

THE GIANT RACES OF HARQUAL

Most of the races listed in this section are not available as player character races; however, there are a few exceptions (most notably stone giants and the vonakyndra). It is possibly that I may allow PCs that are half-giants *, half-trolls *, or even half-ogres. The player would have to do some serious convincing, however.

PART ONE: THE TRUE GIANTS

The giant races of Harqual, like dragons, are more inclined towards neutrality. They are the only giants on Kulan who are so inclined; however, their societies don't revolve around the concepts of the Balance. Instead, the *true* giants of Harqual lean towards neutrality due to their desire for survival.

The ogres and their leaders, known as Scions, have given giants a bad reputation on Harqual. This had led to a certain degree of hostility towards giants whether deserved or not. Many giants are, therefore, isolationists by nature living in a closer harmony with nature in order to hide their true numbers from “giant haters.”

Bog Giants (Fiend Folio)

These 10-foot-tall giants are the most rare of the true giants of Harqual. They are most often found in deep swamplands and jungles of the Far South; although, they can be found in any swamp or marshland on the continent. They are quite common in the southern forests of Heverkent as well as in the Lilliputian Jungle on the Thenin Peninsula.

In the north they are limited to the swamplands on the coast of the Sword Gulf, known as Le Marécage de Fey, and the deepest parts of the Great Harqual Forest. Rumor has it amongst the frost giants of the Northlands that there may be several bog giant tribes living in the Horrid Marsh and along the coast of the Dragon's Eye Reach. The truth of this is not known.

Bog giants are always neutral. They are the most likely of the true giants to live within the Tenets of the Balance. In fact, many bog giant tribes are ruled by matriarchs who worship Mirella.

Cloud Giants (MM)

The cloud giants of Harqual rarely touch the earth of the continent. They live in beautiful cloud citadels, which can be as large as many ground-dweller cities. These bands of cloud giants are often related by blood and tend to shun all other giants except for their own kind and the occasional storm giant. The cloud giants of Harqual live as humans would but on a much larger scale.

Cloud giant citadels are highly mobile and those living high above Harqual migrate south when winter comes. They settle their floating fortresses above the Heverkent Forest and the Hinderfall Mountains while in the Far South. When they migrate back north in the spring they usually settle their fortresses above the Great Harqual Forest and the Greystone Mountains.

Cloud giants, like humans, can be of any alignment, but they as a race tend towards being neutral. Cloud giants worship the deities of Harqual more often than one of the World Gods. This includes Gruumsh, Kord, Ptah, Ran, Sanh, and Vaprak. When they do chose to worship a World God then they often choose to venerate one of the giant deities such as Annam, Hiatea, or Stronmaus. Note that many cloud giants of Harqual consider Ptah not Stronmaus to be their patron deity and many of them take his teachings to heart traveling across the world and beyond.

Cloud giants aren't as insular as other giants when it comes to dealing with other non-giant races. They have a fondness for many of the avian races of Harqual including the aarakocra, giant eagles, and the race of avian elves known as the ee'aar. Cloud giant citadels are usually open to these allies as well as known spelljamming ships. Cloud giants are happy to receive such visitors as long as they are on their best behavior. Cloud giants often trade with the star gnomes of Kulanspace.

Firbolgs (MM 2)

Nearly as rare as bog giants, and even more reclusive, are the firbolgs. Firbolgs tend to be peaceful but are quick to anger when nature or their kin are threatened. Firbolgs dwell in communities known as steadings and live by hunting and gathering as well as by agriculture.

Firbolgs tend to live in more northerly climes but can be found in temperate regions as well. They are often mistaken for tall, bulky humans from a distance. However, spotting one of these reclusive 10-foot-tall giants is a very rare event. They rarely leave the hills and deep forests that they call home. There are dozens of firbolg steadings

scattered across the Northlands from the Sival Forest in the west to the Lands of the Nashee in the east. They are also found in the Desinon Forest and the Will o' Wisp Woods.

Firbolgs are extremely rare in the Great Harqual Forest. There is only two known firbolg steadings, and they constantly move around while avoiding both the blood elves of the Knotwood and the silver elves from the Kingdom of the Silver Leaves. Most elven scholars believe the firbolgs tend to settle in the regions known as the Wild Treelands and on the edge of the Hallowed Lands on the western edge of Great Harqual Forest.

