

DARK BISHOP

Small or Medium • Humanoid • Evil

Armor Class 15

Initiative +4 (14)

Hit Points 195 (26d8 + 78)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	16 (+3)	17 (+3)	20 (+5)	18 (+4)

Saving Throws Int +7, Wis +9, Cha +8

Skills Insight +13, Persuasion +8, Religion +11

Damage Resistances necrotic, radiant

Gear holy symbol

Senses passive Perception 15

Languages Common plus three others languages

CR 11 (XP 5,900 or 8,400 in lair, PB +4)



Magic Resistance. The bishop has advantage on saving throws against spells and other magical effects.

Sacrificial Ward. When the bishop is subjected to damage that would reduce it to 0 hit points, the damage is instead transferred to an allied creature within 30 feet of it.

Tainted Miracle. When a creature within 30 feet of the bishop regains hit points or is affected by the bishop's Zealous Rally, it gains one level of exhaustion.

ACTIONS

Penance. The bishop targets up to three creatures, choosing one of the following effects per target (can't choose the same effect twice):

- **Constitution Saving Throw:** DC 17, one creature the bishop can see within 60 feet. *Failure:* 16 (3d10) necrotic damage. *Success:* Half damage.
- **Wisdom Saving Throw:** DC 17, one creature the bishop can see within 60 feet. *Failure:* 9 (2d8) radiant damage, and the target is blinded until the end of its next turn.
- **Charisma Saving Throw:** DC 17, one creature the bishop can see within 60 feet. *Failure:* The target becomes incapacitated and banished to a harmless demiplane until the start of the bishop's next turn. Further, the target has advantage against this save until the end of the bishop's next turn. *Success:* The target becomes immune to this effect for 1 hour.

Spellcasting. The bishop casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 17):

At will: *guiding bolt* (level 4), *light*, *thaumaturgy*

1/day: *dispel evil and good*, *divine word*, *geas* (level 7), *holy aura*, *true seeing*, *word of recall*

BONUS ACTIONS

Summon Servant (1/Day). The bishop magically summons a Celestial or Fiend with CR 4 or lower. The summoned creature appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

REACTIONS

Zealous Rally. *Trigger:* An allied creature the bishop can see within 30 feet of it that can hear the bishop drops to 0 hit points. *Response:* The creature drops to 1 hit point instead.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). *Immediately after another creature's turn, the bishop can expend a use to take one of the following actions. The bishop regains all expended uses at the start of each of its turns.*

Condemn. *Constitution Saving Throw:* DC 17, one creature the bishop can see within 60 feet. *Failure:* 10 (3d6) psychic damage. *Success:* Half damage.

Word of Faith. The bishop targets an allied creature that can hear it within 60 feet. The target gains advantage on attack rolls and saving throws until the end of its next turn.

Veneration. *Wisdom Saving Throw:* DC 17, each creature of the bishop's choice that can see it within 60 feet. *Failure:* A target becomes charmed, incapacitated, falls prone, and is unable to stand up until the start of the bishop's next turn. *Success:* The target becomes immune to this effect for 1 hour. *Failure or Success:* The bishop can't take this action again until the start of its next turn.

DARK BISHOP — WEAKER

Armor Class 14

Initiative +3 (13)

Hit Points 156 (24d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	14 (+2)	15 (+2)	18 (+4)	16 (+3)

Saving Throws Int +5, Wis +7, Cha +6

Skills Insight +10, Persuasion +6, Religion +8

Damage Resistances necrotic, radiant

Gear holy symbol

Senses passive Perception 14

Languages Common plus three others languages

CR 8 (XP 3,900 or 5,000 in lair; PB +3)



Magic Resistance. The bishop has advantage on saving throws against spells and other magical effects.

Sacrificial Ward. When the bishop is subjected to damage that would reduce it to 0 hit points, the damage is instead transferred to an allied creature within 30 feet of it.

Tainted Miracle. When a creature within 30 feet of the bishop regains hit points or is affected by the bishop's Zealous Rally, it gains one level of exhaustion.

ACTIONS

Penance. The bishop targets up to three creatures, choosing one of the following effects per target (can't choose the same effect twice):

- **Constitution Saving Throw:** DC 15, one creature the bishop can see within 60 feet. *Failure:* 11 (2d10) necrotic damage. *Success:* Half damage.
- **Wisdom Saving Throw:** DC 15, one creature the bishop can see within 60 feet. *Failure:* 4 (1d8) radiant damage, and the target is blinded until the end of its next turn.
- **Charisma Saving Throw:** DC 15, one creature the bishop can see within 60 feet. *Failure:* The target becomes incapacitated and banished to a harmless demiplane until the start of the bishop's next turn. Further, the target has advantage against this save until the end of the bishop's next turn. *Success:* The target becomes immune to this effect for 1 hour.

