

Weekly Wonders
From the Bags of
Giants



Volume
II

Alex Riggs, Joshua Zaback

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Credits

Designers

Alex Riggs, Joshua Zaback

Editor

Rosa Gibbons



Necromancers of the Northwest, LLC
8123 236th St SW, Unit 102
Edmonds, WA, 98026
www.necromancers-online.com

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Desert Giant

To determine the items in a desert giant's bag, roll 1d100 and consult the following list. Alternatively, the GM may choose items from the list.

1. A bottle of *fire water*.
2. A drum of spiced wine that turns to sand if exposed to cold temperatures.
3. A brass scimitar that whispers the wielder's name when swung.
4. A potted palm tree and nesting falcon.
5. A giant-sized suit of wicker armor, decorated with images of a waterfall.
6. A barrel full of sand from another world that shifts constantly.
7. A live peacock, 1d4 of whose tail feathers function like a *tree feather token*.
8. A Huge-sized full body mirror of polished electrum, worth 1,300 gp.
9. A jar containing a tiny sun that sheds bright light in a 100-foot radius.
10. A dire lion's pelt fashioned into a long robe suitable for a creature of Large or Medium size.
11. An elegantly curved +2 *glaiive* with the word "swift" written in Elven on the blade.
12. 1d8 glass waterfowl ornaments, worth 200 gp each.
13. A clay pot containing crystal clear water that never empties.
14. An extremely excitable *carpet of flying* that seems to have a mind of its own.
15. A Gargantuan greatsword, made from stone and slightly curved.
16. A glass bowl filled with delicious pomegranate seeds.
17. 3 withered walnuts that, if planted in the ground, grow to massive walnut trees in 24 hours.
18. A blue dragon wyrmling, which viciously defends the treasure in the giant bag.
19. A small bundle of silk containing a grey rose; the silk is worth 200 gp.
20. A bronze statue of a 5-armed goddess with a pair of 1,700 gp emeralds for eyes.
21. A blue silk robe with a +1 *returning dart* in the breast pocket.
22. A Large riding dog (giant creature template) with a military saddle.
23. A grey-green stone that grows warm when within 100 feet of fresh water.
24. A bottle of black sand from a tropical island.
25. 2d3 brightly colored parrots that constantly bicker with one another.
26. A Huge masterwork greataxe with a blade shaped like a 9-pointed star.
27. A bag containing 9 seeds, which instantly grow to full-sized palm trees if buried in sand.
28. A huge rock with the number 13 engraved on it with a crude hand.
29. A hard-boiled blue dragon egg.
30. A +1 *light steel shield* set with a fist-sized ruby that sheds crimson light when outside.
31. A whole smoked satyr, partially eaten and packed in salt.
32. An awakened cactus (treat as an awakened tree, except as a Medium animated object)
33. A golden egg, which, if buried in sand, hatches into a fully-grown advanced behir.
34. A statue of a male demon clutching a curved sword that functions as a +2 *unholy dagger*.
35. A Huge suit of brass rings, punctured in numerous places and worthless.
36. A sphere of multicolored and highly polished glass, worth 700 gp.
37. A wicker circlet set with a 5,000 gp black diamond.
38. A giant cat which is angered at being disturbed (treat as a dire tiger).
39. A bundle of 1d12 small but succulent fruits, which each restore 1d3 hit points when eaten.
40. A Colossal shuriken made from adamantine and carved with primitive runes.
41. A journal set with a *sepia snake sigil* on the third page.
42. A topaz statuette of a menacing humanoid, worth 1,000 gp.
43. The severed head of a grey-haired female warrior, her face still twisted in fear.
44. A miniscule lizard with butterfly wings, which appears lost and quite confused.
45. A small chest containing 76 carefully arranged silver coins with occult markings.
46. A Large +4 *ranseur*, with a silver head in the shape of a thorny pronged cactus.
47. A Small falchion grasped by skeletal and not entirely human hands.
48. A paper box containing crushed lizard eggs.
49. A +5 *flaming arrow* buried in a Huge tower shield.
50. A silk veil sized for a giant, which can be worn as a sheer cape or cloak.

