 gp.

‡ Wand of Paralyzation

This wand shoots forth a thin, bluish ray to a maximum range of sixty feet. Any creature the ray touches must save vs. Wands or be held rigidly immobile for 5D4 rounds. A save indicates the ray missed and there is no effect. Each operation takes three segments and uses one charge. The wand (which has 100-(1D20-1) charges) may operate once per round and may be recharged. It has a value of 15000 gp.

Pets and Allies

The Death Giant is most often an extremely solitary creature but between two and six bone devils may occasionally be found in its servitude.

Bone Devil

HTK: 9D8, AC: -1

MV: 15", Att: 1,

Dm: 2D4

Align: Lawful Evil

THACO: 12

Size: L (9½')

IT: Very

Specials: Magic use (see below), ultravision (60')

Magic Resistance: Standard

Bone devils populate the lower planes of Hell, particularly the fifth. They are especially malicious and delight in making less powerful creatures suffer. As they prefer cold to heat, these monsters also have ultravision, seeing light in the ultra-violet spectrum at a sixty-foot range.

Bone devils have a great bone hook they employ to snare and wound opponents. Any creature caught (hit) by it has a 50% chance of being stuck fast. The bone devil will then strike such victims with its tail doing 2D4 HTK of damage and causing a loss of 1D4 ST points unless a save vs. Poison is made. Strength loss lasts for ten melee rounds.

Once per melee round at will, bone devils can: generate Fear in a five-foot radius sphere, create illusion, Fly, become Invisible, Detect Invisibility, or summon another bone devil (40% chance of success). Once per day a bone devil is able to create a Wall of Ice.



CLANFAST

GM NOTE: This extensive section covering Clanfast is provided to give an in-depth background on the Giants' cultures and histories. Clanfast is not specifically an adventure per se but information is included to allow the GM to create an adventure of his/her own.

Founded when the Giants entered this world over a thousand years ago, Haven became the bastion and center of Giant culture. The Titans built Haven and lived here from its inception. As Titan numbers dwindled, more and more of Haven was abandoned. Now that the Titans are gone, wild magic has taken over much of the city.

Built atop a huge mesa, the central core of a long-extinct volcano, Haven was arranged in a series of steps. The bottom-most step took up a large portion of the mesa and was called the Lower City. Stairways led up from this area and a great gate, called the Portal of Evernight, led to the caves beneath Haven.

These Deeps, as the caves were called, housed supply chambers, workrooms, and the great Key Guardian. The Key Guardian controlled the extra-dimensional barrier which prevented invasion by the Chaos Giants and their evil masters. The Upper City consisted of great, concentric half-circles which housed towers, domes, homes, plazas, fountains, and parks.

Now renamed Clanfast, Haven's design remains much as it was originally; however, Clanfast is now a wild place of wandering spirits, uncontrolled magic, omens, and strange, waking dreams. The Giant races hold their Council in the Lower City and have sealed the Portal of Evernight to protect the Key Guardian. Few have ever entered the Upper City; of those who have, none has returned.

Strange lights often drift across Clanfast at night, accompanied by screams, ominous shadows, and mystic winds. The Giants are uncomfortable in the city itself, although they do keep a permanent force of guards to protect it. Occasionally, a Giant researcher will visit Clanfast to study the libraries of the Lower City and to look upon the Upper City.

No creatures but Giants have been allowed inside Clanfast's perimeters since its abandonment by the Titans. Before, great magicians and scholars among the humanoid races would visit to study the wonders of Haven. Now the Giants are afraid of what magical forces the strangers might awaken in the Upper City or what they might discover. Until the Giants themselves can explore the Upper City and its marvels, all of Clanfast will remain closed to other races. The power of Clanfast is too great to allow its possession by others.

Approaches to Clanfast

Clanfast stands in the center of a large plain which in turn is surrounded by an ancient forest far from humanoid civilization. The forest contains a great many ogres and trolls, far more than is typically representative of the world's forests. The plain is mainly covered with dwarf-high grasses and is frequented by herds of deer and a few predators such as tigers and wolves.

Large fields of flowers, their scent an hallucinogen, cover wide areas of the plain. Around the base of the mesa, the ground becomes barren and rocky. The landscape levels out along the northern face, where Shadowfalls Glen is nestled close to the cliff, in the center of the Wailing Waste.

Forest

In passing through Clanfast's encircling forest, two in three of the encounters could be with either ogres or trolls.

(1-3) Ogres

HTK: 4D8+1, *AC:* 5
MV: 9", *Att:* 1,
Dm: 1D10 or by weapon
Align: Chaotic Evil
THACO: 15
Size: L (9')
IT: Low
Specials: None
Magic Resistance: Standard

(4) Trolls

HTK: 6D8+6, *AC:* 4
MV: 12", *Att:* 3,
Dm: 1D4+4/1D4+4/2D6
Align: Chaotic Evil
THACO: 13
Size: L (12')
IT: Low
Specials: Regeneration
Magic Resistance: Standard

Plain

The plain surrounding Clanfast offers no protection or cover for those approaching Clanfast. In the first half of the distance to Clanfast (about three miles), a party could encounter only herds of deer and predators which could avoid humanoids (tigers, bears, and wolves which are fairly well-fed and so not desperate enough to brave weapons and armor).

As it neared Clanfast (within three miles), a party could likely be spotted by magical and mundane methods which can see invisible and flying invaders. At that point, a party of six Hill Giants could descend along the mesa cliff paths and move to stop the party. If possible, the Giants could merely send the party back across the plain but can fight if necessary to keep the invaders from entering Clanfast.

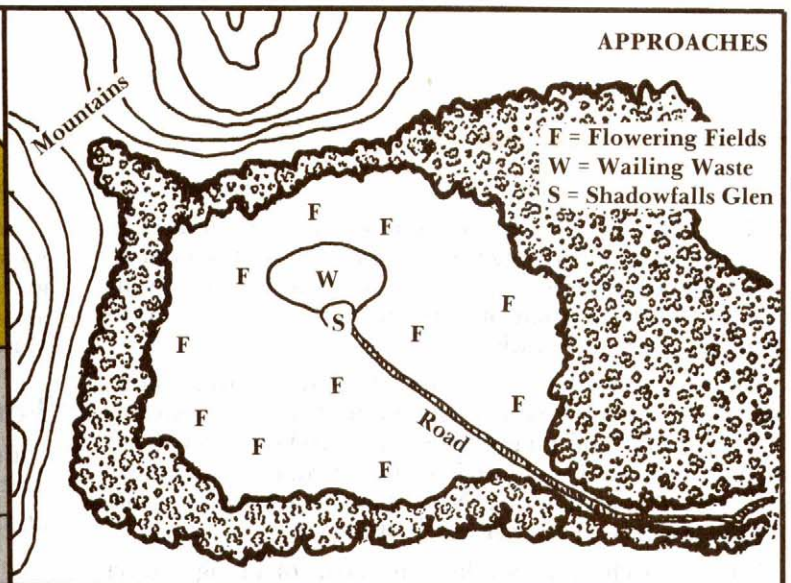
The Hill Giant guards all carry horns with which to signal to Clanfast. If they should sound these horns, the rest of the city's guards (a mixed force of Hill, Stone, Frost, and Forest Giants) could arm and prepare for invasion.

At the areas marked as flowering, a large patch of Dream-drowse plants exist. These flowers, blooming in a bewildering array of blazing colors, give off a narcotic scent which creates hallucinations in humanoids and other mammals. Anyone spending one round or more in these areas must make a save vs. Poison or fall to the ground in a stupor.

