

## Chapter 1 : Homebrew D20 conversion to "Against the Giants"

*Against the Giants* is an adventure module written by Gary Gygax and published by TSR in for the Dungeons & Dragons fantasy role-playing calendrierdelascience.com combines the G series of modules previously published in *Steading of the Hill Giant Chief*, *Glacial Rift of the Frost Giant Jarl*, and *Hall of the Fire Giant King*.

Finally back to full strength, the Giants entered their week 17 matchup with the Dallas Cowboys with both teams tied for the division lead with 8â€™7 records. The Giants took a 21â€™0 first half lead and while the Cowboys closed the gap to make the score 21â€™14 early in the 4th quarter, the Giants held on to defeat the Cowboys 31â€™14, clinching the divisional title and a playoff berth. Manning set new career highs in nearly every statistical category in , throwing for a franchise record 4, yards and 29 touchdowns, with 16 interceptions, giving him a His top target was receiver Victor Cruz , who caught 82 passes for a franchise record 1, yards 3rd in the NFL and 9 touchdowns. But he had plenty of other targets, including Hakeem Nicks 76 receptions, 1, yards, 7 touchdowns , Mario Manningham 39 receptions and yards in 12 games and tight end Jake Ballard 38 receptions, yards. He was also a reliable weapon in the passing game, hauling in 34 receptions for yards and two touchdowns. Brandon Jacobs also made contributions on the ground, rushing for yards and 7 touchdowns. Pierre-Paul racked up 86 combined tackles and ranked fourth in the NFL with The Giants secondary was led by Corey Webster , who intercepted a career-high 6 passes. Defensive backs Kenny Phillips and Aaron Ross added four interceptions each, while safety Antrel Rolle picked off two passes and led the team in combined tackles with The Giants joined the Arizona Cardinals and Los Angeles Rams as the only other team to advance to the Super Bowl with fewer than ten victories since the NFL expanded to a game season in , and the only one of those three to win the Super Bowl they had advanced to. They have won six consecutive playoff games away from their home stadium, dating back to their victory over the Tampa Bay Buccaneers in the Wild Card round. That includes their Super Bowl XLII victory over these same Patriots, although that game was played at a neutral site and the Giants were the designated "away" team for the game. The Giants are the first team in NFL history to reach the Super Bowl after having been outscored by their opponents in the regular season points scored, points allowed. New England lost 2 consecutive games to the Steelers and Giants in week 8 and 9 respectively, before rallying to win their remaining eight games. Back at the helm of the offense was year quarterback Tom Brady , who earned his 7th Pro Bowl selection. Starting every game of the season, Brady completed Brady also added yards and three scores on the ground. His main weapon in the passing game was Pro Bowl receiver Wes Welker , who led the NFL with receptions 22 receptions ahead of second place for 1, yards and 9 touchdowns. New England also had two of the best tight ends in the NFL: Pro Bowler Rob Gronkowski , who set new tight end records for receiving 1, yards and touchdown catches 17 ; and Aaron Hernandez , who caught 79 passes for yards and 7 touchdowns, while also rushing for 45 yards. Another big element of the passing game was veteran receiver Deion Branch , who caught 51 passes for yards and 5 scores. Receivers Chad Ochocinco , Tiquan Underwood , Julian Edelman , and Matthew Slater made minor contributions to the passing attack; the latter two also served as emergency defensive backs. New England had several key contributors in the ground game. Their main rusher was BenJarvus Green-Ellis , who rushed for yards and 11 touchdowns. Running back Stevan Ridley added yards and a 5. Danny Woodhead contributed yards with a 4. Vince Wilfork , who generated 3. Defensive End Mark Anderson was also a major force on the line, earning 10 sacks and two forced fumbles of his own. Behind them, Rob Ninkovich excelled at linebacker, gaining 74 tackles, 6. In the secondary, cornerback Kyle Arrington had a breakout season. After recording just one interception in his first three years, Arrington picked off 7 passes in to lead the NFL in that category, while also making 88 tackles. Linebacker Jerod Mayo led the team in tackles with Season and playoffs[ edit ] Main article: The Giants defeated the No. The Giants then moved on to face the No. The Giants never trailed in the game, winning 37â€™ One of the key plays in the game was a Hail Mary pass by Manning to Hakeem Nicks , giving New York a 20â€™10 lead at the end of the first half. This was the first time in NFL history a 15â€™1 team failed to make it past the divisional round in the playoffs. The Giants then faced the No. After a series of defensive standoffs in the fourth quarter, the game

