Weekly Wonders

Gianté

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Greastres

Alex Riggs, Joshua Zaback

ROLEPLAYING GAME COMPATIBLE

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Introduction

Giants are well known for the fabulous treasures that they keep in their possession. While the greatest and most wondrous of these are generally found only in the hands of such giant paragons as the cloud and storm giants, even the lowly hill giants are known to have a wide variety of strange and unusual trinkets available in their grubby sacks. This book explores some of the wondrous items that are closely associated with giants, or which were made by them.

BEANS OF GIANT HEALTH

PRICE 250 gp

Slot none; **CL** 1st; **Weight** — **Aura** faint transmutation

These strange beans grow on truly massive stalks, known only to the giants, and possess wonderful nutritional properties. Any creature that consumes a *bean of giant health* gains 25 temporary hit points, which last for up to 24 hours. The numbers of beans a creature can benefit from in a single day are limited by the creature's size, with Small (or smaller) creatures being able to benefit from 1 bean, Medium creatures being able to benefit from 2 beans, Large creatures being able to benefit from 3 beans, and so on (the creatures can still only benefit from one *bean of giant health* at a time). **Construction Requirements Cost** 125 gp Craft Wondrous Item, *goodberry*

BOOTS OF THE CLOUDS

PRICE 10,000 gp

PRICE 18,000 gp

Slot none; **CL** 7th; **Weight** 1 lb. **Aura** moderate transmutation

Originally devised by cloud giants in an ancient and foregone era, these boots have become popular with all manner of creature who wishes to leave the world behind. Being made of plain black or brown leather and coming in sizes for humanoids of Tiny to Huge size, these unassuming boots hide a powerful enchantment which allows their wearer to step upon clouds as though they were solid. When walking upon the surface of a cloud with the aid of these boots, the wielder treats the cloud as a solid surface, though other effects, including spells which originate from the wielder, do not (for instance the wearer of a pair of boots of the clouds could not cast a wall of stone on the cloud). Most creatures using these boots treat clouds as difficult terrain, though creatures with the giant subtype ignore this effect. **Construction Requirements** Cost 5,000 gp Craft Wondrous Item, air walk

CROWN RING

Slot ring; **CL** 3rd; **Weight** 3 lbs. **Aura** faint transmutation

These prized magic rings are actually the crowns or circlets of human kings and queens slain by giants, and are specially enchanted to help enforce their rule. These rings can only be worn by humanoids with the giant subtype that are Large size or larger, and grant the wearer a special aura of awesome might which allows him to use his Strength modifier instead of his Charisma modifier for Bluff, Diplomacy, and Intimidate checks, as well as for the purposes of determining his Leadership score.

Construction Requirements Cost 9,000 gp Forge Ring, *eagle's splendor*

ELIXIR OF GIANT SENSE

Slot none; **CL** 5th; **Weight** — **Aura** faint transmutation

This bubbling pale liquid is so favored by giants that many people believe they possess the enhanced senses it grants inherently. The drinker of this elixir gains supernatural senses for 8 hours. This elixir allows the drinker to see in the dark with darkvision to a distance of 100 ft. and grants the scent special quality, except that the scent granted by this elixir only allows the imbiber to detect humanoid creatures by scent, not other creatures.

Construction Requirements Cost 50 gp Craft Wondrous Item, *darkvision*

GIANT BOW

Slot none; **CL** 1st; **Weight** 6 lbs. **Aura** faint transmutation

These impressive bows are typically sized for Huge creatures, though the cloud giant enchanters who invented them have been known occasionally gift smaller versions to other creatures who have earned their favor. In addition to functioning as a *+1 composite longbow (+12 Str)*, these magical bows allow the wielder to use his Strength bonus in place of his Dexterity bonus for attack rolls. Because of their potent magic which allows for extra power, these bows do not allow the wielder to benefit from the Precise Shot or Improved Precise Shot feats.

Construction Requirements Cost 7,600 gp Craft Magic Arms and Armor, *gravity bow*

GIANT HAMMER

Slot none; **CL** 5th; **Weight** 10 lbs. **Aura** faint evocation

First forged by the hill giant smith Grumbar and enchanted by the blood of an elven wizard, which the ironheaded maul is bathed in during its construction, this massive weapon is perhaps the finest of the smith's works. In addition to functioning as a +2 *Large warhammer*, this hammer lends additional striking power to giants, allowing any giant who wields the hammer to make an extra attack per round at his highest base attack bonus.

Construction Requirements Cost 10,324 gp Craft Magic Arms and Armor, *mage hand*

PRICE 90,000 gp

PRICE 20,324 gp

GIANT'S SANDALS Slot feet; CL 1st; Weight 10 lbs. Aura faint transmutation

Though these strappy sandals of solid-looking, brass-studded leather are clearly sized for giant's feet, they are actually meant to be worn by smaller humanoids. These wondrous slippers were made as a gift for a small but cherished warrior. Once donned, these magical sandals cause the wearer's size to change to fit the sandals, causing him to become Huge size. This grants a +4 size bonus to Strength and Constitution, but imposes a -2 size penalty to Dexterity, and applies all the normal adjustments to attack rolls, AC, CMB, CMD, and Fly and Stealth checks normally associated with Huge size, as well as changing the creature's space, reach, and the damage inflicted by its weapons and natural attacks.

