

Weekly Wonders
From the Bags of
Giants



Alex Riggs, Joshua Zaback

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Credits

Designers

Alex Riggs, Joshua Zaback

Editor

Rosa Gibbons



Necromancers of the Northwest, LLC
8123 236th St SW, Unit 102
Edmonds, WA, 98026
www.necromancers-online.com

Product Identity: The following terms are hereby defined as product identity, as defined in the Open Gaming License version 1.0a, Section 1(E), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc) dialogue, plot, storylines, location, characters and trade dress.

Artwork: All art in this book, besides the Necromancers of the Northwest logo, is either part of the public domain, or is used with the express permission of the creator. Necromancers of the Northwest, LLC claims no special rights or privileges to any art presented herein.

Open Game Content: Except for material designated as Product Identity or Artwork (see above), the game mechanics of this Necromancers of the Northwest game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Introduction

This book presents four tables for determining the contents of giants' bags, as well as four unique magic items that can be found in such bags. When using the tables, it is recommended (but not required) that each giant's bag contains 2d4 items, rolled randomly from the table.

GIANT'S HARP

PRICE 80,000 gp

Slot —; CL 17th; Weight 100 lbs.

Aura strong universal

This miraculously well-made harp is forged from gold and strung with the hair of angels, and is sometimes found in the enormous bags of cloud giants. The harp is too large to be played by a single Medium creature, but creatures of Medium size or smaller may play the harp in pairs. When played, each performer makes a special Perform (string instruments) check, and the results of both checks are combined. The performers can then choose a single ability from the list below to activate, as long as the result of their check is equal to or greater than the number indicated for that ability.

15 or higher: All creatures within 30 feet of the harp recover hit points equal to the result of the Perform check.

30 or higher: A dispel magic effect takes place in the area within a 30-foot radius of the harp, as though a single dispel magic check was made with a dispel result equal to the check -10.

45 or higher: All creatures within a 30-foot radius area of the harp gain the benefits of a *heroes' feast* spell.

60 or higher: All creatures within 30-foot radius area of the harp must succeed on a Will save (DC 20) or become panicked for 1d4 rounds.

90 or higher: The harp summons 1d4 ghaeles or trumpet archons, which serve the performers for 1 hour.

120 or higher: The performers gain the benefits of a single *miracle* spell.

Each ability can be used only once per week, regardless of the result of the performers' checks, and the harp can only produce one ability per day. If the two performers cannot agree on which ability to use, or the combined result of their Perform checks are not high enough to select any abilities that can currently be used, nothing happens, although the performers can try again on the following round.

Construction Requirements Cost 40,000 gp

Craft Wondrous Item, *miracle*

PEARL OF DELIGHTS

PRICE 30,000 gp

Slot hand; CL 9th; Weight 1 lb.

Aura moderate transmutation

This iridescent pink pearl can very rarely be found in the bags of fire giants, who mine the deepest and hottest earth for gems. Not truly a pearl, these highly polished spherical stones are so named because of their appearance. All *pearls of delights* share special magical properties which make them exceptionally valuable to the greedy. These pearls can be used to produce gems for the bearer. The pearl can be used once per week to produce 5,000 gp worth of gemstones, which can be of any sort the user desires: the number of gems, as well as their cut and color, can all be determined by

the user, though the total value of gems created in this way cannot exceed 5,000 gp. Each time the pearl of delights is used, there is a 10% chance that it shatters, becoming useless.

Construction Requirements Cost 15,000 gp

Craft Wondrous Item, *major creation*

VILNAR THE GIANT KILLER

PRICE 14,500 gp

Slot —; CL 13th; Weight —

Aura strong necromancy

Int 10, Wis 10, Cha 10, Ego 5

Senses 30 ft.; Languages speech

This simple-looking sling bullet is perfectly smooth to the touch, though it giggles nervously in your hand, revealing its intelligent nature. *Vilnar the giant killer* is a magical sling bullet, imbued with the power to slay giants it strikes. The magic possessed by *Vilnar the giant killer* is sufficient to have granted it a semblance of intellect, imbuing it with a number of special properties. *Vilnar the giant killer* is a comical and cowardly fellow, and his desire to hunt down and slay giants is constantly at odds with his fear of being destroyed upon being fired, and as such, he often discourages his owner from using him in combat.

