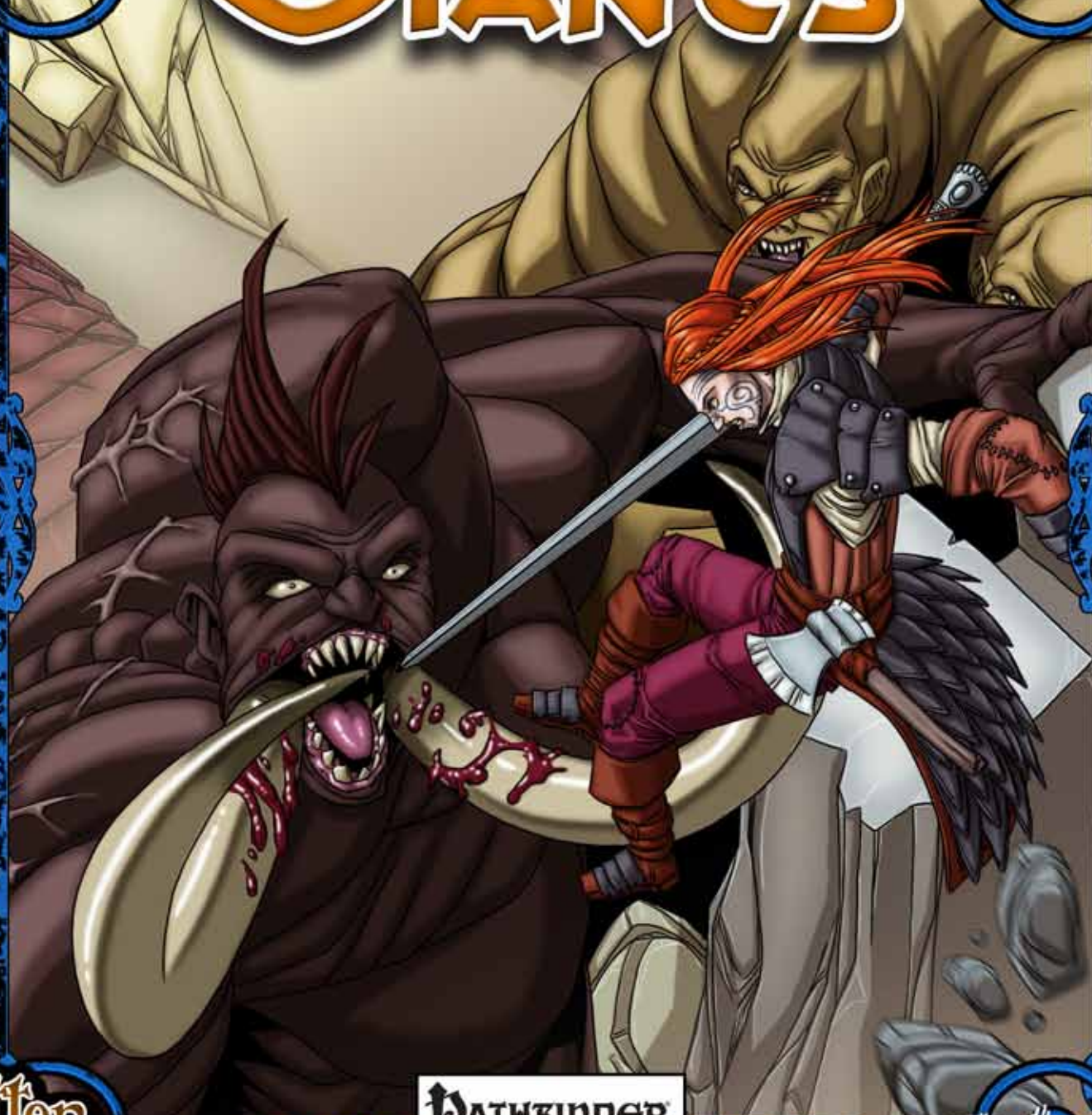




THE GENIUS GUIDE TO

GRUESOME GIANTS



Written
by

The Four Horsemen



The Genius Guide to Gruesome Giants presents new templates, feats, and alternative class feature options a GM can add to any giant to create creatures with entirely new themes and abilities. A GM can use these options as mysterious threats for experienced players, elements of a specific background story, or simply to have a powerful new giant as the focus of a climactic final battle.

All of these gruesome templates are designed to play into a specific fearsome idea and provide an extra dose of horror for encounters with giants. Some are inspired by classic fiction, while others are intended to tie into specific background or environmental themes. Each template includes all

the game rules needed to run it (including a new mechanic—shock value—explained in detail below) and enough descriptive material and suggestions for use to make it easy for a GM to add them to an ongoing adventure, or build whole new encounters around them.

GRUESOME GIANTS?

Giants are not a staple in horror movies and fiction. They are the definition of an obvious tangible threat, and so lack the suspense of other monsters. They are a fact of life for people in a typical fantasy RPG campaign, but when facing giants, players know what to expect. They are big, tough, and hit really hard. From a mechanical standpoint, the scariest thing about a generic giant is a critical hit.

The idea behind gruesome giants is to “spice up” these monsters, to make them more interesting (and more frightening) for players and GMs. Rather than face yet another hard-hitting giant, the players find themselves facing a massive foe wrapped in rotting limbs, or insane walking vivisections sharing glimpses of alien worlds. Creatures that have more wrong with them than “just” being bigger-than-normal humanoids, gruesome giants have uncanny appearances, smells, and sounds that makes them more frightening even to veteran characters (generally represented by each gruesome giant’s shock value—see below), while the fact that they are difficult to identify makes them more of a mystery for players.



CREATING GRUESOME GIANTS

Creating a gruesome giant is just a matter of adding one of the gruesome templates presented below to an existing giant.

DESCRIPTIVE TEXT

Each gruesome template begins with a short section of italicized descriptive text based off of the example creature, offering the GM some idea as to how to convey the sights, sounds, and smells of giants with the template to players. Since these templates can be added to a wide range of creatures, these descriptions are all necessarily a bit vague, but the GMs should easily be able to add details from the description of the base giant that the template is being added to.

EXAMPLE CREATURE

All gruesome giant templates include an example giant with the template applied for ready use in any game.

BACKGROUND

The background section contains a short outline of the concept behind the gruesome template with suggestions for how giants of this kind come to be, what kinds of roles they take in combat, and where they might be found.

SHOCK VALUE

All gruesome giants have a “shock value”, which represents a supernatural, disturbing quality typical giants don’t possess. The shock aura ability means the giant has the frightful presence universal monster rule with a range of 30 feet. The template’s shock value increases both the DC of the ability and the effective hit dice of the giant for the purpose of affecting other creatures. Once a creature encounters a giant with a shock aura, it gains some resistance to the awful visage of similar monstrosities. A character is only subject to this save once per day from the same type of gruesome creature regardless of how many times the character runs into that kind of gruesome creature. This is a mind-affecting fear effect that requires line of sight.

There’s a limit to how shocking even the most gruesome creature can be. If a giant has multiple gruesome templates, its shock value is equal to the

highest shock value of any of the templates +1, regardless of how many templates it has.

Format: shock (8 HD, DC 15); *Location:* aura

CR

Each gruesome template adjusts the CR of the giant it is applied to.

AC

Some gruesome giant templates add to the AC of the giant they are applied to.

DEFENSIVE ABILITIES / SPECIAL ATTACKS

Some gruesome giants gain defensive abilities, special attacks, or other abilities that build off of their gruesome features—either extending unusual powers, or giving the giant abilities that match its thematic elements.

ABILITIES

Gruesome giants possess modified ability scores as indicated.

FEATS SKILLS

Some gruesome giants gain bonus feats or racial modifiers to skills as indicated.

WEAKNESSES

Gruesome giants are designed to have weaknesses (although in some cases these are fairly minor), to help make them more interesting and memorable.

KNOWLEDGE CHECKS

Learning about the strengths and vulnerabilities of giants with gruesome templates still requires a successful Knowledge (local) check. Succeeding at a check at the lowest DC (DC 10 + CR) allows a character to identify the type of giant that functions as the base creature and to identify that this giant is unusual in some regard. For every five points a knowledge check exceeds this DC, the character gains an additional piece of information. Suggestions for this information are listed with each template.

OTHER USES

All gruesome giant templates are designed for application to creatures with the giant subtype, but that doesn’t mean that they can’t be applied to a wider variety of creature types. This section offers suggestions on varying creature types that could also fit well with the template.

GRUESOME GIANT TEMPLATES

The following templates can be used to create special giants with gruesome and fearful themes and abilities.

COLLECTOR

This grotesque monster is covered in pieces of its former foes. Adorned with the body parts of fallen victims, it's almost impossible to tell the gaunt brute from the dead bodies it wears. As it approaches, it raises the clawed arm of...someone else...and prepares to bring it down with savage intent.



COLLECTOR ETTIN

CR 8

XP 4,800

CE Large humanoid (giant) (*Pathfinder Roleplaying Game Bestiary*)

Init +3; **Senses** low-light vision; Perception +12

Aura shock (13 HD, DC 18)

DEFENSE

AC 22, touch 8, flat-footed 22 (+4 armor, -1 Dex, +10 natural, -1 size)

hp 75 (10d8+30)

Fort +10, **Ref** +2, **Will** +5

DR 5/piercing; **Immune** disease

Weaknesses fragile weapons

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee 2 severed limbs +14/+14/+9/+9 (2d6+8/19-20)

Ranged decapitated head +14 (1d6+8/19-20)

Space 10 ft.; **Reach** 10 ft.

