

Medium Human, Any Non-Good Alignment

Armor Class	Hit Points	Speed	Challenge	PB	
13 (leather armor), 15 (leather armor, shield)	33 (6d8 + 6)	30 ft.	4 (1,100 XP)	+2	
STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Condition Imm. charmed, frightened

Senses passive Perception 11

Languages Common, Abyssal

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

Spellcasting.

Cantrips (at will): chill touch

1st level (3 slots): inflict wounds

2nd level (2 slots): darkvision

Tattoo of Undeath. If the cultist drops to 0 hit points, the Tattoo activates and after 3 Rounds, he becomes a Shadow. 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:* 4 (1d4 + 2) piercing damage.