Cormoran

Though rich as a king, the giant known as Cormoran was a miser, and was loathe to spend his gold, so instead of simply buying the prodigious amounts of food he needed, he would steal into farms and fields, and steal the livestock of the local peasants.

One day, he was caught on one of his raids, and forced to stand on a rock just offshore, in the sea, with the cow he had tried to steal tied around his neck. Eventually, he was taught to pay for his food, whereupon he realized how little of his hoard he truly needed to spend.

Sadly, his greedy and cruel nature led him to steal again, but now he would claim even full grown men to feast on. A wily adventurer claimed to have slain him by tricking him into a pit, and hitting him in the head with a pickaxe. But, surely so grasping and experienced a raider as Cormoran wouldn't be felled by so simple a trick... would he?

Cormoran

Huge Giant, Chaotic Neutral

Armor Class 14 (natural armor)
Hit Points 200(16d12 + 96)
Speed 40ft

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (–1)	23 (+6)	10 (+0)	9 (–1)	11 (+0)

Saving Throws Con +10, Wis +6
Senses passive Perception 13
Languages Giant
Challenge 10 (5,900 XP)

Magic Resistance. Cormoran has advantage on saving throws against magic and other magical effects

Actions

Multiattack. Cormoran makes two attacks with his huge club.

Club. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 7) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Long Experience
Despite being, otherwise, a rather cliche, brutish giant, 22 foot tall Cormoran has a great deal of experience dealing with adventurers, Royal Guard, and other "small folk" annoyances. However, despite being a bit smarter than average, this has led to him deciding to just get a bit tougher. His strong will and durable frame lets him resist the effects of magic far easier than his cousins, and he has simply gotten thicker skinned and more enduring as he has gotten older.

Grasping Greed
Deep within his many hidden dens, which are caves whose entrances are hidden by a large hut, Cormoran hides the riches of the ages. Even if one of his bolt-holes is discovered and raided, only a fraction of his true wealth is ever "liberated" by adventurers. Rumor has it he once convinced a black-hearted mage to split his soul, and he hides a fragment in each cave. If this is true, then every time Cormoran is slain, his spirit flees to his nearest bolt hole, and takes 2d6 + 12 months to form a new body.

Once in a new body, Cormoran is starving. He will initially raid for farm animals, but as his hunger is not sated by these beasts, will begin to grab humans to eat, as well. It is usually about this time that he runs afoul of "small folk" heroes once again.

Adventure Hooks.
For the most part, Cormoran is just a basic, if rather large, Hill or Mountain Giant type. He rarely uses any minions, and relies on his brute strength and his durability. However, his greed can bring out some more interesting storylines.

Scenario One: Just under two years ago, Cormoran was very publically slain just outside the city walls of the capital city of a large kingdom. He had been raiding the stables of the Royal Cavalry, who retaliated with all the power and force of the entire army, as well as the Champions of the King. A celebration was held, as the people rejoiced in the giant's death.

Now, however, he is back, raiding the farms in a county a few day's ride from the capital. Angered, the King orders a reward for whoever can discover how the giant has been able to cheat death - and an even greater reward for anyone who can find a way to prevent it.

Note that, in this scenario, the players need never even fight Cormoran. It is entirely possible for a low-level party, with cunning and good roleplaying, to solve the mystery of his constant rebirth, and gain the reward.

Scenario Two: One of the weirder aspects of Cormoran is the mummified cow dangling around his neck. There are all sorts of stories about why he wears it, most referring to the legend mentioned at the top of this page. But what if there's more to it?

Having been attacked by magic on multiple occasions, Cormoran has developed an extreme resistance to and tolerance for magic. Perhaps he wears the cow because he thinks it gives him this resistance - or, perhaps, it really does?

Optionally, the cow could simply be a trophy of his first hunt as an adult. It could be a memento of some great event in his past, or could even have been a beloved pet he mummified on its passing.

The problem is... someone has, somehow, stolen it. And this has driven Cormoran into a powerful, violent rage. He no longer raids for just enough food to eat, but to destroy and ravage the countryside. Until his cow is returned to him, he will maintain these attacks.

Thus, it is up to the players to find out who stole the cow, where it is, and how to get it back to the giant before too many more lives are lost. Again, this is an adventure probably best run with characters not strong enough to face him outright, with the looming threat of the juggernaut on its way for yet another rampage.