

SUBRACE

GOLIATH SUBRACES

At the GM's option, you can create a goliath character who has ancestry linked to any of the various types of giants. This ancestry is represented by a subrace.

The traits of the chosen subrace replace the goliath's Ability Score Increase, Natural Athlete, Stone's Endurance, and Mountain Born traits.

CLOUD GOLIATH TRAITS

A cloud goliath is referred to as a *Narrskye* ("near the sky") in giant—a reference to their preferred physical distance from other creatures, as well as an allusion to their reputation for paying little heed to the plights of the world.

Cloud goliaths have an innate attunement to the magic of their forefathers' airy domain. Many even follow the cloud giant deity, renowned by the good for his foresight and eloquent speech, and simultaneously praised by the evil who emulate his arrogance and vainglory.

Ability Score Increase. Your Strength score increases by 2, and your Wisdom score increases by 1.

Atmospheric Arcana. You know the *light* cantrip. When you reach 3rd level, you can cast the *fog cloud* spell as a 1st-level spell once with this trait. When you reach 5th level, you can cast the *misty step* spell once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Gentle Descent. At the end of a fall, you only take 1d6 bludgeoning damage for every 20 feet you fall, rather than every 10 feet. In addition, you do not land prone, even if you take damage from the fall. The archons are an elite race of holy warriors and guardians from the Upper Planes who fight unyieldingly to protect their home and the innocent of the multiverse. On rare occasion, these celestial champions may become burdened by their duties or feel they are no longer mentally, physically, or spiritually fit, and may choose to relinquish their divinity and immortal life of service.

FIRE GOLIATH TRAITS

As a fire goliath, you are a member of the elite *Ildblud* ("fire blood"). You find comfort by the heat of the forge or in warm, even volcanic environments.

Fire giants are known to be a militaristic race, and their goliath descendants are no different. Formal martial training and a strict hierarchy of leadership are integral aspects of fire goliath society. Fire goliaths also have a rich tradition of storytelling through singing tales of great battles past.

Ability Score Increase. Your Strength score increases by 2, and your Charisma score increases by 1.

Legacy of War. You learn one maneuver of your choice from among those available to the Battle Master archetype in the fighter class and can use it once with this trait. For the purposes of using this maneuver, your superiority die

is a d4 (this die does not add to any superiority dice you have from another source).

If the maneuver requires your target to make a saving throw to resist its effects, the saving throw equals 8 + your proficiency bonus + your Strength or Charisma modifier (your choice). You regain the ability to use this maneuver with this trait when you finish a short or long rest.

Master Metallurgist. You have proficiency with artisan's tools (smith's tools).

Fire Resistance. You have resistance to fire damage.

FROST GOLIATH TRAITS

Frost goliaths are known as *Isekriggen* ("ice warriors") in their native tongue. They are fierce and hardy in battle, and they take pride in their scars and grisly trophies taken from their fallen enemies, which they fashion into armor, weapons, and jewelry.

Frost goliaths respect brute strength above all, and as such, routine challenges of leadership are a regular part of their culture as they wrestle to exert their dominance.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Glacial Fortitude. When you fail a Constitution saving throw, you can reroll the save and must use the new roll. Once you use this trait, you can't use it again until you finish a short or long rest.

Tanner. You have proficiency with artisan's tools (leatherworker's tools).

Cold Resistance. You have resistance to cold damage.

HILL GOLIATH TRAITS

Hill goliaths are referred to as *Haugsovven* ("hill sleepers"), so named because of their tendency to doze off in broad daylight atop whatever hill they find themselves on. They are prone to fits of violent destruction, especially when they realize someone has tried to deceive them or make a fool of them.

Ability Score Increase. Your Strength score increases by 2, your Constitution score increases by 1, and your Intelligence score is reduced by 2.

Superior Slumber. When you finish a long rest, you regain all expended hit dice, rather than half your total number of them.

Rampage. As a bonus action, you can go on a rampage, which lasts for 1 minute. While on a rampage, when you roll damage for a melee weapon attack using Strength, your Strength modifier is doubled.

In addition, at the start of each of your turns while on a rampage, roll a d10. On a roll of 1, you use all your movement to move within reach of a random creature within 30 feet and then use your action to make a melee weapon attack against it. If there are no creatures that you can reach within 30 feet, you instead take the Dash action and use all your movement to move in a random direction.

Once you use this trait, you can't use it again until you finish a long rest.

STONE GOLIATHS

The *Steinhjerten* (“stone hearts”) are goliaths who derive their giant blood from stone giants. Stone goliaths are remarkably tough, and well-adapted to mountain life. Such goliaths use the standard goliath traits.

STORM GOLIATH TRAITS

Goliaths with storm giant ancestry are called *Tuvaren*, meaning “storm thieves”—an allusion to the belief that storm giants were too proud to willingly create lesser, humanoid offspring and too powerful to be forced to, so they were magically subdued and had their blood stolen.

Storm goliaths prefer a life of isolation where they contemplate the events of the world—past, present, and future—as well as the meaning of their existence. Still, their rich history of prophecies and omens drives many to a life of adventure, seeking out truth and answers.

Ability Score Increase. Your Strength score increases by 2, and your Intelligence score increases by 1.

Storm Strike. You can use your action to conjure a bolt of pure lightning in your hand and hurl it at a point you can see within 120 feet. Each creature within 5 feet of that point must make a Dexterity saving throw. The DC for this saving throw equals 8 + your proficiency bonus + your Intelligence modifier. A creature takes 2d6 lightning damage on a failed save, or half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

Once you use this trait, you can’t use it again until you finish a short or long rest.

Tempestuous Resilience. When you take lightning or thunder damage, you can use your reaction to cast the absorb elements spell as a 1st-level spell once with this trait. Once you use this trait, you can’t use it again until you finish a short or long rest. Intelligence is your spellcasting ability for this spell.

GOLYCLOPS TRAITS

Golyclopes are known as *Tofangedetginn* (literally “two taken, one given”) in their native tongue, stemming from the legend that their ancestors, the cyclopes, are derived from a line of giants who had their eyes plucked out by their god, and replaced with one large eye in the center of their forehead.

Their reliance on a single, powerful eye hinders their ability to discern distance, but it has also granted them a supernatural ability to see through illusory magics and overcome effects that would sear the oculi of most humanoids.

Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Depth Impaired. You have disadvantage on any attack roll against a target more than 30 feet away.

Retinal Resilience. You have advantage on saving throws against being blinded.

All-Seeing Eye. You have advantage on saving throws against illusions.

In addition, when you make an Intelligence (Investigation) check to discern if something within 30 feet of you is an illusion, you can use this trait to automatically succeed on the check. Once you use this ability, you can’t do so again until you finish a long rest.

Grotesque Coercion. You gain proficiency in the Intimidation skill.