

Priest

Medium, Humanoid, Any Alignment

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ARMOR CLASS**13****HIT POINTS****27 (5d8 + 5)****CHALLENGE****2 | 450 XP****PROFICIENCY****+2**

Speed Walk 25 ft.

Initiative +0

Saving Throws N/A

Skills Medicine +7, Religion +5, Persuasion +3

Senses Passive Perception 13

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Languages Any two languages

STR**10**
+0**DEX****10**
+0**CON****12**
+1**INT****13**
+1**WIS****16**
+3**CHA****13**
+1

Traits

Divine Eminence. As a Bonus Action, the priest can expend a spell slot to cause its melee weapon attacks to deal extra Radiant damage.

Actions

Mace. Melee Attack Roll: +2, reach 5 ft. Hit: 3 (1d6) Bludgeoning damage.

Spellcasting. The priest casts divine spells using Wisdom as the spellcasting ability, favoring healing, sanctuary, spirit guardians, and spiritual weapon.

Bonus Actions

Divine Eminence. The priest empowers its next melee weapon hit with Radiant damage.

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