Special Attacks body fling, superior two-weapon fighting*

STATISTICS

Str 27, **Dex** 8, **Con** 17, **Int** 6, **Wis** 10, **Cha** 11

Base Atk +7; **CMB** +16; **CMD** 25

Feats Cleave, Improved Initiative, Improved Overrun, Improvised Weapon Mastery^B, Iron Will, Overhand Lob^B, Power Attack

Skills Handle Animal +8, Perception +12; **Racial Modifiers** +4 Perception

Languages pidgin of Giant, Goblin, and Orc

ECOLOGY

Environment cold hills

Organization solitary, pair, gang (3-6), troupe (1-2 plus 1-2 brown bears), band (3-6 plus 1-2 brown bears), or colony (3-6 plus 1-2 brown bears and 7-12 orcs or 9-16 goblins)

Treasure standard (hide armor, 4 severed limbs, 4 decapitated heads, other treasure)

*Ettin ability

Few giants display more raw brutality than the collector giant. Eschewing manufactured weapons and any form of civility, these gruesome behemoths slaughter all in their path, sometimes striking one enemy with the broken remains of another. Collectors develop offensive and defensive skills using their grim trophies, and radiate an intimidating presence that scatters smaller warriors like rats.

CREATING A COLLECTOR CREATURE

“Collector” is an acquired template that can be added to any corporeal creature with the giant subtype.

Shock Value: 3

CR: +2 to base giant’s CR

AC: +2 to base giant’s natural armor

Defensive Abilities: The collector giant retains all of the special defenses of the base creature and gains immunity to disease, in addition to the following:

Protective Pieces (Ex): A collector giant wears severed body parts as weapons, ammunition, jewelry, and armor. In addition to the natural armor bonus above, he gains DR 5/piercing as his trophies provide a thick layer of protection.

Special Attacks and Abilities: A collector creature retains all the base creature’s special attacks and abilities, and gains the following:

Body Fling (Ex): The collector creature may use severed body parts as melee or ranged weapons. He treats all such weapons as a single weapon type for the purposes of feats or other effects related to weapon use, and is proficient with using body parts as weapons. A collector giant may use a severed limb as a two-handed improvised weapon if the limb belonged to a creature one size category larger than the collector giant. A collector giant may throw heads instead of rocks for the same effect listed in the base creature’s stat block, or as an improved improvised weapon, whichever deals the most damage.

A flung body part deals bludgeoning damage as an improvised weapon of the original victim’s size, modified by the Improvised Weapon Mastery feat (see below), with the exception that the damage is not limited to 1d8.

Abilities +4 Str, +2 Con

Feats: Collector giants gain Improvised Weapon Mastery and Overhand Lob (page 19) as bonus feats.

WEAKNESSES

Fragile Weaponry (Ex) Collectors rarely use manufactured weapons, preferring torn body parts. Whenever a collector scores a critical hit or miss (i.e. rolls a natural ‘1’ on the attack roll) when attacking with a body part, that part is destroyed and becomes useless even as an improvised weapon. Drawing a new improvised weapon falls under the same rules as drawing melee weapons.

KNOWLEDGE CHECKS

Base +5: Some giants take sadistic joy in tearing limbs from weaker creatures and using them to bludgeon other enemies. Their warcraft with improvised weapons is quite impressive.

Base +10: Collectors adorn themselves with pieces of fallen opponents, giving them a disturbing form of armor. It’s difficult to harm them without piercing through this ablative tissue.

OTHER USES

Applying this template to monstrous humanoids (or to outsiders with a vaguely humanoid shape) brings an extra element of horror to an encounter. The same applies to any creature that typically uses weapons when doing violence. A version of the collector creature among a race of monsters with multiple appendages might prove particularly horrifying. Such monsters might tear their own limbs off in order to survive a desperate combat.

CONTORTED

The hulking creature moves with a strange, too-fluid gait, as if all its joints are loose and bend farther than should be possible. It twists at impossible places such as the center of its ribcage, and its toes claw at the earth like fingers when it charges.

CONTORTED TROLL

CR 6

XP 2,400

CE Large humanoid (giant) (*Pathfinder Roleplaying Game Bestiary*)

Init +3; **Senses** darkvision 60 ft. low-light vision, scent; Perception +6

Aura shock (8 HD, DC 13)

DEFENSE

AC 19, touch 14, flat-footed 14 (+4 Dex, +1 dodge, +5 natural, -1 size)

hp 69 (6d8+42); regeneration 5 (fire or acid)

Fort +12, **Ref** +8, **Will** +3

DR 5/piercing

Weaknesses lurker

OFFENSE

Speed 30 ft.

Melee bite +8 (1d8+5), 2 claws + 8 (1d6+5)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rend (2 claws, 1d6+7), sudden reach

STATISTICS

Str 21, **Dex** 18, **Con** 25, **Int** 6, **Wis** 9, **Cha** 6

Base Atk +4; **CMB** +10; **CMD** 24

Feats Iron Will, Lightning Reflexes, Skill Focus (Stealth)

Skills Perception +6, Stealth +16 (+20); **Racial Modifiers** +8 Stealth

Languages Giant

SQ bones of clay

ECOLOGY

Environment cold mountains

Organization solitary or gang (2-4)

Treasure standard

A giant with a particular hatred of smaller races may become contorted if it suffers massive bodily trauma that gives rise to an icy grudge. Deadfall traps set by ingenious dwarves to defend their mines from giant incursions are known to trigger the change. More recently, dark rumors abound of a giant warlord who deliberately tortures his soldiers, breaking their bodies on great stone wheels to force them to become contorted.

CREATING A CONTORTED CREATURE

“Contorted” is an acquired template that can be added to any corporeal creature with the giant subtype.

Shock Value: 2

CR: +1 to base giant’s CR

AC: +1 dodge bonus to AC

Defensive Abilities: The contorted giant retains all of the special defenses of the base creature, in addition to the following:

Bend with the Blows (Ex): A contorted giant’s body gives way under the slightest pressure, allowing it to roll with most physical attacks. She gains DR 5/piercing.

Special Attacks and Abilities: A contorted creature retains all the base creature’s special attacks and abilities, in addition to the following:

Bones of Clay (Ex): A contorted creature can twist her joints in seemingly impossible ways, and can even compress her body into tight spaces with unsettling ease. The creature gains the compression universal monster ability. She can also fit into an enclosed space that would accommodate a creature two size categories smaller (e.g. a contorted ogre can hide under a child’s bed). If the creature spends a full-round action when making a Stealth check to hide, she ignores the normal size penalties for that check. If she wishes to move while hidden in this manner she is reduced to one-quarter speed.

Sudden Reach (Su): A contorted giant may relax her joints when she strikes, allowing her limbs to stretch far beyond their normal limit. Once per round she may strike with a 10-foot bonus to her normal reach. The first time an opponent is attacked with sudden reach in a given combat they are treated as flat-footed for the purposes of that attack.

Ability Scores: Dex +4, Con +2

Skills: A contorted giant gains a +8 racial bonus to Stealth checks.

WEAKNESSES

Lurker (Ex): The contorted giant has become accustomed to being pressed in tight quarters. She is unnerved when forced out into the open, and so whenever a contorted giant is not within 20 feet of a wall or ceiling, she becomes shaken.

KNOWLEDGE CHECKS

Base +5: Some giants can twist and mold their bodies to fit through tight spaces. They can slither through impossibly tight tunnels for their size, and they shun being out in the open.

Base +10: The contorted giants can strike so swiftly that their limbs distend, letting them reach foes that would ordinarily be at a safe distance.

OTHER USES

The contorted template is appropriate for any creature that takes an unhealthy delight in terrorizing smaller creatures, coupled with some grievous bodily injury caused by those creatures.

FOMORIAN

Emerging from the shadows is a thing from nightmares. Its twisted spine and thick neck give the appearance of the deformed titans of legend. One pointed ear rests at the highest point on its bald head, while its deformed skull slopes unnaturally with several flat sides. Its mighty legs drag one foot behind it, but it still appears surefooted.

FOMORIAN HILL GIANT CR 10

XP 9,600

CE Large humanoid (giant) (*Pathfinder Roleplaying Game Bestiary*)

Init +2; **Senses** low-light vision; Perception +11

Aura shared curse (30 ft., DC 21); shock (14 HD, DC 18)

DEFENSE

AC 23, touch 12, flat-footed 20 (+3 Dex, +11 natural, -1 size)

hp 126 (12d8+72)

Fort +14, **Ref** +6, **Will** +8

Defensive Abilities rock catching

Weaknesses exposed nerves

OFFENSE

Speed 40 ft., swim 20 ft.

Melee gaff +19/+14 (2d6+16)
or 2 slams +19 (1d8+11)

Ranged rock +11 (1d8+12)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rock throwing (120 ft.)

