Summary: Introduce towering and formidable giants to your Minecraft worlds, bringing a new level of danger and excitement to your adventures!

**\*Note: This mod requires GeckoLib 4.2 or later!\***

**This Mod Adds:**

* New Hostile Entity - *Giant*.
* New Weapon - *Spiked Club*.
* New Spawn Egg - *Giant Spawn Egg*.

**Giant:**

* Hostile Mob.
* Spawns naturally (both in the day and at night) in the following biomes: Plains, Savanna, Desert, Jagged Peaks, Stone Peaks, Windswept Hills, Snowy Plains, & Snowy Hills.
* Deals a lot of damage and has a great reach! Your best bet is to try and attack this creature from a distance.
* Walks slowly - try to use your superior speed & agility to your advantage.
* 200 HP.
* Has a 50% chance of dropping the Spiked Club it carries on death.
* Custom model, texture, sounds, & animations.

**Spiked Club**

* Deals 9 attack damage.
* Slow recharge.
* Custom texture**.**

Please feel free to leave your feedback! This is my first mod and I'm sure there are many things I could add, change, and improve!