Firbolgs are almost always neutral. They tend to worship gods with nature, strength, or some aspect of the north in their portfolios. This includes Annam, Cronn, the Daghdha, Ehlonna, Hiatea, Kord, Larea, and Uller. Firbolgs respect and revere Cronn and Daghdha before all others. Males tend towards worshiping Cronn while females more often worship the Daghdha.

Fire Giants (MM)

The fire giants of Harqual are known for being boorish and vindictive towards their enemies. However, not all fire giants are inherently evil. Most are usually partially neutral, whether it be LN, NG, N, NE, or CN, but can be of any alignment with a tendency towards neutral evil.

Fire giants are rare on Harqual as they prefer to live near active and dormant volcanoes. In truth, there is only one truly active volcano on the continent. This is Mount Vasnae in the Thunder Mountains. This range is known for the mountain orcs of the Black Kingdom. The fire giant tribes living near Mount Vasnae have a semi-permanent alliance with the mountain orcs and are completely evil with most tending towards being lawful evil.

The only other "well-known" volcano on the continent is the dormant, unnamed volcano known for the large community that now exists in the mouth of the volcano, Cauldron. This dormant volcano is part of the Kul Moren Mountains sitting near the range's northeastern edge. Fire giants live all around the dormant volcano and there are at least four separate fire giant tribes living in the Kul Moren Mountains as the mountain range is known for its hot spots (i.e. geysers, hot springs, lava tubes & vents).

Beyond in these two mountain ranges, fire giants do not exist on Harqual in great numbers. There are a few scattered tribes in the mountain ranges of the Far South as well as in the mountains of the Storm Jungle. Fire giants are more often encountered on one of the many islands surrounding the southern lands of Harqual as well as the mountain range of Teverroot Island on the outer edge of the Sword Gulf. Here, nearly half a dozen fire giant tribes constantly fight the gray dwarves of Duroko and Durgan as well as the evil followers of Xuar.

Fire giants worship Lokun, the North God of Mischief and Fire, before all others. They, like the frost giants, see Lokun as their patron deity. However, a fire giant is more likely to forgo worship of the Sky Traveler for a deity that better suits that character's alignment and lifestyle. This can include deities such as Angrboda, Apollo, Baphomet, Gruumsh, Hades, Karontor, Kord, Konkresh, Surtur, and Vaparak.

Fire giants can breed with humans and orcs, which is usually done by magical means; therefore, there are half-fire giants, called fire jovians, living anywhere that both humans and fire giants or orcs and fire giants coexist. Note that fire giants usually don't consider humans or orcs to be good choices as mates. Since fire giants are rare on Harqual, fire jovians are very rare.

This half-breed PC race is detailed in Green Ronin's *Bastards & Bloodlines: A Guidebook to Half-Breeds* (pg. 37).

Frost Giants (MM)

The frost giants of Harqual are the favored race of Lokun. Unlike other frost giants in other parts of the world Harqual's frost giants are rarely evil. They are also less inclined towards chaos but they are almost never lawful. Most are either neutral or chaotic neutral.

Frost giants are rarely encountered south of the Greystone Mountains; however, there are a few frost giant tribes now living in the Rilous Mountains: the mountain range on the Ragik Peninsula that came to Harqual during The Transformation. These tribes migrated south to the mountains soon after The Transformation ended. Most believe that Lokun guided the tribes' Jarls to the new mountain range through dreams and omens. (Frost giant Jarls are either clerics or shamans not blackguards.)

Most frost giants live in the high, rolling hills of the Northlands in the Desinon Forest and west of the Sival Forest near (and in) the Kingdom of MaShir. These frost giants live by hunting, ranching, and raiding other giant tribes

as well as other races living in the Northlands. Those living closer to MaShir are more likely to raid others while those near the Desinon Forest tend towards hunting and ranching.

Those frost giants actually living within the border of MaShir do not raid others, however. They live as the citizens of that barbaric kingdom do; although, they still lean towards chaos. Most live on the mountainous island known as Tel'Meth just off the continent's northwestern coast. They raise dire sheep and dire goats in the highlands of the island living off the land in nomadic clan groups. Tel'Meth frost giants are not as large as other frost giants being only 10 feet tall and weighing 1,860 pounds (9 HD), and are always chaotic good. (Tel'Meth frost giants will have their own monster stats and racial traits, eventually.)