51. A wicked-looking knife, dull on the edge to the point of worthlessness.
52. An monitor lizard's hide sewn with an intricate design, worth 120 gp.
53. A rock, which is a 9th-level wizard kobold who has been the victim of *polymorph any object*.
54. The charred and broken remains of at least 2 dozen wands and scrolls.
55. A life-sized portrait of the owner of this giant bag, which shifts to reflect different owners.
56. A *flesh golem manual*, and the remains of a poor attempt to create such a creature.
57. A set of fine throwing rocks, well cared for and functioning as masterwork weapons.
58. A single unopened man-sized bottle of fine brown ale, stored with great reverence.
59. A rather poor sketch of the PCs, and a pouch containing a 5,000 gp pink diamond.
60. A tiny field mouse gleefully eating what once must have been a large store of grain.
61. A blueberry pie, poisoned with king's sleep.
62. A Large satin dress, cut in a scandalous fashion.
63. A pair of Huge sandals in a men's fashion.
64. A massive unfinished greatsword tapering towards a wild and formless point.
65. An ancient ring of simple design, and only the letters "Din" remain legible from the inscription.
66. A gynosphinx cub, which fixates on the first female it sees.
67. A big steak crusted with peppercorns, and only slightly underdone.
68. A Huge +2 *battleaxe*, which can be wielded by Large creatures as a greataxe.
69. A beautiful pink silk pavilion tent, worth 900 gp.
70. A chest containing an *amulet of natural armor* +2 made from cracked tourmaline.
71. A basin of polished stone that, if filled with wine, reveals a compartment containing a key.
72. A manual containing various martial techniques, with a single page missing.
73. A loose collection of 40,000 copper coins from various kingdoms.
74. A statue of a female demon clutching a spear, which can be used as a +5 *unholy bolt*.
75. A fan made from palm leaves that produces sweet scents when waved.
76. A giant piece of parchment, which features the Giant alphabet and pictures of singing giants.
77. A Huge +3 *great club* stained with blood of countless mortal men and women.
78. The tiny skull of a small lizard, containing a bright but worthless agate.
79. A waterskin filled with strong spirits made from cactus plants.
80. A crown of colorful flowers that never wither or rot.
81. An intelligent spellbook whose pages are filled with half-finished, experimental spells.
82. A Medium-sized suit of golden full plate armor, worth 3,000 gp,
83. The bloody remains of some humanoid creature slashed to ribbons.
84. A red wool robe sized for a Small creature, with a single 1,000 gp pearl sewn into the seam.
85. A fully functioning orange tree the size of a cat that produces 1d4 new fruits each day.
86. A lunar chart for a planet with 7 moons, with scribbles and circles placed about at random.
87. A Huge glaive made from wood and clearly meant for practice.
88. A cold iron cage containing a nixie prince and princess.
89. A black stone necklace worth 100 gp,
90. A bowl of water with a living carp swimming about in it.
91. A pouch of gunpowder in which is hidden an ivory pipe worth 7,500 gp.
92. A live fiendish rattlesnake.
93. A Medium-sized fire mephit called Briom Kindler Firebird the Everburning.
94. A wooden sign with a black arrow painted on it.
95. A +2 *merciful scimitar* that magically resizes to suit any wielder.
96. A bronze lion statue with a mane of gold worth 675 gp.
97. A piece of an *apparatus of the crab*.
98. A rusty iron weathervane.
99. A piece of frozen lightning, worth 2,000 gp.
100. A suit of +2 *glamered breastplate*, currently made to look like a frilly dress.

Stone Giant

To determine the items in a stone giant's bag, roll 1d100 and consult the following list. Alternatively, the GM may choose items from the list.

