

# Giants in Bolarius

Gigantism in Bolarius is a rare genetic phenomenon. Occasionally, farmers and shepherds will find their stocks greeted with the fortune of an animal that grows beyond the normal bounds of its traditional kin.

Although such occurrences are the result of a sparse biological chance derived from the welcoming and plentiful environment of Bolarius, it remains a slim chance of coming into being - approximately 1 in 50,000. As a result, gigantism in sentient creatures is all but unheard of, given the ever-dwindling population of Bolarius.

Many ascribe such happenings to be the result of divine influence, or the precursor to other omens. A farmer who comes into possession of a giant creature receives a boon of good luck, the produce of a hen or cow comparative to that of half a dozen of its smaller kin.

Gigantism may be too rare to appear any longer in any sentient race, but this was not always the case. In the forgotten Age of Kings, when persons were plentiful and controlled much of the globe, a bustling population resulted in the ever-rare chance appearance of a Giant.

Giants, once grown to their full size, were known to possess massive intelligence, keen senses, and strength befitting from their size. Many also suffered from enlarged diaphragms that rendered them incapable of their native tongues, instead speaking in lower, deeper tones that became known as its own form of communication. They could read, but many found it impossible to properly draw the minute details of the written word, leaving them with little ability to communicate with others not of their own size.

For a majority, their increased brain mass aided their intellectual capabilities, but likewise divided them from the rest of Bolarius. Many failed to understand their surrounding societies, perceiving the nuances of communication, politics, economics, and other troubles of the Age of Kings as little more than the quarrels of housecats. Some, those who were raised in high culture and education, remained in civilization as seers and oracles, able to see more keenly into the world of Bolarius than their average-sized counterparts.

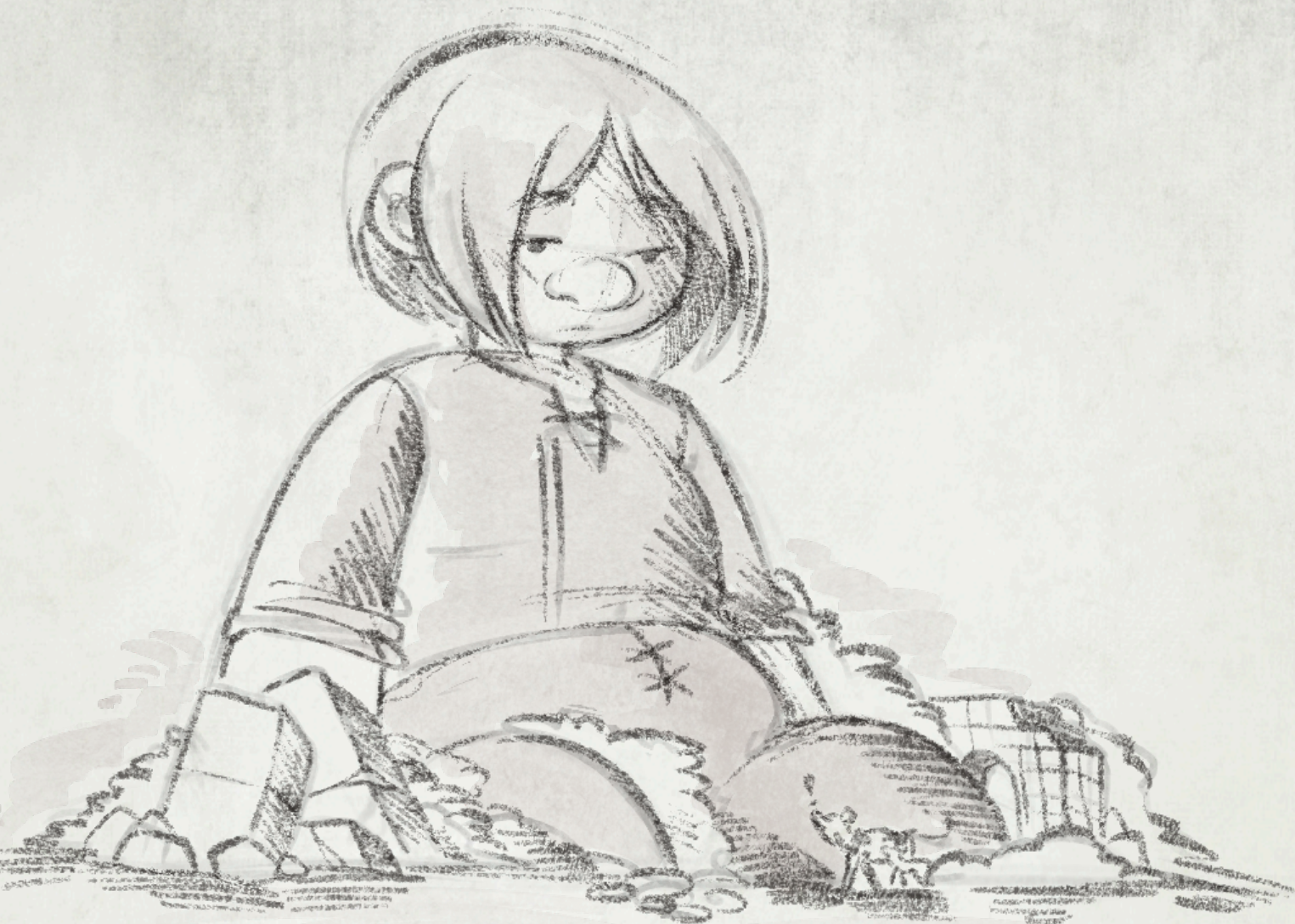
Most Giants, those that did not exile themselves to the kinder pastures of nature, became unwitting workhorses near the end of the Age of Kings as physical prowess soon trumped philosophical insight in the later years. In construction, mining, war-waging, and all matters of physical labor, Giants were seen as invaluable tools, and manifestations of the Sole King's unquestionable power.

