Weekly Wonders

Fos and Garden

Giants

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Fog Giant

The towering humanoid emerging from the swirling mists has pale grey skin and wears a long brown coat. His face is grim and proud, and his eyes shine with a subtle light. In both hands he holds a needle-like spear, ready to strike at need.

FOG GIANT

CR 13

XP 25,600 NG Huge humanoid (giant)

Init +7; Senses low-light vision, mist sight; Perception +28

DEFENSE

AC 28, touch 8, flat-footed 28 (+30 natural, -2 size) hp 170 (20d8+80) Fort +17, Ref +6, Will +7 Defensive Abilities fog dodge, rock catching Weaknesses light vulnerability

OFFENSE

Speed 50 ft.

Melee +21/+16/+11 mwk longspear (3d6+10/x3) or 2 slams +20 (1d8+7)

Ranged rock +13 (2d6+7)

Space 15 ft.; **Reach** 10 ft. (15 ft. with longspear) **Special Attacks** alter fog, fear fog, fog form, mist breath, rock throwing

STATISTICS

Str 24, **Dex** 10, **Con** 16, **Int** 14, **Wis** 12, **Cha** 16 **Base Atk** +15; **CMB** +24; **CMD** 34

Feats Alertness, Awesome Blow, Cleave, Great Cleave, Great Fortitude, Improved Initiative, Improved Natural Armor, Power Attack, Toughness, Weapon Focus (longspear) Skills Intimidate +26, Perception +28, Profession Sailor +25, Sense Motive +26 Languages Common, Fog Giant, Giant SQ hold breath

ECOLOGY

Environment any **Organization** solitary **Treasure** standard

SPECIAL ABILITIES

Alter Fog (Sp): A fog giant has a special innate magic which he can imbue into mists and fogs, enchanting them to his needs. As a full-round action, a fog giant can infuse up to a 30-foot-radius area of fog or mist, which must be thick enough to obscure vision beyond five feet, such as that created by an *obscuring mist* spell or by the fog giant's mist breath ability. The fog in the affected area is affected as though by a *solid fog, stinking cloud,* or *mind fog* spell for 1 minute. The saving throw DCs for the effects of fog magically altered in this way is 22, based on the fog giant's innate power and not on the spell it replicates. The saving throw DCs for these effects are Intelligence-based.

Fear Fog (Ex): A fog giant projects his presence while in a fog bank to terrify his foes. All creatures who can see a fog giant while he is within fog sufficient to obscure vision, such as that created by the fog giant's mist breath ability, must succeed on a Will save (DC 22) or become frightened for 1d4 rounds. A creature that succeeds on his saving throw is shaken for 1d4 rounds, instead. This is a mind-affecting fear effect which relies on visual components.

Fog Dodge (Ex): Because a fog giant has a deep and potent connection to fog, he is able to easily use fog to conceal himself from harm, making it even more difficult to hit him in such conditions than other creatures. While in an area of fog or mist which is sufficient to grant concealment, the fog giant becomes more difficult to hit than other creatures. Whenever he is attacked in such conditions, creatures without the Blind Fight feat must roll their miss chance twice and take the worse result.

Fog Form (Su): A fog giant's innate magic allows him to transform his physical body into a cloud of cold grey vapor. As a full-round action, the fog giant can assume a fog form, which grants him a fly speed equal to his land sped at the time of the transformation (with perfect maneuverability), the ability to move through any space which is not air tight, and DR 15/-. While in this form, the fog giant cannot make physical attacks, or use his fog breath ability. He may still use his alter fog ability and benefit from his fog dodge ability. These effects last for 1 minute. A fog giant can use this ability any number of times each day, but must wait at least 10 minutes between uses.

Hold Breath (Ex): A fog giant can hold his breath longer than other creatures. A fog giant can hold his breath for a number of minutes equal to his Constitution score.