Vilnar the giant killer can detect any giant within 30 feet, and is obligated to tell his owner when he does so. *Vilnar the giant killer* automatically slays any giant he deals damage to, unless the target giant succeeds on a DC 23 Fortitude; if the giant succeeds on this save, he still suffers 10d10 points of damage. Though destroyed upon successfully striking a target, *Vilnar the giant killer* can be reincarnated (with the spell *reincarnate*). However, instead of using the normal reincarnation table, *Vilnar the giant killer* uses the following guide to determine his form upon reincarnation: he returns as an arrow on a roll of 1-33, as a bolt on a roll of 34-66, as a sling bullet on a roll of 67-99, or as a random creature (GM's choice) on a roll of 100.

Construction Requirements Cost 7,250 gp

Craft Magical Weapons and Armor, heightened *finger of death*

WINGED HELM

PRICE 50,000 gp

Slot head; CL 11th; Weight 7 lbs.

Aura moderate transmutation

Found in the bag of a mighty frost giant, this silvery helm is fashioned from an adamantite and cold iron alloy, and can be comfortably worn by any creature (adjusting to fit the wearer's head after 5 minutes). Once donned, the *winged helm* sprouts a pair of small, white, feathered wings, which flutter about silently. The *winged helm* has 3 magical properties. It increases each of the wearer's speeds by 10 feet; this is considered an enhancement bonus. Further, it protects the wearer from critical hits 25% of the time, as the light fortification armor special ability, except that it does not protect against sneak attacks. Finally, on command, the *winged helm* can allow the wielder to transform himself into a giant eagle, as though by the spell *beast shape IV*, for 1 hour per day. This time need not be spent consecutively, but must be spent in 1-minute increments.

Construction Requirements Cost 25,000 gp

Craft Wondrous Item, *beast shape IV*

Table 1-1: Cloud Giant's Bag

d%	Result	d%	Result
01	<i>Giant's harp</i>	51	A +1 vicious trident
02	A bag containing seven dozen beans	52	1d4 fist-sized glass marbles
03	A masterwork lute	53	A series of women's wigs in various colors
04	1d3 live geese, one of which is awakened (druid level 4)	54	A bronze door carved with lions (100 lbs., 350 gp)
05	A book of elven sheet music, worn from use	55	Masterwork half-plate
06	A live pig made of gold (2,000 gp and <i>bless</i> when eaten)	56	A collection of love letters from a prince to a princess
07	A silver-studded silk suit for a Huge creature	57	A large, blank piece of canvas
08	A leather headband belonging to a storm giant	58	A blanket infested with moths
09	A +3 <i>morningstar</i>	59	A case containing 25 mithral bolts
10	A box which <i>bestows curse</i> (-6 Strength, DC 20) on open	60	A paper box filled with smooshed candies
11	A <i>wind fan</i>	61	A barrel of expired perfume
12	A crystal ball (<i>scrying</i>)	62	A Huge-sized mithral shirt (broken)
13	A sapphire plate etched with animal images (900 gp)	63	A petrified monkey's paw, clutching a single copper coin
