

# New Monsters

## Wood Giant

Init -2; Atk club +10 melee (2d8+8) or hurled stone +6 missile fire (1d8+6, range 100'); AC 16; HD 6d10; MV 30'; Act 1d22; SP natural spell abilities (*animal summoning*, *animal control*, comprehend animal dialects), wood giant howl, infravision, +6 opposed Str checks; crit on 20-22; SV Fort +8, Ref +4, Will +4; AL C; Crit Table WG1/d6.

Natural Spell abilities: 2x per day, wood giants have the innate ability to perform *animal summoning* and *animal control* similar to the spells (+6 spell check). On a successful check they can summon one of the following:

- Hunting wolves (2d4)
- Mountain grizzlies (1d5)
- Gicastors (2d4)

Wood Giant Howl: Similar to howler monkeys, wood giants can emit a long, shrill hoot/howl (like the sound of a steam train whistle). They can “shape” their hoots for different effects:

- Boasting Shriek Grants the wood giant +2d4 temporary hit points. Can only be emitted once per day.
- *Animal Summoning* / *Animal Control* (see above)
- Hoot of Alarm: A piercing call for help similar to the sound of a train whistle. When used, it will bring 1d4 wood giants within 1d5 rounds.

While wood giants are technically a species of giants, some might find it more accurate to describe them more as semi-intelligent giant apes than a giant humanoid. To the scientific eye, wood giants would seem less evolved—as a Neanderthal is to a Homo sapien, such is a wood giant to a hill giant.

As their name describes, wood giants prefer dwelling in compounds constructed in forested areas, eschewing the caverns and large steadings preferred by other giant races. Technologically speaking, wood giants fall somewhere in-between gorillas and hill giants, creating large wooden structures using simple tools, but still quite animalistic in many of their behaviors and mannerisms (sleeping on skins on the ground, alpha-giant dominance, etc.). Their animalistic affinity provides them the ability to communicate with and influence other lesser animal types. Wood giants have a 1-in-6 chance of smelling dwarves and elves that come within a 50-foot radius.

When fighting, they prefer to use “war clubs” made of tree boughs with ends wrapped in leather straps; they are also proficient in throwing boulders. They’ve also been known to use rudimentary spears and javelins.

**Appearance:** Wood giants range in between 9 to 12 feet in height and weigh between 700–1000 pounds. They have spiky black hair and elongated, oval-shaped heads. They frequently wear gold and silver rings and hoops as piercings through their dark purple lips and cheeks. Their muscular arms are long and broad, making their torsos proportionally more akin to apes than human. For clothing they drape themselves in big-game

animal skins stitched and fastened with clasps made of twine and bone.

**Language:** Wood giants speak “Wood Giant” which is similar to other giant and large-creature languages. When trying to understand or decipher Wood Giant, PCs who are fluent in one of the following similar languages can make an Int check for comprehension: Giant (automatically understands); Squatch (DC 12); Ogre (DC 12), Bugbear (DC 14); Elf (DC 16).

**Treasure:** Wood giants pierce their nose, lips, and cheeks with jewelry and adorn their pelts and bags with precious stones found in nature. In addition to whatever weapon the wood giant was carrying, Judges should roll randomly or choose two pieces from the following table when looting a dead wood giant:

- Gold lip ring (40 gp)
- Silver nose ring (20 gp)
- Silver ear rings (20 gp)
- Large pearl (100 gp)
- Gold nugget embedded in flesh (30 gp)
- Sapphire gem embedded in flesh in their forehead (50 gp)
- Small ivory tusk driven through nose (30 gp)
- Teeth earrings (10 gp)

## Crit Table WG1: Wood Giants

1 or less	Crushed shoulder. The wood giant’s blow crushes down on the PC’s shoulder causing an additional 1d6 damage and PC thereby has an unflattering hump on his back.
2	Shattered arm. The attack causes 1d8 damage and the PC cannot use that arm again until healed.
3	Splintered leg. The attack causes 1d8 +1 damage and the wound never heals, causing a permanent loss of 5’ of movement.
4	Gut shot. The attack inflicts 1d10 + 1 damage resulting in the PC excreting blood in stool and urine for the next 1d10 months and causing a permanent loss of 1 Stamina.
5	Splintered spine. The attack inflicts 1d6+4 damage and the PC is completely paralyzed until magically healed (3 dice of lay on hands to recover).
6	Blow to the head. The attack inflicts 1d8+5 damage and the PC is sent into a coma for 1d6 weeks. (4 dice of lay on hands healing to recover.)

