# Basajaun

A tall and slender giant race, the Basajaun are far more peaceful than most of their cousins. It is said they have great knowledge otherwise lost to the ages, and are the ones who built many of the standing stones and menhirs around the land.

Many culture heroes have interacted with the Basajaun, usually stealing the secrets of some form of craft from them. Smithing, stonework, and even the art of farming are said to have been gained in this way. In some of the stories, the Basajaun were angry at their secrets being stolen, but in others they knew of the human's presence, and allowed him to learn these arts.

## Basajaun

*Large Giant, Neutral*

**Armor Class** 14 (natural armor)
**Hit Points** 85 (10d10 + 30)
**Speed** 30ft

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 9 (–1) | 16 (+3) | 17 (+3) | 17 (+3) | 13 (+1) |

**Senses** passive Perception 15
**Languages** Common, Giant, and 4 others per individual
**Challenge** 4 (1,100 XP)

***Ancient Knowledge.*** Due to their instinctive knowledge of magic, and how the world works, they have advantage on all saving throws versus spells and other magical effects.

### Actions

***Multiattack.*** The Basajaun makes two melee attacks with its fists.

***Slam.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

***Hurled Menhir.*** *Ranged Area Attack:* Save vs DC 11 for half damge, range 60/240 ft., 10' x 5' area. *Hit:* 20 (3d10 + 4) bludgeoning damage.

**Hidden Masters.**
Standing at an average of ten to twelve feet tall, they are shorter than Hill Giants, and more slender than Ogres, but resemble neither one at all. They are covered in long, silky fur, and thus wear very little beyond a useful harness of belts. More than one adventurer who has encountered them has said they mistook them at first for Yeti or other primitive apelike beings, until they realized the face was more like that of a gnome than an ape.

They usually live in places somewhat removed from demihuman civilization, but with its own cozy feel, such as a hidden glen or valley. The boundaries will often be marked by menhirs, large stones nearly ten feet tall and two feet across. Under normal circumstances, they will welcome visitors, but during times of strife will close their borders.

**Brotherhood of Nature and Stone.**
The menhir around their borders serve more than as markers of their territory, but also as their first line of defense. Should their homes be attacked, they will just reach out to one of these mighty stones, which will then leap into their hands. They can then hurl the massive rocks, covering two adjacent squares or hexes, for a 5' by 10' area of effect. These stones cannot be used by any other giant race, not even Stone Giants, and seem to be impervious to spells such as Stone Shape. How the Basajaun have developed these menhirs and their relationship is a mystery.

Meanwhile, many Basajaun will end up taking levels in the Druid class, often taking Circle of the Land for their home terrain. These are the tribe's shamen, and often also have their alignment tend more towards Neutral Good than true Neutral. They will also use the animal trans - formation class ability to learn of the goings on outside their village.

**Adventure Hooks.**
Basajaun are usually peaceful, and are thus rarely the focus of an adventure. However, they could be used as either a source of information, or otherwise as a sort of plot macguffin.

*Scenario One:* An important artefact or other item has been stolen, and the thief's path takes him past the borders of a Basajaun hidden glen. The players could thus stop in, and interact with them, in an attempt to see if the peaceful giants had seen which way the thief went. Alternatively, the thief could have been spooked by what he mistakes for some form of ape monster, and with his bandit gang begins to lay siege to them. A sort of 'Seven Samurai' scenario could thus play out, for while they have great knowledge of crafts, the Basajaun are not masters of war.

*Scenario Two:* An ancient druid master of the Basajaun discovers some great evil stirring. He sends various portents and signs to the players, perhaps even a direct summons should they be unable to interpret these signs. Pacts from the Elder Days prevents the Basajaun from interfering directly, but they can guide and advise the players.

*Scenario Three:* An enemy has learned some form of lost knowledge - a vastly powerful necromantic or demonological ritual, or the secrets of gunpowder, or something else that could upset the balance of the entire world. One of the players, such as a Druid or Ranger, knows of a supposedly lost village of Basajaun, and the players travel there in order to learn some form of counter-knowledge, such as a ritual to end the opposing one, or a powerful anti-undead spell or weapon.