Weekly Wonders Giant Slaying Spglls

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ROLEPLAYING GAME COMPATIBLE

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Magic and Giant Slaying

The following is an essay from Tyram Tin-Whistle, a wandering halfling mage and accomplished giant-slayer.

For many, the physical might and sheer size that giants can command is an insurmountable obstacle. Those who rely upon their own strength are all but doomed to be hopelessly outmatched even by lesser giants, while those who rely on guile and trickery play a very dangerous game, for if they should fail for but a moment, it will be all the time that a giant would need to crush them into so much paste. But for those of us who rely on magic as both our sword and our shield, defeating a giant is a much easier proposition—albeit not without its hazards. We are already used to dealing with opponents who are much larger and physically stronger than we are, and though the scale may be greater in this case, many of the basic principles remain the same. But the number one thing for a prospective young giant-slaying mage to remember is: **magic is the great equalizer**.

With the right spells (many of which are conveniently included in this tome), a giant's great size and strength can become a liability, and be turned against it. While a giant's strength and size make it a terrifying opponent, those who are able to account for such things will quickly find that most giants have little else going for them: shrink a giant down to human size (or even smaller), or find a way to rob them of their strength, and they quickly cease to be much of a threat. Of course, while the specialized spells in this book are useful for slaying giants (and numerous other large creatures, as well), they are perhaps slightly less valuable than a good strategy for dealing with giants.

Giant Weaknesses

Many assume that giants are particularly weakminded, most likely because of the association between excess brawn and a lack of brains, but this is somewhat misleading. Of the six most common species of giant (hill, fire, frost, stone, cloud, and storm, in order from least dangerous to most), two of them are nearly as adept at resisting mental magic as they are at resisting physical magic. Further, for all six types of giants, their bodies are much slower than their minds, meaning that they are actually more vulnerable to spells like *fireball* and *lightning bolt*, which prey upon the slow, than they are to spells like *dominate person* of course, should you succeed with the latter, the fight will be over, and the giant's muscle will be at your disposal, instead of arrayed against you.

When selecting spells to use against giants, you are hardly limited to those in this book. Many existing spells work quite well against giants, provided you choose your spells carefully. Avoid spells that can be resisted with a strong fortitude: a giant's bulk makes it particularly resistant to such spells, and your efforts are likely to be wasted. Spells that need to be delivered by rays or other ranged attacks are usually safe, as giants tend to be quite easy to touch, though avoid any that require getting up close, for obvious reasons.

Of course, different kinds of giants have different weaknesses: fire giants are more susceptible to cold attacks, and, by contrast, frost giants are more heavily damaged by heat. Storm giants are immune to electricity, but otherwise, there is little to differentiate the defenses of one giant from another. The more common giants don't have spell resistance, and are not particularly immune or resistant to anything other than the elements outlined above.

Defending From Giants

While most spellcasters have bodyguards who can stand between them and angry giants, we don't all have this luxury, and, frankly, may not want to deal with the hassle of replacing these bodyguards should they meet a grisly end. In most cases, the best way to fight a giant is from beyond its reach, and so I typically recommend finding a way to fly. Of course, be aware that cloud and storm giants have a limited ability to fly, which may prove to be a problem. While all giants can throw rocks, they tend to be dismally inaccurate and far less damaging than what they can do up close.

Another option is to find a place to fight from where the giant can't get to you. This can be a tricky proposition, especially because most giants aren't that much bigger than you are. Of the six most common giants, four are only about twice the height of a normal human, meaning that while they may not be comfortable, they can get just about anywhere that the average adventurer can. Still, clever readers can use this to their advantage by forcing their foes to squeeze into small spaces, hampering their combat ability. Gnomes and halflings among you may be able to get more from this tactic, by squeezing into places that the giant can't hope to reach.

Finally, remember that while many think of giantslaying as involving one giant, the fact is that most giants are just as social as you or I, and it is at least as common, if not more so, to encounter giants in groups. Be prepared to deal with more than one at a time.

New Spells

The following spells are presented in alphabetical order. Each of the spells is thematically related to combating giants in one way, shape, or form.

BOULDER TOSS

School transmutation; Level bloodrager 3, druid 3, magus 3, shaman 3, sorcerer/wizard 3 Casting Time 1 standard action Components V, S, M (a single leather glove) Range touch Target creature touched Duration 10 min./level (D) Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

The target's arms gain incredible strength, allowing him to lift and toss boulders with ease. This allows him to throw rocks up to one size category larger than he is (for example, a Medium creature can throw Large rocks). For the purposes of this spell, a "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. These rocks have a range increment of 120 feet, and can be thrown up to 5 range increments. Damage for a thrown rock depends on its size, as outlined on the table below, but in all cases the target adds 1.5 times his Strength modifier to the damage.