CLANFAST



APPROACHES



Upper and Lower Cities of Clanfast

Havisan's Watch

Main Guard Tower

X = Entrances to First Deep

P = Parks

H = Homes

D = Dome of Eternity

SK = Spire of Karma

G = Gateway Arch

C = Council Tower

○ = City Tower

● = Guard Tower

E = Portal of Evernight

W = Workrooms

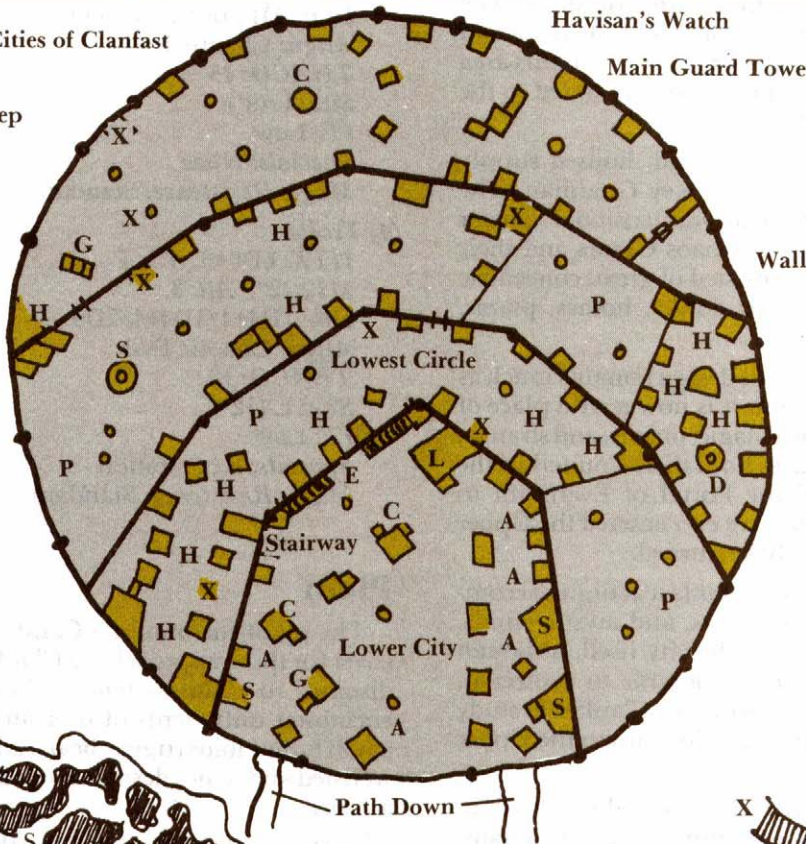
S = Storerooms

L = Library

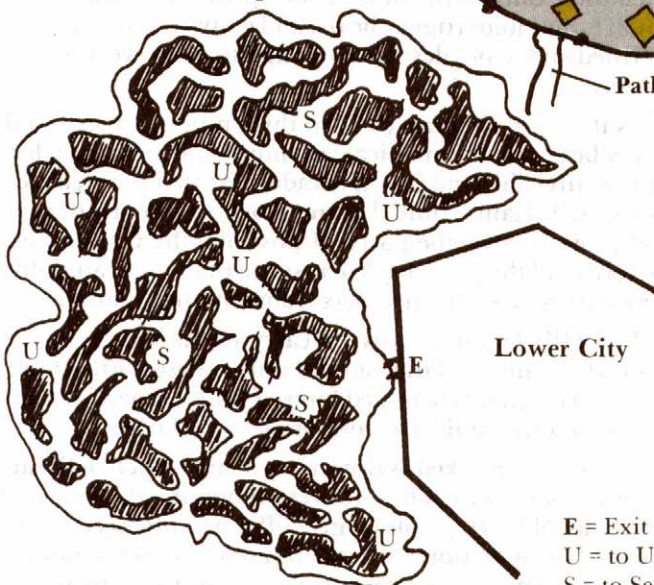
A = Abandoned Area

C = Council Chamber

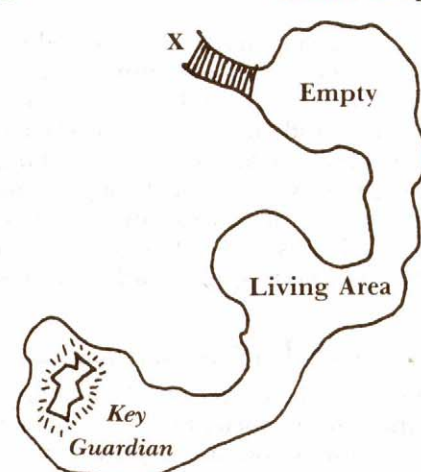
✚ = Gate to Next Level



First Deep



Greater Deep



E = Exit
U = to Upper City
S = to Second Deep

CLANFAST

Each passing round a new save must be rolled until the person leaves the area. Characters so affected will be unable to fight.

Giants could notice a party which falls into these patches but could restrain from immediate action as a more deadly fate awaits the victims. A small lizard, averaging about three feet long, lives in holes around the Dreamdrowse. These lizards are not affected by the flowers' scent. When a creature has been affected by the hallucinations, the lizards come out of their burrows to feed. Any person affected by the Dreamdrowse can fight at +4 on his/her "to hit" roll and moves at 1" per round.

Lizard

HTK: 2D8, AC: 5
MV: 9", Att: 1,
Dm: Bite: 1D8
Align: True Neutral
THACO: 16
Size: S (3')
IT: Average
Specials: Dreamdrowse immunity
Magic Resistance: Standard

Wailing Waste

In a broad arc around the north side of Clanfast lies the Wailing Waste. This is a barren, haunted portion of the plain covered with scrub grasses and stunted bushes. In the last years of Haven, a number of Titans leapt to their deaths from the city walls above this area. Such Titan blood, spilled in violence, poisoned the land, leaving blackened streaks of burned stone and poisonous mists which drift across the plain. Strange cries often echo off the cliff walls and shadows dart at the edge of vision.

Encounters here could be standard plains encounters twenty percent of the time. The rest of the time, adventuring Characters could find (GM roll on 1D4):

1 — *Mist*. Any creature failing to save vs. Poison when engulfed by one of these slow-moving clouds (3" per turn) loses 1D4 HTK as well as a random spell for magic users and clerics or making it more difficult by one point for fighters and thieves "to hit" for the remaining day.

2 — *Wailing Spirit*. This is the spirit of a Titan who has committed suicide. It wanders the waste, crying in despair. The spirit will try to communicate with any humanoid encountered, warning the person of the threat of the Chaos Giants and the horrors of undeath. Unfortunately, such communication drives humanoids insane if a save against IT at -6 is not made.

The wailing spirit would claw at the creature with which it is trying to communicate in an attempt to gain the creature's attention. The spirit's gibbering babble confuses and frightens listeners, for it is almost understandable yet its message is so frightening that the listener would never want to understand it.

Any humanoid hearing the babble must make one of two saving throws against his/her IT or fall unconscious at which point he/she must make a System Shock roll or die. Any Character missing only the first save will flee in terror directly away from the spirit. A Character successful in the first save will fight at -2 on "to hit" rolls when fighting the spirit.

Wailing Spirit

HTK: 6D8, AC: -1
MV: 18", Att: 2,
Dm: Claws: 4D10
Align: True Neutral
THACO: 13
Size: L
IT: Semi - Godlike
Specials: Wail
Magic Resistance: Standard

3 — *Poison Pools*. The acidic poisons in these pools eat away at any clothing or flesh which comes in contact with them. Boots completely dissolve, exposing flesh after a single round in a pool. Cloaks and other clothing shred and rot merely by being splashed. Any flesh touched takes 1D4 HTK of damage per round. If the poisons are consumed, the imbibitor must make a save vs. Poison at +3 or die.

4 — *Death Grasses*. These plants, which seem to be the only healthy vegetation anywhere in the Waste, could attempt to grab any passerby. If successful, the Death Grass stalk can then insert the tip of a stalk and drain the victim's blood (1D4 HTK per round).

Each tuft of these grasses has sixteen stalks and once one stalk grabs a victim the others all gather against the same creature at a rate of one additional stalk per round (thus blood drainage is cumulative up to 16D4 HTK per round).

Death Grasses

HTK: 1D4/stalk AC: 8
MV: 0", Att: 1/stalk
Dm: 1 HTK plus drain (1D4)
Align: True Neutral
THACO: 9
Size: S
IT: Non-
Specials: Drainage
Magic Resistance: Standard

Clanfast (General)

The distance from the base of the mesa to the Lower City of Clanfast is about five hundred feet. All paths to the top criss-cross the face of the cliff, covering about two miles each. Any flying creature must pass through two barriers.

The first barrier is a rune-created anti-magic cylinder over a hundred yards thick and extending out into space (this can be seen on dark nights as an aurora effect. Cosmic particles become trapped in the cylinder and spiral down its face, creating red and violet cascades of light).

The cylinder is about a mile in diameter and completely encircles Clanfast just outside its walls. Spells or magic items which pass through the cylinder will become completely useless upon reaching the opposite side an effect designed to prevent magical flyers from entering Clanfast.