went into overtime. Both teams continued to struggle on offense, until New York linebacker Jacquian Williams stripped the ball from San Francisco wide receiver Kyle Williams after a punt return. The Giants recovered the ball at the 49ers yard line, setting up a yard field goal attempt by Giants kicker Lawrence Tynes. In the divisional round, the Patriots defeated the Denver Broncos 45â€” The Patriots dominated the game throughout, setting new franchise postseason records for total yards , points 45 , and margin of victory Tom Brady completed 18 of 25 passes for yards and a postseason record five touchdowns in the first half. The Patriots defense had a breakout performance: Broncos quarterback Tim Tebow was held to just 9 of 26 completions and was sacked five times. Brady was out-dueled by Ravens quarterback Joe Flacco , who threw for more yards and touchdowns on the same number of completions and attempts. Nevertheless, New England managed to take a 23â€”20 lead in the fourth quarter on a 1-yard run by Brady. But the Patriots managed to hold them there, with cornerback Sterling Moore breaking up two consecutive Ravens pass attempts in the red zone, including one in the end zone. Facing fourth down, Baltimore attempted a yard field goal by kicker Billy Cundiff that would tie the game and possibly bring it to overtime. Cundiff missed the kick wide left, allowing the Patriots to advance to the Super Bowl. Super Bowl pre-game notes[ edit ] The Patriots, as the designated home team, had a choice of wearing their home navy blue jerseys or their white away jerseys. Briefly, there was speculation that the Patriots might wear the white away jerseys in order to switch the jerseys from Super Bowl XLII , where the Patriots wore dark blue and the Giants wore white. Also, the Giants were 4â€”0 in playoff games in their white away jerseys since the season. The room shortage and high prices caused some attendees to plan to stay in Chicago, miles away, and ride buses to events. When I got to the team, it was always Red Sox-Yankees.

### Chapter 2 : Half-Giant (5e Race) - D&D Wiki

*Thanks for reading! The group wants me to run Against the Giants (AtG) since only one player has been through it, and its legendary. I have played it 3 times and run it once in years pass.*

But surprisingly, they went into the battle with one change. Rohit Gulia went in to raid first and slipped in a slick toe-touch to bring home our first point of the night. Sachin Tanwar went in next and reached the milestone of 50 raid points for the season. Rohit Gulia looked on song. Very quickly, the Giants had amassed a massive lead. Just over 5 minutes into the game, the Giants inflicted their first all-out as well. The Giants were well and truly on a roll! Rohit Gulia was having himself a night. Under pressure in a do-or-die raid, he managed to get yet another touch point and a bonus. He had already scored 7 raid points at the minute mark. At one point, we held a lead of But, Dabang Delhi made a comeback and inflicted an all-out on the Giants. The Giants roared back to get Delhi all-out again. It was a highly entertaining half with a total of three all-outs between both the teams. However, the Giants were the better of both outfits and we went into half-time with a comfortable lead of 9 points. Dong Grabs Opportunity with Maiden Super 10 With a dive, our Korean import reached the mid-line to score his fifth point of the night and our first of the second half. Delhi however, did not let us take a breather as they kept scoring, reducing us to three people on the mat. Nevertheless, just like in the first half, we held our ground and came back stronger every time Dabang Delhi K. Despite the Delhi camp scoring another all-out on us soon after, our lead was still intact. The star of the game was Dong Geon Lee! He displayed his range as a raider throughout the game, scoring bonuses regularly and touch points in varied fashion. The game ebbed and flowed throughout the night. Dabang Delhi fought back yet again to come within 4 points of us. Once more, just as the Delhi outfit neared our score, the Giants stepped up in spectacular fashion. First, a massive Super Tackle from Sachin Vittala gave us some breathing space. Then, Parvesh Bhainswal caught another one of their raiders to complete a commendable High 5. Our lead reached 7 with about a minute and a half to go, and the game was pretty much sealed. Some clever running down of the clock followed, and we made it five wins in five. Our winning streak was still on.

