

Medium Human, Any Non-Good Alignment

Armor Class	Hit Points	Speed	Challenge	PB	
12 (leather armor)	9 (2d8)	30 ft.	2 (450 XP)	+2	
STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	10 (+0)

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages Common, Abyssal

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

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

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