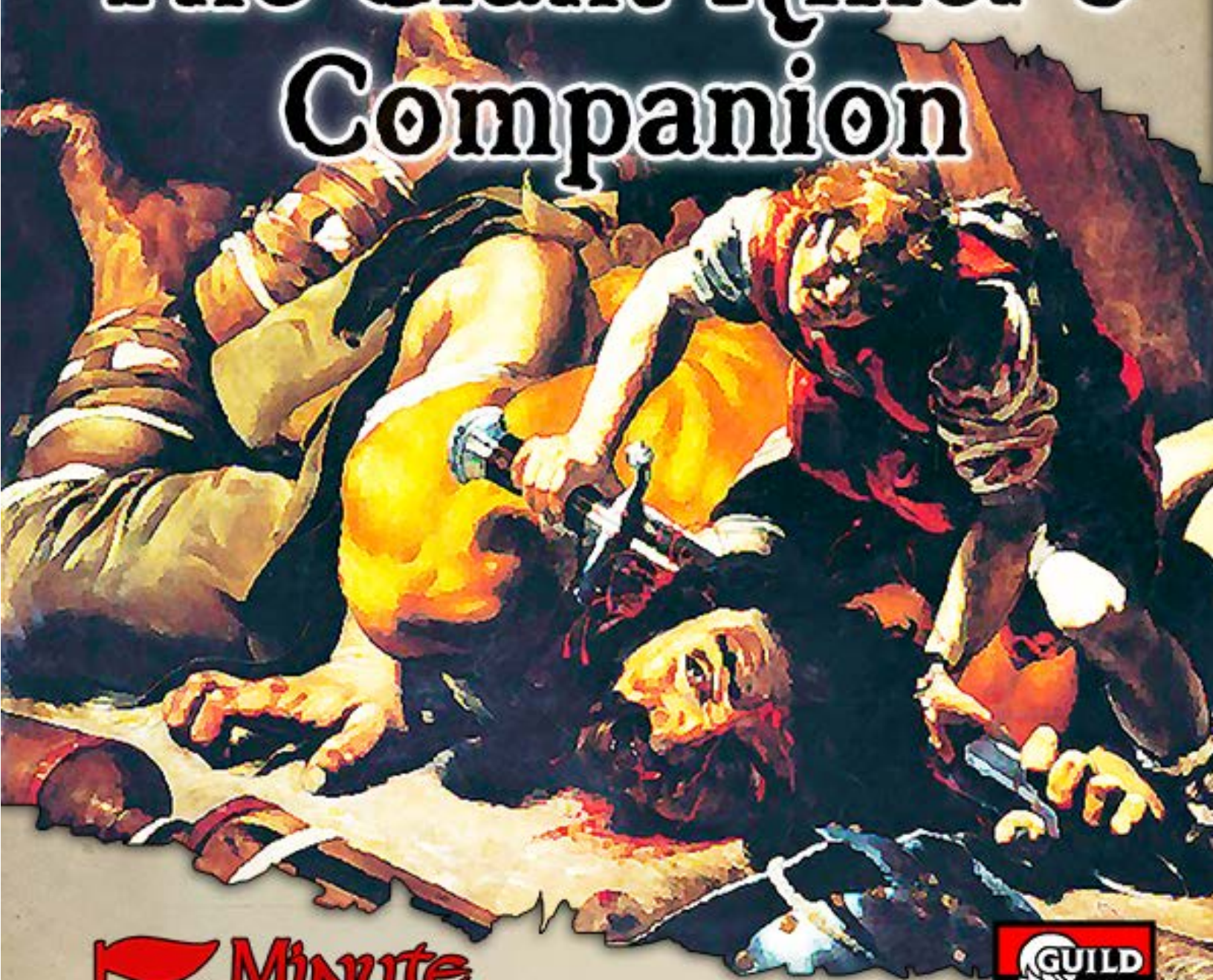


5 Minute Workday
Presents:

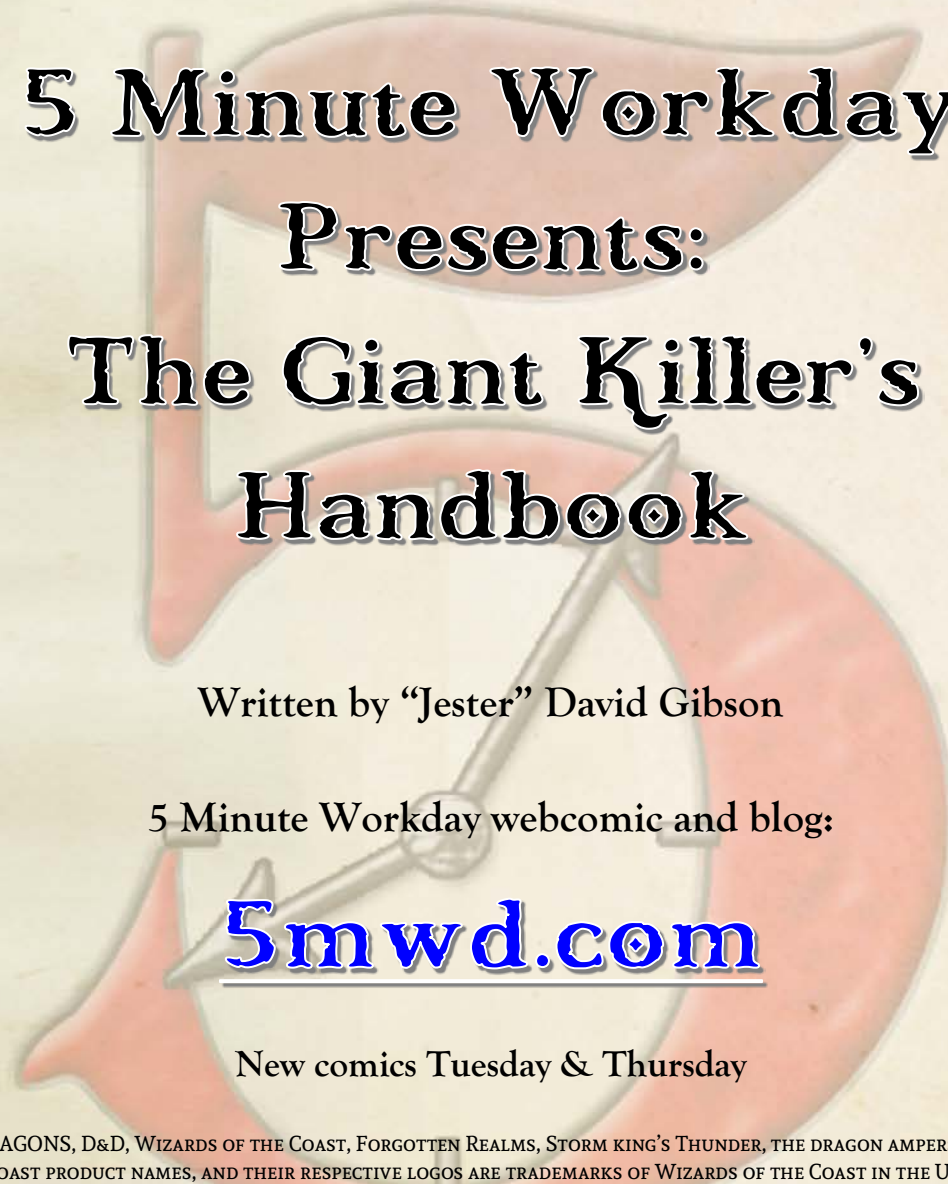
The Giant Killer's Companion



**5 Minute
Workday**

New Class Archetypes and rules to help you slay
giants in your *Storm King's Thunder* campaign
by "JESTER" DAVID GIBSON





