

# Busó

Medium humanoid, lawful evil

**Armor Class:** 14 (Hide Armor)

**Hit Points:** 120 (16d8 + 48)

**Speed:** 30 ft.

<b>STRENGTH</b> <b>+4</b> 18	<b>DEXTERITY</b> <b>+2</b> 14	<b>CONSTITUTION</b> <b>+3</b> 16
<b>INTELLIGENCE</b> <b>+1</b> 12	<b>WISDOM</b> <b>+2</b> 15	<b>CHARISMA</b> <b>+1</b> 13

**Saving Throws:** Str +7

**Skills:** Intimidation +7, Perception +5, Survival +5

**Damage Resistances:** Cold

**Condition Immunities:** Frightened

**Senses:** Passive Perception +15

**Languages:** Abyssal, Common, Infernal

**Challenge:** 7 (2,900 XP)

**Brute:** A melee weapon deals one extra die of its damage when the Busó hits (included in the attack)

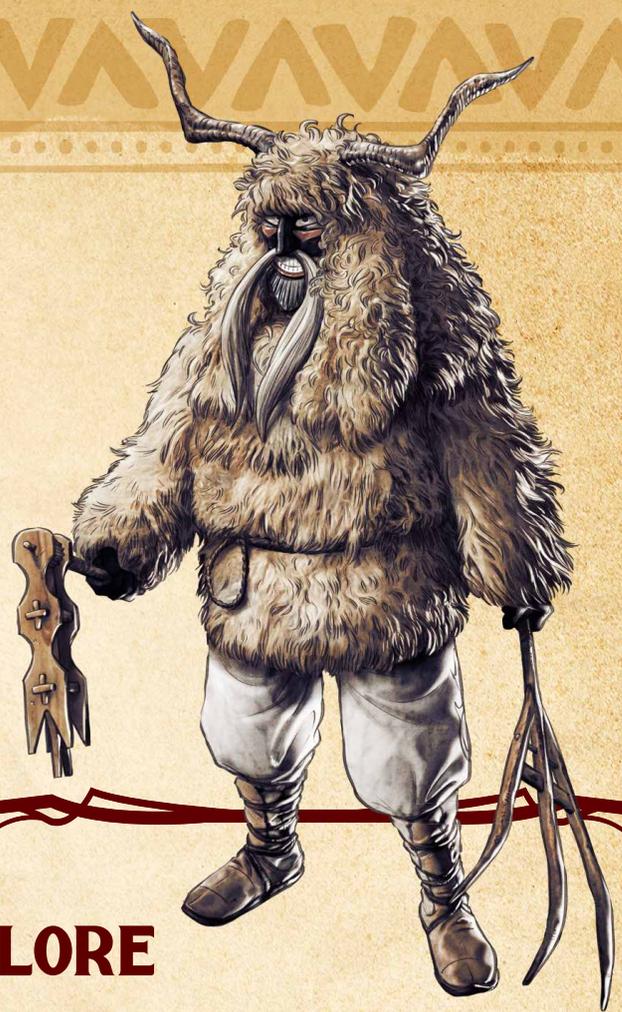
**Ice Walk:** The Busó can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

**Magic Resistance:** The Busó has advantage on saving throws against spells and other magical effects.

## Actions

**Clapper.** Melee Weapon Attack: +7 to hit, reach 3 ft., one target. Hit: (1d8 + 4) Bludgeoning damage.

**Pitchfork.** Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: (1d10 + 4) Piercing damage.



## LORE

“Back in his prime, King Attila had a whole cultish tribe of warriors devoted to him. They wore silly masks to accompany their silly sense of loyalty. I'm not sure how much credence I give to the tale that they once held off an invading army simply by looking 'scary' to them, but it makes for a fun story. You'd think their kind would have gone away with Attila's passing so many years ago, but it seems some strange folks refuse to let this silly idea die, even decades later. It's no coincidence we find them near the tomb of Attila. If they can't protect the living 'Scourge of Demons' anymore, they must feel compelled to protect his remains. But still, something seems off. You can't be completely right in the head to begin with if you choose to live your life the way Busós do. So, I can see them being very susceptible to coercion from a charismatic outsider force claiming he knows what is best in these dark days. Unfortunately, that sounds just like our friend Boldizsár.”

**Frightful Presence:** Each creature of the Busó's choice that is within 120 feet of the Busó and aware of it must succeed in a DC -2 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the beginning of each of their turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Busó's Frightful Presence for the next 24 hours.