Frost giants are also common throughout the islands surrounding Harqual's northern coast. This includes the Sovereign Islands of Soleil, Hougard, and the Jarl Islands. Their numbers are highest on Hougard, which is the Godly Realm of Lokun followed by the Jarl Islands — a chain of islands where frost giant Jarls go to live out their remaining years. (At least, those not in favor with the Sky Traveler.)

Frost giants rarely worship deities other than Lokun. Those that do choose to worship another god usually pick another North God such as Cronn, the Daghda, Larea, or Sanh. There are rumors of more evilly-inclined frost giant tribes living around the Greystone Mountains and Cold Barrens that worship either Angrboda or the demon lord Kostchtchie. The Interloper God, Uller, has made it his goal to gain worshippers amongst Lokun's followers; therefore, he is attempting to sway certain frost giant tribes to worship him by offering them power and wealth.

Like fire giants, frost giants sometimes breed with humans. (They never willingly breed with orcs.) Frost jovians are more common than fire jovians as frost giants tend to have better relations with the humans living in the Northlands, especially with the citizens of the Kingdom of MaShir. (Frost jovians have been known to migrate to more southerly lands.)

This half-breed PC race is detailed in Green Ronin's *Bastards & Bloodlines: A Guidebook to Half-Breeds* (pg. 37).

Hill Giants (MM)

The hill giants of Harqual are unchanged from the statistics and cultural information given in the *D&D Monster Manual* v.3.5. They often worship one of the following World or Interloper Gods: Baphomet, Erythnul, Gruumsh, Karontor, Konkresh, or Vaprak. (Hill giants are not available as a player character race on Kulan, regardless of the player character breakdown in the MM.)

Hill giants and orcs often raid other races together and sometimes their interactions produce offspring. Orcs pride themselves on being able to pleasure hill giant females; therefore, orcish hill jovians are more commonplace than many sages would suspect. They are definitely more common than human-bred hill jovians, which is never a pleasant experience for the human.

This half-breed PC race is detailed in Green Ronin's *Bastards & Bloodlines: A Guidebook to Half-Breeds* (pg. 36-37).

Ice Giants (Frost & Fur)

Rarer than frost giants are ice giants. Ice giants live mainly in the great taiga forests of the Northlands but can also be found living on the tundra in areas such as the Frigid Plains and the Lashee Divide. They are also found on many of the islands of the North Sea such as Scon, Syoul, Tru, the Isles of Ice, and even the Cold Dragon Isles.

Ice giants tend towards chaos and evil in alignment but many of their kind are chaotic neutral as well, especially those living near good or neutral frost giants. However, as a race they are more like hill giants in temperament and intelligence. They solve most problems with brute force regardless of alignment and like their privacy. They have the ability to regenerate.

Ice giants are often covered with layers of ice in their thick hair & fur and in the white wilderness of the Northlands they have been known to simply lay down and hide in the snow rather than confront outsiders that might attack them. Note that some evil ice giants like to surprise opponents by using this tactic to surprise opponents.

Once in a long while, a southerner will mistake an ice giant for some sort of elemental. The barbarians of the Northlands never make this error. They have learned from past experience what to look out for when there is a possibility of encountering these unpredictable giants.

Chaotic neutral ice giants often worship Cronn or Lokun but rarely will they pay homage to any of the other North Gods. Chaotic evil ice giants worship Angrboda, Kostchtchie, or Vaprak. However, most ice giants pay homage to Uller. Unlike with frost giants ice giants see the Winter God as their patron not the Sky Traveler.

Reef Giants

Reef giants are said to closely related to stone giants and they indeed look similar to those mountain-dwelling giants. Appearance aside, reef giants are happiest when living near coastal areas around the reefs that they call home. Reef giants are only found in the Karmine Sea off Harqual's southeastern shores. They can often be spotted fishing along the continent's coastline with their large tridents.

Reef giants are the friendliest race of true giants, and they are more than happy to swap stories and, sometimes, trade goods with outsiders. Reef giants will warn sea captains about dangerous sea creatures and hazards, but they will let cruel pirates and the like sail into dangerous territory.

