

SHARDRON

Armor Class 22 (natural armor)
Hit Points 546 (28d20 + 252)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13
Skills Perception +16, Stealth +14
Damage Immunities fire, necrotic
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Abyssal, Common, Draconic, Undercommon
Challenge 25 (75,000 XP)

Legendary Resistance (3/Day). If Shardron fails a saving throw, he can choose to succeed instead.

Devil's Sight. Shardron's darkvision can see through magical darkness.

Living Shadow. While in dim light or darkness, Shardron has resistance to damage that isn't force, psychic, or radiant.

Shadow Stealth. While in dim light or darkness, Shardron can take the Hide action as a bonus action.

Shadow Regeneration. Shardron regenerates 30 hit points at the start of his turn. If Shardron takes radiant damage or enters an area of bright light, his regeneration does not function on his next turn.

Sunlight Sensitivity. While in sunlight, Shardron has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Innate Spellcasting. Shardron's spellcasting ability is Charisma. He can innately cast the following spells, requiring no material components, as if cast using an 8th-level spell slot:

3/day each: *darkness*, *dream*

1/day each: *animate objects*, *antimagic field*, *armor of agathys*, *create undead*, *disintegrate*, *dominate monster*, *earthquake*, *finger of death*, *prismatic spray*, *teleport*

Dark Powers' Rebuke. When Shardron has 273 hit points or fewer and a creature hits him with an attack, he can use his reaction to cause an inky column of black fire 40 feet high to erupt in a 20-foot radius around the attacker. Each creature in the column must make a DC 21 Dexterity saving throw, taking 33 (6d10) necrotic damage on a failed save, or half as much on a successful save.

Actions

Multiattack. Shardron can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (4d6) necrotic damage.

Gargantuan dragon, chaotic evil

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of Shardron's choice that is within 120 feet and aware of him must succeed on a DC 21 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 Shardron's Frightful Presence for the next 24 hours.

Shadow Breath (Recharge 5-6). Shardron exhales inky black flame in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) necrotic damage on a failed save, or half as much damage on a successful one.

A humanoid reduced to 0 hit points by this damage dies, and an undead shadow rises from its corpse and acts immediately after Shardron in the initiative count. The shadow is under Shardron's control.

Legendary Actions

Shardron can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Shardron regains spent legendary actions at the start of his turn.

Detect. Shardron makes a Wisdom (Perception) check.

Shadow Copies. Shardron creates an identical copy of himself in his space. He and the copy then fly up to half their flying speed. It is impossible to distinguish the original Shardron from the copy.

A copy has all of Shardron's statistics, except Legendary Resistance, Innate Spellcasting, Dark Power's Rebuke, Frightful Presence, Shadow Breath, and Legendary Actions. A copy has only 1 hit point, but takes no damage when it succeeds on a saving throw. A maximum of 3 copies can exist at any one time.

Tail Attack. Shardron makes a tail attack.

Innate Spell (Costs 2 Actions). Shardron casts one of his innate spells.

Shadow Grasp (Costs 2 Actions). Inky black tendrils erupt in a 10-foot radius from a point Shardron can see within 60 feet. Each creature in the area who is not in bright light must make a DC 21 Strength saving throw. On a failure, the creature takes 21 (6d6) necrotic damage and is pulled up to 30 feet closer to Shardron. On a success, the creature takes half damage and is not pulled.

Wing Attack (Costs 2 Actions). Shardron beats his wings. Each creature within 15 feet must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. Shardron can then fly up to half his flying speed.

SHARDRON

The Great Shadow Dragon, **Shardron**, slumbers far beneath Midian. The city's founder and nominal ruler rarely stirs, and yet many residents still claim to enforce Shardron's will. The big bosses rule in his name, and allegiance to Shardron is the closest thing the citizens of Midian have to a shared ethos.

Shardron is a massive and terrifying beast of shadow and scale, a behemoth of horns, teeth, and pure darkness. Light flees from him, and inky tendrils of black flame flicker around his form. Despite his great bulk and sharpened spikes, Shardron moves with a smooth, serpentine grace, roiling and flowing. His voice is a dry echo, a sly whisper tinged with danger.

Role-Playing. Shardron takes little interest in the world around him or the concerns of other beings. If roused from his slumber, he will entertain petitioners for a time, answering their questions and asking about happenings in the world.

Eventually, Shardron will tire of the conversation. He eats most visitors, but those who seem interesting or desperate might be sent back into the world with a quest and a blessing. These "quests" are almost always intended to cause mischief and chaos and destruction. If he can corrupt the innocent, all the better.

Shardron's driving emotion is **self-loathing**. He hates everyone and everything, especially himself, and loves bringing others down to his level by fomenting hatred. He sleeps to forget.

Agenda. Eventually, Shardron wishes to free Tharzdu'un and see the whole universe, including himself, utterly annihilated. However, this would take substantial effort, and it's easier for Shardron to just go back to sleep.

Minions. The Cult of Tharzdu'un considers Shardron their prophet and sees to his needs. Many undead, demons, and creatures of darkness lurk around Shardron's lair.

Tactics. Shardron is much stronger in dim light and darkness, so in combat he will stay in darkened areas and attempt to eliminate light sources. He typically uses hit-and-run-tactics, relying on his breath weapon and attack spells early in a fight, hiding if possible. If he's cornered and waiting for his breath weapon to recharge, he'll create copies of himself and unleash melee attacks.

Shardron will use spells like *earthquake* and *antimagic field* to disrupt enemy spells. If the going gets rough, he will cast *animate objects* or *dominate monster* and then hide while regenerating and casting *armor of agathys* and waiting for his breath weapon to recharge.

SHARDRON'S LAIR

Deep below Midian is a bottomless hole, over which is suspended a fragment of the gate to Tharzdu'un's prison. Shardron dwells in the ancient stone chambers around this pit, curled up and dreaming his twisted dreams in the lightless halls.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Shardron takes a lair action to cause one of the following effects; he can't use the same effect two rounds in a row:

- Black fire erupts from a point on the ground Shardron can see within 120 feet of him, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.
- A tremor shakes the lair in a 60-foot radius around Shardron, and rocks fall from the ceiling. Each creature other than him in that area must succeed on a DC 15 Dexterity saving throw or take 26 (4d12) bludgeoning damage and be knocked prone.
- Magical darkness spreads from a point Shardron chooses within 60 feet of him, filling a 15-foot-radius sphere until he dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

REGIONAL EFFECTS

The region containing Shardron's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Creatures that fall asleep within 1 mile of Shardron's lair suffer terrible nightmares. Shardron is aware of such creatures, and can target them with his *dream* innate spell.
- Shadows deepen within 1 mile of Shardron's lair; treat dim light as darkness within this area.
- Darkened crevices within 1 mile of Shardron's lair form portals to the Shadowfell, allowing undead and other shadow creatures into the world to dwell nearby.

If Shardron dies, the nightmares stop right away, and the other effects fade over the course of 1d10 days.