

# Priest of Osybus

Medium, Humanoid, Neutral Evil

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**ARMOR CLASS**

16

**HIT POINTS**

136 (16d8 + 64)

**CHALLENGE**

6 | 2,300 XP

**PROFICIENCY**

+3

**Speed** Walk 30 ft.

**Initiative** +2

**Saving Throws** Cha +6, Con +7, Wis +7

**Skills** Arcana +6, Religion +6, Perception +7

**Damage Resistances** Necrotic, Poison

**Senses** Passive Perception 17

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**Languages** Common plus two languages

**STR**12  
+1**DEX**14  
+2**CON**18  
+4**INT**16  
+3**WIS**18  
+4**CHA**16  
+3

## Traits

**Dark Benediction.** Undead allies within 30 feet deal 4 extra Necrotic damage on their first hit each round.

**Osybus Sigils.** When the priest drops to 0 Hit Points, it can make a Constitution saving throw. On a success, it drops to 1 Hit Point instead once per day.

## Actions

**Grave Bolt.** Ranged Spell Attack: +7, range 120 ft. Hit: 31 (6d8 + 4) Necrotic damage.

**Unholy Word (Recharge 5-6).** Wisdom Saving Throw: creatures of the priest's choice within 30 feet. Failure: 36 (8d8) Psychic damage and the target is Frightened until the end of its next turn. Success: Half damage.

## Bonus Actions

**Sigil Step.** The priest teleports up to 30 feet to an unoccupied space adjacent to an undead ally or corpse it can see.

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