

GIANT HUMANOIDS

Ogres and ettins stand around 8 to 10 feet tall. Mountain giants and cyclops stand from 12 to 15 feet tall, while titans are 16 to 20 feet tall.

Ogres and ettins are fairly primitive and violent, often hunting alone. However, they have occasionally been known to form small bands or to control groups of goblins, orcs, etc. (especially two-headed ettins, who are a bit smarter). Bands of ettins usually consist of one two-headed leader and several four-armed followers. The only language they know is common, and not even that very well.

Mountain giants are much more sophisticated, with a real culture and will not automatically turn to violence (although they are very wary of strangers). There are realms with entire giant towns and kingdoms. Titans are the royalty of the giants, very intelligent and sophisticated. They tend to be fairly aloof and even arrogant, but this varies greatly.

Cyclops are brilliant, even smarter than titans, but they are cruel, deceptive, and murderous. They will usually act much less intelligent than they are to gain an advantage over their enemies and victims.

HILL OGRE (2ND RANK)

STR	DEX	INT	PRE	FOR	REF
D16	D4	D3	D6	D12	D4
MOVE	ATT	DEF	AP	MP	HP
RUN	D16	D8	2	0	9

ATTACKS AND ABILITIES

GIANT CLUB: D16

PUNCH/KICK: D10

HUNTER

TWO-HEADED ETTIN (3RD RANK)

STR	DEX	INT	PRE	FOR	REF
D16	D4	D4	D8	D12	D4
MOVE	ATT	DEF	AP	MP	HP
RUN	D16	D8	2	2	12

ATTACKS AND ABILITIES

GIANT CLUB: D16

PUNCH/KICK: D10

HUNTER, TWO HEADS

MOUNTAIN GIANT (4TH RANK)

STR	DEX	INT	PRE	FOR	REF
D20	D4	D4	D8	D16	D4
MOVE	ATT	DEF	AP	MP	HP
RUN	D20	D12	2	2	20

ATTACKS AND ABILITIES

GIANT CLUB: D20, R1, Sweeping

PUNCH/KICK: D12, R1

ROCK THROWING, DRACONIC

TWO HEADS

This creature has two heads, meaning it cannot be attacked "from behind" and if one head is blinded/stunned, the other still functions fine.

FOUR-ARMED ETTIN (3RD RANK)

STR	DEX	INT	PRE	FOR	REF
D16	D6	D3	D8	D12	D4
MOVE	ATT	DEF	AP	MP	HP
RUN	D16	D8	2	1	12

ATTACKS AND ABILITIES

GIANT CLUBS: D16, Minor

PUNCH/KICK: D10, Minor

HUNTER, FOUR ARMS

TITAN (5TH RANK)

STR	DEX	INT	PRE	FOR	REF
D24	D4	D8	D12	D20	D6
MOVE	ATT	DEF	AP	MP	HP
RUN	D24	D20	2	4	30

ATTACKS AND ABILITIES

GIANT MACE: D24, R1, Sweeping, can be Stunning, if desired

PUNCH/KICK: D16, R1

ROCK THROWING, RUNIC, DRACONIC

FOUR ARMS

This creature has four arms, which means its melee attacks are minor actions instead of major actions.

CYCLOPS (4TH RANK)

STR	DEX	INT	PRE	FOR	REF
D20	D4	D12	D10	D16	D8
MOVE	ATT	DEF	AP	MP	HP
RUN	D20	D12	2	6	20

ATTACKS AND ABILITIES

GIANT CLUB: D20, R1, Sweeping

PUNCH/KICK: D12, R1

ROCK THROWING, RUNIC, DRACONIC

ROCK THROWING

This creature can throw large boulders. The range depends on the size of the rock. A "small" rock can be thrown with one hand, has a range of 4, and uses the creature's STR die to make an attack. A medium rock requires two hands to throw, has a range of 2, and adds a level of advantage to the attack. A large rock requires two hands and an exclusive action, has a range of 1, and adds two levels of advantage.