14	A book of rhymes in Giant	64	A wicker footlocker filled with fine clothes (300 gp)
15	A well-mannered kobold butler	65	A smashed-in head of a bearded man
16	A Huge-sized violin bow	66	A wooden crate filled with large red peppers
17	A saddle for a Gargantuan horse	67	A music box which plays funeral marches
18	A bag of animal feed (300 lbs.)	68	An iron cage with a good lock (20 lbs)
19	A mirror which only shows living creatures (2,000 gp)	69	A giant chicken, roughly the size of a halfling
20	A Small +2 <i>returning throwing axe</i>	70	A bottle of effervescent blue liquid
21	A milk cow	71	A hunk of cold iron weighing 25 lbs
22	A sleeping human princess with 600 gp worth of finery	72	A fine painting of a stag (250 gp)
23	Dwarven plate (Medium)	73	A spy glass without the lens
24	<i>Marvelous pigments</i>	74	A hill giant's bag (roll 2 times on hill giant table)
25	An expended card from a <i>deck of many things</i>	75	An egg-shaped ruby (3,000 gp)
26	A <i>scroll of magic missile</i> with a poem on the back	76	A book so heavily stained with blood as to be unreadable
27	A giant-sized gold ring with a ruby (3,000 gp)	77	A single brass coin with a woman's face on it
28	A brass bathtub which heats water to a pleasant warmth	78	A box of Tiny-sized carved ivory chess pieces (600 gp)
29	A gilded book containing the giant's journal	79	A Huge-sized fan made from roc feathers
30	A pearl the size of a human head (2000 gp)	80	A <i>rod of wonder</i>
31	A tank containing a beautiful mermaid	81	A table made from solid gold (300 gp)
32	A rock with iron spikes protruding from it	82	A mirror which does not reflect living creatures
33	A tiny mechanical bird which really sings (7,000 gp)	83	A brightly colored painting of a young girl (300 gp)
34	An ornate silk rug covering a 20-ft. area (4,000 gp)	84	A small herb garden containing belladonna and sage
35	A man-sized bonsai tree	85	A rust monster (roll 2 fewer times)
36	A worn leather shoe belonging to a Large humanoid	86	A Gargantuan greataxe
37	A fine watercolor of the giant (300 gp)	87	An ivory box carved in the shape of an elephant (1,500 gp)
38	A silver dragon's egg	88	1d10 Huge +1 <i>shocking javelins</i>
39	A cursed warhammer (-3 <i>warhammer</i>)	89	A Tiny horse
40	A bush made from copper (3,000 gp)	90	An <i>immovable rod</i>
41	A <i>goodberry</i> plant that produces 1d4 berries each day	91	1d4 light blue glass jewels (10 gp each)
42	A Tiny suit of +4 <i>chain shirt</i> (does not resize)	92	A guide book to a distant foreign land
43	A basket filled with bread and honey (30 lbs.)	93	A silver bowl filled with pomegranate
44	A gold chestplate shaped like a demigod's body (120 gp)	94	A coffin filled with grave dirt
45	A silk <i>robe of useful items</i>	95	A bag of magical wheat seeds that grow twice as fast
46	A solid black pixie clutching a 10,000 gp diamond	96	A bouquet of very large sunflowers
47	A Huge-sized masterwork harp	97	A bassinet with a jade doll of a little girl
48	A bottle of excellent spiced wine	98	A <i>chime of opening</i>
49	A lich's phylactory	99	A ruby lens (1,000 gp)
50	A trumpet archon's trumpet	100	A jade circlet (1,500)

