



## NIGHTSHADE SENTINEL

Large plant (elemental), neutral evil

**Armor Class** 16 (natural armor)

**Hit Points** 110 (20d10 + 20)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	12 (+1)	12 (+1)	16 (+3)	16 (+3)

**Damage Immunities** necrotic

**Damage Resistances** bludgeoning, piercing

**Condition Immunities** charmed, frightened

**Saving Throws** Wis +7, Cha +7

**Skills** perception +7, stealth +5

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Sylvan

**Challenge** 8 (3,900 XP)

**Frightful Presence.** Each creature within 60 feet of the Nightshade Sentinel that can see it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the

end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the sentinel's frightful presence for the next 24 hours.

**Feed on Fear.** The Nightshade Sentinel feeds on the fear of creatures. Each time a creature within range of the Nightshade Sentinel's frightful presence becomes frightened, the Nightshade Sentinel gains 20 temporary hit points.

## ACTIONS

**Multiattack.** The Nightshade Sentinel makes two Slam attacks.

**Slam. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) bludgeoning damage.

**Summon Shadows (1/Day).** As an action, the Nightshade Sentinel can summon 1d4 shadows to fight by its side. These shadows last for 1 minute and disappear if the Nightshade Sentinel is reduced to 0 hit points.

**Shadow Step.** The Nightshade Sentinel can use its action to teleport up to 60 feet to an unoccupied space it can see, along with any equipment it is holding.