

The Giants

A player character race by Monte Cook

Giants call themselves Hu-Charad, which means "the stewards," but everyone else calls them giants—and for good reason. Giants are massive creatures, standing up to 12 feet tall. Except for their size, they look like normally proportioned humans to them, humans appear like children. In fact, young giants are indeed the size of adult humans.

The giant race is a preview of Monte Cook's *Arcana Unearthed*, a variant player's handbook featuring new character classes, races, feats, spells, and more. Look for this 256-page hardcover in stores in late July 2003.

GIANTS

Three hundred years ago, tales say, a dying giant—a prince—crawled into a fabulous giant city in a land far across the sea. Only one word passed his lips before he expired: "West." No one knew what killed him or what he meant for sure, but the only thing that lay west was the boundless sea. Following this omen, however, many giants climbed aboard ships of great size and sailed across the sea to discover the land of the humans—and the dramojh who had enslaved them. As is the nature of giants, the discovery of a new land invoked in them a powerful sense of responsibility. These giants, in the mindset of what they call Chi-Julud, conquered the land and its people so they could oversee and protect it. They built wondrous cities and the Diamond Throne, from which they would rule. Again, as is their way, the giants used rituals to change their own nature from warlike to the just wardens of their new territory. Some people grew to love the giants and the boons that they brought the otherwise dangerous and unruly land, but others did not.

The life of a giant revolves around ritual and ceremony. Even giants' growth to their massive size depends on rituals called the Shu-Rin ("attaining the essence"). There are three stages of Shu-Rin, and at the third giants achieve their full growth potential. Since not every giant goes through all three stages of the ritual, giant heights can vary considerably.

Giants are incredible builders. They construct fantastic structures of stone, glass, and metal. Their cities are wonders, with everything sized to seem grand—even on their own large scale.

Personality: As a race, giants possess two distinct natures. One, when they are under the sway of the ritual known as Chi-Julud (Wardance), makes them warlike, territorial, and deadly. The other nature emerges when they act under the effects of Si-Karan (Caretaker); then they are calm, cautious, and gentle unless driven to anger. The giants of the Diamond Throne all live under the mantle of the Si-Karan. They are

wise, warm, good-natured administrators, caretakers, and protectors of all their lands and the people who live there. Although they would never use such terms, giants see themselves as parents and all other races as children.

While generous and kind, giants are also stewards and guardians—they do not allow themselves or their allies to be taken advantage of or harmed in any way. They are slow to anger, but once incensed can become temporarily engulfed in Chi-Julud, the Wardance. In such a case, they attack without mercy and become difficult to calm. Giants do not like to be taken advantage of, nor do they take it lightly if someone physically threatens them or puts them in physical danger. This sentiment extends to those close to them as well: To wrong the friend of a giant is to wrong the giant. Giants are long-suffering and tolerant regarding insults and harsh words. They rarely use them themselves, however.

Giants love jokes (but not practical jokes), stories, songs, food, and drink. In this way, they get along with faen nicely. They do not dance.

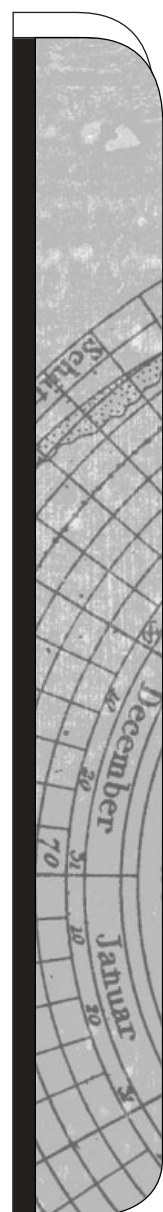
Physical Description: A giant character starting at 1st level stands about 7 feet tall, at the very end of the initial stage of maturity. Only through ritual can a giant achieve his full height, which can reach 10 to 12 feet. Males often wear beards. Both males and females keep their hair short.

Giants are long-lived but slow to reach maturity by human standards.

Relations: Giants look upon themselves as the stewards of all the lands. They rule, to be sure, but in their view they protect rather than exploit. They give more than they take. They see themselves as patrons and guardians, guiding others to do the right thing and protecting them from danger. Of course, not all members of the other races appreciate this sentiment—it garners resentment from some humans, verrik, and quite a few mojh.

Outlook: Giants value order, safety, and peace. They are not power hungry, but they do have a deeply ingrained feeling of responsibility. So deep does this sense run that they take it upon themselves to protect everyone and everything.

Giant Lands: Quite literally, giants rule over all the lands of the Diamond Throne. In many places in this realm, however, giants are found only in small numbers. They dwell in



greater numbers along bodies of water—rivers and seas—and in the mountains.

Religion: The giants worship no gods. They do believe, however, that the dead go to Houses of the Eternal and watch over the living, influencing actions. Those who were evil in life continue to work woe after death, and those who were noble and true attempt to aid and protect those still living. Thus, giants pay homage to the dead, particularly those worth honoring.

Mostly, however, giants believe in the literal power of ritual and ceremony. They believe that through rituals, one can attain a higher level at which great blessings can be gained and great deeds accomplished. Their entire culture, even their physical maturation process, revolves around ritual. In the past, the giants have changed their entire racial outlook (from Chi-Julud to Si-Karan) through ritual.

Giant rituals are solemn, quiet, and introspective. They do not involve chanting or dancing like sibeccai rituals, but they

do occasionally incorporate beautiful, meaningful songs.