Table 1-2: Fire Giant's Bag

d%	Result	d%	Result
01	A <i>pearl of delights</i>	51	2d10 finely painted tarot cards
02	A bronze chest containing 45 platinum coins	52	1d6 large throwing rocks
03	A grey stone tablet etched with elven symbols	53	A box filled with 200 gp, 750 sp. and 2,000 cp
04	A Large greatsword forged from gold (300 gp)	54	A piece of iron carved like a diamond (120 gp)
05	A glass tablet etched with the giant's name	55	An elven necklace with a sapphire (800 gp)
06	A bright bronze cauldron filled with sulfur	56	A fashionable dress
07	2d6 dead sled dogs and a sled	57	A worn cloak filled with holes
08	A gilded cedar cabinet containing 1d2 potions (2,000 gp)	58	A cold iron trident with the initials "J.M."
09	A centaur's composite longbow	59	A pair of large bronze rings suitable as bracelets (25 gp)
10	A +1 <i>flaming greataxe</i>	60	An invisible imp
11	A quiver with 25 golden arrows (nonfunctional, 200 gp)	61	A dinosaur's egg (not viable)
12	A brass tower shield emblazoned with an eagle (150 gp)	62	A wooden sword for a Large creature's child
13	A weathered leather bag with 3 glass gems (25 gp each)	63	A drum made from whale bone and human skin
14	A broken oak table	64	A mattress filled with yellow feathers
15	An iron lockbox containing 1,000 silver coins	65	A warm coat for a Large creature
16	A large piece of a marble pillar	66	A very large piece of quartz (100 gp)
17	A small, well-tended olive tree	67	A small cage containing a wizard familiar (cat)
18	A halfling girl in fine dress	68	A pair of <i>cloaks of resistance +1</i>
19	A jawbone from a red dragon (15 lbs., 2,000 gp)	69	A bag containing 35 lbs. of red apples
20	A moldy red carpet	70	A Huge-sized +1 <i>longsword</i>
21	A Large-sized obsidian scimitar	71	1d6 small emeralds (1,000 gp each)
22	A sturdy stone chest filled with 200 gp worth of coins	72	A ball of twine, 1 mile long
23	A mithral platter laden with the remains of a roast	73	A bottle of wyvern poison
24	A Huge-sized silver mirror (200 lbs., 6,000 gp)	74	A barrel of stale ale with a drowned boggart in it
25	A large sack of hunting trophies (600 gp)	75	A half-pegasus/half-ostrich egg
26	A stuffed human dressed as a knight	76	A collection of ivory piano keys (200 gp)
27	A hell hound pup in an iron cage	77	A black chain bag containing finger bones
28	A long gold cord (1,000 gp)	78	1d4 chained dwarven slaves
29	A Small-sized suit of +1 <i>fire resistance leather armor</i>	79	A broken masterwork greatsword
30	A set of gorgeous wooden dolls (450 gp together)	80	A <i>blessed book</i> with no spells
31	A military saddle for an exotic creature	81	A <i>decanter of endless water</i>
32	A suit of Large-sized full plate made from dragon hide	82	A mirror which does not reflect living creatures
33	A large linen scroll with 100 giant names on it	83	A brightly colored painting of a young girl (300 gp)
34	An intact stained glass window (1,000 gp)	84	A set of bronze scales and gold weights (200 gp)
35	An empty journal made from wyvern skin	85	A Medium-size backpack containing a climbing kit
36	A large glass jar filled with ashes	86	A pair of leather bracers with <i>magic aura</i> cast on them
37	A pair of <i>winged boots</i>	87	A strand of prayer beads
38	A giant's ring which can be worn as a crown (100 gp)	88	A Huge-sized golden crown with rubies (9,000 gp)
39	A stone barrel filled with slightly spoiled wine (35 lbs.)	89	A crude charcoal illustration of a giant maiden
40	A large bolt of silk covered with soot (200 gp)	90	A small gold statue of the giant
41	A fine gold chest (1,000 gp and roll again)	91	A rack with 6 dried salmon
42	A bag of salt surrounding a pig's head	92	A lute and harp as well as several broken instruments
43	A brass trunk filled with fool's gold	93	A vargouille locked in a wooden box
44	A large wineskin filled with good ale	94	1d4 vampire bats fly out and attack
45	A golden cage with a songbird inside	95	A vial of bubbling green liquid (drinker is sickened)
46	A stave <i>hat of disguise</i>	96	A large cookpot smelling faintly of burnt flesh
47	A large book containing a single 9th-level wizard spell	97	A tablet etched with a <i>sepia snake sigil</i>
48	A bag containing a disassembled human skeleton	98	A steel cup for a Large creature carved with symbols
49	A rusty wagon wheel	99	A pouch containing 1,000 gp worth of granite dust
50	A pile of salted goat jerky (25 lbs.)	100	The eyes and heart of a night hag