Reef giants almost never live in deep water as they have a elemental connection to the continental shelves of the Karmine Sea. This connection is so strong that reef giants have the Earth subtype. Reef giants usually spend only two-thirds of their life in the water as they love to travel inland meeting new people and seeing new places. However, a reef giant will not stay away from the sea for long as they become sullen if away from the smell and taste of their aquatic home.

Reef giants can breath both air and water normally. They do not suffer any penalties for being out of the water for long periods of time. Reef giants often worship Aegir, The Old Man in the Sea, or Ahto, the Interloper God of the Sea.

While reef giants are friendly towards many land-bound race they rarely become intimately involved with humans, and a reef giant would never consider such a relationship with an orc. However, there are reef jovians. These half-giants are half-merfolk. They are nearly unheard of anywhere inland, and an individual reef jovian is always a unique character with a unique background.

Note that I don't have racial traits for reef jovians, but once I do, they will be added here.

Stone Giants (MM) (Epic Race)

The stone giants of Harqual are unchanged from the cultural information given in the *D&D Monster Manual v.3.5*. They often worship one of the following gods: Annam, Calphas, Daghdha, Hades, Hergund, Meriadar, or Syreth.

Stone giant is available as a player character race in the Lands of Harqual with the following changes to their racial traits:

- +8 to Strength, +2 to Dexterity, +4 to Constitution, +2 to Wisdom.
- Automatic Languages: Barbarian and Giant. Bonus Languages: Common, Draconic, Elven, Goblin, Orc, Terran.
- +10 natural armor bonus.

Note: These changes to racial traits are only for PC characters. Standard stone giants are as presented in the *D&D Monster Manual v.3.5*. This change was made due to the fact that I believe that the Ability Score Adjustments provided for many of the monsters in the *D&D MM v.3.5* are too high to be used as is for PCs.

Green Ronin's *Bastards & Bloodlines: A Guidebook to Half-Breeds* doesn't have a listing for stone jovians; however, I'm likely to create them to go along with the other jovian races. Stone jovians are more common than frost jovians but rarer than hill jovians. They rarely live outside their giant parent's community but are drawn towards adventuring. Stone jovians are always half-humans; stone giants cannot breed with orcs for some unknown reason.

Storm Giants (MM)

One of the greatest of the true giant races are the gentle, yet immensely powerful storm giants. Storm giants, like cloud giants, prefer not to step upon the earth of the continent. Unlike cloud giants, however, most storm giants live under the warm waters of the Hallian Sea as well as the Guardian Bay, which opens up into the southern reaches of Aegir's Sea. They rarely travel north of the waters surrounding the Storm Peninsula in the west and the Varan Peninsula in the east.

However, not all storm giants live under the sea. Some, such as those in the Wulman Gulf, live on colossal floating citadels. These floating structures are even larger than they appear. The citadels float like icebergs with the bulk of the citadel underwater. (Strangely, Harqual is the only place on the World of Kulan where storm giants live in such a manner.)

Storm giant citadels whether underwater or floating on the sea are beautifully designed constructions made from coral and/or obsidian. These citadels always have places for both air and water-breathers to visit in comfort. How the storm giants of the Wulman Gulf get their citadels to float remains a mystery to other races. The citadels do not radiate powerful magic and there isn't any signs of the magitech that would be needed for such immense structures.

Unlike other storm giants, those living in the waters around Harqual are not overly reclusive. They are great friends of the sea-dwelling races as well as the reef giants of the Karmine Sea and any good-hearted cloud giants. They have a soft spot for merfolk and shoal elves in particular. Many of these races undersea communities are located near storm giant citadels. Storm giants find humans and most other land-dwellers to be crude beings walking around clumsily. They do have respect for the rakasta who they see as graceful and down to earth.

There is a rare breed of storm giant with violet skin, blue-black hair, and silvery gray eyes. These storm giants are almost always chaotic neutral unlike green-skinned storm giants who are often chaotic or neutral good. Violet-skinned storm giants are more reclusive than their green-skinned cousins preferring to build their citadels deep under water near the edge of the continental shelf. These highly chaotic storm giants are die-hard loners shunning even other storm giants.