1. A *stone of sure flight*.
2. A large petrified eye belonging to large reptile, perhaps a dragon.
3. A leather bag containing half a dozen quartz crystals, worth 65 gp each.
4. A cord of firewood that produces green smoke when burned.
5. An ox hide shirt sized for a Medium creature.
6. 1d8 Small throwing rocks.
7. A silver trade bar marked with dwarven runes, worth 150 gp.
8. An uncut ruby the size of small bird, worth 500 gp.
9. A blood-stained guisarme, bent beyond all usefulness.
10. A cask of mud preserved with ceremonial care.
11. A masterwork throwing rock carved in the shape of a toothy demon.
12. A wooden barrel filled with salt and a single pearl worth 50 gp.
13. Shattered fragments from what was once a fine clay pot.
14. A limestone platter and the scattered remains of a feast of wild boar.
15. A felt bag containing two dozen stone coins carved with a bear's head.
16. A *cloak of resistance +1* stitched from fox pelts.
17. A set of ivory bowling pins and a darkwood bowling ball.
18. A brace of smoked pheasants.
19. A carved wooden statuette of a roaring lion that stands over 3 feet tall.
20. A necklace of glass beads, upon which is hidden a single diamond worth 1,000 gp.
21. A Small iron shield emblazoned with the motto "Glory Without War."
22. A quiver containing 12 silver arrows fixed with quail feathers.
23. A scroll case filled with instructions in Giant for how to conduct basic daily activities, such as feeding oneself and getting dressed.
24. The severed heads of no less than a dozen gnolls, impaled upon a large metal spike.
25. A 2-foot cube of stone, etched with the names of stone giant chieftains.
26. A black onyx bowl worth 450 gp.
27. A Large +2 *club*.
28. An oiled sealskin cloth wrapped around a particularly symmetrical piece of granite.
29. A glass jar filled to capacity with orc blood.
30. A helmet fashioned from a bear skull with the word "Champion" inscribed upon it in Giant.
31. A flask containing strong liquor made from fermented goat milk.
32. The shattered remains of a broken sleigh, the harness of which is still salvageable.
33. 500 feet of sturdy hemp rope and a Large-sized stone grappling hook.
34. A sleeping porcupine with a leather collar.
35. A mossy quartz arrowhead worth 25 gp.
36. A thighbone from a Gargantuan humanoid of indeterminable origin.
37. A series of stones carved with runes in the Giant language.
38. A broken and poorly repaired harp.
39. A suit of Small +1 *shadow leather armor*.
40. A half-eaten marlin, heavily seasoned with peppercorns.
41. A mummified hand belonging to a human female.
42. A short cloak made from spider silk, worth 100 gp.
43. A crumpled scroll with the words "Vidi Vali Varkishnae," written upon it in red ink.
44. A drum made from ox hide and drum sticks.
45. An empty but finely made wooden chest wrapped in cold iron chains.
46. A wand of *transmute mud to rock* with 13 charges.
47. A cameo portrait of a handsome male stone giant.
48. A poem written in Sylvan that celebrates the beauty of a fairy named Morilbo.
49. A stiff silk shirt with 10 +1 *distance good outsider bane shuriken* sewn into it.
50. A book of blank pages that lets out a blood-curdling scream each time it is opened.
51. An illustrated book with pages the size of an adult man, detailing a stone giant myth.
52. A Huge masterwork lance carved with a rampaging dragon.
53. A coffer of 300 gold coins bearing the crudely struck image of the giant.
54. A thrashing pig, which cannot be calmed except by magical means.
55. A *potion of fly* (caster level 17th).

56. A green felt pouch containing 1d10 large pinecones.
57. 2 large throwing rocks made from basalt and carved with the names Orgo and Dothnir.
58. A pair of forks fashioned from deer antlers.
59. A large amount of pitons, ropes, and other climbing equipment, suitable for creating 1d4 climber's kits.
60. A +1 *light wooden shield* sized for a stone giant.
61. A bedroll made from scratchy grey hairs.
62. An agate the size of a giant's head worth 1,200 gp.
63. 1d4 basilisk eggs.
64. A petrified weasel.
65. A large adamantine spear with a grey ribbon tied about it.
66. A pair of quarrelling chickens trapped in a small cage.
67. A prayer book containing songs and rituals to entreat the spirits of stone.
68. An orderly collection of polished human bones, mostly limbs.
69. A trio of candles that produce blue light when lit.
70. A suit of armor smashed to bits beyond all use or recognition.
71. A large fishing net filled with colorless and slowly rotting fish.
72. A carving of a dog fashioned from jasper, worth 600 gp.
73. A peace accord signed in blood by long dead kings of now warring kingdoms.
74. A tattered journal in code, recounting the exploits of the great knight Mirabel Lafleur.
75. Two pieces of a magical sword broken into 3 parts.
76. A lock of hair belonging to a faerie boy.
77. An iron pot filled with silver dust worth 5,000 gp
78. A *robe of bones* wrapped unceremoniously around a topaz worth 100 gp.
79. A 50-gallon barrel of low quality ale.
80. A wooden sign painted "The Stone Giant Inn" and bearing the crude likeness of a stone giant.
81. A dozen finger-sized garnets worth 100 gp each, each marked with the name of a giant.
82. A +2 *battleaxe* with an obsidian head.
83. A stout clay pot filled with fertile soil.
84. A kidnapped cat familiar.
85. A satin robe sized for a giant, embroidered with the initials "TM."
86. A stone chalice carved with winged demons.
87. A tall hat, with a stuffed turkey placed atop it.
88. A longspear, broken halfway up the shaft.
89. A pair of jade bracers sized for a Huge creature, worth 1,000 gp
90. A napping earth mephit in service to the giant.
91. A tiny scroll bearing the name of a minor noblewoman.
92. A masterfully carved stone statue of a life-sized dwarf warrior.
93. A huge rock that vaguely resembles the face of bearded man.
94. A jade circlet worth 1500 gp.
95. A slightly crushed rosebush.
96. A *lesser Still Spell Metamagic rod*.
97. A small box containing venomous spiders.
98. A rusty iron crown set with a blue stone that sheds light in a 60-ft. radius.
99. A *pearl of power* (3rd level).
100. A diamond mask in the shape of a tusked mammoth worth 8,000 gp.

