

Medium Human, Evil

Armor Class	Hit Points	Speed	Challenge	PB	
15 (studded leather)	55 (10d8 + 10)	30 ft., climb 30 ft.	6 (2,300 XP)	+3	
STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +6, Cha +5

Skills Acrobatics +6, Deception +5, Perception +4, Persuasion +5, Stealth +6

Damage Res. poison

Condition Imm. charmed, frightened

Senses passive Perception 14

Languages Common, Abyssal, Thieves' cant

Dark Servant. The cultist is immun against being charmed or frightened.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Tattoo of Undeath. If the cultist drops to 0 hit points, the Tattoo activates and after 3 Rounds, he becomes a Phantom Warrior. To prevent this revival, the Tattoo on the cultist body must be destroyed. The Tattoo is invulnerable while the cultist has at least 1 hit point. The Tattoo is otherwise an object with 15 Hit Points, an AC of 15, and it is immune to poison and psychic damage.

ACTIONS

Multiattack. The assassin makes two attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

BONUS ACTIONS

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.