Table 1-3: Frost Giant's Bag

d%	Result	d%	Result
01	A winged helm	51	2d6 golden horseshoes
02	A pair of masterwork longspears for Medium characters	52	A frost wurm's eggs
03	A stone tablet with an etched map of the surroundings	53	A miner's pick for a Large creature
04	A large rug woven of human hair	54	An iron pen
05	A half-eaten horse (45 lbs. of spoiled meat)	55	An iron fishing net
06	A heartstone	56	A multicolored seashell (50 gp)
07	2 slaying arrows (humanoids, elf)	57	A chunk of granite carved with dwarven runes
08	A pair of Huge-sized steel bracers	58	A pair of onyx armlets carved with draconic runes
09	A pearl necklace (200 gp)	59	A golden crown (200 gp)
10	A wool bag containing 4,500 gp worth of sapphires	60	A half-eaten human woman
11	A Large-sized +1 composite longbow (+6 Strength bonus)	61	A dead rose bush
12	A pair of dragon bone drumsticks	62	A wallet holding 4d2 multicolored rubies (200 gp each)
13	A wizards' spellbook, ruined beyond use	63	A gilded mechanical clock (5,000 gp)
14	A gilded chest (600 gp and roll 2 extra times)	64	A golden apple (restoration when eaten)
15	A wooden box containing 11 chicken eggs	65	A cask of mead (30 lbs.)
16	A frozen cockatrice	66	A portait of the giant standing over his foes (250 gp)
17	A large hourglass for a 48-hour period	67	A tiny book of songs written in Sylvan
18	The head of a remorhaz	68	A book of prayers in Auran
19	Wurm white dragon teeth, usable as masterwork daggers	69	A knife affected by <i>animated object</i> (roll 1 less time)
20	A chest containing 5,000 gp worth of gold coins	70	A figurine of wondrous power (silver raven)
21	A silver suit of Medium-sized full plate (3,000 gp)	71	A scrawny goat on the verge of starvation
22	A mithral suit of +2 chainmail	72	A massive bale of barley (60 lbs.)
23	A drum of cure light wounds potion (4 uses)	73	The broken remains of a wooden plow
24	The remains of an elven prince	74	The severed hand of a human male
25	2 freezing human children, clutching a doll	75	A rope of climbing
26	A wand of fireball (13 charges) shaped like a spoon	76	A bag of devouring
27	A jade comb styled like a dragon (3,000 gp)	77	A sealed ivory box (300 gp, and roll again)
28	An assortment of fanciful helmets (200 gp)	78	50 lbs. of coal
29	A stone table and chairs carved for dwarves	79	An intelligent grasshopper hiding in a wool cap
30	A giant-sized bowl fashioned from adamantine (1,000 gp)	80	A squirming bag of exceptionally large rats
31	A clutch of short spears broken at the haft	81	A set of large fishbone knives
32	A goblin warchief's throne and banner	82	An everburning torch shaped like a deer antler
33	1d6 large opals (1,000 gp each)	83	A barrel containing 200 spoiled goodberries
34	A signet ring belonging to giant noble	84	2d4 diamond necklaces (800 gp each)
35	A Large-sized +1 warhammer	85	A brass kettle which perpetually spews white steam
36	A Huge-sized leather shoe	86	A piece of a catapult damaged beyond repair
37	A bag containing snow that never melts (20 lbs.)	87	The blade of a +2 longsword, severed from the hilt
38	An ox carcass (250 lbs.)	88	An illustrated book featuring battles between giants
39	100 lbs. of firewood	89	A clay jar filled with exotic oils (150 gp)
40	A painting of a beautiful young man	90	The finger bone of a saint, which blesses the holder
41	A mimic	91	A book containing 1d4 5th-level wizard spells
42	A brass relief with a hunting scene (25 lbs., 500 gp)	92	A fine golden statue of a faun (4,000 gp)
43	Half of an iron gate decorated with tiny gargoyles	93	A broken suit of Large-sized adamantine breastplate
44	A 5-gallon jar of swirling mists	94	A Huge-sized light crossbow
45	1d4 ice mephits shackled together at the wrists	95	A very irritated gnome wizard
46	A quiver containing 25 arrows and 4 +2 frost arrows	96	An aurochs drinking horn chased with silver (300 gp)
47	The frozen eyes of a grizzly bear	97	A horn of Valhalla
48	A dire bear's hide, suitable for a cold weather tent	98	An iron bowl stained with blood and gravy
49	The journal of a human explorer	99	2d8 large candles which burn for 4 times the normal time
50	1d10 oars for a longship	100	2d4 rotting human heads