5 Minute Workday Presents: The Giant Killer's Handbook

Written by "Jester" David Gibson

5 Minute Workday webcomic and blog:

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5 MINUTE WORKDAY PRESENTS: THE GIANT KILLER'S HANDBOOK ©2016, DAVID GIBSON AND 5 MINUTE WORKDAY PUBLISHING, AND PUBLISHED UNDER THE COMMUNITY CONTENT AGREEMENT FOR DUNGEON MASTERS GUILD.

Massive beings whose size gives them their name, giants are the ancient enemies of the dragons, and the modern foe of both gnomes and dwarves. Many clans of giants also owe fealty to elemental titans and their Primordial masters, making these giants the enemies of the gods and their servants.

Even a lone giant is a dangerous threat to smaller settlements, requiring an entire militia to dispatch. Occasionally, a hero or small band of adventurers will face a giant on their own, slaying the towering humanoid, and in doing so becoming a giant killer.

Those who would face giants cannot rely solely on their strength to succeed in battle, and many rely on quick wits to out-think their lumbering foes. Others prefer to ally themselves with enemies of the giants, or turn the giant's elemental affinities against them.

Barbarian

Path of Whirling Steel

Viewing rage as neither a spiritual devotion nor a means to satisfy their bloodlust, barbarians of the Path of Whirling Steel see their anger as a force to be harnessed. Whirling barbarians do not fight against their fury but let it propel them, like a ship upon the waves or a sled on a snow mountain. Tapping into their fury to augment their agility and speed, these barbarians throwing themselves into battle with twin weapons, dodging between enemies and avoiding the blows of larger opponents.

Dwarven barbarians following this path typically use a hammer and pick, and rely on their increased mobility to evade the blows of giants or enlarged dark dwarves. Half-orcs favour double axes, eschewing defence in favour rapid strikes. The rarer elven barbarians use elegant curved longswords, or pair a longsword with a matching shortsword. Human barbarians from the southern lands are sometimes known as dervishes, fighting with twin scimitars in rapid spinning movements.

Darting Movements

When you take this path at 3rd level you combine offense with defence. While raging, you have advantage on Dexterity ability checks and saving throws in addition to the normal benefits.

Additionally, while you are raging and hit a creature with a melee attack, it has disadvantage on opportunity attacks against you until the end of your turn.

Fighting Style

Also at 3rd level, you adopt the style of fighting with two weapons at once. You can't take a Fighting Style option more than once, even if you later get to choose again.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Armed Climber

When you reach 6th level, you have advantage on Strength ability checks relating to climbing while you are wielding a weapon in each hand.

In addition, if you are falling and there is a surface within your reach, as a reaction you can catch yourself with a drawn weapon. Make a melee attack and use that roll in place of the Strength (Athletics) check needed to climb the surface. If you succeed, you stop falling.

Whirling Critical

At 10th level, while wielding a melee weapon in each hand, you add your Rage Damage a second time when determining the extra damage for a critical hit with a melee attack.

Evasion

Starting at 14th level, your almost superhuman speed allows you to duck out of the way of dangerous attacks, such as a white dragon's frigid breath or a *fireball* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Druid

Circle of Storms

Druids of the Circle of Storms do not form a bond with the earth or its beasts, but with the fury of nature: the raging thunderstorm, the writhing cyclone, and the hammering blizzard. Members of this circle seldom remain in one place, instead roaming like a cloud in the breeze. The sacred sites of these druids are not glades encircled by stones but places where the heavens strike the land, such as storm-wracked beaches and lightning-smote peaks. As a member of this circle, you are keenly aware of the unpredictability and heartlessness of the weather. You might embody this fickle and chaotic rage or act to temper the cruelty of the weather.

Your journeys through mountains and similar locations of inclement weather often put you at odds with the savage humanoids who call such places home: orcs, ogres, and giants.

Bonus Cantrip

When you choose this circle at 2nd level, you gain your choice of either the *shocking grasp* or *thunderclap** cantrips.

Grounded Magic

Also at 2nd level, when you cast a spell that forces other creatures to make a saving throw, you can choose a number of creatures up to your proficiency bonus who are targeted by the spell to automatically succeed on their saving throw against the spell. If the spell deals thunder or lightning damage, the chosen creature also has resistance to damage from that instance of the spell.

Circle Spells

Your connection to the fury of storms confers upon you the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells. You always have your circle spells prepared, and they don't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is considered a druid spell for you.

| Druid Level | Circle Spell |
|-------------|---|
| 3rd | <i>dust devil</i> *, <i>gust of wind</i> |
| 5th | <i>call lightning</i> , <i>sleet storm</i> |
| 7th | <i>fly</i> , <i>storm sphere</i> * |
| 9th | <i>conjure elemental</i> , <i>control winds</i> * |

Thundering Bolts

When you reach 6th you pair streaks of lightning with peals of thunder. Whenever you use a cantrip the deals either thunder damage or lightning damage, you deal additional damage equal to your Wisdom modifier of the alternate damage type, such as thunder damage after casting *shocking grasp*.

Stormbound

Starting at 10th level, your connection to storms grants you resistance to thunder and lightning damage.

Spells marked with a * are found in the [Elemental Evil Player Companion](#)

Shape of the Storm

At 14th level, you can expend two uses of Wild Shape at the same time to become a storm elemental.

Storm Elemental

Large elemental, neutral

Armor Class 14

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (hover)

Str 13 (+1) **Dex** 18 (+4) **Con** 14 (+2)

Int 6 (-2) **Wis** 10 (+0) **Cha** 7 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

Traits

Storm Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack with a metal weapon takes 3 (1d6) lightning damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 4 (1d8) lightning damage.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage and 4 (1d8) lightning damage.

Bolt (Recharge 5–6). The elemental instantly streaks forward 40 feet in a straight line as a lightning bolt. This movement doesn't provoke opportunity attacks and ignores terrain. Each creature in the line must make a DC 13 Dexterity saving throw, taking 10 (3d6) lightning damage on a failed saving throw, or half as much damage on a success.