*Against The Giants. likes. Against The Giants is an indie/alternative rock band based in Syracuse, NY.*

Plot summary[ edit ] Each of the original three modules is a dungeon crawl. G1 Steading of the Hill Giant Chief[ edit ] The module begins with a prologue explaining that giants of different types have been raiding lands occupied by humans. Angered by this, the human rulers hire a group of adventurers the player characters to "punish the miscreant giants. The human nobles equip the party with weapons and horses, along with a guide and a map that shows the location of the hill giants. The players are informed that the hill giants are led by Nosnra, a sly hill giant chieftain who loves to set up ambushes; there is an unknown force binding together different giant groups. The player characters are informed that they may keep any spoils they find, but must return at once if they determine what "sinister hand" is behind the alliance. The bulk of the adventure takes place in two locations: These rooms house Chief Nosnra and other hill giants, ogres, and servants. The dungeon level consists of slave quarters, torture chambers, and caverns. These house troglodytes , bugbears , and carrion crawlers. The majority of the treasure can be found by searching the dungeons. If the players have finished Steading of the Hill Giant Chief, they have been transported to the glacial rift via the magic chain. They will know that they are searching for some force behind the giant alliance. If the players are starting with Glacial Rift of the Frost Giant Jarl, then they have been hired by nobles to destroy the frost giants. Either way, a safe, hidden cave is easily found for a base of operations. As in Steading of the Hill Giant Chief, the bulk of this adventure takes place in two locations: In the upper area there are ice caves, barracks, and a dome of ice. These are inhabited by yeti , frost giants, ogres , and winter wolves. The dome of ice houses a remorhaz. In the lower area there are caverns that house the servants, serve as a prison, and contain the Jarl Grugnur and emissaries who have come to meet with him. The main inhabitants are frost giants and ogres. The prison contains an attractive storm giantess. There are also polar bears; pets of the jarl. This module is twice as long as the previous two: The giants live in a hot, smoky barren area made of rock; as in the previous module, the party is able to find a safe location for forays against the giants. The leader of the fire giants is King Snurre Iron Belly, and his hall is made of obsidian and natural caverns. Creatures encountered here include fire giants, gnolls , and in the kennels, hell hounds. The second level is also made of obsidian rocks and natural caverns. It houses chambers of spiritual interest to the fire giants. There is a hall that houses the dead fire giant kings, and rooms for worship. There are also rooms that contain drow clerics. The third level consists of natural caverns and contains a great treasure guarded by a red dragon. There are also more fire giants and drow; to exterminate the fire giants, the adventurers must penetrate deep into the active volcano where they live. If the DM wishes, there is a tunnel that leads deep into the earth; to the home of the drow. This allows the adventure to be continued in Descent into the Depths of the Earth. Trampier drew the Glacial Rift cover. Interior art was provided by David A. Trampier , Jeff Dee , David S. LaForce and Erol Otus. The "Giant" modules were set in the Greyhawk campaign setting, [7] and formed the lead-in to an overall campaign that then continued on an odyssey into the Underdark. The campaign finally culminated with module Queen of the Demonweb Pits. Steading and Glacial Rift were eight pages long, while Hall was 16 pages in length, and each featured an outer folder. The "G" in the module code represents the first letter in the word "giant". The Liberation of Geoff provided a set of adventuring materials that expanded on the original three modules. It was made into a novel of the same name by Ru Emerson for the Greyhawk Classics series. Butterfield felt that the dungeon was not an easy challenge, especially with the strong and numerous monsters such as the roughly eighty trolls on one level. In conclusion, he stated, "I advise all DMs who are looking for an exciting, worthwhile adventure for their players to pick this one up. The review declared the modules "very tough", stating that "the notes suggest nine characters or so, each of ninth level or better and each with two or three relevant magic items. The maps did not contain a scale, which he assumed was 10 feet 3. It is unclear what triggers one of the traps in the first module. In the second module, an exit from map level one does not have an entrance marked on the second level map. Ultimately he found the errors minor, and easily fixed. Summing up, he said "No DM should be without them, for even if he never gets a chance to run them, they are a source

