

PATHFINDER[®]

PLAYER COMPANION[™]



Giant Hunter's Handbook



Know Your Giants



Massive and powerful, giants can be found in every corner of Golarion, from the arctic wastelands of the Crown of the World to the scalding deserts of Garund. This table presents the name, alignment, size, and habitat of each kind of creature with the giant

subtype detailed in the first four *Pathfinder RPG Bestiary* volumes and *Pathfinder Campaign Setting: Inner Sea Bestiary*, along with a short description of the creature's most noteworthy features or habits. Note that not all of the creatures listed here are true giants.

Giants of Golarion

Name	Alignment	Size	Environment	Description	Source
Ash giant	CN	Large	Any wastelands	Wasteland-dwelling disease carriers	B3
Athach	CE	Huge	Cold or temperate hills	Three-armed brutes with poison fangs	B2
Cave giant	CE	Large	Any underground	Hunched subterranean slavers	B3
Cliff giant	NG	Large	Temperate or warm deserts or plains	Benevolent, solitary students of nature	B4
Cloud giant	NG or NE	Huge	Temperate mountains	Artistic mountain-dwellers who adore finery and are equally likely to be good or evil	B1
Cyclops	NE	Large	Any temperate or tropical	One-eyed descendants of a fallen empire with oracular powers	B1
Desert giant	LN	Large	Warm deserts	Graceful, territorial nomads	B3
Ettin	CE	Large	Cold hills	Dimwitted but cunning two-headed hunters and loners	B1
Fire giant	LE	Large	Warm mountains	Militaristic tyrants who are immune to fire and dwell in hot environs	B1
Fire yai (oni)	NE	Large	Temperate or warm hills or mountains	Vain, manipulative spirits in fire giant form	B3
Freshwater merrow	NE	Large	Temperate lakes or rivers	Aggressive, lake-dwelling ogres	B2
Frost giant	CE	Large	Cold mountains	Barbaric tribes of boreal hunters, raiders, and slave-takers	B1
Great cyclops	CE	Huge	Any temperate or tropical	Gigantic, degenerate horned cyclopes	B3
Hill giant	CE	Large	Temperate hills	Slow-witted brutes who wander as violent nomads and raiders	B1
Ice troll	CE	Large	Cold mountains or underground	Cunning, voracious, regenerating mercenaries	B2
Ice yai (oni)	CE	Large	Cold mountains	Martial artist spirits in frost giant form	B3
Jotund troll	CE	Huge	Cold hills or mountains	Gigantic multi-headed trolls	B3
Jungle giant	N	Huge	Warm forests	Reclusive rainforest-dwelling archers	B3
Marsh giant	CE	Large	Temperate marshes	Swamp-dwelling devotees of unnamable gods	B2
Moss troll	CE	Large	Cold or temperate forests	Sly, gaunt, mold-encrusted trolls	B3
Ocean giant	CG or CE	Huge	Any oceans	Gigantic guardians of the sea	B4
Ogre	CE	Large	Temperate or cold hills	Crude, cruel, barbaric brutes who revel in the misery of others	B1
Ogre mage (oni)	LE	Large	Cold hills	Malevolent spellcasting spirits clad in the fleshy form of ogres	B1
Ogrekin	Usually evil	Medium	Any land	Deformed, misbegotten half-ogres	B2
River giant	CG or CE	Large	Any rivers	Green-skinned river travelers	B4
Rock troll	CE	Large	Any underground	Rock-skinned trolls with an aversion to sunlight	B2
Rune giant	LE	Gargantuan	Cold mountains	Eldritch masters of giant-kind	B2
Saltwater merrow	NE	Huge	Temperate oceans	Massive ocean-dwelling ogres	B2
Shadow giant	LE	Large	Any	Warlike natives of the Plane of Shadow	ISB
Slag giant	LN	Large	Warm mountains or underground	Dour, rust-colored metalsmiths	B4
Stone giant	N	Large	Temperate mountains	Rock-skinned communal mountain-dwellers who prefer boulder-throwing in combat	B1
Storm giant	CG	Huge	Any warm	Reclusive, temperamental, weather-controlling residents of castles and towers	B1
Taiga giant	CN	Huge	Cold mountains or forests	Nomadic, ancestor-worshiping tribespeople	B2
Troll	CE	Large	Cold mountains	Fearless, voracious, regenerating monstrosities with sharp fangs and long claws	B1
Void yai (oni)	LE	Huge	Cold or temperate mountains	Domineering warlord spirits in giant form	B3
Water yai (oni)	CE	Huge	Any water	Greedy, impulsive water spirits in giant form	B3
Wood giant	CG	Large	Temperate forests	Peaceful, artistic wilderness protectors	B2

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On the Cover



Harsk takes on a stone giant three times his size, dodging nimbly under its hammer to strike a fierce blow in this cover by Jason Engle.



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Reference

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Bestiary 4</i>	B4
<i>Advanced Race Guide</i>	ARG	<i>Inner Sea Bestiary</i>	ISB
<i>Bestiary</i>	B1	<i>Ultimate Combat</i>	UC
<i>Bestiary 2</i>	B2	<i>Ultimate Equipment</i>	UE
<i>Bestiary 3</i>	B3	<i>Ultimate Magic</i>	UM



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For Your Character



Focus Characters

This Pathfinder Player Companion highlights options that are specific to characters of the following classes, as well as elements that can apply to a wide array of characters.

Druids

As giants are just another aspect of the natural world, druids have many tools useful for dealing with them. A new archetype (page 20) and new spells (pages 26–27) give druids additional options for facing giants on a more equal footing, or cutting them down to a more manageable size.

Fighters

Encounters with giants often end in battle, and no one is more eager to enter the fray than a fighter. This book offers a new archetype to give fighters improved access to oversized weapons (page 21) and new feats (pages 22–23) fighters can use when battling giant foes.

Rangers

Rangers are the iconic giant hunters, having many class features that can help them defeat these terrifying oversized foes. Bolster these abilities with tips for gathering information before conflicts with giants (pages 6–7), ways rangers can prepare themselves and allies, and equipment designed for encounters involving larger targets (pages 24–25).

Rogues

Rogues' expertise in hiding, scouting, setting traps, and pilfering items without resorting to physical conflicts helps them even the playing field when dealing with giants and giant strongholds. This book offers new ways a rogue's skills can aid in encounters with giants (page 11), and a new archetype (page 21) to help rogues avoid attacks from giants' oversized weapons.

For Every Character

Certain game elements transcend the particulars of a character's race or class. The following elements detailed in this book work equally well for any Pathfinder RPG character, regardless of focus, type, motivation, or background.

Hints and Tips

Several sections of this book present strategies for combating giants. Whether it's details on giant lairs (pages 8–9), information on the varieties of true giants (pages 4–5), or an overview of other creatures of the giant type (pages 14–15), characters can learn what they need to know to survive encounters with giants.

Backgrounds

Giants have wide-ranging impact on their environments and nearby settlements of other races, and thus can easily be worked into a wide range of character backgrounds. Characters looking to explore a history with giants will find within a number of traits to help anchor their motivations for hunting and slaying giants (pages 12–13). Characters designed for the Giantslayer Adventure Path can also tie themselves more closely to its story with the Giantslayer campaign traits on pages 30–31.

Organizations

Throughout Golarion numerous groups exist specifically to oppose giants. A player should talk to her GM if she would like to be part of one of the organizations mentioned in this book (pages 18–19), or should have her character come from a region where giants are common

Questions to Ask Your GM

Asking your GM the following questions can help you get the most out of *Pathfinder Player Companion: Giant Hunter's Handbook*.

- 1 Are we playing the Giantslayer Adventure Path? If not, are the campaign traits on pages 30–31 available to our characters?
- 2 Will our campaign feature a specific giant or group of giants? Will it make sense for my character background to prominently feature giants as foes or allies?
- 3 Will our campaign be using any special rules subsets, such as story feats?

enough that the character has access to teamwork feats designed specifically for groups of giant hunters (page 19).

Gear and Magic Items

Because of the advantages giants have in Strength, size, and reach, smaller enemies who frequently face them have developed special weapons and gear (pages 24–25) and magic items (pages 28–29) to even the battlefield.

Using Giant Gear

A common problem for those adventurers lucky enough to defeat giants is what to do with such creatures' oversized armor and weapons. A number of magic solutions for characters interested in using oversized equipment appear on the inside the back cover.

DID YOU KNOW?

Rune giants were the first new giants added to Golarion beyond those in the *Pathfinder RPG Bestiary*. They were created for the Rise of the Runelords Adventure Path because there were no Gargantuan giants in the game. Their look was based on samurai to help make them distinctive.

Rules Index

The following new rules options are located on the indicated pages throughout this book.

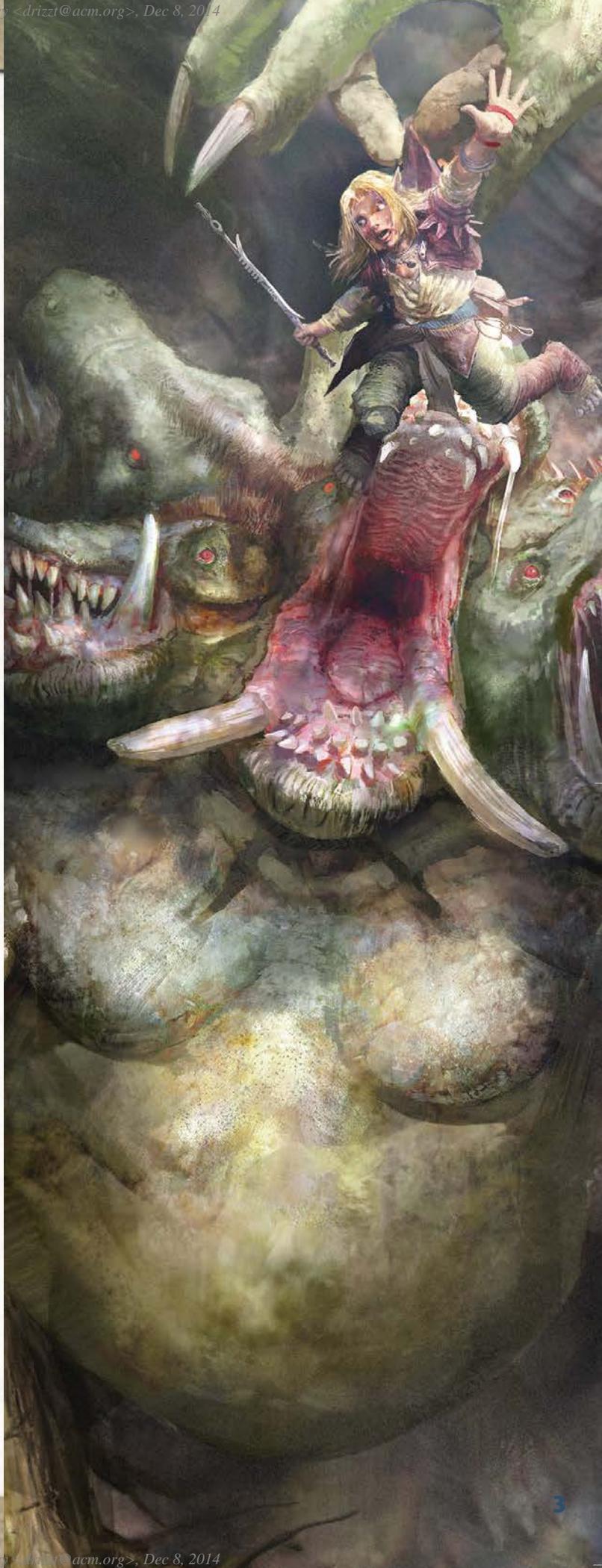
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Introduction



In folktales, myths, and rumors, giants cast long shadows over the world of Golarion. Their primeval strength harkens back to a time when Golarion was ruled by giants and dragons, long before smaller humanoid appeared. Across countless ages, fire giants, frost giants, taiga giants, and their kin have exhibited a bond with the elements of the world that few younger races can match.

Unfortunately, giants often assume the needs and desires of those who are smaller and weaker don't merit consideration. Although some giants have been known to fend off dragons, aberrations, and other monsters that threaten smaller folk, more numerous are the giants who wantonly plunder the settlements of smaller humanoids for whatever useful loot and magic items they can seize.

With the exception of yai, which are embodied evil spirits, giants are neither innately good nor innately evil, but each giant type tends toward a particular alignment based on its particular culture and its members' dispositions. Giants' intelligence varies considerably, but for the most part is roughly equivalent to that of humans.

Some sages warn that giants may someday descend from their remote enclaves and conquer their neighbors, as it is said that the giantfolk of old did before Earthfall in the land now known as Varisia. However, this fear is dismissed in most civilized lands, as only a leader with truly magnificent cleverness, strength, or magic could manage to force the fractious and scattered giants of Golarion into a cohesive

enough army to conquer the lands of smaller races. Such leaders do rise every now and then, most recently among the frost giants of the Tusk Mountains, the hill giants of Numeria, and the relatively numerous giants of Varisia's mountains, where the legend of the mind-controlling rune giants still inspires fear. But in recent centuries, these giant rulers have either faded into legend or been defeated by stalwart giant hunters before their rule could spread far.

Common Giants

What follows is a list of the most common types of giants, as well as common knowledge about each. Further information about each type of giant, such as their abilities and defenses, can be discovered with Knowledge (local) checks. See the inside front cover for the sourcebooks detailing the various giants referred to throughout this book.

Evil Giants

Some giantfolk have cruel and hateful cultures, and are predisposed to nasty tempers and a lack of empathy. These are typical targets of giant hunters.

Cave Giants: Cave giants have a fondness for kidnapping dwarves and other humanoids from neighboring communities to use as slaves or for blood sport. They keep giant lizards as pets and guard animals.

Fire Giants: Industrious, organized, and exploitative of other creatures and the lands on which they dwell,

fire giants are notorious as predatory merchants, tyrants, and slavers. They are disciplined combatants who make efficient use of forged weapons and traps.

Frost Giants: Frost giant society is rigid and vindictive. These giants like to brutalize and terrify smaller folk, often eating victims alive in front of their fellows.

Hill Giants: Cowards and bullies, hill giants live off what they pillage from smaller races. They prefer to attack from elevated positions with thrown rocks.

Marsh Giants: Marsh giants are universally despised for their vicious appetites and disgusting rituals. They are known for equally vicious magic, which they use to confound attackers and weaken victims before devouring them.

Rune Giants: Rune giants are mythical servitors of the ancients who once ruled what is now Varisia. They are legendary for their terrifying ability to enslave the minds of creatures—especially other giants.

Shadow Giants: Shadow giants are reclusive denizens of the Shadow Plane known for self-destructive religious rites. They are also known for causing shadows to dance in dizzying ways around their bodies.

Nonevil Giants

Although many true giants are not necessarily evil or predatory, neither are they automatically friendly to smaller beings. Rather, members of the nonevil giant races prefer not to interact with other creatures at all, leaving the rest of the world to its own devices.

Ash Giants: Ash giants are known for extremely dark senses of humor, and are suspected as the sources of strange plagues in wastelands. They wield exceptionally large (if crude) weapons, and are often accompanied by huge vermin, which harry their foes.

Cliff Giants: Cliff giants declare themselves defenders of vast expanses of desert and badlands, which they monitor through an innate magical connection to the land and its denizens. When attacked, they use magic to call upon animal allies and crush foes with rocks.

Cloud Giants: Although most are philosophers and collectors of art, music, and food, some cloud giants are sophisticates worthy of emulation and some are tyrants who hoard stolen treasures in their lofty mountain castles. When confronting foes, cloud giants wield devastating titanic weapons and bamboozle ranged attackers with conjured clouds. Cloud giant clans are about evenly divided between those who are mostly evil and those who are mostly good.

Desert Giants: These giants are nomads known for fiercely defending their broad territories against any intruders. They are remarkably fast nimble and for their size, and can easily overtake and cut apart trespassers.