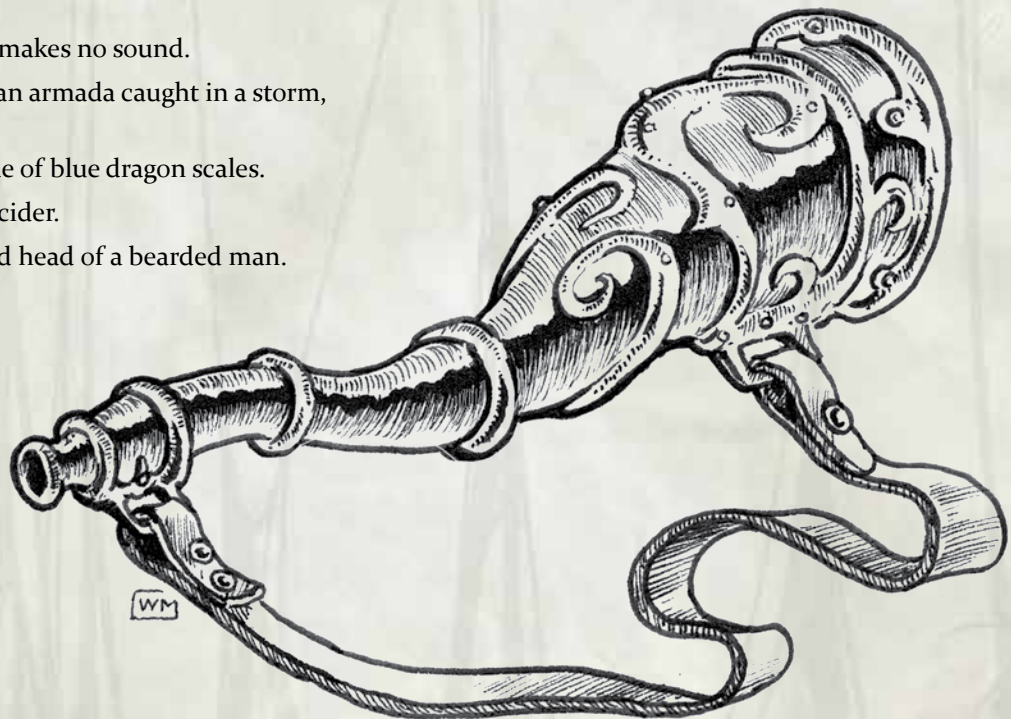


Storm Giant

To determine the items in a storm giant's bag, roll 1d100 and consult the following list. Alternatively, the GM may choose items from the list.