The second barrier acts as a magic missile spell and attacks any flier passing through the first barrier. However, a flier bearing Giant magic items will not be attacked by this spells' missiles (which do 1D4+4 HTK of damage, regardless of opponent's race). There is no save on these attacks and automatic hits are always scored; these missiles are fired on each creature in the air, each round flying).

The two paths up the face of Clanfast's cliffs are just wide enough for a single Titan to pass (fifteen feet). As a result,

two Hill Giants can walk up side by side, as can a half-dozen humanoids. The steps, scaled for a Titan, are nearly a yard apart, making them difficult for even a Hill Giant to climb. Generally the pathways are simple slopes with only a few hundred steps. Large objects and supplies are hauled up the cliff face by rope and winches from the guard towers high above.

Clanfast has a wall entirely surrounding it. The wall extends outward, overhanging the cliff face by twenty feet, preventing any climbers from easily scaling to the top. Created by Titan workmen and imbued with their magic, the stone of the walls cannot be affected by any magic less than that of a Skill 20 Character, except for runes.

A guard tower is situated every two hundred feet, each tower containing one random Giant guard. No creature has braved the defenses of the city in so long that only a small guard contingent is mounted except in an emergency. Even so, any guard spotting a strange Giant or humanoid could sound the alarm immediately, calling 1D4 more Giants each following turn.

Lower City

The Lower City is a limited complex of buildings on the lowest level of Clanfast. The Giant Councillors, their guards, and a few scholarly and visiting Giants reside here part of the year. Yet the strain of living in Clanfast, with the magics of the Titans still functioning, causes the Giants of the Lower City to rotate their duties here. Each Giant is here only part of the year. The rest of the time the Giants are organizing and protecting supply trains and conducting business with their respective homelands.

The Lower City is a clean, rather sparse place with stone-lined boulevards and simple buildings. Only a few Giants are actually in Clanfast at any one time, as some go hunting each day and others are on guard duty, holding meetings, or studying in the library. The Giants here are accustomed to seeing strange things and could not be easily fooled by "primitive" humanoid magic. All Giants are required to carry horns or whistles to warn of invasion.

Council Chamber

This building is solely comprised of a single large room which was originally the library before books were cleared out to make room for the Council. Now eight stone chairs are arranged in a circle. One chair is larger than the others and serves to honor the lost Titans. This room is usually empty, as Council meetings occur only once every new moon.

Guard Buildings

These are barracks for the off-duty Clanfast guards. 1D4 Giants of random race can be found here but any guards found will be of the same race.

Towers

A single guard (of random Giant race) stands watch in each of these buildings. The towers were once used for a variety of purposes, from homes to workrooms to scholarly retreats, but are now all uniformly barren of furniture and other accoutrements. Each tower has a ground floor room and a stairway or ladder leading to the tower room.

Library

This is essentially a vast storeroom of the knowledge and magic intrinsic to the Lower City. None of the books here is magical but for anyone who can read Giant runes, every book is a wealth of history, science, and philosophy. This library does not rival the Great Library of the Upper City but in terms of mundane knowledge the resources here are excellent, the results of centuries of Titan examination of their new world. Maps, herbal preparations, legends, and lore can all be found amongst these crumbling and moldering tomes.

Numerous magical items are also kept here under a special enchantment. The library's front door is rune-marked with Tlectoma, which neutralizes inanimate magic and negates all magic items brought inside the library. Spells may be used within these walls but magic items do not register as such and will not function. This precaution was established to protect the library and the Lower City at large from any magical accidents.

Storerooms

The storerooms of the Lower City are filled with food, all perfectly, magically preserved. There is little need in Clanfast for anything else, for the present Giant occupants bring with them everything they need. Because of the inaccessibility of the mesa, no rats have ever been seen, although small birds flourish here.

Workrooms

These areas are reserved for the efforts of scholars and artists who visit Clanfast. Since such visits occur only two or three times a year, these rooms are usually empty. A few tables and chairs are kept here but most necessary tools and materials are brought by the scholars and artists themselves.

Portal of Evernight

These great doors, made of an extremely beautiful and impenetrable red metallic stone (for which the creation-secret is lost), lead down into the caverns under Clanfast. No magic can penetrate the Portal; neither a Pass Wall, Teleport, Gate, nor Dimension Door can create access into the area beyond. A huge steel bar has been welded across the doors, locking them forever shut.

Stairs to Upper City

Two sets of stairs mount the wall on either side of the Portal of Evernight and lead up to the lowest level of the Upper City. A permanent guard of four Stone Giants is stationed around the base of these stairs, its purpose being to keep anyone from climbing into the Upper City. These guards also have the responsibility of protecting the Lower City from any potential threat which might enter from the Upper City.

Upper City

The design of upper levels of Clanfast harken back to the old days, when Haven was at the height of its glory. In more ways than one, the spirit of the Titans remains alive in the Upper City's parks, buildings, and magics. A perpetual twilight lays over the Upper City; stars are always visible although the sun can also be seen. Lights, winds, and

sounds drift through the Upper City streets after dark; in daylight, shadows dart from corner to corner as buildings seem to change shape and arrangements.

Strange circumstances and magics follow any creature who enters the Upper City. Such events were created by the dreams, nightmares, and death experiences of the two dozen Titans who spent their lives here.

Shadowfalls Glen

The Wailing Waste, where the Titans fell from the battlements above, is particularly cursed. Shadowfalls Glen, however, appears to be a shelter within Wailing Waste and indeed no creature of the Waste (not even the spirit) will enter Shadowfalls Glen.

Any creature entering the Glen could find a quiet glade surrounded by bushes. It could seem somewhat darker and more misty than other areas of the Waste and within a round the creature could begin feeling uncomfortable, an upset which could increase with each passing round. Finally, a creeping numbness could grow in the creature's limbs, increasing until the creature became paralyzed and eventually died.

The effect of Shadowfalls Glen is to drain the life energies from any trespasser, an effect masked by the created numbness. Each round a Character remains in the area, he/she could suffer 1D6 HTK of damage but cannot realize this out unless he/she leaves the Glen. Only the GM's description of the Character's growing anxiety, upset, and fear can warn the Character. Once out of the Glen, the Character can find he/she has taken much damage, which can only be restored by rest (no other will correct the situation, magical healing included).

Haven was built to house a variety of Giants and until the Titan numbers began to dwindle, many of other Giants also kept homes here. However, no Giant has entered the Upper City in the last half-century. Only the oldest of Giants can recall the Titan years. The magnificent architecture of the Upper City reflects the diversity and inspiration of its past inhabitants.

Parks

These parks are broad, grassy expanses which contain still-functional water fountains. These areas have a thick, rich layer of earth covering the rock of the mesa. Scattered trees wave here in the absence of a breeze.

Homes

These buildings were designed to house a variety of Giants. As a result, the homes have a uniqueness in size and furnishings. None retains much beyond the barest of furnishings, for most Giants took their belongings with them when leaving Haven. The last Titans gathered the remaining valuables of their fellows and stored them in hidden treasuries. These magically hidden and sealed troves are impossible to find without a truly vast knowledge of Giantkind. Even so, one might spend years in such a quest and come up empty-handed, so well-concealed and protected are the treasuries.

Dome of Eternity

This observatory was one of the first buildings founded in Haven. Its interior is unlit except by the faint light shed by

the universe of stars which can be seen decorating the ceiling of the dome. Any intelligent person who enters this building and concentrates on the stars is spiritually drawn toward the contemplated celestial body and becomes able to view the star and its surrounding planets closeup, as if the person were within only a few thousand miles of the system.

Vast stellar phenomena such as quasars, black holes, white holes, and novae can all appear at the viewer's will. The viewer could hasten or reverse the passage of time, even to seeing the beginning or ending of the universe. In this instance, a person with an IT of less than 18 must roll for System Shock or die at the observation of such cosmic magnificence.

Spire of Karma

This tower is as magical in its own way as is the fantastic Dome of Eternity. The Titans imbued the Spire with Titan philosophy and dreams of justice. The Spire beams with a golden radiance which penetrates the body and soul of any person who enters. A multitude of sun-like globes of light, each at least two feet in diameter, swirl and dance in the single vast room which forms this tower.

Brilliant golden metallic circles are fused into the stone walls which comprise the Spire of Karma. From these rings emanate dulcet melodies which whisper of peace, prosperity, and serenity.

Any person who enters this building could be altered according to his/her previous actions and desires. Any Character who has not followed his/her alignment closely could be liable to find him/herself shifted into the alignment which the actions most typified. A ranger who tortured enemies and struck them down from behind (or even counselled such action without actually taking part) could be altered to Chaotic Evil in alignment and be assigned a new, different class. Likewise, a thief who stole only to aid the poor could be altered to Neutral Good.