Jungle Giants: Jungle giants are cautious people who are wary of any incursion by more numerous folk into their jungles. Their natural resistance to magic is matched only by their unassailable skill with bows.

Ocean Giants: Most sailors know of ocean giants only as extremely powerful beings who charge exorbitant tolls for safe passage through their massive sea realms.

FIVE THINGS EVERYONE KNOWS ABOUT GIANTS

Although only a handful of specialist scholars truly understand all the ways in which giants differ from smaller humanoids, most people know at least a few basic facts about these larger-than-life peoples.

Giants Are Few: Giants are usually either loners or members of small groups. There are few giant nations or cities in the known world, and giant armies appear only when organized by an unusually powerful and far-reaching influence.

Giants Are Humanoids: Giants' bodies have adapted to various specific environments far more dramatically than those of smaller humanoids, but they still maintain the typical humanoid body type and preference for tool use.

Giants Are Strong: Giants have remarkable strength even for their size.

Giants Leave Marks: Even the most cautious giants shape their environment, whether by carving out mountain paths, cultivating vast orchards, or simply digging a large cavern into a hillside as a lair.

Giants Throw Rocks: Most true giants have some proficiency with throwing and catching massive rocks, meaning even catapults present little threat to them.

Ocean giants turn their mastery of wind, waves, and sea against creatures who refuse to pay. Ocean giant clans are about evenly divided between those who are mostly evil and those who are mostly good.

River Giants: Mercurial and ever interested in profits, river giants can often be hired to ferry people on their rafts. River giant clans are about evenly divided between those who are mostly evil and those who are mostly good.

Slag Giants: Famous for their skill with metalwork, slag giants are among the most interested in selling their services. Slag giants shrug off flames and eagerly smash the weapons and armor of enemies so they can salvage the pieces as scrap metal.

Stone Giants: These giants are generally stoic and insular, but lone specimens sometimes settle among smaller humanoids as powerful defenders or laborers. In battle, stone giants prefer to hide using their rocky coloration before ambushing their foes, hurling volleys of huge rocks from high, defensible positions.

Storm Giants: Many regard storm giants as paragons of giantkind; they are beautiful, brilliant, and powerful both physically and magically. They often befriend massive beasts, and wield both lightning and well-crafted weapons.

Taiga Giants: Among the largest of humanoids, taiga giants are spiritual nomads with an uncanny talent for living in harmony with the lands they travel, without exhausting the local game and vegetation. In battle, they call upon their ancestor spirits to protect them from mental manipulation before smashing enemies with their massive weapons.

Wood Giants: Wood giants are meticulous stewards of large stretches of forest. When anything unnatural enters or attempts to defile their homes, wood giants use magic to grow even larger and turn the forest against their foes.

Preparing to Hunt Giants

A giant hunter who rushes into a fight with no forethought will have a short career. Giants are more than just monsters—they are thinking, planning, tool-using creatures with their own societies, traditions, and allies. Giant hunters must understand that their prey is as varied as any other humanoid race. A group of giants is likely to have spellcasters, scouts, and specialists in addition to basic warriors. Successful giant killers carefully research their opponents and prepare for the coming battle, rather than assuming every giant is nothing more than a tall rock-thrower.

Giants usually dominate the lands in which they live. Whether giants pillage farms for livestock, raid isolated communities for slaves, or simply hunt game to fill their enormous bellies, their activity rarely goes unnoticed, and usually spawns rumors for miles around. A giant hunter should carefully question witnesses, examine tracks, and observe her quarry's movements from hiding before he strikes. This can reveal whether a giant is acting alone, is directing a unit of smaller creatures that serve as guards or soldiers, or answers to a more powerful warlord. Characters with good Knowledge (local), Perception, and Survival skills fare best in this research. Skill at finding and reading tracks is particularly critical; thus, a giant hunter who is not a good tracker should commission a scout to assist in the hunt.

Giant Groups

Giants are social creatures, gathering in clans and establishing small communities. In most areas, bands of giants are few in number; they might be kin groups or a small hunting parties. Where resources are plentiful and danger is remote, however, giants may gather in a larger tribe.

As much as possible, a giant hunter should know the number of active giants in the area. Carefully identifying tracks is critical for gauging whether an area is home to a small gang of giants or a large clan. Even the less intelligent varieties of giants can be skilled at disguising their tracks or hiding their true number by splitting a large party into several smaller gangs.

Scholars generally classify giant groups based on the number of members. A gang of giants consists of two to five members and is often merely passing through an area or looking for easy spoils; a gang might also be a small family. A band or hunting party of up to a dozen individuals is well prepared to live in the wild for weeks or months, is likely to have a leader of particular fame or skill, and is probably looking for a fight. A tribe might include dozens of giants, including the young and elderly, and is likely to be protected within fortified strongholds and prepared to defend its territories and holdings.

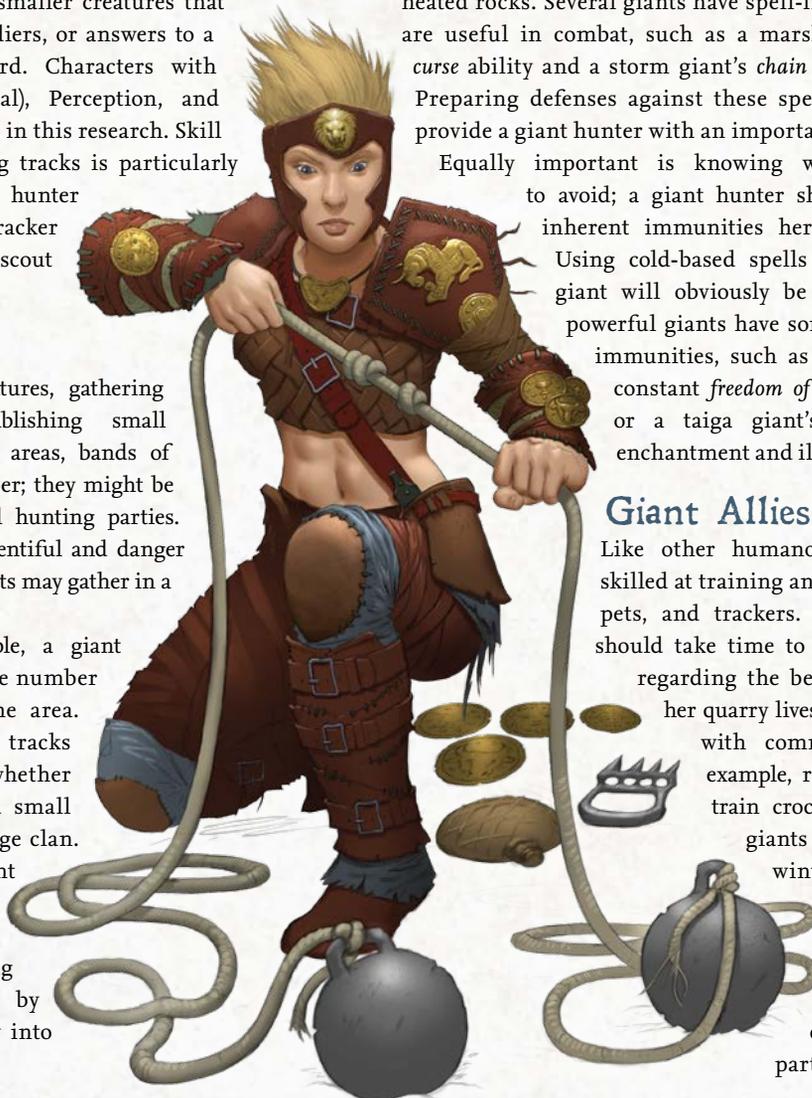
Giant Abilities

All giants wield massive weapons and have strong defenses, but a canny giant hunter investigates her quarry's other abilities and prepares accordingly, devising strategies to account for the ways in which a giant may use those abilities. For example, ash giants can inflict horrifying diseases, while fire giants throw heated rocks. Several giants have spell-like abilities that are useful in combat, such as a marsh giant's *bestow curse* ability and a storm giant's *chain lightning* ability. Preparing defenses against these special attacks can provide a giant hunter with an important edge.

Equally important is knowing which strategies to avoid; a giant hunter should know any inherent immunities her quarry enjoys. Using cold-based spells against a frost giant will obviously be ineffective, but powerful giants have some less intuitive immunities, such as a storm giant's constant *freedom of movement* effect or a taiga giant's immunity to enchantment and illusion spells.

Giant Allies

Like other humanoids, giants are skilled at training animals as guards, pets, and trackers. A giant hunter should take time to gather evidence regarding the beasts with which her quarry lives and be familiar with common allies (for example, river giants often train crocodiles and frost giants often employ winter wolves to help them with their hunts). Animal tracks are the most obvious clues, particularly because



giants prefer to domesticate and hunt with massive beasts, but questioning locals may also yield valuable intelligence. For example, rumors of dire wolves wearing collars or giant lizards demonstrating advanced pack tactics could imply training by giants.

Well-organized groups of evil giants are rarely content with using mere beasts in combat, and often fight behind ranks of slaves. These slaves are so persistently abused by their giant masters that they take to combat with relish, either to prove their worth and earn greater privileges or to find release from their bondage in death. Large giants prefer dwarves, orcs, and humans as slaves because of their durable nature and skill at crafting arms. Huge giants often enslave lesser giantkin such as ogres or trolls to serve as shock troops. The enormous rune giants can compel the obedience of more powerful types of giants, expanding their potential ranks of slaves. Giant hunters should prepare methods for incapacitating these slaves without killing them, for they can be a valuable source of information about their masters' lairs (including entrances too small for the giants themselves to use), recent movements, and hidden treasures.

Giant Leaders

Giants recognize and appreciate talent, and elevate the most skilled among their kind to positions of leadership. Different giant types respect different abilities, however; brutal hill giants may follow a barbarian, while reclusive wood giants may be led by a druid or ranger and stone giants tend to follow elders with supernatural control over stone. Anyone who expects to fight a homogeneous group of giants with identical ability sets is in for a rude surprise if the group's leader begins hurling fireballs, channeling negative energy, or transforming stone to mud.

Giants often make loyal and intimidating soldiers, so a group's leader might not be a giant at all. Demons, spellcasters, and dragons have all been known to command the loyalty of entire giant tribes. A giant hunter should take care to learn as much as possible about the leader of a giant band, either by careful scouting or by capturing and interrogating lone giants.

Materials and Assistance

Preparation is critical to any giantslaying expedition. A giant hunter should acquire a detailed map of the area in which her quarry has been seen, and should be thoroughly familiar with the dangers of the terrain. For example, frost giants are known to frequent high, cold mountains where the snow is deep and the atmosphere thin. Although giants have likely hunted down most of the larger creatures in their domain for food, the region might contain predators that even the giants avoid; locals are a good source for rumors of such noteworthy creatures, as well as information on how to defeat, avoid, or enlist them. Giants rarely possess any supernatural forms of movement, so a path to a giant lair is likely to be navigable by smaller humanoids, barring any traps placed to discourage interlopers.

DEFENSES AND WEAKNESSES OF GIANTS

In addition to protecting themselves from giants' attacks, successful giant hunters carefully consider which methods will most effectively bring their oversized enemies down.

Giant Defenses: All giants have natural armor, and most wear armor to further improve their Armor Class. Because of their great size and sturdy nature, giants tend to have high hit point totals and good Fortitude saves. Giants are also resistant to combat maneuvers, thanks to their great strength. Nearly all true giants have the rock catching ability, which provides them with a defense against certain siege weapons and other rock-shaped projectiles. Giants tend to have a lot of Hit Dice as well, so Hit Die-dependent spells like *daze* or *hypnotic pattern* are unlikely to affect them. Many giants also have elemental immunities, but these immunities are often obvious (such as a fire giant's immunity to fire).

Giant Weaknesses: A giant's great size is also a weakness—most giants have a low touch Armor Class, and their great size obviates the penalty for firing ranged attacks into melee. Giants are humanoids, and are therefore susceptible to humanoid-specific spells such as *hold person* or *dominate person*. And while giants have low-light vision, most can't see in total darkness and don't have particularly high Perception skill bonuses.

Any giant hunter should anticipate a giant's prodigious reach and carry reach weapons or ranged weapons to counter this advantage—nearly anyone can use a simple longspear or crossbow. Other tools, such as *potions of invisibility* or *cloaks of elvenkind*, might allow a melee-focused giant hunter to approach her quarry safely. A giant hunter should also bring tools that capitalize on her prey's weaknesses, such as alchemist's fire or *flaming* weapons for frost giants or *scrolls of entangle* for lumbering hill giants.

If a giant has been trouble for a particular community, the locals are usually an eager source of information and aid. Most communities rally together under the threat of giant invasion and gratefully accept offers of assistance from outsiders. Locals can help estimate the number of giants in the area, identify the presence of any allied creatures, and determine whether the giants seem to be after any particular resource besides food (such as slaves or gold). Giant hunters should also seek assistance from specialists among the locals, such as healing from a priest or supplies from an alchemist.

Giants rarely sit atop hoards of treasure, preferring to keep their wealth in the form of valuable arms or armor or stuffed into shoulder bags with other oddities. These armaments may be too cumbersome for a human-sized giant hunter to carry easily, so mules or hirelings might be needed to haul this treasure back from the giant lair. Once recovered, these items may need to be resized—consult the back inside cover for details.



Giant Lairs



From castles in mountains shrouded by clouds to forest redoubts woven from living trees, the lairs of giants are generally massive, sturdy, and imposing. Because their makers dwell in out-of-the-way places far from the major settlements of other races, these lairs are hard for giant hunters to reach without preparation for the terrain's hazards. Although giant lairs vary tremendously based upon the aesthetics and needs of their inhabitants, most share certain common features.

Community

Giants often live in remote areas, but rarely are they complete loners. Most have dealings with other giants or even smaller humanoid, and many keep or befriend animals, magical beasts, or vermin. In general, giants' smaller allies tend to be the ones left to keep watch, freeing the giants to tend to their own concerns. Smaller allies can be a problem for intruders (as they provide more eyes to watch for trouble), but their movement

through the area can present the perfect opportunity for interlopers to create a distraction or assume servants' identities as disguises in a stealthy infiltration. Non-giant slaves and lackeys can often be persuaded to help interlopers if promised their freedom or a more lucrative payment than the giants offer. Trained animals can be harder to persuade, but they are easier to bribe with simple treats or fool with decoys and trickery.

Giants who feel outmatched or who escape a losing battle are likely to call upon additional giant allies or more diverse reinforcements. Rarely are giants' allies markedly more intelligent or larger than the giants themselves. In some cases, giants swear fealty to more powerful giant chieftains—those who do can expect some measure of protection from a ruler capable of organizing larger groups of giants.

Giant hunters who plan to confront giants residing in their home areas and aided by allies or servants should consider the following options.

Character Options: *Calm animals, detect thoughts, fascinate bardic performance.*

Gear and Magic Items: *Deodorizing agent (Pathfinder Player Companion: Animal Archive 13), eyes of charming.*

Local Resources

More so than most smaller humanoid, giants have a deep connection to and a large impact on their environments. Knowledge of how particular giants utilize local resources can help giant hunters better understand their targets and exploit their vulnerabilities.

Giants often hunt larger creatures that smaller creatures can't. By knowing the sorts of creatures that giants hunt, canny giant hunters might turn such prey against their targets, flushing out the animals as a distraction or using them to lure the giants out of their strongholds.

Giants rarely import materials from elsewhere, instead making their tools and wares from local materials. To craft such necessities, heat-tolerant and highly magical giants work metal with skill, forest-dwelling giants use wood, and most other giants work stone. Sometimes, giants can be caught unawares when they're gathering raw materials or focused on their craft.

Giant hunters who wish to learn about their targets' local resources should consider the following options.

