

EXPANDED CULTISTS



HOMEBREW

Created by Sonixverse Labs

CULTS

Many supernatural entities such as archdevils, demon lords, elemental princes, dragons, demigods, and powerful undead seek to bind the souls of mortals to their will. In exchange for their allegiance, these entities bestow an aspect of their power to their followers.

DEFINING CULTS

In general, cults can have a vast array of goals and objectives that they seek to accomplish. In many circumstances, many cults seem to be somewhat indistinguishable from many established pantheons. However, the primary difference between these groups is that cultists directly receive their power from their patron or deity, rather than channeling their divine magic through personal devotion. Because of this direct link, many cultists are more liable to heed their patron's wishes or risk having their power taken or some other form of punishment.

CULT AGENDAS

Thanks to their direct link to their followers, some patrons seek to attain godhood, using the influence of their cult to grant themselves enough power to reach their ascension. Others seek to claim the Material Plane as their own domain and use their followers as agents to enact their will on the Material Plane.

CULT PACTS

As mentioned earlier, cultists gain their arcane abilities directly from their patron through a pact. Although such pacts take the form of arcane power, some can manifest itself as a supernatural blade or artifact granted by the entity. With their newfound power, these individuals seek to spread the influence or further the goals of their patron. Depending on one's devotion, one can be bestowed greater portions of power and at times even ascend past their mortal limitations. However, such power comes at a cost. Depending on the patron, one may be literally selling their soul to their patrons. Others are forced to obey the commands of their patron or be at risk of losing their abilities or facing the direct wrath of the patron or their followers.

CULT TACTICS

In general, cultists seek to accomplish the will of their patron by any means possible. They can resort to a number of tactics by recruiting the common population through persuasive conversion or deceptive manipulation. Others may resort to fear and violence to further their patron's goals and ruthlessly eliminate any rivals.

ZEALOUS DEVOTION

Regardless of their preferred tactics, cultists are known for their unshakable resolve, whether out of fanatic devotion to their patron or the mortal terror of failing their master. In fact, many cultists would rather face death itself rather than betraying their cause.

FANATICAL MASSES

One of the major strengths of many cults is that they rely on numbers in combat. If the cult itself does not have a large reserve of members, they often entreat the aid of creatures that serve their patron to fill their ranks.

CULTIST ROLES

Just like most religions, cultists tend to have various hierarchies amongst their ranks. For each level within a cult, each member is granted a specific aspect of power from their respective patron.

CULTIST ACOLYTE

Acolytes are the lowest rank of any cult. These individuals typically serve as initiates, whose primary goal is to earn favor to ascend the ranks. They also serve as foot soldiers for mundane tasks such as recruiting other members or spreading their patron's influence through violence or fear.

CULTIST FANATICS

Fanatics are known for their extreme zeal towards their patron. These cultists are willing to do anything for the cause, even if it means certain death. In fact, their extreme zeal allows them to channel their patron's magic to replenish their own arcane reserves or to unleash it a zealous outburst. In many extreme cases, fanatics have been known to sacrifice their victims in the name of the deity to grant themselves a surge of power

CULTIST EXECUTIONER

The primary role of executioners is to eliminate any threats to their patron's cause. Once their patron demands the life of a creature, executioners will stop at nothing to ensure the imminent demise of that creature. Cultist executioners have been known to lead small groups of fanatics or acolytes to take down such threats. However, they have been known to also serve as the personal guard to higher ranking cultists or emissaries of their patron itself.

CULTIST INVOKER

Invokers are higher ranking cultists that have received a greater aspect of their patron's power for their service. Invokers have the special ability to temporarily take the form of their respective deity, which grants them tremendous strength, endurance, and power for the duration. Although this power is often granted through painful rituals or challenging trials, such a gift is a tremendous boon to those who receive it.

CULTIST SUMMONER

Whereas invokers can take the form of their patron, summoners can tap into the will of their patron to summon forth loyal minions. In many cases, summoners have been granted the ability to access their patron's plane of existence to call forth otherworldly creatures completely loyal to their cause.

CULTIST HERALD

Heralds have been granted a special connection to their patron and have been granted a form of otherworldly divination. They are able to harness this power to inflict curse on those who dare oppose the will of their masters.