Spell-Like Abilities (CL 12th; concentration +18)
3/day—*augury*, *bestow curse* (DC 20), *fog cloud*

STATISTICS

Str 33, **Dex** 15, **Con** 23, **Int** 8, **Wis** 15, **Cha** 10

Base Atk +9; **CMB** +21; **CMD** 33

Feats Combat Reflexes, Improved Iron Will, Improved Sunder, Iron Will, Power Attack, Vital Strike

Skills Perception +11, Stealth +4 (+12 in swamps), Swim +19; **Racial Modifiers** +8 Stealth in swamps

Languages Boggard, Giant

SQ power in blood

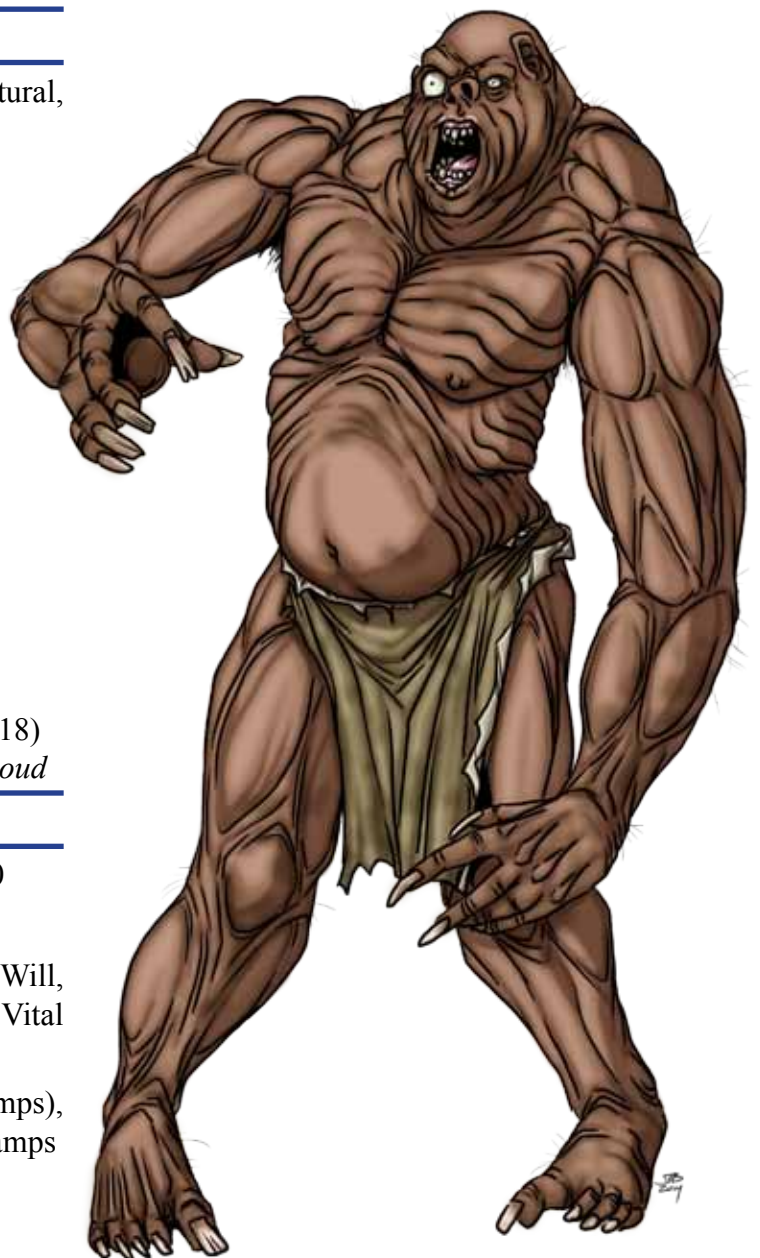
ECOLOGY

Environment temperate marshes

Organization solitary, gang (2-6), tribe (7-22, plus 20% noncombatants plus 1 cleric or witch leader of 4th-8th level, 1-3 barbarian or fighter champions of 2nd-5th level, 2-12 merrows, 10-20 boggards, and 6-12 giant frogs)

Treasure standard (gaff, other treasure)

Fomorian giants are born as a result of recurrent incest, or when cursed by an older generation of giant-gods. The strength of their giant bloodline gives them great power, but a horrible countenance. Fomorians look ghastly, and the physical forms of onlookers might be twisted simply by being near them.



CREATING A FOMORIAN CREATURE

“Fomorian” is an inherited template that can be added to any corporeal creature with the giant subtype.

Shock Value: 2

CR: +2 to base giant’s CR

AC: +2 to base giant’s natural armor

Defensive Abilities: Fomorian giants retain all of the special defenses of the base creature, and are immune to disease and poison. Their physical ability scores cannot be damaged or drained. Fomorian creatures are immune to fear effects.

Special Attacks and Abilities: A fomorian giant retains all the base creature’s special attacks and abilities, in addition to the following:

Shared Curse (Su): The fomorian giant radiates an aura that imposes the fomorian’s misshapen curse on other creatures. If a corporeal creature begins their turn within 30 feet of the fomorian, they must succeed on a Fortitude save (DC 10 + 1/2 the fomorian’s HD + fomorian’s Con modifier) or suffer a -4 penalty to the highest of its Strength or Dexterity scores, and a -2 penalty to the other. The effects of failing the first save last for one hour. Each round an affected creature begins their turn within a fomorian’s shared curse aura, they must make another save. A second failure increases the duration to permanent. The shared curse ability can be ended by the *remove curse* spell or similar effects.

Power in Blood (Ex): A fomorian giant has a supernatural connection to his own cursed aura. A fomorian uses his Constitution modifier to determine the save DCs of any Intelligence, Wisdom, or Charisma-based supernatural or spell-like abilities it possesses.

Abilities: +6 Str, -2 Dex, +4 Con, -2 Cha.

WEAKNESSES

Exposed Nerves (Ex) The thick hide and preternatural toughness of a fomorian giant makes him a stranger to the sensation of pain. He takes a -2 penalty to saves against any magical effect related to pain (such as *pain strike* and *symbol of pain*).

KNOWLEDGE CHECKS

Base +5: Fomorian giants are rumored to have been cursed by ancient powers. They lost their immortal beauty, gaining monstrous strength and horrid deformities.

Base +10: Straying too close to a fomorian may result in grotesque disfigurement. With too much exposure, this curse might even become permanent.

Base +15: The ancient giants are so hardened against mortality that natural pain means nothing to them. However, magically induced pain is very effective.

OTHER USES

Any creature known to have an ancient heritage, or whose arrogance rivals divinity might inherit the fomorian template. Hideously deformed dragons, magical beasts, and outsiders make for memorable encounters, particularly if the base creature’s shared curse is stronger.

FORGOTTEN

This female giant is missing large swathes of her red-runed body, revealing her inner workings. It appears almost as if her pitted black flesh was excised by an impossibly sharp blade. As she moves, the exposed areas shift around randomly within her armor, revealing further displays of functioning anatomy. Staring closely at the missing spaces of her body for too long reveals glimpses of alien worlds.

FORGOTTEN RUNE GIANT CR 19

XP 204,800

LE Gargantuan humanoid (giant) (*Pathfinder Roleplaying Game Bestiary 2*)

Init +2; **Senses** low-light vision; Perception +29

Aura shock (23 HD, DC 29)

DEFENSE

AC 30, touch 6, flat-footed 30 (+9 armor, +15 natural, -4 size)

hp 270 (20d8+180)

Fort +15, **Ref** +8, **Will** +20

Defensive Abilities recoiling mind (DC 26), unstuck;

Immune cold, electricity, fire

Weakness insanity (DC 26)

OFFENSE

Speed 35 ft. (50 ft. without armor); *air walk*

Melee 2 slams +26 (2d6+15)

Space 20 ft.; **Reach** 20 ft.

Special Attacks command giants*, runes*, spark shower*, tear innards (6d6+45, DC 29), unspeakable visions (DC 26)

Spell-Like Abilities (CL 20th; concentration +26)

Constant- *air walk*

At will- *charm person* (DC 17), *suggestion* (DC 19)

3/day- *mass charm monster* (DC 24), *dominate person* (DC 21)

1/day- *demand* (DC 24), *true seeing*

STATISTICS

Str 41, **Dex** 15, **Con** 28, **Int** 14, **Wis** 23, **Cha** 22

Base Atk +15; **CMB** +34; **CMD** 46

Feats Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (longsword), Improved Vital Strike, Iron Will, Power Attack, Quick Draw, Staggering Critical, Vital Strike

Skills Acrobatics +15 (+23 jump), Craft (any one) +25, Knowledge (history) +12, Knowledge (nobility) +12, Perception +29

Languages Common, Giant, Terran

ECOLOGY

Environment cold mountains

Organization solitary

Treasure standard (masterwork full plate armor, other treasure)

*rune giant ability

The forgotten are giants that have become unstuck from reality. They exist half in the physical world and half in a mind-breaking alien dimension. Glances into this realm can cause mortal minds to suffer from temporary madness and go to great effort to forget the unnatural sights. The origins of the forgotten are shrouded in mystery, owing to a tendency to inflict madness and amnesia in witnesses. It is believed that they were either the victims of misguided magical experimentation, or that their civilization suffered an awe-inspiring tragedy that wiped it from space, time, and the memory of the world.

CREATING A FORGOTTEN CREATURE

“Forgotten” is an acquired template that can be added to any corporeal creature with the giant subtype.

Shock Value: 3

CR: +2 to base giant’s CR

Defensive Abilities: The forgotten giant retains all of the special defenses of the base creature, in addition to the following:

Recoiling Mind (Ex): Creatures exposed to a forgotten giant have great difficulty accurately describing the creature, and the weak-willed forget her completely. Creatures who fail a save against the forgotten’s unspeakable visions gaze attack must make an additional

Will save (DC 10 + 1/2 the HD of the forgotten + forgotten’s Cha modifier) once they are no longer in the forgotten’s presence. Creatures that fail can only recall the forgotten in more normal or mundane terms—describing her limbs as tentacles, or her body as partly invisible. If the save is failed by 5 or more, the creature cannot remember the forgotten or any events involving her at all. This is a mind-affecting effect.

