

## SEA GIANT

Huge giant, neutral good

**Armor Class** 16 (natural armor)

**Hit Points** 195 (17d12 + 85)

**Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	15 (+2)	21 (+5)	17 (+3)	19 (+4)	18 (+4)

**Saving Throws** Con +9, Wis +8, Cha +8

**Skills** Athletics +13, History +7, Intimidation +8, Nature +7, Perception +8, Religion +7

**Damage Immunities** cold, thunder

**Senses** passive Perception 18

**Languages** Aquan, Common, Giant

**Challenge** 10 (5,900 XP)

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

**Creature of the Deep.** The giant is immune to the pressure and cold effects of the deep ocean.

**Innate Spellcasting.** The giant's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: *create or destroy water*, *detect magic*, *fog cloud*  
3/day each: *control water*, *water walk*

### ACTIONS

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

**Greataxe.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 22 (2d12 + 9) slashing damage.

**Rock.** *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit:* 31 (4d10 + 9) bludgeoning damage.

**Thunderclap (Recharge 5-6).** The giant claps its hands, creating a burst of thunderous sound that can be heard up to 300 feet away. Each creature in a 30-foot cone (or 45-foot cone if underwater) emerging from the giant must succeed on a DC 21 Constitution saving throw or take 38 (7d10) thunder damage, be pushed back 15 feet and fall prone on a failure, or take half as much damage on a success and not suffer any additional effects.

## Sea Giant

Despite their name, these giants inhabit both sea and ocean, finding home in secluded underwater caves, hidden from sight.

They are keepers of sunken knowledge, scouring the abyssal waters in search of long forgotten lore. Some shards of History are only known to them, the rest of the world having long since forgotten. So long as a sea giants exist the past shall not be forgotten.

In their search they often encounter terrors of the deep. If they get trapped, one of them will sacrifice themselves by creating a powerful thunder-wave that will attract the attention onto them, giving the others an opportunity to escape, letting the information they fought so hard to get, live on.

### GM NOTE

Because they've fought against the many terrors of the depths for so long, many sea giants speak Deep Speech as well as their other languages.



"THANKS TO MY BROTHER'S  
SACRIFICE, WE NOW KNOW  
HOW TO DEFEAT BELES"

## Sea Giant Deep One

Deep ones are sea giants that have slowly been corrupted by the visions of a God of the Deep. Be it terrifying nightmares that wither their souls or dreams of infinite glory, the will of the sea giant is slowly sapped away. Those that refuse to seek help despite the visions fall deeper and deeper, until they commit the unforgivable. One day a sahuagin will come to them, offering their body to be devoured, and the giant will feast.

**Sahuagin's Blood.** After devouring the sahuagin sent by the God of the Deep, a sea giant becomes a Deep One, gaining the blood thirst, control over sharks and hatred of elves that sahuagins possess. With these powers, the sea giant also gains a curse. Their appearance quickly degenerates, turning monstrous, with sharp teeth, claws and a fins growing along their back. When the transformation is clear to all, the deep one is hunted by its clan. Those that manage to survive the hunt join the ranks of the "devils of the deep", becoming powerful generals. Armed with immense knowledge and aberrant powers, they quickly expand sahuagin's territory and drive back any opposition.

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### SEA GIANT DEEP ONE

*Huge giant, neutral good*

**Armor Class** 17 (natural armor)

**Hit Points** 241 (21d12 + 105)

**Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	16 (+3)	21 (+5)	16 (+3)	18 (+4)	21 (+5)

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

**Skills** Athletics +14, History +8, Intimidation +10, Nature +8, Perception +9, Religion +8

**Damage Immunities** cold, thunder

**Senses** passive Perception 19

**Languages** Aquan, Common, Deep Speech, Giant, Sahuagin

**Challenge** 14 (11,500 XP)

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

**Blood Frenzy.** The giant has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Creature of the Deep.** The giant is immune to the pressure and cold effects of the deep ocean.

**Innate Spellcasting.** The giant's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: *create or destroy water, detect magic, fog cloud*  
3/day each: *control water, water walk*

**Shark Telepathy.** The giant can magically command any shark within 120 feet of it, using a limited telepathy.

### ACTIONS

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

**Trident.** *Melee or Ranged Weapon Attack:* +14 to hit, reach 5 ft. or range 40/120 ft., one target. *Hit:* 19 (3d6 + 9) piercing damage.

**Bloody Waters (Recharge 5-6).** The giant summons the malice of a God of the Deep. Each creature in a 60-foot long and 10-foot wide line emerging from the giant is engulfed by foul waters and must succeed on a DC 22 Constitution saving throw or take 44 (8d10) necrotic damage and be poisoned on a failure, or take half as much damage on a success and not be poisoned.