

# Storm Giant

March 8, 2023



Huge giant, chaotic good

**Armor Class** 16 (scale mail)

**Hit Points** 230 (20d12 + 100)

**Speed** 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

**Saving Throws** Str +14, Con +10, Wis +9, Cha +9

**Skills** Arcana +8, Athletics +14, History +8, Perception +9

**Damage Resistances** cold

**Damage Immunities** lightning, thunder

**Condition Immunities**

**Senses** passive Perception 19

**Languages** Common, Giant

**Challenge** 13 (10000 XP)

**Amphibious.** The giant can breathe air and water.

**Innate Spellcasting.** The giant's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components: At will: " ", " ", " ", " " 3/day each: " ", " "

## Actions

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

**Greatsword.** Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 30 (6d6 + 9) slashing damage.

**Rock.** Ranged Weapon Attack: +14 to hit, range 60/240 ft., one target. Hit: 35 (4d12 + 9) bludgeoning damage.

**Lightning Strike (Recharge 5–6).** The giant hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.