Fighter

Sentry

Specially trained to fight as part of a unit, fighters of the Sentry martial archetype rely on shields to defend themselves and protect their allies. These fighters are quick to interpose themselves between their companions and possible harm. Sentries belonging to an army or militia are known as legionnaires or hoplites, serving as part of a phalanx.

This fighting style was created by the dwarves, to whom these fighters are known as "defenders". Dwarven defenders hold narrow mountain passes against larger forces - in terms of both numbers and sheer size - and their phalanxes often employ two layers of shields, one atop the other, to better protect against taller opponents such as orcs, ogres, and giants.

Combat Superiority

Also at 3rd level, you gain a set of abilities that are fueled by special dice called superiority dice.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 7th level and one more at 15th level.

Using Superiority Dice. You can expend superiority dice to gain a number of different benefits:

- When you make a weapon attack against a creature, you can expend one superiority die to add it to the attack roll. You can use this ability before or after making the attack roll, but before any of the effects of the attack are applied.
- When a friendly creature within your reach is hit by a weapon attack, you can deflect the blow with an equipped shield. Expend one superiority die as a reaction, adding the number rolled to their AC.
- When a creature or effect forces you to move, you can expend one superiority die as a reaction, reducing the movement by a number of feet equal to the roll.
- When you make a Strength, Dexterity, or Constitution saving throw, you can expend one superiority die and add it to the roll. You can use this feature after roll the saving throw but before the results are revealed.



Shield Wall

Starting at 3rd level, you learn to how to fight as part of a phalanx. When take the Defend action and have a shield equipped, friendly creatures within your reach add half your proficiency bonus to their AC.

Deflecting Shield

At 7th level, whenever you expend superiority dice to deflect a blow, if the attack still hits the target, they only take half damage. Additionally, if the attack was a critical hit, it becomes a regular hit.

Improved Combat Superiority

At 10th level, your superiority dice turn into d10s.
At 18th level, they turn into d12s.

Relentless

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain one superiority die.

Dreadnought

The goal of fighters who adopt the Dreadnought Archetype is to be tougher than their enemies, to ignore deadly blows, keep standing despite numerous wounds, and quickly recover from grievous injury. These warriors strive to protect their allies from danger, standing between them and deadly foes, such as dragons or giants, keeping their opponents at bay. Dreadnought fighters focus less on striking decisive blows in battle, and instead impeded their opponent's movement across the battlefield. When they do attack, they prefer to strike during moments of distraction, when the enemy least expects a retaliation.

Harrying Stance

When you choose this archetype at 3rd level, creatures you choose treat the area within your reach as difficult terrain.

Sudden Recovery

Also at 3rd level, you add your Constitution modifier to the hit points regained by Second Wind.

Abiding Strength

When you reach 7th level, you add half your proficiency bonus to the number of minutes you can hold your breath and days you can go without food or water before suffering levels of exhaustion.

Defending Stance

At 10th level, when you take the Ready action on your turn, until the start of your next turn you gain an extra reaction that can only be used for opportunity attacks.

Indomitable Will

At 15th level, at the start of your turn, you can choose to expend a use of your Indomitable feature to roll a saving throw. You must be affected by a spell or similar effect that allows a saving throw as an action or at the end of your turn. You do not gain the normal benefit of Indomitable when rolling this saving throw.

True Dreadnought

Starting at 18th level, you tap into a reserve of strength and vigor that sustains you throughout the day. When you roll initiative, you gain temporary hit points equal to 1d10 + your Constitution modifier.

Paladin

Oath of the Bastion

Swearing to defend their charge at any cost, paladins who take the Oath of the Bastion make it their duty to protect a sacred location, a holy relic, or a group of people. Some paladins spend the entirety of their lifetime defending a single charge until they grow too old to maintain their watch and must pass their position off to a squire or apprentice. Others change protectorates, and after ensuring the safety of one charge they find another. These latter paladins are sometimes known as servitor knights, continually striving to aid others in a quest and going where they are needed at that moment. Defending others is a second nature to paladins of this oath, and they will often defend those in need, even if they are not formally their protectorate.

Tenets of the Bastion

Each paladin has their own tenets of the Oath of the Bastion, usually passed down from a master knight to their apprentice. While the exact wordings of each oath vary, all share similar principles.

Be the Shield. Guard your protectorate, for it matters more than your own life.

Be the Fortress. Never surrender or abandon your charge, even if it means your death.

Be the Rock. Never retreat unless doing so saves your charge, for it matters more than personal pride or honour.

Be the Wall. Help others and protect them from harm, especially those unable to protect themselves.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of the Bastion Spells

| Paladin Level | Spells |
|---------------|---|
| 3rd | <i>compelled duel, shield of faith</i> |
| 5th | <i>enhance ability, lesser restoration</i> |
| 9th | <i>beacon of hope, protection from energy</i> |
| 13th | <i>deathward, stoneskin</i> |
| 17th | <i>greater restoration, wall of stone</i> |

Channel Divinity

When you swear this oath at 3rd level, you gain the following Channel Divinity options.

Divine Might. With a quick prayer, you can augment your skill and strength with holy power. When you make an attack roll, ability check, or saving throw, roll 1d8 and add it to the result of the roll. You can do so after making the roll but before the results are revealed.

Sacred Armour. As an action, you focus divine power into your shield or your armour. For 1 minute you add half your Charisma modifier (with a minimum bonus of +1) to your AC and are immune to critical hits. Your armour or shield also emits bright light in a 20-foot radius and dim light for 20 feet beyond that.

You can end this effect on your turn as part of any other action. If you fall unconscious, or are no longer wearing this armour or holding the shield this effect ends.

Healing Touch

7th level, you can use Lay on Hands on yourself as a bonus action. The first time you do so before you finish a long rest, you regain additional hit points equal to your Charisma modifier.

Everlasting Sentinel

Starting at 15th level, when you are reduced to 0 hit points and are not killed outright, you can choose to automatically stabilize. Once you use this ability, you can't use it again until you finish a short or long rest.

In addition, you age at a slower rate. Your body ages only a single year for every decade of life, and you are immune to being magically aged.

Bulwark of Faith

20th level, you can suffuse your form with divine energy, making your flesh as hardy as stone and your bones are unyielding as iron. For 10 minutes you gain the following benefits:

- You have resistance to all damage except psychic damage.
- You cannot be moved by other creatures unless you choose to be moved.
- You automatically succeed on saving throws to maintain your concentration on paladin spells provided the DC is 19 or less.
- You have advantage on saving throws against being poisoned or charmed.