Construction Requirements Cost 45,000 gp Craft Wondrous Item, *enlarge person*

PRICE 13,600 gp

GOLDEN GOOSE

PRICE 200,000 gp

Slot none; **CL** 17th; **Weight** 15 lbs. **Aura** strong universal

This magnificent creature is technically a living animal, but has such a mild manner and extreme value that it is prized above all other wealth by giantkind. The flesh of these gorgeous birds is made of living gold, which shines like the purest ore, but which is soft and pliant as a mundane bird's flesh. A golden goose never engages in combat activities of its own will, and has statistics identical to a giant eagle, should it ever be forced into combat. A golden goose lays one golden egg each week, which can be sold for bullion (typically one of these eggs is worth 500 gp), or can be consumed, granting the devourer considerable benefits. A single egg restores 100 hit points to the consumer, cures him of any condition which could be recovered by a *heal* spell, and grants a +4 bonus to the consumer's Strength, Dexterity, and Constitution scores that lasts for 24 hours. Eating the flesh of the goose itself is far more impressive, conferring a sort of immortality upon the eater, such that he never ages. His appearance returns to the bloom of youth, and he no longer suffers any penalties due to age. Further, he gains a permanent +2 inherent bonus to Strength, Dexterity, and Constitution. Eating the flesh of the golden goose also comes with a powerful curse, however, and any metal the wearer touches or holds in his possession for more than 1 minute turns to ash.

Construction Requirements Cost 100,000 gp Craft Wondrous Item, wish

HELM OF PROOF AGAINST GIANTS PRICE 12,000 gp

Slot head; CL 10th; Weight 3 lbs.

Aura moderate abjuration

Crafted by ancient dwarven smiths to aid their kin in long-forgotten wars against giantkind, these silver-winged helmets provide significant protection against all manner of large opponents. The wearer of this helm gains a +2 dodge bonus to AC again creatures at least one size category larger then themselves. Additionally, ancient spells woven into the silver protect the wearer against giants specifically, rendering the wearer immune to critical hits by creatures of the giant subtype.

Construction Requirements Cost 6,000 gp Craft Wondrous Item, creator must be a dwarf

OGRE MASK

PRICE 10,000 gp

Slot face; **CL** 10th; **Weight** 10 lbs. **Aura** moderate transmutation

Crafted in ancient days, when ogres were said to have been much more civilized, these aged ivory and iron masks grant the wearer a sense of power and inner calm that makes even the most timid foe terrifying to behold. When worn by a humanoid creature without the giant subtype, the wearer gains the giant subtype for as long as he wears the mask. When donned by a creature that already has the giant subtype, the mask negates any penalty to attack rolls and AC due to size.

Construction Requirements Cost 5,000 gp Craft Wondrous Item, creator must be an ogre

RING OF ROCK CATCHING

Slot ring; CL 10th; Weight — Aura moderate abjuration

This magical ring is made from a single band of gold with a chunk of granite set in the center, in place of a gemstone. The ring magically sizes itself to fit the finger of whoever holds it. Once donned, the ring grants the wearer the rock catching universal monster ability and grants a +5 bonus on Reflex saves made to catch rocks. If the wearer already had the rock catching ability, the bonus on Reflex saves made to catch rocks increases to +10. The wearer of a *ring of rock catching* can catch rocks of any size. **Construction Requirements Cost** 1,000 gp Forge Ring, creator must have rock catching

ROCK OF ERUPTION

PRICE 3,600 gp

PRICE 25,000 gp

PRICE 30,000 gp

Slot none; **CL** 5th; **Weight** 20 lbs. **Aura** faint evocation

This perfectly round, Medium-sized rock is hot to the touch and rumbles slightly when at rest. When used as a thrown weapon, such as by a giant with the rock throwing ability, these rocks have a +3 enhancement bonus to hit and explode upon impact, dealing an additional 4d6 points of fire damage to the target. *Rocks of eruption* are expended after one use.

Construction Requirements Cost 1,800 gp Craft Magic Arms and Armor, *fireball*

RING OF GIANT FRIENDSHIP

Slot none; **CL** 1st; **Weight** 1 lb. **Aura** faint transmutation

Forged by humans who have had friendly dealings with local giants, these rings find their way onto the fingers of giants of any disposition who have to deal with smaller humanoids. The wearer of one of these magic rings can speak a command word to change his size to Medium or Small. While this change in size applies all the usual adjustments for altering size (including appropriate bonus or penalties to attack, AC, CMB, CMD, Stealth, Fly, what size weapons the creature can wield, damage for natural attacks, etc.), the rings apply no adjustments to the wearer's ability scores.

The wearer's gear changes to match his new size. The magic of the ring functions for 1d4 hours after activation, at which time the user is transformed back to his original size and must wait until the next day at dawn before the ring can be used again. If the wearer would not be able to return to his normal size when the duration expires, he remains at his altered size until he enters an area which can accommodate his true size.

