SEA GIANT

BY VAIDENON OF HUSTAN, WARDEN OF THE INKHORN FELLOWSHIP

the Havthurs, Njehu's Herdsmen

> "The Ivinians say their giants were all beaten, banished or bound when Sarajin won the north. Then they tell you which skerry to keep clear of. I have learned to listen to the second part."
>
> — Vaidenon of Hustan, Warden of the Inkhorn Fellowship, Tashal, Morgat 720 TR

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Before Sarajin won Ivinia, the land and its seas belonged to the Pradeyalkri: the gods, demons, giants, ogres, and monsters of the north. Those who fought Sarajin were slain, banished, or imprisoned; some served him after his triumph (Ivinia: Pradeyalkri). The skalds name a few great ones, among them the one-eyed Eadalingeas of Mount Ading with his giant cow Olmir (Ivinia: Ading) and the demon-giant Garelon of the Isle of Gly (Ivinia: Gly).

Most of the lesser giants were never named. The Fellowship holds that a few of them still live: the havthurs, or sea giants, who wade the skerries and fjord-mouths of the north and herd whales as men herd cattle. *(Inkhorn)*

THE WARDEN'S NOTE

The jarl of the tale of the Anchor of Lokis is real, though dead; I have spoken to his steward's son, who remembers the fog, the voice, and the size of the footprints in the harbour mud, which filled with water like wells. He remembers the whale, too. The family has eaten whale every midwinter since, and leaves an anchor on the beach.

APPEARANCE

A sea giant stands 16 to 18 feet tall and weighs two and a half tons or more. It is broad and long-armed, with grey-blue skin as thick as a walrus hide, a beard and mane like wet kelp, and small, pale eyes. It wears sealskins and walrus hides stitched with sinew, and carries a ship's mast or a pine trunk as a club. Its voice is like surf on shingle.

NATURE

Havthurs are mortal and breed slowly; a pair raises one child in fifty years. They live for centuries. They are not Ivashu: they eat, sleep and grieve, and the Ilvirans do not claim them. Sarajinian skalds call them the herdsmen of Njehu, Lord of Whales, allowed to live because their forebears sided with Sarajin. Their own tales, told in a slow and archaic Ivinian, say otherwise, and say it rudely. *(Inkhorn)* The one I heard repeated cannot be written here.

DISTRIBUTION

Sea giants live in sea-caves and on uninhabited skerries in the cold northern seas: the western coast of Ivae, the Gulf of Njehu, the Elkyri Islands, the Afarezirs and the edge of the Itikir ice. They avoid the Nimeliant maelstrom, which they say belongs to someone older (Ivinia: Nimeliant). Very rarely, a solitary giant is seen off the north coast of Hârn or the Orbaal skerries. *(Inkhorn)* Ivinians who boast of "a fair land of giants" beyond the ocean (Ivinia: Kamerand) are, the skalds say, exaggerating; the skalds should know.

HABITS

A sea giant wades and swims along the coast at low tide, taking seals from the rocks, cod from the shallows, and whales, which it drives into fjords and kills with its club. It drinks seawater and is never cold. It is solitary or lives with its mate. Most sea giants want nothing to do with men and keep away from settlements. A giant whose seals are taken by sealers, or whose fjord is fished, may wade out at night and smash the boats on the beach.

SEA GIANTS AND SHIPS

A sea giant in water to its chest can reach a passing ship. It may seize a small vessel and overturn it, or club a larger one: roll its Club ML and apply the result as for creatures attacking ships in Columbia Games' *Bestiary* (Bestiary 2). It also throws rocks at ships from the shore. *(Inkhorn)*

TREASURE

A sea giant's cave holds what the sea brought: wreck timber, chests, anchors, ambergris, walrus ivory, and the bones of whales. Ivinian heroes who killed giants came home rich in sagas, if in nothing else.

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SPECIAL RULES

SIZE AND REACH (INKHORN)

Very Large (d10). Against a man, a sea giant's blows gain two size steps (+2 per strike die, Bestiary 1, Size Modifiers), and men strike it at −2 per die. It reaches 10 feet with its club.

THROWN ROCKS

Throwing 45 at 60 yards (−10 per further 20 yards, to 150 yards): 14b against men; against a ship, MS and CS results on the creature-attack table above.

WHALE-HERDING

A sea giant can drive a pod of right whales (Aquatics 6) into a fjord over 1d3 days. Ivinian clans say a giant once traded a whale for a ship's anchor (Inkhorn).

