

Encounter type: Giant, Elder

Encountered: 1-D4 per 6 players.

Attacks per turn: 2

Attack types / Damage per successful attack: 2 Clubs: 1-D12 x8 +8 See: "Special".

D20 roll needed to have [Augmentation Gems](#) / # of Augmentation Gems found: 18+ / 1-D4

D20 roll needed to have Gold / # of gold coins found: 14+ / 1-D12 x4 +4

D20 roll needed to have Silver / # of silver coins: 13+ / 1-D12 x8 +8

D20 roll needed to have [Treasure](#) / # of treasure items found: 14+ / 1-D12 +1

Note: Check for each Elder Giant to have treasure of its own.

Defense: 16

Experience: 400 (600 if "Thunder Strike" occurs).

Life-points: 800 (+400 if "Thunder Strike" occurs).

Offense: +7

Region: Volcanic Wilderland Labyrinth of Souls.

Special: Thunder Strike: On a maximum strike, the Adult Giant will attract lightning storm from above. Lightning will strike the Adult Giant, enraging it, giving it the following bonuses for the duration of the battle:

Attack:	+1	3 Club attacks per turn, instead of the normal 2.
Defense:	+3	Defense will become an 18.
Life-points:	+400	added to current life-points.
Offense:	+3	Offense will become an +10.