



UMBRA GIANT

Umbra giants—known as shadow giants—are humanoid giants who dwell in the subterranean realm of the Deepshade. Standing at an average height of about 14 to 17 feet, they are lean and agile, with elongated limbs and fingers that almost blend into the darkness around them. Their leathery skin ranges from a deep, inky black to shades of grey, and their eyes glow with an otherworldly light. They are proud and solitary people, preferring to keep to the shadows and avoid contact with outsiders whenever possible, especially the drow cities.

Shadow giants are typically found in secluded areas and are known for their extensive network of hidden settlements and secret pathways. They have a rich ritualistic culture centered around manipulating darkness and shadows. They believe darkness contains great power and spend their time quietly studying and practicing their shadow magic.

Low-light Vision. Umbra giants can see perfectly in low light or complete darkness.

Silent Predators. Shadow giants are skilled at moving quietly and stealthily, making them excellent spies and assassins.

Occultists. Shadow giant shamans are rumored to be able to communicate with the spirits of the shadow realm and are often sought out for their knowledge of the occult.

UMBRA GIANT

Huge Giant, lawful neutral

Armor Class 14 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	14 (+2)	11 (+0)	16 (+3)

Saving Throws Cha +6

Skills Perception +3, Stealth +8

Damage Immunities necrotic

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13

Languages Common, Deep Speech, Giant

Challenge 6 (2,300 XP)

Proficiency Bonus: +3

Shadow Stealth. While in dim light or darkness, the giant can take the Hide action as a bonus action.

Low-light Vision. The giant can see twice as far in dim light and retains the ability to distinguish color and detail while using darkvision.

ACTIONS

Multiattack. The giant makes two Greatclub attacks. It can choose to replace one attack with its Shadow Blast.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Shadow Blast. *Ranged Spell Attack:* +6 to hit, reach 120 ft., one target. *Hit:* 19 (3d10 + 3) necrotic damage.

BONUS ACTIONS

Shadow Step. When the giant is in dim light or darkness, it can teleport up to 60 feet to an unoccupied space it can see that is also in dim light or darkness.