1. A *crown of storms*.
2. A halfling-sized clam with a massive pink pearl worth 10,000 gp inside.
3. A bronze maiden figurehead from a sailing ship.
4. A *rod of thunder and lightning*.
5. A Huge masterwork coral greataxe in the shape of a roaring shark.
6. A silvered breastplate bearing the seal of an ancient fallen empire.
7. A mystical elixir, which causes the drinker to be able to breathe water permanently.
8. A brass bell that summons a celestial pegasus when rung, and then shatters.
9. A piece of driftwood with the name Claire carved in it.
10. A golden helm that repairs itself if damaged.
11. A pseudodragon egg resting on a silk pillow.
12. A glass bottle containing an amber liquid that cures drunkenness.
13. A wheel from a sailing ship.
14. A Huge +3 *tower shield*.
15. A blue-green *elemental gem* that summons a water (50%) or air elemental (50%).
16. A cherry wood chest filled with 500 platinum coins.
17. A black dagger clutched by a skeletal hand.
18. A box of tasty hazelnuts.
19. A golden fishing pole sized for a Huge creature.
20. A silk robe embroidered with silver thread and set with tiny opals worth 6,000 gp.
21. 1d8 brightly colored songbirds.
22. A +1 *frost scimitar* set with a ruby worth 300 gp.
23. A suit of dragonhide plate armor.
23. A granite throne with a trident carved into it.
24. A lightning mephit, confused as to how it got in the giant's bag.
25. A bronze short sword with the word "doom" engraved upon the blade.
26. A huge fish, still wriggling with life, inside which are stored 4 rubies worth 400 gp each.
27. A conch horn which, when blown, causes it to cease raining.
28. A Huge *cloak of resistance* +3.
29. A mithral tea set worth 1,000 gp.
30. A Medium-sized mouse with a foul temper.
31. A bone rod that smells faintly of brimstone.
32. A sheet of kelp, upon which is inscribed the history of an island destroyed by a hurricane.
33. A bowl filled with briny water.
34. A *headband of intellect* +2 (*Perception*).
35. A pair of Gargantuan horseshoes.
36. A pair of tiny gloves, each hiding a 1,000 gp sapphire.
37. A dragon-shaped kite that can be flown even when there is no wind.
38. A glass bottle that recites a different love letter each time it is opened.
39. A giant-sized leather-bound book of epic poems, worth 200 gp.
40. A tiger cub, which follows anyone who frees it.
41. A halfling maid, distraught at being disturbed from her cleaning.
42. A lock of hair from a mermaid princess.
43. A wooden bowl filled with salt, which smells of ozone.
44. A quiver of 20 +2 *merciful arrows*.
45. A simple iron circlet of great age.
46. A medal engraved with the face of a roaring lion.
47. A pair of warriors badly tortured, to the point of death.
48. A giant-sized aquamarine comb in the shape of a many-headed dragon.
49. A gallon of fermented blood from various humanoids.
50. A red silk gown with a torn and bloody skirt.
51. A *silver raven figurine of wondrous power*.
52. 2d8 onyx coins; though normal-sized, each weighs 100 lbs.
53. A sack of polished seashells.
54. A bundle of 2d20 sea green candles that can be lit underwater, and which cannot be extinguished by wind.
55. A masterwork flute chased with golden filigree.
56. A giant-sized spellbook written in the blood of wizards, containing 1d6 spells of 4th and 5th level.
57. A polished clock that marks 13 hours rather than 12, though the 13 is always skipped.
58. A bundle of spyglasses in various states of repair.
59. A beautifully detailed and fully functioning galleon the size of a house cat, worth 650 gp.
60. A huge sail slashed to ribbons.

