

MONSTROUS MENAGERIE

GIANTS OF

LEGEND

MONSTROUS MENAGERIE presents new and fantastic creatures with which Game Masters of all levels of experience can populate their campaign worlds. The creatures found within these pages may be beneficent or malign, horrific or wondrous, but all are sure to astound your players.

With this article, you can challenge your players with unusual giants inspired by little-known myths and legends of real-world cultures.



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ENDRIAGO

Origins: The endriago is based on a monster from *Amadís de Gaula*, a 16th-century Spanish chivalric romance.

The endriago appears as a 19-foot tall, upright, vaguely humanoid creature with many bestial features. Its skin is covered in scales and sea-shells; its head resembles that of an enormous lion; its arms end in claws similar to the talons of a gigantic bird of prey; and it sports a pair of bat-like wings covered in coarse hair.

Blasphemous Births. The origin of the endriagos is not well understood, but most sages agree their creation is related to some terrible transgression made by giants of ages past, and related to their millennia-old conflict with dragons—perhaps the result of a magical transformation intended to create a superior warrior. A minority opinion is that the existence of endriagos is a part of some divine plan to unite giants and dragons by creating hybrid creatures that are deadly to both of them. Whatever their true origins, endriagos have been born in giant families in sufficient numbers to have bred true and multiplied; rumors of new endriagos born to giants sprout from time to time.

Hateful Devastators. Although endriagos require little food, they kill other creatures out of pure spite, invading civilized areas and depopulating entire regions. They inhabit far-off corners of the world, but embark upon great journeys to seek out and slaughter new creatures. Endriagos are unsophisticated but ruthless and fearsome combatants, capable of challenging opponents on land, at sea, and in the air. An endriago’s most fearsome ability is its noxious breath, a miasma that withers plants and poisons the air itself, leaving the area they devastate completely uninhabitable for years to come.

Endriago

Huge giant, chaotic evil

Armor Class 19 (natural armor)

Hit Points 175 (14d12 + 84)

Speed 50 ft., fly 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	13 (+1)	23 (+6)	6 (–2)	15 (+2)	7 (–2)

Saving Throws Dex +6, Con +11, Wis +7, Cha +3

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands Draconic and Giant but does not speak

Challenge 14 (11,500 XP)

Stench. Any creature that starts its turn within 10 feet of the endriago must succeed on a DC 19 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the endriago’s stench for 24 hours.

ACTIONS

Multiattack. The endriago makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage plus 3 (1d6) poison damage and 3 (1d6) necrotic damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage.

Noxious Breath (Recharge 5–6). The endriago exhales fumes of noxious smoke in a 30-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 28 (8d6) poison and 28 (8d6) necrotic damage on a failed save, or half as much damage on a successful one.



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FERRAGUT

Origins: The ferragut is based on a character featured in numerous French and Italian chivalric romances and poems. The ferragut is pictured on the first page of this article.

A ferragut resembles a powerful and athletic 8-foot tall human with reddish skin, clad in shining and ornate plate armor and mounted on enormous armor-clad horse 12 feet at the shoulder.

Mysterious Knights-Errant. The ferragut have only recently appeared in the world, and their history, culture, and motivation are still largely unknown. From the scant details that the ferragut share themselves, it can be surmised that they have lived for many centuries on a distant plane of existence, indulging in savagery and barbarism. One day, a valorous knight magically transported to their world shared the virtues of honor, mercy, and civilization with the ferragut, and, moved by his example, the giants modeled their culture after the loftiest ideals of chivalry. When a magical tempest opened several portals to other worlds, dozens of ferragut emissaries sallied forth, eager to find and explore the plane where the knight came from. Many sages question the veracity of this story and the sincerity of the ferragut, but so far they have been welcome guests in the cities and castles of the world.

Paragons of Chivalry. Endowed with prodigious strength and mounted upon their enormous steeds called giant destriers, the ferragut realize the advantage that they have over

human-sized combatants, and have shown their magnanimity on multiple occasions by giving their rivals a head start, the benefit of the first strike, or other favors. They excel in non-lethal duels, tournaments, and other forms of ritualized combat, and try to avoid bloodshed or violent conflict. However, the ferragut despise those who resort to subterfuge or overt aggression, and can be fearsome opponents if provoked.

Ferragut

Large giant, neutral good

Armor Class 20 (plate armor, shield)

Hit Points 85 (9d10 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	19 (+4)	14 (+2)	15 (+2)	16 (+3)

Saving Throws Dex +3, Wis +5

Skills Animal Handling +5, Athletics +9, Persuasion +6

Senses darkvision 60 ft., passive Perception 12

Languages Common, Giant

Challenge 6 (2,300 XP)

Innate Spellcasting. The ferragut's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

3/day each: *bane*, *branding smite*, *divine favor*

1/day each: *find steed* (can only summon a giant destrier)

Joust. If the ferragut is mounted and moves at least 20 feet straight toward a target and then hits it with a lance attack on the same turn, the target takes an extra 14 (4d6) piercing damage.

ACTIONS

Multiattack. The ferragut makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage, or 17 (2d10 + 6) slashing damage if used with both hands.

Lance. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 6) piercing damage. This attack has disadvantage if the enemy is within 5 feet of the ferragut and the ferragut isn't mounted.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Giant Destrier

A giant destrier has the same statistics as a **warhorse**, with the following differences:

- ▶ It is a Huge fey with challenge rating 3.
- ▶ It has AC 18 (plate barding) and 51 hit points.
- ▶ It has STR 22 (+6) and INT 7 (–2).
- ▶ It understands Giant but does not speak.
- ▶ It cannot be charmed or frightened while a ferragut is mounted on it or within its sight.
- ▶ Its Trampling Charge DC is 16.
- ▶ The attack bonus of its hoof attack is +8, and it deals 16 (3d6 + 6) bludgeoning damage.