While the person might be required to follow a new deity, he or she could otherwise be allowed to keep his/her existing class. Spells or abilities might be changed to fit a new alignment. Should an altered Character wish to return to his/her previous alignment, the Character would need to perform two quests dictated by a representative of the previous deity (GM's discretion).

No controlling spells of any type may be used in this building and any existing spells of this type are negated and dispelled. Spells memorized by a person are still recalled but should these be cast, the effects would be negated. Any magic-induced change of alignment previously instilled would be negated as well.

Gateway Arch

This stone arch, carved from the living rock of the mesa, consists of two greek-like columns supporting a rough-hewn, curved stone. Between the columns a blue-grey mist billows.

Any Characters looking into the mist can at first see only flickering images of their past adventures. As the Characters watched, the pictures would improve in clarity and continuity and might not always be of the Characters. Any legend, omens, places, or events the GM wishes could appear here but the events should be in some way important to the viewers. Some of these images could include:



- Ancient legends which could lead the Characters during some planned adventure in the future.

- Omens concerning choices the Characters might be given at some later date, directing them to take a particular job, travel to a particular area, or question after a specific item.

- Views of buildings, dungeons, or places which could give the Characters information useful in their later adventuring lives.

For information concerning an adventure which might be occurring at this moment, the Arch could reveal:

- a great, red gate opening into darkness (the Portal of Evernight),

- a huge, glowing, golden rune (Tlectoma, the magical rune which fronts the Lower City's library),

- the Characters fighting a skeletal Giant in black robes (the Death Giant).

These images could be the events the Characters need to experience before successfully completing this adventure, if run.

Council Tower

Any creature who enters this spire would experience a feeling of being watched by a vast awareness. Each minute the creature spends in this building would intensify the feeling of eyes on him/her. The Tower itself consists of three rooms connected by a single stairway which spirals around the inner wall of the circular Tower.

The Tower's inner wall is decorated with a huge mural which depicts the history of the Giants. The outer wall is extremely thick and has diamond and star shapes either cut into the stone or painted in shades of white and blue. The Tower is bare of furniture and has no windows.

The Council Tower, which houses the legendary Crown of Council, was a place of meditation and reflection for the Titans who lived in Haven. The Titans felt that such contemplative purposes would best be served by spartan surroundings. The Crown itself floats in the center of the uppermost room, about thirty feet off the floor, and is surrounded by a nimbus of silvery light. The Crown's fist-sized diamonds sparkle and shine with unquestionable power and immeasurable value.

Crown of Council

Formed of six huge diamonds, the Crown of Council possesses magic which far surpasses its monetary value. Each of the diamonds is a crystalline intelligence unto itself, its intellectual capacity equal to that of the Titans themselves. The diamonds have great knowledge of creatures (not necessarily applicable to those of this world), nature (enchanted creatures of nature, natural events, physics, gems, and weather), runemagic, herbs, metalworking, and Giant lore.

Each diamond has telepathy among the others at any range and can communicate with any other creature at distances of up to twenty feet. Since the diamond intelligences are accustomed to use by the advanced, godlike minds of the Titans, their attempts at communication with lesser creatures is nearly incomprehensible in their complexities.

The Crown gems can communicate with any creature.

The gems' thoughts would "sound" like several clear and awesome male and female voices. The diamonds would be able to give exact answers to questions but there is a 40% chance each answer that the response would be unintelligible, either too specific or too arcane and filled with references to mystical effects. The Crown gems are extremely interested in knowledge and conversation, especially the latter, of which they have received very little since the passing of the Titans.

Havisan's Watch

It was at the peak of this rocky spire that the first Titan entered this world as a scout. From here he signalled his people and awaited their coming. A permanent aura of great expectancy and hope hangs over this place. Any Character climbing to this point will feel exhilarated and refreshed. Not only will a Character restore one lost HTK for every hit die he/she has but any curses or physical disabilities the Character suffers will also be cured.

In order for this latter cure (of curse or disability) to be permanent, the Character must save a Neutral or Good Giant from a deadly threat.

Shadowfalls Cliff

Several Titans threw themselves from Haven to Shadowfalls Glen and Wailing Waste below. The terrible memories of their deaths hang over this place. On first seeing this edge of Clanfast, Characters can see a great dark shadow-Giant. As the Characters near, the figure will dissolve into a grey, overhanging cloud of shadow. If the Characters stand at the edge, they experience vertigo and must make a saving throw against DX or fall from the Cliff.

Any creature remaining here more than one round will be assaulted by the nemesis cloud.

Nemesis Cloud

This is a normally insubstantial being of congealed fear and horror which hangs over this point, brooding on the loss of the dead Titans. The feelings these Titans had in their last minutes of life and the power of their released magics have created this creature. By violating the sanctity of the Cliff, any creature remaining more than one round will be assaulted.

The cloud will first coalesce into a choking mass of grey, causing the opponent to save vs. Poison or lose 2D4 HTK each round while within sixty feet of the cloud. Then any creatures within sixty feet of the cloud will be attacked by swirling pillars of physical darkness, one per Character. Upon reaching zero (0) HTK, the nemesis cloud dissipates for one round.