CULT HAND

Cult hands serve as lieutenants or secondary leaders of a cult. For example, a cult hand may reside over a cult faction in a specific city, ultimately answering to a cult leader who is in charge of an order that spans entire continents. Other times, cult hands may serve as aids or advisors to emissaries of their Patron. For example, a pit fiend or deva may have several hands that always accompany them whenever they travel beyond their domains.

CULT LEADERS

Cult leaders are at the very top of their order's hierarchy. In many cases, cult leaders serve as the direct link between their followers and their patron. In many cases, these leaders have been granted tremendous power from their masters and are granted powerful boons for their service. In some instances, cult leaders seek to use their influence over their cult as a means for their own ascension and may even try to challenge their master with their newfound power.

CULT TYPES

Cults can take many forms and have different goals, each reflecting the specific type of entity that they serve.

INFERNAL CULTISTS

Infernal cults have pledged themselves to devils of the lower planes. Members of these orders often join by pledging their souls in exchange for power. Others may have fallen to the corruption against fighting the demonic hordes, seeing it as the only alternative to truly defeat their monstrous foes. Their ultimate goal is to bind more mortal souls to the Nine Hells to finally bring an end to the demonic hordes and eventually the Upper Planes.

ABYSSAL CULTISTS

Cultists of the abyss only have one goal, which is to annihilate all life. In many circumstances, many abyssal cultists do not know the true nature of their patron, as very few creatures would favor the goals of most demons. However, once one has pledged their power to such demons, they are bound to their master's will lest they be torn to pieces by the demonic hordes of their patrons.

FEY CULTISTS

Occasionally, powerful Fey venture to the Material Plane, masquerading as gods amongst mortals. Some merely create cults out of sheer amusement or boredom, while others may have sought to establish dominion of their own, especially if they were ousted from the ruling courts of the Feywild.

DRAGON CULTISTS

Dragon cultists tend to be quite common, especially with the presence of a prominent adult or ancient dragon. Whether out of fear or seeking the dragon's favor, many mortal pledge allegiance to their creatures and often are presented an aspect of the dragon's power in exchange.

GREAT OLD ONE CULTISTS

Very few willingly seek out entities from the Far Realm. Often through the misguided or unintentional goal of finding ancient or powerful knowledge does one come across an entity from the Far Realm. However, such an encounter warps and corrupts the mind of the individual, twisting their thoughts to further that of their patron.

Warlocks of these cultists seek to share the "knowledge" with the others and claim that only those who resist the will of the beyond views this as madness.

DIVINE CULTISTS

Whereas as most Celestial entities enact their will through clerics who channel the divine power, some seek to have a more direct conduit to impose their will on the world. Divine cultists are granted a spark of divinity itself, and in many cases are viewed akin to demigods among mortals.

UNDYING CULTISTS

These cultists have pledged themselves to a powerful undead, whether it be an archwraith or an archlich. Such entities promise immortality in exchange for the souls of the living. Others promise the power to raise loved ones of the dead, but do not reveal the true cost until it is too late.

VAMPIRIC CULTISTS

Powerful vampires have been known to grant their loyal thralls a portion of their vampiric powers. In many circumstances, some vampires do not seek to immediately give the gift of true vampirism to their subjects unless they have fully proven themselves. Instead, they offer them a chance to prove their worth by granting them a portion of their power. These cultists often serve as enforcers for the vampire, especially during the day, and are known to round up members of the population to serve as food or sacrifices for their masters.

ANIMA CULTIST

Anima cultists have pledged themselves to a powerful dryad, treant, or other nature-based entity. Although, they do not possess an innate connection to nature like druids, they will fiercely defend the balance of nature or in some cases, they seek to expand its reach, even to the extent of threatening civilization itself.

THALASSIC CULTIST

Thalassic cultists have pledged themselves to a powerful entity of the sea or the Elemental Plane of water such as a Kraken, Aboleth, Dragon Turtle, or Water Elemental. Some of these cultists serve as direct agents of their entities, demanding tribute for their patron in exchange for safe passage of vessels through otherwise treacherous waters. Others seek to preserve the balance of the seas and the domain of the patron.