Character Options: *Commune with nature, divination.*

Gear and Magic Items: *Prophet's pectoral^{UE}.*

Natural Defenses

Both to avoid smaller intruders and to make a defensible position against other giants, giants make their lairs in remote locations with long views of their surroundings—or at least a way to hear intruders coming from a distance. The form of the lair varies with the environment, but giants



tend to exploit natural obstacles such as steep cliffs, glacial crevasses, howling winds, stormy waters, poisonous flora and fauna, and even lava tubes. Giants favor locations where their natural resistances, long limbs, and innate magic allow them to bypass hazards that would slow down interlopers.

Giant hunters should consider the following options to help them deal with the diverse natural hazards surrounding various giant lairs.

Character Options: Animal aspect (*Pathfinder RPG Ultimate Combat* 210), *freedom of movement*, wild shape.

Gear and Magic Items: *Gloves of swimming and climbing*, *pirate's eye patch*^{UE}, *unfettered shirt*^{UE}.

Scale

Giant lairs are as grand in scale as the giants who dwell therein. Large giants' lairs are no more awkward for Medium humanoids to navigate than human structures are for halflings, but as the giants' size increases, so does the scale of their lairs. In general, furniture and fixtures are doubled in size relative to human-suited objects for each size category larger than Medium the giants who use them are. Thus, a Huge giant generally has a table four times as tall as a human's, and a Gargantuan giant has one eight times as tall. While giants with smaller slaves or servants may make some allowances for scaled-down creatures to move and work within their homes, access to important and valuable materials isn't included in such accommodations. Important objects may be on shelves dozens of feet off the ground, and locks on private chamber doors may be too high to pick without climbing or flying. Distances in the lairs of larger giants can also be inconvenient for tactical movement or stealthy infiltration, since giants need an amount of elbow room and living space proportional to their size.

Giant hunters should consider the following options to help them deal with the scale of the place, especially when venturing into the lairs of Huge and Gargantuan giants.

Character Options: Flight hex^{APG}, *overland flight*, *spider climb*, titan mauler barbarian archetype^{UC}.

Gear and Magic Items: *Boots of speed*, *monkey belt*^{UE}, *rope of climbing*.

Structure

Giants' lairs are the homes of tool-using humanoids—while they vary in building materials and complexity, these lairs normally include household goods such as furniture, tools, and equipment. Many of these homes also feature traps that turn the environment against their foes. Whereas giants who are fond of forges tend to use mechanical traps featuring liquid metal or rock, even the less intelligent giant types are known to lay pit traps or deadfall traps.

Giant-built lairs are usually sturdy and long-lasting. The more intelligent the giant, the more complex its lair tends to be in structure (although there are exceptions, such as the remarkably sophisticated taiga giants, who prefer to live simply and move often to avoid overtaxing food resources). While hill giants may set up only a rudimentary

GIANT TREASURE

Giants, like other humanoids, keep a wide variety of treasure. Less intelligent giants lack the ability to create magic items, and usually accumulate treasure only as they are able to trade for it or steal it from other creatures. They also tend not to be very good at caring for the items they buy, steal, or (less often) craft. As a result, the bags of more brutish giants tend to contain mostly broken junk and few real treasures.

More intelligent giants are likely to engage in long-term planning, and carefully collect potentially useful items they encounter, whether it be during a violent raid or the result of a trade with an accomplished humanoid. As a result, these giants usually carry a few of their most useful items of treasure with them in case these items are needed. However, since most of the creators of money, jewelry, and magic items in the world are smaller humanoids, giants often acquire their treasure in forms sized for smaller creatures. This treasure, which forms the bulk of the treasure found by giant hunters, is usually kept in a safe place for trade or used on the giant's behalf by smaller servants, slaves, or allies.

Permanent magic items built for giant users tend to be weapons, armor, or musical instruments; these are among the most common giant-sized magic items found by victorious giant hunters.

living arrangement with a few rooms in ruined structures or caves, cloud and storm giants prefer to build themselves appropriately sized keeps of a dozen or more rooms, including housing for allies, servants, and guests.

Giant hunters should consider the following options to safely detect and avoid the hazards of giant structures.

Character Options: *Detect snares and pits*, *find traps*, trap sense.

Gear and Magic Items: *Acrobat slippers*^{UE}, *ring of feather falling*.

Weight

Giant hunters quickly find that objects in a giant's lair are extremely heavy. An otherwise identical object twice as large in each dimension is eight times as heavy as its smaller counterpart. As a result, giant hunters venturing to move (much less steal) items found in a giant lair must maximize their effective Strength scores for the purposes of moving or carrying objects. Moving a heavy object is a move action that provokes attacks of opportunity. Oversized doors may be impossible to break down if sized for giants, since they are often designed to impede creatures just as large as their makers.

Giant hunters should consider the following options to address hefty weights, especially when venturing into the lairs of Huge and Gargantuan giants.

Character Options: *Ant haul*^{APG}, Powerful Shape^{UM}, Strength domain.

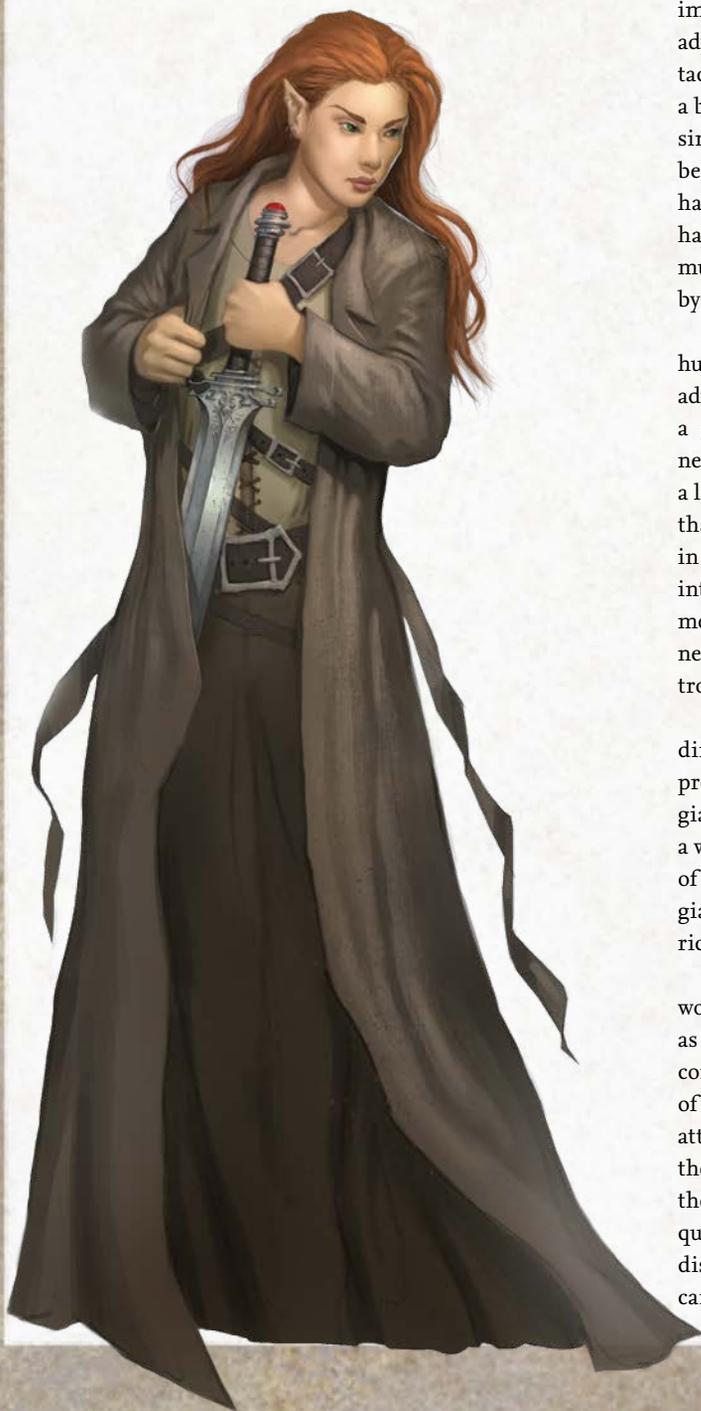
Gear and Magic Items: *Belt of giant strength*, *muleback cords*^{UE}, block and tackle.



Bargaining with Giants



As intelligent creatures, giants can often be reasoned with. Larger groups of giants have many of the same concerns as mid-sized human settlements, and may be interested in arrangements for long-term trade, assurances of support against mutual enemies, and clearly defined territorial borders. Small bands and lone giants still have military power and foraging or ranching needs that are at least equal to that of a thorp of Medium humanoids, and can sometimes be convinced to act accordingly. Good-aligned giants are most likely to be open to fair and friendly diplomacy, but even evil giants see some advantage in talking to their foes to learn about potential needs and weaknesses.



Whether out of a moral preference to avoid bloodshed, out of self-preservation in the face of unfavorable odds, or as a calculating ploy to glean more information about an enemy before the inevitable violent confrontation, adventurers confronted with giants often find it suits their purposes to parley with the massive humanoids before resorting to facing them in battle.

Giants of low intelligence (such as cave and hill giants) and many giants not considered “true” giants (such as ogres and trolls) can be difficult to reason with, but they also tend to be more impressionable and can sometimes be manipulated into other ways of thinking. Displaying impressive—but not directly hostile—power, especially advanced magic or other forms of esoteric might, is a good tactic to induce less intelligent giants to listen for at least a brief time. These giants are also the easiest to outsmart, since they often fail to consider that other creatures might be able to figure out or navigate problems they themselves have trouble with. Giants with this level of intelligence have a limited understanding of currency, and rarely have much interest in trading for things they could just take by force.

Most other kinds of giants are comparable to a typical human in intellect, and will likely negotiate with adventurers on fairly even terms—as long as they have a good reason to take a smaller creature seriously. A negotiator must generally either demonstrate power over a large number of humans or convince the larger creature that she has defeated foes of the giant’s size in the past in order to gain true respect. Giants of moderate or high intelligence can often be bribed or traded with, although more evil specimens must be convinced that bypassing negotiations and simply taking whatever they want is more trouble than it’s worth.

Often the best way to begin negotiations with evil or dimwitted giants is to show them the benefits a deal might provide prior to asking for something in return. A hill giant may be too stupid to truly grasp the potential threat a weak-looking spellcaster poses, but exaggerated displays of generosity to others who cooperate might convince the giant that the spellcaster might grant him comparable riches if he stops raiding nearby sheep pens.

Highly intelligent giants—particularly rune, storm, and wood giants—look down on most humans intellectually as well as physically. Typical specimens of these races are comparable to human geniuses, and often are well aware of the fact. Outsmarting these giants is difficult, and best attempted only after careful preparations to ensure that the larger humanoids won’t discover the ruse, even with their often powerful magic. Giants of great intellect are quick to notice when either party in a negotiation is at a disadvantage, but also recognize that smaller creatures can be very useful as minions, allies, or slaves.

New Skill Options

Characters who find themselves dealing with giants must be creative and resourceful in bringing all their skills to bear. Each description below expands the options for one or more skills. Checks using these new options work as normal for the relevant skill except as noted.

Feign Harmlessness (Bluff)

It's often useful to convince giants you are no threat to them.

Check: Rather than explicitly stating that you are harmless, you convince your target by exuding harmlessness through your actions and posture. Giants enjoy believing they are too powerful to worry about smaller creatures, which works in the favor of those who wish to not be seen as a threat. If you are at least one size category smaller than your target and have taken no effective offensive actions that your target has seen, you gain a +5 circumstance bonus on this check, as the target is convinced of its own unassailable superiority. Even if you have proven yourself capable of dealing significant damage to a giant, an effort to present your previous success as a one-time fluke takes only a -10 penalty on the check for being unlikely, as giants easily believe the success of smaller creatures has more to do with luck than skill.

Action: Taking steps to appear harmless requires a full-round action, though a GM may require more involved Bluff attempts to take longer.

Try Again: You can attempt to feign harmlessness to the same target again, but each previous failed check increases the DC to convince your target by 5. This increase resets after 1 hour has passed.

Hide behind Creatures (Stealth)

Large bodies that break your opponent's line of sight can be just as useful as a dark shadow for hiding your position.

Special: Normally the soft cover provided by other creatures is not sufficient to allow you to attempt a Stealth check. Soft cover provided by creatures at least one size category larger than you does allow you to attempt Stealth checks against other creatures not already aware of your presence at a -10 penalty. If the creature providing the cover knows which square you occupy and is trying to avoid concealing you, this penalty increases to -20.

You can also hide from a creature by staying under its own body if it is at least two size categories larger than you and you are in its space. Such attempts also take a -10 penalty, which increases to a -20 penalty if the creature is aware you are in the area. If the creature moves away from you, you are automatically revealed, unless you have readied an action to move with it.

Intimidate Larger Creatures (Intimidate)

In general, giants don't respect you unless you've proven your might.

Special: When you're attempting an Intimidate check against a giant, if your target believes that you're clearly

PREPARING TO BARGAIN

Giant hunters stand a better chance of coming out ahead in bargains with giants if they plan ahead.

Know the Neighbors: Giants often have existing relationships with nearby humanoids, especially other giants. Talking to others can reveal what to expect and what your quarry might want (but beware inaccurate rumors).

Make an Impression: Giants (even good-aligned giants) need to know they should be taking you seriously, or they are apt to dismiss you. Evidence that you have defeated a creature of at least equal size and power to your giant target—although preferably not one allied with the giant—goes a long way in this regard.

Open with Gifts: Giants, like most beings, are more open to hearing out a proposed bargain if first presented with a token of good intentions, such as a gift of food or a treasure that they desire. Evil giants are especially important to placate with appropriate food, since they might otherwise simply eat a human-sized visitor.

Speak Giant: Many giants, especially less intelligent ones, don't speak Common. If you wait to cast a translation spell until your target can see you, the giant might mistake that for a hostile action. Even giants who know Common speak it only as a second language, and consider negotiations in Giant to be a sign of respect.

controlling or have recently defeated a creature larger than yourself, you can use that creature's size in place of your own when determining your size bonus or penalty on the Intimidate check. Even if this is not true, you may be able to convince a creature you have such power with a successful Bluff check.

Plant Notion (Bluff and Diplomacy)

You can use Bluff and Diplomacy together to make a request of a creature, without it even realizing you have made the request.

Check: You can gradually coax a target into thinking a suggestion is entirely its own idea, making the creature more likely to act on the idea than if you had suggested it outright. You discuss topics subtly relevant to the request, asking leading questions and narrowing the scope of the conversation so that the target eventually decides to take a specific action you have led it to.

You first attempt a Bluff check to convince the target that your request was actually its idea. This is always treated as far-fetched circumstances, resulting in a -10 penalty on the check. If successful, you then attempt a Diplomacy check to make the request of the creature, treating its attitude toward you as indifferent for this single request (regardless of its actual attitude).

Action: Planting the notion and then coaxing a target into suggesting the notion himself each require at least 1 minute of continuous interaction. This can be difficult to arrange with a hostile or unfriendly creature, though giants are sometimes more willing to have longer discussions with foes they consider harmless.



In the Shadow of Giants



Easily the most common thread among the stories of those who hunt giants is having survived an encounter with giants that inspired great wonder or led to terrible suffering. The following environments are those most commonly inhabited by giants on Golarion. Each entry includes a new regional trait, which shows how adventurers from that environment have had their lives shaped by dwelling in the shadow of giants.

Coast (Marsh, Ocean, River, Storm, Taiga)

Coastal settlements are not confronted with giant menaces as often as those in more remote climes, but that only adds to the extreme danger and mystery coastal people see in giants. Giants who appear in these areas are usually mysterious visitors who come and go with agendas inscrutable to smaller humanoids. Those who do engage with smaller humanoids generally hire them as servants in their isolated strongholds or demand tributes of food.