There are rumors of even rarer albino-skinned breed of storm giant living deep under the waters of the Hallian Sea and beyond. It is said that they are completely evil and they worship the God of Evil Depths, Yeathan (a World God). It is said these corrupt storm giants rise to the surface to sink sailing vessels and swamp small islands with their powerful spell-like abilities.

Green-skinned storm giants are often clerics or fighters while violet-skinned storm giants tend to be powerful sorcerers. Green-skinned storm giants consider Aegir to be their patron deity, while violet-skinned storm giants have turned to worshipping Ran, the Interloper Goddess of Storms, as their patron deity. In reality, most storm giants pay homage to both these deities as well as other deities with the sea and storms as part of their portfolio. This includes Ahto, Deep Sashelas, Sanh, Stronmaus, and rarely Velit, The Sea Prince.

PART TWO: THE JÄTTEN (IMMORTAL GIANTS)

Unique amongst the giant-kin of Harqual, jätten are immortal giants who serve powerful elemental patrons (or rarely, a deity). A jätten's body doesn't age once it reaches maturity as they are timeless. All jätten have a shimmering, protective aura, which surround their bodies. Normal giants recognize a jätten's favored status from elemental forces upon sight.

Not all true giants can become jätten. This usually means the rarer true giants become jätten as unique individuals and not as entire clans or families. (Jätten are basically giants with the Immortal Template from *Book of Templates: Deluxe Edition* by Silverthorne Games.) Jätten alignments tend towards those of their normal kin but exceptions are more likely.

Cloud Jätten

Cloud giants are more likely to become jätten than any other giant race. As a result, cloud jätten see themselves as the scions of the immortal giants. However, they usually live in solitude from their normal kin and tend to be very insular.

Cloud jätten see themselves as the protectors of the sky and all its creatures. Therefore, they have no tolerance for those that pollute the air or kill avian creatures. They are more likely to have their own followers, which are usually powerful cloud giant fighters.

Cloud jätten usually have an elemental patron from the Elemental Plane of Air. These patrons are usually neutral or good as cloud jätten tend to loath evil creatures. Evil cloud giants sometimes are granted immortality by a Lightning Scion and enjoy causing chaos.

Fire Jätten

Fire giants are only granted immortality by an elemental patron from the Elemental Plane of Fire. Thus, fire jätten are more likely to be evil than good as Fire Princes of Elemental Good are rare.

Regardless of alignment, fire jätten tend to lord themselves over normal fire giants and strive to sway dragons with fiery breath weapons to turn away from the Balance. Thus, fire jätten often butt heads with powerful clerics of Mirella and the Majestic Dragons. Such incidents tend to be bloody.

Frost Jätten

Frost giants almost always gain immortality from a Ice Lord; although, certain deities with cold or north in their portfolio sometimes bestow immortality on a particularly pious frost giant. Lokun and Cronn are most likely to grant immortality to a frost giant.

As a result, frost jätten fall into one of two groups. Chaotic evil frost jätten attempting to bring about destruction and another ice age or chaotic good frost jätten who protect lesser races and oppose evil giants.

Hill Jätten

Hill jätten almost always gain their immortality from an Earth Prince of Elemental Evil. These immortal giants are vile, destructive individuals who attempt to sink communities into the earth or cause huge mudslides to bury entire villages. Hill jätten will bully their lesser kin as well as earth ogres. They gather large bands to lay waste to those that their elemental patron wish to destroy.

Stone Jätten

Stone giants are least likely to become immortals. Stone giants tend to live within the Balance and usually refuse a Stone Lords patronage. Stone giants that do take up with a Stone Lord often become evil if they weren't already.

Stone giants are more likely to become jätten in the service of Mirella or a nature deity in order to keep other powerful jätten in check. These stone jätten are usually neutral or neutral good in alignment.

Storm Jätten

Storm giants that become immortal almost always gain their power from a Lightning Scion or an Air or Water Lord. Storm giants in the service of a Lightning Scion are always chaotic evil in alignment and relish in destruction and suffering. Those few storm giants that gain their immortality from an Air Lord are chaotic good and often protect wayward ships while storm jätten that pay homage to a chaotic Water Lord are just as likely to sink a ship as save it.