MAGITECH CULTIST

Thanks to the advances of magic and technology, some constructs have attained nearly god-like abilities and awareness. Members of these orders believe that various forms of magitech are the true means of evolution and ascensions. Others have encountered Primus and his will for a universal order and seek to bring to establish order on each of the planes.

TEMPEST CULTIST

Tempest cults have pledged themselves to powerful entities from the Plane of Air. They have been granted mastery of lightning and the wind, and in some cases the ability to conjure portals to the Plane of Air itself.

ETERNAL FLAME CULTIST

Cultists of the eternal flame pledge their allegiance to powerful creatures from the Elemental Plane of Fire. Although their patrons typically take the form of a powerful phoenix or elemental genie, some flame cultists have been known to pledge themselves to creatures with a powerful connection to fire, such as Fire Dragons or even incredibly powerful Fire Giants.

EARTHBREAKER CULTIST

Earthbreaker cultists derive their power from creatures that call the Elemental Plane of Earth their home. Members of this order have been granted the ability to shape the earth itself and seek to further the will of the primordial forces that gave them their power.

ASCENDANT CULTIST

Ascendant cultists are a somewhat rare order, as they claim no allegiance to a specific patron. Instead, they acquire their abilities from a font of power from a group of powerful mages. Such organizations can take many forms. For example, an ascendant cult could be an order of individuals chosen to be imbued with this collective power to serve their nations. Others could be an order specifically dedicated to battle supernatural entities, stealing their power and calling it their own. Regardless of their methods, ascendant cultists are defined by their ability to grant themselves incredible power by means other than a willing patron.



CULTIST ACOLYTE

Medium Humanoid, Varies

Armor Class 12(Mage Robes)

Hit Points 26 (4d8+8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10(+0)	14 (+2)	14 (+2)

Saving Throws Wis +4, Cha +4

Skills Arcana +4, Deception +4, Religion +4, Persuasion +4

Senses passive Perception 14

Languages Common and one language of choice

Challenge 1(200 xp) **Proficiency Bonus** +2

Magical Attacks The cultist acolyte's attacks count as magical for the purpose of overcoming resistance

Otherworldly Pact The cultist acolyte's spells are automatically cast at its highest available spell slot

Supernatural Devotion The cultist acolyte has advantage on saving throws against being charmed or frightened

Zealous Fervor When the cultist acolyte starts its turn within 10ft. of another cultist that it can see or hear within range, the cultist acolyte has advantage on attack rolls until the start of its next turn.

Spellcasting

The cultist acolyte is an 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks).

Cantrips Eldritch Blast(see below), Thaumaturgy, Guidance

2nd Level Spells(2 slots) Hex, Dissonant Whispers, False Life,

Actions

Pact Blade. *Melee Weapon Attack:* +4 to hit, 5ft., one target. *Hit:* 7 (1d8+2) piercing damage

Eldritch Blast. *Ranged Spell Attack:* +4 to hit, 150ft., one target. *Hit:* 8 (1d10+2) force damage.

Devotion's Favor(1/short or long rest) The cultist acolyte can recover all expended spell slots

CULTIST FANATIC

Medium Humanoid, Varies

Armor Class 14(Mage Robes)

Hit Points 39 (6d8+12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10(+0)	14 (+2)	14 (+2)

Saving Throws Wis +4, Cha +4

Skills Arcana +4, Deception +4, Religion +4, Persuasion +4

Senses passive Perception 14

Languages Common and one language of choice

Challenge 2(450 xp) **Proficiency Bonus** +2

Magical Attacks The cultist fanatic's attacks count as magical for the purpose of overcoming resistance

Otherworldly Pact The cultist fanatic's spells are automatically cast at its highest available spell slot

Supernatural Devotion The cultist fanatic has advantage on saving throws against being charmed or frightened

Sacrificial Offering When the cultist fanatic kills a creature, they regain one expended spell slot.

Zealous Strikes When the cultist fanatic starts its turn within 10ft. of another cultist that it can see or hear within range, the cultist fanatic can make one additional Pact Blade or Eldritch Blast attack as part of its action.

Spellcasting

The cultist acolyte is an 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks).