Light Vulnerability (Ex): A fog giant's power fails in the face of bright light, making it hard to retain his physical shape and making him vulnerable to mundane attacks. Whenever a fog giant enters an area of bright light, he must succeed on a Fortitude save (DC 25) or be unable to hold his physical form, causing him to revert to fog. This has the effect of causing him to enter his fog form, except that he does not gain damage reduction while her remains within bright light.

Mist Breath (Ex): A fog giant can channel his inherent magic into a gust of magical breath which causes the very air to transform into thick magical fog. As a standard action, the fog giant can breathe a 6o-foot cone of fog which obscures vision beyond five feet in a fashion similar to *fog cloud*. The fog created by this effect lasts for 1 minute or until dispersed by wind. Unlike normal fog, this magic fog fails in the face of fire and cannot exist in the same square as fire. Additionally, any magical fire disperses the fog within the area of the spell.

Ecology

Fog giants, also referred to as mist giants, haze giants, and a variety of other names which suggest a connection to swirling vapors, are among the oldest and most reclusive of giant races. Fog giants have pale grey or sickly white skin, stringy brown or charcoal hair and blue or grey eyes. Though tall, most fog giants are surprisingly lean, with long, well-muscled limbs. Fog giants prefer welltailored clothes with intricate and ornate buttons, which they wear beneath long coats of seal skin or whale hide. Men favor short-brimmed hats, while it is considered fashionable for women to wear fanciful combs of silver or gold in their hair. Fog giants carry gigantic, needle-thin pikes which they use for both fishing and defense. Being great mariners, fog giants are rarely found far from their gigantic wooden sailing ships, and many carry other useful devices for sailing, such as astrolabes and spyglasses, within the pockets of their great coats. Fog giants are an ancient people and have retained their own language through long eons, which they use among themselves and never utter in front of other peoples, though fog giants have been known to speak an ancient dialect of more common Giant in their dealings with the outside world.

Fog giants are partially made from flesh and partially from the roiling sea mists which come ashore in the night and prevail until midday. Like the mists from which they are comprised, fog giants can't abide the sun and their physical bodies fail in the height of the sun's glory, transforming them into harmless mist. Their peculiar natures and secretive attitudes have caused the fog giants as a people to spurn civilized contact, instead making their abodes on secret isles far from any civilized shore. Their homes are sheltered from the sun's terror wrapped perpetually in magical mists which keep them safe from bright lights. As a sea-dwelling people, fog giants subsist mainly on marine life, particularly large fish, whales, and coastal mammals such as seals and walruses. As fishermen, fog giants spurn nets and lines, instead using their massive spears to pluck their prey out of the water directly. Though not aquatic, fog giants can hold their breath for great periods of time, allowing them to dive undersea, tethered to their great wooden ships, to hunt for whales, sharks, kraken and other deep sea prey.

Fog giants have no traditional concept of government or family, instead ordering their society into crews, with all fog giants being assigned from birth to one of their 33 great wooden ships, each of which is over 2,000 feet long and over 500 feet wide and is home to hundreds of the giants at a time. The remainder of their population remains on their islands. Fog giants live and work aboard one of their great ships for varying periods of time, according to the fog giant's desire and the needs of the crew. Once their term of service has ended, the giant returns to the foggy shores of home, while another member of the ship's crew replaces him for the next term. In this way, all fog giants rotate between their boat and the shores of their home. At home or aboard great ships, fog giants share equally in all duties with no member of a crew above any other and roles of toil and leadership rotating every few days. Most often, a fog giant's activities are limited to hunting and trading, but occasionally desperation or miscommunication leads to conflict between a fog giant and the outside world. Such conflicts are usually short and violent, with disputes being resolved between only such members of the crew as were involved in the incident, without the support of their fellows.

Garden Giant

Towering above you is the jovial broad face of this massive olive skinned humanoid. His curly hair is a deep verdant green and his eyes are deep black like rich soil. In one hand he casually holds a large gnarled club while in the other he proffers forth a gigantic sunflower as a gift.