Table 1-1	Thrown	Rock	Damage
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Rock Size	Damage
Fine	1
Diminutive	2d2
Tiny	2d3
Small	2d4
Medium	2d6
Large	2d8
Huge	4d6
Gargantuan	4d8
Colossal	4d10

Additionally, the target gains the ability to catch rocks that are thrown in a similar manner. He can catch rocks up to two size categories larger than himself in this way (so a Medium creature can catch Huge rocks, even though he can only throw Large rocks). Once per round, when the target would be hit by a thrown rock, if it is of a small enough size, he can attempt a Reflex save (DC 15 + 5 for every size category larger than Small that the rock is) as a free action in order to catch the rock. The target must have two free hands and be aware of the attack in order to use this ability.

CRUSHING WEIGHT

School transmutation; Level magus 3, sorcerer/wizard 4 Casting Time 1 standard action Components V, S, F (a 2-inch-diameter sphere of lead) Range medium (100 ft. + 10 ft./level) Area 20-ft.-radius spread Duration instantaneous Saving Throw Fortitude half; Spell Resistance yes

You warp the very fabric of reality in the affected area, greatly increasing the relative forces of gravity, crushing creatures within the area. The heavier a creature is, the more damage this inflicts, as outlined on the table below.

Table 1-2: Crushing Weight Damage

Weight Category	Weight Range	Damage			
Negligible	Less than 1 lb.	None			
Incredibly light	1 lb 5 lbs.	1 per 4 levels			
Very light	6 lbs 20 lbs.	1 per 2 levels			
Light	21 lbs 50 lbs.	1 per level			
Below average	51 lbs 120 lbs.	1d2 per level			
Average	121 lbs 200 lbs.	1d3 per level			
Above average	201 lbs 320 lbs.	1d4 perlevel			
Substantial	321 lbs 500 lbs.	1d6 per level			
Heavy	501 lbs 4,000 lbs.	1d6+1 per level			
Very heavy	4,001 lbs 12,000 lbs.	1d6+2 per level			
Incredibly heavy	12,001 lbs 32,000 lbs.	1d6+3 per level			
Massive	32,001 lbs 100,000 lbs.	2d6 per level			
Very massive	100,001 lbs 250,000 lbs.	2d6+1 per level			
Incredibly massive	250,001+ lbs.	2d6+2 per level			

Use the table above to determine each affected creature's weight category, and appropriate damage, using the creature's weight. If a specific creature's weight is unknown, use the following table to determine which weight category it defaults to, based on its size. All damage inflicted by this spell is limited to caster level 10 (10d3 for creatures of average weight, 10d6+10 for creatures of heavy weight, 20d6+20 for creatures of incredibly massive weight, etc.).

Table 1-3: Crushing Weight Default Weights

Size Category	Weight Category				
Fine	Negligible				
Diminutive	Negligible				
Tiny	Incredibly light				
Small	Light				
Medium	Average				
Large	Heavy				
Huge	Very Heavy				
Gargantuan	Massive				
Colossal	Incredibly Massive				

Any creature whose space is not entirely within the area of effect gains a +4 bonus on its saving throw.

GIANT SLAYER

School enchantment [mind-affecting]; Level bard 3, cleric/ oracle 4, sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V, S Range touch Target creature touched Duration 1 min./level, or until discharged Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You fill the target's head with the courage and cunning of a heroic giantslayer. The target gains a +4 competence bonus to AC against attacks made by creatures with the giant subtype, and a +2 competence bonus to attack and damage rolls made against creatures with the giant subtype.

At any time during the spell's duration, when the target rolls a critical threat against a creature with the giant subtype, he may choose to expend the spell in a sudden burst of deadly prowess, automatically confirming that critical threat and increasing the critical multiplier of his weapon by 1 for the purposes of that critical hit. Doing this ends the spell immediately.