Ranger

Roamer

Rangers who adopt the archetype of the Roamer are wanderers by nature, dissatisfied with remaining in one place for too long and always curious what is just beyond the horizon. They are restless in civilization, finding even the urban jungle of massive cities stifling. They are better suited to exploring the wilds or nomadically moving between towns. Many make a living as guides or caravan guards, ferrying people or goods between settlements. Their enemies are the creatures of the wilds - such as wicked humanoids, animals, and giants - but also civilization itself. Roamers oppose the unchecked spread of cities and their laws.

Mobile Strike

When you take this archetype at 3rd level, you learn how to use momentum to your advantage. When you move at least 20 feet towards a creature and hit it with a melee weapon attack, you deal an extra 1d6 damage and that creature can't take opportunity attacks against you for the rest of that turn. You can deal this extra damage only once per turn.

Fast Movement

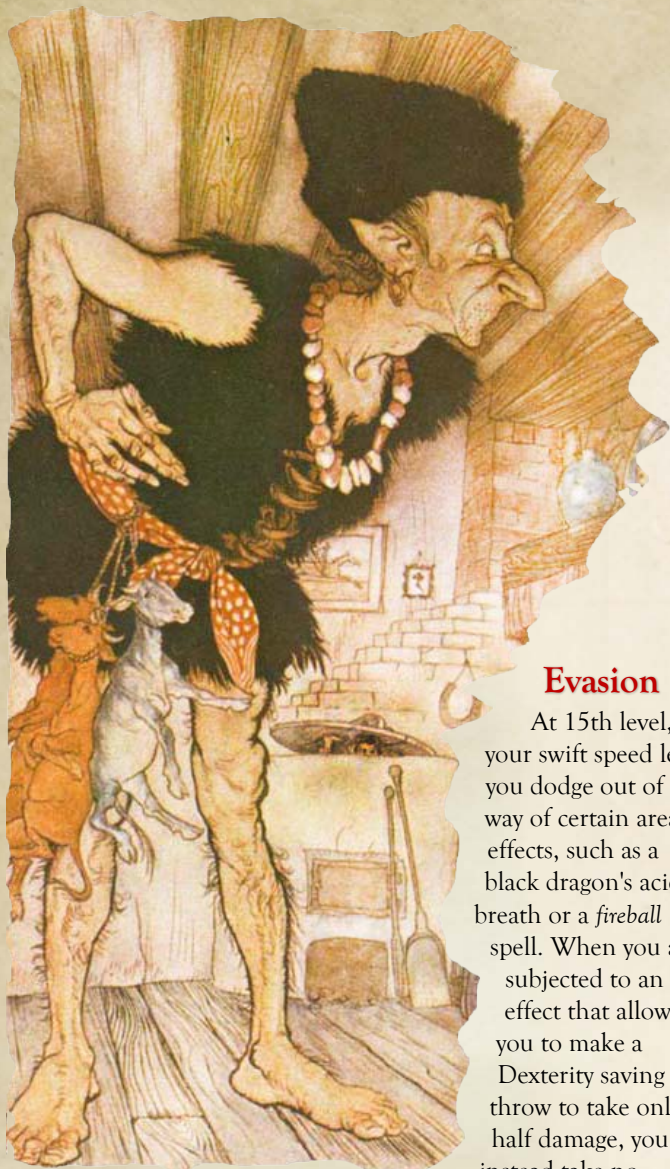
At 7th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Steady Pace

Beginning at 11th level, you enable your allies to move swiftly overland while avoiding dangers and travel for longer periods without succumbing to exhaustion. When travelling at a fast pace you do not suffer a penalty on your passive Wisdom (Perception) score. Additionally, you and up to six creatures you choose have advantage on Constitution saving throws from forced marches.

Dash Attack

Also at 11th level, you can rush forward, striking at each creature you pass. You can use your action to move up half your speed in a straight line, making a melee weapon attack against each creature within 5 feet of you during this movement. You can only attack each creature once during this movement and this movement doesn't provoke opportunity attacks.



Evasion

At 15th level, your swift speed lets you dodge out of the way of certain area effects, such as a black dragon's acid breath or a *fireball* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no

damage if you succeed on the saving throw, and only half damage if you fail.

Mage Hunter

Rangers who become Mage Hunters dislike all magic, especially the arcane magic of wizards and sorcerers. They see their true enemy not as a race or type of beast, but those who would abuse their spellcasting. They see magic as a danger to the natural world, either an abuse of elemental powers or perversion of natural forces. Most acknowledge that responsible use of arcane and divine magic can yield more good than harm, although they are still not particularly comfortable with its use. Other rangers view even benevolent usage of magic as an abomination and threat to the natural order. Druid magic - and by extension their own spellcasting - is generally seen more favourably, coming from natural

sources or primal spirits, but a few more fanatical rangers see even these spells as a threat to the world.

Note: This ranger archetype can be complemented by the [ranger with no spells variant](#), published in *Unearthed Arcana* on the Wizards of the Coast website.

Magician's Bane

When you choose this archetype at 3rd level, your dislike for those who use or abuse magic heightens your blows. When you hit a creature that has innate or prepared spellcasting with a weapon attack, you deal an extra 1d8 damage. You can deal this extra damage only once per turn.

Resistance to Magic

Starting at 7th level, when you fail a saving throw against a spell, you can use your reaction to reroll that saving throw.

Spellbreaker

At 11th level you have learned to anticipate the openings in defences created by casting a spell. When a creature you can see within 30 feet casts a spell, you can use your reaction to make a weapon attack that creature immediately after it finishes casting.

Adamant Will

When you reach 15th level, on your turn, when you could use an action to end a spell or similar effect that is affecting you, you can instead use a bonus action to repeat the saving throw.

Rogue

Scoundrel

Tricksters and charlatans, the rogues rely on their quick wits and quicker tongues to get them out of trouble. Scoundrels are some of the most renowned rogues of legend, employing almost unbelievable lies or cunning schemes to escape certain death from a giant's cookpot, a king's dungeon, or win a bet with a devil. While some scoundrels can steal as adeptly as a thief, most prefer to trick their victims out of their fortunes, convincing them to surrender valuables or leave the rogue alone with prized possessions.

Fast Talker

When you select this archetype at 3rd level, you can use the bonus action granted by your Cunning Action to repeat a Charisma check you attempted that turn. You can also use the action to make a Dexterity (Sleight of Hand) check or take the Use an Object action.

Sly Flourish

Also at 3rd level, when you attack with a weapon on your turn, as a bonus action, you can attempt a Charisma (Deception) check contested by the target's Wisdom (Insight) check to distract the creature. If you succeed you don't need advantage on your attack roll to use your Sneak Attack. All the other rules for the Sneak Attack class feature still apply.

Deflect Blame

At 9th level when you are hidden from a creature and hit it with a ranged weapon attack, you can make a Charisma (Deception) check contested by the target's Wisdom (Insight) check to make the target think the attack came from another creature. Once you do so, all creatures within 60 feet who saw you use this feature can't be affected by this feature.

