

## COMMONER

Medium humanoid (any race), any alignment

**Armor Class** 10  
**Hit Points** 4 (1d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

**Senses** passive Perception 10  
**Languages** any one language (usually Common)  
**Challenge** 0 (10 XP)

### ACTIONS

**Club.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.  
*Hit:* 2 (1d4) bludgeoning damage.

**Commoners** include peasants, serfs, slaves, servants, pilgrims, merchants, artisans, and hermits.

## CULTIST

Medium humanoid (any race), any non-good alignment

**Armor Class** 12 (leather armor)  
**Hit Points** 9 (2d8)  
**Speed** 30 ft.

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** any one language (usually Common)  
**Challenge** 1/8 (25 XP)

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

### ACTIONS

**Scimitar.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.

**Cultists** swear allegiance to dark powers such as elemental princes, demon lords, or archdevils. Most conceal their loyalties to avoid being ostracized, imprisoned, or executed for their beliefs. Unlike evil acolytes, cultists often show signs of insanity in their beliefs and practices.

## CULT FANATIC

Medium humanoid (any race), any non-good alignment

**Armor Class** 13 (leather armor)  
**Hit Points** 33 (6d8 + 6)  
**Speed** 30 ft.

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  
**Senses** passive Perception 10  
**Languages** any one language (usually Common)  
**Challenge** 2 (450 XP)

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

**Spellcasting.** The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*  
1st level (4 slots): *command, inflict wounds, shield of faith*  
2nd level (3 slots): *hold person, spiritual weapon*

### ACTIONS

**Multiattack.** The fanatic makes two melee attacks.

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature.  
*Hit:* 4 (1d4 + 2) piercing damage.

**Fanatics** are often part of a cult's leadership, using their charisma and dogma to influence and prey on those of weak will. Most are interested in personal power above all else.

CULT FANATIC

