

THE FRIENDLY GIANT

By The Old Warrior

LARGE & MENACING YET, FRIENDLY! (?)
He is friendly and, uh... He is a Giant!

"HEY, WHAT CAN I SAY, NOT ALL GIANTS ARE BAD!"

A GREAT FIGHTER TO HAVE ALONG WHEN FACING ESPECIALLY TOUGH OR LARGE MONSTERS, OR IF YOU HAPPEN TO BE VENTURING WITH ONLY TWO OR THREE WARRIORS INSTEAD OF FOUR

It might be interesting to use four very tough warriors like the Pit Fighter, the Ogre, the Martial Artist (a fairly good healer) and the Giant. Or, perhaps you would like to try a party of three not-so-tough warriors with a Giant to help make up the difference.

Starting as a Friendly Giant (BATTLE LEVEL 1)

Wounds	2D6+10
Move	6
Weapon Skill	2
Ballistic Skill	6+
Strength	5
Toughness	5
Initiative	2
Attacks	1
Pinning Roll	6+

The following rules are assumed to be for people interested in the more advanced game. But, this character could well be used with his Level 1 stats for the basic game by disregarding non-applicable instructions. (Note: the reader may see some serious similarities to the rules for the Ogre. Some of the rules for the Ogre seemed to me to provide the possibility of a giant warrior.)

Always re-roll any 1's for wounds, keeping the second dice roll result.

The Friendly Giant begins with a very large club, 1D6 portions of dried mule meat (each restores 1D3+3 wounds when eaten, see below for more details), and the clothing on his back. That's about all he needs, as long as he has a warrior friend along who can heal him. He has no armour to start. He is not as skilled as many other warriors (novice weapon skill of 2), but he makes up for it with a heap of damage.

GIANT DAMAGE RULE

The Friendly Giant may cause a humongous amount of damage in **hand-to-hand combat**. If his natural to hit roll is 5+, he does an extra 2D6 damage!

“GET MAD” SKILL

Because he becomes so quickly and affectionately attached to his adventuring companions, the Friendly Giant isn't very friendly to those who badly hurt his friends. During any combat in which one of the other warriors is reduced to less than 50% of their starting wounds, the Friendly Giant immediately “gets mad” (becomes very angry). Practically, this means that he gets **+1 attack and +2 strength**. He stays “mad” until the combat is over. At the beginning of each of his turns after the first one in which he is “mad” roll 1D6. A result of 1 means that he does nothing this turn but stew, holler, roar, and get red under the collar, and is at +1 to be hit. A result of 2-5 means that he attacks as normal with +1 attack and +2 strength. But, a result of 6 means he also gets a +1 on his special **Friendly Giant Attacks Table** rolls this turn.

When attacking he may attack any monster within his long two-square reach unless otherwise specified by his special Friendly Giant Attacks Table. If he is using a weapon that enables fighting in ranks, he may attack up to three squares away. Please be sure to read the special Friendly Giant Attacks and Ballistic Attacks sections (below) to gain a better understanding of how he will act during combat.

Pinning - The Friendly Giant is almost never pinned by anything smaller than he is (one exception would be the “Aura of Slaanesh”). If in doubt, you might add his toughness (without armour) and his strength, and do the same for the monster, and then assume the larger number represents the larger monster. In addition, you might compare his starting wounds versus the starting wounds of the monster in question. Last resort: roll 1D6, 4+ means the Giant is larger, 1-3, he's the same size or smaller and thus pinned.

Since he is so very tall he may step over a single monster (that occupies one square and is not a Large Monster), warrior, or one-space-wide obstruction (like a spiked pit, but not walls or pillars) as long as there is an empty space on the other side, and he has enough movement left. Be sure to count the occupied space as one square of movement.

Throwing Monsters - The Friendly Giant may at times throw monsters, if he can get his hands on them! After he sees that the monsters in a combat intend to harm him and/or the other warriors, he may throw a monster once per turn. He may do this for whatever reason seems appropriate. If the monster dies because of damage from being thrown (by losing wounds or by landing in the Fire Chasm), the kill counts for the Giant. The Giant may choose any appropriate monster within two squares (his normal reach), before, during, or after his movement, and before any other attacks (except his “Thump a Bad Guy” attack/skill – not a regular attack). To see whether he successfully grabs the monster to throw it, roll 1D6 and add the monster's initiative, then roll 1D6 for the Giant and add his initiative +3. If the Giant's score is greater than the monster's, he may pick up and throw the monster. The monster may not attempt to dodge as this is considered covered in the initiative test.

This is resolved similar to the Giant monster's kick attack. He chooses the direction then rolls 1D3 and adds his strength. The result total is the distance the Giant actually throws the monster. If the monster hits an obstruction before reaching the distance take the total squares minus the squares traveled and multiply the result by 1D6 and add the Giant's strength. This is the number of wounds the monster suffers with no deduction for armour. Additionally, the thrown monster – if it survives – should make a test to see whether it is stunned, even if he suffers no wounds. Roll 1D6 and add the monster's toughness (without armour) if the result is not equal to or greater than the original total distance (Giant's strength +1D3) then it is stunned and may not attack or move this turn. If the square where the monster lands is occupied, the former occupant is assumed to have moved out of the way (unless the Giant successfully hits it as a target, see skills below under “Giant Trainer”) to an adjacent empty square; if none are available, make room.

Though this may seem to be an attack, it does not count against the Giant's number of attacks.

The Giant may **NOT** even try to throw those classified as Large Monsters, nor may he throw a monster by whom he is pinned unless he is able to free from pinning, nor may he throw any monster the same size or larger than his is (see “Pinning” above).

Picking up Warriors

The Giant may, instead of throwing a monster, pick up and move one warrior (only once per turn). This takes a little more concentration than throwing a monster, since he tries very hard not to hurt his friends. Therefore, he must also sacrifice one of his regular attacks in the same turn. Of course, during his first turn before the monsters attack, he can do this since he will not attack them until he is certain that they will hurt the party. To pick up and move a warrior, he must first have the warrior's permission. He may pick the warrior up from one or two squares away (before, during, or after the Giant's movement) and may put him down one or two squares away in any empty square (before, during, or after the Giant's movement). This may be helpful in protecting a weak or injured warrior. Also, with some input from the other warriors, he might help them to defeat some particularly annoying enemies (i.e. evil magic users, or ballistic types) by getting the good guys closer, where they can do more damage. Unlike the Ogre, he cannot pick up a warrior who is stuck down in a pit (a single square pit), because his hand is too large to squeeze through the opening.

Throwing Warriors

He can throw a warrior, but will only do so to avoid a greater evil (i.e. a Fire Chasm crossing when a warrior has no luck left, or to protect a warrior against fatal damage or apparently certain death or permanent disability). He may do this only if the other warrior agrees that it is for the best. When doing so he will be very careful so as not to hurt the other warrior. Resolve the throw nearly the same as you would when he throws a monster (above), but the warrior does not resist and, if he wants to, the Giant may throw a warrior only the distance of the Giant's strength (leaving off the 1D3 dice roll). Also, he throws the warrior before or after moving, **not** during movement.

If he has learned how to aim his throw at a target (see the special training table in the Giant Trainer section below), then he may specify which square within his range where he wants the warrior to land. He should roll to hit +1 using his ballistic skill (+1 because the warrior cooperates and the Giant has greater control). If he hits the targeted square, the thrown warrior will go no farther. But, the warrior should roll 1D6 and add his toughness (no armour) if the result is not equal to or greater than the original total distance (Giant's strength +1D3) he is prone for his next turn (no attacking or moving). Whether an aimed throw was missed or a regular throw made, treat the warrior just like a thrown monster (resolve as above for damage). This is why the Friendly Giant would not normally throw a warrior, because he might thereby hurt, stun, or knock the warrior unconscious. But, patching up a hurt warrior is much better than saying a final "goodbye" to him.