Giant Investigator (Regional): As a result of your attempts to understand a rare encounter with the unearthly divine magic or secretive movements of coast-dwelling giants, you have learned to carefully consider all facts related to a mystery and form deductions after taking time to mull over an unanswered question. Whenever you fail a Knowledge (local) or Knowledge (religion) check, you can attempt the check again in 24 hours with a +2 bonus to represent your careful formation of a new deduction. Additionally, you can attempt such skill checks untrained when the checks involve giants.

Likely Regions: Katapesh, Lands of the Linnorm Kings, Mwangi Expanse, Rahadoum, the Shackles, Varisia.

Desert (Cliff, Desert, River)

Deserts play host to giants who claim expansive territories. Cliff giants, although usually good-aligned, avoid dealing with smaller creatures and may chase off humanoids who trouble them. Desert giants roam all over their broad territories and readily attack interlopers of all sorts. River giants, although sociable in a way, often amuse themselves at the expense of smaller humanoids.

Giant Dodger (Regional): In your youth, you were chased by giants for trespassing—or for sport—and you have learned to evade the reach of your opponents. You gain a +3 bonus on Acrobatics checks to avoid provoking an attack of opportunity when moving out of a threatened space.

Likely Regions: Katapesh, Osirion, Qadira, Rahadoum, Thuvia.

Forests (Jungle, Taiga, Wood)

Those who live in the wooded frontier occasionally encounter reclusive giants of the forest. These graceful beings are defensive when they're faced with humanoid intruders, even smaller ones. However, they rarely start trouble with smaller beings if they don't feel threatened, and even intruders who retreat to avoid a confrontation are often beguiled by these giants' beautiful magic and their nurturing attention to the forests in which they dwell.

Enchanted by Giants (Regional): You are familiar with the primeval magic of forest-dwelling giants and have witnessed their close attention to the natural world around them, whether because your tribe engaged in trade with those giants or because you stumbled into their territory. The experience opened your eyes to the workings of nature and magic. You gain a +1 trait bonus on Survival checks



and Spellcraft checks. You can always take 10 on Spellcraft checks to identify spell-like abilities.

Likely Regions: Kyonin, Lands of the Linnorm Kings, Mwangi Expanse, Nirmathas, River Kingdoms, Taldor.

Temperate Highlands (Cloud, Hill, River, Stone)

Mountain-dwellers often have extremely mixed attitudes toward giants, as cloud, river, and stone giants of different outlooks may alternately bestow grand gifts to or wreak utter devastation upon nearby settlements. Kellids in particular tend to interact with giants both on friendly terms (some having adopted stone giant orphans into their clans) and in battle (fending off giant raiders or robbing giants of their treasures).

Giant Ambivalence (Regional): You witnessed or were otherwise strongly influenced by two separate acts by giants, one of great beneficence and one of great violence. You reflexively gauge the intentions of powerful creatures in case they turn to violence. You gain a +1 trait bonus on initiative checks. You also gain a +1 trait bonus on Sense Motive checks, and a +2 trait bonus on Perception checks to not be surprised in a surprise round of combat.

Likely Regions: Isgar, Molthune, Numeria, Realm of the Mammoth Lords, Varisia.

Tundra (Cloud, Frost, River, Rune, Taiga)

The hostility of cold environments seems to find physical manifestation in the insular giants who call them home—most of these giants' attitudes toward those not of their kind are colder than the heart of a blizzard. Although they are often willing to collaborate to accomplish their goals, rarely does their concern for others extend to the smaller races.

Chilled by Brutality (Regional): You were part of a group that was mercilessly attacked by giants of the tundra, who may have gone so far as to eat the dead and dying. After that, little can faze you, but you strongly prefer to finish fights with giants quickly to prevent anything like that from happening again. You gain a +2 trait bonus on attack rolls to confirm critical hits against giants and on saving throws against fear effects.

Likely Regions: Brevoy, Irrisen, Lands of the Linnorm Kings, Mendev, Realm of the Mammoth Lords.

Warm Mountains (Cave, Fire, River, Slag, Storm)

Giants touch the lives of those dwelling in the volcanic Cinderlands of Varisia, those who pass near the southern mountains of Rahadoum, Thuvia, and Osirion, and those who eke out a living on the rocky coasts of Katapesh and Rahadoum. These giants tend to be cruel, ruthless traders. Most indulge in slavery or extortion, and the rest are liable to hire smaller humanoids as servants to maintain their oversized property.

Scrambling Servant (Regional): You were hired or captured by giants and found yourself frequently

GIANT-TOUCHED STORY FEAT

Players who want to base their characters around the concept of hunting giants should consider taking the following story feat. A story feat reflects a goal that shapes a character's life. Each story feat incorporates a trigger event (from either a campaign occurrence or a character's background), an immediate benefit, a goal, and a further benefit the character gains after achieving that goal. For more information on story feats, see page 66 of *Pathfinder RPG Ultimate Campaign*.

GIANT VENDETTA (STORY)

Your life has been shaped by an encounter with giants.

Prerequisite: You must have been knocked unconscious in an encounter with a challenging giant foe or have a regional background trait tied to giants (such as those presented in this section).

Benefit: Choose one kind of giant (such as hill or stone); you must choose a kind of giant that allows you to qualify for this feat. You gain a +1 bonus on attack rolls against giants of that kind. You also gain a +1 bonus on Knowledge (local) checks regarding giants of that kind and can attempt those Knowledge checks untrained. In addition, you gain a +1 dodge bonus to AC against all giants.

Goal: Defeat a giant of the chosen kind that is a challenging foe.

Completion Benefit: You gain a +1 bonus on initiative checks when facing a giant of any kind, which increases to +2 against giants of the selected kind. Whenever you defeat a giant of any kind that is a challenging foe, the benefits of this feat that apply only to a specific kind of giant now also apply to giants of the kind you defeated.

scrambling up and down giant-sized furniture or slave pit walls. As a result, you are an agile climber. You retain your Dexterity bonus to Armor Class while climbing and gain a +1 trait bonus on Climb checks.

Likely Regions: Osirion, Rahadoum, the Shackles, Thuvia, Varisia.

Wastelands (Ash, Hill, River, Shadow)

Desolate lands scoured by destructive magic, devastating alien artifacts, and unforgiving elements are home to giants who cope with the constant threat of death with desperate raids. Even those giants who don't attack settlements of smaller races for resources are often perfectly willing to risk weaker humanoids' safety with vicious pranks—the more severe the resulting injury, the funnier the joke.

Giant-Harried (Regional): You were robbed by giants or nearly killed by a giant's prank, and the experience gave you a keen instinct for outmaneuvering bigger creatures. You gain a +1 trait bonus on combat maneuver checks against creatures larger than you and a +1 trait bonus to CMD against such creatures.

Likely Regions: Geb, Mana Wastes, Nex, Nidal, Numeria.



Other Giants



Although many “true giants” are classified by their habitats (such as hill giants, frost giants, or jungle giants), a wide variety of other creatures share the giant subtype. Giantkin share superficial similarities with true giants, but savvy giant hunters study the critical differences, since methods that work against true giants may not work against giantkin, even those who appear similar at first glance to true giants with whom they share a habitat type or other surface characteristics.

Athachs

Twisted, cruel creatures, athachs appear to be mutated versions of some other kind of giant. Though their gangly third arms, poisonous tusks, and discolored limbs are bizarre, they are not deformed members of another giant species, but rather a race unto themselves. Athachs delight in mayhem and vandalism, so athach hunters can usually count on support from beleaguered victims.

Preparation: Athach poison is known to cause debilitating weakness, so defense against poison is wise for anyone going toe to toe with these creatures. Because athachs have more natural attacks than most giants, effects that limit the number of a foe’s attacks are particularly useful. Despite their size, athachs are good climbers and surprisingly sneaky, so athach hunters should stay alert and take particular care to avoid being caught off guard. Athach hunters should bring antitoxin or scrolls of *delay poison* or *neutralize poison*, as well as effects that stagger opponents such as *slow* or *frigid touch*^{UM} (despite the creature’s resistance to cold damage).

Character Options: Alchemists make surprisingly effective athach hunters. With a resistance to poison and the ability to use frost bombs to stagger opponents, a properly prepared alchemist can neutralize an athach’s advantages. Melee fighters should consider the Staggering Critical feat.

Cyclopes

Cyclopes are a study in contradiction. Given to insightful flashes of foresight and oracular visions, cyclopes are nevertheless wracked with constant hunger and bestial rage, making them fierce and unflinching opponents. Although ordinary cyclopes are among the smallest of giantkin, the degenerate great cyclopes are larger than the vast majority of giants. Cyclopes usually dwell in remote locations, often within the treasure-laden ruins of the fallen cyclops empire.

Preparation: Canny cyclopes use their occasional flashes of insight to guarantee devastating critical hits with their weapons, so cyclops hunters should prepare to absorb or deflect these inevitable critical strikes. When facing a great cyclops, an opponent should remain out

of the path of the brute’s powerful charge attack. Cyclops hunters should bring armor with the *fortification* ability and attacks that take advantage of a cyclops’s slow reflexes, such as scrolls of *scorching ray* or *black tentacles*.

Character Options: A cyclops’s improved ability to land critical hits makes it important to remove its two-handed weapon as quickly as possible. Cyclops hunters should specialize in techniques to disarm their opponents, such as the free hand fighter^{APG} archetype, Improved Disarm feat, or *grease* and similar spells.

Ettins

An ettin is immediately recognizable by its two tusked heads. Ettins are dimwitted and slow to react, leading the unwary to underestimate them, but their two heads give them keen senses and allow them to fight effectively with two weapons. Ettins committed to a raid or hunt can show surprising cunning, and the prospect of facing them in battle should not be taken lightly.

Preparation: Ettins have lumbering builds and slow reflexes, so they are particularly susceptible to entangling or restraining attacks. They are also notoriously stupid and easy to trick. Ettin hunters should bring tanglefoot bags and *entangle* or similar spells, as well as techniques to distract the dimwitted creatures such as scrolls of *ventriloquism* or a *clamor box*^{UE}.

Character Options: It’s not a good idea for most hunters to go toe-to-toe with an ettin, as the creatures can attack several times in a round with their flails. The best ettin hunters attack from a distance and remain outside the creatures’ reach. Sorcerers with attack spells such as *magic missile* and *lightning bolt* make effective ettin hunters, as do evokers and elemental wizard^{APG}. Spellcasters should rely on *levitate* or *fly* to remain safely out of an ettin’s melee reach.

Ogres and OGREKIN

Although true giants are larger and more dangerous, few monsters instill more terror in frontier communities than ogres. Brutal and cruel, ogres love to capture humanoids for food or torture. Malformed ogrekin clans dotting the isolated regions of Golarion attest to the nightmarish fate of captives unlucky enough to serve as ogres’ playthings.

Preparation: Ogres and ogrekin are dimwitted, lumbering, and conspicuous. Ogre hunters are likely to know that an encounter with ogres is coming and should prepare an ambush in a location that prevents the ogres from using their great strength and reach, such as a narrow pass or a small room. Aquatic ogres—both freshwater merrow and saltwater merrow—are just as dimwitted as their terrestrial kin, but much more agile and stealthy. Ogre hunters should attempt to distract

the brutes with animals from a *bag of tricks* or a *summon monster* spell and bring *potions of invisibility* or *elixirs of hiding* to attack with surprise.

Character Options: Experienced ogre hunters rely on the fact that their opponents are unobservant and slow. The most skilled find ways to make quick, devastating strikes before the ogre can respond. Monks, rogues, and slayers (*Pathfinder RPG Advanced Class Guide*) make excellent ogre hunters, particularly if they focus on Stealth in order to attack from surprise; such characters can often act in the surprise round and then act again before their opponents in the regular initiative order. Tetori^{UC} monks can take advantage of ogres' slow reflexes to grapple ogres despite their superior strength and size.

Trolls

Voracious and fearless, trolls are bestial giantkin who usually prefer fighting with claws and fangs rather than with manufactured weapons. Trolls appear in various habitats and a wide range of sizes, from the gangly moss troll to the hulking jotund troll, but all trolls are bigger than a human and possess an insatiable appetite for whatever they can catch in their claws.

Preparation: Trolls are well known for their uncanny regeneration. Typically, fire and acid suppress this ability, but troll hunters should determine whether this is true for their particular troll prey (for example, the regeneration ability of moss trolls is not suppressed by acid damage, and that of rock trolls is not suppressed by fire damage). Many trolls can rend flesh if they hit with more than one claw attack, so defensive items such as *potions of barkskin* or *shield of faith* that keep claw attacks from connecting are good investments. Troll hunters should bring alchemist's fire, acid, or fireworks^{UE} in large quantities, along with fire or acid spells such as *acid arrow* and *fireball*.

Character Options: Melee fighters with a high Armor Class make good troll hunters, as trolls rarely have magical enhancements to boost their attack rolls, and a single failed claw attack means the troll is unable to rend its prey. Front-line combatants with the ability to apply fire damage to their weapon attacks—such as magi^{UM}, paladins with a divine bond to a weapon, bloodragers with the infernal bloodline (*Advanced Class Guide*), and monks of the four winds^{APG}—make particularly effective troll hunters.

Yai

Yai are not a natural giant race, but rather a type of oni (evil spirits that take on humanoid forms) who have assumed the form of a true giant. While other oni giants exist, including the atamahuta (ettin oni) and the ogre mage (ogre oni), the yai are the most powerful of the oni giants. Yai are common in Tian Xia, where they often live among or even lead true giants. Oni giants of any kind

are unusual in the Inner Sea region; ogre mages, though still rare, are the type of oni most commonly encountered in Avistan. In addition to being considerably more intelligent and malicious than typical giants of the kind they resemble, yai have versatile magical powers. They make optimal use of the strengths and resistances of the giants they emulate as well as their own prodigious magic.

Preparation: Oni always have flight magic, so *boots of flying* or other methods of following them into the air makes slaying them in melee easier. All giant oni make use of rays of various sorts, and thus giant hunters who fight them are advised to seek out *rings of protection* and other ways to increase their touch AC. Because of their fondness for charms and area spells that allow saves, *cloaks of resistance* are also useful against oni.

Character Options: Strong ranged attacks may be needed to strike flying oni. Means of combating invisibility, such as *Blind-Fight*, *glitterdust*, or *see invisibility*, prove useful against these wily foes. Since oni have spell resistance, spellcasters would do well to focus on either assisting and summoning allies or attacking with creation spells like *acid arrow*, *acid fog*, or *incendiary cloud*.





Giant Comparison Chart

Creatures of the giant subtype can range in size from only a little bigger than typical humans (for humanoid with the ogrekin template from *Pathfinder RPG Bestiary 2*) to Gargantuan creatures (such as the rune giants, who tower over nearly every other race of giantkind). Because they otherwise appear similar to Medium races of humanoids, it's easy to fail to appreciate just how big various giants truly are. For giant hunters to properly prepare to face giant foes, they need a firm idea of the various advantages each race of giants has in terms of strength, reach, and size.

When thinking about how giants compare to other creatures, it's useful to have a visual aid showing the true height differentials. Below are comparative scale images of a human (Medium), a hill giant (Large), a stone giant (Large), a frost giant (Large), a fire giant (Large), a cloud giant (Huge), and a storm giant (Huge). One thing this helps highlight is that there is a wide range of heights within each size category. Just as dwarves are generally shorter than humans despite being Medium creatures, ogres are much shorter than fire giants despite both types being Large.



Fire C



Giant

Cloud Giant

Storm Giant

21'

18'

16'

15'

10'

6'

Giant-Hunting Organizations

Giants regularly come into conflict with smaller races. Evil giants raid and despoil wantonly, but even benevolent giants must harvest game and other resources from areas claimed by civilized folk, and their size may lead them to do damage without intending to harm others. Members of smaller races must often band together to combat these threats. Several organizations created expressly to combat giants are listed below, as are a few teamwork feats useful to giant hunters.