CR 10

GARDEN GIANT

XP 9,600 NG Huge humanoid (giant)

Init +7; **Senses** low-light vision; Perception +25

DEFENSE

AC 24, touch 8, flat-footed 24 (+26 natural, -2 size) hp 133 (14d8+70) Fort +13, Ref +4, Will +8 Defensive Abilities rock catching

OFFENSE

Speed 50 ft. Melee great club +17/+13 (3d6+12) Ranged rock +8 (2d6+8) Space 15 ft.; Reach 10 ft. Special Attacks animate plants, dire sprouting, hedge throwing, rock throwing

STATISTICS

Str 26, Dex 10, Con 18, Int 10, Wis 18, Cha 12 Base Atk +10; CMB +20; CMD 30 Feats Alertness, Cleave, Great Fortitude, Improved Natural Armor, Power Attack, Toughness, Weapon Focus (great club) Skills Intimidate +18, Perception +25 Languages Common, Giant SQ green thumb

ECOLOGY

Environment any **Organization** solitary **Treasure** standard

SPECIAL ABILITIES

Animate Plants: A garden giant can cause its garden plants to spring to life and threaten his foes. Once per day, as a full-round action, a garden giant can cause any plant of up to Large size to temporarily morph into living and thorny vines which fall under his command. Regardless of the amount of plants animated, this ability produces 1d4 advanced assassin vines which serve the garden giant as though summoned by *summon nature's ally I*. The vines persist for 1 minute, after which time they instantly revert back to their earlier position and become the plants they were before they were animated. Similarly, if the assassin vines are slain, they merely revert to their previous forms and locations.

Dire Sprouting: A garden giant carries special seeds which he can throw down and imbue with his inherent magic in order to cause their sudden and dramatic sprouting and rapidly accelerated growth. This requires a full-round action and the giant must succeed on a ranged attack against the square he wishes to hit with his seeds. The seeds have a range increment of 10 feet for this purpose. Once thrown, the seeds rapidly grow into a single massive tree in the square in which they land. Any creature in that area must succeed on a Reflex save or suffer 3d6 points of piercing damage and be knocked prone in a square adjacent to the massive tree. A creature that succeeds on his Reflex save may choose either to move to an adjacent square or to be at the top of the massive tree. Massive trees created by this effect are 50 feet tall. These trees go through their life cycle very quickly: after 1d4 minutes, the tree produces a single magical acorn, then withers and dies before vanishing forever from the world. A garden giant typically carries 1d4 of these magical acorns at any given time.

Hedge Throwing (Ex): A garden giant is able to uproot and throw hedges, bushes, and other plants of up to Large size, using them to crush his foes. Further, as a free action made as part of an attack, he can bestow a semblance of his magic into the thrown hedge, which causes it to animate and entangle those nearby. If it hits, the hedge deals id8 + the garden giant's Strength modifier points of damage to the target, and also causes the target and all adjacent creatures to become entangled until they cut off the writhing hedge or succeed on a DC 20 Strength check to free themselves. Cutting free of the writhing vines requires that a creature deal at least 10 points of damage to them with a slashing weapon.

Green Thumb (Ex): By tending to living plants, the garden giant can greatly increase their potential. Whenever a garden giant spends at least 1 hour per day tending to crops, those crops yield twice as much as normal when harvested. The garden giant can tend to an Additionally, the garden giant can whisper to any fruit-bearing plant for 1 full hour in order to enchant its fruit. For the next week, any fruit borne by a plant the garden giant has whispered to restores 1d8 hit points when eaten and allows the consumer to make a new saving throw against any curse, disease, or poison he is suffering from with a + 4 bonus. If the new saving throw is successful, the affliction is immediately ended. Certain potent curses and very hardy poisons and diseases are resistant to this effect, and curses which cannot be ended by a break enchantment spell are unaffected by this ability, while advanced diseases and poisons are merely reduced to the next lowest stage; if the advanced disease or poison was already at the lowest stage, it is cured, instead.