Unafraid

The Friendly Giant is so large and menacing that he is not nearly as likely to be afraid of monsters. He always gets +2 to any fear and terror rolls.

Important Monster Event Rules

Normal room and objective room (but roll **-1** on the Objective Room Monster Table) events that bring monsters will only bring the usual number (if the Friendly Giant is part of a four-warrior party), but unexpected events are handled differently. Because of the greater urgency that the monsters will feel when faced with a Giant opponent, they will try to gain reinforcements and pass along warning that he is in the dungeon. To represent this there will be more monsters allotted to deal with this threat. Scouting parties and special detachments will be beefed up in the hope of eliminating the Giant before he does too much damage.

Remembering the rule about taking more than four warriors on an adventure would help in considering how many monsters should show up **when an unexpected monster event occurs** while a Friendly Giant is in the party. Just consider him as two warriors for this purpose. If the party has three warriors including the Giant, the normal amount of monsters will show up. If there are a total of four warriors (treat as five), add 25% more monsters. And, if the party has five warriors (treat as six), add 50% more monsters.

When determining which warriors the monsters attack, the Friendly Giant **always** gets his fair share **plus** he always gets one of each of the odd monsters, unless there is not enough space for them to reach him. This is because he is always seen by the monsters as the greatest threat and they courageously, or foolhardily, go after him more often. For instance (assuming a four-warrior party) the warriors just entered a room and get 6 orcs armed with swords. The Friendly Giant automatically gets 2 of them attacking him, and then the last orc randomly chooses from the other available warriors. Then an unexpected event brings 3 rats. The Giant automatically gets one and then the other two rats go after 2 random warriors besides him. If 5 goblin spearmen were to appear, two would attack the Friendly Giant and only one each would attack the other warriors.

When determining who gets hit with any odd ballistic hits from the monsters, instead of randomly choosing which warriors take the hits, the Friendly Giant automatically takes all of the odd hits (whether it be 1, 2 or 3 of them). This is both because he is such an easier target to shoot at and because he tends to get in the way of the missiles shot at the other warriors.

Also, any monster classified as a Large Monster, will be more likely to attack the Giant than other warriors in the first round of combat. As soon as a Large Monster appears, roll 1D6. On 5+ the Large Monster attacks the Friendly Giant first; on 1-4 it attacks a random warrior (include the Giant in the mix) first.

Leadership

The Friendly Giant is definitely not against being the leader if he ever gets the opportunity, but he has no special desire for leadership and is perfectly content to tag along in the normal placement based upon initiative.

Giant Meets Giant

What if the Friendly Giant is confronted by a regular, dangerous Giant monster? Usually the Giant monster will feel threatened by the Friendly Giant and will make it a priority to destroy him. This means 1D6 should be rolled each time it is a Giant monster's turn. On a 4+ he attacks the Friendly Giant with 1D6 normal attacks, and he leaves the other warriors alone. On a 1, 2, or 3, roll on his special Giant Attacks table in the Role Play Book. These attacks are to be made against the other warriors and not the Friendly Giant. If the Friendly Giant is down, or all the other warriors are down, the dice roll is no longer needed, and the Giant monster attacks according to which type of warrior is left (as above). There is some possibility that the Friendly Giant might be able to make a friend out of the Giant monster, but only if he gains the "Make a Friend" skill when leveling up.

The Giant and Gold

The Giant is similar to the Ogre and the Martial Artist in that he does not always keep his gold from killing monsters. He is driven by a great desire to be helpful to his good warrior buddies, so about 50% of the time he will probably let them have his share of gold from a particular combat. Therefore, at the end of each combat roll 1D6. If he rolls a 1, 2 or 3, he disregards all his gold from killing monsters for the entire combat, and the rest of the party share the loot that would have been his; if he rolls a 4+ he decides he just might need the gold himself this time. Of course, he will accept any treasure that the leader designates should go to him, which means he receives his normal treasure distribution (as in treasure card or roll on treasure tables). If rolling for gold is the treasure result, he will take his share if he gains any gold by this means.

CLARIFICATION ON MONSTER GOLD (if an Ogre or a Martial Artist are in the same party with the Giant)

An Ogre or a Martial Artist will receive the Friendly Giant's well-intentioned gift of gold, and the Giant feeling touched that they would let him have any of their share, will readily accept it as an offer of friendship, whether they intended it that way or not.

TREASURE, WEAPONS AND ARMOUR

Weapons - Starting out, the Friendly Giant may ONLY use weapons that are classified as two-handed except for the common full-length spear which he may only use as a ballistic weapon), because his hands are so large. He will use all two-handed weapons as though they were one-handed. Therefore, he suffers no penalties from two-handed weapons and gets to enjoy any specific advantages. The drawback is that many useful one-handed magical swords and axes are not available to him, unless he gains some skill in handling smaller weapons. The only weapons he may use found at the weapon smith in a settlement are: Great Sword, Battle Axe, Spear, and Halberd. He may want a few spears for throwing.

Armour - He may wear furs, leather armour, padded armour, and chain mail, and leather helm, but, only if the proper size can be found and if he can afford it (+3 availability and 3 times the normal price). They just do not make the other types of armour large enough. The Giant does not suffer a movement penalty for chain mail or for wearing it with furs, nor does he suffer the to hit penalty for wearing furs with chain mail.

He may use a shield, but must have a special strap fitted to it (100 gold at the armourer, added to the price when buying) so that He may properly attach it to his hand or arm. He cannot use any shields he gains until this has been done. This means that any shields found may be fitted for him in this manner also.

Treasure - Like the Ogre, the Friendly Giant may be able to find some magical armour or helm that will magically fit him, but it is even less likely. First, it must be a piece of treasure that is his turn to receive – someone else cannot offer it to him to see if it fits. Then roll 1D6, only on a natural 6 is it capable of fitting him. He may keep or sell any of his treasure. If his armour doesn't fit, he may sell it to (or trade with) a willing comrade. Rings generally do not fit his fingers, but he may be able to use a necklace or a belt. He should be able to use several things that the Barbarian or the Dwarf could use. Just remember to keep his size in mind and his special armour and weapons rules. He can drink potions. He can eat about anything that is edible including stone bread.

Special Friendly Giant Attacks

First of all, the Friendly Giant is friendly and does not initiate aggressive behavior. He is, however, ready to defend himself and those of his friends when pressed to do so. Because of his friendly disposition he never attacks until at least one monster has attacked him or someone in his party. This means that unless his party is ambushed, have beastmen spears thrown at them, or suffer from some magical or grotesque end-of-turn damage from monsters, he will not attack until his second turn after combat begins. When he does attack, look out! Though he is a little more intelligent than the average Giant, he is still a little unpredictable in how he will attack. But, he may generally decide which monster(s) he attacks, unless otherwise specified. Roll 1D6 for each attack he makes. Then see what type of attack he makes this time. After the type of attack is determined, he still must roll to hit, his weapon skill versus the monster(s) weapon skill(s). This chart is for hand-to-hand attacks; ballistic attacks are handled differently (see below).