Unstuck (Ex): A forgotten’s body is constantly shifting and moving between dimensions, causing attacks against her to suffer a 50% miss chance. The Blind Fight feat, ability to see invisible creatures, or the ability to attack ethereal creatures has no effect on this miss chance. Any area or targeted effect is only half as effective, including force effects.

Special Attacks and Abilities: A forgotten creature retains all the base creature’s special attacks and abilities, in addition to the following:

Tear Innards (Ex): As a full-round action, a forgotten may shove a shifting limb within a creature, dealing catastrophic damage as portions jump between realities. This is a melee touch attack that deals damage as a slam, unarmed strike, or other natural attack possessed by the base creature, except it automatically is counted as a critical hit with a x3 multiplier. The creature may make a Fortitude save (DC 10+ 1/2 the forgotten’s HD + forgotten’s Con modifier) to reduce the damage by half. Creatures immune to critical hits only take the forgotten’s unmodified slam, unarmed, or natural attack damage.

Unspeakable Visions (Ex): Creatures that stare at a forgotten see visions of a twisting alien reality. This acts as a gaze attack with a range of 30 feet. Creatures exposed must succeed on a Will save (DC 10 + 1/2 the forgotten’s HD + forgotten’s Cha modifier) or be affected by the *lesser confusion* spell.

Abilities: +4 Dex, +4 Cha

WEAKNESSES

Insanity (Ex): A forgotten’s existence causes a constant strain on her sanity. Each round the forgotten must succeed on a Will save with a DC equal to 10 + 1/2 the forgotten’s HD + forgotten’s Cha modifier. Failure on the save renders the forgotten confused, as the *lesser confusion* spell, for one round.

KNOWLEDGE CHECKS

Base +5: Some giants suffer from a strange affliction that causes them to half-exist in an alien reality. They cause temporary madness and amnesia in creatures that look upon them.

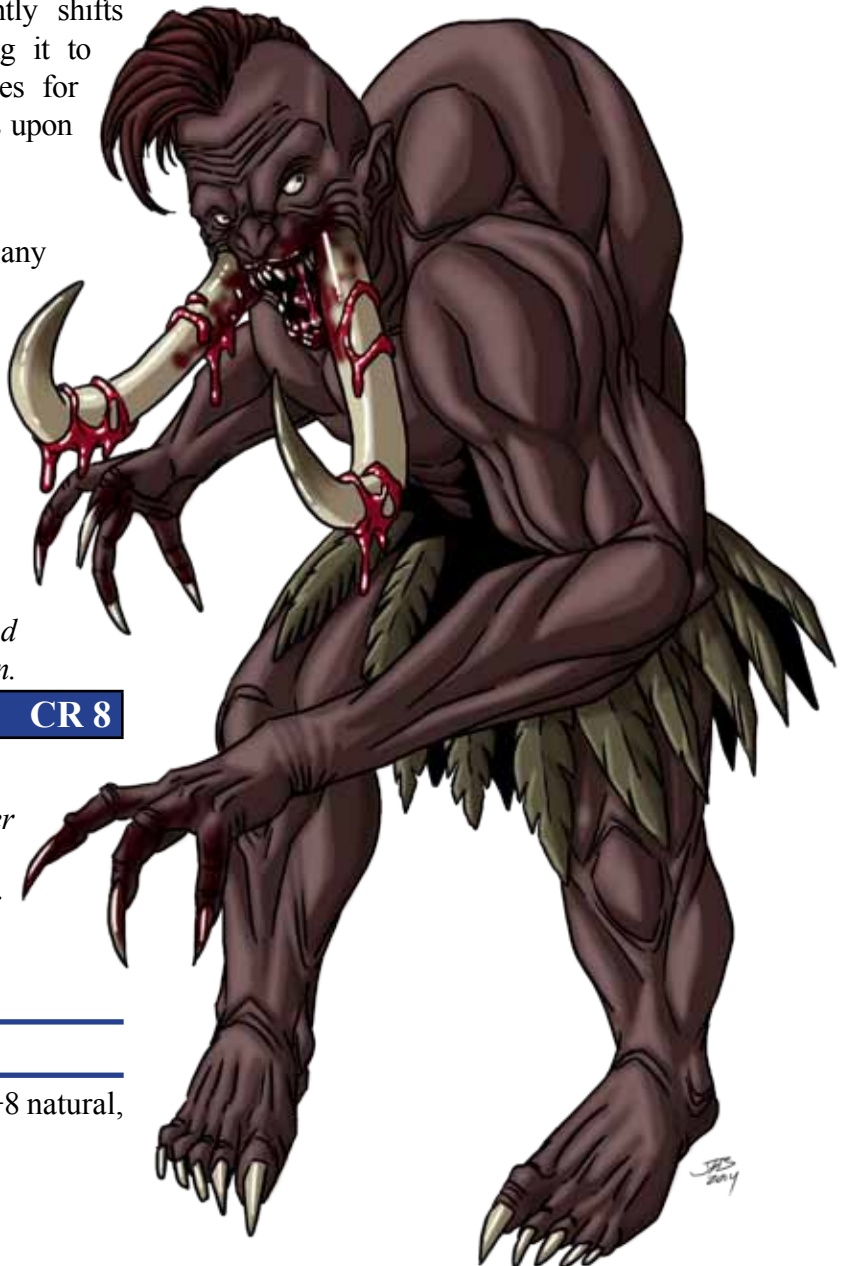
Base +10: A forgotten's body constantly shifts between our reality and another, allowing it to manifest its limbs within creature's bodies for horrendous harm. However, its state inflicts upon it the same madness it forces upon others.

OTHER USES

The forgotten template can be adapted for any creature that has exposed to strange alien realms, terrible planar disasters, or the power of otherworldly aberrant gods.

MANEATER

The bestial giant has a bent humped back and massive grasping hands covered in old blood. He sniffs the air and smiles. His sharp yellowing teeth fill a mouth widened at the cheeks with careful cuts. His breath and bone-covered body reek of long-dead carrion.



MANEATER CAVE GIANT CR 8

XP 4,800

CE Large humanoid (giant) (*Pathfinder Roleplaying Game Bestiary 3*)

Init +0; **Senses** low-light vision, smell of blood; **Perception** +5

Aura shock (10 HD, DC 13)

DEFENSE

AC 21, touch 9, flat-footed 21 (+4 armor, +8 natural, -1 size)

hp 85 (9d8+45)

Fort +11, **Ref** +3, **Will** +3

Defensive Abilities ferocity, rock catching

Weakness hunchback, light sensitivity

OFFENSE

Speed 20 ft. (15 ft. in armor)

Melee battleaxe +14/+9 (2d6+12/x3)
or 2 slams +13 (1d8+8 plus bone shatter)

Space 10 ft.; **Reach** 5 ft.

Special Attacks bone shatter (DC 19), gnashing teeth (DC 19), rock throwing (100 ft.)

STATISTICS

Str 27, **Dex** 10, **Con** 21, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +6; **CMB** +17; **CMD** 27

Feats Cleave, Improved Sunder, Power Attack, Smell

of Blood^B, Vital Strike, Weapon Focus (battleaxe)

Skills Climb +4, Intimidate +7, Perception +5

SQ axe wielder*, devour

ECOLOGY

Environment any underground

Organization solitary, gang (2–5), band (6–8 plus 1–2 monitor lizards), raiding party (9–12 plus 1–4 monitor lizards), or tribe (13–20 plus 30% noncombatants, plus 1 barbarian, fighter, or ranger chief of 3rd–5th level; 2–9 monitor lizards; 1–4 giant frilled lizards; and 10–15 dwarf, orc, or troglodyte slaves)

Treasure standard (masterwork full plate armor, other treasure)

*cave giant ability

Some giants have fallen far into the depths of barbarism, committing terrible acts in the name of power and survival. Some of the most depraved are known to prey upon other races or weaker members of their own kind. These cannibals devour the flesh of other humanoid almost exclusively, and often mutilate their mouths and teeth to better swallow the smaller creatures with a few bloody gulps. The maneaters often control large tribes of smaller humanoids that fear the giants' strength and hunger.

CREATING A MANEATER CREATURE

"Maneater" is an acquired template that can be added to any corporeal creature with the giant subtype.

Shock Value: 1

CR: +2 to base giant's CR

AC: +2 to base giant's natural armor

Special Attacks and Abilities: A maneater retains all the base creature's special attacks and abilities, and gains the grab, scent, and swallow whole universal monster abilities, in addition to the following:

Bone Shatter (Ex): When the maneater damages a creature with a slam attack, the creature must succeed on a Fortitude save (DC 10 + 1/2 the maneater's HD + maneater's Con modifier) or take 1d3 Strength and Dexterity damage. On a critical hit, the creature's base movement speed is halved until the ability damage is healed.

Devour (Su): Once per month, a maneater can devour a humanoid corpse as a full-round action to gain a growth point. He gains a bonus equal to his growth point total on attack rolls, CMB rolls, and saving throws. His maximum hit points increase by 5 for each growth point he gains. When a maneater gains 4 growth points, he grows by one size category, losing all of his growth points (and bonuses) but gaining all of the benefits of the giant creature template (including an increase in CR). The maneater's size can only increase once in this manner.