Construction Requirements Cost 12,500 gp Forge Ring, *reduce person*

SHOES OF CRUSHING

Slot feet; **CL** 9th; **Weight** 2 lbs. **Aura** moderate transmutation

These mighty steel-shod shoes are sized for Large or Huge humanoids and are typically decorated with intimidating designs of demons, dragons, or other monsters. These shoes provide the wearer with immense crushing power, when used to stomp on smaller creatures. The wearer of these shoes gains 2 primary slam natural attacks which deal damage appropriate for his size, and which can only be used against creatures 2 or more size categories smaller than he is.

Construction Requirements Cost 15,000gp Craft Wondrous Item, *beast shape III*

SILVER THREAD

PRICE 1,250 gp

Slot none; **CL** 1st; **Weight** 10 lbs. **Aura** faint transmutation

Originally crafted by cloud giants to sew clothes that would never rip, this magical thread is extremely tough and beautiful. Each spool is approximately 300 feet long, and a strand of the thread is about as thick as a rope made for a Medium-sized creature. The thread is nearly unbreakable, having a hardness of 20 and 100 hit points. Despite its great strength, the silver thread is extremely light and pliable, making it easy to knot, form into loops, or, indeed, sew into clothing. Any suit of padded, leather, studded leather, or hide armor can be reinforced with the thread (a single spool contains enough thread to reinforce one Huge-sized suit of armor, 2 Large-sized suits of armor, or 4 Medium-sized suits of armor). Suits of armor reinforced with silver thread gain hardness 20 and have double their normal hit points. Construction Requirements Cost 625 gp Craft Wondrous Item, animate rope

STONE OF TRUE AIM

PRICE 4,000 gp

Slot none; **CL** 1st; **Weight** 10 lbs. **Aura** faint divination

These shimmering rocks are available in both Medium and Large sizes, and are exceedingly light for their size. When used as a thrown weapon, such as by a giant with the rock throwing ability, these rocks have a +5 enhancement bonus to attack rolls and impose a -5 penalty on any Reflex save made to catch them, once thrown.

Construction Requirements Cost 2,000 gp Craft Magic Arms and Armor, *true strike*

STORM GIANT CHARIOT Slot none; CL 17th; Weight 6,000 lbs.

PRICE 90,000 gp

Aura strong conjuration This magnificent gilded chariot is made from worked silver, lacquered with sky blue paint and embellished with scenes of tempests and roiling clouds. Though sized for a single Huge creature, it is possible for 2 Large creatures or as many as 4 Small or Medium creatures to comfortably fit within the chariot's confines. Upon boarding, a pair of goatshaped clouds bound by golden chains appear from thin air to pull the chariot, whether on land or underwater. The cloud goats obey the spoken commands of anyone on the chariot, and take them by the most direct route to wherever they ask. If passengers on the chariot give contradictory commands, they must make opposed Charisma checks to determine whose directions the cloud goats follow. Despite being made of clouds, the cloud goats cannot lift the chariot off of the ground, although they pull it through water. The cloud goats move at a speed of 100 feet per round, whether they are moving overland or through the water. The cloud goats are insubstantial and cannot be attacked, Further, although they appear to be made of clouds, the cloud goats are unaffected



by wind, and cannot be dissipated. In all other ways, this functions as a normal chariot.

PRICE 45,000 gp

Construction Requirements Cost 45,000 gp Craft Wondrous Item, *summon nature's ally IX*

TROLL HORN

Slot none; **CL** 9th; **Weight** 5 lbs. **Aura** moderate conjuration

These magical devices resemble common ram's horns fitted with a small mouthpiece; however, in actuality, these mythical horns are taken from the heads of a strange race of ancient trolls, now all but lost to the world. A short series of notes from the horn can be played as a full round action in order to summon 1d4 of these trolls, which have stats identical to the trolls found in the Pathfinder Bestiary, except that they have a secondary gore attack in addition to their other natural attacks (which deals 1d6 points of damage). The trolls obey the summoner's commands for 1 minute or until slain, as though summoned by summon monster I. The troll horn can be used any number of times each day, but each time after the first, there is a 10% chance that the horn will break after summoning the trolls. If the horn breaks before the trolls return home, they are able to act according to their own wishes, and will likely attack the summoner.

Construction Requirements Cost 22,500 gp Craft Wondrous Item, *summon monster V*

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Giants Among Treasure!

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Giants have the best treasure. This has been true pretty much ever since Jack and the Beanstalk, and even today, giant treasure gets special attention, with detailed information on what kinds of odd and exciting things one might find inside a giant's bag. Of course, some giants have more exciting treasures than others, and no one really expects anything nice to come out of a hill giant's bag, but what can you do to add a little extra spice to the loot piles of your giants?

This book contains eighteen new magic items, a mix of wondrous items and weapons, all of which are thematically linked to giants in some way. Whether you're looking for some exciting giant=themed gear to add to the next oversized foe you throw before your party, you want an exciting and unusual wondrous item as a centerpiece to your treasure hoard, or you're a player who's looking for new and exciting magic items, you'll find it all in here.



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