Cantrips Eldritch Blast(see below), Thaumaturgy, Guidance

2nd Level Spells(2 slots) Hex, False Life, Shadow Blade

Actions

Pact Blade. *Melee Weapon Attack:* +4 to hit, 5ft., one target. *Hit:* 7 (1d8+2) piercing damage

Eldritch Blast. *Ranged Spell Attack:* +4 to hit, 150ft., one target. *Hit:* 8 (1d10+2) force damage. This attack is considered to be a cantrip.

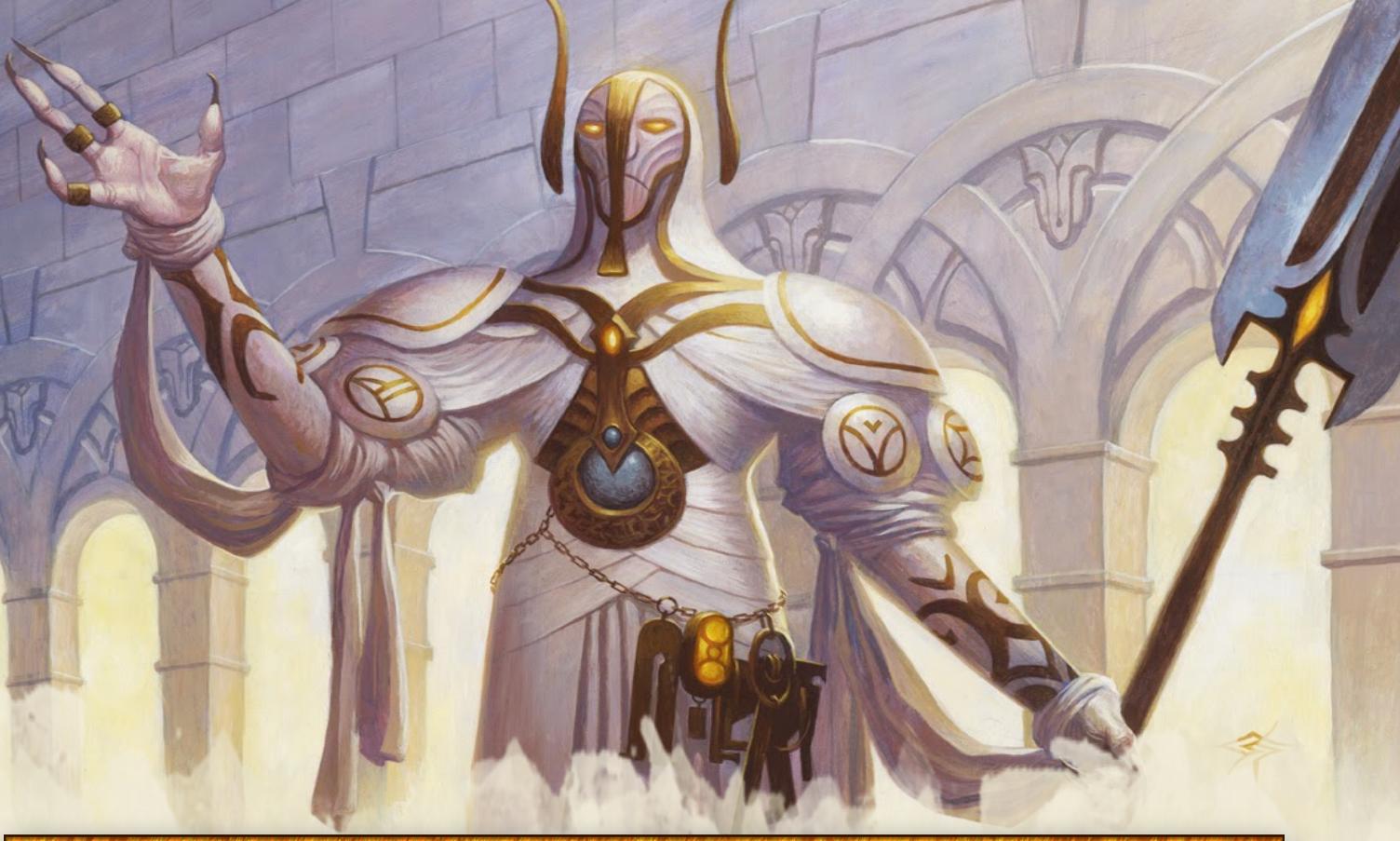
Devotion's Favor(1/short or long rest) The cultist fanatic can recover all expended spell slots

Bonus Actions

Zealous Frenzy The cultist fanatic can expend a spell slot to deal an additional 7(2d6) force damage on each of its attacks until the start of its next turn.

