

The hunt for the giant

A small village at the foot of the mountain has been suffering for months from the raids of a fearsome giant. Each night, he takes a goat, a cow, a pig... or whatever he can find. One day, Joanet, the son of the village's most important farmer, decides to take matters into his own hands and set out to hunt the giant. After three days, sadly, there is no news of Joanet. However, the giant has returned and once again stolen livestock. The village mayor begs the players to rescue Joanet and hunt down the giant.

The Rescue of Joanet

The players easily follow the trail of enormous footprints, torn-up bushes, and broken branches left by the giant along the mountain paths. The trail leads them to a clearing with a large oak tree at its center and ends at the rocky mountain wall, as if the giant had somehow walked straight through it.

After a short while, they hear a terrible, deep voice shouting **Bitzoc!**. Immediately, the mountain wall opens as though it were a massive stone door. The giant emerges from a great cave, shouts the same strange word again, and the door closes. Upon exiting, he approaches the oak tree and shakes it forcefully to make sure no intruder is hiding among its branches. Then, he leaves.

At this point, the players could enter the cave by imitating the giant and shouting the magic word.

Inside the cave, an enormously large cavern, there are five interconnected chambers. In one of them lies a small lake; in another, rudimentary furniture made to fit a giant; another cavern contains nothing but countless piles of gold coins; the last one overflows with animal bones and human remains.

Joanet is hiding among the mountain of bones and, as soon as the players enter the chamber, he runs out from his hiding place to celebrate being found. He explains that he has been crouched there for three days, that he sneaked into the cave when the giant was distracted, but has been

unable to escape. The players notice his pockets are full of gold coins. What neither Joanet nor the players know is that the magic word doesn't work if they are carrying gold coins from the cave.

Joanet warns them that he knows the giant's habits and that he is about to return. Indeed, moments later, they hear the giant's voice shouting the magic word and see him entering the cave. The giant suddenly stops, sniffs the air with interest, and, drooling, says: **Mmm, humans, I can smell you... and your delicious fear.** At that moment, the hunt begins.

Giant Attributes

Description: Giants are among the original creatures of the Island. Foolish by nature, they have been forced to live in the most remote places, far from any trace of civilization. The few times they come into contact with the inhabitants of the Island, it is because of their ravenous hunger, and it usually ends badly for their victims. They tend to live in caves, often magical ones, as they commonly make dark pacts with witches, gaining magical knowledge.

Hit Points 35

Morale 8

Thick Skin -D2 damage

Punches and Stomps D10 damage

Rock Throwing D8 damage

Special They are not very intelligent, so any Mind check has a difficulty of 8. If the players fail, the giant sees through their intentions and flies into a rage, attacking twice per turn, starting with the one who tried to deceive him.