Ecology

As their name suggests, garden giants are master gardeners and lovers of all things which grow. A young garden giant has bright green skin, which darkens to an olive color as he ages. All garden giants have curly green hair from youth until old age and prefer to wear their hair short, though the female garden giants are known to adorn their hair with crowns wrought from fragrant, multihued flowers of impressive size.

Most garden giants clothe themselves in durable robes of brown or green, which keep most of the common hurts one might encounter while gardening from marring their tough hides. However, leaders among the garden giants carry golden rods capped with rubies in the image of a rose in full bloom for a mark of office, and wear suits of ironwood armor painted violet and crimson. For weapons, most garden giants use massive gnarled clubs which are wrought from the branches of elder trees in their care. These they keep at hand at all times to preserve their crops from any danger that should befall them, whether from giant vermin or more cunning poachers.

Garden giants shun the company of other races, believing them all to be violent and greedy with no thought for things which grow, though they have found occasion to find alliance with certain fey and plant creatures. Even these alliances are short-lived, however, as garden giants favor the careful guidance and cultivation of plants to the untamed wilds favored by their would-be allies.

Their xenophobia has led garden giants to make their homes far from the rest of the world, dwelling in hidden vales and empty lands far from the concerns of other creatures. In these secret places, garden giants live together in simple homes made from dried earthen bricks surrounding their great communal gardens. Within these vast plantations, all manner of plants can be found in great abundance, and though great space is given to the growing of food crops such as beans, which the garden giant favors above all other vegetables, vast stretches of land are set aside for orchards of fruit-bearing trees, and between these great vegetable patches and orchards are broad avenues filled with all kinds of carefully grown plants, which have little purpose but to be pleasant to the eye. All the plants of the garden giant are massive variations of the varieties well known to smaller creatures, with small flowers having stems of up to 6 feet in length, while trees reach hundreds of feet into the sky. Amid this plenty, garden giants can be seen to walk and speak with plants and use their massive clubs to drive away such men and beasts as dwell unwelcome in their garden.

While garden giants are generally kindhearted and well spoken individuals, slow to anger and quick to make jokes, they are not particularly welcoming of visitors, and though they resort to violence only as a last measure, once their temper has been aroused, they are a fierce and determined folk. Angering a garden giant under most circumstances is difficult, as they tend to view insults with a light heart and are more likely to remunerate such attempts to get a rise out of them in kind, rather than with force of arms. One would be well cautioned in dealings with them, though, to avoid harming plants in their viewing, especially within their gardens, or in taking food from their hidden homes unbidden, which they view as poaching and thievery, both crimes to be answered with extreme prejudice. Though unfriendly, it is also wise to note that the garden giant can be an unlooked for and stalwart ally to good individuals placed in undue danger, or to those who have proven themselves to be a friend to things that grow.

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These Giants Aren't Jolly

These days, it seems that there is a giant for every type of terrain. hills, deserts, forests, oceans, taigas, hot places, cold places: the list goes on and on. Despite this great variety of giants, their abilities and stat blocks tend to be quite similar, leaving one to wonder what the point of so many similar giants is, and why it is that giants seem to be so closely linked to the terrain in which they are found, unlike so many other creatures.

This book presents two new giants, whose identities are tied less to climate, and whose abilities make them stand out and differentiate themselves not only from each other, but also from other giants. The first is the fog giant (CR 13), are secretive, reclusive giants that hide in mists and haze, using it to instill fear in their foes, to protect them in battle, and even taking its form when it suits them. The second is the garden giant (CR 10), a peaceful, if **xenophobic**, race of green=skinned, nature=loving giants who place the safety of their carefully=cultivated plants above the lives of those who might trespass in their domain. Not only can they animate plants and greatly increase the yield of crops, but they can cause massive trees to spring into existence at a whim, and can throw entangling hedges in lieu of boulders.

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