

pin. Matches last for an indeterminate number of 1-minute rounds, with a referee counting out loud so the wrestlers know when their time is up. At the end of each round, the wrestlers break their clinch and have a few moments to rest before returning to the center of the circle.

Participating in Wrestling: Goliath wrestling matches follow the grappling rules outlined on page 156 of the *Player's Handbook*, except that making an attack of opportunity against an opponent who's trying to start a grapple is considered cheating. Damaging an opponent in a wrestling match is considered cheating unless both wrestlers agree before the match begins to allow nonlethal attacks. Defeating a foe in a wrestling match important to the adventure earns experience just as any other combat would.

Goat-Ball: This team game uses a furry, misshapen ball made out of stuffed goat-hide—the more lopsided and lumpy the ball, the better. Goat-ball requires a dozen to two dozen platforms (usually boulders, logs, and tree stumps) raised above the ground in a random pattern. Two teams of four clamber onto adjacent platforms, and a referee runs out to place the goat-ball on a platform somewhere roughly equidistant from the two teams. The teams then leap from platform to platform, each trying to be the first to reach the ball.

Whichever team reaches the ball first is on offense. When a team is on offense, it tries to complete three consecutive passes involving teammates on four different platforms (in other words, you can't just pass it back and forth three times; you have to leap from platform to platform). If the team on offense completes three passes, whoever has the ball can try to hit an opponent with the thrown ball. The team on defense tries to intercept the ball and push its opponents off the platforms.

A player who falls off a platform (either because he missed a jump or because an opponent pushed him off) or gets hit by a ball is “out” and can't participate until possession changes and the two teams trade offensive and defensive roles. Whenever the ball hits the ground (including when the player holding the ball touches the ground), possession changes—unless the ball hits the ground after a successful throw at an opponent, in which case the offense keeps the ball. A team wins if all its opponents have been knocked out of the game at the same time.

Participating in Goat-Ball: The jumping and bull rush aspects of goat-ball use the usual D&D rules. Throwing a ball at an opponent is a ranged touch attack, and every nongoliath player takes a –4 penalty for nonproficiency because it's almost impossible to get used to the misshapen goat-ball. Throwing a ball to an ally is likewise a ranged attack, except that Dexterity bonuses and penalties are reversed when calculating the target's AC (in other words, it's easier to throw the ball to a dexterous target, and harder to get a clumsy teammate to catch it). To attempt an interception, you must be within 5 feet of the ball's path and get a better result on your ranged attack roll than the thrower got on his ranged attack roll. Also, because the players aren't fighting, they can share the same platform (and often the same square) without penalty. Winning a

game of goat-ball is a challenge equal to the combined CRs of the losing team members, as long as success in the game is somehow relevant to the larger adventure.

Drink-and-Tell: A decidedly nonathletic contest, the game of drink-and-tell involves participants and spectators alike sitting in a circle. One participant produces a massive flagon of specially brewed mead, drinks from it, and then tells a tale. Depending on how entertaining the tale is, he'll either hear cheers from the rest of the circle (meaning the participant is still in the game) or jeers (meaning the participant is now out of the competition but remains a spectator). Then the flagon is passed clockwise around the circle; spectators merely pass it to their left, but participants drink from it and offer a tale of their own. The flagon keeps going around the circle until it's either empty or only one participant remains. If drink-and-tell ends with an empty flagon, everyone who hasn't been knocked out can claim a shared victory.

Participating in Drink-and-Tell: It generally takes a successful DC 15 Perform (comedy) or Perform (oratory) check to earn the cheers of the circle. Unfortunately, the mead brewed for drink-and-tell, though tasty, is known to slur speech more than most alcohol, making success in later rounds more difficult. Drink-and-tell mead is technically an ingested poison (DC 14 Fort save; 1d3 Cha/1d3 Cha), although it only induces drowsiness and reduces speech to a slurred gibberish. It isn't otherwise dangerous.

ARTS AND CRAFTS

Goliaths are inherently competitive, but most understand that art can't always be measured and doesn't have a “winner.” Goliaths decorate their weapons, tents, and what little clothing they wear with abstract designs, many featuring jagged, parallel lines and symbols that have astronomical significance (tracings of constellations, moon-and-sun designs, and so on). A few goliath painters practice representational art, but even they intentionally favor stick-figure designs that capture the essence of the subject, not its literal reality. “I could look at a running warrior anytime I like,” reasons the goliath artist. “Why would I try to reproduce his every feature on the cave wall?” For a goliath artist, the whole purpose of art is to be decorative and show the viewer something he can't see in the real world.

Goliath tribes have an extensive oral tradition of stories, myths, legends, and songs. Almost every tribe has one or more dawnsingers (see Chapter 5: Prestige Classes), an honorific given to bards who act as sentries and lorekeepers for the tribe. What free time isn't spent engaged in games and sports is spent listening to tales around the campfire—although they're mostly tales of games and sports, of course. Within the last decade or two, some tribes have started using the Dwarven alphabet to phonetically spell out words in the goliath language of Gol-Kaa. The first goliath scribes are enthusiastic, so it's not uncommon to find a mountain cave where an entire goliath epic has been painted on the walls, ceiling, and floor.

Goliath crafts are hampered by the paucity of raw materials above the tree line. As nomads, they don't mine metals