Giant Hunters of the Inner Sea

Those who train to hunt giants must combine dedication, bravery, and the ability to strike quickly and viciously. They are often elite units, as likely to be feared as admired by other groups operating near them.

Blackravens: This organization is the elite military of Hagraech, the easternmost of the Linnorm Kingdoms. Ranging from their granite citadel near the town of Trollheim, Blackraven patrols protect the Lands of the Linnorm Kings from witches and monsters, particularly trolls and frost giants. In order to best their dangerous opponents, Blackraven scouts carry flaming arrows and alchemist's fire. Although primarily composed

of Ulfen rangers, the Blackravens accept anyone willing to defend the region into their ranks.

Kellid Giant-Tamers: The Realm of the Mammoth Lords is a harsh land, and the city of Hillcross frequently contends with frost giants raiding from the surrounding Tusk Mountains. An unusual order of giant hunters called the Giant-Tamers has arisen among the Kellids of Hillcross. These hunters enthusiastically slay adult frost giants, but they save orphaned frost giant children and bring the children back to their camps. There, they treat the young frost giants as family and raise them as fellow giant hunters. The Giant-Tamers consider adoption of frost giant children a duty just as sacred as hunting marauding frost giant adults.

Order of the Black Arrow: Created decades ago to patrol the Storval Rise in Varisia, the Order of the Black Arrow is dedicated to preventing any giant incursions from spreading beyond the Storval Plateau. The order recruits criminals and ruffians, who are often given the choice between serving in the Black Arrows and harsh prison terms. Regardless of these recruits' origins, the relentless training and constant need to trust fellow Black Arrows in battle forges them into loyal giant hunters. When not facing ogres or similar foes, however, members of the Black Arrow sometimes allow their desire for less savory pastimes to put themselves and the entire order at risk. Coupled with the occasional defeat by giant foes, this causes the ranks of the order to vary from as high as several dozen to as low as a handful of loyal members.

Order of the Pike: From its citadel in northeastern Cheliox, the Order of the Pike organizes expeditions to hunt monsters—particularly giants—throughout Cheliox and Isger. This minor order was disbanded after the Chelish Civil War, but its members maintained their efforts and thus continued to grow in prestige; the order was again officially recognized 30 years ago. Knights of the Order of the Pike train with longswords to counter the long reach of their foes. The order's records hold extensive information about rare giant types, such as the shadow giants occasionally glimpsed in the Menador



Mountains or the cave giants who launch raids from their lairs in Scar Thicket, a particularly ominous section of the Whisperwood.

Runtash Roughnecks: Small dwarven settlements dot the course of the Runtash River flowing out of the Mindspin Mountains, supplying ore down to the city of Janderhoff. Informal companies of dwarven caravan guards, often called “roughnecks,” work to ensure that this vital river traffic remains undisturbed by the depredations of the giant tribes native to the peaks. These loose organizations comprise dour, merciless dwarves whose harsh lives traversing the dangerous Mindspin Mountains have engendered a utilitarian viciousness and lack of concern for the niceties of civilization among those who survive more than a few years of such work. Roughnecks are only grudgingly welcome in the river settlements; most townspeople are glad for the roughnecks’ protection but quickly resupply them and encourage the grim warriors to move along. Roughnecks generally practice with long-handled picks and whisper prayers to Dranngvit, the stern dwarven goddess of hate and vengeance. They track giants tirelessly and prefer to strike while their targets are asleep or otherwise unaware, the better to minimize dwarven casualties.

Lesser Giant-Hunting Organizations: Several other organizations exist, at least in part, to deal with the threat posed by giants to the peoples of the Inner Sea region. Some of these, such as the guardians of the city-state of Alkenstar, fight giants only as part of a larger goal. These guardians employ Alkenstar’s guns and cannons against hill giants from the Shattered Range and ash giants raiding from the Spellscar Desert, but defend against many other would-be invaders as well. Other organizations occasionally come together to fight a single giant tribe and disband once their quest is complete, or when their numbers grow so few that success becomes impossible. A tragic example is the Dawnbreaker Campaign, whose attempt to liberate the town of Dyinglight from its fiendish marsh giant inhabitants during the Fourth Mendevian Crusade ended in gruesome failure.

Teamwork Feats

Giant hunters from all across Golarion recognize commonalities in their opponents: they are enormous in size and expansive in reach, and they can hurl bone-shattering rocks at a distance. By comparing techniques and training together, giant hunters have developed the following teamwork feats to enhance their effectiveness at fighting giants and other massive foes.

Darting Retrieval (Combat, Teamwork)

As your ally disarms a foe, you knock the disarmed item out of the way.

Prerequisites: Int 13, Combat Expertise, Improved Disarm.

Benefit: When an ally who also has this feat disarms an opponent and the disarmed item lands within your melee

reach, as an immediate action you can move the disarmed item to another square within your melee reach. If you have at least one hand free and could carry the disarmed item, you can instead pick it up. Using this feat does not provoke an attack of opportunity.

Harder They Fall (Combat, Teamwork)

You can work with an ally to move or knock over a foe that’s too large for either of you to overcome alone.

Prerequisites: Str 13, Int 13, Combat Expertise, Power Attack.

Benefit: When you use aid another to grant an ally who also has this feat a +2 bonus on the attack roll for a bull rush or trip combat maneuver, the ally can attempt that maneuver even against foes two or more size categories larger than herself.

Stone Dodger (Teamwork)

By working with an ally to gauge the trajectory of incoming attacks, you can more easily avoid taking damage.

Benefit: Whenever you are able to see and hear at least one ally with this feat, you receive a +4 dodge bonus to AC against attacks from hurled rocks (or projectiles of similar shape, including bludgeoning ranged attacks from siege weapons). If you are hit by such an attack while you have this bonus, you can attempt a Reflex save to take only half damage from the attack. The DC for this save is equal to the bonus of the ranged attack used to hurl the rock.

Suppress Regeneration (Combat, Teamwork)

You and your allies can exacerbate a regenerating creature’s weaknesses. By making a precisely timed attack to open a serious wound just a bit further, your allies can extend the length of time the creature’s regeneration is suppressed.

Benefit: When you make a successful attack that causes a creature’s regeneration ability to cease functioning for at least 1 round (such as by hitting a troll with alchemist’s fire), any ally who also has this feat and is currently threatening the creature can make an attack of opportunity against it. This attack of opportunity deals no damage, but instead extends the time that the creature’s regeneration is suppressed by 1 additional round. If multiple allies with this feat hit the creature with this attack of opportunity, the additional rounds of suppression stack.

Swing About (Teamwork)

You can grab an ally and move her to a position near you.

Prerequisite: Escape Route^{UC}.

Benefit: If you have a free hand, as a move action you can grab a willing adjacent ally who also has this feat and place her in any other space adjacent to you. This movement does not provoke attacks of opportunity. You can do this only with allies who are able to move freely (not grappled, held, prone, slowed, or otherwise suffering restricted movement) and who are of your size or smaller.



Giantslaying Archetypes



Countless years of conflict have spurred giant hunters to develop specialized versions of common classes to vanquish their titanic foes. These archetypal variations include the goliath druid, the titan fighter, and the vexing dodger.

Goliath Druid (Druid)

Goliath druids hone their spiritual and magical connections to nature's largest creatures, especially dinosaurs, giants, and megafauna, revering these massive creatures as living relics of a primeval time when all creatures were more in harmony with nature. Despite this respect, a goliath druid doesn't hesitate to infiltrate giant groups who defile nature and destroy them from within.

Goliath druids have the following class features.

Class Skills: A goliath druid gains Bluff, Diplomacy, and Knowledge (local) as class skills, but does not gain Craft, Profession, and Ride as class skills.

Bonus Languages: A goliath druid with an Intelligence bonus can select Giant as a bonus language.

Primal Size: A goliath druid adds *enlarge person* to her list of class spells. She can cast this spell only on herself. She can also channel stored spell energy to cast this spell

without preparing it—she can lose a prepared spell of 1st level or higher to cast *enlarge person*. This ability replaces nature sense.

Primal Bond (Ex): When a goliath druid forms a nature bond, if she selects a cleric domain, she must selected from the Animal, Destruction, or Strength domains, or the Ferocity, Growth, or Rage subdomains^{APG}.

If the goliath druid selects an animal companion, she must select a dinosaur or megafauna. If she has a dinosaur or megafauna animal companion, she can target it with *enlarge person* even though the companion isn't of the humanoid type.

This ability alters nature bond.

Primal Empathy (Ex): A goliath druid's wild empathy functions only with creatures that are Large or larger. This ability alters wild empathy.

Face Nature's Might (Ex): At 4th level, a goliath druid gains a +4 bonus on saving throws against the spell-like



and supernatural abilities of giants. This ability replaces resist nature's lure.

Wild Shape (Su): Druids' ability to wild shape into a creature of the animal type allows a goliath druid to assume only the form of a dinosaur or megafauna. She doesn't gain the ability to become an elemental or plant.

At 6th level, the goliath druid can use wild shape to become a Large humanoid of the giant subtype. This functions as the *alter self* spell, except the goliath druid gains a +4 size bonus to Strength, a -2 penalty to Dexterity, and a +1 natural armor bonus. If the Large humanoid form she takes has rock throwing, she gains rock throwing (range 40 feet, 1d8 damage). If the form has the aquatic subtype, she gains the aquatic and amphibious subtypes.

At 12th level, when taking the form of a giant, the goliath druid's wild shape functions as *giant form I*.

At 14th level, the goliath druid can also use wild shape to change into a Huge giant. When taking the form of a giant, the goliath druid's wild shape functions as *giant form II*. This ability alters wild shape.

Primal Summons: A goliath druid adds the following creatures to the list of creatures she can normally summon using *summon nature's ally* spells.

Summon Nature's Ally I: Compsognathus^{B2}.

Summon Nature's Ally II: Dimorphodon^{B4}.

Summon Nature's Ally III: Velociraptor^{B4}.

Summon Nature's Ally IV: Ogre, parasaurolophus^{B2}.

Summon Nature's Ally V: Glyptodon^{B2}, iguanodon^{B3}.

Summon Nature's Ally VI: Baluchitherium^{B3}, megalania^{B3}.

Summon Nature's Ally VII: Cliff giant^{B4}.

Summon Nature's Ally VIII: Spinosaurus^{B3}.

Summon Nature's Ally IX: Diplodocus^{B4}.

This ability replaces venom immunity and a thousand faces.

Titan Fighter (Fighter)

Titan fighters make use of enormous weapons others can barely lift. Titan fighters have the following class features.

Giant Weapon Wielder (Ex): At 1st level, a titan fighter can wield two-handed melee weapons intended for creatures one size category larger than himself, treating them as two-handed weapons. He takes an additional -2 penalty on attack rolls when using an oversized two-handed weapon. This ability replaces the fighter's 1st level bonus feat.

Incredible Heft (Ex): At 3rd level, a titan fighter becomes more skilled at wielding weapons intended for creatures one size category larger than himself. The penalty on attack rolls for using such weapons is reduced by 1, including when using oversized two-handed weapons. At 7th level and every 4 levels thereafter, this penalty is reduced by another 1 (minimum 0). This ability replaces armor training.

Unstoppable Momentum (Ex): At 5th level, a titan fighter gains a +1 bonus on combat maneuver checks and to CMD while wielding a weapon sized for a creature of a larger size category. At 9th level and every 4 levels thereafter, this bonus increases by 1. When wielding oversized weapons, the titan fighter can attempt to bull rush, drag, overrun,

reposition, and trip creatures up to two sizes categories larger than himself. This ability replaces weapon training.

Vexing Dodger (Rogue)

Vexing dodgers take advantage of their smaller size to outmaneuver larger foes such as giants. Vexing dodgers have the following class features.

Limb-Climber (Ex): When adjacent to or in the space of a corporeal creature at least one size category larger than herself, a vexing dodger can climb that creature's body with a successful Climb check against a DC equal to the target creature's CMD. Although the vexing dodger is holding on to the creature, this action isn't a grapple; it doesn't provoke attacks of opportunity from the creature, and neither the vexing dodger nor the creature she climbs gains the grappled condition. While the vexing dodger is on the climbed creature, the creature takes a penalty on attack rolls against the vexing dodger equal to the number of sneak attack dice the dodger possesses. This ability replaces trapfinding.

Improved Dirty Trick (Ex): At 2nd level, a vexing dodger gains Improved Dirty Trick^{APG} as a bonus feat, even if she doesn't meet the prerequisites. This ability replaces the rogue talent gained at 2nd level.

Underfoot Agility (Ex): At 3rd level, a vexing dodger gains a +1 morale bonus on Acrobatics, Climb, and Escape Artist attempts against creatures at least one size category larger than herself. This bonus increases by 1 for every 3 levels beyond 3rd. This ability replaces trap sense.

Underfoot Trickster (Ex): At 4th level, a vexing dodger can move through the space of a creature two size categories larger than herself without needing to attempt an Acrobatics check. She would still need to succeed at Acrobatics checks to avoid attacks of opportunity provoked by leaving a threatened space; this ability covers only the ability to move. Additionally, whenever the vexing dodger hits a larger foe with a melee sneak attack, she can choose to forgo the sneak attack bonus damage and instead attempt make a dirty trick combat maneuver as a swift action. This ability replaces uncanny dodge.

Distracting Climber (Ex): At 8th level, when a vexing dodger attempts a dirty trick maneuver against a creature she's climbing, she gets a bonus on the combat maneuver check equal to the number of sneak attack dice she has. If she chooses to sicken the target with her dirty trick and succeeds at her combat maneuver check, the target must succeed at a Fortitude saving throw (DC = 10 + 1/2 the vexing dodger's level + her Intelligence modifier) or be nauseated for 1 round. This ability replaces improved uncanny dodge.

Rogue Talents (Ex): A vexing dodger can choose uncanny dodge as a rogue talent starting at 4th level, and she can choose improved uncanny dodge as an advanced rogue talent. The following talents complement the vexing dodger archetype: befuddling strike^{APG}, confounding blades^{UC}, peerless maneuver^{APG}, positioning attack^{APG}, slow reactions, wall scramble^{UC}.



Battling Giants



Fights against creatures as large as giants present special challenges that giant hunters must constantly keep in mind if they want to survive when rocks are flying and clubs are swinging.

Tactics to Consider

Those who hunt giants must be skilled tacticians, with a keen eye on the positioning, weaponry, and abilities of their gigantic opponents. The following considerations could make the difference between life and death when fighting giants of any kind.

Countering Reach: Many giants have reach no human can match, even with a long spear or similar weapon. As a result, approaching a giant in melee typically provokes attacks of opportunity. The best ways to avoid these attacks are to approach from cover, use Stealth to sneak up, or move cautiously by making 5-foot steps. If a group must rush a giant, it's best to do so all at once, as giants only rarely possess the ability to make multiple attacks of opportunity. The group should consider which ally should provoke the attack of opportunity; the others should delay (or ready) their actions until after that attack. The ideal choice is often the PC with the highest AC or the most hit points, or a creature that is easily replaced, such as a summoned creature, an eidolon, or even a trained animal.

Fighting at Range: As long as some debris or boulders are at hand, giants never lack for ranged weapons. However, fighting a giant at range is usually much safer; giants' ranged attack bonus is lower than their melee attack bonus, and they usually can't make multiple attacks with thrown rocks. Furthermore, the damage dealt by thrown rocks is usually lower than that dealt by a strike from the giant's primary melee weapon. As a result, putting a giant in a position where it must throw rocks—such as fighting from across a chasm or from the air—dramatically reduces the damage it can deal. Reverse this tactic when fighting jungle or wood giants, as they're talented ranged combatants but deal less damage in melee.