Gnashing Teeth (Ex): The maneater gains the constrict universal monster ability, except the damage is equal to a bite attack for a creature of the maneater's size. When the maneater is grappling a creature that is at least two size categories smaller, and the maneater does not possess the grappled condition (by taking a -20 penalty on his CMB check to make the grapple), the maneater may attempt to bite off the creature's head. The maneater must succeed on a grapple check (with the -20 penalty to

CMB) to damage the creature as per the constrict ability. A damaged creature must succeed on a Fortitude save (DC 10 + 1/2 the maneater's HD + maneater's Con modifier) or have their head severed as per the vorpal weapon ability.

Abilities: +4 Str, +4 Con

Feats: Maneater giants gain the Smell of Blood feat (see page 20) as a bonus feat.

WEAKNESSES

Hunchback (Ex): The maneater's rapid growth is unnatural, and causes his body to deform in disturbing ways. Maneaters commonly have hunched backs and asymmetric limbs. The base movement speed of the maneater is halved, he takes a -4 circumstance penalty to all Dexterity- and Strength-based skills, and his reach is always the equivalent of a creature one size category smaller.

KNOWLEDGE CHECKS

Base +5: Some giants delight in breaking and eating smaller creatures. They are capable of ripping them to pieces, or tearing heads from shoulders with filed teeth.

Base +10: The maneater rapidly grows in size through cannibalism, but the rapid enlargement does not occur evenly, causing them to become monstrous in appearance and ungainly.

OTHER USES

The maneater template is appropriate for any humanoid creature that begins eating smaller humanoids, or engages in regular cannibalism.

MASOCHIST

The giant's fiery body is a mess of wounds, both old and fresh. Weapons, glass, and bone shards stab through the flesh of his arms, legs, chest, and face at regular intervals. The sharp pieces tear and rip into him with each movement, causing thick rivulets of fresh blood to cascade along old dried brown trails. He rapidly draws a gigantic bloody greatsword from his back, seeming to savor the pain.

MASOCHIST FIRE GIANT CR 12

XP 19,200

LE Large humanoid (fire, giant) (*Pathfinder Roleplaying Game Bestiary*)

Init -1; **Senses** low-light vision; Perception +14

Aura shock value (16 HD, DC 18)

DEFENSE

AC 26, touch 8, flat-footed 26 (+8 armor, -1 Dex, +10 natural, -1 size)

hp 172 (15d8+105), fast healing 5

Fort +16, **Ref** +4, **Will** +9

Defensive Abilities bloody disarm, rock catching;

Immune fire

Weakness blood loss, vulnerability to cold

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee greatsword +23/+18/+13 (3d6+18)
or 2 slams +22 (1d8+12)

Ranged rock +10 (1d8+17 plus 1d6 fire)

Space 10 ft.; **Reach** 10 ft.

Special Attacks heated rock*, rock throwing (120 ft.), spiked body

STATISTICS

Str 35, **Dex** 9, **Con** 25, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +11; **CMB** +24; **CMD** 33

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Martial Weapon Proficiency (greatsword), Power Attack, Weapon Focus (greatsword)

Skills Climb +16, Craft (any one) +8, Intimidate +11, Perception +14

Languages Common, Giant

SQ masochism, weaponry

ECOLOGY

Environment warm mountains

Organization solitary, gang (2–5), band (6–12 plus 35% noncombatants and 1 adept or cleric of 1st–2nd level), raiding party (6–12 plus 1 adept or sorcerer of 3rd–5th level, 2–5 hell hounds, and 2–3 trolls or ettins), or tribe (20–30 plus 1 adept, cleric, or sorcerer of 6th–7th level; 1 fighter or ranger of 8th–9th level as king; and 17–38 hell hounds, 12–22 trolls, 7–12 ettins, and 1–2 young red dragons)

*fire giant ability

Giants can sustain incredible amounts of physical harm. The masochist is a giant that learns to endure such terrible pain until the line between pleasure and agony becomes blurred. Some are cultists of dark

gods or demons of war, and others have experienced long and terrible tortures. The masochists take to grossly deforming their flesh through repeated abuse, and most are driven to experience new forms of suffering. The most evil or insane among them wish to proselytize the terrible truths they have discovered to others.

CREATING A MASOCHIST CREATURE

“Masochist” is an acquired template that can be added to any corporeal creature with the giant subtype.

Shock Value: 1

CR: +2 to base giant’s CR

AC: +2 to base giant’s natural armor

Defensive Abilities: The masochist giant retains all of the special defenses of the base creature, and gains fast healing 5 and the ferocity universal monster abilities, in addition to the following abilities:

Bloody Disarm (Ex): Whenever the masochist is damaged in melee by a slashing or piercing weapon, he may choose to attempt a disarm combat maneuver against the wielder as an immediate action. This disarm attempt does not provoke an attack of opportunity. Weapons disarmed in this manner become applicable to the spiked body or weaponry special abilities. The disarmed weapon can be regained by a successful disarm attempt against the masochist. Disarming a weapon in this manner deals the weapon’s base damage to the masochist.

Spiked Body (Ex): Masochists tend to pierce their flesh and bone with dozens of weapons, spikes, or stranger oddities. During grapples, they are always treated as wearing spiked body armor that deals 1d8 piercing and slashing damage. If any of the weapons piercing the masochist are enchanted, the enchantments affect any damage inflicted by the spiked body ability.

Special Attacks and Abilities: A masochist retains all the base creature’s special attacks and abilities, in addition to the following:

Masochism (Ex): The masochist learns to take joy in the pain that he or others inflict upon his body. He gains a +1 morale bonus to attacks, damage, and saves whenever his hit points are at $\frac{3}{4}$ his normal total or lower. The bonus improves to +2 when the masochist is at $\frac{1}{2}$ hit points or lower, +3 at $\frac{1}{4}$ hit points or lower, and +4 when at 0 or fewer hit points.

Weaponry (Ex): The masochist may draw from or sheathe any slashing or piercing weapon of his

size or smaller within his body as a free action. The masochist takes damage equal to the base damage of the weapon whenever he draws or sheaths a weapon in this manner.

Ability Scores: +4 Str, +4 Con

WEAKNESSES

Blood Loss (Ex): While the masochist's body heals at an extraordinary rate, he reopens terrible wounds whenever he engages in strenuous action. Each round the masochist attacks or runs, he loses his fast healing ability, and suffers 5 hit point of bleed damage. The bleed damage ceases and fast healing resumes one full round after the giant ceases attacking or running.

KNOWLEDGE CHECKS

Base +5: Some barbaric or insane giants take to repeated scarification and masochistic ritual destruction of their own bodies in the belief that they can become stronger by accepting pain as an ally.

Base +10: Masochistic giants become empowered even as their bodies are torn to shreds, but their own lust for agony can cause them to eventually bleed out from self-inflicted wounds.

OTHER USES

The masochist template can be applied to any creature type that can experience and embrace physical pain: humanoid cultists to evil gods, dark fey yearning for strange new pleasures, or demonic outsiders who yearn for lust and suffering in equal measure.

REAPING

This immense humanoid's body bears ritualistic scars. Her dark green skin constantly contorts with the expressions of anguished faces, as if a hundred souls were trapped inside and desperate to escape.

REAPING STORM GIANT CR 15

XP 51,200

CE Huge humanoid (giant) (*Pathfinder Roleplaying Game Bestiary*)

Init +2; **Senses** all-around vision, darkvision 60 ft., lifesense, low-light vision; Perception +28

Aura shock (21 HD, DC 24)

DEFENSE

AC 31, touch 13, flat-footed 29 (+6 armor, +3 deflection, +2 Dex, +12 natural, -2 size)

hp 199 (19d8+114)

Fort +17, **Ref** +8, **Will** +13

Defensive Abilities rock catching; **Immune** electricity

Weakness soul of evil

OFFENSE

Speed 50 ft., swim 40 ft. (35 ft., swim 30 ft. in armor)

Melee mwk greatsword +27/+22/+17 (4d6+21/17-20 plus 1 negative level)
or 2 slams +26 (2d6+14 plus 1 negative level)

Ranged mwk composite longbow +15/+10/+5 (3d6+14/x3)

Space 15 ft.; **Reach** 15 ft.

Special Attacks ferocity, soul reaping

Spell-Like Abilities (CL 15th; concentration +18)

Constant—*freedom of movement*

3/day—*mass inflict serious wounds* (CL 19, DC 20)

2/day—*control weather, levitate*

1/day—*call lightning* (DC 16), *chain lightning* (DC 19)

STATISTICS

Str 39, **Dex** 14, **Con** 23, **Int** 18, **Wis** 22, **Cha** 17

Base Atk +14; **CMB** +30; **CMD** 42

Feats Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Critical (greatsword), Improved Sunder, Improved Vital Strike, Iron Will, Power Attack, Vital Strike

Skills Acrobatics +18, Climb +17, Craft (any one) +14, Intimidate +21, Perception +28, Perform (sing) +13, Sense Motive +25, Swim +22

Languages Auran, Common, Draconic, Giant

SQ militant*, water breathing

ECOLOGY

Environment any warm

Organization solitary or family (2–5 plus 1 sorcerer or cleric of 7th–10th level, 1–2 rocs, 2–6 griffons, and 2–8 sharks)

Treasure standard (mwk breastplate, mwk composite longbow [+14 Str bonus] with 20 arrows, mwk greatsword, other treasure)

*storm giant ability

Some giants are as old as death itself, and are empowered by every life they claim. Their flesh stretches with the faces and hands of each soul taken in their presence.



