

Medium Human, Any Non-Good Alignment

Armor Class	Hit Points	Speed	Challenge	PB	
17 (studded leather)	90 (12d8 + 36)	30 ft., climb 30 ft., swim 30 ft.	11 (7,200 XP)	+4	
STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Dex +8, Wis +7

Skills Acrobatics +8, Deception +5, Perception +7, Religion +5, Stealth +8

Condition Imm. charmed, frightened

Senses darkvision 60 ft., passive Perception 17

Languages Common, Abyssal

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

*Spellcasting.*

Cantrips (at will): chill touch

1st level (4 slots): alarm, cause fear, expeditious retreat

2nd level (3 slots): blur, cordon of arrows

3rd level (3 slots): abyssal arrows, counterspell

4th level (2 slots): shadow of moil

5th level (2 slots): swift quiver

*Tattoo of Undeath.* If the cultist drops to 0 hit points, the Tattoo activates and after 3 Rounds, he becomes a Wight Boosted. 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 Masterhunter makes three attacks.

*Longsword. Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

*Longbow. Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

BONUS ACTIONS

*Hunter's Eye (5/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.