of much excellent design quality. Bambra liked the reprinting of the modules, stating that "their printing under one cover has reduced the price at no detriment to the quality. Two spells were also added, which had been absent from the original modules. Bambra says that he "would suggest not playing these unless you have been playing for a few years, success depends more on player skill than on high character levels and DMing adventures of this level can be a nightmare unless you have had plenty of experience. Swenson notes that the lower level of the hill giant steading "is a conventional underground dungeon, populated with slaves, guards, and the odd monsters", but that the relatively small space occupied by the revolting slaves seems unrealistic. Swenson felt that, although the lower levels can degenerate into a random monster mix, the strong points of these adventures outweigh their flaws. Swenson concludes by stating that "Against the Giants is a solid adventure," and that "this would be a worthwhile purchase". Those are some of my favorite memories: Describing the difficulty of battling the fire giants he said, "remember Bambi Versus Godzilla?"

## Chapter 4 : Giants vs. Panthers - Game Summary - October 7, - ESPN

*This conversion guide allows DMs to run the original module with 5th Edition rules and provides a reference sheet for encounters. It is intended for at least 6 characters of levels To use this conversion guide you will need a copy of " G Against the Giants ", originally available in hard-copy and now for sale in Digital format at.*

Half-Giants "Simple, deliberate, stubborn, and hulking. This is not to say that half-giants are stupid, as many of them, especially storm half-giants can have great intellect, but because of their ability to muscle through problems, they typically do not worry too much about details, and feel they can just plow right on to their goals. The main thing a half-giant wants in life is acceptance from giants, humans, or both. Some Half-Giants attempt to gain acceptance by accomplishing heroic deeds. Half-giants who are raised among the giant culture will attempt to gain acceptance by honing their combat skills to perfection. Adventuring typically allows them to hone their combat skills and accomplish heroic deeds at the same time, so most Half-Giants who get the chance to will gladly join an adventuring party. Physical Description Half-giants are very tall and well-muscled. They typically will look like humans, but at times they are also known to look like the giant of which they are kin. Many, however, are known to look slightly more primal, or have skin more closely colored to stone than actual flesh. Half-Giant Names Typically has human names. History In the beginning the World was populated by many creatures and they lived together in relative harmony. Each was beautiful and special in its own way. And the gods walked among them, blessing all the creatures of the Earth. One the most impressive of these creatures was the race known as, the Giants. Of god-like stature and possessing great power, the Giants were unmatched save perhaps, for the Dragons. They were so powerful, in fact, that they became arrogant and dismissive, even treating the gods with disdain. Weary of the constant annoyance, the gods withdrew their favour from the Giants and left them to admire themselves in solitude. As the years went by, however, the Giants began to die out. Less and less children were born to them and those that survived were struck down by a mysterious illness. Desperate for salvation the Giants pleaded with the gods for help. But the gods would not help. Angered by the Giants bloated self-importance the gods ignored the Giants plea for help and proclaimed that they could rot for all they cared. But one god took pity on the Giants. Kord; bringer of storms and violence. It had been Kord more than anyone who had shaped the Giants into what they had become; investing them with great physical strength and voices like thunder. As such he searched the Giant race for one, just one, being who was willing to be humble; possible proof that the Giant race could be better than they were. He found it in the shape of a runt; a giant who was almost half as small as any other giant. The runt proved himself to Kord and earned the redemption of his race. But the rest of his people refused help and cast him out, along with a handful of others who sided with him. Gradually the disease continued to wreak havoc upon the Giants and grew progressively worse; dead giants began coming back to life as vicious, dull witted beasts. Eventually they had to be eradicated by the gods. It is thought that none survived. The runt and his followers survived, however, untouched by the disease. Urged on by Kord they bred with other races to ensure that they did not die out. The interbreeding led to smaller Giants but prolonged the survival of the Giant race. Eventually the Giants split into tribes that scattered all over the world, each of the lineage of the Giants of old. Half-Giant Traits Design Note: It is very strongly recommended that you use the Large Player Characters and Oversized variant rules. Simple, deliberate, stubborn, and hulking. Your Strength and Constitution scores each increase by 1. Half-giants age slightly slower than humans, reaching adulthood at around age They tend to live a decent bit longer than humans as well, usually living to be no older than The smallest half-giant is larger than all but the largest of humans. Your size is Large. You have a base walking speed of 30 feet. You have proficiency with the Athletics skill. Your creature type is considered to be both giant and humanoid. When you make a ranged attack with an improvised weapon made of stone, you are considered proficient with that improvised weapon, and its damage die increases to 1d6. You speak, read, and write Common and Giant. One of your parents was a cloud giant, fire giant, frost giant, hill giant, stone giant or storm giant. Choose one of these subraces. Cloud Giant Ability Score Increase. Your Charisma score increases by 1. You have proficiency with the Perception skill. You know the gust [1] cantrip and can