CREATING A REAPING CREATURE

“Reaping” is an acquired or inherited template that can be added to any corporeal creature with the giant subtype and a Charisma score of 12 or higher.

Shock Value: 3

CR: +2 to base giant’s CR

Defensive Abilities: The reaping giant retains all of the special defenses of the base creature, in addition to the following:

Armor Class: A reaping creature gains a deflection bonus to AC equal to her Charisma bonus.

Special Attacks and Abilities: A reaping creature retains all the base creature’s special attacks and abilities, and gains the all-around vision, darkvision 60 feet, ferocity, and lifesense universal monster abilities, in addition to the following:

Soul Reaping (Su): The souls consumed by a reaping giant drink in life energy whenever the reaping giant injures another creature. Whenever a living creature is struck by a reaping giant in melee combat, that creature must succeed at a Fortitude save (DC 10+ 1/2 the reaping giant’s HD + giant’s Cha modifier) or take one negative level. Each negative level the reaping giant inflicts gives her 5 temporary hit points, and a +1 bonus to attacks, saves, skills, and ability checks until the beginning of her next turn. The negative levels are cumulative. Creatures slain by a reaping giant cannot be raised or resurrected unless the caster succeeds at a DC 22 caster level check. The DC is Charisma-based.

Spell-like Abilities: A reaping giant can cast *mass inflict serious wounds* 3 times per day with a caster level equal to her hit dice. The save DC is Charisma-based.

Abilities: +2 Int, +2 Wis, +2 Cha.

WEAKNESSES

Soul of Evil (Su): Reaping giants are universally evil, imbued by evil gods with a destructive will. Whenever a reaping giant fails a saving throw against any effect with the good descriptor, she also gains a negative level. This negative level last for 24 hours or until the reaping giant receives a restoration spell.

KNOWLEDGE CHECKS

Base +5 On rare occasion, an elder giant becomes a monstrous representative of something older and more terrifying. Reaping giants deal death and capture souls wherever their titanic steps take them.

Base +10 Reaping giants do not die normally, fighting until the last ounce of their strength is gone. They unerringly sense the location of all living things in their presence.

Base +15 The souls of slain opponents remain inside the reaping giant until its demise. Though they cannot be saved from this fate, spells and effects infused with the power of pure goodness cause the reaping giant itself considerable confusion and pain.

OTHER USES

The reaping template brings a new dimension to evil outsiders and corporeal undead who already wield power over souls or despise the living. Such creatures are never mindless undead or among the least of their kind. They either rule as exemplars of their monstrous race or serve as lieutenants to truly powerful forces of evil.

UNDYING

The rag-dressed giant looks older than a crumbling ruin. Her white and yellow hair drapes around her body like a shroud. Her skin is a mess of wrinkles, pockmarks, and scars upon scars. She vacantly stares with suicidal detachment, and smells a step away from death.

UNDYING CLOUD GIANT CR 13

XP 25,600

NG or NE Huge humanoid (giant) (*Pathfinder Roleplaying Game Bestiary*)

Init +1; **Senses** low-light vision, scent; Perception +17

Aura shock (17 HD, DC 18)

DEFENSE

AC 27, touch 9, flat-footed 26 (+4 armor, +1 Dex, +14 natural, -2 size)

hp 168 (16d8+96)

Fort +16, **Ref** +6, **Will** +12

Defensive Abilities immortal, rock catching

Weakness depression, oathbound

OFFENSE

Speed 50 ft.

Melee Morningstar +24/+19/+14 (4d6+21)
or 2 slams +22 (2d6+14)

Ranged rock +12 (2d6+21)

Space 15 ft.; **Reach** 15 ft.

Special Attacks rock throwing (140 ft.)

Magus Spells Prepared (CL 16th; concentration +19)

6th- acid fog

5th- cloudkill (2) (DC 18), overland flight

4th- black tentacles, dimension door, ice storm (2)

3rd- arcane sight, dispel magic (2), lightning bolt (2) (DC 16), slow (DC 16)

2nd- bull's strength (2), gust of wind (2) (DC 15), shatter (DC 15), web (DC 15)

1st- grease (DC 14), magic weapon (2), silent image (DC 14), true strike (2)

0 (at will)- arcane mark, detect magic, ghost sound (DC 13), light, read magic

Spell-Like Abilities (CL 16th)

At will- levitate (self plus 2,000 lbs.), obscuring mist

1/day- fog cloud, legend lore

STATISTICS

Str 35, **Dex** 13, **Con** 23, **Int** 16, **Wis** 20, **Cha** 8

Base Atk +12; **CMB** +28; **CMD** 39

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Intimidating Prowess, Iron Will, Power Attack

Skills Climb +19, Craft (any one) +14, Diplomacy +10, Intimidate +24, Knowledge (arcana) +22, Knowledge (history) +22, Perception +17, Spellcraft +22, Survival +21, Use Magic Device +18

Languages Common, Giant

SQ ancient power, forgotten lore, oversized weapon*

ECOLOGY

Environment temperate mountains

Organization solitary

*cloud giant ability

Ancient giant civilizations empowered noble heroes to eternally safeguard their people. Eons passed. These immortal warriors watched the glorious golden age die out, and the remnants slip through their fingers. Once they held silent watch over god-emperors and flying castles. Now they protect scattered tribes fighting over rotting carcasses. They crave death like a victim tortured past the point of reason, but are bound by ancient oaths to protect their fallen kind forever.

CREATING AN UNDYING CREATURE

“Undying” is an acquired template that can be added to any corporeal creature with the giant subtype.

Shock Value: 1

CR: +2 to base giant's CR

AC: +2 to base giant's natural armor

Defensive Abilities: The undying giant retains all of the special defenses of the base creature, and gains the ferocity universal monster ability, in addition to the following:

Immortal (Ex): An undying giant is immune to aging, aging penalties, and cannot die of old age. While the passage of time eventually shows in her wizened appearance, it takes many thousands of years, and these purely superficial signs of aging in no way hamper her abilities.

Special Attacks and Abilities: An undying creature retains all the base creature's special attacks and abilities, in addition to the following:

Ancient Power (Su): An undying giant represents one of the last survivors of an ancient culture where magic was common. While she has fallen far from her former glory, she still carries a spark of greatness from a bygone age. The undying knows and may cast spells as a magus with a level equal to her HD. She gains no other magus abilities, but treats any spell known as being affected by the Spell Mastery feat.

Forgotten Lore (Ex): The undying possesses the lost knowledge of an ancient civilization and the experience of thousands of years of life. She counts all skills as class skills, may use any skill untrained, and gains 2 additional skill points per HD. She may recall information as the *legend lore* spell, usable 1/day with a caster level equal to her HD.

Ability Scores: +4 Str, +4 Int, +4 Wis, -4 Cha

WEAKNESSES

Depression (Ex) An undying is only bound to existence by an inability to break her mystic oaths and would otherwise likely commit suicide. Whenever the undying is the target of a spell or effect that heals any Hit Point damage, she must succeed on a Will save with a DC equal to the appropriate save DC for the spell or effect. If she fails, she suffers a -2 morale penalty to attack, saves, and skill checks for 1 minute.

Oathbound (Su) An undying giant is incapable of acting against the ancient oaths she swore. She may never harm a creature with the giant subtype (including herself), must always act in the defense of creatures with the giant subtype, and can only be released from life through martyrdom in pursuit of her mission. She is mystically incapable of acting in violation of this oath except through accident or trickery. The undying giant is immune to any spell or effect that compels her to become in violation of her oath. If the undying is prevented from protecting creatures with the giant subtype or violates her oath through accident or trickery, she suffers penalties as the *geas/quest* spell.

KNOWLEDGE CHECKS

Base +5: It is said that there are ancient survivors of the bygone age of the giants, cursed to forever wander the world protecting their scattered kin. These sad fallen creatures throw themselves into battle with suicidal fervor.

Base +10: The undying carry the experience of a lost era, but desire nothing more than to die in battle for ancient oaths. They can be driven into depression by healing wounds they suffer; robbing them of a noble death.

OTHER USES

The undying template can be modified to apply to any creature representing the immortal scion of an ancient race or civilization that has fallen to ruin.

UNSTOPPABLE

Giants are always big, always powerful, but this thing leaves words behind. His bellow rattles your bones, and his driving footfalls shake dust from the ceiling. When he strikes the wall, the stone cracks with the sound of a thunderclap. The gate means nothing. The walls won't hold. He is coming.

UNSTOPPABLE STONE GIANT CR 10

XP 9,600

N Large humanoid (giant) (*Pathfinder Roleplaying Game Bestiary*)

Init +2; **Senses** darkvision 60 ft. low-light vision, scent; Perception +8

Aura shock (15 HD, DC 18)

DEFENSE

AC 25, touch 11, flat-footed 23 (+2 Dex, +14 natural, -1 size)

hp 126 (12d8+72)

Fort +14, **Ref** +6, **Will** +5

Defensive Abilities improved rock catching*

Weaknesses reckless charge

OFFENSE

Speed 40 ft.

Melee 2 slams +18 (1d8+10/18-20 x3)

Ranged rock +11 (1d8+15)

Space 10 ft.; **Reach** 10 ft.

