

# Cloud Giant

March 8, 2023



Huge giant, neutral good (50%) or neutral evil (50%)

**Armor Class** 14 (natural armor)

**Hit Points** 200 (16d12 + 96)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	12 (+1)	16 (+3)	16 (+3)

**Saving Throws** Con +10, Wis +7, Cha +7

**Skills** Insight +7, Perception +7

**Damage Resistances**

**Damage Immunities**

**Condition Immunities**

**Senses** passive Perception 17

**Languages** Common, Giant

**Challenge** 9 (5000 XP)

**Keen Smell.** The giant has advantage on Wisdom (Perception) checks that rely on smell.

**Innate Spellcasting.** The giant's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components: At will: " ", " " 3/day each: " ", " ",

“”, “” 1/day each: “”, “”

## Actions

**Multiattack.** The giant makes two morningstar attacks.

**Morningstar.** Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 21 (3d8 + 8) piercing damage.

**Rock.** Ranged Weapon Attack: +12 to hit, range 60/240 ft., one target. Hit: 30 (4d10 + 8) bludgeoning damage.