When the Age of Kings faltered and fell, those Giants that were conscripted into service fell into as much disuse as the world around them. Trapped in underground ruins, vast mines, or cities that sunk beneath the encroaching waves of nature, they became trapped, confined to their immediate surroundings.

Without recourse, many simply remained stationary, stuck in a perplexing state without full understanding of what had happened to the civilization that seemed so far beneath them, but held their chains all the same. In the following centuries, even the elongated lifespan of the Giants came to a close, many expiring without ever seeing what had become of their world.

Those that remain have done so in dormancy, idly waiting their time as they contemplate vast wonders and logistics beyond comprehension, perceiving truths about the natural world even in the underground confines of their once-grand civilization. Caked in dust and stone, calcifying from years of inaction, the Giants dwell, oblivious and ignorant to the kinder world that has formed above them.





## Bolarian Giant

*Huge Giant. Neutral Good*

**Armor Class** 13 (Natural Armor)

**Hit Points** 258 (13d12 +180)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHR
24 (+7)	5 (-3)	22 (+6)	21 (+5)	7 (-2)	10 (+0)

**Saving Throws** Str +5, Con +7, Int +5

**Skills** Arcana +9, History +7

**Senses** Passive Perception 10

**Languages** Giant (Can understand Common but can't speak.)

**Challenge Rating** 6 (2,300 XP)

**Calcified.** Stationary Giants find themselves solidified within their environment. Such a Giant receives a +10 bonus to AC, has a movement speed of 0, and cannot use the Shackle or Rock Actions.

### Actions

**Multiattack.** The Giant makes two Shackle attacks.

**Shackle. Melee Weapon Attack:** +10 to hit, reach 15ft., one target. Hit: 20 (5d6 + 5) bludgeoning damage.

**Rock. Ranged Weapon Attack:** +10 to hit, range 60/240 ft., one target. Hit: 25 (4d10 + 5) bludgeoning damage.



# Bogus Cheesecake

## Bolarian Giant Illustration by Hyène

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