cast it at will. Starting from 3rd level, you know the spell feather fall and can cast it once. Starting from 5th level, you know the spell fog cloud and can cast it once as a 2nd-level spell. You regain expended uses of this trait when you complete a long rest. Charisma is your spellcasting ability for these spells. Fire Giant Ability Score Increase. Your Constitution score increases by 1. You have resistance to fire damage. This extra damage is fire damage regardless of the weapon damage type. Frost Giant Ability Score Increase. Your Wisdom score increases by 1. You have resistance to cold damage. Additionally, you know the frostbite [2] cantrip and can cast it at will. Starting from 3rd level, you know the spell ice knife [1] and can cast it once, regaining the ability to cast it when you complete a long rest. Constitution is your spellcasting ability for these spells. While you are traveling through arctic terrain, you add twice your proficiency bonus to Intelligence Nature and Wisdom Perception and Survival checks related to your immediate surroundings, instead of any proficiency bonus that you would normally apply. Additionally, you ignore difficult terrain while in arctic terrain. Hill Giant Ability Score Increase. Your Strength score increases by 1. When you move, you can attempt to enter the space of a creature of Medium size or smaller. When you do so, that creature must succeed on a Strength saving throw or be knocked prone as you enter their space. Stone Giant Ability Score Increase. Your Dexterity score increases by 1. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. When you are targeted by a ranged weapon attack, you can use your reaction to deflect or catch the missile. If you reduce the damage to 0, you can catch the missile if you have a hand free and the missile is small enough to be held in one hand. When you catch a missile in this way, you can choose to make a ranged attack with the missile as part of the same reaction. Storm Giant Ability Score Increase. Your Intelligence score increases by 1. You have resistance to lightning and thunder damage. You can generate a bolt of lightning in your hand, which you can use to make attacks in combat. This is a ranged spell attack that you can use with the Attack action. Random Height and Weight Table:

### Chapter 5 : Giants Set PKL on Fire with Fifth Win on the Trot

*For the 5th Edition game Wizards of the Coast went back not once, but twice, to giant country with Storm King's Thunder () and Tales from the Yawning Portal (). Storm King is more a spiritual successor to the original Giants series, but G's DNA is all over it.*

### Chapter 6 : 3 keys to victory against the Redskins

*"It's tough," said Giants starter Jeff Samardzija, who allowed five runs in 5 2/3 innings to see his ERA creep up to "You start out of the gate hot against a really good team down in Atlanta.*

### Chapter 7 : 5E Against the Giants for 5e

*Liam's going to run through the Ordning to examine the giants of fifth edition D&D.*

### Chapter 8 : San Francisco Giants Schedule | San Francisco Giants

*This article first appeared on calendrierdelascience.com. Philadelphia Eagles running back Darren Sproles (hamstring) missed practice all week and has been ruled out for Thursday night against the Giants.*

### Chapter 9 : Against the Giants - Wikipedia

*I didn't even start against the giants (I think so, I never don't think I got a bottled up quest and azsuna was my first strike point so I can't really remember.) I'm done with the other three and I haven't been told to go to suramar and I check that against the giants wasn't complete so I'm trying to start it.*