

# UMBRA

Medium • Undead (Rogue) • Evil

**Armor Class** 19

**Initiative** +12 (22)

**Hit Points** 238 (28d8 + 112)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	23 (+6)	19 (+4)	17 (+3)	18 (+4)	16 (+3)

**Saving Throws** Dex +12, Wis +10, Cha +9

**Skills** Acrobatics +12, Perception +10, Stealth +18

**Damage Resistances** acid, fire, lightning; bludgeoning, piercing, slashing

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** blindsight 60 ft., darkvision 300 ft., passive Perception 20

**Languages** Common, Thieves' Cant plus one other language

**CR** 20 (XP 25,000 or 33,000 in lair; PB +6)



**Amorphous.** The umbra can move through a space as narrow as 1 inch wide without squeezing.

**Avoidance.** If the umbra is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and half damage if it fails. It can't use this trait if it is incapacitated.

**Legendary Resistance (3/Day, 4/Day in Lair).** If the umbra fails a saving throw, it can choose to succeed instead. When it does so, it gains vulnerability against radiant damage, and its Avoidance trait doesn't work until the end of its next turn.

**Sunlight Hypersensitivity.** The umbra takes 20 radiant damage if it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

## ACTIONS

**Multiattack.** The umbra makes three attacks. It can replace one of those attacks for a use of Absorb Shadow.

**Night Blade.** *Melee Weapon Attack:* +12, reach 5 ft. *Hit:* 20 (4d6 + 6) necrotic damage, and the target's hit point maximum is reduced by half the damage taken.

**Shadow Slicer.** *Ranged Spell Attack:* +12, range 60 ft. *Hit:* 15 (2d8 + 6) slashing damage.

**Absorb Shadow.** *Charisma Saving Throw:* DC 18, one creature with 0 hit points within 5 feet of the umbra that it can see.

*Failure:* The target loses its shadow, and the umbra regains 22 (4d10) hit points. A shadowless creature gains the Sunlight Hypersensitivity trait from the umbra until it regains its shadow. If the umbra is killed, all captured shadows return to their owners.

## BONUS ACTIONS

**Darkness (2/Day, 3/Day in Lair).** The umbra casts *darkness* (level 5).

**Shadow Stealth.** If the umbra is in dim light or darkness, it takes the Hide action.

**Hide in Shadow (Recharges after a Rest).** The umbra merges with a creature's shadow. While it is part of the shadow, the umbra is considered hidden and can't be targeted by creatures that didn't perceive it vanishing into the shadow or have blindsight, truesight, or a passive Perception of 25 or more. In this state, the umbra is incapacitated and not affected by its Sunlight Hypersensitivity trait, but can see and hear as normal. The umbra moves with the target whenever the target moves, requiring none of the umbra's movement. This effect lasts until the umbra enters the area of a *daylight* spell, drops to 0 hit points, ends it (no action required), is turned or forced out by an effect like the *dispel evil and good* spell. When the effect ends, the umbra reappears in an unoccupied space within 5 feet of the target.

## REACTIONS

**Uncanny Dodge.** *Trigger:* The umbra takes damage from a creature it can see. *Response:* The umbra halves the damage.

## LEGENDARY ACTIONS

**Legendary Action Uses:** 3 (4 in Lair). *Immediately after another creature's turn, the umbra can expend a use to take one of the following actions. The umbra regains all expended uses at the start of each of its turns.*

**Attack.** The umbra makes one Night Blade or Shadow Slicer attack.

**Shadow Step.** The umbra teleports up to 30 feet to an unoccupied space it can see. The destination space of this teleportation must be in dim light or darkness.

**A Thousand Cuts.** *Dexterity Saving Throw:* DC 20, each creature in a 10-foot emanation originating from the umbra. To be affected, a target must be in darkness. *Failure:* 25 (10d4) slashing damage. *Success:* Half damage. *Failure or Success:* The umbra can't take this action again until the start of its next turn.