Other Immortal Giants

Of all the other true giants, ice and reef giants are the most likely to become immortals.

- Ice jätten are always evil and gain their power from an Evil Ice Lord. Ice jätten are greatly feared by the barbarians of the Northlands.
- Reef jätten usually gain immortality from a good-aligned Earth or Water Lord. As these elemental beings are very rare, reef jätten are the rarest of jätten.
- Bog giants never become jätten unless an extraordinary individual gains the favor of Mirella. However, there haven't been any reported cases of a bog giant gaining immortality in this way.
- A firbolg has never gained immortality and none of their kind are likely to do so. Why this is remains a mystery.

PART THREE: THE OTHER GIANT RACES

While the True Giants and Jätten are the dominant races of giant-kind on Harqual, they interact very little with the other races of the continent. (The Frost Giants of MaShir being the main exception.) Most humans, even the barbarians of the Northlands, rarely meet true giants and the jätten are merely legends amongst the commoners of the continent. Even great heroes might meet one jätten in his or her lifetime.

No, most often, the denizens of Harqual must deal with the predatory nature of ogres and trolls. While giants in their own right, they are considered beneath true giants the way humans consider dogs beneath them. Jätten view ogres and trolls as annoying pests that need to be swatted (or dominated) from time to time. One race, of lesser giants are held in more regard by true giants — the vonakynadra. These forest-dwelling giants are related more to elves than giants, however. They are also very rare and as isolated from humans as true giants.

The Ogres

The ogres of Harqual are infamous even in the islands of the Hallian Sea beyond the continent's southern shore. Twice in Harqual's past the ogres have gathered together great armies of their kind and other evil humanoids to attempt to lay waste to civilization. Known as the First and Second Ogre Wars these times feel like ages ago for the continent's populace, but in reality, the Second Ogre War started in 701 N.C. ending twelve years later (713 N.C.). The First Ogre War is indeed farther in the past than it seemed even 10 years ago. It started in 449 N.C. and ended in 551 N.C.

It is important to note that treaties between civilization and the ogres didn't end these wars. Instead, the ogres and their allies simply retreated back into the isolated strongholds or simply disbanded. Many knights and warriors tried to hunt down ogres to rid the continent of the constant threat of invasion after both conflicts ended, but they made little progress as the ogres have size, a high birth rate, and the protection of the ogre scions on their side. (This hasn't stopped many of these ogre-hunting organizations from existing to this day; although, their numbers fluctuate due to constant deaths and new recruitment.)

What are ogre scions, you say? Well, imagine a Huge-sized ogre with higher Intelligence & Wisdom and you sort of have the idea. In fact, ogre scions are a distinct race of highborn ogres that are even more evil than regular ogres. They view Harqual as belonging to them and their god, Vaprak. They constantly whip their lesser ogre cousins into a bloodthirsty frenzy and set them upon remote communities and fortresses. One could argue the Ogre Wars never ended for the ogre scions. Ogre scions are considered neutral evil in alignment and are better organized than normal ogres. However, they are still fractured enough that it takes a great leader to unite the ogre-kin and evil humanoids into a united front.

In both Ogre Wars the ogre scion who united the ogre-kin was an immortal like the jätten. The first immortal ogre scion was killed near the end of the First Ogre War while the second simply disappeared two years before the end of the Second Ogre War. Rumors abound that this immortal ogre scion has returned to Harqual or that a new ogre scion has gained immortality and is preparing to start a Third Ogre War.

Only time will tell what the continent's future holds...

Note: Ogres and ogre scions are not available as PCs. However, the Half-Ogre racial entry in *D&D Savage Species* is available for PCs. However, such a character will have a difficult time being accepted by the general populace of the continent. Such a character will have to prove his good intentions (if he or she has any) in order to gain the trust of most NPCs. There is less stigma attached to half-breeds in the lands of Far South so that area would be best for a Half-Ogre character to adventure in.

The Trolls

Slightly less in numbers than the ogres and ogre scions are the races of trolls. Trolls come in a number of sub-races: standard trolls, forest trolls, and ice trolls.

