

# 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 Human-kind,” 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

Level	XP	HD	THACO	Saving Throws				
				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

**THACO:** 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.

