

# Iron Bishop

*Medium humanoid (human), lawful evil*

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Armor Class 18 (Plate Armor)

Hit Points 162 (25d8+50)

Speed 30 ft., hover 60ft.

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STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	16 (+3)	18 (+4)	18 (+4)

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**Skills** Arcana +9, Diplomacy +9, Religion +14, Intimidation +14,

**Damage Immunities** poison, necrotic

**Condition Immunities** poisoned, charm

**Senses** darkvision 60 ft., passive perception 14

**Languages** common, elvish,

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

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**Legendary Resistance (2/day)** If the iron bishop fails a saving throw, it can choose to succeed instead.

**Cloak of Avoidance.** If the iron bishop is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it fails

**Consume soul.** When an iron bishop is within 30ft of a living creature that drops to 0 hit points, it can choose, as a reaction, to attempt to consume the soul that creature. The creature must make a DC 19 charisma saving throw, losing 4 hit dice on a failed save or 2 on a successful one. The iron bishop immediately spends the hit dice, and regains 26 (4d8+8) or 13 (2d8+4) hit points. A creature that does not have any hit dice remaining automatically fails a death saving throw and gains a level of exhaustion (the iron bishop does not gain any health in this instance).

**Malevolent Spikes.** Any time a creature attempts a melee attack within 5 ft of the iron bishop, they must succeed on a DC 16 Dexterity saving throw or take 10 slashing damage.

## Actions

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**Multi attack.** The iron bishop makes two withering staff attacks.

**Withering Staff.** Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage and 28 (8d6) necrotic damage.

**You know nothing (recharges on 6).** The iron bishop floods all hostile creatures within 60 ft with images of the abyss, crushing their will to live. The targets must succeed on a DC 19 wisdom saving throw or take 28 (8d6) psychic damage and are stunned for 1 minute on a failed save. A stunned character can repeat the saving throw at the end of their turn.