Special Attacks pulverize, rock throwing (180 ft.), unstoppable charge

STATISTICS

Str 31, **Dex** 15, **Con** 23, **Int** 8, **Wis** 12, **Cha** 8

Base Atk +9; **CMB** +20 (+22 bull rush, overrun and sunder); **CMD** 32 (34 vs bull rush, overrun and sunder)

Feats Awesome Blow, Broad Stroke, Cleave, Improved Bull Rush, Improved Overrun^B, Improved Sunder, Power Attack

Skills Climb +12, Perception +8, Stealth +2 (+10 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain



CREATING AN UNSTOPPABLE CREATURE

“Unstoppable” is an acquired template that can be added to any corporeal creature with the giant subtype.

Shock Value: 3

CR: +2 to base giant’s CR

AC: +3 to base giant’s natural armor

Special Attacks and Abilities: An unstoppable giant retains all the base creature’s special attacks and abilities, in addition to the following:

Augmented Critical (Ex): An unstoppable’s slam threatens a critical hit on a roll of 18-20, and deals x3 damage if confirmed.

Pulverize (Ex): The bones of the unstoppable’s hands grow harder than steel, and his knuckles protrude from the skin in black metallic knobs.

An unstoppable’s slam attacks count as adamantite for purposes of overcoming damage reduction and hardness. His slam attacks deal double damage against objects.

Unstoppable Charge (Ex): Once in motion, an unstoppable creature lives up to its name. During a charge action it cannot be tripped, and it does not provoke attacks of opportunity for moving through threatened areas, or for entering an occupied space (such as during a bull rush).

Feats: An unstoppable giant gains Improved Overrun as a bonus feat.

Ability Scores: Str +4, Con +4, Int -2, Cha -2

WEAKNESSES

Reckless Charge (Ex): At the beginning of its turn, if the unstoppable is not engaged in melee combat and can see a foe within charge range, he must charge. If he misses with the charge attack he is thrown off balance and becomes staggered until the end of his next turn.

KNOWLEDGE CHECKS

Base +5: A giant that becomes addicted to battle becomes a living siege weapon, sundering both metal and bone with disturbing ease.

Base +10: A solid blow landed by an unstoppable strikes as hard as a catapult stone, and just as recklessly. If a target manages to avoid an unstoppable’s initial charge, the giant becomes momentarily disoriented.

Languages Giant

SQ augmented critical

ECOLOGY

Environment temperate mountains

Organization solitary or gang (2-4), band (4-8), hunting party (9-12 plus 1 elder) or tribe (13-30 plus 35% noncombatants, 1-3 elders and 4-6 dire bears)

Treasure standard

*stone giant ability

Unstoppable giants distill the power and fury for which giantkind is known down into a palpable essence. Irresistible force flows through their veins, tightening muscle and hardening bone. When a giant grows to love the thrill of destruction and death in open combat too much, he begins to crave battle more than food, water, or gold.

OTHER USES

Any humanoid or monstrous humanoid of great physical strength can become addicted to the destruction of battle and transform into an unstoppable creature.

GRUESOME GIANT FEATS

The *Pathfinder Roleplaying Game* rules are largely predicated on the assumption that most adventurers are Medium-sized creatures. While the game balances out the rules mechanically for larger or smaller creatures, and allows for transition between sizes, creatures of different sizes presumably would also learn to adventure in a dangerous world primarily populated by smaller humanoids. Simply put, a giant spellcaster ought to be able to cast giant spells, or train to fight elusive little trespassers. The following feats are common among creatures with the giant subtype.

AWESOME STRIKE

So great is your Strength that a well-placed blow can send your opponents flying.

Prerequisite: Str 27+, Improved Awesome Blow, size Large or larger

Benefit: Whenever you score a critical hit with a melee attack, you can launch the target into the air with the force of the blow. If your confirmation roll exceeds your opponent's CMD, you affect them as if by the Improved Awesome Blow feat in addition to dealing normal damage.

Special: You may only apply the effects of one of the following feats to a given critical hit: Awesome Strike, Bull Rush Strike, Disarming Strike, Repositioning Strike, Sundering Strike, or Tripping Strike. You may choose which feat you use after seeing the result of your confirmation roll.

BROAD STROKE

You've trained yourself to combat smaller, more elusive foes.

Prerequisite: size Large or larger

Benefit: You gain a bonus on attack rolls equal to the difference in size category between you and smaller targets. This bonus applies to any attack roll or combat maneuver, including touch attacks.

CARELESS SHOVE

You are so massive that you knock smaller creatures around with little effort.

Prerequisites: Awesome Blow, Improved Bull Rush

Benefit: You may make a bull rush combat maneuver as a swift action against any creature that is at least two size categories smaller than you within reach.

FOEBANE SPELL

Your magic is specifically designed to harm non-giants.

Prerequisites: able to cast 1st level spells, giant subtype

Benefit: Creatures that do not have the giant subtype take additional damage from your spells. This damage is equal to the ability score modifier for the ability that modifies your spellcasting. If the spell you cast is not a damaging spell, the targets take a -1 penalty on the first save they are required to make against that spell.

Special: You can take this feat a second time. If you do, your damaging spells gain the benefit of this feat against any target that does not share the giant subtype and your particular giant bloodline.

FOREST FOR THE TREES

You are lithe and quiet for your size.

Prerequisite: giant subtype, size Large or larger

Benefit: You only suffer half your size penalty to Fly and Stealth checks. When in natural surroundings featuring objects larger than yourself, you can ignore your entire size penalty to Stealth checks in any round you don't take an action.

GIANT ALLY

The threat you impose helps smaller combatants avoid danger when fighting something your size.

Prerequisite: 10 ft. or longer reach, size Large or larger.

Benefit: So long as you threaten a Large or larger creature, smaller allies do not provoke attacks of opportunity from that creature for moving within its threatened squares. This protection only applies to the first threatened square an affected creature moves through.

GIANT SPELLCASTING

You are larger and more powerful than other spellcasters, and so are your spells.

Prerequisite: ability to cast 2nd level spells, giant subtype, size Large or larger

Benefit: Whenever you prepare (or spontaneously cast) a spell modified by the Empower, Enlarge, or Widen metamagic feats, lower the effective level of that spell by one. This can only lower a single casting of such a spell by one spell level, regardless of the number of feats applied to it.

GREAT LEAP

Your great size allows you to make longer jumps than other more puny creatures.

Prerequisite: Giant subtype, size Large or larger

Benefit: You may use your Strength bonus instead of your Dexterity bonus when making Acrobatics checks to perform a horizontal or vertical jump, and you always count as having a running start. Additionally, you may add your size bonus to Acrobatics checks made to perform a jump.

GREAT STEP

With your uncommon height, even the smallest step covers a great distance.

Prerequisite: base land speed 40 ft. or more, humanoid type, size Huge or larger

Benefit: Whenever you take a 5-foot step, you may move up to 10 feet in a straight line instead. Whether 5 or 10 feet, you may take this movement even in difficult terrain.

Normal: A 5-foot step may not be increased, and may not be taken in difficult terrain.

GRIND THEM DOWN

You can crush smaller creatures beneath your massive foot.

Prerequisite: Giant subtype, Power Attack, size Large or larger

Benefit: As a standard action, you can make a special slam attack against a creature at least two size categories smaller than yourself. If the attack hits, you deal damage normally, and the target must succeed on a Reflex save (DC 10 + 1/2 your Hit Dice + your Str modifier) or be pinned for one round. At the start of your next turn, and every turn thereafter, you may maintain the pin by making a combat maneuver check as a free action. Every round that the target remains pinned, they take damage equal to your slam damage, plus 1-1/2 times your Strength bonus. You are not considered to be grappled while pinning an opponent in this manner. The pin is broken if you move from your current space for any reason. You may only pin one creature at a time using this feat, but you may grapple as normal while maintaining this special pin.

IMPROVED AWESOME BLOW

You are adept at lifting smaller creatures off their feet with your great strength.

Prerequisite: Awesome Blow, size Large or larger

Benefit: You gain a +2 bonus on combat maneuver checks made with the Awesome Blow feat. Opponents knocked over by your awesome blow move an

additional 5 feet for each size category you are over Large. If an object prevents the target from moving this full distance, the object and subject take 1d6 points of damage for every 5 feet the target could not move.

MIGHTY SHOT

Your ranged weapons are better designed to accommodate a creature of your stature.

Prerequisite: proficiency with ranged (non-throwing) weapon, size Large or larger

Benefit: The range increment for your ranged weapons increases by ten feet for each size category beyond Medium you are. This includes any ranged weapon you are proficient with that fire ammunition, but excludes thrown weapons.

MIGHTY THROW

You launch throwing weapons with the same precision as the large rocks common among giants.

Prerequisite: proficiency with throwing weapon, rock throwing universal monster rule, size Large or larger

Benefit: The maximum range for any throwing weapon you are proficient with is the same as the range for your rock throwing ability. You take no penalties for range increments with throwing weapons.

MOMENTOUS STRIKE

Your swings cut great swathes across a battlefield.

Prerequisite: Cleave, size Large or larger, Great Cleave

Benefit: When making an extra attack with the Cleave or Great Cleave feats using weapons of your size category or greater, you may attack any creature within your reach.

Normal: You may only make an extra attack using Cleave or Great Cleave against a creature adjacent to your first target.

OR BE HE DEAD

You can eat living flesh without consequences.

Prerequisites: Con 20+, giant subtype, size Large or larger

Benefit: You gain nourishment from the meat of any living creature, cooked or uncooked. You cannot be poisoned or diseased as a result of eating a living creature.

