

Medium Human, Evil

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

Saving Throws Int +6, Wis +5

Skills Arcana +6, History +6, Perception +5, Religion +6

Condition Imm. charmed, frightened

Senses passive Perception 15

Languages Common, Abyssal, Primordial

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

Spellcasting. DC 14. The mage is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks).

Cantrips (at will): chill touch, light, mage hand, sword burst

1st level (4 slots): arms of Hadar, dissonant whispers, grease

2nd level (3 slots): darkvision, invisibility, wither and bloom

3rd level (3 slots): haste, hunger of Hadar, life transference

Tattoo of Undeath. If the cultist drops to 0 hit points, the Tattoo activates and after 3 Rounds, he becomes a Deathlock Wight. 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. Attacks twice.

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.