61. A pair of animated oars (Medium animated objects) which endeavor to propel ships.
62. A fiendish dire snake coiled around a glowing orange stone.
63. A silver dragon's egg on a platinum chain.
64. A polished silver spoon engraved with the letters "T.S."
65. A single black arrow tipped with adamantine.
66. A leather headband fixed with a brass charm, worth 200 gp.
67. A +2 *flaming burst throwing axe*.
68. A bird's nest, which belongs to an awakened sparrow desperately in search of its home.
69. A spool of 20 feet of unbreakable silvery thread.
70. A swan the size of a horse, which can serve as a combat-trained mount.
71. A holy symbol in the shape of a many-eyed, many-armed beast.
72. A cube of ice that never melts.
73. A warm fleece blanket that would be suitable for Huge giant.
74. A *horn of blasting*
75. A pair of lace boots with gaudy embroidery.
76. A paranoid pixie who was hiding from the assassins he sees everywhere.
77. A saint's thumb bone and teeth.
78. A necklace made from the teeth of at least a dozen sharks.
79. A bronze trumpet that makes no sound.
80. A fantastic painting of an armada caught in a storm, worth 3,500 gp
81. A pair of gauntlets made of blue dragon scales.
82. A cask of fine honeyed cider.
83. The magically preserved head of a bearded man.
84. A book of riddles.
85. A pair of large masterwork throwing rocks carved from storm-sheared granite.
86. A rose-shaped staff affected by *spellstaff*, containing a random druid spell (CL 20th).
87. Firewood carved from a half dozen treants.
88. A brass kettle that produces 1gp a day, or 100 gp if it is filled with the blood of a human.
89. A bluish grey stone cube etched with the alphabets of 6 random languages.
90. A huge scroll tube containing the private journals of the giant.
91. A glass longbow sized for a Small creature, unable to fire but worth 200 gp.
92. The hearts of several large reptilian creatures, possibly dragons.
93. A green tourmaline sea turtle.
94. A pair of *bracers of armor +4*.
95. A *potion of heroism*.
96. An old iron pot filled with 1,000 gold coins.
97. A clay statue of a roaring bull.
98. A barrel of aged wine.
99. A +1 *holy longspear*.
100. A bronze anchor that functions as an *immovable rod*, except it can hold up to 80,000 lbs.



Taiga Giant

To determine the items in a taiga giant's bag, roll 1d100 and consult the following list. Alternatively, the GM may choose items from the list.

1. A gourd filled with *spirit mead*.
2. A deer hide painted with various tribal markings.
3. A sprig of sagebrush that produces yellow smoke when burned.
4. A suit of Huge chainmail and a pale surcoat.
5. A set of lustrous crystals that hum faintly when touched.
6. A fine medicine that cures nonmagical poisons.
7. A drum made from the skin of an elephant.
8. A Large +1 wooden shield.
9. A Large-sized net filled with apples and pomegranates.
10. A Huge-sized pair of wooly boots, with 10 platinum coins stuffed in them.
11. A bone flute that functions like a masterwork instrument.
12. A clay jug of tea that functions like a *potion of cure moderate wounds* 3 times.
13. A Large ivory dagger made from an elephant's tusk.
14. A thin birch staff sized for a Huge creature.
15. A locked ash wood box containing the bleached bones of a wolf.
16. A pouch full of 10 +2 *icy burst sling bullets*.
17. A heavy wool robe sized for a Small creature.
18. A pair of goblin prisoners shackled together at the waist.
19. A jade crown stained in blood, worth 3,000 gp.
20. A severed eye and skeletal hand contained in an ivory box.
21. A *crystal ball* with several cracks, rendering the magic nonfunctional.
22. A series of colorful wooden toys depicting various animals, worth 600 gp as a set.
23. A wooden statue of a towering giant.
24. A Small +1 *repeating light crossbow* engraved with the letters "I.S.W."
25. A crude painting of a hunting scene in the giant's own hand.
26. 1d6 sleeping lynxes.
27. A wooden cage containing a snow-white rabbit.
28. A Large staff affixed with a yellow topaz, worth 1,200 gp
29. A +1 *shortspear* affixed with grey feathers.
30. A simple shirt of mammoth wool, sized for a Huge creature and worth 500 gp.
31. A cooked and partially eaten wild boar.
32. A ceremonial knife made from the carved bones of a Huge-sized animal.
33. A leather skin containing chilled wine.
34. A white bag containing a dozen highly polished but worthless stones.
35. A massive cold iron coffer containing a pair of 500 gp rubies.
36. A velum scroll marked with savage and crude characters.
37. An emerald brooch in the shape of a flying stag.
38. A small cask of spiced rum and a wheel of cheese.
39. A suit of Large +1 *light fortification hide armor*.
40. A blue bird that is actually a *polymorphed* wizard.
41. A simple carving of stone made to represent a bear.
42. The horns of an adult aurochs, painted with simple images.
43. A small table made from heavy bronze and carved with angular runes that glow faintly.
44. 3d4 large but badly flawed diamonds, worth 350 gp each.
45. A *wand of clairvoyance*.
46. A +5 *throwing rock* in the shape of a frozen cube.
47. A Huge size warhammer with the word "trial" written in the Giant tongue.
48. A tiny fiddle with a bow snapped in half.
49. A single scale from a sea serpent, marked with a tiny rune of unknown meaning.
50. A thick, black-bound leather volume on the nature of life and death, written in Draconic.
51. A leg of roasted goat seasoned with peppercorns.
52. A +2 *morningstar* sized for a Large creature.
53. A black bear zombie that serves whoever holds the giant bag.
54. A *staff of healing*.
55. A mithral arrowhead in a small jewelry box.
56. A *potion of displacement*.
57. A piece of ruined parchment with a signed agreement of peace with the local orcs.
58. A small ring of fine daggers.
59. A Huge-sized bovine skull of indeterminate type.
60. A gilded helmet, sized for a gnome or goblin.
61. A Small +2 *sickle*.

