Ferragut

He was a giant who held the city of Najera, by the might of arms, and the might of his armies; thus the paladin Roland was sent to free the city. He was a descendant of Goliath, and had been sent there by the Emir of Babylon to fight the armies of Charlemagne.

Ferragut did not fear spear, or arrow, or blade, and stood much taller than his men. He cast aside many of the warriors of the French king like chaff, even Ogier the Dane, until Roland stood before him. They fought for two days, taking a truce to rest at night, and used swords, sticks, stones, and bare fists.

During the second night, Roland showed courtesy in providing a pillow for the giant's head, who felt honor bound to reveal his weakness – his navel. They also spent much of the night discussing theology and philosophy, before sleeping in preparation of the next day's battle.

On this last day, again they traded blows, but this time Roland used his knowledge of his enemy's weakness, and stabbed him in the navel with his spear. The tales say he thus died, but surely such a wound need not have been mortal. Indeed, other tales claim he was beheaded by the Duke of Aquitaine, or stabbed by Roland's fellow Paladin, Orlando. With so many possible deaths, is it not possible that he still lives – or, perhaps, cannot even die?

Ferragut

Huge Giant, Lawful Evil

Armor Class 16 (Scale plus enchantments)
Hit Points 198 (18d12 + 72)
Speed 40ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	10 (+0)	9 (–1)	11 (+0)

Damage Resistances bludgeoning, slashing, and piercing damage from non-magical weapons
Skills Perception +2, Insight +2
Senses passive Perception 12
Languages Giant, Common
Challenge 11 (7,200 XP)

Warrior Training. Despite being a 'mere' Hill Giant, Ferragut is a trained warrior, and a genius for his kind. He counts as a seventh level Fighter, with the Battlemaster Archetype. He thus has five Superiority Dice, and the maneuvers Disarming Strike, Feinting Attack, menacing Attack, Riposte, and Trip Attack (works on Huge or smaller foes), as well as 'Know your Enemy'.

Soft Belly. If a foe knows of his soft belly, they may declare any and all piercing attacks to be targeting there. These bypass his Resistance to Piercing

Actions

Multiattack. Ferragut makes two melee attacks with his Greatsword.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) slashing damage.

Javelins. *Ranged Weapon Attack:* +8 to hit, range 80/320, one target. *Hit:* 21 (3d10 + 5) piercing damage.

Disciplined Warrior.

For a Hill Giant, Ferragut is a genius. He has been trained as a warrior from birth, which has led to his ability as a warlord for his liege. This gives him access to the Battlemaster archetype, and the maneuvers listed in his stat block. These maneuvers can be found in the Player's Handbook.

Iron Skinned.

After some unknown alchemical experiment during his training, his skin is tougher than almost any mortal being's. This gives him his resistance to most weapon attacks, though the experiment did not fully 'take' on his belly. Only if a foe learns of this weakness somehow can they take advantage of this. If the GM is feeling generous, then perhaps 1 in 3 shots from a ranged piercing weapon, or a piercing weapon with reach, can land on his belly, giving them clues to this weakness.

Adventure Hooks.

While most adventures involving Ferragut would be during warfare, there were other stories about him that could provide a strong adventure for experienced characters.

Scenario One: Having been raised by humans, he finds he is more attracted to humans (and elves and half-elves) than his own kind, at least for non-physical matters. Thus, his previous masters having lost their war, he takes up residence in an abandoned keep. Ordering the local Ogre and Orc tribes to rebuild it, he also has them steal away the beautiful daughter of a local lord or king, or even merchant prince. Though she is a prisoner, she is treated well, and shown respect for her keen wit and education. Can the players rescue her before Stockholm Syndrome sets in - and before Ferragut decides his new army is large enough to take revenge for his fallen masters?

Scenario Two: A bit more combat heavy than the previous one, this one has Ferragut deciding he needs a new helmet for his wine goblet - and a Fighter or a Paladin PC is wearing just the perfect helm for that. He will start with probing attacks, with raids by the forces under his command (Orcs, Goblins, bandits, or perhaps even trained soldiers, if his masters still hold their realm). These will be designed to get the PC's to use up resources, and even interrupt their rest to prevent recuperation. Once he deems they have been 'softened up enough', he will reveal himself, and state his intention to own that helmet, as he draws his greatsword. Of course, the PC could simply hand over the helmet, at which point Ferragut will thank them, and leave, never to bother them again - but what if it is a magical helmet? An heirloom? Or the PC's are simply sick and tired of this pompous, overgrown fighter?