

# Encounter type: **Giant, Young**

# Encountered: 1 per 6 players.

Attacks per turn: 2

Attack types / Damage per successful attack: 2 Clubs: 1-D12 x4 +4 See: "Special".

D20 roll needed to have [Augmentation Gems](#) / # of Augmentation Gems found: 16+ / 1-D4

D20 roll needed to have [Gold](#) / # of gold coins found: 12+ / 1-D12 x3 +6

D20 roll needed to have [Silver](#) / # of silver coins: 11+ / 1-D12 x6 +6

D20 roll needed to have [Treasure](#) / # of treasure items found: 12+ / 2-D4 +1 Check for each to have treasure.

Defense: 15

Experience: 100 (150 if "Thunder Strike" occurs).

Life-points: 200 (+100 if "Thunder Strike" occurs).

Offense: +5

Region: Volcanic Wilderland.

Special: Thunder Strike: On a maximum strike, the Young Giant will attract lightning storm from above. Lightning will strike the Young 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:	+100	added to current life-points.
Offense:	+3	Offense will become an +8.