Gargantua

By James Maliszewski

Demihuman Class

Requirements: Minimum CON 9, minimum STR 9
Prime requisite: CON and STR
Hit Dice: 1d10
Maximum level: 10
Armour: Any appropriate to size, including shields
Weapons: Any
Languages: Alignment, Common

Known as the "Big Siblings of Humankind," gargantuas are demihumans who stand about 7½' tall and weigh 550 pounds. Gargantuas typically live among or near humans, though some prefer to establish their own communities in the wilderness. They are known as powerful warriors with a strong resistance to every kind of hardship. Gargantuas also have a reputation for being slow-witted and literal-minded that is not entirely deserved, though it is true that they lack subtlety when compared to their smaller kin. They can be steadfast allies or unyielding foes.

Prime requisites: A gargantua with at least 13 CON and STR gains a 5% bonus to experience. A gargantua with a STR of at least 16 and a CON of at least 13 receives a +10% XP bonus.

Combat

Gargantuas can use all types of weapons and armour, but it must be tailored to their large size.

Two-handed melee weapons: A gargantua can wield any two-handed melee weapon, such as a battle axe, with only one hand.



Open Doors

Gargantuas open even barred doors with ease. They are treated as the next highest STR category when it comes to determining their chance of opening doors (see ***Ability Scores*** in ***Old-School Essentials***). For example, a gargantua with STR 12 is treated as if their STR were in the 13–15 category instead.

Rock Throwing

Gargantuas are adept at using rocks as projectiles. Rocks thrown by a gargantua deal 1d6 damage on a successful hit and have a range of 5'–50' / 51'–100' / 101'–150'.

After Reaching 9th Level

A gargantua has the option of creating a stronghold that will form the basis of a new community of gargantuas. Gargantua communities can be located either near those of humans or in the wilderness (typically a forested or hilly area).

Gargantua Level Progression

				Saving Throws				
Level	XP	HD	THAC0	D	W	P	B	S
1	0	1d10	19 [0]	8	9	10	13	12
2	2,500	2d10	19 [0]	8	9	10	13	12
3	5,000	3d10	19 [0]	8	9	10	13	12
4	10,000	4d10	17 [+2]	6	7	8	10	10
5	20,000	5d10	17 [+2]	6	7	8	10	10
6	40,000	6d10	17 [+2]	6	7	8	10	10
7	80,000	7d10	14 [+5]	4	5	6	7	8
8	160,000	8d10	14 [+5]	4	5	6	7	8
9	300,000	9d10	14 [+5]	4	5	6	7	8
10	500,000	9d10+3*	12 [+7]	2	3	4	4	6

THAC0: Attack matrix row to use.
(Ascending AC attack bonus in [].)
*: Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

