



## Giant, Caralkspur Mountain

The giants of the Caralkspur Mountains are so rare that most Vasgothians consider them to be a myth, nothing more than the febrile imaginings of adventurers who wondered too high into the Caralk ranges. Still, the myth is certainly one that persists, and several credible scholars are convinced that the giants are in fact real. Descriptions of these colossal wanderers varies, many say that they are somewhat similar to trolls, except much taller (ranging anywhere from 12 to 16 feet tall) and without the horns and tusks so common to that race. All known encounters with giants have resulted in violence, for whatever reason they are extremely hostile to Namegivers, smashing them into jelly with their huge hammers and feasting on their still warm flesh.

Some savants of Vasgothian lore believe that the giants are the last remnants of an ancient people said to have built a great civilization across the known world long ago. Others say that the giants are simply the basis of these myths and that many centuries of legend have confused the one for the other.

Whatever the truth, giants pose a formidable danger for any travellers journeying through the Caralkspur Mountains and any adventurer able to bring one back to civilization alive or dead will most certainly earn fame throughout Vasgothia.





**Challenge:** Warden (Eleventh Circle)

<b>DEX:</b> 4	<b>Initiative:</b> 3	<b>Unconsciousness:</b> 99
<b>STR:</b> 17	<b>Physical Defense:</b> 11	<b>Death Rating:</b> 113
<b>TOU:</b> 15	<b>Mystic Defense:</b> 13	<b>Wound Threshold:</b> 22
<b>PER:</b> 3	<b>Social Defense:</b> 9	<b>Knockdown:</b> 17
<b>WIL:</b> 7	<b>Physical Armor:</b> 15	<b>Recovery Tests:</b> 4
<b>CHA:</b> 5	<b>Mystic Armor:</b> 5	

**Movement:** 16

**Actions:** 3; Hammer 18 (31), Unarmed Strike: 18 (19)

**Powers:**

*Charge (13):* As the creature power, *Game Master's Guide*, p.250.

*Hardened Armor:* As the creature power, *Game Master's Guide*, p.251.

*Enhanced Sense [Smell] (2):* As the creature power, *Game Master's Guide*, p.251.

*Fury (8):* As the creature power, *Game Master's Guide*, p.251.

*Resist Cold (10):* Giants gain +10 Physical and Mystic Armor against cold attacks.

*Resist Pain (8):* As the creature power, *Game Master's Guide*, p.251.

**Special Maneuvers:**

*Overrun (Giant, Unarmed Strike)*

*Squeeze the Life (Giant, Unarmed Strike)*

*Provoke (Opponent, Close Combat)*

**On Vasgothia's Giants**

*The legends of the giants are difficult to decipher, entangled as they often are in the stories of the Passions, Horrors, and other hoary tales of 'Ancient Ones'. Several Barrite legends speak of the giants, or thuriz as they are known in Vasgothian, as creations or defenders of the Passions. Other stories say that they were the sworn enemies of the Passions, and that they opened the way for the Ulks to invade our world. Like so much of Vasgothia's murky past, we simply do not and cannot know the truth of the matter.*

- Washka, Scholar of Edrovia