Debilitating Sneak

When you reach 9th level, you can attempt to cripple or hinder your enemies instead of killing them outright. When you hit a creature and can use your Sneak Attack, you can choose to reduce the number of extra dice to instead apply an additional effect. You can only apply a single effect at a time. Choose from the following:

- Reduce your Sneak Attack by 2d6 and the target can't take reactions until the start of its next turn.
- Reduce your Sneak Attack by 3d6 and the target must succeed on a Dexterity saving throw (DC 8 + your Dexterity modifier + your proficiency bonus) or fall prone.
- Reduce your Sneak Attack by 4d6 and the target's speed is reduced by half.

Improved Debilitation

When you reach 13th level, when using your Debilitating Sneak feature you can now apply multiple effects at the same time, reducing the number of dice by the combined total. You can't reduce the number of Sneak Attack dice you roll below 1.

Additionally, you can now apply the additional effects to the target:

- Reduce your Sneak Attack by 5d6 and the target must succeed on a Wisdom saving throw (DC 8 + your Dexterity modifier + your proficiency bonus) or it is frightened of you until the end of your next turn.
- Reduce your Sneak Attack by 6d6 and the target must succeed on a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus) or be either blinded or deafened (your choice) until the end of its next turn.

Nonthreatening

Starting at 17th level, when you roll initiative you can make a Charisma (Deception) check contested by your opponent's Wisdom (Insight) check to appear noncombative. If you succeed, on their turn affected creatures can't target you with attacks until you take an action other than Dash, Dodge, Hide, or Search.

Sorcerer

Elemental

The raging torrent of the elemental planes gives rise to your innate magic. Your sorcery is likely inherited from a genie or similar elemental progenitor, but on occasion the intersection of genasi lineages produces a sorcerer with pronounced elemental power. Members of elemental cults, who are regularly exposed to extraplanar magic, have also been known to sire elemental sorcerers. Worshipers of the elemental princes typically become warlocks, but primordial and elemental titans sometimes infuse their smaller followers with an elemental essence, turning them into sorcerers.

Each elemental sorcerer has a potent connection with a single one of the four classical elements: earth, fire, air, or water. While the sorcerer is able to use their magic to cast spells employing other elements normally, the power of bonded element power flows easily upon command.

Elemental Bond

When you select this origin at 1st level, choose your elemental bond. Each element has a damage type associated with it.

| Element | Damage Type |
|---------|-------------|
| Air | Lightning |
| Earth | Acid |
| Fire | Fire |
| Water | Cold |

Reactive Resistance

At 1st level, your body absorbs the magical energies of your bonded element. When you take damage of the type associated with your elemental bond, you gain resistance against future instance of that damage type for 1 minute.

Lingering Damage

When you reach 6th level, when you cast a spell that deals the damage of the type associated with your elemental bond, the effect briefly persists. At the start of the target's next turn, they take 1d4 + your proficiency bonus damage of your elemental bond's type.

Shift Elements

Starting at 14th level, you gain the ability to manipulate the magic your spells, altering their energies to match your bonded element. When you cast a spell that deals damage, you can spend 1 sorcery points to change the damage type of the spell to the type associated with your elemental bond.

Elemental Aura

At 18th level, you surround yourself in a nimbus of elemental energy, such as causing small rocks to orbit around you or wreathing yourself flickering flames. As an action, you can spend 4 sorcery points to draw forth your element. The aura lasts for 1 minute or until you lose your concentration as if you were maintaining concentration on a spell. The elemental aura makes you immune to your elemental bond's damage type, and at the start of each of your turns, each creature within 5 feet of you takes 3d6 damage of your associated type.

Warlock

The Great Wyrms

Powerful, ancient dragons can rival demon lords and archdevils in power, with some being so formidable they are akin to deities. Your patron is such an elder dragon. This great wyrm implanted one of its scales onto your body, imparting a small fraction of its magic upon you, so you may walk among the mortal races as its emissary or proxy. For chromatic dragons, this is often an act of ego or avarice: the dragon taking possession of a living creature in a step beyond mere servitude, making another being more like itself. These draconic servants always work towards the larger motives of the dragon, but often in ways not readily apparent; beings as old as great wyrms have been alive over a millennia, and plan decades in the future. Metallic dragons create proxies to see the world through new eyes, satisfying some innate curiosity to experience the world as a mortal being or influence events without personally intervening. Both types of dragons empower mortals to combat ancient enemies of dragonkin, such as giants or the fiendish servants of Asmodeus, whom they cannot directly confront without causing the conflict to escalate.

Expanded Spell List

The Great Wyrms lets you choose from an expanded list of spells when you learn a warlock spell. The spells in the first column are added to the warlock spell list for you, as well as the spells from either the Chromatic or Metallic column depending on the colouration of your patron.

Draconic Expanded Spells

| Spell Level | Spells | Chromatic | Metallic |
|-------------|-------------------|------------------------|-------------------------------|
| 1st | <i>shield</i> | <i>bane</i> | <i>bles</i> |
| 2nd | <i>alter self</i> | <i>enhance ability</i> | <i>lesser restoration</i> |
| 3rd | <i>haste</i> | <i>bestow curse</i> | <i>protection from energy</i> |
| 4th | <i>polymorph</i> | <i>compulsion</i> | <i>freedom of movement</i> |
| 5th | <i>seeming</i> | <i>dominate person</i> | <i>greater restoration</i> |

Frightful Presence

Beginning at 1st, you channel the terrifying awe of a dragon. As an action, you can cause each creature within 5-feet of you to make a Wisdom saving throw against your warlock spell save DC. Creatures that fail their saving throw are frightened of you until the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

Draconic Resilience

Starting at 6th level, you are granted some of the legendary resistance of an ancient dragon. When you roll a saving throw, you can use this feature to treat a d20 roll of 9 or lower as a 10.

Once you use this feature, you can't use it again until you finish a short or long rest.

Diffuse Elements

When you reach 10th level, you can tap into the innate elemental magic of your patron to shield yourself from the hazardous effects. When you take acid, cold, fire, lightning, or thunder damage, you can use your reaction to reduce the damage you take from the attack by 1d12 + your warlock level.

Draconic Body

When you reach 14th level your connection with your patron imparts upon you some of their physical traits. This causes you age at a slower rate, giving you the long lifespan of a dragon. For every 10 years that pass, your body ages only 1 year.

Additionally, as an action you can augment these draconic traits to gain the following benefits for 10 minutes:

- You grow draconic wings from your back, gaining a flying speed of 60 feet. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings is torn
- Your fingers become scaly claws. Your unarmed strikes deal 2d6 slashing damage and you are proficient with your unarmed strikes. These claws are magical and you have a +1 bonus to the attack and damage rolls with them.
- Scales cover your body. When you aren't wearing armour, your AC equals 15 + your Dexterity modifier.
- You gain blindsight 30 ft.

