

Spell: Summon Giant

Level: 5

School: Conjuration

Components: V, S, M (The ancient skull of a Giant, engraved with the Giant word for Meal, worth at least 500 GP)

Range: 90 ft.

Casting Time: 1 Action

Duration: 1 Hour

Concentration: Yes

Ritual: No

Effect: You call forth a giant spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Giant Spirit stat block. When you cast the spell, choose Oni, Fomorian, or Cloud Giant. The creature resembles a giant of that kind, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, use the higher level wherever the spell's level appears in the stat block.

GIANT SPIRIT

Large (Oni only) or Huge (Fomorian and Cloud Giant only) Giant

Armor Class 10 + the level of the spell (natural armor)

Hit Points 55 + 15 for each spell level above 5th

Speed 40 ft. (Cloud Giant only) or 30 ft. (Oni and Fomorian only), 30 ft. flying (Oni only)

STR	DEX	CON
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23 (+6)	10 (+0)	19 (+4)
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INT	WIS	CHA
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11 (0)	14 (+2)	12 (+1)
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Senses darkvision 60 ft., passive Perception 12

Languages Giant, understands the languages you speak

Challenge — Proficiency Bonus equals your bonus

Regeneration (Oni Only): The Giant Spirit gains HP equal to the Spell's Level at the start of it's turn.

Magic Weapons (Oni only): The Giant Spirit's Weapon Attacks are Magical

Actions

Multiattack. The giant makes a number of Weapon Attacks equal to half this spell's level (rounded down). One of the attacks can be replaced with Evil Eye (Fomorian only)

Morningstar (Cloud Giant only): Melee Weapon Attack: your spell attack modifier to hit, reach 10 ft., one target. Hit: 2d8 + 6 + the spell's level piercing damage

Glaive (Oni Only): Melee Weapon Attack: your spell attack modifier to hit, reach 10 ft., one target. Hit: 2d8 + 6 + the spell's level slashing damage.

Greatclub (Formorian only): Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target. Hit: 2d8 + 6 + the spell's level bludgeoning damage

Evil Eye (1/Day) (Fomorian Only): The Giant Spirit can magically make one creature it can see in 60 ft. of it make a Charisma Saving Throw against your Spell Save DC. On a failure, the target takes 3d8 + the spell's level Psychic Damage, has their speed halved, and has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity until the spell ends.

Gaseous Form (1/Day) (Oni and Cloud Giant only): The Giant Spirit casts Gaseous Form, without Material Components

Misty Step (3/Day) (Cloud Giant only): The
Giant Spirit casts Misty Step