Reactions

Zealous Spree When the cultist fanatic reduces a creature to 0 hitpoints, it can use its reaction to move up to half its movement speed and make a Pact Blade or Eldritch Blast attack against a target in range.



CULTIST EXECUTIONER

Medium Humanoid, Varies

Armor Class 15 (Mage Robes)

Hit Points 45 (6d8+18)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10(+0)	14 (+2)	17 (+3)

Saving Throws Wis +4, Cha +5

Skills Arcana +4, Deception +4, Religion +4, Persuasion +4

Senses passive Perception 14

Languages Common and one language of choice

Proficiency Bonus +2

Challenge 3 (700 xp)

Magical Attacks The cultist executioner's attacks count as magical for the purpose of overcoming resistance

Otherworldly Pact The cultist executioner's spells are automatically cast at its highest available spell slot

Supernatural Devotion The cultist executioner has advantage on saving throws against being charmed or frightened

Zealous Empowerment When the cultist executioner deals a critical hit, they can triple the damage die instead of doubling it.

Zealous Blessing (Recharge 5-6) At the start of each of its turns, the cultist executioner can add an additional damage die to its Pact Blade or Eldritch Blast until the end of its next turn.

Spellcasting

The cultist executioner is an 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

Cantrips Eldritch Blast(see below), Thaumaturgy, Guidance

3rd Level Spells(2 slots) Hex, Spirit Shroud, Spiritual Weapon

Actions

Multiattack The cultist executioner can make two attacks with its Pact Blade

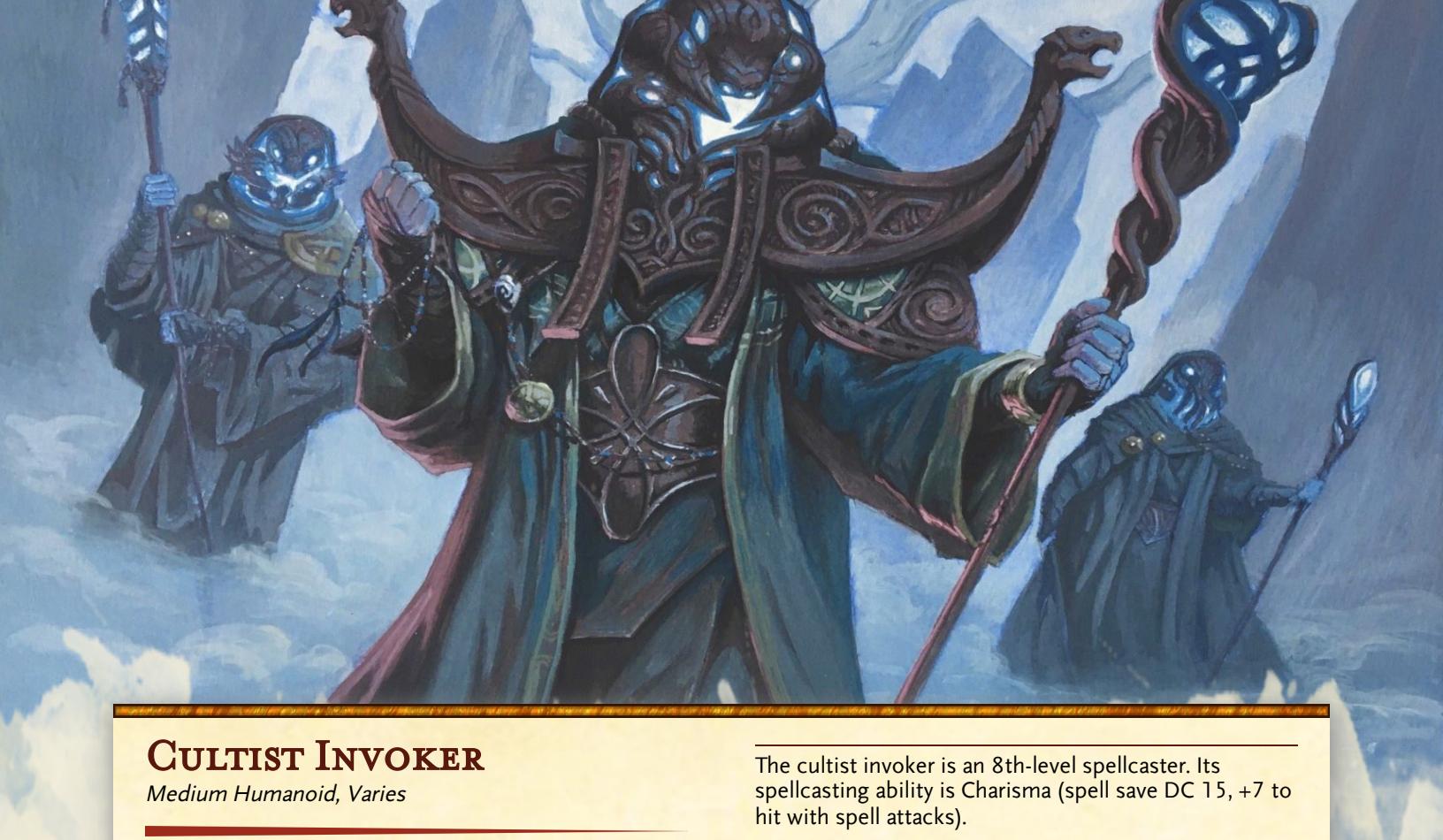
Pact Blade. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit:* 5 (1d10+3) slashing damage