62. An animal hide tent with a painted interior featuring animals scenes.
63. A suit of luxurious exotic animal hides.
64. A Huge composite longbow with a +13 Strength bonus.
65. 2d4 dire rats, one of which is actually a natural lycanthrope (rogue 9).
66. A large basket of spices and herbs from a faraway land, worth 120 gp.
67. A small ruby set into the heart of a gold pendant, worth 2,000 gp.
68. A contract written in Sylvan promising 10,000 gp upon delivery to the grig Imwe.
69. A pouch filled with *dust of illusion*.
70. A gnome princess being held for ransom.
71. An *elixir of love* partially consumed.
72. A feathered pillow containing the partially eaten remains of a roasted duck.
73. An ox hide with a map of a far-off kingdom printed on one side.
74. An egg belonging to a giant owl.
75. The partially crushed remains of a flowering bush.
76. A tin crown with jagged, sharp points, sized for a Gargantuan creature.
77. A steel drum filled with strong liquor that also sustains like a hearty meal.
78. A Huge-sized chest filled with gold dust worth 15,000 gp.
79. A Medium +1 *frost crossbow*.
80. A crumpled deed to a stable in a distant land, stained with elf blood.
81. A Medium-sized jackrabbit with antelope horns.
82. A large sausage made from mammoth.
83. An *amulet of natural armor* +2 made from wooden beads.
84. A huge salmon, salted and rubbed with lemon leaves.
85. A *crystal ball* sized for a Huge creature.
86. A bundle of 6 +1 *javelins* sized for a Large creature.
87. A masterwork ranseur broken at the shaft.
88. A long since impotent alchemist's extract.
89. Shoes for a Large hooved creature, most likely a reindeer.
90. A tailored suit for a dwarf or similarly sized individual, worth 1,200 gp
91. A *rope of climbing*.
92. A golden ring set with a jet stone, worth 120 gp.
93. A *wand of animal messenger* with 30 charges
94. An ancient and withered rock carved with a humanoid hand.
95. A dreamcatcher spun with silk threads, worth 950 gp.
96. A braid of garlic wrapped around a rotting human corpse.
97. A masterwork greatsword set with four 900 gp emeralds.
98. A feather from a roc tied to a short leather rope.
99. A huge twisted staff with a leering giant skull atop it.
100. A tattered banner bearing the head of a serpent.



New Magic Items

The following magic items are presented in alphabetical order.

CROWN OF STORMS PRICE 60,000 gp

Slot head; **CL** 17th; **Weight** 10 lbs.

Aura strong evocation

This simple iron crown is sized for a Huge giant, but shrinks or grows to perfectly fit the head of any creature that touches it for at least a full round. The crown itself has 7 jagged points reminiscent of lightning bolts, which arc towards each other before meeting at the top of the crown.

A *crown of storms* allows the wearer a limited level of control over the weather. Once per day, the wearer of the crown can cause the 1-mile area around him to experience strong winds (21–30 mph) and rain for 1d6 hours. Additionally, while in an area of a thunderstorm or similar stormy condition, as a standard action, the wearer can call down a lightning bolt that deals 4d6 points of electricity damage to any target within 60 feet. Finally, once per week, when outside during stormy conditions, the wearer of one of these crowns can produce a *storm of vengeance* effect, except that he can concentrate on it as a swift action rather than a standard action.

Construction Requirements Cost 30,000 gp

Create Wondrous Item, *control weather, storm of vengeance*

FIRE WATER PRICE 15,000 gp

Slot none; **CL** 7th; **Weight** 1 lb.

