

+2
Str

+2
Dex

+1
Con

-1
Int

+1
Wis

-1
Cha

200 xp

Cultist

Medium Humanoid, Chaotic Evil

Speed: 30 ft

PP: 11

Intimidation +4

Common

Notes: Information

AC
14

Studded leather

HP (33)
6d8+6

1
CR

Actions

Battle Axe +5 S 1d8+2

Great Leap action or bonus action if dashed. Jump over 5ft even if occupied by medium. Target can make opp. attack with adv. +3 dam. Leaper then attacks with adv. +8 damage even if killed by opp. attack.

Powers

Reckless At the start of its turn, it gains advantage on all melee attack rolls during that turn but attack rolls against it have advantage until the start of its next turn.

Blood Surge If anyone within 10 ft (including the cultist) is wounded by an attack that draws blood the cultist can use its reaction to make an attack.