JENTILAK

Origins: The jentilak is based on a creature from Basque folklore.

The jentilak are lean but hardy 8-foot tall humanoids, with grayish skin, long, unkempt dark hair, and milky-white eyes. Clad in skins of cave bears, they wield gigantic garden tools such as sickles, rakes, and scythes as weapons.

Self-Fulfilling Prophecy. Legends tell that, millennia ago, before the smaller races came into being, the jentilak ruled over and highly empire high in the mountains. Generous and noble, they shared their achievements (such as metalworking and agriculture) with humans, dwarves, halflings, and other younger races. As the “smallfolk” became more civilized and powerful, a nameless but powerful jentilak oracle known simply as the Soothsayer foretold that the smaller races would ultimately supplant the jentilak. Rather than fighting to postpone the inevitable, the soothsayer commanded the giant race to abandon their cities and withdraw to deep underground caves.

Underground Gardeners. In the deadly depths of the underground world, the jentilak have survived by leaving behind most of their civilized ways, except for their mastery of agriculture. They have adapted to grow strange fungi and bizarre, unnatural plants that are nurtured by darkness instead of sunlight. As a result, the jentilak occupy a vital niche in the sunless realms, and their strong sense of community and orderliness helps them organize their defenses and protect their gardens from encroachment. However, the descendants of the original Soothsayer (also called soothsayers) still dominate their society, with each jentilak clan having a one as a leader. Their pronouncements are followed religiously, and their bizarre divination rituals determine how the jentilak treat outsiders, especially from the world above. Some clans might uphold the ancient tradition of sharing everything with “smallfolk”, others might murder or enslave them. A tiny but growing minority questions the wisdom of following the sayings of an ancient oracle and plans to return to the surface.

Jentilak

Large giant, lawful neutral (50%) or lawful evil (50%)

Armor Class 14 (hide armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	15 (+2)	17 (+3)	10 (+0)

Skills Nature +4, Perception +5, Stealth +4

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 15

Languages Common, Deep Speech, Giant

Challenge 3 (700 XP)

Pack Tactics. The jentilak has advantage on an attack roll against a creature if at least one of the jentilak’s allies is within 5 feet of the creature and the ally isn’t incapacitated.

Sunlight Sensitivity. While in sunlight, the jentilak has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Scythe. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Rock. *Ranged Weapon Attack:* +6 to hit, range 60/240 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

PANOPTES

Origins: The panoptes is based on a creature from Greek mythology and reviles the fomorians, creatures derived from Celtic mythology.

Standing 15 feet tall, the panoptes resembles a perfectly proportioned gigantic human, its body covered with dozens upon dozens of eyes that constantly stare and blink.

Transformed Humans. The most widespread account of how the panoptes came to be claims that they once were humans, enslaved and magically warped by a mysterious underground race. They share a common history of bondage and magical transformation with fomorians; however, while the latter are misshapen and revolting, the panoptes are stately and handsome. The two giant races loathe each other passionately and engaged in never-ending warfare.

Sworn Guardians. A panoptes eats as much in a century as a human does in a day; this quality, coupled with their ever-wakefulness, unmatched eyesight, prodigious strength, and a binding sense of duty, makes them ideal guardians.

Even though the race that created them has vanished long ago, the giants have either offered their services to other masters or still keep watch over long-forgotten treasure vaults, waiting to be released from their service. Their multitude of eyes produces an unnerving and exhausting effect in foes that dare approach them, and their powerful fists make short work of enemy melee combatants.

Jentilak Soothsayers

A soothsayer has the same statistics as a common jentilak, with the following changes:

- ▶ It has challenge rating 4 (1,100 XP).
- ▶ It has 100 hit points and CHA 17 (+3).
- ▶ It has a +7 bonus on Charisma (Persuasion) and Charisma (Intimidation) checks.
- ▶ It has the Magic Resistance trait (advantage on saving throws against spells and other magical effects) and the Spellcasting trait (see below).

Spellcasting. The soothsayer is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The soothsayer has the following cleric spells prepared:

Cantrips (at will): *resistance, spare the dying, thaumaturgy*

1st level (4 slots): *command, cure wounds, detect magic, sanctuary*

2nd level (3 slots): *augury, spiritual weapon, zone of truth*

3rd level (3 slots): *clairvoyance, speak with dead, spirit guardians*

4th level (1 slot): *divination*

Panoptes

Huge giant, lawful neutral

Armor Class 17 (natural armor)

Hit Points 161 (14d12 + 70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	20 (+5)	14 (+2)	19 (+4)	17 (+3)

Skills Perception +14

Condition Immunities blinded, frightened

Senses darkvision 120 ft., truesight 120 ft., passive Perception 24

Languages Common, Deep Speech, Giant

Challenge 10 (5,900 XP)

Magic Resistance. The panoptes has advantage on saving throws against spells and other magical effects.

Stare of a Hundred Eyes. If a creature starts its turn within 30 feet of the panoptes and the two of them can see each other, the panoptes can force the creature to make a DC 15 Charisma saving throw if the panoptes isn't incapacitated. On a failed save, it takes 22 (4d10) necrotic damage and gains one level of exhaustion, or taking half damage and no exhaustion on a successful save. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the panoptes until the start of its next turn, when it can avert its eyes again. If it looks at the panoptes in the meantime, it must immediately make the save. A panoptes isn't affected by its gaze if it sees its own reflection and can suppress or resume the effects of its gaze as a bonus action.

Wakeful. While half of a panoptes' eyes are asleep, the other half is always awake.

ACTIONS

Multiattack. The panoptes makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Eye Ray. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 27 (5d10) force damage. 