INVERT SIZE

School transmutation; Level sorcerer/wizard 9, witch 9 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration permanent Saving Throw Fortitude negates; Spell Resistance yes

You alter the target's size, causing large creatures to become small, and small creatures to become large. The

Table 1-4: Invert Size Adjustments

			Reach	Reach				Natural	AC/	CMB/		
Original Size	New Size	Space	(Tall)	(Long)	Str	Dex	Con	Armor	Attack	CMD	Fly	Stealth
Fine	Colossal	30 ft.	30 ft.	20 ft.	+21	-12	+9	+16	-16	+16	-16	-32
Diminutive	Gargantuan	20 ft.	20 ft.	15 ft.	+17	-10	+7	+9	-8	+8	-8	-24
Tiny	Huge	15 ft.	15 ft.	10 ft.	+12	-8	+5	+5	-4	+4	-4	-16
Small	Large	10 ft.	10 ft.	5 ft.	+6	-4	+3	+2	-2	+2	-2	-8
Medium	Medium	5 ft.	5 ft.	5 ft.	+0	+0	+0	+0	+0	+0	+0	+0
Large	Small	5 ft.	5 ft.	5 ft.	-6	+4	-3	-2	+2	-2	+2	+8
Huge	Tiny	2-1/2 ft.	o ft.	o ft.	-12	+8	-5	-5	+4	-4	+4	+16
Gargantuan	Diminutive	1 ft.	o ft.	o ft.	-17	+10	-7	-9	+8	-8	+8	+24
Colossal	Fine	1/2 ft.	o ft.	o ft.	-21	+12	-9	-16	+16	-16	+16	+32

further the creature is from Medium size, the more dramatic the changes: Fine creatures become Colossal, and vice versa, while Small creatures only become Large (and vice versa). Medium creatures are completely unaffected.

The table above summarizes the adjustments of this size change, based on the target's original size. The target's gear and equipment shrinks as well, allowing him to use them normally (although any weapon deals appropriate damage for its new size). The target's natural attacks deal damage as appropriate for his new size, and any special abilities whose use are dependent on the target's size are also affected (such as the size of rocks that can be thrown with the rock throwing special ability, or the size of creatures that can be grabbed with the grab special ability). This spell cannot reduce any of the target's ability scores below 5.

OVERSIZED AWKWARDNESS

School transmutation; Level bard 3, magus 3, sorcerer/ wizard 4, witch 4 Casting Time 1 standard action Components V, S, F (a bell from a jester's hat) Range close (25 ft. + 5 ft./2 levels) Target one creature of Large size or larger Duration 1 round/level Saving Throw Fortitude negates; Spell Resistance yes

You turn the target's size against him, exacerbating the awkward clumsiness that comes from great mass. The target's size penalty to AC, as well as his size penalties on attack rolls, Fly checks, and Stealth checks, are doubled. Further, the target also suffers a size penalty on Acrobatics checks equal to the penalty he normally suffers on Fly checks, and he suffers a size penalty on Reflex saves equal to the penalty he normally suffers to AC.

If the target is Gargantuan, he gains a +1 bonus on its saving throw. If the target is Colossal, he gains a +2 bonus.

REDUCE CREATURE

School transmutation; Level bard 5, cleric/oracle 6, druid 6, shaman 6, sorcerer/wizard 5, summoner 6, witch 6 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature of Large size or larger Duration 10 min./level Saving Throw Fortitude negates; Spell Resistance yes

This functions as *reduce giant*, but can affect creatures of any type. If the creature has any natural attacks or special abilities that are directly dependent on its size (such as a dragon's wing and tail slap natural attacks), it retains only those natural attacks that it would have at its new size category of Medium.

REDUCE GIANT

School transmutation; Level bard 3, cleric 4, druid 4, shaman 4, sorcerer/wizard 3, summoner 4, witch 4 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one humanoid creature of Large size or larger Duration 1 hour/level Saving Throw Fortitude negates; Spell Resistance yes

You cause the target to shrink down in size, making him roughly the size of a human. Regardless of the target's original size, he is reduced to Medium size for the spell's duration. In addition to changing his space and reach to 5 feet each, this has a number of effects, which are outlined on the table on the following page.

The target's gear and equipment shrinks as well, allowing him to use them normally (although any weapon deals appropriate damage for its new size). The target's natural attacks deal damage as appropriate for his new size, and any special abilities whose use are dependent on the target's size are also affected (such as the size of rocks that can be thrown with the rock throwing special ability, or the size of creatures that can be grabbed with the grab special ability). This spell cannot reduce any of the target's ability scores below 8.

