

Nightshade

Huge, Undead, Neutral Evil

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ARMOR CLASS**20****HIT POINTS****333 (23d12 + 184)****CHALLENGE****20 | 25,000 XP****PROFICIENCY****+6**

Speed	Fly 40 ft. (hover), Walk 40 ft.
Initiative	+2
Saving Throws	Cha +12, Con +14, Str +14, Wis +11
Skills	Stealth +8, Perception +11
Damage Vulnerabilities	Radiant
Damage Resistances	Cold, Necrotic; Bludgeoning, Piercing, Slashing from nonmagical attacks
Damage Immunities	Poison
Condition Immunities	Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses	Truesight 120 ft.; Passive Perception 21
Passive Perception	21
Languages	Abyssal, Common, telepathy 120 ft.

STR**26**
+8**DEX****14**
+2**CON****26**
+8**INT****18**
+4**WIS****20**
+5**CHA****22**
+6

Traits

Midnight Devourer. A living creature that starts its turn within 10 feet of the nightshade takes 10 (3d6) Necrotic damage unless it is behind total cover.

Sun-Hating Horror. While in bright sunlight, the nightshade has Disadvantage on attack rolls, but it regains 20 Hit Points at the start of its turn in darkness if it has at least 1 Hit Point.

Actions

Multiattack. The nightshade makes three Shadow Maw attacks.

Shadow Maw. Melee Attack Roll: +14, reach 15 ft. Hit: 35 (4d12 + 9) Necrotic damage plus 18 (4d8) Psychic damage.

Nightfall Pulse (Recharge 5-6). Constitution Saving Throw: creatures of the nightshade's choice within 60 feet. Failure: 99 (22d8) Necrotic damage and the target cannot regain Hit Points until the end of its next turn. Success: Half damage.

Bonus Actions

Umbral Step. The nightshade teleports up to 60 feet to an unoccupied space it can see in dim light or darkness.

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