Eldritch Blast. *Ranged Spell Attack:* +5 to hit, 150ft., one target. *Hit:* 8 (1d10+3) force damage. This attack hits twice against the same or separate targets. This attack is considered to be a cantrip

Devotion's Favor(1/short or long rest) The cultist executioner can recover all expended spell slots

Bonus Action

Zealous Mark One creature the cultist executioner can see within 30ft is marked for death. Until the cultist executioner uses this ability again on another creature, it can make an additional attack with its Pact Blade or Eldritch Blast whenever it takes the Attack action



CULTIST INVOKER

Medium Humanoid, Varies

Armor Class 16(Mage Armor)

Hit Points 60 (8d8+24)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10(+0)	14 (+2)	19 (+4)

Saving Throws Wis +5, Cha +7

Skills Arcana +6, Deception +7, Religion +6, Perception +5, Persuasion +7

Senses passive Perception 15

Languages Common and one language of choice

Proficiency Bonus +3

Challenge 8(3900 xp)

Magical Attacks The cultist invoker's attacks count as magical for the purpose of overcoming resistance

Otherworldly Pact The cultist invoker's spells are automatically cast at its highest available spell slot.

Supernatural Devotion The cultist invoker has advantage on saving throws against being charmed or frightened

Frightful Presence When the cultist invoker enters into their Avatar form, creatures within 30ft. that can see or hear them must succeed a DC 15 Wisdom saving throw or become frightened for one minute.

Creatures can repeat its saving throw at the end of each of its turns to end the effect on a successful saving throw.

Undying Champion (1/long rest) When the cultist invoker is reduced to 0 hitpoints, it drops to 1 hitpoint and can use its Patron's Avatar feature for one minute.

Spellcasting

The cultist invoker is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks).

Cantrips Eldritch Blast(see below), Thaumaturgy, Guidance

3rd Level Spells(4 slots) Hex, Spiritual Guardians, Find Familiar, Guardian of Faith

Actions

Eldritch Blast. *Ranged Spell Attack:* +7 to hit, 150ft., one target. *Hit:* 10 (1d10+4) force damage. This attack hits twice against the same or separate targets. This attack is considered to be a cantrip

Devotion's Favor(1/short or long rest) The cultist invoker can recover all expended spell slots

Patron's Avatar(1/day) The cultist invoker can take the form of a its patron taking on a form appropriate for its deity. While in this state, the cultist invoker gains 33(6d10) temporary hitpoints.

While these temporary hitpoints are active, the cultist invoker's AC increases by 3 and it has resistance to non-magical bludgeoning, piercing, and slashing damage and one additional damage type of its choice(as appropriate for its Patron).