Table 1-5: Reduce Giant Adjustments

Original Size	Str	Dex	Con	Natural Armor	AC/Attack	CMB/CMD	Fly	Stealth
Large	-4	+2	-2	-2	+1	-1	+ <mark>2</mark>	+4
Huge	-8	+4	-4	-5	+2	-2	+4	+8
Gargantuan	-12	+4	-6	-9	+4	-4	+6	+12
Colossal	-16	+4	-8	-14	+8	-8	+8	+16

ROCK REFLECTOR

School abjuration [force]; Level bard 3, bloodrager 3, cleric/ oracle 3, druid 3, magus 3, sorcerer/wizard 3, summoner 3 Casting Time 1 standard action Components V, S Range touch Area 20-ft.-radius sphere centered on the spot touched Duration 1 round/level (D)

Saving Throw none; Spell Resistance no

You create a stationary sphere of magical force, which allows most things to pass through, but blocks particularly large, hard, fast-moving objects. This barrier has no effect on most creatures or objects, and does not interfere with normal ranged attacks, but provides total cover against ranged attacks involving boulders, large rocks, and similar objects (including rocks thrown by giants, falling boulders, rocks launched by catapults, and so on). The barrier has hardness 15 and 10 hit points per caster level, but can only be damaged by the same type of ranged attacks that it provides cover against. A *disintegrate* spell specifically targeted against the shield is able to completely destroy it, however.

TITAN'S TUMBLE

School transmutation; Level bard 4, magus 3, sorcerer/ wizard 3 Casting Time 1 standard action Components V, S, M (a piece of twine) Range medium (100 ft. + 10 ft./level) Target one humanoid creature of Medium size or larger Duration instantaneous Saving Throw Reflex negates; Spell Resistance no

You cause the target's footing to waver, forcing him to stumble and fall. The target falls prone in his square. Additionally, if the target is at least Large size, the force of the fall inflicts 3d6 points of damage, plus an additional 3d6 points of damage for each size category larger than Large that the target is (6d6 for Huge creatures, 9d6 for Gargantuan creatures, or 12d6 for Colossal creatures).

Creatures that are burrowing, flying, or swimming cannot be affected by this spell, and any creature that is immune to being tripped is also immune to this spell's effects. If the target gains a bonus to CMD versus trip attempts, he applies half that bonus to his Reflex save to resist this spell's effects.

TYRAM'S BAG EXCHANGE

School conjuration (teleportation); Level sorcerer/wizard 5 Casting Time 1 standard action Components V, S Range touch Target giant's bag touched; see text Duration instantaneous

This peculiar spell creates a mystical connection between one giant's bag and the bag of another, similar giant. In order to have any effect, this spell must be cast on a giant's bag, and all of the items in the bag must be items that belonged to the giant, which were found in the bag when it came into the caster's possession. The spell causes all of the items in the bag to vanish, reappearing in a bag belonging to another giant of the same type, and immediately replacing them with the same number of items from the other giant's bag. Essentially, this allows you to reroll the contents of a giant's bag. Note that not every item that was found in the bag needs to be in it in order for the spell to work: any items not in the bag are not swapped for other items.

Each giant's bag can only be affected by this spell once (even if the second spell is cast by another caster, the spell still fails). Bags which are only briefly in a giant's possession are not affected by this spell, nor are any other items that may be in the bag at the time replaced in this way.

TYRAM'S TOWER TOPPLER

School divination; Level antipaladin 2, bard 3, bloodrager 2, inquisitor 3, magus 3, paladin 2, ranger 2 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 round/level, or until discharged

Your mind fills with complex geometry and physics information that all contribute to one thing: how to use an opponent's size against him. You gain an insight bonus equal to 1/2 your caster level on combat maneuver checks made to use the dirty trick, disarm, reposition, steal, or trip combat maneuvers against creatures of Huge size or larger.

Additionally, at any time during the spell's duration, you can expend the spell's remaining energy in order to reroll a combat maneuver check that you just made, to which this bonus applied. You can choose to use this ability after learning the result of the roll, and the bonus applies to the reroll as well, although the spell ends immediately thereafter. Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

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The Ultimate Proof of Brains over Brawn

Giants are fearsome foes that are never to be underestimated. Their great size makes even the dumbest and simplest among them, such as the lowly hill giants, into a serious threat, but the more powerful and cunning giants are much more dangerous still. Many adventurers make the mistake of attempting to fight these giants head=on, matching their might against those of these towering monstrosities. While admirable and heroic, this is also incredibly dangerous.

This book contains a selection of eleven spells from the spellbook of Tyram Tin=Whistle, an accomplished halfling mage and famous slayer of giants. These tried and true spells were specially formulated for dealing with giants, and will give any enterprising giant slayers a powerful edge. Included are spells designed to defend against these titans' favored weapons, and those that use their size against them. Further, readers will find a brief essay by Tyram Tin=Whistle himself, providing some useful pointers on how to go about com= bating these terrible titans. Even if you are blessed enough to live in a land free of giants, many of the spells in this tome are just as good when turned against other oversized creatures.