Once you use this power of the feature, you can't use it again until you finish a short or long rest.

Primordial

The roiling chaos that is the elemental planes is the home of your patron. Also known as archomental or elemental princes, primordials seldom directly empower mortals, and typically work through elemental creatures, genies, and giants. However, archomental are nothing if not unpredictable. Those mortals who are granted elemental power are typically cultists worshipping the elemental evil princes as deities. However, the good aligned archomental are more prone to empower sole mortals, favouring individuals of exceptional talent or potential over entire cults.

Your patron's full reasons for granting you arcane powers are likely inscrutable and unknown, owing as much to chance and whim as forethought. While primordials are comprised of a single element – such as earth, air, or frost – your patron has bonded you with the entirety of the elemental planes, giving you potential power over all

elements. You may favour one element and pay homage to single elemental prince, or emulate the chaotic nature of your patron and randomly drift between elements. Archomental and primordials include such elemental princes as Ben-hadar, Zaaman Rul, Chan, Sunnis, Entemoch, Chlimbia, Olhydra, Cryonax, or Imix.

Expanded Spell List

The Primordial lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Primordial Expanded Spells

| Spell Level | Spells |
|-------------|---|
| 1st | <i>burning hands, thunderwave</i> |
| 2nd | <i>gust of wind, acid arrow</i> |
| 3rd | <i>elemental weapon, protection from energy</i> |
| 4th | <i>conjure minor elementals, fire shield</i> |
| 5th | <i>conjure elemental, wall of stone</i> |



Elemental Attunement

Starting at 1st level, after a short or long rest you attune yourself to the flow of energy from a particular element. Choose an elemental damage type: acid, cold, fire, lightning, or thunder. This is your attuned element until you choose a different one with this feature.

Elemental Strike

At 1st level, when you hit a creature with a weapon or spell attack, you can simultaneously strike the creature with elemental energy. The creature can make a Reflex saving throw against your warlock spell save DC. On a failure, the target takes damage equal to 1d10 + your warlock level, or half as much damage on a successful save. This damage type is of your attuned element.

You must finish a short or long rest before you can use this feature again.

Impose Weakness

Beginning 6th level, you can curse your enemies with susceptibility to elemental energy. As an action, choose a creature within 60 feet of you. It must succeed on a Wisdom saving throw against your warlock spell save DC or gain vulnerability to the damage type of your attuned element for 1 minute. If the creature has resistance or immunity to the damage type, it does not gain vulnerability but instead loses its resistance or immunity for the duration. At the end of each of its turns, the creature can repeat this saving throw, ending the effect on a success.

Once you use this feature, you must finish a short or long rest before you can use it again.

Elemental Resistance

When you reach 10th level, you gain resistance to damage from your attuned element.

Redirect Energy

At 14th level, you can refocus elemental energies directed at you to another target. When you are hit by an attack that deals damage of the same type as your attuned element, you can use your reaction to channel that attack to another creature or object that you can see within 60 feet. That target can make a Dexterity saving throw against your warlock spell save DC. On a failed saving throw, the target takes the full damage of the triggering attack instead of you. On a successful saving throw, they take half as much damage and you take the remainder.

You must finish a short or long rest before you can use this feature again.

Pact Boon

Pact of the Rod

As a symbol of your bond, your patron gifted you with an item to channel your magic through, such as a wand or a rod. When you wield this pact focus to make a ranged attack against a hostile creature that is within 5 feet of you, you do not suffer disadvantage on the attack roll against that creature.

The properties of your pact focus can be transferred to a different arcane focus by performing a special ritual while holding the new focus. You perform the ritual over the course of 1 hour, which can be done during a short rest.

Eldritch Invocations

Cloak of Shadows

As an action, you can surround yourself in tendrils of darkness. Until the end of your next turn, when you move at least 20 feet from your current space, you are lightly obscured from creature more than 30 feet away.

Eldritch Breath Weapon

Prerequisite: eldritch blast cantrip

When you cast *eldritch blast* you can use a warlock spell slot to change the range into a 15-foot cone. Creatures inside the cone must make a Dexterity saving throw, taking half damage on a successful save. At 5th level, in place of multiple *eldritch blast* beams the size of the cone increases to 30-feet, 45-feet at 11th level, and 60-feet at 17th level.

Elemental Blast

Prerequisite: eldritch blast cantrip

During a short rest you can connect yourself to an element. When you cast *eldritch blast* instead of force damage it does your choice of acid, cold, fire, lightning, or poison damage, but the spell's damage die becomes a d8. This change lasts until you take a short or long rest.

Prenatural Accuracy

Prerequisite: Pact of the Rod feature

While wielding your pact focus, your ranged spell attacks ignore half cover and three-quarters cover.

Rise from the Grave

Prerequisite: 9th level

You can cast *animate dead* once using a warlock spell slot without expending any material components. The undead creature remains animated as long as you maintain your concentration, up to 1 hour. You can't use this invocation again until you finish a long rest.

Equipment

Giant hunters employ most of the same tools and weaponry and common adventurers. Climbing kits and lengths of rope are more common, owing to the rocky terrain most giants dwell in and the scale of giants' lairs.

Wielding Oversized Weapons

At times of desperation, adventurers might attempt to use a fallen enemy's weapon. At the DM's discretion, strong characters can attempt to wield one-handed weapons crafted for much larger creatures. Doing so requires a Strength of at least 15 or the character can't add their proficiency bonus to attack rolls with that weapon.

A Large size simple weapon can be wielded as a Medium one-handed martial weapon, dealing damage similar to a weapon of that type. A Large size handaxe functions as a greataxe, while a Large club deals damage as a warhammer.

A Large size martial weapon or Huge simple weapon can be wielded as a Medium two-handed martial weapon. A Large battleaxe is equivalent to a greataxe while a Huge club functions as a maul.