Standard Trolls

The general race of trolls as per the **TROLL** entry in the *D&D Monster Manual v.3.5* can be found in most temperate and warm environments. They are rarely found north of the Greystone Mountains as that is the domain of the ice trolls. Surprisingly, standard trolls are rarely found in the Great Forest of Harqual. Most believe that standard trolls cannot hope to compete with their more intelligent forest troll kin. In temperate lands, trolls are most often found in mountains and swamp terrain; although, many have been encountered wandering the vast plains and untamed, open wilderness surrounding the forested lands in the west (i.e. the Wild Plains and the Nomad Lands).

Note: Trolls are not available as PC races; although, a character could be a Half-Troll as per the template in *D&D Fiend Folio*. This template can be added to any standard PC race (i.e. elves, dwarves, etc.) but great care should be used as to whether a player is allowed to add it to a race with a Level Adjustment above +1.

Forest Trolls

Forest trolls stand only 6 to 6-1/2 feet in height and weigh 250 pounds. They have better mental ability scores than normal trolls. Their hides are less rubbery and never mottled gray or putrid gray, being mainly forest or moss green in color and rarely mottled green. They have longer hair on their heads, which always has twigs and leaves braided into it.

Forest trolls are less hunched over than normal trolls and exceptional version often have a high Dexterity score. Forest trolls are usually neutral or neutral evil in alignment.

Forest trolls have much in common with their larger troll cousins including fearlessness and a taste for intelligent flesh. Unlike normal trolls they are more careful about who they attack as they have a stronger sense for survival. Some forest trolls have given up their need for intelligent prey surviving by hunting and gathering but these individuals are very rare. Gangs of forest trolls will always be neutral evil in alignment and have numbers ranging from 2 to 8.

Forest trolls suffer normal damage from sonic and electricity damage not fire and acid damage, and they have fast healing instead of regeneration.

Forest trolls live exclusively in the Great Forest of Harqual. They hate silver elves completely finding them soft and too civilized (tasty too). Forest trolls and forest elves have always had a violent relationship; although, the two races respect each other more than either would admit. Forest trolls never eat forest elves they've killed. Forest trolls fear the vonakindra believing them to be ancestral spirits of an ancient humanoid race that forest troll's say they served in ages past.

Forest Troll Traits

Forest trolls are available as PCs. They have the following racial traits:

- +4 to Strength, +2 to Dexterity, +4 to Constitution, -2 to Charisma.
- Giant: Forest trolls are giants, and are therefore immune to spells that only affect humanoids, such as *charm person*.
- Medium-size. As Medium-size creatures, forest trolls have no special bonuses or penalties due to their size.
- A forest troll's base land speed is 30 feet, It can also climb at a speed of 20 feet.
- Keen Vision (Ex): Forest trolls have low-light vision that allows them see twice as far as a human can in starlight, moonlight, torchlight, and similar conditions of low illumination. They also have darkvision at a range of 60 feet.
- Racial Hit Dice: A forest troll begins with three levels of giant, which provides 3d8 HD, a BAB of +2, and base saving throw bonuses of Fort +3, Ref +1, and Will +1.
- Racial Skills: A forest troll's giant levels give it skill points equal to 6 x (2 + Int modifier, minimum 1), times four for 1st hit die. Its class skills are Climb, Hide, Listen, Spot, and Survival. A forest troll has a +8 racial bonus on Climb checks, due to having a climb speed, and can take 10 on a Climb check, even if rushed or threatened. A forest troll's skin allows it to blend in with its surroundings and provides a +2 racial bonus on Hide checks. This bonus increases to +4 in forest settings.
- Racial Feats: A forest troll's giant levels give it 2 feats.
- +3 natural armor bonus.
- Natural Weapons: Claw (1d3 plus poison) and bite (1d4 plus poison).
- Special Attacks (see *D&D Monster Manual III*, page 179): Poison.
- Special Qualities: Fast healing 3, scent, sonic and electricity damage cannot be “fast healed.”
- Automatic Languages: Giant. Bonus Languages: Common, Elven, Gnoll, Goblin, Orc, Sylvan, Undercommon.
- Favored Class: Ranger. A multiclass forest troll's ranger class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +6.

These Racial stats are based loosely on the **TROLL, FOREST** entry in *D&D Monster Manual III*; however, Harqual forest trolls have less Hit dice, Ranger as their favored class, and a few other key differences.