Spellcasting. The bishop casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At will: *guiding bolt* (level 2), *light*, *thaumaturgy*

1/day: *dispel evil and good*, *geas*, *holy aura*, *true seeing*, *word of recall*

DARK BISHOP — STRONGER

Armor Class 16

Initiative +5 (15)

Hit Points 246 (29d8 + 116)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	14 (+4)	19 (+4)	22 (+6)	20 (+5)

Saving Throws Int +9, Wis +11, Cha +10

Skills Insight +16, Persuasion +10, Religion +14

Damage Resistances necrotic, radiant

Gear holy symbol

Senses passive Perception 16

Languages Common plus three others languages

CR 14 (XP 11,500 or 13,000 in lair; PB +5)



BONUS ACTIONS

Summon Servant (1/Day). The bishop magically summons a Celestial or Fiend with CR 2 or lower. The summoned creature appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

REACTIONS

Zealous Rally. *Trigger:* An allied creature the bishop can see within 30 feet of it that can hear the bishop drops to 0 hit points. *Response:* The creature drops to 1 hit point instead.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the bishop can expend a use to take one of the following actions. The bishop regains all expended uses at the start of each of its turns.

Condemn. *Constitution Saving Throw:* DC 15, one creature the bishop can see within 60 feet. *Failure:* 7 (2d6) psychic damage. *Success:* Half damage.

Word of Faith. The bishop targets an allied creature that can hear it within 60 feet. The target gains advantage on attack rolls and saving throws until the end of its next turn.

Veneration. *Wisdom Saving Throw:* DC 15, each creature of the bishop's choice that can see it within 30 feet. *Failure:* A target becomes charmed, incapacitated, falls prone, and is unable to stand up until the start of the bishop's next turn. *Success:* The target becomes immune to this effect for 1 hour. *Failure or Success:* The bishop can't take this action again until the start of its next turn.

Magic Resistance. The bishop has advantage on saving throws against spells and other magical effects.

Sacrificial Ward. When the bishop is subjected to damage that would reduce it to 0 hit points, the damage is instead transferred to an allied creature within 30 feet of it.

Tainted Miracle. When a creature within 30 feet of the bishop regains hit points or is affected by the bishop's Zealous Rally, it gains one level of exhaustion.

ACTIONS

Penance. The bishop targets up to three creatures, choosing one of the following effects per target (can't choose the same effect twice):

- **Constitution Saving Throw:** DC 19, one creature the bishop can see within 60 feet. *Failure:* 22 (4d10) necrotic damage. *Success:* Half damage.
- **Wisdom Saving Throw:** DC 19, one creature the bishop can see within 60 feet. *Failure:* 10 (3d6) radiant damage, and the target is blinded until the end of its next turn.
- **Charisma Saving Throw:** DC 19, one creature the bishop can see within 60 feet. *Failure:* The target becomes incapacitated and banished to a harmless demiplane until the start of the bishop's next turn. Further, the target has advantage against this save until the end of the bishop's next turn. *Success:* The target becomes immune to this effect for 1 hour.

Spellcasting. The bishop casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 19):

At will: *guiding bolt* (level 6), *light*, *thaumaturgy*

1/day: *dispel evil and good*, *divine word*, *geas* (level 9), *holy aura*, *true seeing*, *word of recall*

BONUS ACTIONS

Summon Servant (1/Day). The bishop magically summons a Celestial or Fiend with CR 6 or lower. The summoned creature appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

REACTIONS

Zealous Rally. *Trigger:* An allied creature the bishop can see within 30 feet of it that can hear the bishop drops to 0 hit points. *Response:* The creature drops to 1 hit point instead.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). *Immediately after another creature's turn, the bishop can expend a use to take one of the following actions. The bishop regains all expended uses at the start of each of its turns.*

Condemn. *Constitution Saving Throw:* DC 19, one creature the bishop can see within 60 feet. *Failure:* 14 (4d6) psychic damage. *Success:* Half damage.

Word of Faith. The bishop targets an allied creature that can hear it within 60 feet. The target gains advantage on attack rolls and saving throws until the end of its next turn.

Veneration. *Wisdom Saving Throw:* DC 19, each creature of the bishop's choice that can see it within 60 feet. *Failure:* A target becomes charmed, incapacitated, falls prone, and is unable to stand up until the start of the bishop's next turn. *Success:* The target becomes immune to this effect for 1 hour. *Failure or Success:* The bishop can't take this action again until the start of its next turn.