Friendly Giant Attack Table (Roll 1D6 for each attack)

1D6	TYPE OF ATTACK	DETAILED DESCRIPTION
1 or 2	WHOLLOP 'EM GOOD (NORMAL ATTACK)	A normal attack like a normal warrior, damage dice + strength + any weapon or skill bonuses. He should roll to hit as normal. He may deal a normal deathblow, may attack adjacent or two-squares away, and gets +2D6 on 5+ to hit as normal.
3	GIANT KICK	Same as "Kick Down Corridor" in Role Play Book under "Giant Attacks". No deathblow.
4	CLOBBER OPPONENT	This is a quick-hitting, double-whammy attack. Roll to hit just like normal. If he hits, roll two separate damage results just as if he had attacked twice. Whatever to hit number is rolled applies to both damage rolls. If he hit with 5+, then 2D6 is added to both damage results. The recipient rolls separately for any special abilities (i.e. Ignore Blow, Dodge, etc.). For instance, a Dark Elf would roll once to attempt a dodge for each of the two damage results as though they were separate attacks.
5	SWING ATTACK	This is a wide-sweeping attack in which he tries to attack a number of monsters all in one attack. Roll 1D6+1. This is the maximum number of monsters he may attempt to hit in this one attack, but they must be within his reach (within 2 squares) and there must be no warriors in the way of the swing of his weapon. Once the number is determined randomly determine which monsters he actually engages. Then roll to hit against each one. After the models hit – if any – is determined, roll one damage roll for the whole bunch of them. If any suffer from the 5+ to hit add an additional 2D6 to the result for those models collectively. A normal deathblow is not allowed for this attack. This attack effectively adds to his attacks for this turn.
6	SMASH THE BUM	Roll to hit as normal. If he hits, he smashes the enemy with 3 X damage. This means roll all the damage dice (including +2D6 if 5+ to hit), multiply the result by 3, add strength, weapons bonuses and any other skill bonuses being used.

Ballistic Attacks

Though he generally prefers to attack in hand-to-hand combat, if he has trouble reaching his desired opponent, he may attempt a ballistic attack. In such a case, he may throw a spear or some other large weapon. If he throws a spear he uses his own ballistic skill though he gets his normal damage dice plus strength. He just doesn't have much skill for ballistic weapons. Most of them are just too intricate for him to use with his huge, clumsy hands. Therefore, he will **not** use bows, crossbows, throwing knives, guns, or throwing axes.

When making a ballistic attack he rolls to hit based on his ballistic skill and he does **not** roll on his special attack table. If he has enough missiles, he may make as many ballistic attacks as he has attacks each turn. Because of his size, he is not prevented from making a ballistic attack while adjacent to a monster unless he is pinned to the monster (in which case he would have to break from pinning, move to an empty square not adjacent to the type of monster that can pin him, and then make his ballistic attack[s]). Also, he may switch back and forth between missile attacks and hand-to-hand attacks in the same turn. But, he may only **move before** he attacks, no matter what form of attack he is using (the only exceptions are his throwing of monsters and his "Thump a Bad Guy" attack/skill). In a desperate situation, he may attempt throwing a two-handed axe or a two-handed hammer at -1 on his ballistic to hit roll. In such a case he gets to count any special damage benefits of the weapon, but without a deathblow. His ballistic attacks range is not necessarily determined by the missile he throws; rather, we add his initiative to his strength. For every square beyond his current range subtract 1 from his ballistic to hit roll (remember, a natural 6 is always successful). Any thrown weapons may be retrieved after the combat is over. Also, remember that he **does not** get his 2D6 extra damage on 5+, since that is only for hand-to-hand combat.

The Friendly Giant in Settlements

While traveling, the Giant is so large that walking cuts his travel time by one week as though he were riding a mule – which is quite impossible, unless someone finds a giant mule or giant horse(?). Why, he can't even begin to try fitting into a wagon. If he arrives ahead of the others, he must pay living expenses while waiting for them. If, however, they arrive ahead of him, because of riding horses, they must all wait a week for him and pay living expenses.

In any events, location tables, or hazards (in settlements or traveling) that require fighting or physical fitness, he gains a +1 benefit on any random rolls. Additionally, his opponent(s) may run in fright. For each such event roll 1D6, on a 4+ it is treated as uneventful. The other warriors may benefit from this in Hazards. However, if fighting is optional, he will not fight unless it is to protect others (his party members or an innocent or helpless being). He would rather pay a hunk of gold than to become an unfriendly brawler. Therefore, if he rolls the duel settlement event (#35), roll 1D6 immediately to determine whether it is to be treated as uneventful (4+). If he must face the duel or leave the settlement, he will leave and wait outside.

Since the Friendly Giant is **friendly**, he is also considerate of others. And, because of his size and the general reputation of giants, he may not be welcome in some settlements. Add these two things together and we find that he will sometimes feel obligated to wait outside of the settlement for his friends. He doesn't want to cause any problems for the residents or his friends. If there is a Giant Trainer in the settlement (which must first be determined), he is welcome (or tolerate) enough that he need not worry about causing a problem; but, if there is **no** Giant Trainer there, he should next determine whether to enter or to wait outside. He must make an acceptance roll, 1D6. On a 4+ the settlement's toleration level is acceptable; but, on 1, 2, or 3, the inhabitants are too intolerant and he will wait outside. Towns and cities seem to be a little more tolerant of all sorts of strangers, giants included, so he may add +1 to his acceptance roll at a town or a city (wait outside only on 1 or 2).

Once he enters a settlement he must pay **three times** the normal **living expenses** for himself. Also, each day while **not** training, **he must roll two settlement events**.

VISITING SHOPS AND SPECIAL LOCATIONS

The Friendly Giant may visit the Giant Trainer, the Fighting School (2D6+1, treat a 13 as a 12), the School of Martial Arts (2D6+1, treat a 13 as a 12), the Temple, the Armourer, the Weapon Smith, the General Store, the Animal Trader (for dried mule and horse meat provisions, see below), the Gambling Den, the Alchemist, the Alehouse (+3 on his roll adding three more possible results, given below), and the Dwarf Guild Masters (only if a dwarf friend will go along with him proclaiming the Friendly Giant as "Dwarf Friend", but the normal test below applies).

If allowed into the Dwarf Guild Masters, he may purchase stone bread (which he may eat as easily as a Troll Slayer can) and pay for one rune to be placed on an axe. Also, if he cannot physically enter the Dwarf Guild Masters as explained below, he may still do business through his dwarf friend that has brought him. If this happens, he will feel obligated to offer the dwarf some compensation for his services (1D6 X 25 gold might be good).

While attempting to enter special locations and to do business at the shops, there is just one problem, uh ... I mean two problems .. well .. maybe more(?).

First, the size and styles of special locations varies from place to place. After finding a place he wants to visit (7+ as most other warriors), he must find out whether he can even get inside. This applies to everything

except the Giant Trainer's place (custom made for a giant to fit) and the shops (where he can make deals outside the door or through a window if need be. He must roll 1D6 and add his battle level (representing his size he gets larger each battle level). Then roll 2D6 (+1 in a town, +2 in a city; and add another +1 for the Ale House and +2 for the Temple). If the **first result is larger than the second result**, he is too big to enter. This could present a problem when trying to train up to the next level if no Giant Trainer is around. If he cannot enter, he is so disappointed that he wanders about so that his day is wasted just like it would have been if he had not been able to find the special location.