Flanking: The larger space that giants occupy makes it easier for multiple attackers to flank a giant, but maneuvering into these positions requires getting past the giants' long reach and surviving focused melee attacks. Getting into an advantageous flanking position often requires either taking multiple 5-foot steps or risking an attack of opportunity from the giant. Attackers hoping to flank should have a sufficiently high Acrobatics skill to tumble into place or have a high AC and hit point total so they can dodge or withstand giants' melee attacks. Since giants rarely have the ability to make multiple attacks of opportunity in a round, the first ally to advance into flanking position may be able to draw an attack early, leaving her allies free to close ranks without taking extra damage.

Disarming: Giants frequently fight with two-handed melee weapons, allowing them to apply 1-1/2 times their prodigious Strength modifier to their damage rolls and deal extra damage with the Power Attack feat, which is common among giants. Some are particularly skilled with certain melee weapons, like a desert giant's benefits with scimitars and a cloud giant's ability to use oversized weapons. Disarming giants via combat maneuvers is difficult because of their high CMD, so giant hunters should consider other effects that force giants to drop their weapons, such as stunning effects or the *grease* spell. A disarmed giant can still make slam attacks, but these attacks are usually made at a lower attack bonus and deal less damage. Once the giant drops its weapon, an ally should quickly retrieve the weapon and drag it out of the giant's reach. Even though picking up a weapon provokes an attack of opportunity, it's often worth risking a disarmed giant's slam attack to deny the giant its primary melee weapon.

New Feats

The following feats provide giant hunters with additional options in combat, particularly against gigantic foes.

Arcing Lob

You can hurl a splash weapon high into the air to break atop large opponents, cascading its contents down on your target or using your opponent's bulk to shield the surrounding area from the spray.

Prerequisites: Dex 15, Point-Blank Shot, Precise Shot, Throw Anything.

Benefit: When you hit a target that is Large or larger with a splash weapon, you can choose to deal splash damage to all creatures within 5 feet of the target, splash damage to no creatures, or splash damage as normal.

Normal: If you hit a target that is Large or larger with a splash weapon, choose one of its squares—the splash damage affects creatures within 5 feet of that square.

Cry Challenge

With a ferocious shout or vigorous gestures, you provoke an opponent's ire. By tricking the opponent into making a clumsy swing at you, you provide an opening for your allies.

Prerequisite: Antagonize^{UM}.

Benefit: When you take a 5-foot step, you can choose for that step to provoke attacks of opportunity from all opponents that threaten you after the step. You gain a +4 dodge bonus to AC against attacks of opportunity provoked in this manner.

Normal: A 5-foot step doesn't provoke an attack of opportunity.

Giant-Bane Caster

You can apply your specialized knowledge of giants' weaknesses in order to make your spells harder for giants to resist.

Prerequisites: Caster level 4th, favored enemy (giants) class feature.

Benefit: Add 1/2 your favored enemy bonus against giants to the DC of all saving throws against spells you cast against creatures with the giant subtype, as well as to caster level checks made to overcome the spell resistance of creatures with the giant subtype.

Giant-Killer Stance (Combat)

You can prepare a crippling strike against larger foes that rush into your weapon's reach.

Prerequisite: Power Attack.

Benefit: You can treat any reach weapon you wield as having the brace property against creatures that are Large or larger. If your readied attack hits, the creature takes a -2 penalty on melee attack rolls for 1 round.

Ground-Grabber (Combat)

When pressed by big opponents, you hunker down to more easily keep your feet.

Prerequisite: Con 13.

Benefit: You gain a +2 competence bonus to your Combat Maneuver Defense against awesome blow, bull rush, drag, reposition, or trip combat maneuvers from opponents larger than you.

Mountain-Splitting Strike (Combat)

You have learned techniques to focus the force of an unarmed strike into the most vulnerable parts of a large opponent's anatomy.

Prerequisites: Wis 13, Improved Unarmed Strike.

Benefit: When you make a charge attack against an opponent at least one size category larger than you, your unarmed attacks deal damage as though you were one size category larger. In addition, you gain a +2 bonus to the DC of any Stunning Fist effect you deliver with this charge attack.

Pernicious Stab (Combat)

Your deep strikes allow you to deliver poison efficiently when your opponent is off guard.

Prerequisite: Sneak attack +2d6.

Benefit: When you hit an opponent with a poisoned weapon and would deal sneak attack damage, you can choose to forgo some or all of the sneak attack damage to increase the poison's chance of success. For every 2d6 points of sneak attack damage you forgo, add 1 to the saving throw DC of the poison delivered with your attack.

This increase to the poison save DC does not apply to creatures that are immune to precision damage.

Scuttle

You know how to keep your head down and crawl away undetected by larger foes.

Benefit: You can crawl at half your normal speed and can take a 5-foot step when crawling. When crawling, you don't provoke attacks of opportunity from opponents that are one or more size categories larger than you.

Normal: You can crawl 5 feet as a move action, and crawling provokes attacks of opportunity.

Yai-Mimic Spell (Metamagic)

You have studied the magical nature of giant oni and can use your spells to imitate their esoteric features.

Prerequisites: Int 15, Still Spell.

Benefit: You can modify a ray spell to issue from the center of your forehead, where the third eye would be on a yai. This spell doesn't require somatic components. When the spell is cast, you gain regeneration 1 for a number of rounds equal to the original level of the spell. This regeneration can't regrow lost body parts or reattach severed limbs. Fire or acid damage suppresses this regeneration for 1 round, which counts against the total duration of the regeneration effect. A yai-mimic spell uses up a spell slot 3 levels higher than the spell's actual level.





Giantslaying Equipment

Specialized equipment for giant hunters offers new avenues for dealing with giants, exploiting their weaknesses, bypassing or neutralizing their strengths, and providing means to overcome the benefits granted by giants' size or even turn their size against them. Several new pieces of equipment for giant hunters follow, including weapons, adventuring gear, and equipment kits designed for fighting specific types of giants.

New Weapons

Preparation is key if a giant hunter wants to survive an encounter with his formidable quarry, and no self-respecting hunter would want to face his intended foes without the appropriate arms for the task. The following weapons are designed to compensate for the long reach of giants—and the dire bolas even turns their towering stature into a disadvantage.

Martial Two-Handed Melee Weapons

Weapon	Price	Dmg (M)	Dmg (S)	Critical	Range	Weight	Type	Special
Sarissa	12 gp	1d6	1d8	×3	—	12 lbs.	P	Brace, reach, see text

Exotic Two-Handed Melee Weapons

Weapon	Price	Dmg (M)	Dmg (S)	Critical	Range	Weight	Type	Special
Barbed spear	15 gp	1d4	1d6	×2	—	10 lbs.	P	Fragile, reach, see text
Flask pike	30 gp	1d6	1d8	×3	—	9 lbs.	P	Reach, see text

Exotic Ranged Weapons

Weapon	Price	Dmg (M)	Dmg (S)	Critical	Range	Weight	Type	Special
Dire bolas	20 gp	1d4	1d6	×2	10 ft.	4 lbs.	B	Nonlethal, trip

BARBED SPEAR

PRICE 15 GP
TYPE exotic

A barbed spear is a 10-foot-long polearm with a four-pronged head similar to a caltrop. The head is connected to the pole by a single weak bolt, giving the weapon the fragile condition. When you use a barbed spear to attack a creature that is prone, flying above you, or at least one size category larger than you, you can make a melee attack with a -4 penalty to jam the barbed head into the target's foot. If you're successful, the target takes 1 point of damage and the barbed head breaks off in the target's foot. The barb then acts as a caltrop, wounding the creature's foot and halving its speed. This movement penalty lasts for 24 hours, or until the creature is treated with a successful DC 15 Heal check or receives at least 1 point of magical healing. Like caltrops, barbed spears may not work against unusual opponents. A barbed spear that embeds its caltrop-like head into a target's foot gains the broken condition, and can't be used as a weapon until it's repaired.

DIRE BOLAS

PRICE 20 GP
TYPE exotic

This specialized bolas can be used to perform ranged trip combat maneuvers against creatures far larger than the wielder. It consists of a pair of metal weights connected by a silk rope 20 feet long. Because of the great size and weight of the bolas, you need both hands to swing it around your head, and considerable time to get the weights up to speed. Making a ranged attack with it is a full-round action. You can use a dire bolas to trip a creature whose size is up to three size categories larger than yours.

FLASK PIKE

PRICE 30 GP
TYPE exotic

This pike has a hollow spot near its tip into which a flask can be strapped. If the flask is filled with an alchemical splash weapon and you hit a creature with the pike, the target is also hit with the splash weapon. This uses up the contents of the flask. Because of the added weight of a flask, attacks with the flask pike take a -2 penalty when it's loaded with one. Reloading the flask pike is a full-round action that provokes attacks of opportunity.

SARISSA

PRICE 12 GP
TYPE martial

This spearlike weapon is about 15 feet long. Its unwieldy length is counterbalanced by a heavy brass base. A sarissa provides extended reach—tripling your reach rather than doubling it. A Medium wielder would threaten spaces 10 to 15 feet away, but not adjacent squares or squares 5 to 10 feet away (as with a typical reach weapon). Because of its great length and weight, a sarissa can be used to attack foes in only one direction each round. You must select a cone each round before you make any attacks with the sarissa. The weapon threatens only foes within this cone and within its extended reach. You can't change the area you threaten with the sarissa until your next turn. While you carry the sarissa pointed upward (typical for overland movement), you threaten only squares in the sarissa's reach in a cone pointed upward.

New Adventuring Gear

Giant hunters must be prepared to navigate structures and routes designed for creatures much larger and

stronger than themselves, and will need to contend with the strength of resisting giants. The following items are designed to make all of that easier.

Item Name	Price	Weight	Craft DC
Adamantine chain (10 ft.)	3,030 gp	2 lbs.	25
Gecko gloves	300 gp	1 lb.	20
Gum rope	30 gp	1 lb.	20
Lodestone boots	60 gp	4 lbs.	20
Mithral chain (10 ft.)	530 gp	1 lb.	20

ADAMANTINE CHAIN

PRICE 3,030 GP
WEIGHT 2 lbs.

This 10-foot-long chain has hardness 20 and 6 hit points. A successful DC 30 Strength check is required to burst it, making it strong enough to hold many types of giants.

GECKO GLOVES

PRICE 300 GP
WEIGHT 1 lb.



The palms and fingers of these leather gloves are covered in small hairlike bristles, resembling those found on the feet of geckos, that aid you when climbing. Gecko gloves grant you a +1 circumstance bonus on Climb checks. They also enable you to climb with only one hand; doing so imposes a -5 penalty on your Climb checks.

GUM ROPE

PRICE 30 GP
WEIGHT 1 lb.

This small tacky blue pellet is deceptively dense. When the pellet is broken, an alchemical reaction causes it to grow suddenly into a 30-foot-long spongy rope as strong as a normal hemp rope. It dissolves 8 hours thereafter.

LODESTONE BOOTS

PRICE 60 GP
WEIGHT 4 lbs.



The soles of these tough boots include lodestones that have been augmented through alchemical processes to be very strong. While climbing a rope, you can pinch the rope between the boots to prevent yourself from falling; you can release the boots' grip by carefully twisting them apart. The boots also stick to steel, iron, and other magnetizable surfaces.

You gain a +4 circumstance bonus on your Climb checks while using the boots' magnetism to help you climb a rope or magnetic surface. While standing on a magnetic surface, the boots grant you a +4 circumstance bonus on Strength checks and Fortitude saving throws to avoid being blown away by winds. Leaving a square when you the boots are attached to a magnetic surface requires an additional 5 feet of movement, as your overland speed is effectively reduced in exchange for the boots' assistance in climbing.

MITHRAL CHAIN

PRICE 530 GP
WEIGHT 1 lb.

This 10-foot-long chain has hardness 15 and 5 hit points. A successful DC 28 Strength check is required to burst it, making it strong enough to hold most lesser types of giants.

New Equipment Kits

This section includes several kits of preselected gear for specific adventuring purposes. You can use them to equip new PCs in a hurry or as a shorthand for providing gear for cohorts, followers, minions, and hirelings. The listed price for the kit includes a small discount for purchasing these items as a group. Items in a kit that are used up, destroyed, or lost cost the full price to replace.

FIRE GIANT HUNTER'S KIT

PRICE 300 GP
WEIGHT 25 lbs.

This kit includes five bags of caltrops, 2 doses of fire ward gel^{UE}, and a sarissa.

FROST GIANT HUNTER'S KIT

PRICE 305 GP
WEIGHT 35 lbs.

This kit includes five bags of caltrops, a sarissa, and two tangleburn bags^{UE}.

GIANT LAIR INFILTRATOR'S KIT

PRICE 215 GP
WEIGHT 33 lbs.

This kit, most widely available in Varisia, includes a block and tackle, 50 feet of chain, a climber's kit, a crowbar, and a pole.





Giant-Hunter Spells



Giant hunting is a tremendous undertaking, requiring its practitioners not only to overcome their quarry's great strength, but also to figure out how to get close enough to affect the creatures in the first place. Rather than go unprepared, many spellcasters use magic designed with fighting giants in mind. Magic that negates giants' advantages or even allows spellcasters and their allies to take on some of the giants' characteristics themselves can help level the playing field between hunters and their outsize foes. The following spells provide new options for spellcasters intent on hunting giants.



BURDENED THOUGHTS

School enchantment (compulsion) [mind-affecting]; **Level** druid 2, shaman 2, sorcerer/wizard 3, witch 2

Casting Time 1 standard action

Components V, S, M (a lead bearing wrapped in clay)

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

You fill a creature's mind with the realization of its earthly weight and responsibilities. Disheartened and wearied by these thoughts, the creature gains heavy encumbrance and is unable to fly (if already flying, it must land as soon as possible). If the creature is three or more size categories larger than you, it's also staggered.

HOLLOW BLADES

School transmutation; **Level** magus 2, ranger 1, shaman 3, sorcerer/wizard 3, witch 3

Casting Time 1 round

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration 1 round/level

Saving Throw Fortitude negates; **Spell Resistance** yes

All melee and natural attacks from the target deal damage as if the target were one size category smaller than it actually is. While the target is under the effects of this spell, weapons dropped by the target function normally for other creatures, while any melee weapons picked up by the target deal damage as if one size smaller. Ranged attacks and weapons are unaffected by this spell.

RUNIC OVERLOAD

School evocation [sonic]; **Level** bloodrager 3, magus 4, sorcerer/wizard 5, witch 6

Casting Time 1 standard action

Components V, S, M (a small rune carved from stone)

Range close (25 ft. + 5 ft./2 levels)

Target one creature or object

Duration instantaneous

Saving Throw see text; **Spell Resistance** see text

This spell charges magical runes to an explosive degree. If cast on a creature with magical runes on its body, such as a rune giant or a runescarred creature (*Pathfinder Campaign Setting: Lost Cities of Golarion* 60), it deals 1d6 points of sonic damage per caster level (maximum 20d6) to the target and stuns the target for 1 round. When the spell is cast in this way, it must overcome the target's spell resistance. A successful Will save halves the damage and negates the stun effect.

The spell can also be cast on other magical runes, such as those from *arcane mark* or *explosive runes*. In this case, the resulting explosion deals 1d8 points of sonic damage per

2 caster levels (maximum 10d8) to all creatures within a 5-foot radius. Creatures in the area that succeed at a Reflex save take half damage. This spell doesn't destroy runes; targeted runes continue to function normally. Mundane runes, such as ones in writing or runic tattoos, cannot be affected by this spell.

SIPHON MIGHT

School necromancy; **Level** druid 3, magus 3, sorcerer/wizard 3, summoner 3, witch 3

Casting Time 1 round

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level

Saving Throw Fortitude half; **Spell Resistance** yes

You drain the might of the target and transfer that power to another creature. The subject takes a penalty to Strength equal to $1d6 + 1$ per 2 caster levels (maximum $1d6 + 5$). This effect can't cause the subject's Strength score to drop below 1. A successful Fortitude save halves this penalty. This penalty doesn't stack with itself or the penalty applied from *ray of enfeeblement*.

