

# WARPSTONE

The independent magazine for Warhammer Fantasy Roleplay



## GIANT SLAYERS by Luke Twigger

This is best used when the PCs are in a vaguely remote area, e.g. The Grey Mountains, where it is possible for a Giant to wander freely. The PCs are travelling through a nearby area and hear the following information (Gossip Tests at +20%, because it is the latest news):

- A party of prospectors were found beaten to a pulp - this looks like the work of a Giant.
- The mayor is offering a reward (enough to attract your PCs);
- Some locals are thinking of moving on because they are so scared;
- There are not many applicants for the post of 'Giant slayer' yet - none in fact!;
- A successful Giant slayer will gain a lot of glory, fame, etc.; and
- The commander of the nearest garrison refuses to send his men on such a wild goose chase.

Assuming the PCs are interested (if not, then increase the money, or have one of them have a close encounter with the Giant while on the journey) then they can easily contact the mayor. He will confirm they are the only applicants so far and give them directions to the old mine. Later that day while planning the hunt, buying kit or having drinks bought for them, they are approached by Sebastien Geheimnis (see below) who says that he'd like to join in the hunt if they will have him, splitting the reward fairly. If the PCs do not agree, he will follow until they relent.

The mountains are a very rough area where it is easy to get lost. It takes about eight hours to reach the prospectors' ruined camp. A clear trail leads away from her to the old mine and it will take a further hour to reach here. There are three prospectors here, and all are scared. Their leader Klaus will say two of their number have gone out hunting, and failed to return. He also says they have been subject to constant attacks by the Giant.

It will take a further 6-36 hours to find the Giant. Before they find him, they come across the two prospectors, dead. The largest, and meanest

looking, has a pair of Giant ears on a string (they aren't particularly big). When they find the Giant, it will attack without mercy. However due to its size the PCs may surprise it. The PCs could avoid fighting it by offering up the prospectors, but Sebastien will object (see below for both their motivations).

Arrange it so the fight takes place in the early evening. If Sebastien is not with the PCs he joins the fight now. N.B. Don't let the PCs leave all the fighting to Sebastien. Have him knocked out if necessary. That night the party has to sleep in the open.

In the morning, the PCs wake to find Sebastien gone, taking the Giant's head with him. If a PC was on guard, he fell asleep, was drugged or was knocked out. The PCs will then have to make their way back to the village.

When they get back to the village they find that Sebastien has claimed the reward. If they complain, no one will believe them, as Sebastien had the head. And after all he is a Noble. After chasing him down, he will tell them all he wanted was the glory and give them the reward (and maybe a bit more) for their silence. Any sneaky attacks will result in him fighting to kill. Otherwise he will accept any challenge to a public duel in order to redeem his honour. This will be to 2W or less - any weapons, any armour - one at a time or all at once!

**The Giant:** The prospectors brought the destruction upon themselves. They discovered and killed a Giant child. When his father found out, he went berserk, attacking humans on sight. However, it is the prospectors he is after and handing them over may stop him.

**Sebastien Geheimnis:** (Duellist, ex-Noble) Having fallen out with his family because of their distaste at his choice of career, Sebastien is now trying to find out way back in to the fold. He figures that by becoming a hero they will accept him. Should the party help him, they will gain a firm ally for the future.

Sebastien is a skilled fighter. He is also well equipped, including a pair of duelling pistols and has the Luck skill. Killing him in combat should not be easy.