Secondly, whenever he visits the shops, he must first roll 1D6 before making any purchases (only one roll is required per shop per settlement):

SHOP VISITING TABLE

1	The shop has quietly and quickly closed up before the Giant even had a chance to look around. Hmmm .. I wonder why?
2	The shop keeper seems awfully busy. Roll another 1D6. On 4+ the Giant catches on and may "persuade" the shop keeper that giants need to buy things too. The means of persuasion is an offer to pay 20% higher prices than the Giant would normally have to pay. On a 1, 2, or 3, the Giant can't get the hint and leaves without buying anything.
3	With much pleading, the Giant is somewhat able to convince the shop keeper of his good intentions. He may purchase one item this time. But, if that one item is not available he doesn't get to try another. Either way, the shop keeper becomes less and less confident and makes some excuse why he needs to close the shop and run an errand. When the Giant offers to run the errand for him, the keeper says, "Thanks anyway, but the task really is a little too small for one of your size to handle."
4	With obvious fright, the shop keeper runs from the store yelling back, "Take whatever you want, just don't eat me!" With bewilderment, the Giant looks about for what he wanted to purchase (rolling for availability as normal). He checks the price and conscientiously leaves the exact price he would normally pay for the item. However, if he is at the Armourer's shop, he is not able to handle the small tools to affix the correct strap needed onto a shield. In such a case, he will have to wait until the next settlement to give another armourer a chance to attach the strap for him.
5	With wide-eyed interest, the shop keeper says, "You know, we don't get many like you here, but we do once in a while. I tell you what, just to encourage our business dealings, I'll give you a 10% discount off what you would normally pay. All you need to do is tell any giant friends, relatives and acquaintances that I'd be glad to do business with them too."
6	This is a great day to shop here! The shop keeper has a friend who is a giant. He offers you an exclusive deal: buy one item at full price and get the second item (of equal or lesser value) at 50% off; and, you get 20% off all the rest of your purchases in this shop today. Even if you want only one item you can still get 20% off. Also, he says, "If you send your traveling buddies to me, I'll extend to them a 20% discount as well. Just tell them to tell me that you sent them. But, the offer is only good for as long as you are in this settlement. You send me a message when you're leaving town so that some tricksters don't get any bright ideas."

The Friendly Giant may try to buy some animals (horses and mules) at the Animal Trader, then take them to the General Store and pay for a lot of dried meat prepared for his consumption while adventuring. If he doesn't get to the General Store, or if the General Store doesn't do business with him this time, then he will have to herd them along and pay extra living expenses to keep the creatures alive (and they may get stolen as usual when leaving the settlement) until he can try to have them slaughtered and processed at another settlement.

PROCESSING DRIED MEAT PROVISIONS

At the General Store, he must pay $1D3+2 \times 25$ gold for each mule and $1D6+3 \times 25$ gold for each horse that he brings for processing. Each mule produces $1D6+2$ portions of dried meat and each horse produces $2D6+3$ portions of dried meat. Each animal requires one day to be processed. It might be good for the Friendly Giant to visit early on so that his dried meat will be ready before leaving the settlement. If for some reason, he is outside of the settlement before it is all done, another warrior may quickly pick it up on his way out, or the shop keeper will have it delivered to the gates. However, if for any reason the warriors must leave the settlement before the processing is finished, the Friendly Giant just lost his investment.

When consumed, each portion of dried meat from a mule restores $1D3+3$ wounds; each portion of dried meat from a horse restores $1D6+3$ wounds. They may be eaten just like provisions, but they do not spoil, they keep indefinitely. However, only a Giant, an Ogre, or a dwarf (and such like characters) can chew these tough provisions sufficiently to restore any wounds. The Giant may eat his dried meat while fighting, or even at the end of a monster's phase in which he is at 0 wounds. For him chewing his dried meat is about as easy as sipping a healing potion. Also, a piece of dried meat may be useful in acquiring a "pet monster" (see the skill below).

ALE HOUSE

The Friendly Giant must roll 2D6+3 at the Ale House. Three more possible outcomes are included below:

13	New Friends The Friendly Giant has found a few new friends at the Ale House and has agreed to meet with them here tomorrow also, no matter what his plans for tomorrow may have been. He wants to fan the flame of new friendship and wouldn't miss the opportunity for anything.
14	Another Giant The Friendly Giant meets another giant in the Ale House and spends much time eating, drinking, and reminiscing. When closing time is announced, the other giant suggests they make a trade of something valuable. Since it seems the friendly thing to do, the Friendly Giant agrees wholeheartedly. Roll twice (1D6) on the following table, once for the Friendly Giant and once for the other giant. These two rolls represent what they give in trade. If the Friendly Giant gives advice, he loses nothing in the trade. 1-2 The giant trades one of his valued treasures. It must be something that a giant like himself could use or it must be worth a minimum of 900 gold. If the Friendly Giant does not have such a treasure, he should give 1000 gold or all the gold he has. If the other giant gets this result, roll on the dungeon treasure tables until a treasure the Friendly Giant can use is rolled, or at least 900 gold in value has been rolled. You may add two or more rolls of treasure together to get 900 or more gold value, but remember to stop as soon as a treasure he could use is rolled. 2-3 General Advice: If the other giant rolls this result, he gives the Friendly Giant some advice about how to increase his muscle mass and gives him a sample of a dietary supplement. This will effectively increase the Friendly Giant's starting wounds by 1D3 +2. If the Friendly Giant rolls this result it is of no practical consequence to him. 5-6 Self Defense Advice: If the other giant rolls this result, he gives the Friendly Giant some practical advice on how to be an effective giant in a necessary fight. Make one roll at 1D6+1 on the Giant Trainer's Special Training Table below, re-rolling result #5. If the Friendly Giant rolls this result it is of no practical consequence to him.
15	A bar room brawl is brewing. The proprietor begins to secure his more expensive wares. The leading trouble makers stand up and begin to take the first swings at one another. Then the Friendly Giant walks in ducking under the door way. He stands up as fully as he can. Then seeing what has begun, he bellows in a deep booming voice, "Wait a minute! I came here to have a quiet drink and to make some new friends. Are you rowdies going to let me do that or do you want me to make some new enemies instead?" The trouble-makers and nearly everyone else in the room instantly sober up. The trouble-makers shake hands and apologize to everyone, especially to the Giant, and the place becomes as peaceful as a library. With great gratitude the proprietor figures he owes the Giant approximately 50% of what the brawl would have cost him (Gold = 50% of [4D6 X 200]). The Giant says, "Oh no, you don't need to do that." But, the proprietor says he considers him to be a friend and urges him to take the gold as a token of appreciation and friendship, and says, "You can drink here any time you come around". Finally, the Giant gladly accepts and says, "Well thank you. Now, maybe I can get some new armour or some tasty dried horse meat."

Also, if the arm wrestling result is rolled, it has no practical influence on the Giant's visits to the shops. The shop keepers will be much more concerned about his size and a giant's general reputation than they will be about an arm wrestling match.

A Giant Trainer

A Giant Trainer is a Giant also. Whether he is friendly may be in question. These trainers are often willing to teach upstarts some of the finer points involved in coming to full giant-hood. But, a Giant Trainer is not easily found. One is more likely to be found in a town or in a city than in a village. Whenever arriving at a settlement, the Friendly Giant should roll 1D6 before doing anything else. On a 5+ he is informed that a trainer of average talent is at the settlement. On a natural roll of 6, there is an exceptional trainer. In a town he gets +1 to his roll, and in a city +2, but he must still get a natural 6 for an exceptional trainer. An exceptional trainer gives him +1 on his special training table roll. Either type of trainer can assist him in his normal level-to-level training. Visiting the Giant Trainer is free, but his services are not. Once per visit to a Giant Trainer he may pay for specialized training, whether or not he is training to go up a level. He should pay his **current battle level D6 times 50 gold**. Then roll 1D6 on the table, adding +1 if the Trainer is exceptional.

SPECIAL TRAINING TABLE

1 - The Giant Trainer teaches him things that he already knew; but, the Friendly Giant doesn't want to hurt his feelings and doesn't tell him. So, he learns nothing new this time, even though he paid for the training and time of the trainer.

2 - Better Monster Pinning - Normally, monsters are pinned by warriors with several notable exceptions: monsters that fly, ethereal monsters, and some whose description states that they are never pinned. Well, now these monsters, all except ethereal, must be a little concerned about this warrior. He can now choose one adjacent monster of this type and try to cause it to be pinned to him. Once per turn, at the end of his turn, he may choose one of these "unpinnable" monsters and try to pin it by rolling 1D6 and adding his strength and initiative. If the total is equal to or greater than the total of the monster's strength plus initiative, then the monster is pinned (no attempt to break pinning allowed as that is represented in the opposing test). If he gets this result a second time, he may attempt to pin one monster two squares away, or two monsters adjacent to him (all determined by the same test as above). Each time he gets this result beyond the second time, add +1 to all his attempts to pin scores.

