

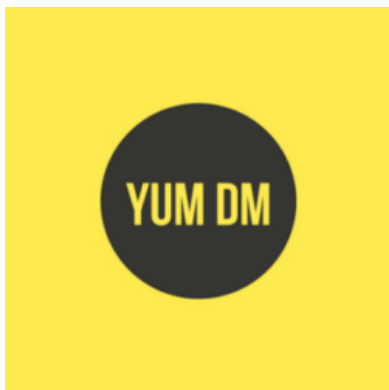
Issue 54 - The Bestiary (Giants) - Web Enhancements

Web enhancements are the articles that don't fit in the regular issue or didn't seem to fit with the rest of the articles.

That doesn't make them any less useful - but it does give you a little more gameable content to use at your table.

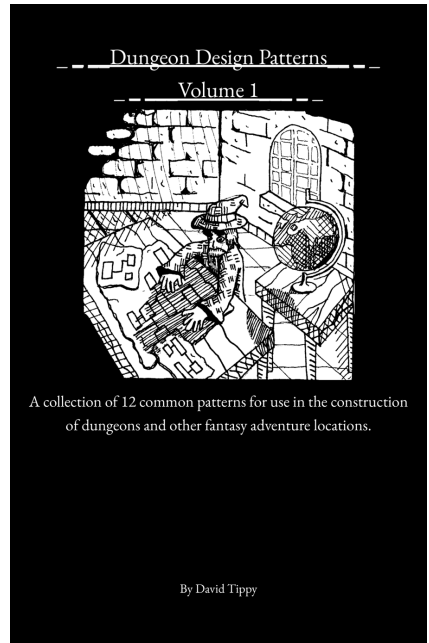
Features

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Ettin Traits

Table: Ettin Traits

1D20	Trait
1	Two-Headed Vigil: Both heads need to be surprised (two rolls).
2	Bickering Minds: At the start of combat, roll 1D6; on a 1, the ettin suffers -1 to initiative rolls this round from arguing heads.
3	Double Strike: May make one attack with each head's weapon.
4	Split Focus: Gains +2 on saving throws vs mind-affecting magic (charm, sleep, hold).
5	Cross-Eyed Aim: No penalty for firing missile weapons into melee.
6	Argumentative Roar: Once per encounter, may roar; all creatures within 20-ft must save vs Spells or suffer -1 to morale.
7	Opposing Grips: If grappling, ettin gains a +2 bonus to hold or throw.
8	Two-Throated Howl: When both heads shout, allies within 30'-ft gain +1 morale.
9	Conflicted Charge: If the ettin charges, roll 1D6; on a 1-2 it may not make its attack but still moves.
10	Independent Thought: One head may continue fighting if the other is asleep, stunned, or held.
11	Contrary Resistance: When targeted by a spell that affects only

one creature, roll 1D6; on a 1-2 the spell affects only one head.

12	Double Throw: May throw two rocks or javelins at two different targets in the same round.
13	Twin-Bite: If both weapon attacks hit in the same round, the ettin may make a bite attack for 1D6 damage.
14	Overlapping Vision: Cannot be flanked; enemies do not gain rear attack bonuses.
15	Shared Pain: Once per combat, may ignore the effects of a failed save due to one head resisting.
16	Headstrong Persistence: If reduced to 0 hp, one head may keep the body fighting for 1 additional round.
17	Disputed Orders: If commanded magically, roll 1D6; on a 1-2 the heads argue and the command is delayed by 1 round.
18	Bellow-and-Smash: Once per day, one head may roar while the other attacks; target suffers -1 AC for that attack.
19	Dual Memory: Gains +2 to recall locations, paths, or lairs it has previously visited.
20	Twin Intimidation: Reaction rolls with humanoids suffer -2 due to unsettling presence.