Trinkets

The following ticket table can be rolled upon rather than the table found in the *Player's Handbook*.

| 1d100 | Trinket |
|-------|---|
| 1-3 | A giant sized gold tooth |
| 4-6 | A hill giant's belt pouch, large enough to be a backpack |
| 7-9 | A dwarven songbook of battle hymns |
| 10-12 | The scale from a set of frost giant scale mail the size of a small shield |
| 13-15 | An icon of the frost giant god Thrym |
| 16-18 | A stone ball that is polished as smooth as glass |
| 19-21 | A large thighbone carved with frost giant runes |
| 22-24 | An arrowhead forged by fire giants and functional as a spear tip or dagger |
| 25-27 | A handkerchief the size of a shawl crudely embroidered with the initial "K" |

| | |
|-------|---|
| 28-30 | An image crudely carved out of wooden depicting Grolantor, the hill giant god |
| 31-33 | A worn leather belt once embroidered with a phrase, now only the words "one blow" remaining |
| 34-36 | A bronze ring sized for giant hands wearable as a crown or circlet |
| 37-39 | A storm giant star chart on a wide sheet of parchment |
| 40-42 | An iron holy symbol to Surtur, god of the fire giants |
| 43-45 | A fragment of a painting depicting giants fight dragons |
| 46-48 | A gnomish clockwork giant with detachable head |
| 49-51 | An ivory holy symbol of Memnor the Trickster |
| 52-54 | A map of the first floor of a cloud giant's castle |
| 55-57 | A giant's leather bracelet, large enough to be worn as a belt |
| 58-60 | The claws of a cave bear dangling from a leather cord |
| 61-63 | A key made of ice that never melts |
| 64-66 | A rune covered shard cracked from a stone monolith |
| 67-69 | A brass coin the size of a dinner plate |
| 70-72 | An effigy of Annam, the father of all giants |
| 73-75 | A chapbook telling the stories of a gnome giant slayer |
| 76-78 | A frost giant war horn |
| 79-81 | A polished stone holy symbol to Skoraeus Stonebones |
| 82-84 | A crystal orb with a thunderstorm inside |
| 85-87 | A coral scroll tube containing a storm giant prophecy |
| 88-90 | A large fish hook with the tip stained by blood |
| 91-93 | A clay jar of stone giant body paints |
| 94-96 | An idol of the demon prince Kostchtchie |
| 97-99 | Iron helmet from a fire giant toy soldier, wearable by a Small sized creature |
| 00 | A ball of solid cloud from the foundation of a cloud giant castle |

Magic Items

Cap of Knowledge

Wondrous item, rare (requires attunement)

This tan felt bycoket cap is decorated with a bright feather. No matter how much this hat is battered, it seems to retain its shape and pointed brim.

While wearing this hat, you have proficiency in the History skill and have advantage on Intelligence (History) checks as the hat whispers information to you. If you are deafened, you lose all benefits from the hat until you can hear again.

Giantcraft Weapon

Weapon (greataxe, greatclub, or greatsword), rare

Despite its massive size, subtle enhancements make this weapon surprisingly easy to wield. However, as it still weighs four times as much as similar weapon designed for a Medium sized creature, this weapon requires a Strength score of at least 18 to properly wield. Attempting to use this weapon with a Strength of 17 or lower confers disadvantage on all attack rolls with the weapon.

When you hit with this weapon, you deal an extra 1d8 damage of the appropriate type. When you roll a critical hit with this weapon, the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Golden Egg Laying Goose

Wondrous item, legendary

By all appearances this snow white goose is normal and unremarkable, if slightly overweight.

Every day the goose is provided at least 1 cp worth of feed, the following dawn produces a single small golden egg, roughly half the size of a regular goose egg. This golden egg weighs 3 pounds and is worth 150 gp.

This goose is not a natural creature, being a simulacrum that was magically brought to life. The goose is a variant of the **homunculus** and uses that stat block if necessary, but lacks the poisonous bite and its life is not tied to its creator. Provided it is kept warm and safe, the goose can live as long as 20 years before perishing of old age.

Heart Box

Wondrous item, legendary (requires attunement)

Crafted by storm giant arcanists, this cubical cask measures one-and-a-half feet on each side and is crafted by sturdy oak banded with heavy steel. There is no clear top or bottom of the box, nor is the lid always apparent. Sometimes all faces of the box look identical, while in other instances each side bears a different image.

While attuned to the box, you can conduct a special ritual that takes 1 hour, where you extract your heart from

your body and place it in the box. Extracting your heart deals 4d6 damage to you. So long as you remain attuned to the box and your extracted heart is unharmed, you can't be killed by normal means. If reduced to 0 hit points, you fall unconscious and immediately stabilizes. If after 1 hour you remain at 0 hit points, you regain 1 hit point and become conscious. You do not regenerate or regrow dismembered limbs, but if severed body parts are held against the stump they reattach.

An extracted heart has AC 10 and 10 hit points. If the extracted heart is damaged, you immediately take damage equal to twice your Hit Dice. If the extracted heart is destroyed, you immediately die.

The *heart box* can't be attuned to another creature while a heart is inside the box.

Sling of Divine Impact

Weapon (sling), rare (requires attunement)

From a distance this sling appears like a normal sling, but when held the leather is smooth and pliant yet incredibly sturdy, fashioned from the hide of an unknown creature. Infused with the power of the gods, this simple weapon was designed for slaying the largest of foes.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. Regular sling bullets and stones used in this weapon deal 1d8 bludgeoning damage rather than 1d4. If you hit a giant with this weapon it takes an additional 2d6 damage.

Songful Golden Harp

Wondrous item, legendary

Fashioned out of solid gold with strings wreathed in platinum, this harp is breathtaking to behold. The harp's pillar is sculptured in the shape of a beautiful woman with one arm draped atop the harp along its neck while the statue's free arm wraps around its waist. Despite being 6 feet tall and 4 feet wide, the harp only weighs 60 pounds.

The harp functions as a spellcasting focus for bards. When you cast bard spells with the harp, you have a +2 bonus to your spell saving throw DCs and spell attack bonuses.

The golden harp is sentient, and the statue can animate to communicate. With its free hand the harp can manipulate or interact with objects, but it cannot move by itself. The harp can produce music on its, with the strings seemingly vibrating on their own, while the statue can sing and provide vocal accompaniment. The harp has a +8 bonus on Charisma (Perform) checks to play itself.

The harp can play a lullaby that causes creatures to drift off to sleep. This functions as the *sleep* spell cast using a 6th level spell slot. Once the harp has used this ability, it can't do so again until dawn the next day.

Sentience. The harp is a sentient neutral item with an Intelligence of 13, a Wisdom of 8, and a Charisma of 15. The one hand of the harp has a Strength score of 4, and cannot wield weapons. The harp has hearing and darkvision out to a range of 120 feet.

When the harp wishes to communicate, the statue of the woman animates and begins to speak. The item can speak, read, and understand Common and Giant.

Personality. The harp seeks attention, being vain and in constant need of praise and adoration. It seeks constant reaffirmation that it is a majestic instrument of the finest quality and plays superb music. It is prone to pouting when it doesn't get its way. If the harp has not received attention in some time and feels it is being ignored it will say or do something to draw attention. Its ego and need for adoration makes the harp susceptible to flattery.

Talking Purse

Wondrous item, rare (requires attunement)

The flap of this large hide pouch has a metal clasp featuring a humanoid face. Once you have attuned to the purse, when a creature other than you tries to pick up or open the purse, the face on the clasp animates and recites a short phrase in a loud, clear voice. By default, the purse will ask "who are you?" when opened, but as part of a short or long rest you can choose to change the phrase. The new phrase must be 12 words or less and spoken over less than a minute.

