SUN GIANT

This giant's bronze skin and fiery hair paint a picture of both imperious authority and staggering beauty. Their eyes burn with brilliant sunlight that feels simultaneously inviting, and potentially viscous.

Warriors of Sunlight. Sun giants view themselves as soldiers in an eternal war against the forces of darkness and shadow. In ancient days, sun giants were a benevolent people, fighting for the good of all living things. Though over time, many sun giants have become increasingly selfish. This has sown discord within their society and led to two predominant schools of thought. There are still those within sun giant society that keep with the old ways of honour, duty, and the mission of protecting all life. The other sect of sun giants believe that they should use their power to exert dominance and shape the world as they see fit.

Bonds of Blood. Corrupted sun giants often worship or revere evil entities that promise power. Zariel is commonly seen as a paragon of fallen sun giant values. Her history as an angel, fallen to the Nine Hells and transformed into a demon in order to fight against the forces of the Abyss serves as a perfect example of the ends justifying the means in the eyes of many sun giants. These individuals will often extort weaker creatures by demanding blood sacrifice in the name of Zariel in exchange for protection.

Enemies of Darkness. Sun giants hold a viscous hatred for creatures of pure darkness such as beings from the Shadowfell, shadows, or shadow demons. They hold a special place of ire for nightwalkers, who they exterminate whenever possible.

Unaging Ones. Though they live for centuries, sun giants, like other giants, are still mortal. Sun giants, however, are blessed with eternally youthful appearances, a blessing that remains even for those who become selfish and corrupt. They tower over 25 feet tall and weigh upwards of 18,000 pounds.

Sun Giant

Huge Giant, Typically Chaotic Neutral

Armour Class - 17 (half-plate)
Hit Points - 310 (23d12 + 161)
Speed - 50 ft.

STR 30 (+10)
DEX 16 (+3)
CON 24 (+7)
INT 15 (+2)
WIS 20 (+5)
CHA 22 (+6)

Saves STR +15, CON +12, CHA +11
Skills Athletics +15, Perception +10
Damage Immunities fire, radiant
Condition Immunities blinded

Senses darkvision 120 ft., passive Perception 20
Languages Common, Giant, Ignan
Challenge 16 (15,000 XP)

Proficiency Bonus +5

Traits

Solar Aura.

Light levels within 60 feet of a sun giant increase in brightness by one step; magical darkness becomes mundane, darkness becomes dim light, and dim light becomes bright. Any bright light already existing in the area of a sun giant becomes dazzling light. Creatures that can see within an area of dazzling light are blinded as long as they remain in the area. Also, at the start of each of its turns, the sun giant can use a bonus action to force a creature within its solar aura to look straight at it. The creature must succeed on a DC 17 Constitution Saving Throw or become permanently blinded.

Spears of Light.

The sun spear wielded by the sun giant appears as a golden staff. Using a bonus action, the sun giant can cause a blade of light to emit from the head of the spear, turning it into a deadly weapon. While active, the spear sheds bright light in a 15 foot radius, and dim light for an additional 15 feet. This light is considered sunlight.

Actions

Multiattack.

The giant makes two attacks with its sun spear.

Sun Spear.

Melee Weapon Attack: +15 to hit, reach 15 ft., one creature.
Hit: 26 (3d10 + 10) radiant damage. If the target is undead, they take an additional 16 (3d10) radiant damage.

Sun Dart.

Ranged Spell Attack: +15 to hit, reach 150/600 ft., one creature.
Hit: 23 (3d8 + 10) radiant damage plus 13 (3d8) fire damage.

Innate Spellcasting.

The monster's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

• At will: *dancing lights, daylight, flaming sphere, light, produce flame*
• 3/day each: *dawn, flame strike, sunbeam, wall of light*
• 1/day each: *sunburst*