Nemesis Cloud

HTK: 10D8, AC: 2

MV: 9", Att: 2,

Dm: 2D4/3D6

Align: True Neutral

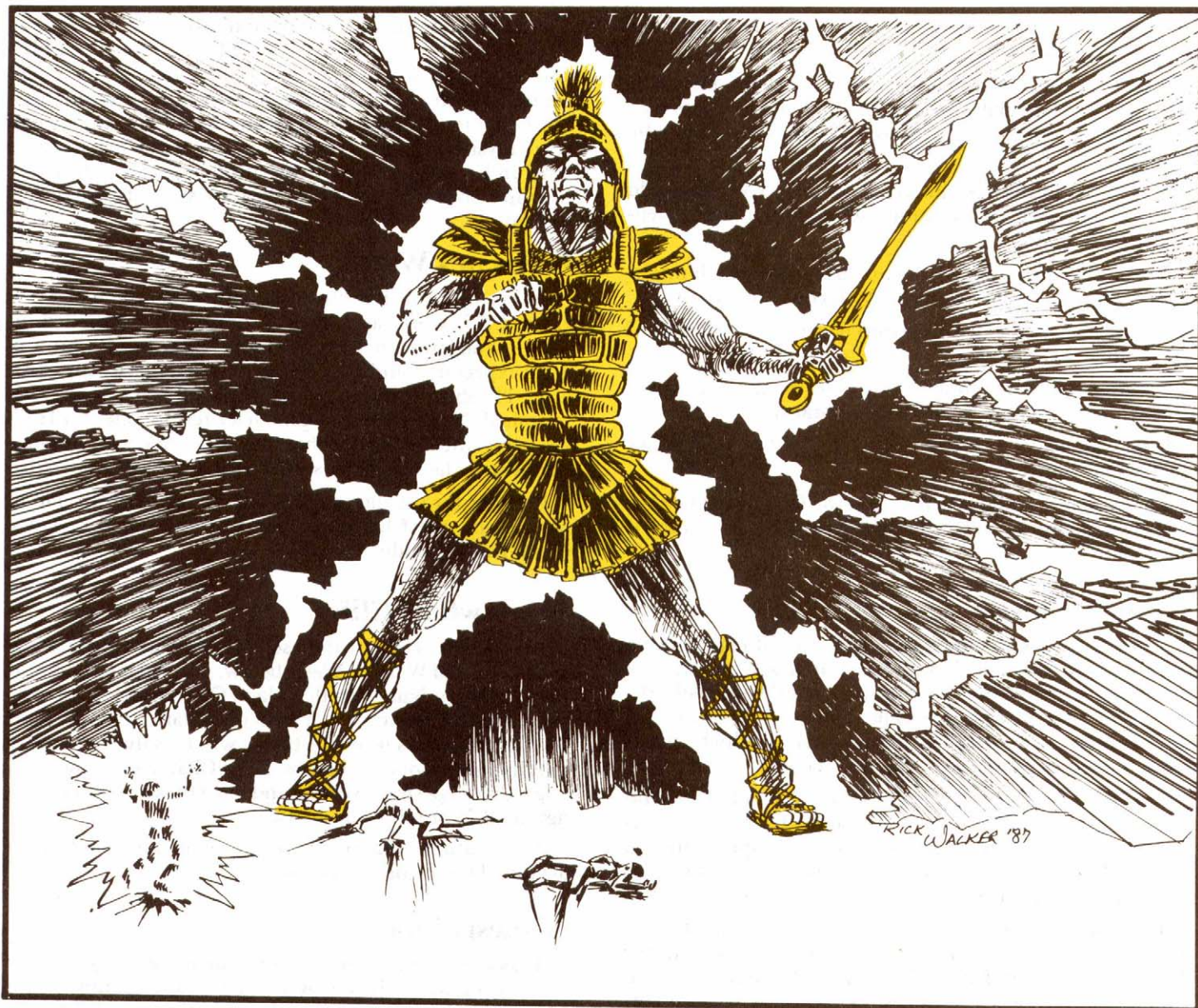
THACO: 10

Size: L

IT: Low

Specials: Darkness pillars, poison gas

Magic Resistance: Standard



Wandering Encounters

Each hour spent in the Upper City will give Characters a thirty percent chance of experiencing a random encounter. After the first such encounter, the frequency for potential encounters is halved for each succeeding encounter. There will be a half hour frequency for encounter rolls between the first and the second, fifteen minutes from the second to the third, and one chance per turn thereafter.

The magic which meanders throughout Clanfast tends to gather with each additional encounter and increase in intensity until a storm of magic follows the Characters. Such encounters should be rolled randomly on 1D10, with repetitions occurring as they are rolled.

1— Fused Titan Spirit. A spirit akin to the nemesis cloud stalks the streets of Clanfast. In this case, however, the creature is an actual undead spirit, the fused ghosts of Haven's dead Titans. The spirit hates trespassers, suspecting them of participating in the Titan deaths. The only protection Characters might possess against the spirit is the rune Teelis, which marks them as friendly Giant brothers.

Titan Spirit

HTK: 96 (16D8), *AC:* 0

MV: 18", *Att:* 2,

Dm: Fist: 3D6/3D6

Align: Lawful Neutral

THACO: 7

Size: L (24')

IT: Exceptional

Specials: Draining, lightning attacks

Magic Resistance: 40%

The titan spirit is a large, amorphous, multi-colored cloud which flickers with internal lights. As the spirit nears its prey, it will take on the form of a Titan while still maintaining the physical structure of a cloud. In combat, lightning flickers about the spirit and each round attacks one random creature within sixty feet (doing 6D8 HTK of damage, save for half). Any successful hit from the spirit's fists does normal damage and will drain one skill level from the victim unless a save vs. Death Magic is made.

"Killing" the spirit only dispells it until the next time it is randomly encountered. Any magic which works against undead will work against the titan spirit but only to the

point of turning it; for turning, the spirit should be considered a *Special* on the matrix for clerics affecting undead. No humanoid magic can affect the actual substance of the spirit.

2 — *Floating Runes*. The magic of the Titans continues within the Upper City. The Titans' very thoughts have formed into floating runes which wander Clanfast. These dissolve into brilliant, shimmering lights and reform at random. At first the runes appear as mere globes of light which then approach a person, gaining greater form and brightness. Eventually the light manifests into a single rune of pure color: violet, red, yellow, blue, etc.

To select which rune appears, roll 1D6 for the rank of the rune and then roll 1D4 for which rune within the rank. The rune will attack or aid Characters within thirty feet in accordance with the rune's function. A rune will never pursue a party as such but it will be attracted to the most powerful magic item in a party at a speed of 6" a turn. Once the rune comes in contact with a magic item, the rune will release its own magic, adding one charge to the item (if applicable).

When a magic item has attracted a rune, it will attract no further rune-attention until the item's added charge has been utilized. Each newly appearing rune will approach a different item until all items within the party have been targeted. At this point, the runes will once again target the most powerful magic item for charging.

3 — *Dream Items*. The creative thoughts and magics of the Titans remain within the city, taking form as both wandering runes and magical items. Such magical objects float through the city, glowing of their own magical power or appearing surrounded by crackling energy.

The GM should roll 1D20 to determine which magic item will be encountered by an adventuring party. Results will be as follows:

Roll	Item	Roll	Item
1 -	sword	11 -	cloak
2 -	axe	12 -	ring
3 -	mace	13 -	statuette
4 -	spear	14 -	staff
5 -	bow	15 -	potion
6 -	arrows	16 -	helmet
7 -	breastplate	17 -	scroll
8 -	shield	18 -	horn
9 -	chain	19 -	book
10 -	boots	20 -	sword

The item will contain 1D4 of the following powers which may be determined by rolling on 1D10:

- 1.) +1 to +4 magical weapon or armor; reroll if inapplicable.
- 2.) +2 to +5 (1D4+1) weapon or armor vs. any single creature type (GM discretion); reroll if inapplicable.
- 3.) Heals bearer of 1 HTK of damage per hour while borne.
- 4.) Protection at +3 against one effect at GM discretion
- 5.) Growth to twice normal height, adding 1D6 to all physical attacks with weapons useable at the bearer's appropriately-grown size (Character must save vs. System Shock or die.).

- 6.) Flying three times a day, one turn per use, unlimited charges.
- 7.) Spell casting. 1D6 random magic user or clerical spells; roll 1D6 to determine spell level. Spells may be used once per day.
- 8.) Spell turning. Any spell cast at the bearer will be saved against with a bonus of -2. Any successful save will reflect the spell back at the caster as if it were thrown by the bearer. Spell turning does not function with area effect spells.
- 9.) Speech. Three times a day the bearer can touch the item to another creature, allowing the bearer and the touched creature to understand one another while this is done.
- 10.) Cursed. A random giant Curse will be on this item. A roll of 1-5 on 1D6 indicates a Minor Curse, a roll of 6 indicates a Major Curse.

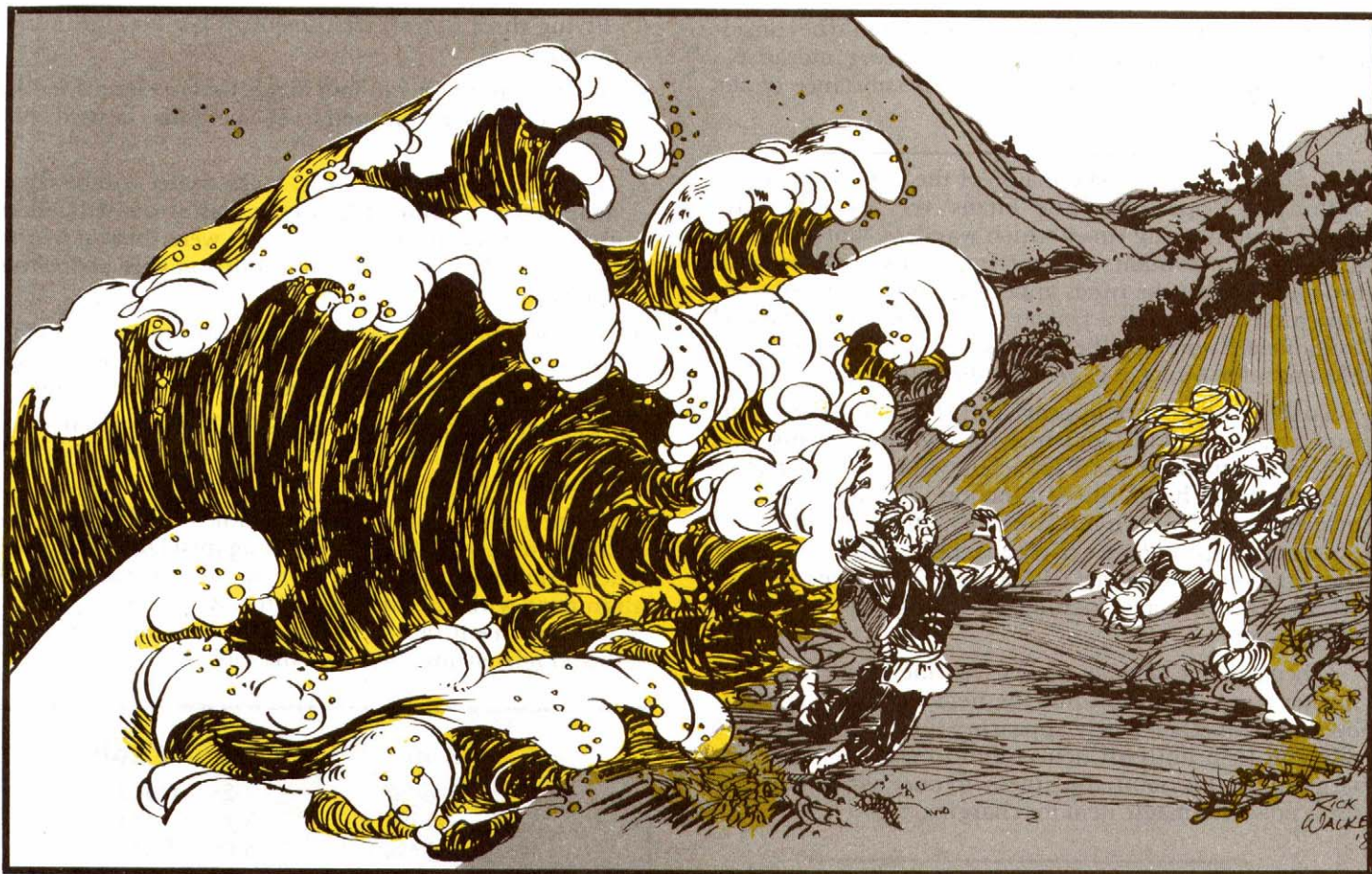
Wandering magic items can be claimed by adventuring creatures with some luck (-3 to save against DX). A creature who attempts to grasp such an item must be matching in alignment with the item of desire. A wandering magic item's alignment may be determined by rolling twice on 1D6 and referencing the following table.