3 - Improved Monster Throwing Skill - Each time he rolls this result the Friendly Giant gets a permanent +1 to all of his "grab and throw monster" scores. This means, when he rolls 1D6 adds his initiative +3, he will now add +1 more, and so on each time he rolls this result.

4 - Better Accuracy when Throwing - He may now **aim at a target**. When throwing monsters he may aim at another monster, a pit, the Fire Chasm (ha, ha!), or even an empty square. First follow all the normal rules as given above. Now, if he wants to hit a target, he should also roll to hit using his ballistic skill (no modifier, unless he gains this skill again), and should declare who or what is the target **before** rolling the distance (1D3 + strength). If the target is beyond the distance, he misses by default. If he hits the target several things can happen. If the Fire Chasm is the target, the monster dies; if it is a pit, the target will suffer the normal thrown damage because of hitting the wall inside the pit, then will suffer whatever damage would normally be suffered from falling into the pit (but Large Monsters do not fit into a one-square pit, and a flying monster only suffers the hit against the wall, not the fall to the bottom); if it is an empty square, the monster only suffers the possibility of being stunned. This skill may also help if the Giant throws a warrior while trying to be helpful (see "Throwing Warriors" above).

If he hits (successful ballistic to hit roll) another monster with the thrown monster, both monsters may suffer from the ordeal. All of the damages here described are resolved without armour deductions. Every time he rolls this result after the first, he gains another +1 to his ballistic to hit roll when throwing monsters and warriors.

Damages from Better Accuracy when Throwing

Both, monsters must make a test to see whether they are stunned (stun test is described under “Throwing Monsters”) after working out their individual damage as follows:

If both monsters are about the same size and have the same unarmoured toughness, they each take half the total damage that the thrown monster would have taken if it had hit a wall. For this result see above under “Throwing Monsters”, resolving the distance/damage as though there were a wall at the hit monster’s range from the Giant. The thrown monster takes the position of the hit monster and the hit monster is knocked back one space.

If the monster thrown is larger than the monster hit, both of them could end up hitting a wall if the original distance rolled would take the thrown monster into a wall. When the smaller monster is first hit, it suffers (the thrown monster’s starting wounds divided by 10, rounding up, plus the Giant’s strength) with no deduction for armour. Then if the hit monster is still alive, both of them fly to the extent of the thrown distance. If they hit a wall, or other such immovable obstacle, they each suffer half the total damage of hitting a wall.

If the monster thrown is smaller than the monster hit, he bounces off the hit monster and lands in any empty adjacent square – if none are empty randomly choose a model to move and make room. The hit monster in this case is knocked back one space. The thrown monster suffers two-thirds and the hit monster suffers one-third of the “hit-the-wall” damage, resolved as though there were a wall at the range of the hit monster.

5 - Self Improvement - By means of weight-lifting, exercising, and better diet, the Giant Trainer helps the Friendly Giant to increase and strengthen his giant body weight and health. This requires that the Friendly Giant remain in the settlement for one week more including today. Each day, he will be in contact with the Giant Trainer, and this regimen may be carried on concurrently with his normal training or with other in-settlement activities. If for any reason he must leave the settlement before the week is up, he does **not** gain the full benefit of this self improvement endeavor. At the end of the seven days, he gains 1D3 + 1 (max = 4) permanent starting wounds. If this has been cut short, he gains 1D3 (max = 3) permanent starting wounds **after** the next adventure.

6 - Small Weapons Techniques - This specialized training requires 1D3 days of training at the Giant Trainer’s place in which the Giant may not visit any other location and does not have to pay living expenses except for any animals he may have. This **cannot** be done at the same time as his normal level-up training. **Before** accepting the training, the Friendly Giant may roll 1D6 on the following table to determine what type of small weapon skill this particular trainer can teach him. These are all normal one-handed weapons that many other warriors can use without any special training. This would enable the Friendly Giant to take advantage of some magically-enhanced weapons that he normally could not use. If he gains all six possibilities in the table below (all three, two times each), he should re-roll any results of 6 on this “Special Training Table” in the future.

1-2 Swords

He may now use one-handed swords, but with a -1 to hit. If he gets this result a second time, he loses the -1 to hit penalty. If he rolls this result after the second time, re-roll on this table.

2-3 Axes

He may now use one-handed axes, but with a -1 to hit. If he gets this result a second time, he loses the -1 to hit penalty. If he rolls this result after the second time, re-roll on this table.

5-6 Hammers

He may now use one-handed hammers, but with a -1 to hit. If he gets this result a second time, he loses the -1 to hit penalty. If he rolls this result after the second time, re-roll on this table.

Something Useful

Also, there is a chance that a Giant Trainer may have a piece of armour or a weapon that would be useful to the Friendly Giant. Roll 1D6 to see whether he has anything. On a 4+ he does have one special item that may be useful to the Friendly Giant. If the Giant Trainer does have something, he has at least one item. Roll 1D6, on a 4+ he has two items this time! Then roll 1D6 for each item to find out what it may be, re-roll if there are two items and the second roll is the same as the first one. The Friendly Giant may buy any available items if he so chooses and has the gold for it. These items could be rather expensive, because someone has had to endure great hardships and unspeakable dangers to retrieve such artifacts from deep dungeons. Some were even taken from slain giants. Remember any two-handed weapons are treated as one-handed for the giant.

SOMETHING USEFUL TABLE

1	Great Shield (1100 g) Same as the Great Shield the Armourer offers. The Giant enjoys +2 T and suffers no penalty to movement or to his to hit rolls. Also, this shield comes with the necessary strap already attached.
2	Great Axe (1800 g) Adds +3 strength for damage to enemies. Two-handed weapon.
3	Great Sword (2100 G) Adds +4 strength for damage to enemies. Two-handed weapon.
4	Helmet of Farseeing (2400 G) Exactly the same as the one found in treasure section "Weapons and Armour", except it has already been found to magically fit a giant's head. +1 T and lets the wearer see in the dark as though he had a lantern. Now, he may see and explore apart from the leader. Hmmm .. this might prove interesting!
5	Gromril Blade (2400 G) This is the same as the Objective Room Treasure by the same name. It is a two-handed axe, ignores all but magic armour, and causes double damage (roll damage dice and multiply the result by 2, then add strength) on a successful hit. It may only be used by a warrior (or giant warrior in this case) of level 2 or higher.
6	Armour of Meteoric Iron (4000 G) This is the same as the Objective Room Treasure by the same name. This is a most unusual, once-in-a-lifetime find. It has been verified by the local Wizard's Guild to have the magical ability to fit any warrior, even a giant. It adds +3 T, but cannot be removed once it is put on, because it fuses to the flesh. Warriors cannot normally carry it, since it is so heavy, but, the Giant is so strong and sturdy that if he would like to carry it in his back pack for one adventure, while he decides whether or not to wear it, he may do so. But, then he must either sell it for its normal value of 1000 gold, give it to another warrior, or wear it himself, because such heavy armour even weighs him down after awhile.

TRAINING

The Friendly Giant may train when he finds a Giant Trainer, or he may settle for training at the Fighting School or the School of Martial Arts or some other physical training facility. He must train in a training facility, **if he can get in** and pay any entrance fee, or at a Giant Trainer's place. He takes one week to train once he has spent the gold for training. He gets one skill each time he goes up a level, so be sure to roll on the table below, re-rolling any results that do not provide for an improvement or increase of the skill's usage. The skill numbers with an asterisk, *, indicate skills that may be gained more than once.

