

Drowned Clergy

Medium undead, chaotic evil

Armor Class 14 (decayed robes + divine wards)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	9 (-1)	12 (+1)	14 (+2)

Damage Resistances Radiant, Necrotic, Bludgeoning, Piercing, and Slashing from nonmagical attacks
Condition Immunities Charmed, Exhaustion, Frightened
Senses Darkvision 60 ft., Passive Perception 11
Languages Understands Celestial and Common, cannot speak
Challenge 2 (450 XP)

Traits

Wail of Confession (Recharge 5–6).
Each creature within 20 feet must make a DC 14 Wisdom saving throw or take 4d8 psychic damage and be stunned for 1 round.

Necrotic Prayer (Bonus Action).
Targets one creature it can see within 60 feet to take 2d6 necrotic damage. The Clergy regains HP equal to the damage dealt.

Soul Detonation (When killed).
Explodes in a burst of radiant and necrotic energy. Each creature within 10 feet must make a DC 13 Dexterity saving throw or take 2d8 radiant and 2d8 necrotic damage.

🏠 Out of Combat Behavior

Drowned Clergy are often found kneeling in flooded sanctuaries or ruined chapels, muttering silent prayers, or reenacting ghostly rites with no audience. They may gesture toward altars, mimicking sacraments long since abandoned.

⚠️ Triggers for Combat

- Approaching sacred altars without reverence
- Speaking Elira’s name with anger or blasphemy
- Using radiant magic in a defiled sanctuary

🗣️ Motivation / Purpose

They are priests who clung to faith even as it was twisted. Now corrupted, they seek to force others into false confession, hoping someone will finally atone for the bishop’s betrayal.

📊 Number and Role

- Typically appear in **groups of 2–3**
- Serve as the first major opposition guarding the **cathedral’s reliquary wings**

📖 Read-Aloud: First Encounter

Cloaked in tattered vestments, the figure bows silently before a shattered altar.

With a crackling breath, it rises—hollow eyes burning from within—and extends both hands in benediction.

The air thickens. The smell of burnt incense and blood fills your nose. The Clergy has not forgiven.