First Roll	Second Roll
1-2: Lawful	1-2: Good
3-4: Neutral	3-4: Neutral
5-6: Chaotic	5-6: Evil

If the Character does not match with either of the indicated alignments, the magic in an item grasped will short-circuit, doing 3D6 HTK of damage to the Character and 2D4 HTK of damage to any other creature within twenty feet of the grasping Character (save vs. Magic for half damage). If the Character matches only one of the alignments, the bestowal of a Minor Giant Curse upon a creature of the bearer's choosing will automatically be one of the item's powers.

4/5 — *Effects*. Sudden, localized changes in weather and strange events are frequent occurrences in the Upper City. These happen without warning and stop just as suddenly. Several such events may occur in succession. The weather changes center around a party and cannot be avoided except by magical means (resistance, protection, shelter, or teleportation). Roll 1D10 to determine which weather change is encountered:

- 1.) Snow. The temperature of the surrounding area drops by 2D20 degrees in seconds and a swirling snowfall begins. Within one round the area becomes bitter cold. Duration of such a snowstorm is one turn. The storm cuts visibility and movement by half and does 1D4 HTK of cold damage per round spent in the area.
- 2.) Hail. At first a light sprinkling of snow particles and moderate ice crystals appears. Within one round the hail becomes the size of duck eggs and pounds down with relentless force. The storm lasts for one turn, making nine attacks with a THACO of 17 and doing 1D4 HTK of damage per successful attack.



- 3.) Sleet. A freezing rain pelts down, covering the party and the ground with a thin sheet of ice. Each round any Character moves or fights, he/she must roll against DX to remain on his/her feet. Failing the roll results in a fall for 1D4 HTK of damage.

Every round a Character is in battle, he/she must save against DX to hold onto the weapons being used. After one turn the sleet stops and the ice turns to slush.

- 4.) Bloodrain. This warm, scarlet precipitation is frightening and abhorrent to behold. When the rain begins, Characters under Skill 6 must make a save vs. Paralyzation or flee in panic. Characters make saves at +1 while this rain is falling (duration of one turn). The ground will be thick and slippery with fallen blood.
- 5.) Heat. The surrounding air temperature climbs frighteningly until the very fabric of the air ripples and sears. Characters suffer 1D8 HTK of damage for each round within this effect, which has a duration of one turn. Characters wearing metallic armor suffer an additional 1D4 HTK of damage per round spent in the heated area.
- 6.) Flood. Preceded for one round by a sullen roar, a wall of water will rush through the area. Any Character failing to save vs. SM will be knocked unconscious for 1D4 turns. Saving against DX results in 1D6 HTK of damage, failing the DX save results in a drowning situation.
- 7.) Building collapse. If a party is passing by a building which is not otherwise identified on the map, the wall nearest the party will crumble and topple. Characters must save against DX or take 2D8 HTK of damage. A successful save negates all damage (avoiding the wall). The wall will then rebuild itself within one hour.

- 8.) Insect swarm. A vast cloud of winged insects gathers around the party, the bugs approaching from all directions. Unless controlled or evaded, the swarm will do 1D4 HTK of damage each round to all Characters within the swarm, which lasts for six rounds. In addition, Characters subjected to a swarm attack must make a System Shock roll each round or suffer an allergic reaction to the bites (save vs. Poison or fall unconscious for one hour).

- 9.) Light show. Glowing globes and eerie mists circle the party. These globes do no real harm but will hang in front of the Character's faces, attaching themselves to backs and arms, charging and darting about in reckless fashion. As a result, the chances of a party being surprised by an encounter will increase to fifty percent (1, 2, or 3 on 1D6). The lights will remain until another effect supplants them or they are Dispelled.

- 10.) Illusory creatures. A random monster will seem to appear from behind the building nearest the party. Neither physical attacks nor magic will affect the illusion unless it is a Dispel or Detect Magic/Illusion spell.

6 — *Memory of Tarmalac.* In the history of the Giants, only one dragon was ever respected or loved by the Giantkind. Tarmalac the All-Colored is the Father of Dragons, Sire of Serpents, as old as time itself. Tarmalac has a vast intelligence, easily the equal of a Titan.

Tarmalac is the progenitor of all dragons of all planes. While Titan contact with and knowledge of Tarmalac dwindled during the Great War, Tarmalac's memory lives on in the magics and scriptures of Clanfast's Upper City.

Tarmalac Spirit

HTK: 65 (9D8), *AC:* 7

MV: 24", *Att:* 1,

Dm: Shadowbreath: 2D6 over 120'
area plus poison

Align: True Neutral

THACO: 12

Size: L

IT: Semi-

Magic Resistance: 30%

The tarmalac spirit is a vast dark shadow which usually wraps itself around a tower in Clanfast. It approaches trespassers as an ominous crawling darkness. Any party able to "kill" the spirit disperses it for one day, after which it reconstitutes itself and may again form around a party.

7 — *Moving Buildings.* As a party passes, the buildings of Clanfast will appear to shift and close in behind the party. While the effect is an illusion, any time party members look behind them, the trail will appear different from that which the party just traversed.

8 — *Teleports.* The party is relocated to a random location in Clanfast (GM discretion). The party will be unable to discover how the teleportation occurred, or even if it occurred at all. If the party is alert, it will be able to notice the change in surroundings. If the party is in combat during this occurrence, there is a thirty percent chance the teleportation will go unnoticed.

9/10' — *Random Encounters.* The party finds itself in a ruined portion of Clanfast faced by a random, GM discretionary opponent (dragon, lizard-creature, monster). These creatures are spontaneously created by lingering Titan magic and wander aimlessly throughout the city.

The Deep

Beneath Clanfast, the Titans carved a warren of rooms and corridors. In this construction, the Titans expanded on an existing complex of tunnels and chambers which had been hollowed by erosion and tunneling monsters. The Titans drove out or destroyed the native creatures and sealed off any tunnels which led outside of Clanfast. It is deep within this tangle of halls, tunnels, rooms, and grottos that the Key Guardian is hidden.

1st Deep

The First Deep is the most complex maze of caves under Clanfast. Originally used for storage and workshops, its use declined with the fall of the Titans. Also, the First Deep has only one entrance into the Lower City, which was sealed to protect the Key Guardian when the Titans passed away. Now the stores of food are gone and all usable goods were removed long ago as the inhabitants moved up into Clanfast, fleeing the coming of Darkness.

What is left of the First Deep is a bare stone maze, featureless save for scattered debris. Because food is scarce or nonexistent and the fact that the entrance was sealed long ago, very few animals live within the stark deeps of Clanfast. Very few creatures from the Upper City have found their ways down here; those that have become so utterly lost they eventually crawled into some forgotten corner and died of starvation.

Only one creature "lives" in this Deep, the darkhost.

With its Titan-embued power the darkhost controls and guards the First Deep. The darkhost is selective in its attacks, confronting only those creatures from the Upper City which might pose a threat to the Lower City (and the Key Guardian specifically) as well as combatting any humanoids it encounters.

