



Image by Lucio Parrillo, © Wizards of the Coast. Accessed at the Monster Manual III Art Gallery [here](#)

[Commissioned by [@justicegundam82](#), and sticking reasonably close to the source material. I wonder if they inspired the similar [rune giants](#) in PFRPG, or if that was parallel development.]

## **Giant, Eldritch**

### **CR 15 NE Humanoid (giant)**

*This huge humanoid has chiseled, proportionate features and dramatic violet skin. Birthmarks like arcane glyphs cover its body, and their eyes shift color constantly.*

Eldritch giants are haughty scions of arcane lore. They are related to storm giants, whom they despise, and eldritch giants will go out of their way to antagonize and destroy storm giants when they can. Other creatures they typically leave alone unless they feel they can get something out of the “lesser races”, typically in the form of obscure lore or spell components. Eldritch giants may act as merchants and middlemen for powerful creatures such as dragons, fiends and other giants.

In combat, eldritch giants combine their titanic strength with magical gifts, using *dimension door* to position themselves to strike at key targets. If given time to prepare, an eldritch giant will use its various spell-like abilities to bolster its combat capacities. Eldritch giants almost always have a wide array of scrolls and wands on hand to deal with specific situations (for example, a scroll of *invisibility purge* for invisible enemies or a wand of *fly* for opponents who keep their distance). They do not hesitate to flee if their lives are on the line, except in pursuit of an artifact or similar powerful magic treasure.

Eldritch giant society is typically arranged around the family unit. Adult children usually live with their parents until they find a spouse of their own, and the family collaborates in crafting and researching magical items. The head of the household usually has class levels (especially wizard, cleric or magus). The family may act as patrons for lesser monsters, supplying magical treasures in exchange for loyal service gathering food and coin, as well as defending them from all but the most persistent of intruders.

An adult eldritch giant stands 25 feet tall. They can have lifespans lasting millennia.

## **Eldritch Giant CR 15**

**XP 51,200**

NE Huge humanoid (giant)

**Init** +5; **Senses** *detect magic*, low-light vision, Perception +27

Defense

**AC** 30, touch 9, flat-footed 29 (-2 size, +1 Dex, +9 armor, +12 natural)

**hp** 220 (21d8+126)

**Fort** +17, **Ref** +17, **Will** +16

**Defensive Qualities** arcane resilience

Offense

**Speed** 50 ft. (30 ft. in armor)

**Melee** masterwork bastard sword +30/+25/+20 (3d8+16/17-20), slam +24 (1d8+8) or two slams +29 (1d8+16)

**Space** 15 ft.; **Reach** 15 ft.

**Spell-like Abilities** CL 20<sup>th</sup>, concentration +24 (+28 casting defensively)

Constant—*detect magic*

At will—*greater dispel magic*, *magic missile*

3/day—quicken *dimension door*, quickened *magic missile*

1/day—*globe of invulnerability*, *greater magic weapon*, *magic vestment*

Statistics

**Str** 42, **Dex** 13, **Con** 23, **Int** 18, **Wis** 16, **Cha** 19

**Base Atk** +15; **CMB** +33; **CMD** 44

**Feats** Cleave, Combat Casting, Craft Wand (B), [Dimensional Agility](#), Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative, Iron Will, Power Attack, Quicken SLA (*dimension door*, *magic missile*), Scribe Scroll (B), Vital Strike

**Skills** Knowledge (arcana) +29, Intimidate +28, Perception +27, Sense Motive +24, Spellcraft +29, Use Magic Device +26; **Racial Modifiers** +4 Knowledge (arcana), +4 Spellcraft

**Languages** Abyssal, Common, Giant, Terran

**SQ** eldritch mastery

Ecology

**Environment** temperate mountains

**Organization** solitary or family (2-4 plus 1 magocrat of 5<sup>th</sup>-10<sup>th</sup> level and 2-5 greater earth elementals)

**Treasure** double (masterwork full plate, masterwork bastard sword, other treasure)

Special Abilities

**Arcane Resilience (Su)** An eldritch giant gains a +4 resistance bonus on all saving throws.

**Eldritch Master (Ex)** An eldritch giant is treated as being a wizard of its caster level for the purposes of using spell completion and spell trigger items. It may craft wands and scrolls as if it had access to the spells on them, using Spellcraft as the skill for successfully creating these items.