RELIGIOUS VIEWS

- Sarajin: the havthurs are Pradeyalkri-kin; some skalds call them Njehu's herdsmen, others Sarajin's defeated enemies. To kill one is a deed worth a saga.
- Ilvir: Ilviran priests say the sea giants are not Ilvir's. They speak of them as cousins of the Hru (Ivashu 5) with some envy (Inkhorn).
- Other churches regard them as monsters, or as Ivinian lies.

FOLK TALES

The Anchor of Lokis

A sea giant waded into Lokis harbour in a winter fog and asked, in old Ivinian, for "the iron hook of my grandfather". The jarl gave him the biggest anchor in the harbour. That spring, a dead right whale was found on the jarl's beach.

Hroth's Spar

A Menglanan crew sailing too near a skerry lost their mast to a giant who pulled it out of the ship like a tooth. They rowed home. The skerry is still called Hroth's Spar, after the giant's new club.

ADVENTURE HOOKS

- Sealers report a giant has smashed three boats on a whelping beach. The jarl offers silver for its head.
- A wrecked ship's strongbox lies in a sea giant's cave. The giant is old and does not want to fight.
- An Ivinian skald wants witnesses for a saga and pays well for an expedition to find a living giant.

ENCOUNTERS

Pilots' Almanac maritime table, "Sea Monster (?)" 00, in northern waters (Ivae, Itikir, Gulf of Njehu). The Fellowship proposes that a result of "Sea Monster (?) in the north" be resolved on this table:

D100	RESULT
01–60	Aquatics monster (wrecan or vorang)
61–85	Sea giant wading the skerries (1, or a mated pair 1 in 6)
86–00	Drowned dead or the lights of Nandar-Tem (see Drowned Dead)

Coast and Sea columns of the Aquatics table, Seal results on uninhabited Ivinian skerries: 1 in 50 a sea giant is hunting them.

RUMOURS

RUMOUR	TRUTH	WHERE
A giant smashed the sealers' boats on the skerries.	open	Menglana, Orbaal, Ivinia
Giants still live on the Elkyri Islands and trade whales for iron.	partly	Ivinia
Eadalingeas has come down from Mount Ading.	false	Ivinia

ECONOMIC DATA

ITEM	PRICE	SOURCE
Giant's tooth (a curiosity)	2d6 × 10d	Inkhorn
Wreck goods in a giant's cave	GM (treasure)	Inkhorn

THE FELLOWSHIP'S ADDITIONS

- The havthurs as a living, mortal, slow-breeding giant of the northern seas, descended from the Pradeyalkri
- Stats, ship and rock attacks, whale-herding, and distribution
- Tales, hooks, and encounter additions

Everything else follows HârnMaster 3 and the Columbia Games articles cited, which the Fellowship commends to every reader.

CREDITS

Writer: Vaidenon of Hustan. Set down by Lesli of Bifel and his homunculus, Claudin.

Sources cited: Columbia Games' *Ivinia* (the Pradeyalkri; Ading; Gly; Nimeliant; Kamerand), *Menglana, Religion* (#4401: Sarajin), *Ivashu* (#4611: Hru), *Bestiary* (Aquatics; Bestiary 1–2: size; attacks on ships), *Pilots' Almanac* and *Seals*.

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STAT BLOCKS

SEA GIANT (HAVTHURS)

Habitat: Northern skerries, sea caves
Height: 17′
Weight: 5,500 lb
Diet: Seals, fish, whales
Lifespan: 400–600 years
Group: 1 (a mated pair 1 in 6)
Size: Very Large/d10

ATTRIBUTES

52 Str	10 Eye	10 Int	34 End
36 Sta	10 Hrg	12 Aur	12 Mov
09 Dex	10 Sml	15 Wil	10 Swim
08 Agl	08 Voi	05 Cml	

SKILLS

55 Initiative	35 Dodge
45 Awareness	25 Stealth
70 Swimming	45 Throwing

55 Club 16b *(mast or tree, reach 10 ft)*
50 Unarmed 10b *(grapple)*
45 Rock 14b *(thrown, 60 yd)*

ARMOUR

B8 E6 P5 F7 GAC 3

STRIKE LOCATIONS

01–10	Head	44–60	Thorax
11–15	Neck	61–74	Abdomen
16–27	•Shoulder	75–80	•Hip
28–33	•Upper arm	81–88	•Thigh
34–35	•Elbow	89–90	•Knee
36–39	•Forearm	91–96	•Calf
40–43	•Hand	97–00	•Foot

• Odd = Left, Even = Right. As giant (as the Hru, Ivashu 5).

- Never cold; drinks seawater.
- Speaks archaic Ivinian (ML 40) and its own tongue.
- Attacks ships with its Club ML (Bestiary 2).

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