You can grant any one creature adjacent to you (including yourself) an enhancement bonus to Strength equal to the Strength penalty imposed by this spell.

STONE THROWING

School transmutation; **Level** bloodrager 1, cleric 2, druid 2, magus 2, ranger 1, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (powdered stone)

Target creature touched

Duration 1 minute/level

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The subject gains the rock throwing and rock catching abilities (*Pathfinder RPG Bestiary* 303). It can use these abilities with any solid, mostly inflexible object with a hardness of at least 5.

The subject can hurl rocks up to two categories smaller than its own size. The range increment for this attack is 20 feet, and rocks can be hurled a maximum of 5 range increments. Damage is based on the size of the subject— $1d8$ points of damage for a Large creature, $1d6$ for a Medium creature, or $1d4$ for a Small creature—plus $1\frac{1}{2}$ times the thrower's Strength bonus.

For every size category smaller than Large the subject is, it receives a cumulative -5 penalty on Reflex saves to catch rocks (or similar projectiles) thrown at it.

STEAL SIZE

School transmutation; **Level** bloodrager 2, druid 3, magus 3, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a piece of iron shaped like a scale tray)

Range close (25 ft. + 5 ft./2 levels)

Targets one humanoid creature larger than you

Duration 1 minute/level (D)

Saving Throw Fortitude negates; **Spell Resistance** yes

OTHER GIANT-HUNTING SPELLS

Brute force alone can work wonders against many giants, but it's neither foolproof nor risk-free. When force fails or they can't match the raw power of a particularly formidable giant, clever giant hunters turn to spells. Because of their hardy Constitutions, giants are generally more susceptible to spells that require their Reflex or Will saves than those that require Fortitude saves. Beyond this general guideline, a number of spells are particularly suited to meet the needs of giant hunters.

SOMEONE THEIR OWN SIZE

These spells can affect the size of either giants or the adventurers fighting them: *animal growth*, *beast shape*, *enlarge person*, *giant form*, *monstrous physique^{UM}*, *reduce person*, and *righteous might*.

SPELLS OF GIANT STRENGTH

These spells help heroes match the strength and damage of the mightiest giant: *ant haul^{APG}*, *bull's strength*, *gravity bow^{APG}*, and *lead blades^{APG}*.

THE BIGGEST DEFENSE

These spells provide means to reduce the dangers presented by giants and the environments in which they reside: *death from below^{ARG}*, *delay poison*, *endure elements*, *escaping ward^{ARG}*, *neutralize poison*, and *resist energy*.

This spell reduces the target's size by one size category, as if it were affected by *reduce person*. You grow in size by one category, as if affected by *enlarge person* (if you can be targeted by that spell). If the spell is dispelled or otherwise ends for either you or the target, both you and the target return to your normal sizes.

TWISTED FUTURES

School divination; **Level** bard 1, cleric 2, druid 1, shaman 1, sorcerer/wizard 2, witch 1

Casting Time 1 standard action

Components V, S, M (a small die with the faces scratched off)

Range close (25 ft. + 5ft./2 levels)

Target one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

By rearranging the threads of fate, you disrupt fortunate outcomes for other creatures. A creature affected by this spell is unable to benefit from effects that grant the ability to roll multiple times and take the higher result (like the swashbuckler's charmed life ability) or to choose the die result in lieu of rolling (like the wizard's prescience school power or the cyclops's flash of insight ability). This doesn't affect abilities that force a creature to take the lower of two rolls, such as *ill omen* or a pugwampi's unluck aura (*Pathfinder RPG Bestiary* 2 144). A cyclops can't use its flash of insight ability to save against this spell.



Magic Items

When feats, class features, and spells aren't enough to keep outside foes at bay or engage distant enemies, it's hard to beat a well-placed wondrous item intended for ranged combat. The following new wondrous items are indispensable aids for any character who finds herself in need of additional reach.

AXE OF FELLING		PRICE
		11,330 GP
SLOT none	CL 10th	WEIGHT 8 lbs.
AURA moderate transmutation		

Born from dwarven forges, these +1 *giant-bane dwarven waraxes* are crafted in the likeness of the favored weapon of King Harral, the last king of the Pious Kingdom of Saggorak. According to legend, before he and his comrades starved to death during the orc siege of Saggorak, King Harral challenged and defeated an ettin in single combat by hacking its legs from beneath its body with his axe. An *axe of felling* possesses the trip weapon feature and can be used to trip opponents up to two size categories larger than its wielder.

CONSTRUCTION REQUIREMENTS	COST 5,830 GP
---------------------------	---------------

Craft Magic Arms and Armor, *bull's strength*, *summon monster I*

EARTH CHILD FACEGUARD		PRICE
		10,000 GP
SLOT head	CL 10th	WEIGHT —
AURA moderate transmutation		



Decorated with the emblems of the Earth Child cadre, an *earth child faceguard* is designed to refine the wearer's focus when fighting giants. The wearer gains the benefits of Earth Child Style (*Pathfinder RPG Ultimate Combat* 99), regardless of whether she meets

the prerequisites. If the wearer does not possess the defensive training racial trait, the dodge bonus to AC against giants is reduced to +2. If the wearer already possesses the Earth Child Style feat, she can enter the earth child stance as a free action.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
---------------------------	---------------

Craft Wondrous Item, Earth Child Style^{UC}, *know the enemy*^{UM}

EFFORTLESS LACE		PRICE
		2,500 GP
SLOT none	CL 15th	WEIGHT —
AURA strong transmutation		

This elegant silk ribbon gleams like mithral and feels like polished steel. When wrapped around the grip of a one-handed piercing or slashing melee weapon for 24 hours, the ribbon's magic permanently merges with the weapon, reducing the attack roll penalty incurred by a wielder who is smaller than the weapon's intended wielder by 2 (to a minimum penalty of 0).

If the weapon is wielded by a creature whose size matches that of the weapon's intended wielder, the weapon is treated

as a light melee weapon when determining whether it can be used with Weapon Finesse, as well as with any feat, spell, or special weapon ability that can be used in conjunction with light weapons. Once an *effortless lace's* abilities have been conveyed to a weapon, the ribbon must remain attached to the weapon or its effects end immediately, its magic is permanently lost, and it is reduced to worthless cloth. Effects that would dispel the magic of the weapon or cause the weapon to gain the broken condition (such as sundering) destroy the ribbon as well.

CONSTRUCTION REQUIREMENTS	COST 1,250 GP
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Craft Magic Arms and Armor, *shrink item*

GRASPING BOLAS		PRICE
		3,805 GP
SLOT none	CL 3rd	WEIGHT 2 lbs.
AURA faint transmutation		



This +1 *bolas* is favored in the southern Mwangi Expanse, where it is commonly crafted from assassin vines and used as a means of escape from the likes of derhii and jungle-dwelling giants. Once per day, the wielder of a *grasping bolas* can attempt a special ranged trip

combat maneuver check that ignores any size modifiers to CMD the target may possess. If the attempt succeeds, the target falls prone and becomes entangled for 1 round as a mass of animated vines bursts out from within the bolas. For every 5 by which the combat maneuver check exceeds the target's modified CMD, the duration of this condition increases by 1 round. An entangled creature can break free with a successful DC 20 Strength or Escape Artist check.

The animated ropes employed by a *grasping bolas* have AC 22, hardness 10, and damage reduction 5/slashing. If a *grasping bolas* is severed (all 12 hit points are lost to damage), it is destroyed.

CONSTRUCTION REQUIREMENTS	COST 2,055 GP
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Craft Magic Arms and Armor, *animate rope* or *entangle*

HARP OF SLUMBER		PRICE
		37,500 GP
SLOT none	CL 5th	WEIGHT 5 lbs.
AURA faint enchantment		

Despite having the strength and texture of unhewn stone, this pale white harp is sculpted from solid glass. A *harp of slumber* has several effects when played. At will, the user can produce a *lullaby* effect by plucking a single string. Up to three times per day, the user can strum the harp to produce a *sleep* effect. If the performer succeeds at a DC 13 Perform (string instrument) skill check, this use of the harp functions as *deep slumber* instead. The DC for these effects increases by 2 against creatures with the giant subtype.

Mythic: A mythic performer can expend one use of mythic power when strumming a *harp of slumber* in order to augment

the effect it creates to *mythic sleep*, or *mythic deep slumber* if the performer also succeeds at a DC 13 Perform (string instrument) check.

CONSTRUCTION REQUIREMENTS	COST 18,250 GP
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Craft Wondrous Item, Mythic Crafter, *deep slumber*, *lullaby*, *sleep*

IMPACT GAUNTLETS		PRICE
		4,500 GP
SLOT hands	CL 5th	WEIGHT 1 lb.
AURA faint transmutation		

These gauntlets are made of worn leather; the palms are smooth, but the wrists and backs of the gauntlets are covered in rough pebbles of various shapes and colors. The wearer can catch Small, Medium, or Large rocks and similar projectiles as if she possessed the rock catching monster ability, as long as she has at least one hand free. A rock caught by the wearer shrinks and is permanently absorbed into the gauntlets. A wearer who also possesses the rock catching ability can catch rocks twice per round instead of once.

CONSTRUCTION REQUIREMENTS	COST 2,250 GP
----------------------------------	----------------------

Craft Wondrous Item, *shrink item*

MANTEAU OF THE MOUSE		PRICE
		12,500 GP
SLOT chest	CL 10th	WEIGHT 5 lbs.
AURA strong transmutation		

This soft fur vest comes in a variety of shades of brown, black, and white. Any creature larger than the wearer takes a -1, -2, -4, or -8 penalty on Perception checks to notice the wearer, depending on whether it is one, two, three, or four or more size categories larger than the wearer, respectively. In addition, the wearer can use *beast shape III* once per day to transform into a mouse.

CONSTRUCTION REQUIREMENTS	COST 6,250 GP
----------------------------------	----------------------

Craft Wondrous Item, *beast shape III*

SHRIVELBLADE		PRICE
		9,810 GP
SLOT none	CL 5th	WEIGHT 3 lbs.
AURA faint transmutation		



This +1 *adamantine swordbreaker dagger* (*Pathfinder RPG Ultimate Equipment* 38) has a jagged ebon blade inscribed with ancient Thassilonian runes that translate to "cut down to size." Three times per day, when the wielder successfully

sunders a weapon using a *shrivelblade*, he can permanently reduce the size of the sundered weapon by one size category, thus reducing its damage and its intended wielder size by one size category and its weight by half. Using this ability is a swift action. If the sundered weapon is magical, it can attempt a DC 14 Will save to negate this effect. Multiple uses of this ability don't stack. A *make whole* spell can return a weapon shrunken by a *shrivelblade* to its proper size.

CONSTRUCTION REQUIREMENTS	COST 5,060 GP
----------------------------------	----------------------

Craft Magic Arms and Armor, *shrink item*

SMUGGLER'S SLING		PRICE
		5,300 GP
SLOT none	CL 5th	WEIGHT —
AURA faint conjuration		

Smuggler's slings are favored in Chu Ye, where they are employed by freedom fighters sneaking contraband weapons past oni slave masters. The wielder of this +1 *sling* gains a +5 competence bonus on Sleight of Hand checks to conceal the sling. Up to five times per day, the wearer can load the sling with a conjured bullet as a swift action. A conjured bullet counts as magical for the purposes of overcoming damage reduction and attacking incorporeal creatures, but is otherwise a standard sling bullet. This bullet must be fired by the end of the round or it vanishes.

CONSTRUCTION REQUIREMENTS	COST 2,650 GP
----------------------------------	----------------------

Craft Magic Arms and Armor, *reloading hands*^{UC}

TROLLBANE BLANCH		PRICE
		200 GP
SLOT none	CL 1st	WEIGHT —
AURA faint transmutation		



Originally developed by huldras for hunting trolls, this green-gray paste is stored in a tree bark jar in order to mask its pungent odor, for trolls recognize its scent immediately and often flee from it, or attack the bearer in preference to all other targets. When applied to

a weapon as a full-round action, a dose of *trollbane blanch* causes the weapon to deal 1 additional point of fire damage or acid damage (the type of damage is chosen when the blanch is created) on its next successful attack. Once applied, *trollbane blanch* lasts for 1 minute or until the wielder makes a successful attack.

CONSTRUCTION REQUIREMENTS	COST 100 GP
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Craft Wondrous Item, *acid splash* (acid) or *spark* (fire)

TROLLBLOOD ELIXIR		PRICE
		4,550 GP
SLOT none	CL 13th	WEIGHT —
AURA strong conjuration		

This rancid, bubbling tonic is mud-colored and reeks of sweat, gore, and decay. Upon drinking a dose of *trollblood elixir*, the imbiber gains fast healing 5. This fast healing is even capable of reattaching a severed limb that is pressed against its stump for 1 round, as long as the limb has been severed for no more than 1 hour and is essentially intact. The effects of *trollblood elixir* last 1 minute; during this time, the imbiber is nauseated. Each round, the imbiber can choose to prematurely end the elixir's effects by succeeding at a DC 10 Fortitude save as a full-round action. *Trollblood elixir* does not affect objects or nonliving creatures such as constructs and undead.

CONSTRUCTION REQUIREMENTS	COST 5,060 GP
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Craft Wondrous Item, *regenerate*

GIANTSLAYER™

Player's Guide



While many of the options in this book can help prepare your characters for a giant-hunting campaign, the following campaign traits are customized specifically for the Giantslayer Adventure Path. More information and tips for playing in that Adventure Path can be found in the *Giantslayer Player's Guide*, available February 2015 as a free download at paizo.com.

Campaign Traits

Although the Giantslayer Adventure Path takes characters to a variety of locations within the Mindspin Mountains, it begins in the human town of Trunau in the orc-controlled Hold of Belkzen. Player characters created for this campaign should be residents of Trunau or recent arrivals to the town. It would be helpful if at least one character picks the Trunau Native trait, but regardless of which campaign traits they choose, all characters should be interested in battling giants and their allies wherever they may be found!

Artifact Hunter: You've always had an interest in magic, but you're fascinated with those legendary magic items known as artifacts. You've spent years researching these mythical relics and committed the stories and legends about them to memory, making you something of an expert on the subject. You gain a +1 trait bonus on Spellcraft checks to identify the properties of magic items and a +1 trait bonus on Use Magic Device checks, and one of these skills (your

choice) becomes a class skill for you. In addition, whenever you first encounter an artifact, there is a 50% chance (+1% per level) that you recognize the artifact and know its name, origin, and something of that artifact's powers, abilities, or dangers. Exactly how much knowledge you possess is left to the GM's discretion.

Dragonfoe: You've always hated dragons. Perhaps one of your ancestors was a well-known dragonslayer, or a rampaging dragon killed your family or friends. Maybe the stories you grew up hearing about knights rescuing captive princes and princesses from the clutches of evil dragons inspired you to slay dragons. Whatever the reason for your obsession, it has driven you to study how to fight dragons and defend yourself against their fearsome attacks. You gain a +1 dodge bonus to AC against creatures with the dragon type and a +2 trait bonus on Reflex saves against breath weapon attacks.

Dwarf-Trained: Dwarves are well acquainted with the threats posed by giants and orcs, and they have spent centuries honing their techniques for fighting these foes. You have trained with the dwarves and have learned some of the tactics they use against their hated enemies. You gain a +2 dodge bonus to AC against creatures with the giant subtype (this does not stack with the bonus granted by the defensive training racial trait of dwarves and gnomes) and a +1 trait bonus on attack rolls against creatures with the orc subtype (this does not stack with the bonus granted by

the dwarf hatred racial trait). Dwarves and gnomes can't choose this trait.

