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| **Name** | **Type** | **Size** | **XP Rating** |
| High Confessor of Atom | Human | Medium | 11 (170 XP) |

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| **Strength** | 10 (+5) |  | **Armor Class** | 17 (natural) | | **Action Points** | 7 |
| **Perception** | 10 (+5) |  | **Avg. Hit Points** | 117 | | **Hit Dice** | 13d8 + 65 |
| **Endurance** | 10 (+5) |  |  | |  | | |
| **Charisma** | 10 (+5) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 5 (+0) |  | **Damage Resistances** | |  | | |
| **Agility** | 8 (+3) |  | **Damage Immunities** | | Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Charmed, Frightened | | |

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| **Special Traits** | **Special Actions** |
| **Atom's Aura.** Creatures take 2d8 radiation damage whenever they start their turn within 10 feet of the High Confessor or move within 10 feet of the Child on their turn.  **Atom's Bulwark.** When the High Confessor would take radiation damage, it instead regains hit points equal to the damage dealt. Excess hit points past their maximum become temporary hit points.  **Atom's Sight.** The High Confessor ignores the *invisible* condition.  **Atom's Wrath.** Melee, thrown, and unarmed attacks made by the High Confessor deal an additional 2d8 radiation damage.  **Leadership.** Through presence and charisma, whenever a nonhostile creature within 30 feet of the High Confessor makes an attack roll or saving throw they can add a d8 to the total, provided they can hear and understand the High Confessor. A creature can benefit from only one Leadership die at a time. This effect ends if the High Confessor is *incapacitated*.  **Powerful Build.** The High Confessor counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.  **Swift.** The High Confessor moves 25 feet when it uses the Move action. |  |

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| **Monster Description** |
| The Church of the Children of Atom (truncated as the Children of Atom) is a religious cult built around the worship of radiation – “his glow” – and nuclear annihilation as vehicles of creation and life. Derisively called “rad eaters” by outsiders, they are fanatical in their devotion and constantly battle with their neighbors, believing death by radiation is in fact a means of salvation. That they are helping through their destruction. Inversely, they also believe the unworthy are destroyed by radiation; a contradiction skeptics often point out.  Entering the cult is extremely dangerous. Though they gladly accept converts, the process to become a Child revolves around weeks of intensive radiation exposure therapy until one has gained a resistance or even immunity to the power of the atom. Unsurprisingly, most do not survive this trial. Beyond a simple resiliency however, this radiation…changes them. Makes them something more.  To the Children, this is merely the blessing of Atom in physical form. To everyone else, it is a frightening power in the hands of madmen. |