FRIENDLY GIANT'S SKILLS (Roll 2D6 each time he gains a new skill.)

2 – **Backhand** - *“Ouch! That hurt, you little dirt bag!”*

This is an extremely handy skill to have when faced with rather skilled opponents. From now on, if a monster actually does cause damage (subtracting wounds after any modifiers) to the Friendly Giant, there is a chance that he may backhand the monster, up to (his **attack characteristic**) **number of times per round** of combat. This is the maximum number of times it could work, meaning that he may **attempt** to backhand up to this many times. If any **actual wounds** are caused on the Friendly Giant, roll 1D6, on 6+ (Champion), on 5+ (Hero & Lord), the attacking monster gets backhanded by the Friendly Giant. This is a reflexive attack not based upon weapon skill; it hits automatically and cannot be dodged, though all other modifiers to damage and etc. still apply. This works on all monsters no matter what their size or abilities, as long as the Friendly Giant is not immobilized. The “Backhand” skill may only be used after Ignore Blow and Ignore Pain skills, if he also has them.

The Backhand attack does normal damage dice plus strength, and it knocks the monster across the room. The direction is a line starting with the squares occupied by the Friendly Giant and the monster backhanded and heading back toward the direction of the attack that provoked the backhand. For Large Monsters and those the same size as or larger than the Friendly Giant, roll 1D3 and add the Friendly Giant's strength then divide the result by 2 rounding up. This is the distance the monster is knocked away from the Friendly Giant (it lands in an empty square or make room for it). For smaller monsters, determine the distance the same way but do **not** divide by 2. If the backhanded monster hits a wall it suffers just like being thrown against a wall (see above, under “Throwing Monsters”). The monster may, if it has movement and attacks left, move toward the Giant to attack again.

3 - **Ignore Blow** - *“Ha, ha, did somebody hit me?”*

Any attacks that would actually cause wounds may be ignored on a score of 6+ (Champion), 5+ (Hero & Lord) on a roll of 1D6.

4 - Ignore Pain - *“Do you think that hurt me?”*

This works the same as the Monster Special Rule. From now on the Friendly Giant should subtract his Ignore Pain rating in addition to his toughness and armour from any wounds caused by monsters. The Friendly Giant's Ignore Pain rating is based upon his battle level:

Battle Level	Ignore Pain
2	3
3	4
4	4
5	4
6	5
7	5
8	6
9	6
10	7

5 - Pound the Ground - *He bellows and sobs, “That was my friend! That was my friend! Some body killed him! Some body killed him!”*

If one of the other warriors is reduced to 0 wounds (thus lies unconscious), there is a chance the Giant will think that the warrior has been killed. Roll 1D6, on 5+ he **does** believe that the warrior has been killed. He is so emotionally upset that he sits down on the ground and goes in a circle pounding the ground. He does this over and over for one turn. If another incident of 0 wounds on another warrior occurs this round, the Giant does **not** notice as he is still too busy bemoaning the first one.

This replaces all of his normal activities this turn. I mean he has really lost control of himself. While thus engaged, he hears nothing but himself and sees nothing but the image of his “dead” buddy. Therefore, he does not roll to hit or even consciously attack any monster. Rather, roll 3D6 to determine how many times he pounds his massive fist on the ground. The result is the number of D6 he should roll, for every 5+ rolled on these dice, the Giant hits an eligible monster (any monster within 2 squares of him all the way around including). All hits are shared out randomly as evenly as possible. Resolve one hit at a time until all hits are used up or until there are no more eligible monsters. Every time he hits a monster determine damage according to his attack table result 6, “Smash the Bum”, and be sure to add his extra 2D6 for 5+ to hit. The damage dice result times three is the total number of wounds caused for each hit. His strength is not added to it, since this is practically an unarmed attack.

6 * - Best Buddy Warrior - *“Let’s be bestest buddies!”*

Choose one warrior at random in the Friendly Giant's party. This warrior he now considers to be one of his best buddies. Normally, when any warrior is reduced by a monster attack to less than 50% of his starting wounds, the Friendly Giant “Gets Mad” (his original skill explained earlier). From now on, when a monster attacks this warrior (a “best buddy”) and causes one or more actual wounds (after modifiers), the Friendly Giant immediately “Gets Mad”. If he rolls this result again choose another random warrior to become one of his best buddies. If all his current party are best buddies, re-roll for a different skill. Also, if a best buddy warrior is taken out of the game permanently, the Friendly Giant will as soon as possible pick another random warrior to be one of his best buddies, even if he has to designate a new replacement character as the best buddy when he joins the party.

7 - Pet Monster - *“Looky there! It’s a cute little monster!”*

Once, at the beginning of each combat, while awaiting the monsters’ proof of their intentions, the Friendly Giant may actually think that one of the monsters (chosen randomly) would make a good pet. This may not be attempted if any of the monsters present are among those against whom he is prejudiced (see “Prejudice” skill below). Also, he will not try to get a pet if he is distracted by having witnessed and/or suffered an attack by ambushing monsters. At the beginning of his first turn in any combat where this skill is allowed roll 1D6, on a 5+ he sees a potential pet monster. He makes his choice randomly at the beginning of his turn. It must be a monster that he can physically reach this turn; and, it must **not** be a “Large Monster” or one larger than he is, **or** an evil magic user. Also, this **cannot** be used on demonic creatures – they are too far gone.

He will approach the potential “pet”, even if it had survived an attack from one of the other not-so-nice warriors, and will pat it on the head or back and say something like, “There, there now, little fella. How would you like to be my pet? I can give you some dried meat and plenty of bones to chew on! Won’t you come with me?” If he has a dried meat portion, he may give it to the potential pet for a +1 on the table roll below (found on the next page in this pdf file). At this point, the monster will have a reaction. Roll 1D6 to see what happens (If trying to gain a Dark Elf, Chaos Dwarf, an undead or an ethereal being as a pet, roll 1D6-1. They may be affected, but will **not** accept the offer – result #6, and the dice roll for these types will **not** be influenced by an offer of dried meat.):

If he also has the “Make a Friend” skill, he may use both of these skills in the same turn if the conditions are right.

Pet Monster Response Table

1 Greatly Offended

The potential pet monster, becomes greatly offended that the Giant would be so stupid as to think that it would even consider such a thing! The monster makes an immediate attack at +1 to hit against the Friendly Giant, not subject to any psychology. Work out damage as normal. The Giant is so confused by this ferocious response that he still does not attack until his second turn of this combat.

2 Antagonized

The monster is rather disturbed by this unfortunate behavior of a “Giant gone crazy”, that he devotes all attacks possible against the Giant until the combat is over. He is so angered that he gets +1 attack as long as he uses all his attacks against the Giant. Leave this monster out of the fair sharing of monsters unless the Giant is killed before the combat is over.

3 Terrified

The monster does not understand what the Giant is saying, and is utterly terrified by the attention of the towering brute. This monster will attack some other warrior this turn if possible. If he must fight the Giant this turn, the monster will suffer -1 to hit and -1 attack.

4 Laughing Fit

The potential pet monster is so caught off guard by this ridiculous show of goodness from such a character as should be eating the warriors that he is suddenly smitten with a fit of uncontrollable hysterics. He falls to the ground and rolls holding his sides and has trouble breathing. This fit takes so long that the monster is effectively out of the battle for one whole turn. If he survives that long he may then resume normal behavior. During the time he is so incapacitated, any warrior except the Giant may attack him at +1 to hit. The Giant will only attack monsters other than this one in his first round of offensive combat.

