

SAND GIANT

Of the giants that roam the world, the ones not often heard from are the incredibly reclusive Sand Giants, as they stay hidden amongst the dunes they wander. These giants mostly rejected the ordning, and since have rejected anything to do with giant-kind. In their harsh environs they let the most clever and brave among them lead, which not only helps them survive but gets them closer to their life goal of facing every challenge to overcome it.

Survivalists The dream life of a sand giant is to make it to old age having overcome every challenge life could put in their way. Purple worms or blue dragons, a Sand Giant is unlikely to ever back down from a challenge. They would see this as a potential once in a lifetime opportunity.

Joyful Artists Sand Giants dig deep to find water deep below the sand, they work together to quickly dig a tiered excavation to call home pushing the excess onto the surface in large berms. These immensely deep holes offer protection, cooler temperatures, and get them closer to water deep below the sands. Once a home has been established, they begin to surround their settlement with art drawn into sand and berms in large intricate circles. The group uses it as an indicator of sorts, knowing it is time to move on when the art become entirely illegible, has faded or been blown away.

Tridige Sand Giants have a single tool for many uses. A Tridige is a polearm with three prongs, however these prongs are hollow and perforated to allow air to be blown out of the prongs from the grip. They use this to trap prey and to obscure themselves by stabbing the weapon into the sand and blowing, causing the sand to liquify as the air moves through. Beyond this unique task, it has many other uses, from a walking stick, multitool cutting, and it can be plunged into the ground to detect movement at farther distances



SAND GIANT

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +9, Perception +4, Survival +7

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 14

Languages Giant

Challenge 7 (2,900 XP)

Sand Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Actions

Multiattack. The giant makes two tridige attacks. **Tridige Melee Weapon Attack:** +9 to hit, reach 50ft., one target. *Hit* 17 (3d6 + 6) piercing damage. **Tridige (Thrown) Ranged Weapon Attack:** +9 to hit, range 100/240ft., one target. *Hit* 27 (6d6 + 6) piercing damage. **Sand Trap.** The Sand Giant can dig its Tridige weapon into sand near an enemy. By blowing air through the hollow body of the weapon causes the fluidization of the sand below their target in a 15 ft. radius centered on the tip of the weapon. A medium creature is immediately buried 10 ft. deep into the sand or 5 ft. for a small creature. Tiny creatures are not affected. A buried creature is blinded, restrained, and has total cover against attacks and other effects outside the sand. Any creature attempting to escape the sand must make a DC 16 Athletics check for each 5 ft. of travel to the surface of the sand and is prone once escaping.

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