# UMBRA — WEAKER

**Armor Class** 18

**Initiative** +11 (21)

**Hit Points** 202 (27d8 + 81)

**Speed** 30 ft.



STR	DEX	CON	INT	WIS	CHA
9 (-1)	21 (+5)	17 (+3)	15 (+2)	16 (+3)	14 (+2)

**Saving Throws** Dex +11, Wis +9, Cha +8

**Skills** Acrobatics +11, Perception +9, Stealth +17

**Damage Resistances** acid, fire, lightning; bludgeoning, piercing, slashing

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** blindsight 60 ft., darkvision 300 ft., passive Perception 19

**Languages** Common, Thieves' Cant plus one other language

**CR** 17 (XP 18,000 or 20,000 in lair; PB +6)

**Amorphous.** The umbra can move through a space as narrow as 1 inch wide without squeezing.

**Avoidance.** If the umbra is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and half damage if it fails. It can't use this trait if it is incapacitated.

**Legendary Resistance (2/Day, 3/Day in Lair).** If the umbra fails a saving throw, it can choose to succeed instead. When it does so, it gains vulnerability against radiant damage, and its Avoidance trait doesn't work until the end of its next turn.

**Sunlight Hypersensitivity.** The umbra takes 20 radiant damage if it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

## ACTIONS

**Multiattack.** The umbra makes three attacks. It can replace one of those attacks for a use of Absorb Shadow.

**Night Blade.** *Melee Weapon Attack:* +11, reach 5 ft. *Hit:* 16 (2d10 + 5) necrotic damage, and the target's hit point maximum is reduced by half the damage taken.

**Shadow Slicer.** *Ranged Spell Attack:* +11, range 60 ft. *Hit:* 9 (1d8 + 5) slashing damage.

**Absorb Shadow.** *Charisma Saving Throw:* DC 17, one creature with 0 hit points within 5 feet of the umbra that it can see.

*Failure:* The target loses its shadow, and the umbra regains 16 (3d10) hit points. A shadowless creature gains the Sunlight Hypersensitivity trait from the umbra until it regains its shadow. If the umbra is killed, all captured shadows return to their owners.

## BONUS ACTIONS

**Darkness (2/Day, 3/Day in Lair).** The umbra casts *darkness* (level 5).

**Shadow Stealth.** If the umbra is in dim light or darkness, it takes the Hide action.

**Hide in Shadow (Recharges after a Rest).** The umbra merges with a creature's shadow. While it is part of the shadow, the umbra is considered hidden and can't be targeted by creatures that didn't perceive it vanishing into the shadow or have blindsight, truesight, or a passive Perception of 25 or more. In this state, the umbra is incapacitated and not affected by its Sunlight Hypersensitivity trait, but can see and hear as normal. The umbra moves with the target whenever the target moves, requiring none of the umbra's movement. This effect lasts until the umbra enters the area of a *daylight* spell, drops to 0 hit points, ends it (no action required), is turned or forced out by an effect like the *dispel evil and good* spell. When the effect ends, the umbra reappears in an unoccupied space within 5 feet of the target.

## REACTIONS

**Uncanny Dodge.** *Trigger:* The umbra takes damage from a creature it can see. *Response:* The umbra halves the damage.

## LEGENDARY ACTIONS

*Legendary Action Uses: 3 (4 in Lair).* Immediately after another creature's turn, the umbra can expend a use to take one of the following actions. The umbra regains all expended uses at the start of each of its turns.

**Attack.** The umbra makes one Night Blade or Shadow Slicer attack.

**Shadow Step.** The umbra teleports up to 30 feet to an unoccupied space it can see. The destination space of this teleportation must be in dim light or darkness.

**A Thousand Cuts.** *Dexterity Saving Throw:* DC 19, each creature in a 10-foot emanation originating from the umbra. To be affected, a target must be in darkness. *Failure:* 20 (8d4) slashing damage. *Success:* Half damage. *Failure or Success:* The umbra can't take this action again until the start of its next turn.

