

The Giant Tribe Scroll

10 giant tribes for your players to meet, fear, or slay



The Earth Shakes

Down from the mountain they stomp, tearing off cottage roofs to feast on the delicious snacks cowering within.

{The Red Bellies} A tribe of bloated hill giants who crush whatever they can catch under their distended stomachs, smooshing it into a bloody jam to spread over their meal.

{FurGrr's Pack} An pack of deformed, two-headed wolves, badgers, bears, and other ferocious beasts that obey the commands of an ettin named FurGrr who trapped, chained, and beat them into submission.



{Stone Creepers} A playful tribe of stone giants who enjoy sneaking into towns and villages to move statues around or erect entirely new stone carvings of their own creation in odd or inconvenient locations.

{The Shepherds} A family of ogre "shepherds" who capture humanoids, sew sheep's wool and ram's horns onto their flesh, and herd them through the hills until they are ready to be slaughtered and devoured.

{The Glaring Eyes} A pair of cyclops siblings who each rule opposite sides of a ruined city, and who each spend their days scheming up ways to conquer their sibling's territory {often these opposing schemes result in the siblings merely swapping sides of the city}.

{The Closet Men} A guild of oni kidnappers who have become incredibly wealthy working for hags and other cruel fey creatures wishing to steal young children from their homes.

{Arcs of Fate} A cabal of storm giant sages whose dreaded black fortress drifts across the realm casting down bolts of swift justice on any town or city their cryptic prophecies brand as wicked or evil.



{The Endless Tribe} A tribe of hideous goblins believed to be immortal but really they've just been enslaved by a troll king who dunks them all in a boiling cauldron of his own blood which leaves them horribly scarred but also blessed with the ability to regenerate.

{Mirror Breakers} A band of fomorian torturers who revel in seeking out elf villages or other secluded fey settlements and mutilating the citizens but leaving them alive with hideous scars and disfigurements identical to the giants' own misshapen bodies.

{Torches of Agony} A band of fire giant mercenaries who specialize in laying siege to settlements and setting them ablaze in such a manner that the flames burn for weeks on end, slowly cooking the trapped citizens alive.