Languages: Giants speak Giant and Common, although they also often know many other languages.

Names: Unlike in some cultures, giants are not given names—they choose them for themselves when they are old enough (giantish children have only nicknames until then).

Giantish names are always compound structures. The first part of the name shows a special link to an ancestor or chosen hero who has passed on. The second

part involves a personal identifier. Normally, female giants take linking names to their female forebears (these contain only vowels), and males link to male forebears. Here are some sample names:

Giant Male Names: Li-Coraon, Na-Filaris, Ro-Paterik.

Giant Female Names: Aoe-Derrel, Iu-Medora.

Adventurers: Giants usually go on adventures out of a need to protect others from some menace or to prove themselves as good giants (often as a part of Shu-Rin). Proving oneself as a giant means not only strength of back and bravery in battle, but strength of will as well. It also means collecting and relating great tales and forging bonds of friendship.

GIANT RACIAL TRAITS

- The giants' massive physique grants them prodigious strength, but makes them less nimble than other creatures, so they enjoy a +2 racial bonus to Strength but suffer a –2 racial penalty to Dexterity.
- **Giants.** Unlike most other races, giants are not humanoid in type, but Giant.
- **Medium:** As Medium creatures, giants have no special bonuses or penalties due to their size. Giants can grow to be very large, however.
- Giant base speed is 30 feet.
- Giants are wise in the ways of dealing with others, earning them a +2 racial bonus to Diplomacy and Sense Motive skill checks.
- Giants enjoy a +2 racial bonus to all Craft skill checks.
- **Automatic Languages:** Common and Giant.
- **Bonus Languages:** Any.
- **Racial Levels:** Unlike humans and some other races, giants can take a few levels in “giant” as a class to become more giantish.

GIANT LEVELS

Giants can take up to three levels in “giant” at any time. Each level represents the character showing her worth and undertaking one of the Shu-Rin ceremonies that triggers giant growth and maturation. Not all giants, by any means, take racial levels (or all three of them).

Giants in the Campaign

It is all too easy to make giants the overbearing, law-enforcing “heavies.” If at all possible, resist this urge. Allow players to decide for themselves whether they will appreciate the giants' self-imposed role or resent it. Despite the fact that giants rule the lands, an average giant has no special “authority” over a nongiant. This is almost certainly true of giant and nongiant PCs.

It's fine to use standard-scale floorplans for giant-built castles and other structures in your campaigns. The standard scale used in most roleplaying castle floorplans is actually much larger than the real human scale found in historical castles. So, giantish construction actually justifies the wide corridors and huge rooms we've been playing with for so long.

THE GIANT

Giant Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+2	+0	+0	+1 Strength, +1 Wisdom
2	+1	+3	+0	+1	+1 Wisdom, +1 Constitution
3	+2	+3	+1	+1	+1 Strength, +1 Constitution, increase to Large size



As giants gain racial levels, they grow a few inches, and become stronger, tougher, and wiser. At the third level of giant, they attain size Large and grow to around 10 feet tall. When a giant becomes Large, she gains a 10-foot reach but suffers a -1 size penalty to Armor Class and attack rolls. When giants grow to this greater size, because the change is magical, their gear also changes to an appropriate size.

Hit Die: 1d10

Skill Points at 1st Character Level: $(2+ \text{Intelligence bonus}) \times 4$

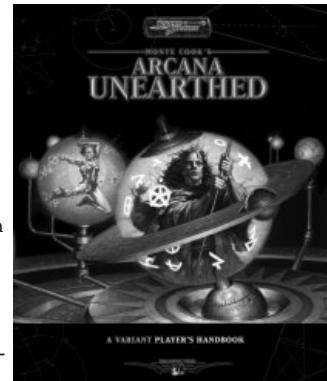
Skill Points at Higher Levels: $2+ \text{Intelligence bonus}$

“Class” Skills: Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Knowledge (ceremony) (Int), Perform (ballad) (Cha), Perform (storytelling) (Cha), and Sense Motive (Wis). For more information on these skills, see Chapter Four.

Weapon and Armor Proficiency: Giants with levels only in giant (no actual class levels) are proficient in the use of all simple weapons and light armors and shields.

ARCANA UNEARTHED TITLES

The setting that serves as a backdrop for the new rules in *Arcana Unearthed* is called the Lands of the Diamond Throne. If you'd like more setting details, look for *The Diamond Throne* from Malhavoc Press. This sourcebook contains prestige classes, magic items, and monsters intended to be used with the rules in this book. It also contains more background material regarding the setting where all these greenbonds and other classes live. The book is written so you can design your own campaign world with it, creating your own new setting.



Monte Cook's Arcana Unearthed is entirely compatible with 3rd Edition and Revised 3rd Edition rules. In fact, the *Arcana Unearthed DM's Screen and Player's Guide* offers conversions to help you translate your existing campaign material, as well as character sheets and an extra-wide horizontal screen. *Plague of Dreams* from Fiery Dragon Productions and *Siege on Ebonring Keep* from Mystic Eye Games offer introductory adventures. *Counter Collection IV: The World of the Diamond Throne* from Fiery Dragon Productions adds to the gaming experience with full-color counters. If miniatures are more your style, check out the *Arcana Unearthed* line from Iron Wind Metals.

Credits and Legal

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For more free game material, check out "The Stuff" at Monte Cook's Website: www.montecook.com



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