Aura moderate evocation

This deep amber liquid is contained in a rose crystal bottle and stopped with an ornate wooden ornament. It is labeled with the words “*fire water*” in Giant. This strongly alcoholic beverage contains enough magic for three uses before being wholly consumed. Each use of *fire water* has the following effects.

The consumer benefits from an *endure elements* spell, except that she is only protected from hot temperatures. Additionally, the imbiber’s body is flooded with intense heat, causing any creature that damages her with a natural attack or a melee weapon without reach to suffer 2d6 points of fire damage; a single dose of *fire water* can deal up to 60 points of fire damage in this way before the effect fades. Finally, as a standard action, the drinker of the *fire water* can breathe fire in a 30-foot cone that deals an amount of damage equal to the remaining fire damage that could be dealt with *fire water*; a successful Reflex save (DC 13 + the imbiber’s Constitution modifier) halves this damage. Using this ability reduces the damage *fire water* can do to 0.

Multiple doses of *fire water* do not stack. The effects of a single dose of *fire water* last for 1 hour, or until it can no longer do damage.

Construction Requirements Cost 7,500 gp

Create Wondrous Item, *burning hands, endure elements, fire shield*

SPIRIT MEAD PRICE 15,000 gp

Slot none; **CL** 13th; **Weight** 1 lb.

Aura strong divination

Typically carried in a gourd, these unique taiga giant brews are made from distilled honey, lingonberries, and special herbs and spices found only in remote frozen plains and forests. The taste is sweet and lightly tart, and is usually only mildly alcoholic.

Upon consuming this mead, the imbiber is treated to visions of the past that constantly fill his mind with ancient wisdom, providing a +5 bonus on all Knowledge checks for 1 hour. Additionally, while under the effects of *spirit mead*, the drinker can meditate for 1 minute on a legendary subject in order to gain the benefits of a *legend lore* spell with regards to the subject. Finally, by meditating for 10 minutes while under the effects of this mead, the imbiber can call to mind the spirit of one of his dead ancestors and ask it a single question, which the spirit must answer truthfully. In this case, the spirit is limited to whatever information it had in life.

Construction Requirements Cost 7,500 gp

Create Wondrous Item, *speak with dead, vision*

STONE OF SURE FLIGHT PRICE 5,000 gp

Slot —; **CL** 1st; **Weight** 1 lb.

Aura strong divination

This large throwing rock is perfectly smooth to the touch and seems without flaw. Though of tremendous size, the rock is exceedingly lightweight, allowing a Medium-sized creature to hurl it easily.

These large throwing rocks deal 5d6 + twice the user’s Strength modifier points of damage upon a successful hit and are never destroyed after making a successful attack. Additionally, these rocks cannot be caught, evading the grasp of any creature that tries to do so. Finally, once per day, the wielder of a *stone of sure flight* can cry out “Strike” in the Giant tongue to ensure that her attack hits unerringly and without need of an attack roll; if she does so, the attack cannot result in a critical hit.

Construction Requirements Cost 2,500 gp

Craft Magical Arms and Armor, *true strike*

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A Giant Collection of Treasures!

Besides being large, the one thing that giants all seem to have in common is their tendency to collect strange and unusual treasures in the oversized bags that they carry with them as they roam across the land. While gems, gold, and magic items are all things that you can find in a giant's bag, there are also plenty of "treasures" that only a giant could love, such as half-eaten goats or a stone tablet too worn to read. Most of a giant's treasures fall somewhere in between, however, taking the form of odd or unusual art objects, captive creatures, and other strange things that can potentially be of value, but are more than just hard currency.

Other books have provided simple tables with a handful of suggestions for what kinds of mundane objects you might find in a giant's bag, but the limited number of entries and the nature of the content can make giants' bags fairly forgettable quickly, instead of an exciting source of unpredictable treasure and plot hooks. This book contains four d% tables for use in determining the contents of a giant's bag, one each for desert, stone, storm, and taiga giants. Since each table is tailored to a specific giant, and there are no repeated entries, that makes for 400 weird and unusual things to find in giants' bags (or any other place you find yourself wishing for a strange and surprising bit of treasure). Even more, for each type of giant bag, there is a new unique magic item, never seen elsewhere, each of which is included in this book.

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