Ice Trolls

Ice trolls are closely related to both normal trolls and ice giants. Barbarian legends tell of the first ice trolls being bred to act as shock troops for evil ice and frost giants. The truth of this legend is not known. What is known is that ice trolls are more numerous than ice giants and are considered a major threat by the barbarians of the Northlands and the dwarves of the Greystone Mountains.

Ice trolls normally come from the region known as the Cold Barrens but can be found anywhere in the Northlands. The taiga forests of the far north are full of them. Even frost giants consider them a danger to the north.

The problem is that ice trolls reproduce faster than rabbits. Luckily, ice troll flesh is very tasty and many carnivores of the Northlands prefer them to other prey. This keeps their numbers in check.

Ice trolls are always chaotic evil in alignment but are the dim bulbs of the troll races. They rarely have an Intelligence Score above 3 and a Wisdom Score above 5. They make up for this by being quicker than normal trolls (Dex 17). However, ice trolls regenerate at a much slower rate (only 2) and take normal damage from acid and double damage from fire. They are immune to magical or mundane cold-based attacks and have the Cold Endurance feat (see page 47 of *D&D Frostburn*) as a bonus feat.

The Vonakyndra

Vonakyndra are a reclusive race of forest-dwelling giant-kin related to both elves and giants. They stand roughly 10 feet in height and weigh no more than 200 to 250 lbs. They are a lean giant race but are very muscular as well.

Vonakyndra look almost as forest elves do; although, they can have facial hair and often do. Their skin ranges from bronzed to forest green and they most often have black eyes and hair. Vonakyndra never have blue eyes or blond hair. They dress in a similar fashion to forest elves if living within the confines of the Great Forest of Harqual. Those vonakyndra clans known to live further north often dress similar to the barbarians of the Northlands.

Vonakyndra may choose either fighter or sorcerer as their favored class. Vonakyndra often multiclass as either fighter/sorcerers or as fighter/clerics.

Vonakyndra consider both the Daghdha and Corellon their patron deities. Vonakyndra clerics of the Daghdha can choose any two of the following domains: Animal, Forest, Plant, Renewal, and Weather. Vonakyndra clerics of Corellon can choose any two of the following domains: Chaos, Good, Magic, Protection, and War.

Vonakyndra Traits

Vonakyndra benefit from a number of racial traits:

- +6 to Strength, +2 to Constitution.
- Giant: Vonakyndra are giants, and are therefore immune to spells that only affect humanoids, such as *charm person*.
- Large-sized: As Large creatures, vonakyndra gain a -1 size penalty to Armor Class, a -1 size penalty on attack rolls, and a -4 size penalty on Hide checks. But they must use larger weapons than humans use, and their lifting and carrying limits are twice those of Medium-size characters.
- Proficient with longsword, longbow, composite longbow, shortbow, and composite shortbow, regardless of character class.
- Speed: Base land speed is 40 feet.
- Immunity to magic sleep spells and effects.
- +2 racial bonus to Will saves against enchantment spells or effects.
- Low-Light Vision: Vonakyndra can see three times as far as a human can in starlight, moonlight, torchlight, and similar conditions of poor illumination.
- Racial Hit Dice: A vonakyndra begins with two levels of giant, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, Will +0.
- Racial Skills: A vonakyndra's giant levels give it skill points equal to 2 x (2 + Int Modifier, minimum 1), times four for 1st hit die. Its class skills are Climb, Hide, Listen, Search, Spot, and Survival. Vonakyndra gain a +2 racial bonus to Search, Spot, and Listen checks. *+2 competence bonus on Survival checks to avoid becoming lost in a forest.
- Racial Feats: A vonakyndra's giant levels give it one feat.
- +3 natural bonus to armor class.
- Elven Blood: For all effects related to race, a vonakyndra is considered an elf.
- Automatic Languages: Elven and Giant. Bonus Languages: Common and Sylvan.
- Favored Class: Players may choose either the fighter or sorcerer class as their vonakyndra character's favored class. Once the player has made this choice the decision cannot be changed. A multiclass vonakyndra's favored class does not count when determining whether she suffers an XP penalty for multiclassing.
- Level Adjustment: +4.