Fire Giant Traits

Table: Fire Giant Traits

1D20	Trait
1	Forge-Born: Immune to normal fire; magical fire deals half damage.
2	Molten Blood: When struck in melee, attackers take 1 point of damage from the heat.
3	Cinder-Step: Ignores movement penalties from lava crusts, ash, and burning ground.
4	Heated Weapons: All metal weapons wielded deal +1 fire damage.
5	Volcanic Charge: If the giant moves at least 20-ft and hits, the target must save vs Paralysis or be knocked prone.
6	Ashen Shroud: In smoky or ash-filled areas, gains +1 AC and surprises on a 1-3 on 1D6.
7	Lava-Hurl: May throw a molten rock up to 60-ft; on a hit, deals 3D6 damage & ignites flammable gear.
8	Iron Discipline: Never checks morale while another fire giant is present.
9	Heat-Wave: Creatures within 10-ft suffer -1 to attack rolls from intense heat.
10	Forge-Sense: Can detect worked metal within 30-ft.

11	Scorching Grasp: Unarmed attacks ignite flammable materials on a hit.
12	Blazing Retort: Once per encounter, when hit in melee, may force the attacker to save vs Breath Weapon or take 1D6 fire damage.
13	Ashfall Stomp: Stomping the ground creates a cloud of ash in a 10-ft radius, obscuring vision for 1 round.
14	Forge Eyes: The giant can sense heat, so can fight in the dark.
15	Heat-Hardened: Gains +2 to saves vs cold effects.
16	Burning Gaze: Once per encounter, may fix its gaze on a creature within 30-ft; target saves vs Spells or hesitates, losing initiative next round.
17	Cinder Breath: Once per day, exhales sparks in a 15-ft cone; creatures take 2D6 damage (save vs Breath Weapon for half).
18	Fireline Tactics: Gains +1 to hit when fighting shoulder-to-shoulder with another fire giant.
19	Obsidian Guard: Gains +1 AC due to wielding a heavy forge-made shield.
20	Living Forge: Can heat metal objects by touch; unattended metal becomes too hot to handle after 1 round.

Stone Giant Traits

Table: Stone Giant Traits

1D20	Trait
1	Stoneborn: Takes half damage from falling or being crushed by stone.
2	Cliff-Dweller: Immune to vertigo and fear effects caused by height.
3	Crag-Step: Ignores movement penalties from rocky slopes, scree, and rubble.
4	Crag-Step: Ignores movement penalties from rocky slopes, scree, and rubble.
5	Camouflage Stillness: When motionless among stone, surprises enemies on a 1-4 on 1D6.
6	Echo Reader: Can detect movement through stone within 30-ft by vibration.
7	Mountain Grip: Gains +2 bonus on checks to climb or hold onto stone surfaces.
8	Rock-Skin: Reduces damage from non-magical weapons by 1.
9	Stonewise Builder: Deals double damage to fortifications and stone structures.
10	High-Perch Archer: Gains +2 to hit with thrown weapons when attacking from higher elevation.

11	Patient Hunter: May delay its action without losing initiative order.
12	Boulder Screen: Once per encounter, may kick loose stones to create partial cover (-1 to hit) for 1 round.
13	Sheer Strength: Can lift or drag stone objects twice the normal limit.
14	Stone-Sense: Can determine the age, stability, and construction of stone by touch.
15	Crushing Grab: On a successful grapple, the target takes an additional 1D4 damage per round.
16	Pebble Rain: May hurl a spray of stones; creatures in a 10-ft area must save vs Breath Weapon or take 1D4 damage.
17	Granite Focus: Gains +2 bonus on saving throws vs illusion and mind-affecting magic.
18	Living Statue: Can remain completely motionless for hours, indistinguishable from natural stone unless closely examined.
19	Mountain's Memory: Always remembers paths, ledges, and tunnels it has travelled.
20	Rockfall Stomp: Once per encounter, may stomp to dislodge stones overhead; creatures beneath must save vs Paralysis or be struck for 2D6 damage.