Darkhost

HTK: 90/30/10, *AC:* 4/1/-2

MV: 18"/12"/6", *Att:* 1,

Dm: Shadowaxe: 3D10/3D6/3D4

Align: Lawful Neutral

THACO: 9/13/16

Size: L/M/S (12'/7'/3')

IT: Average

Specials: Division

Magic Resistance: 15%/30%/50%

The darkhost is a being literally made of shadow and cannot die, as most creatures understand the term. Once the darkhost's normal form suffers its total loss of HTK, its body crumbles into three lesser selves, each with two-thirds fewer HTK than the original but one-third higher AC and Magic Resistance (rounded up). As each of these darkhost selves loses all of its HTK, it crumbles into three smaller components, incurring the same new HTK, AC, and Magic Resistance alterations.

When these, the smallest darkhosts, lose all of their HTK, they dissolve into a thick mist of shadow. Until every lesser darkhost is killed, the darkhost selves cannot reform into the original. Once all darkhosts "die," the shadow mists ooze toward one another and merge, reforming into the original version in one turn.

All darkhost stages have the same powers and roughly the same humanoid appearance (differing only in size). All darkhost stages share the same intelligence, so each knows what is happening to the others. The darkhost can sense the presence, location, and numbers of other creatures in the First Deep. While no darkhost can use magic, each is allowed to save against spells. In addition, darkhost can guide the shadowthoughts (detailed following).

The darkhost will try to prevent the passage of any creature within its realm if it senses the creature is potentially dangerous. Any humanoid entering the Deep will be immediately attacked. If a creature or group of creatures were to carry some token of Giant goodwill (specifically a Giant magic item), the darkhost will allow the creature(s) free passage.

Shadowthoughts

Shadowthoughts, fleeting, flitting masses of darkness which exist in the First Deep, are continually reborn of the memories and magic of the last Titan as he presently sits within the Greater Deep. Shadowthoughts, having no set form, fly, walk, crawl, and ooze as they require.

Shadowthought

HTK: 4D6, *AC:* 7

MV: 24"/12", *Att:* 1,

Dm: Bite: 2D4

Align: Lawful Neutral

THACO: 15

Size: M

IT: High

Specials: Infravision (90'), surprise

Magic Resistance: Standard

Shadowthoughts follow the commands of the darkhost and attack in groups of 2D4, fighting until their own destruction or that of their opponent(s). A light of a torch intensity does 1D4 HTK of damage to a shadowthought, while a Light or Continual Light object does 4D4 HTK of damage per round the shadowthoughts are subjected to such light. Shadowthoughts have a sixty percent chance of surprising their prey, as shadowthoughts blend in perfectly with the pitch-black darkness intrinsic to the Deeps.

Greater Deep

This Deep is much smaller in area than the First Deep, although the Greater Deep has much larger and far more majestic natural caverns. While the beauty of the Greater Deep is spectacular, the dangers herein are vast, including hazards from natural causes and the greatest of magics which remain in Clanfast.

Titan's Living Area

This cavern has been the home for the last century to Alquonitar, the last remaining Titan of Clanfast.

Alquonitar

HTK: 84 (12D8), AC: -2

MV: 18", Att: 1,

Dm: Songsword: 6D10, Fist: 5D6

Align: Lawful Good

THACO: 10

Size: L (30')

IT: Godlike

Specials: Golden gloves

Magic Resistance: 55%

Alquonitar is not a crafter or shaper in his expressions; he is a poet and singer. For the last six decades, Alquonitar has lived in the Greater Deeps, grieving over the loss of his people and composing songs to their memories. Alquonitar's magic, which is unimaginable to humanoids, has sustained his body throughout this time in a place where food is scarce or non-existent.

Yet even with his magic to sustain him, Alquonitar is thin and drawn by the grueling experience; his eyes reflect the great pain in his soul. As the last remaining Titan of Haven/Clanfast, Alquonitar feels moral bound to protect the Key Guardian.

Once golden in hair, eyes, and complexion, the years of mournful solitude have deepened Alquonitar's color to that of bronze. There is an aura of permanence and enduring in the air about him. Normally, Alquonitar sits in his chamber, singing songs of the Titan people and of all Giants. The chamber is bare save for a huge bed of skins and a stream of running water. Alquonitar always wears a metal-mesh tunic and has a pair of golden gloves hanging at his belt.

In preparation for combat, Alquonitar can call up his songsword, a mystical +3 Giant-sized longsword which the Titan summons to his hand from another dimension. In battle (only), the Songsword has four songs which Alquonitar can cause it to sing; normal attacks with the Songsword are at a damage of 2D12+3:

Song of Hindrance — This song is activated if Alquonitar

wishes to avoid killing his opponent. The song causes any creature fighting the Songsword to subtract one from the creature's own attacks, adds one to the Titan's defense, and betters the Titan's saving throws by one. These effects increase by one for each round of Songsword's singing to a maximum of -3/+3/+3. So, after three rounds of this song, Alquonitar's enemies attack at -3, Alquonitar is at +3 to defense, and betters his saving throws by three.

Song of Abjuration — This song is a general dispelling of magic. Not only are all spells negated as if Alquonitar had a 100% Magic Resistance but magic items fail to work within thirty feet of the Songsword.

Song of Cataclysm — This song, one of destruction and damage, doubles the damage (HTK or structural) the Songsword does to inanimate objects. If the Songsword strikes a magical item, the struck item must save vs. Magic at +3 or be destroyed. Artifacts save normally. Non-magical objects are completely destroyed by the Songsword's touch.

Song of Doom — All creatures within thirty feet of the Songsword lose three HTK per round and attack at -2. The creatures also lose two points of ST, IN, and DX from the debilitating effects of this song. In addition, Characters of Skill 6 or lower must save vs. Petrification at +3 or flee. This horrifying song reminds the listener of his/her own mortality and the richness of the life he/she may soon leave.

When Alquonitar wears his golden gloves, he can touch any magical item of another alignment without harm. Alquonitar can use the touched item if he so desires but will only do so in great need. More often Alquonitar grasps the item only to destroy it.

Alquonitar's cave-home softly reverberates with music. The stone of the chamber has absorbed so much of Alquonitar's musical magic that the very walls sing with their own voices. Any Giant (except Chaos and Two-Headed) who enters this room will fall silent, listening to the history of the Giant race and the thoughts of the last, and greatest, of its poets/bards: Alquonitar.

Key Guardian

The Key Guardian, a semi-living rune of tremendous power, is specifically empowered to ward the creatures of Chaos from entering this world. The Key Guardian does not affect any creature presently on Earth, nor can the Guardian be a perfect defense.

The Chaos Giants receive much of their power through an extra-dimensional infusion of magic from their chaotic masters on Neberon. This connection is severed by the Guardian, leaving the Chaos Giants far less powerful in this world than they would normally be. Any Chaos Giant who enters this room is deprived of all inherent magical abilities until he/she leaves Clanfast.

The Key Guardian is a single, huge rune, its true name hidden to all but its crafters. The angular and intricate rune is formed of a unique golden stone, stands nearly forty feet tall, and shines like the sun. The stone cannot be broken without first destroying the spell of the rune (the secret to which is hidden but is rumored to have been found by the Chaos Giants). If the rune-spell is broken, the stone itself can then be broken to create small, rune-stained shrapnel which act as +2 projectiles vs. Chaotic Evils.

