

ARTILLERY ACOLYTE

Medium humanoid (any race), any alignment

Armor Class 8

Hit Points 16(1d4 + 5)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
8 (-2)	4 (-3)	10 (+0)	20 (+5)	10 (+0)	20 (+5)

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 125 XP

Dark One's Blessing

Starting at 1st level, when you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your warlock level (minimum of 1).

Agonizing Blast

Prerequisite: eldritch blast cantrip

When you cast eldritch blast, add your Charisma modifier to the damage it deals on a hit.

Pact of Lightning

This creature can cast an extra eldritch blast whenever it uses a spell.

Spellcasting.

The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): Eldritch Blast

3rd level (2 slots): Vampiric touch

Actions

Boomerang. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 0 (1d4 - 2) bludgeoning damage.