5 Touched and Confused

For the next several moments, the monster is overwhelmed with feelings that it hasn't felt in a long, long time. It almost thinks that it remembers something from its past .. By the time it comes out of its dazed and confused state, one whole turn has elapsed, and it realizes that a battle is going on around it and it has done nothing to contribute to destroying these interlopers. It shakes its head and attacks the nearest warrior as normal, unless it attacks the Giant, in which case it suffers -1 to hit because it feels some residual confusion about him. During the time of the monster's confused reverie (turn of doing nothing), no warriors will attack it, wondering if it might possibly be considering the Giant's offer.

6 Inexpressibly Honored

The potential pet monster has just enough goodness left in his nature that it is both fascinated and flabbergasted by the kindness of the Friendly Giant. Furthermore, it feels so good to have such affection shown by one who could squash it or slap it into next week that it feels obligated to actually become the Friendly Giant's pet (or in the case of a more intelligent monster, he will act as the Giant's servant). From now on, as long as the pet/servant monster lives, it will follow the Giant around and fight against the Giant's enemies. The Giant will no longer attempt to obtain a pet monster, unless he somehow loses this one; in this case the whole crazy process starts over again.

Any time a monster attacks his new pet (whether or not it causes wounds), the Giant will “Get Mad” (gain the benefits of that skill). To determine whether the pet is attacked, roll 1D6 for every monster event. On a 4+ they recognize the pet monster as a traitor and the pet will get its share of the monsters (maximum of two attacking it at a time) for each monster event. On a 1, 2, or 3, the Monsters mistake the pet for one of their own, until the pet attacks one of them. The Pet will, whenever possible, attack a monster that is attacking, or has attacked, the Friendly Giant. The Giant will generally direct who it should attack so as to keep it out of the worst of the fighting. Unless the monster being attacked is currently ganging up on one of the warriors or is already obligated to attack based on the “First Attack Rule”, there is a chance that it will turn and attack the pet. The monster should then include it as one of his eligible targets. The pet gets no treasure unless the Friendly Giant shares one with it that may help it survive or fight better. Gold from the kills the pet makes goes to the Giant's credit and is subject to the 50% chance of being shared between the other warriors.

If the pet monster survives long enough to reach a settlement, it will be disguised or stay hidden in the Giant's luggage while in public. Then it will remain in his room (or tent) the whole time that the Giant remains in the settlement. The Giant will refuse room (or tent) service, but someone might forget, and the monster might decide to do a little exploring. When leaving a settlement, the Giant should roll 1D6, if he rolls a 1 or 2, the pet was somehow discovered and has mysteriously disappeared. Otherwise, it will continue with him into the next dungeon and so on (until it dies or “disappears”).

8* - Prejudice - *“How dare they do such a horrible thing. I’ll never give them a chance to get me or my friends again.”*

This is decidedly uncharacteristic of a friendly warrior, but sometimes enough bad things happen that even a Friendly character develops a prejudice. So it is now with the Friendly Giant. Make one roll on the Monster Table that corresponds to the Battle Level from which he just graduated. Note down the type of monster (i.e. Dark Elves, Undead, Beastmen, Chaos Dwarfs, Giants[?], dragons, spiders, scorpions, etc. ..). Now, whenever a monster against whom he has a prejudice appears, the Giant is immediately convinced by their appearance that they could only mean to harm the warrior party. Therefore, he may attack in his first turn this combat. This first turn, if there are other monsters too, he will only attack those against whom he is prejudiced, unless other monsters ambush the party. If he rolls this skill again, make another roll on the Monster Tables as above. If he rolls a repeat monster type, re-roll on the Monster Tables until he develops a new prejudice. Also, if he ever gains the hatred of a particular race of evil beings, he automatically develops a prejudice against them as well. This includes any that he might already hate.

9 - Make a Friend - *There are other Giants out there that may have a streak of goodness in them. "Maybe I should try to make friend."*

From now on if the Friendly Giant encounters a Giant monster, he may attempt to "make a friend". He may attempt this at the beginning of his first turn after the Giant monster appears. He does not need to be within reach of the Giant monster; he only has to know that the giant is near. He will see, smell, or hear him (or all three). He may attempt this even if the other warriors have already attacked the Giant or even if the entire party has already been in a tussle with monsters already present. If he is successful in making a friend out of the Giant monster, he will explain that the warriors were only acting in self-defense and will be glad to prove their friendship even to the extent of fighting monsters that may be causing the Giant monster some problems.

The Friendly Giant will say something really cheesy-sounding (but, the slow-minded Giant may not mind) like, "Hey, you're a Giant and so am I! Do you wanna be friends?" Roll 1D6 to find out the Giant monster's response.

1-2: Hopelessly Antagonistic - The Giant monster is enraged and immediately attacks the Friendly Giant if he can reach him with 1D3 normal attacks (as described above in "Giant Meets Giant"). Remember, the Giant monster is dealing with a warrior much closer to his size. The Friendly Giant may now attack the Giant monster or other monsters present according to his normal behavior, beginning immediately (Remember, he attempts to make a friend at the beginning of his own turn). Combat now proceeds as normal.

3-4: A One-sided Argument Ensues - The Giant monster is argumentative, rants and raves, taunts and jeers, insulting the Friendly Giant as, "A wimpy giant, who has to have some goody-two-shoes warrior friends to protect him." The Giant monster is caught up in insulting the Friendly Giant that he forgets about fighting for his first turn of combat. Also, The Friendly Giant is taken aback and a little befuddled. Therefore, though he may attack the Giant monster immediately since he has become certain of his intent to harm, he suffers -1 to hit this turn. Beside this the combat will proceed as normal.

5-6: Surprisingly Successful - The Giant monster says, "Okay, let's be friends .. But, we must prove our friendship. I will not hurt you or your friends and .." Roll 1D6 and see what you must agree to below:

What if the other warriors are not willing to go along with the proof of friendship above determined? Well, they can say no to anything that would require their participation to ensure success, but they would be insulting the friendly intent of the Giant monster and would be backing out of the deal in which he said he would not harm them. Furthermore, I don't think they would want to cause the Friendly Giant to "Get Mad" at them for harming his new friend. If they insist, it could make for a pretty tricky combat situation. An impromptu rule or two might be advisable in such a case. Here's one idea: whoever starts the fight is the one(s) that the Friendly Giant must oppose, since both sides are his friends. Imagine the possibility of fighting two giants instead of one!

If the party agrees to the terms of friendship as they should, and if there are any other monsters present, or if any more appear while your new Giant monster friend is with the party, the Giant monster will use his Giant Attacks (see Role Play Book) against the monsters, but he does **not** share his gold with anyone. He will fight during the warrior phase, in the order of his initiative. After, the new friendship has been proven, and there are no more monsters on the board, except friendly ones, the Giant monster wishes the party well and leaves them to finish their quest. See the next page for the Giant Monster Response Table.

If he also has the "Pet Monster" skill (not to be used on the Giant monster), he may use both skills in the same turn if the conditions are right. It is advisable to try to get his pet monster first, just in case a fight breaks out with the Giant monster. If it just so happens that the Friendly Giant is also prejudiced against Giant monsters, he may still attempt to befriend a Giant before attacking. Of course, he will most likely not attack a newly made friend, this will temporarily cancel out his prejudice

Surprisingly Successful Giant Monster Response Table

1-2 “You must help me put an end to a horde of my enemies”

The Giant monster is being hunted by a large contingent of creatures. He wants you to prove your friendship by helping him to eliminate this threat. This is a side quest. The Friendly Giant will do this whether the other warriors want to or not. Take a random Objective Room and attach it by three random dungeon rooms and corridors to the board section in which the Giant appeared. Treat these three board sections as already explored, but unexpected events may still occur on the way to the horde. At the Objective Room, during the monster phase, make two rolls on the Objective Room Monster Table (if any rolls on monster tables produce another Giant, the Friendly Giant may try to make another friend). If there are more monsters than can fit in the room, add side rooms to accommodate the horde. This is a great surprise to the horde, so all the warriors and the Giant monster get +1 attack for the first round and no monsters get to ambush if they have that ability. Once all the horde is destroyed, the party gets two Objective Room Treasures.