Giant-Blooded: Your family has always been dogged by rumors that a bit of giant blood got into the family's veins at some point. Whether this was through alchemical or magical experimentation, or because your great-great-grandfather married a giant, it has made you big for your race, and may have given you other minor cosmetic features of giants, such as flaming red hair, a bluish tinge to your skin, or oversized hands. When you wield a weapon that is larger than your size, the penalty on attack rolls for using inappropriately sized weapons is reduced by half. In addition, you gain a +2 trait bonus to your CMD against awesome blow combat maneuvers. If you're a dwarf, your stability racial trait applies to awesome blow combat maneuvers as well.

Giantslayer Scion: You grew up listening to tales of a famed ancestor's mighty battles against giant foes. Just the mention of your ancestor's name is enough to strike fear into the heart of the most stalwart giant warrior, and you've resolved to follow in your forebear's footsteps. You take no penalty on Intimidate checks against creatures with the giant subtype that are larger than you, and you gain a +1 trait bonus to the DC of any fear-based effect you use against a creature with the giant subtype.

Orphaned by Giants: You grew up in a tranquil, happy home near the mountains, but that peace was shattered when giants came down from the mountains to raid your settlement. The giants killed your parents and left you a young orphan, and since that day, you've sworn to avenge the deaths of your kin. You gain a +1 trait bonus on attack rolls against creatures with the giant subtype, and a +2 trait bonus on rolls to confirm critical hits against creatures with the giant subtype.

Roll With It: You've trained with some of the best giantslayers out there, and have learned how to avoid the worst effects of a giant's powerful attacks. You gain a +1 trait bonus on Reflex saves. In addition, once per day, when a creature with the giant subtype successfully confirms a critical hit against you with a weapon or a slam attack (not a spell or special ability), you can roll with the attack. You take normal damage from the blow, as if the critical had not been confirmed. You must be aware of the attack and able to react to it—if you are denied your Dexterity bonus to AC, you can't use this ability. If you are a dwarf or a gnome, you can use this ability twice per day.

Student of Giantkind: You've always been fascinated by the giant races, and have devoted a considerable amount of time to studying their history and societies, gaining insight into the way they think and use their abilities. You gain a +1 trait bonus on Diplomacy checks against creatures with the giant subtype and a +1 trait bonus on Knowledge (local) checks regarding creatures with the giant subtype, and one of these skills (your choice) becomes a class skill for you. In addition, you know the Giant language (this does not count toward your number of languages).

Trunau Native: You were born and raised in the town of Trunau, one of the few human settlements in the orc-dominated Hold of Belkzen. Orc attacks are an ever-present threat, and like all Trunauans, you have made the Standing Vow: to hold Trunau against all attackers, orc or otherwise, to stand your ground, and to live free or die trying. Upon coming of age, you were given a hopeknife—a small, sheathed dagger, usually worn on a chain under your clothes—and taught how to use it to take your own life to avoid capture by orcs, or to grant the mercy of a quick death to the wounded. As a native, you have served in Trunau's militia, and fought alongside Patrol Captains Kurst and Rodrik Grath. You begin play with a hopeknife (a masterwork dagger), and your tenacity in the face of adversity grants you a +1 trait bonus on Will saves.

Vexing Defender: You're trained in fighting opponents that are larger than you, and you are skilled at keeping them on their toes, pestering them from all directions. You gain a +1 trait bonus on Acrobatics checks, and Acrobatics becomes a class skill for you. In addition, you gain a +4 trait bonus on Acrobatics checks to move through an enemy's space without provoking an attack of opportunity, provided that enemy is larger than you.





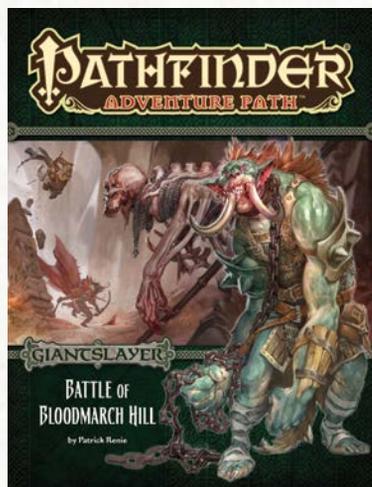
Next Month!

Familiars aren't just for spellcasters anymore! Whether you're looking to give your familiar an archetype to make it a brutish battle companion or you're hoping to gain a familiar for a class that typically doesn't have one, *Pathfinder Player Companion: Familiar Folio* has you covered. Featuring all-new items, spells, archetypes, tons of familiars, and more, this Pathfinder Player Companion is the perfect accessory for any Pathfinder character who fancies fantastic travel-sized friends and menacing magical minions.

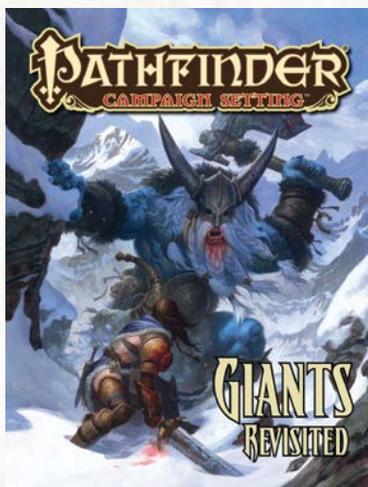


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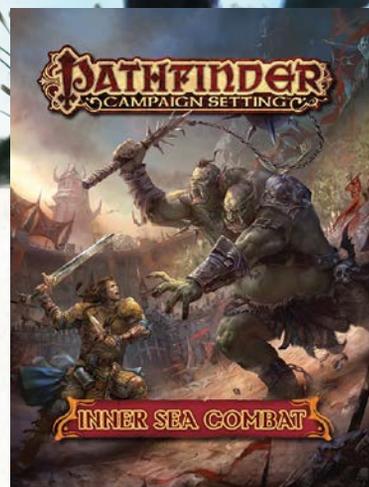
Being ready to face giants is only the beginning! Take the battle to the next level and start putting your giant-hunting skills to use as you take on the threats within these related Pathfinder products!



Now that you're trained as a giant hunter, the world holds plenty of opportunities to hone your skills. The Giantslayer Adventure Path begins with *Pathfinder Adventure Path #91: Battle of Bloodmarch Hill*.



You've mastered the basics—now it's time for an advanced class! *Pathfinder Campaign Setting: Giants Revisited* has in-depth information on some of the most common and most dangerous giants on Golarion.



Once you've hunted down a giant, you'll have to hold your own in fierce combat. Learn where you can pick up some extra martial training in *Pathfinder Campaign Setting: Inner Sea Combat*.

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Using Giant Equipment



A common problem for successful giant hunters is what to do with all the oversized treasure they recover from giant lairs. Magic clothing and jewelry resize themselves for wearers of any size due to innate magic designed to ensure they are always a comfortable fit. Weapons and armor, however, don't automatically resize. For each size category too large that a wielded weapon is, the wielder takes a cumulative -2 penalty and treats the weapon as one step heavier along the continuum from light to one-handed to two-handed; weapons that would be heavier than two-handed are impossible to wield properly.

Resizing with Spells

Spells can occasionally be used to solve the issue of items improperly sized for the user. *Polymorph any object* can permanently change the size of an object, and a character under the effects of *enlarge person* or *reduce person* can use gear appropriate to her new size as long as the spell lasts. Giant hunters also occasionally design new spells to make oversized equipment more useful.

RESIZE ITEM

School transmutation; **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (silver calipers worth 25 gp)
Range touch
Target one weapon or suit of armor weighing up to 25 lbs./level
Duration 24 hours (D)
Saving Throw Will negates (object); **Spell Resistance** yes (object)
 You alter a magic weapon or suit of armor to be up to two size categories larger or smaller. If the spell on a resized suit of armor ends while the armor is being worn, the armor falls off harmlessly. If the spell would cause an item to grow too large for the area containing it, its growth halts just before that point.

Resize item can be made permanent with a *permanency* spell for 7,500 gp, in which case the affected object is set at one specific new size within two steps of its original size.

Resizing with Special Abilities and Items

Magic items and special abilities that make it easier to use equipment of differing sizes are uncommon, but do exist. Most are used by giant warlords who want to ensure the gear used by their smaller soldiers and guards can be picked up by the warlord himself if need be.

FITTING	PRICE
AURA faint transmutation	+2,000 GP CL 5th

A *fitting* shield or suit of armor instantly shrinks or grows to suit the size of any creature that picks it up unless it is currently worn by another creature. It reverts to its original size 1 round after it leaves that creature's possession.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>resize item</i>	+1,000 GP

RESIZING	PRICE
AURA faint transmutation	+4,000 GP CL 5th

A *resizing* weapon instantly shrinks or grows to suit the size of any creature that picks it up unless

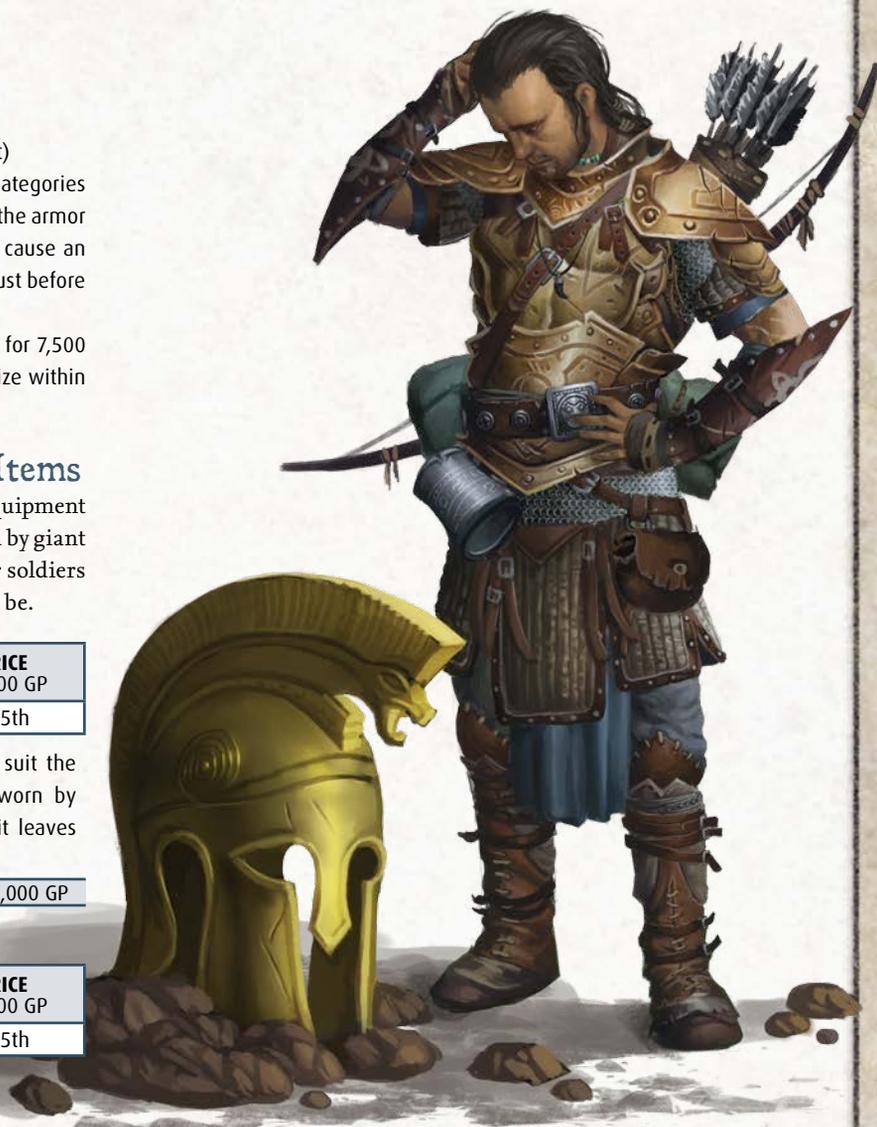
it is currently wielded by another creature. It reverts to its original size 1 round after it leaves its wielder's possession.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>resize item</i>	+2,000 GP

RING OF PERFECT SIZING		PRICE
		16,000 GP
SLOT ring	CL 5th	WEIGHT —
AURA faint transmutation		

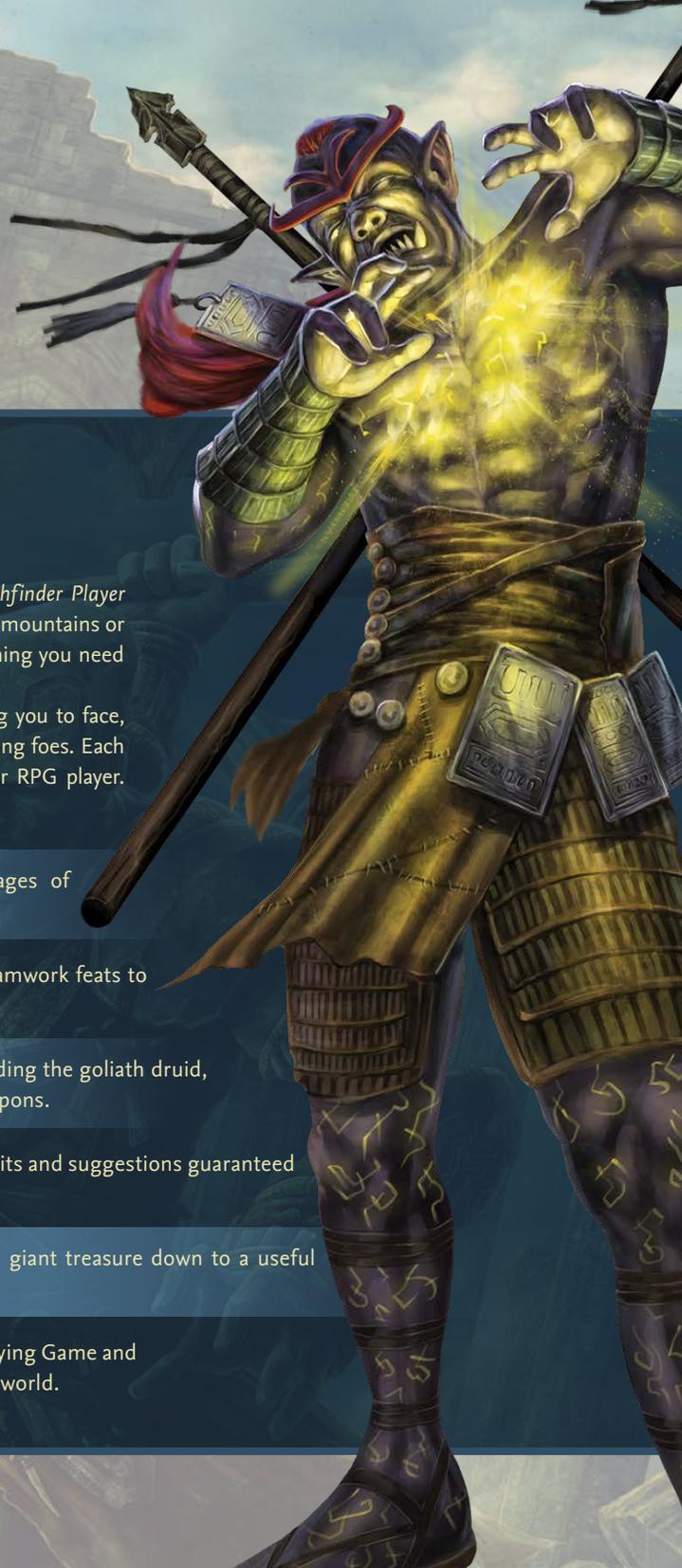
This lustrous gold ring is highly malleable and always fits perfectly. After being worn for 24 hours, the ring allows the wearer to resize one weapon or suit of armor to her size. The ring can affect any item that is no more than two size categories too big or too small and that weighs no more than 125 pounds. The size change lasts until 1 round after the item leaves the wearer's possession. A new item can be resized after it has been in the wearer's possession for 24 hours, causing the previously resized item to return to its normal size. The resizing otherwise functions as the *resize item* spell.

CONSTRUCTION REQUIREMENTS	COST
Forge Ring, <i>resize item</i>	8,000 GP





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