OVERHAND LOB

Your great strength allows you to throw rocks or other objects with precision.

Prerequisites: +1 base attack bonus, giant subtype, size Large or larger

Benefit: You use your Strength bonus on ranged attack rolls with thrown weapons, instead of your Dexterity bonus.

SMELL OF BLOOD

Your sense of smell is especially attuned to the smell of blood in the air.

Prerequisite: Giant subtype, scent

Benefit: You can notice other creatures by scent in a 180-foot radius as long as they have sustained damage that has not been healed. If a creature is suffering from bleed damage, the radius is increased to 1 mile.

STOMP

You can brutally trample smaller creatures underfoot.

Prerequisite: Improved Overrun or Trample, size Large or larger

Benefit: When you knock a smaller sized creature prone using an overrun combat maneuver, you may make a free slam attack against the creature as an immediate action.

STUBBORN WILL

You are always aware of creatures attempting to alter your thoughts, making you more likely to shrug off their influence.

Prerequisites: Giant subtype, Iron Will

Benefit: When you are the target of a mind-affecting effect, you always receive any described bonuses for being threatened, never take any penalties to your saving throw for reasonable requests, and the request always counts as acting against your nature.

TERRIFYING BLOW

Your devastating attacks quickly destroy enemy morale.

Prerequisite: Awesome Blow, Intimidating Prowess

Benefit: After performing a successful awesome blow combat maneuver, you count as having the frightful presence ability to all creatures within 30 feet, except that you may use your Strength modifier in place of your Charisma modifier when determining the Will save DC. The creature affected by the awesome blow combat maneuver is subject to your frightful presence even if the awesome blow knocks him beyond the radius of your frightful presence.



ALTERNATE CLASS FEATURES

Giants (as humanoids) commonly benefit from the addition of class levels used to grant them unique abilities or individuality.

ELDRITCH GARGANT: WIZARD

Giants are well known for their great physical power. The eldritch gargant is a wizard who pushes arcane power to the limit, channeling and magnifying his magic through his own body to tremendous levels.

Creature type: Giant subtype, size Large or larger.

Giant Spellcasting (Ex): The eldritch gargant's basic studies turn inward; infusing spells with his own giant essence to manipulate magic with greater ease than weaker spellcasters can manage. The eldritch gargant gains the Giant Spellcasting feat (see page 18) as a bonus feat even if he does not meet the prerequisites. In addition, if the eldritch gargant possesses any racial spell-like abilities, he may add those spells to his spell book when he learns his first spell of the appropriate level. This ability replaces arcane bond.

Spellmight (Su): The eldritch gargant's magic feeds back through his body during casting, gaining focus. The eldritch gargant adds his Strength bonus to concentration checks instead of his Intelligence score. This ability replaces Scribe Scroll.

Arcane Overcharge (Su): At 3rd level, the eldritch gargant can flood his magic with a sudden surge of power as a swift action when casting a damaging spell. Any time a creature takes damage from an overcharged spell, the eldritch gargant makes a special trip combat maneuver check (with a CMB of his caster level + Intelligence bonus + size modifier) against all damaged creatures. This ability may be used a number of times per day equal to 3 + the eldritch gargant's Intelligence bonus.

This ability replaces one spell slot of the highest spell level available to the eldritch gargant. When the gargant gains access to a new spell level he immediately regains the lost slot of the previous spell level, and loses one slot normal granted to his new highest spell level.

Massive Magic (Su): The eldritch gargant has mastered the ability to compress a truly colossal amount of magical energy into his spells with great efficiency. At 5th level and every 5 levels thereafter (10th, 15th, and 20th) the eldritch gargant's caster level increases by 2 (to a maximum of +8 at 20th level), up to a maximum value equal to his total Hit Dice. This increase in caster level does not increase his access to higher level spells or the number of spells in his spellbook. This ability replaces the wizard bonus feats gained at 5th, 10th, 15th, and 20th level.

PRIMAL HARVESTER: RANGER

The primal harvester is a serial killer that gains power through the harvesting of humanoid souls. With each murder she grows in strength, eventually achieving a type of ascension as long as she holds tight to her stolen power.

Class Skills: The primal harvester gains Knowledge (local) as a class skill and loses Knowledge (dungeoneering).

Favored Enemy (Ex): At 1st level, a primal harvester gains the favored enemy ability, except she may only select creatures of the humanoid type and an associated subtype. At 5th level and every five levels thereafter (10th, 15th, and 20th level), the primal harvester may select an additional humanoid subtype as a favored enemy. This ability modifies the ranger's favored enemy ability.

Ancient Essence (Su): At 2nd level, a primal harvester gains the ability to steal a portion of a humanoid's soul through an act of ritual murder. When the primal harvester performs a successful coup de grace maneuver on any humanoid (resulting in the creature's death), the primal harvester adds a point to her ancient essence pool. The primal harvester may spend a point from her ancient essence pool to gain any one of the following benefits as a swift action:

+1 insight bonus to attack rolls for 1 minute. For every four class levels beyond 1st (5th, 9th, 13th, and 17th), the insight bonus increases by +1 (to a maximum of +5 at 17th level).

+1 insight bonus to AC for 1 minute. For every four class levels beyond 1st (5th, 9th, 13th, and 17th), the insight bonus increases by +1 (to a maximum of +5 at 17th level).

Gain fast healing 1 for 1 minute. For every four class levels beyond 1st (5th, 9th, 13th, and 17th), the fast

healing is increased by +1 (to a maximum of +5 at 17th level). Multiple uses of this ability do not stack, but add to the total duration of the fast healing.

Cast any prepared 1st-level ranger spell as a swift action. The primal harvester may spend an additional point when this ability is activated to cast a ranger spell of one level higher (to a maximum of 4th-level spells for 4 ancient essence points).

The primal harvester has a maximum ancient essence pool equal to 1/2 her class level + her Wisdom modifier (minimum 1). This ability replaces the combat style bonus feats gained at 2nd, 5th, 10th, 14th, and 18th level.

Lesser Ascension (Su): At 9th level, as long as the primal harvester has at least 4 points in her ancient essence pool, she does not age or suffer aging penalties. The primal harvester begins aging normally and suffers aging penalties if her ancient essence pool ever drops below 4. This ability replaces evasion.

Greater Ascension (Su): At 16th level, as long as the primal harvester has at least 7 points in her ancient essence pool, her size is immediately increased by one category with all associated bonuses and penalties. This effect is permanent until the primal harvester's ancient essence pool drops below 7, at which point she immediately reverts to her normal size. This ability replaces improved evasion.

True Ascension (Su): At 20th level, as long as the primal harvester has at least 10 points in her ancient essence pool, she gains DR 10/good, spell resistance equal to 11 + her class level, and regeneration 10 (good). These benefits persist until the primal harvester's ancient essence pool drops below 10. This ability replaces master hunter.

SORCERER BLOODLINE: GIANT

Your ancestral heritage includes one or more giants. Your magic exemplifies their great strength and forgotten magic.

Class Skill: Knowledge (history)

Bonus Spells: *enlarge person* (3rd), *communal ant haul* (5th), *rage* (7th), *mass enlarge person* (9th), *interposing hand* (11th), *mass bull's strength* (13th), *giant form I* (15th), *giant form II* (17th), *crushing hand* (19th)

Bonus Feats: Enlarge Spell, Giant Spellcasting*, Intimidating Prowess, Iron Will, Power Attack, Skill Focus (Intimidate), Toughness, Widen Spell

Bloodline Arcana: You count as having the giant subtype for the purpose of feats, spells, or other abilities. In addition, whenever you cast a spell that deals hit point damage to one or more creatures, you gain a bonus to CMB and CMD equal to the spell's level for one round.

Bloodline Powers: Your giant blood awakens changes in you, both mystical and physical, as you develop your powers.

Giant Strike (Su) Starting at 1st level, you can call upon your heritage to harden your body to strike mighty blows. You gain a slam attack that deals normal damage for a creature your size (1d4 for Medium creatures) as a swift action for 1 round. This attack is a primary natural attack. At 7th level, and again at 11th level, the damage for this attack increases by one step as if you'd gained a size category. You may use this ability a number of times per day equal to 3 + your Charisma modifier. These rounds do not need to be consecutive.

Giant Senses (Ex) At 3rd level, choose low-light vision, darkvision 60 feet, or scent. You permanently gain the chosen ability. At 8th level, and again at 13th, choose another ability you do not already have from the same list. If you possess low-light vision, darkvision, and scent when you reach one of these levels, extend the range of your darkvision by 30 feet.

Strength of Titans (Ex) At 9th level, you gain a +2 inherent bonus to your Strength. This bonus increases to +4 at 13th level, and to +6 at 17th level.

Greater Grasp (Ex) At 15th level, you become abnormally large for your race, though you do not increase in size. Your longer limbs give you a permanent 5-foot increase to your reach. At 20th level, this increase is added after your reach is adjusted for your new size.

True Stature (Su) At 20th level, your giant ancestry become fully vested. You increase one size category, gaining an additional +2 bonus to your Strength and Constitution. Your natural armor increases by 4. You gain bonuses or penalties to AC, attacks, CMD, and skill checks as normal for a creature of your new size. This is a permanent change and cannot be dispelled. Your new size becomes your natural size for effects that would change you back to your normal form. In addition, you can stomp or slap the ground once per day as a standard action, creating an effect identical to an *earthquake* spell using your sorcerer caster level.

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