# UMBRA — STRONGER

**Armor Class** 20

**Initiative** +14 (24)

**Hit Points** 275 (29d8 + 145)

**Speed** 30 ft.



STR	DEX	CON	INT	WIS	CHA
9 (-1)	25 (+7)	21 (+5)	19 (+4)	20 (+5)	18 (+4)

**Saving Throws** Dex +14, Wis +12, Cha +11

**Skills** Acrobatics +14, Perception +12, Stealth +21

**Damage Resistances** acid, fire, lightning; bludgeoning, piercing, slashing

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** blindsight 60 ft., darkvision 300 ft., passive Perception 22

**Languages** Common, Thieves' Cant plus one other language

**CR** 23 (XP 50,000 or 62,000 in lair; PB +7)

**Amorphous.** The umbra can move through a space as narrow as 1 inch wide without squeezing.

**Avoidance.** If the umbra is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and half damage if it fails. It can't use this trait if it is incapacitated.

**Legendary Resistance (3/Day, 4/Day in Lair).** If the umbra fails a saving throw, it can choose to succeed instead. When it does so, it gains vulnerability against radiant damage, and its Avoidance trait doesn't work until the end of its next turn.

**Sunlight Hypersensitivity.** The umbra takes 20 radiant damage if it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

## ACTIONS

**Multiattack.** The umbra makes three attacks. It can replace one of those attacks for a use of Absorb Shadow.

**Night Blade.** *Melee Weapon Attack:* +14, reach 5 ft. *Hit:* 28 (6d6 + 7) necrotic damage, and the target's hit point maximum is reduced by half the damage taken.

**Shadow Slicer.** *Ranged Spell Attack:* +14, range 60 ft. *Hit:* 20 (3d8 + 7) slashing damage.

**Absorb Shadow.** *Charisma Saving Throw:* DC 20, one creature with 0 hit points within 5 feet of the umbra that it can see.

*Failure:* The target loses its shadow, and the umbra regains 26 (5d10) hit points. A shadowless creature gains the Sunlight Hypersensitivity trait from the umbra until it regains its shadow. If the umbra is killed, all captured shadows return to their owners.

## BONUS ACTIONS

**Darkness (2/Day, 3/Day in Lair).** The umbra casts *darkness* (level 5).

**Shadow Stealth.** If the umbra is in dim light or darkness, it takes the Hide action.

**Hide in Shadow (Recharges after a Rest).** The umbra merges with a creature's shadow. While it is part of the shadow, the umbra is considered hidden and can't be targeted by creatures that didn't perceive it vanishing into the shadow or have blindsight, truesight, or a passive Perception of 25 or more. In this state, the umbra is incapacitated and not affected by its Sunlight Hypersensitivity trait, but can see and hear as normal. The umbra moves with the target whenever the target moves, requiring none of the umbra's movement. This effect lasts until the umbra enters the area of a *daylight* spell, drops to 0 hit points, ends it (no action required), is turned or forced out by an effect like the *dispel evil and good* spell. When the effect ends, the umbra reappears in an unoccupied space within 5 feet of the target.

## REACTIONS

**Uncanny Dodge.** *Trigger:* The umbra takes damage from a creature it can see. *Response:* The umbra halves the damage.

## LEGENDARY ACTIONS

*Legendary Action Uses: 3 (4 in Lair).* Immediately after another creature's turn, the umbra can expend a use to take one of the following actions. The umbra regains all expended uses at the start of each of its turns.

**Attack.** The umbra makes one Night Blade or Shadow Slicer attack.

**Shadow Step.** The umbra teleports up to 30 feet to an unoccupied space it can see. The destination space of this teleportation must be in dim light or darkness.

**A Thousand Cuts.** *Dexterity Saving Throw:* DC 22, each creature in a 10-foot emanation originating from the umbra. To be affected, a target must be in darkness. *Failure:* 30 (12d4) slashing damage. *Success:* Half damage. *Failure or Success:* The umbra can't take this action again until the start of its next turn.