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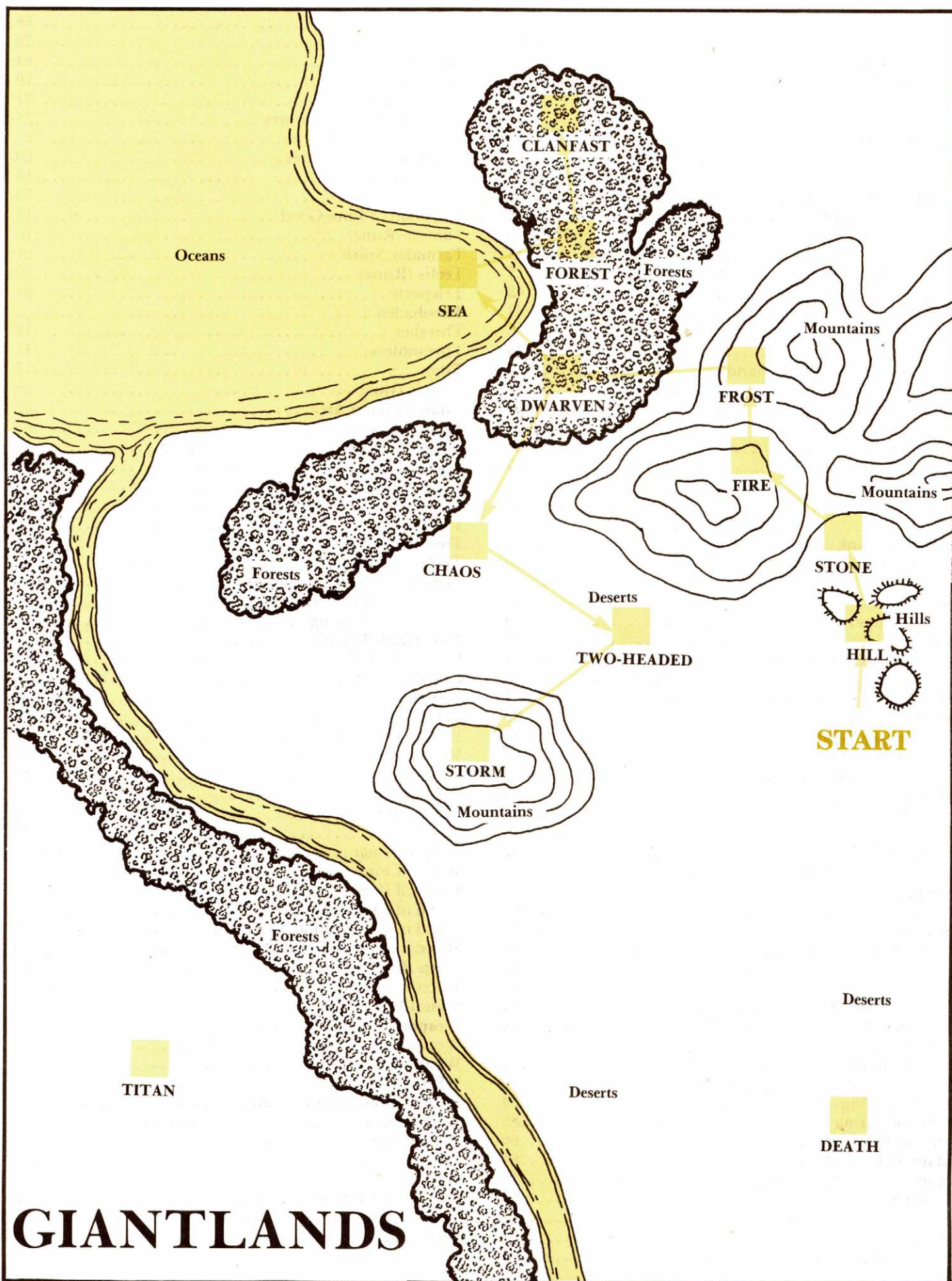
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HOW TO USE THIS BOOK

Conventions include the 'D' abbreviation for "die" or "dice". 1D20 means roll one 20-sided die; 1D100 (or D%) means roll two 10-sided dice sequentially, generating a percentage or number between 01 and 00 (00 is read as 100); 3D6 means roll three 6-sided dice and add the results for the sum.

Value assumes, with medieval level of civilization, that the value of one gold piece is about \$20 in current U.S. dollars. An income of 20 gold pieces (or gp) would be a very profitable day for a merchant, but 5-10 gold pieces is a more likely sum for a day's effort. Hirelings' wages are usually 10 gp per day per Skill level, with a dramatic increase for jobs that are perceived to be dangerous.

Armor Class works on a scale where a lower number is better. A character with no armor has AC: 10. A shield adds one step to make it AC: 9; chain mail is AC: 5; and plate and shield is AC: 2.

HTK means Hits To Kill. This is the number of dice that a character or monster has before he is killed. The type of dice used for a character depends on a character's

class; monsters always use D8.

THACO is a convenient statistic meaning "To Hit Armor Class 0". When you know someone's THACO, you will know the number required to score a successful hit with a D20 (or multiply that number by 5 to get the percentage chance of success). A target's Armor Class is subtracted from the attacker's THACO to obtain the required die roll on a D20.

For Example, if Erik's THACO is 16 and the target is wearing chain mail with no shield (AC: 5), Erik needs to roll 11 or less on a D20 (16-5 = 11) or roll 55 or less on a percentile dice (11 x 5% = 55%).

Characteristics (or Attributes, Ability Scores, or Statistics) are derived from 3D6. The lowest score for a human is 3 and the highest score is an 18 (00).

Saving Throws (Saves) decide how you are affected by spells, poison, etc. You are often required to roll a certain number on a D20; if you roll that number or over you succeed and the effects of the attack on your character are reduced or negated. Remember, for normal saving throws you must roll

equal to or greater than your character's saving throw number to succeed.

Ability Rolls on your character's abilities or statistics work much like saving throws. On certain occasions, your character will be directed to "save vs." or "save against" a basic statistic.

For example, if you want to detect a lie or get information, you may have to save on a die roll vs. your Insight (IN).

Roll a D20 for all saves vs. ability scores. If the number is **equal to or lower than** the ability score, you make your save. You are able to tell if a person is lying or notice an important clue.

Ability rolls are often modified. If you are instructed to make an IN ability roll (a roll vs. your IN) at +3, you add 3 to the die roll. For example, if your IN is 12 and you roll a 10, you still fail to save (10+3 = 13).

Maps: Most of the time, adventure maps will be at the end of (or the middle of) an adventure and not scattered throughout the book. See Table of Contents of this book for the page numbers of maps.

Saving Throws

When characters are placed in difficult or tenuous situations, they are often required to make *saving throws*, which are most frequently listed in the form "save vs." a circumstance or "save against" a statistic.

When a character must "save vs." a circumstance (such as Death Magic, Poison, Spell, etc.), he or she has a specific success number which must be rolled to make the save. This number is located by referencing a character's skill level and class on the "Saving Throw Matrix for Characters and Human Types" found in the standard rules book. For example, a Skill 6 fighter would need to roll a 14 or higher on 1D20 to "save vs. Spell."

Modifiers are often included on saves to indicate if the action will be more or less difficult than usual for the character making the save. In this work, positive modifiers always make an attempt more difficult, negative modifiers make the attempt easier. If the Skill 6 fighter listed previously needed to "save vs. Spell at +3," the player would need to roll 17 or higher on 1D20.

When a character must "save against" a statistic (DX, ST, IT, etc.), he or she uses the respective statistic as the success number to be rolled. A successful "save against" is made if the player rolls his/her character's statistic number **or lower** on 3D6 in the

attempt. If the previous Skill 6 fighter had a ST of 13, he or she would need to roll a 13 or lower to "save against ST."

Again, modifiers are often included to indicate if the action will be more or less difficult than usual for the character making the save. However, in the case of saving "against" a statistic, positive modifiers always make an attempt easier, negative modifiers make the attempt more difficult. If the same Skill 6 fighter needed to "save against ST at +3," the player would only need to roll a 16 or lower on 3D6.

ABBREVIATIONS

AC Armor Class
HTK Hits to Kill
MV Movement in ft. per melee round
/#" Flying Speed
//#" Swimming Speed
AL Alignment
AT Attacks per melee round
DM Damage per attack
THACO To Hit Armor Class 0

Special Special attacks or defenses
ST Strength
IT Intelligence
IN Insight
DX Dexterity
SM Stamina
AP Appeal
gp gold pieces
sp silver pieces

4/2/1 Spells per Skill level of spell
ft. Feet
EP Experience Points
GM Game Master
Mage magic user

TIME:

1 Segment = 6 Seconds

1 Melee Round = 10 Segments, 1 Minute

1 Turn = 10 Melee Rounds, 10 Minutes

GIANTS

Their names are whispered by the bravest of souls.

Their powers can create wonderous arts . . . or destroy entire civilizations.

They are the foundations of lore . . . the stuff of legends.

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Created for use as a self-contained reference work, GIANTS is an all-new compilation covering Giant Histories, Societies, Magics, and Pets and Allies, as well as including listings of Giant Runes, magic spells, magic items, and a complete setting of the Giants' city, Clanfast, for a Gamemaster-designed adventure.

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It is excellent/To have a Giant's strength;

But it is tyrannous/To use it like a Giant.

William Shakespeare - Measure for Measure, II, ii, 107



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