3-4 “I need you to help me sleep at night”

Another mini-quest. The Giant monster is being tormented at nights by all sorts of evil sorceries. He saw one of the magic users and sent a snotling to spy on them. There is a secret meeting soon in which an alliance of evil, dark sorcerers plan to take control more and more of all the monsters in these parts. No telling what great evil the warriors may help to prevent by helping this giant. Again, the Friendly Giant feels obligated to do so. The giant was just worrying and scared to death that by himself the sorcerers might roast him quickly, when the party arrived.

There is a secret way to the meeting place, and the Giant knows the way and the time. Set up a “secret” door on one of the “door-less” walls in the board section where the Giant appeared. Connect the Idol or the Fountain Objective Room to two straight corridors. There will be no unexpected events until after, because very few know of the secret passageway, and those few have already traveled to be at the meeting.

When you arrive at the meeting place, select one of each type of sorcerer in the following list from this Dungeon Level on the Monster Tables (and the level below and the one above if it takes it to find them – in that order) and include two each of any monsters that “guard” them (if no guards are specified, provide warriors or champions as appropriate of the same race from the same level where the sorcerer is found): Chaos Sorcerer, Skaven Warlock or Seer, Savage Orc Shaman, Beastman Shaman, Chaos Dwarf Sorcerer, and a Necromancer

Place all the sorcerers in the center of the room in a circle or a square shaped assembly, and place each guard appropriately on the outside of the gathering as close as possible to the one he guards. There is one other door, besides the secret one into this room, but it is so locked and warded that it might as well be a wall.

“Here’s my plan,” says the Giant monster, “I will enter first and create a giant-sized distraction. While most of them will be trying to get me, I want the Friendly Giant warrior to go after the powerful, dangerous necromancer, and the rest of you get at any sorcerer you can as soon as you can.” First, have the Giant monster go as far as possible into the room away from the door, but where he can still reach and attack several bad guys. As soon as he is done moving, roll on the Giant Attacks table to see what he does. Then let 2D6 of the guards (determine randomly, and the 2D6 are of those **not** already adjacent to the Giant, for the adjacent ones should stay put and fight him) go after the Giant monster as far as they can, and randomly select two of the sorcerers to cast one spell each at the Giant. Remember, the monsters don’t know about the warrior party yet and do not attack them this round. They do not feel terribly threatened by one giant so hold back a little to see what he can take. If any sorcerers are grabbed by the Giant monster they cannot cast spells while in the Giant’s control, because they are too distracted with trying to stay alive. Also, the Giant monster would not think of putting one of the sorcerers into his bag for later consumption – in this case it would be too potentially dangerous – so re-roll any such result.

The Friendly Giant is not at all passive this time, because he is so convinced of the danger. He may attack immediately. Also, the monsters will be in place **before** you enter the room. Just like above, the warriors surprise the monsters (attack immediately and get +1 attack each in the first round). Also, sorcerers tend to be rather vulnerable in hand-to-hand combat, but the warriors should not get too confident. Annihilate them ASAP, or face the full fury of their sorcery in the very next monster phase (in which all monsters will attack and conjure evil magic according to all the normal rules for combat and according to their full characteristics)!

No unexpected events happen until the warriors are back to the dungeon proper to finish their original quest. Once this mini quest is finished, i.e. all unfriendly monsters killed, make one roll per sorcerer killed (six) on the Magic Items treasure table. Divide these up among the warriors and be sure to share at least one piece of treasure with the Giant monster.

5-6 “We should trade something of value.”

Both the Giant monster and the Friendly Giant should roll on the sub-table under the Friendly Giants Ale House roll # 14 given above. This trade works exactly the same, except, if the Friendly Giant rolls the trade result “1-2” and has trouble providing the treasure or the gold, the other warriors should help to ensure that the friendship is proven. It just might be in their own best interest.

10 - Scare Monsters - *The Friendly Giant gets a glimpse of himself in a huge mirror. “Hmmm .. I look kinda scary!.” From now on he uses his scary appearance against his enemies, by making faces, roaring, and staring them down.*

Most monsters that are smaller than he is (exception: Large Monsters, even if smaller than he is, are **not** afraid of him) are now automatically afraid of him and are at -1 to hit him. Also, now that he has become so intimidating, he no longer is afraid or terrified of any creature that is smaller than he is. He still must roll for larger monsters' fear and terror tests and still gets his +2 bonus on such rolls.

11 - Thump a Bad Guy - *He pulls his huge finger back behind his thumb, aims at a monster nearby, and then lets it rip .. thuuummp!*

This is an extra attack the Friendly Giant may make once per turn against an adjacent monster, **before or after** he has moved (**not during** – this takes concentration), and before or after he has made all other attacks. The purpose, in addition to doing some damage, is to make a monster move. The Friendly Giant is at **-1 to hit** for this attack. This thump attack does **normal damage minus strength**, and does **not** gain the special Giant Damage if 5+ to hit. If he does indeed hit the monster, then roll 1D6. On a 4+ the monster (if still alive) must move one square backwards from the direction of the attack. On a 1, 2, or 3, the monster stubbornly remains in its square.

12 - Barge Through - *The Friendly Giant is now so large that he is able to plow through a room full of uglies.*

Every time he moves, if he is not pinned and is not otherwise immobilized (i.e. web, netting, or whatever), he may push monsters out of his way to get wherever he wants to go. If such an action were seen from overhead, it would look like a large being passing through loose sand or a small stream, the monsters part to let him through and then fall back into place. Monsters that he cannot pass through this way are “Large Monsters” and those of his size or larger, though he can move around them if the other monsters are movable. Say, how handy would this be to rescue a weak or injured friend, his pet, or even to stop an evil magic user? He could even carry another warrior with him through the press of scumbags (see “Picking up Warriors”).

THE GIANTS BATTLE-LEVEL TABLE

Battle Level	Gold	Title	WS	BS	STR	MOVE	Dam. Dice*	T	Wounds	I	A	Luck	WP	Skills	Pin
1	0	Novice	2	6+	5	6	1/3D6(5+)	5	2D6+10	2	1	1	3	1**	6+ ***
2	2,000	Champion	3	6+	5	6	1/3D6(5+)	5	3D6+10	2	2	1	3	2	6+
3	4,000	Champion	3	6+	5	6	1/3D6(5+)	5	4D6+10	2	2	2	4	3	6+
4	8,000	Champion	3	5+	5	6	1/3D6(5+)	5	5D6+10	3	3	2	4	4	5+
5	12,000	Hero	4	5+	6	6	2/4D6(5+)	5	6D6+10	3	3	2	4	5	5+
6	18,000	Hero	4	5+	6	7	2/4D6(5+)	6	7D6+10	4	3	3	4	6	5+
7	24,000	Hero	4	5+	6	7	2/4D6(5+)	6	8D6+10	4	4	3	5	7	4+
8	32,000	Hero	4	5+	7	7	3/5D6(5+)	6	9D6+10	4	4	3	5	8	4+
9	45,000	Lord	5	4+	7	7	3/5D6(5+)	6	10D6+10	5	5	4	5	9	4+
10	50,000	Lord	5	4+	7	7	3/5D6(5+)	6	11D6+10	5	5	4	5	10	4+

* The Giant gets +2 Damage Dice on a 5+ to hit, because of his over-whelming size and great strength.

** The Giant's starting skill is "Get Mad", explained above.

*** The Giant is almost never pinned by anything smaller than he is.