

Medium Human, Any Alignment

Armor Class	Hit Points	Speed	Challenge	PB	
16 (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)	14 (+2)	10 (+0)

Saving Throws Dex +6, Wis +5

Skills Acrobatics +6, Perception +5, Stealth +6

Condition Imm. charmed, frightened

Senses passive Perception 15

Languages Common, Abyssal

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

*Spellcasting.*

Cantrips (at will): chill touch

1st level (3 slots): alarm, expeditious retreat

2nd level (2 slots): darkvision

3rd level (2 slots): abyssal arrows

*Tattoo of Undeath.* If the cultist drops to 0 hit points, the Tattoo activates and after 3 Rounds, he becomes a 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.* The Hunter makes two Longsword or Longbow attacks.

*Longsword. Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.

*Longbow. Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

BONUS ACTIONS

*Hunter's Eye (3/Day).* Immediately after making an attack roll or a damage roll with a ranged weapon, the archer can roll a d10 and add the number rolled to the total.