

Shar

Huge, Fiend (Shadow God), Neutral Evil

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ARMOR CLASS**24****HIT POINTS****560 (40d12 + 300)****CHALLENGE****30 | 155,000 XP****PROFICIENCY****+9****Speed**

Fly 90 ft., Walk 50 ft.

Initiative

+6

Saving Throws

Cha +19, Con +16, Dex +15, Int +19, Wis +19

Skills

Arcana +19, Stealth +15, Deception +19, Perception +19

Damage Resistances

Cold, Necrotic, Psychic; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities

Charmed, Frightened, Poisoned

Condition Immunities

Charmed, Frightened, Poisoned

Senses

Truesight 120 ft.; Passive Perception 29

Passive Perception

29

Languages

All, telepathy 240 ft.

STR**24**
+7**DEX****22**
+6**CON****24**
+7**INT****30**
+10**WIS****30**
+10**CHA****30**
+10

Traits

Lady of Loss. Creatures damaged by Shar's Psychic damage cannot benefit from Advantage until the end of their next turn.

Perfect Darkness. Attack rolls against Shar have Disadvantage while she is in dim light, darkness, shadow, or an area of magical obscurity.

Actions

Multiattack. Shar makes three Nightfall Touch attacks.

Nightfall Touch. Melee Spell Attack: +19, reach 20 ft. Hit: 54 (8d10 + 10) Necrotic damage plus 45 (10d8) Psychic damage.

Black Sun Silence (Recharge 5-6). Wisdom Saving Throw: creatures of Shar's choice within 90 feet. Failure: 180 (40d8) Necrotic and Psychic damage, split evenly, and the target is Blinded until the end of its next turn. Success: Half damage.

Bonus Actions

Shadow Unmaking. Shar teleports up to 90 feet to an unoccupied space in dim light or darkness.

Reactions

Loss Returned. When a creature within 120 feet regains Hit Points, Shar deals 27 (6d8) Necrotic damage to it.

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