Table 1-4: Hill Giant's Bag

d%	Result	d%	Result
01	Vilnar the giant killer	51	2d6 field mice and a torn sack of grain
02	Half-eaten goat (35 lbs. of spoiled meat)	52	Slightly worn iron boots sized for the hill giant
03	A pixie's magic fiddle and bow	53	A lump of iron ore (12 lbs., 30 gp)
04	1d8 polished goblin skulls	54	Sheet music written in Elven script
05	A finely crafted linen sail from a caravel	55	2d8 smooth sticks of even length
06	A wooden crown with a single pearl (50 gp)	56	An angry goose
07	A Large-sized moldy cloak usable as a makeshift tent	57	A wheelbarrel and about 30 lbs. of dirty radishes
08	1d4 squealing brown hogs (roll 1 fewer item of treasure)	58	A very large garnet (120 gp)
09	A broken +1 <i>longspear</i>	59	2 potions of <i>cure light wounds</i>
10	1d4 wagon wheels, 1d2 of which are serviceable	60	10 lbs. of roast goat
11	A large polished rock (30 lbs., 50 gp)	61	A trio of frogs tied together with twine
12	A rotting chest filled with copper coins (100 gp)	62	Teeth from a troll
13	A finely made dresser and drawers worth (45 lbs., 80 gp)	63	A wine skin of fermented ox blood
14	A snoring gnome (level 4 gnome bard)	64	A strongbox of fine quality (roll 1 additional time)
15	Half of a landscape painting (worthless)	65	A lantern for a Large creature and 25 lbs. of oil
16	A mostly eaten dragonhide shield, useable as a buckler	66	The remains of a rocking horse
17	1d10 moldy backpacks of Medium size (empty)	67	A collection of dead rodents
18	A barrel of bitter ale and a barrel tap (25 gallons)	68	A bag containing 1,000 gp worth of ruby dust
19	Fragments of a dwarven helmet	69	A Large-sized composite longbow (+5 Strength)
20	A banner written in Giant proclaiming victory	70	A red door from a human's house
21	A small rowboat suitable for 2 halflings	71	A broken lance
22	2d10 copper rings, one of which is a <i>ring of protection +1</i>	72	A battleaxe with the marks of an orc cheftain
23	2 bushels of hay	73	A chipped statue of a forest god
24	A fine collection of seashells (100 gp)	74	A 3 ft.-diameter glass lens
25	A marble garden statue of a woman (60 gp)	75	2 large fishing nets
26	1d4 vials of acid	76	A pair of iron gauntlets sized for a particularly large orc
27	3 shattered potion vials	77	A wooded chest containing 20 lbs. of salted fish
28	A fine shirt suitable for a Large creature (10 gp)	78	Salted jerky made from human flesh
29	A horse head impaled on a Large-sized masterwork spear	79	A brown leather shoe belonging to a Huge humanoid
30	A drinking horn made from an aurochs horn (25 gp)	80	Huge-sized leather armor riddled with 1d4 +2 arrows
31	A quiver with 18 masterwork arrows	81	20 alchemical silver bullets
32	1d6 pearls in a small leather bag (25 gp each)	82	A fork and knife made from mithral (25 gp)
33	A battered wizard's hat and the bloody remains of a robe	83	A leather pouch containing most of a chess set
34	An oar made from ironwood (20 gp)	84	4d4 horseshoes
35	Antlers from an adult deer	85	A map to a nearby dungeon
36	A half-eaten maiden	86	A pewter cauldron which smells of sulfur
37	A spider swarm (roll 1 less piece of treasure)	87	Pots and pans suitable for a Large character
38	A fineley made dwarven chest with a good lock (empty)	88	A bronze platter
39	A crude map of the surroundings, drawn in charchol	89	A half-eaten human man
40	30 lbs. of firewood	90	A heavily tarnished brass candelabra
41	1d8 bloodstained bedrolls	91	An imp trapped in a glass jar
42	1d10 throwing axes	92	A torn goose feather pillow
43	A Large-sized shortspear made of bone	93	A dead and slowly rotting fish
44	A wizard's familiar (toad)	94	A stone tablet weathered beyond legibility
45	A small suit of masterwork chainmail	95	A hippogriff egg (50% chance the egg can still hatch)
46	Medium barding for a riding dog	96	An assortment of colorful shards of glass
47	A bundle of warm giant's clothes	97	A small pine tree in a clay pot
48	The decomposing head of a hill giant	98	1d6 random feather tokens
49	A large harp battered beyond all use	99	Live human youth, bound hand and foot
50	An illustrated book of animals	100	A dwarven holy symbol and book of prayers

Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Ultimate Combat. Copyright 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. Copyright 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Mythic Adventures Copyright 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Pathfinder Roleplaying Game Bestiary 3 Copyright 2011, Paizo Publishing, LLC; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Brood of the Spider Queen: Spider Bloodlines Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Lords of the Leaves: Elven Archetypes Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Wells of Wonder: Arcane Fonts Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Magic of the Mire: Lizardfolk Spells Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Kings of the Mountain: Dwarfven Archetypes Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Weekly Wonders: Vengeful Curses Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Weekly Wonders: From the Bags of Giants Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

END OF LICENSE

A Giant Collection of Treasures!

Besides being large, the one thing that giants all seem to have in common is their tendency to collect strange and unusual treasures in the oversized bags that they carry with them as they roam across the land. While gems, gold, and magic items are all things that you can find in a giant's bag, there are also plenty of "treasures" that only a giant could love, such as half-eaten goats or a stone tablet too worn to read. Most of a giant's treasures fall somewhere in between, however, taking the form of odd or unusual art objects, captive creatures, and other strange things that can potentially be of value, but are more than just hard currency.

Other books have provided simple tables with a handful of suggestions for what kinds of mundane objects you might find in a giant's bag, but the limited number of entries and the nature of the content can make giants' bags fairly forgettable quickly, instead of an exciting source of unpredictable treasure and plot hooks. This book contains four d% tables for use in determining the contents of a giant's bag, one each for cloud, fire, frost, and hill giants. Since each table is tailored to a specific giant, and there are no repeated entries, that makes for 400 weird and unusual things to find in giants' bags (or any other place you find yourself wishing for a strange and surprising bit of treasure). Even more, for each type of giant bag, there is a new unique magic item, never seen elsewhere, each of which is included in this book.

PATHFINDER
ROLEPLAYING GAME COMPATIBLE