GIANT, Verbeeg

Large Giant
Hit Dice: 5d8+15 (37 hp)
Initiative: +0
Speed: 40 ft
AC: 19 (-1 size, +6 natural, +3 hide, +1 shield)
Attacks: Huge greatclub +9 melee; or Huge longspear +2 ranged
Damage: Huge greatclub 2d6+9; or Huge longspear 2d6+10
Face/Reach: 5 ft by 5 ft/10 ft
Saves: Fort +7, Ref +1, Will +2
Abilities: Str 23, Dex 10, Con 17, Int 12, Wis 12, Cha 10
Skills: Climb +6, Jump +6, Listen +4, Spot +4
Feats: Power Attack, Weapon Focus (greatclub)

Climate/Terrain: Any hills, mountains, and underground
Organization: Solitary, gang (2-5 plus 1-2 hill giants or ogres), band (6-9 plus 35% noncombatants and 1-4 hill giants or ogres), hunting/raiding party (6-9 plus 35% noncombatants, 1-4 hill giants or ogres, and 2-4 wolves or worgs), or tribe (5-30 plus 35% noncombatants, 2-5 ogres or hill giants, and 2-5 wolves or worgs; in arctic climates the wolves will be winter wolves or polar bears)
Challenge Rating: 3
Treasure: Standard
Alignment: Often neutral evil
Advancement: By character class

Known as "human behemoths," these human giants inhabit areas infested with hill giants and ogres.

Verbeeg vary in height from 8 to 10 feet tall, and weigh between 300 and 400 pounds. They are unusually thin for their height, although this does not inhibit their fighting ability. Some have minor deformities, such as clubfoot, uneven eyes, hair lips, etc. In all other respects they appear human, including skin, hair, and eye color. Usually they wear furs and hides with pieces of metal armor stitched into strategic places. They almost always carry shields and have the best weapons they can steal. Typically this means clubs and spears.

COMBAT
Verbeeg are smart enough to let others soften up the enemy first. This does not mean that they are cowards, only selfish and practical. Since they are commonly found with hill giants and ogres, in the first few rounds of combat verbeeg drive their less intelligent companions before them into battle. This is accompanied by many curses, oaths, and highly descriptive accounts of the giants' and ogres' parentage.

Once the battle has begun, the verbeeg take on the stragglers and use their missile weapons, usually spears.

VERBEEG SOCIETY
Verbeeg are found in the same climates as ogres and hill giants. These human behemoths are very rarely found wandering alone.

A verbeeg lair is usually an underground place, such as a cave or inside old ruins. Each tribe will have a chieftain and at least one shaman (a cleric of 3rd-5th level).

The chieftain is responsible for all activities involving hunting, war and negotiations with strangers, while the shaman is responsible for all
activities inside the tribe, dispensing judgments concerning law and all magic. Any magical items in the tribe belong to the shaman; he has a 90% chance of knowing how to use these. Most magical items that he does not understand are thrown into the tribal refuse heap before too long.

Verbeeg eat almost anything, but they love flesh of all sorts. They maintain a mutually beneficial relationship with the giants and ogres that share their lair. The verbeeg provide the intelligence and direction that these giant types lack, and the giants provide protection by their greater fighting prowess. To watch a group in action can be hilarious, so long as you are not their intended victim. Hill giants and ogres are too stupid to think much on their own. They tend to follow directions too literally. This usually infuriates the verbeeg. They hop back and forth from foot to foot screaming insults at the befuddled giants that tower over them in height and size, as even the simplest instructions are misinterpreted by these denser humanoids.

The Verbeeg first appeared in 1e MM II (Gary Gygax, 1983).