

# PADRE NIGRAMONTE

The spiritual leaders of La Iglesia de Resurrección (the Church of Resurrection) are powerful Necromancer Priests known as Los Padres Nigramontes. As the heads of an extremist off-shoot of the Faith of Jesucristo, the Padres believe that Jesucristo's true power was found in his resurrection, and not in his martyrdom, and that the God was a spirit of vengeance instead of one of benevolence and forgiveness.

A padre nigramonte is a skeletal figure. They often dress like a central figure of the church, such as a cardinal or high-ranking priest. Truly wanting to be one with their god, the padres spend their lives working to unlock the secrets to resurrection and undeath. Those with the greatest

mental fortitude retain most of their memories and abilities, even as their mortal bodies wither away to nothing. Powered by necrotic energies, the padres are vengeful, evil apparitions, hell-bent on spreading the teachings of Jesús Vengativo.

To retain its dark powers, the padres must regularly feed on the souls of the living, especially the faithless. What few they don't feed upon, they convert into mindless minions. Some of these minions become skeletal or zombified assistants that guard their tombs. Others, whose faith approaches their own, "join" the church, becoming fearsome monjas malvadas (death nuns) or espíritus de venganza (spirits of vengeance).

**Undead Nature.** The padre does not require air, food, drink, or sleep.

## PADRE NIGRAMONTE

Medium undead, any evil alignment

**Armor Class** 16 (natural armor)

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	16 (+3)	15 (+2)	20 (+5)	17 (+3)

**Saving Throws** Con +9, Int +8, Wis +11

**Skills** History +8, Insight +11, Perception +11, Religion +17

**Damage Resistances** cold, lightning, necrotic

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** truesight 120 ft., passive Perception 20

**Languages** any three languages

**Challenge** 16 (15,000 XP)

**Legendary Resistance (3/Day).** If the padre fails a saving throw, it can choose to succeed instead.

**Rejuvenation.** If the padre is destroyed, it returns as a greater spirit of vengeance in 1d10 days. From there, it must seek a new body to inhabit within 1 year, or it is destroyed.

**Spellcasting.** The padre is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The padre has the following cleric spells prepared:

Cantrips (at will): *resistance, sacred flame, thaumaturgy*

1st Level (4 slots): *bane, detect evil and good, inflict wounds, protection from evil and good*

2nd Level (3 slots): *blindness/deafness, silence, spiritual weapon*

3rd Level (3 slots): *animate dead, bestow curse, feign death, protection from energy, speak with dead*

4th level (3 slots): *banishment, death ward, guardian of faith, locate creature*

5th level (3 slots): *dispel evil and good, flame strike, insect plague*

6th level (1 slot): *create undead, harm*

7th level (1 slot): *fire storm*

8th level (1 slot): *antimagical field*

9th level (1 slot): *gate*

**Turn Resistance.** The padre has advantage on saving throws against any effect that turns undead.

## Actions

**Rotting Touch.** *Melee Spell Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or be cursed with vengeful rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

## Legendary Actions

The padre can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The padre regains spent legendary actions at the start of its turn.

**Cantrip.** The padre casts a cantrip.

**Rotting Touch (Costs 2 Actions).** The padre uses its Rotting Touch.

**Word of God (Costs 2 Actions).** The padre can innately cast *command* (spell save DC 18), requiring no material components. Its innate spellcasting ability is Wisdom.

**Hand of God (Costs 3 Actions).** The padre can innately cast *telekinesis* (spell save DC 18), requiring no material components. Its innate spellcasting ability is Wisdom.