### GIANT, Voadkyn (Wood Giant)

**Large Giant**
- **Hit Dice:** 7d8+21 (52 hp)
- **Initiative:** +3 (Dex)
- **Speed:** 40 ft
- **AC:** 18 (-1 size, +3 Dex, +4 natural, +2 leather)
- **Attacks:** Huge greatsword +9 melee; or Huge composite longbow +8 ranged
- **Damage:** Huge greatsword 2d8+7; or Huge composite longbow 1d8+5
- **Face/Reach:** 5 ft by 5 ft/10 ft
- **Special Qualities:** Change self, darkvision 60 ft, resistances
- **Saves:** Fort +8, Ref +5, Will +4
- **Abilities:** Str 21, Dex 16, Con 17, Int 14, Wis 14, Cha 12
- **Skills:** Hide +3*, Jump +7, Move Silently +7*, Spot +3
- **Feats:** Power Attack, Weapon Focus (longbow)

**Climate/Terrain:** Temperate and warm forests
**Organization:** Solitary, gang (2-5), clan (6-9 plus 35% noncombatants), trading party (2-5 plus 2-4 wood elves), or hunting party (2-5 plus 2-4 wood elves and 1-4 dire wolves)
**Challenge Rating:** 5
**Treasure:** Standard
**Alignment:** Usually chaotic good
**Advancement:** By character class

Voadkyn are the smallest of the giant-kind and resemble large wood elves. They are friends with, and can be found in the company of wood elves.

A voadkyn stands about 9 feet tall and weighs around 700 pounds. They have no facial or body hair. Their heads are proportionately large, especially the jaw, mouth, and chin. Their eyes are pointed and sit completely above the line of their eyes. A voadkyn’s skin ranges from brownish-yellow to brownish-green.

Voadkyns are fond of leather armor and wear it along with loose trousers or a short kilt, both being any shade of brown or green. They wrap leather strips around their ankles almost up to the knee, though their feet are bare.

### COMBAT

A voadkyn favors two weapons in combat; a greatsword and a longbow. A favored tactic of a voadkyn is to hide amongst the forest, move out and fire and arrow, then move back into hiding.

**Change Self (Su):** 3/day—The voadkyn can alter its form so as to appear as any humanoid creature between 3 feet and 15 feet tall. This ability otherwise duplicates the spell of the same name as cast by a 7th-level sorcerer.

**Resistances (Ex):** Voadkyn receive a +2 racial bonus to Will saves against Enchantment spells or effects.

**Skills:** *Voadkyns receive a +4 racial bonus to Hide and Move Silently checks when in forested areas.

### VOADKYN SOCIETY

Voadkyns live in the forests alongside the wood elves. They have no set lairs or dwelling places, preferring to live under the stars. Most encounters are with males, as female voadkyns remain in a makeshift
camp or with the wood elves in their lair. Young are very rare among voadkyn.

Voadkyn do not mix or associate with any race except wood elves. They tolerate elves of other stock, except for the drow.

**VOADKYN CHARACTERS**
The favored class of the voadkyn is ranger. Most voadkyn chieftains are rangers. Voadkyn clerics are called shamans and can choose two of the following domains: Animal, Earth, or Plant.

The Voadkyn first appeared in MC Appendix 5 (TSR)