

Rank: Extreme

4

# IRON-RACKED GIANT



## HARM

Progress	1	2	3	4	5	Harm	1	2	3	4	5
Per Harm	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

## FEATURES: PHYSICAL

- 10 FOOT TALL GIANT
- WEAPONS FUSED WITH ITS LIMBS
- IRON STREAKS LOOK LIKE TATTOOS
- SPIKES AND SKIN OF IRON

## FEATURES: PERSONALITY

- IN SERVICE TO THE IRON PILLAR (DARK DEMI-GODS)
- SOMETHING AKIN TO A ZOMBIE OR WIGHT

## DRIVES

- DRIVEN MAD BY IRON CORRUPTION
- PROTECT THE IRON PILLAR
- DESTROY ANY CREATURES IN THE TEMPLE

## TACTICS

- COMBAT WITH FUSED WEAPON(S)
- METALLIC ROAR
- BRUTE STRENGTH
- LIMITED FLIGHT

## PACK

Pack Rank	1	2	3	4	5
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

- MULTIPLE IRON-RACKED GIANTS COULD BE PRESENT, BUT THEY DON'T FUNCTION AS A GROUP; INSTEAD THEY ATTACK INDIVIDUALLY

## QUEST STARTER

- YOU FUMBLER A WAY-PORTAL SPELL AND WALKED ONTO THE IRON LANDS WHERE MAGIC WORKS DIFFERENTLY, AND YOU CANNOT GET HOME.
- HIKERS FIND A GIANT FROZEN IN A GLACIER. WHEN THE GIANT WAS TAKEN BACK TO A SCIENCE FACILITY FOR REVIEW, IT BROKE OUT OF THE ICE.

## YOUR TRUTH

- AN IRON-RACKED GIANT IS A DIFFICULT FOE TO DEFEAT. BODILY DESTRUCTION IS THE ONLY WAY TO BRING IT DOWN.
- THE IRON INFECTION AND DARK MAGIC THAT CONSUMED THE IRON-RACKED GIANT COULD SPREAD TO YOU AS YOU BATTLE THE MONSTER.