

GOLIATH SUBRACES

CREATED BY GIANTS

In Miklagard, the goliath race was created by the giants thousands of years ago to be used as tools, as servants of their giant masters. Each race of giants created their own goliaths, and they adopted the traits of their creators.

GOLIATH TRAITS

Goliaths share a number of traits in common with each other.

Ability Score Increase. Your Strength score increases by 2.

Age. Goliaths have lifespans comparable to humans. They enter adulthood in their late teens and usually live less than a century.

Alignment. Goliath society, with its clear roles and tasks, has a strong lawful bent. The goliath sense of fairness, balanced with an emphasis on self-sufficiency and personal accountability, pushes them toward neutrality.

Size. Goliaths are between 7 and 8 feet tall and weigh between 280 and 340 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Natural Athlete. You have proficiency in the Athletics skill.

Languages. You can speak, read, and write Common and Giant.

Subrace. Six subraces of goliaths are known: Hríd, Eldr, Jökull, Fjall and Ský.

HRÍD (STORM GOLIATH)

The Hríd (also known as Storm Goliaths) are the goliaths created by the Storm Giants in the Hríd Dominion. They accept their giant heritage and still live alongside their Storm Giant creators in Jotunheim (albeit in freedom instead of enslaved).

Ability Score Increase. Your Charisma score increases by 1.

Amphibious. You can breathe air and water.

Hurl Lightning. You can use your action to throw a bolt of lightning to an area within 30 ft. When you hurl lightning, each creature within a 5ft. radius of the bolt must make a Dexterity saving throw. The DC for this saving throw equals 8 + your Charisma modifier + your proficiency bonus. A creature takes 2d8 lightning damage on a failed save and half as much damage on a successful one. The damage increases to 3d8 at 6th level, 4d8 at 11th level, and 5d8 at 16th level. After you use your Hurl Lightning, you can't use it again until you complete a short or long rest.

ELDR (FIRE GOLIATH)

The Eldr (also known as Fire Goliaths) are a quick and no-nonsense people that hail from the volcanoes to the west of the Heimurrin Mountain Range and the Boiling Lake. They are lither and quicker than their other Goliath cousins. They are also excellent smiths, each Eldr being born with the innate ability to smith.

Ability Score Increase. Your Dexterity score increases by 1.

Forged in Fire. You have resistance to fire damage.

Skilled Craftsmen. You gain proficiency in smith tools. In addition you chose two martial weapons. You gain proficiency in those weapons. You have exceptional skill at crafting those weapons and can craft four of them for the price of one over the course of 8 hours of work at a forge.

JÖKULL (FROST GOLIATH)

The Jökull are a cold and hardy people. The tallest of the Goliaths on average and the only Goliaths that grow hair, the Jökull inhabit the frozen regions of Kalstack (Madrheim) and the Heimurrin Mountain Range.

Ability Score Increase. Your Constitution score increases by 1.

Jökull Combat and Equipment Training. You have proficiency with the battle-axe, hand axe, great axe, and spear. You have proficiency with light armor and shields.

Winters Warmth. You have resistance to cold damage.

FJALL (STONE GOLIATH)

The Fjall (Stone Goliaths) can trace their origins back to the tribes of stone giants that inhabited the Heimurrin Mountain Range. They are very reclusive, only living in bands of 2 to 5, and they hold the power of dreaming and divination in high regard. They are the rarest goliath to find in Miklagard.

Ability Score Increase. Your Wisdom score increases by 1.

Mountain Born. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the Dungeon Master's Guide.

Stone's Endurance. You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.



MÝRI (HILL GOLIATH)

The greedy and violent Mýri are descended from the bands of Hill Giants that used to roam the Mýri Dominion and they share many traits. When they were freed from their slavery they did not thank their liberators, instead turning round and conquering/enslaving anything they could get their hands on.

Ability Score Increase. Your Constitution score increases by 1.

Thriving Hunger. You may spend a short rest eating, doing so you gain $1d4 + \text{constitution modifier}$ temporary hit points until your next short rest. the temporary hit points changes to $1d6$ at 6th level, $1d8$ at 11th level, and $1d10$ at 16th level.

Hearty Girth. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

SKÝ (CLOUD GOLIATH)

The Ský are descended from the cloud giants who occupied the Trollheim marsh lands, and are commonly found among the ruins of the Fimm Dominions searching for lost relics. They are a race of mystics and tricksters.

Ability Score Increase. Your Intelligence score increases by 1.

Keen Smell. You have advantage on Wisdom (perception) checks that rely on smell.

Cloud Casting. You know the light cantrip. Once you reach 3rd level, you can cast the fog cloud spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the misty step spell once per day. Intelligence is your spellcasting ability for these spells.

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