Spells

Ball Lightning

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (pinch of iodargyrite crystals)

Duration: Concentration, up to 1 minute

A 5-foot diameter orb of crackling lightning appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the ball must make a Dexterity saving throw. On a failure, the creature takes 1d8 lightning damage on a failed save, or half as much damage on a successful one. If the creature is wearing metal armour, it has disadvantage on this saving throw.

As a bonus action, you can move the ball to a point you can see within 20 feet. The ball instantly sparks over to the desired space as a bolt of lightning. Each creature in the path of the bolt must make the saving throw against the ball's damage.

At Higher Levels. When you cast this spell using a spell slot 3rd or higher level, the damage increases by 1d8 for each spell level above 2nd.

Fist of Stone

2nd-level transmutation

Casting Time: 1 action

Range: Self

Component: V, S

Duration: Concentration, up to 10 minutes

Rock wraps around your hand forming a large gauntlet of solid stone. While you can move your hand normally, your stone fist strikes with surprising force. Your unarmed strikes deal 2d8 bludgeoning damage. This unarmed strike is magic and you have a +1 bonus to attack and damage rolls you make using it. However, the hand is clumsy and you have disadvantage on all Dexterity checks with your stone hand.

Siege Weaponry

1st-level abjuration

Casting Time: 1 action

Range: Touch

Component: V, S, M (a smooth, round stone)

Duration: Concentration, up to 1 hour

You touch a weapon, imparting upon it magical force. Until the spell ends, that weapon deals double damage to objects and structures.

Solidify Cloud

5th-level transmutation

Casting Time: 1 hour

Range: 150 feet

Component: V, S

Duration: Concentration, up to 1 hour

This spell alters a cloudbank to be solid to the touch without losing any of its lightness or ability to hang in the sky. Choose a 60-foot-radius patch of cloud within range to be solidified. The solid cloud has the consistency of wet sand and can be shaped and sculpted, but is dense enough to support the weight of creatures or even structures. The affected cloud moves normally, unless its path is altered by a *control weather* spell or similar magic.

Creatures inside the cloud when this spell is cast must succeed on a Dexterity saving throw or become restrained. A creature restrained by the cloud can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, the duration is concentration, up to 24 hours. If you use a spell slot of 7th level or higher, the duration is 1 week. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 7th level or higher grants a duration that doesn't require concentration.

Thunderbolt

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

Component: V, S, M (a thin copper rod)

Duration: Instantaneous

You create a writhing bolt of lightning in your hand and hurl it at a target within range. Make a ranged spell attack at a target, dealing 4d8 lightning damage on a hit.

At Higher Levels. When you cast this spell using a spell slot 3rd or higher level, the damage increases by 1d8 for each spell level above 2nd.

Weapon Tattoo

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Component: V, S, M (vial of ink)

Duration: 1 day

You touch an object weighing up to 15 pounds, which instantly flattens and shrinks before wrapping around your body. While typically cast on weapons, this spell can affect any single object.

While on your body, the item is indistinguishable from a mundane tattoo, weighing nothing and being as little as a tenth is regular size. You can choose the placement of the tattoo on your body. As a bonus action on your turn, you can end the spell causing the item to appear in your hand or fall to the ground within 5 feet of you.

Variant Rules

Attacking Limbs

This option changes how massive creatures take damage, so smaller foes cannot just repeatedly target their lower limbs to deal lethal blows. These rules apply to Huge and Gargantuan creatures, where the center of mass can't easily be reached by melee attacks from Medium or smaller creatures.

Attacking a limb is treated the same as attacking the creature itself, however only limbs within reach can be targeted by melee attacks.

For humanoid creatures such as giants, each limb can take damage equal to 1/5th of the creature's hit point maximum (rounded up). Damage inflicted upon a limb reduces a creature's current hit points as per normal. When the damage inflicted on a limb exceeds that limb's hit points, the limb becomes crippled.

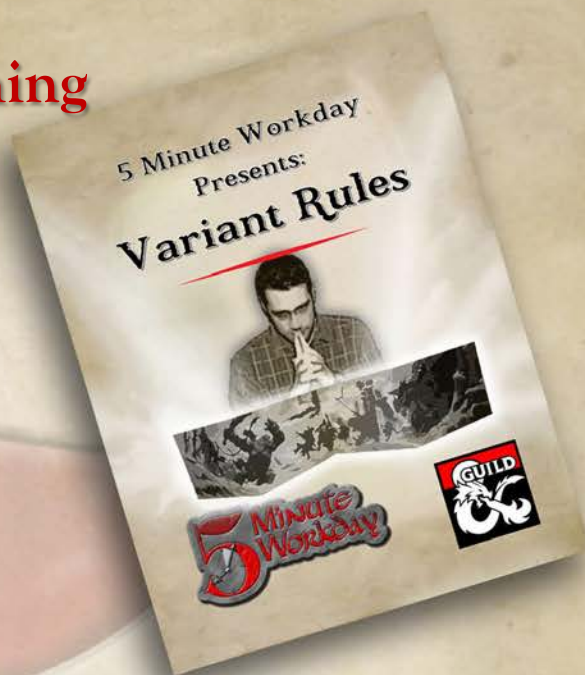
Crippled limbs gain resistance to all damage except psychic damage. A creature with a crippled arm has disadvantage on all attack rolls with weapons wielded by that limb. A creature with one crippled leg has its speed halved. If both legs are crippled, the creature must succeed on DC 12 Dexterity check to walk farther than 10 feet, falling prone on a failure.

Dragons and similar creatures are treated as humanoids for purposes of attacking limbs. However, their wings have additional hit points equal to 1/5th their hit point maximum. When a wing is targeted with an attack, damage to the wing does not reduce the creature's current hit points. A crippled wing reduces the dragon's fly speed by half. A dragon with two crippled wings cannot fly.

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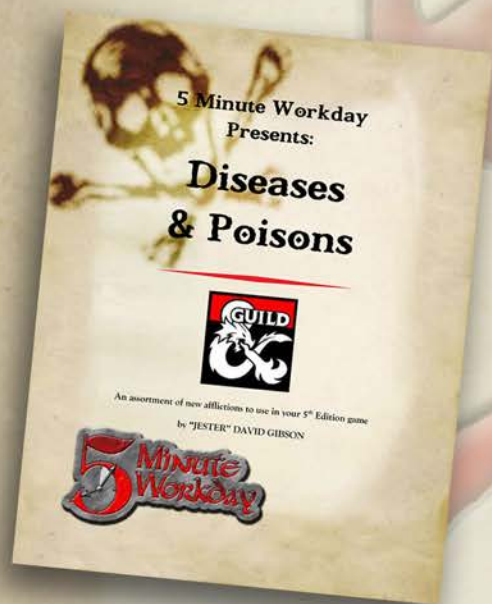
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