This state lasts for up to 1 hour or until the cultist invoker loses its temporary hitpoints

Bonus Actions

Patron's Agility(Avatar Form Only) The cultist invoker can use its bonus action to Dash

Reactions

Avatar's Fury(Avatar Form Only) When the cultist invoker takes damage, it can use its reaction to make an attack against that creature using its Pact Blade or Eldritch Blast



CULTIST SUMMONER

Medium Humanoid, Varies

Armor Class 16 (Mage Armor)

Hit Points 60 (8d8+24)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10(+0)	14 (+2)	19 (+4)

Saving Throws Wi5 +4, Cha +7

Skills Arcana +6, Deception +7, Religion +6, Perception +5, Persuasion +7

Senses passive Perception 15

Languages Common and one language of choice

Proficiency Bonus +3

Challenge 6(2300 xp)

Magical Attacks The cultist summoner's attacks count as magical for the purpose of overcoming resistance

Otherworldly Pact The cultist summoner's spells are automatically cast at its highest available spell slot.

Supernatural Devotion The cultist summoner has advantage on saving throws against being charmed or frightened

Supernatural Aid The cultist summoner cannot lose concentration on a spell effect to summon a creature by taking damage.

Summoner's Vengeance (1/long rest) When the cultist summoner is reduced to 0 hitpoints, a CR 3 creature (either an Aberration, Celestial, Draconic, Elemental, Fey, Fiend, Undead or other creature appropriate for the cultist) appears in the nearest unoccupied space. This creature lasts for 1 minute and is considered an ally to the cultist and its allies and acts on the cultist's initiative.

Spellcasting

The cultist summoner is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks).

Cantrips Eldritch Blast(see below), Thaumaturgy, Guidance

3rd Level Spells(3 slots) Hex, Spiritual Guardians, Find Familiar, Guardian of Faith

Actions

Eldritch Blast *Ranged Spell Attack:* +7 to hit, 150ft., one target. *Hit:* 10 (1d10+4) force damage. This attack hits twice against the same or separate targets. This attack is considered to be a cantrip

Devotion's Favor(1/short or long rest) The cultist summoner can recover all expended spell slots

Call from the Beyond(Recharge 5-6) The cultist summoner can summon a CR 3 creature (either an Aberration, Celestial, Draconic, Elemental, Fey, Fiend, Undead or other creature appropriate for the cultist) appears in an unoccupied space within 30ft. This creature lasts for one hour, until it is dismissed, if it is reduced to 0 hitpoints, or if the cultist summoner uses this ability again. This creature is considered an ally to the cultist and its allies and acts on the cultist's initiative

Bonus Actions

Summoner's Fury The cultist summoner can use its bonus action to command a creature summoned by it to move up to half its movement speed and make an attack against a creature of the cultist summoner's choice within range.

Reactions

Summoner's Fury When the cultist summoner takes damage, it can use its reaction to command a creature summoned by it to make a weapon attack against the attacker if it is in range.



CULTIST HERALD

Medium Humanoid, Varies

Armor Class 16 (Mage Armor)

Hit Points 60 (8d8+24)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10(+0)	14 (+2)	19 (+4)

Saving Throws Wis +5, Cha +7

Skills Arcana +6, Deception +7, Religion +6, Perception +5, Persuasion +7

Senses passive Perception 15

Languages Common and one language of choice

Proficiency Bonus +3

Challenge 5 (1800 xp)

Doom Sight When a creature under the effects of *Omen* targets the cultist herald with an attack or forces it to make a saving throw against an effect that targets only the herald, that creature must first roll a d6. Upon rolling a 5-6, the attack automatically misses or the effect fails against the herald.

Herald Curse When the cultist herald is reduced to 0 hitpoints, the creature that reduced it to 0 hitpoints must succeed a DC 16 Charisma saving throw or fall under the effects of *Omen*. These effects last indefinitely until *Remove Curse* or a similar effect is used on that creature.

Magical Attacks The cultist herald's attacks count as magical for the purpose of overcoming resistance

Otherworldly Pact The cultist herald's spells are automatically cast at its highest available spell slot.

Omen Creatures inflicted with omen must subtract 4(1d6) from any attack rolls, ability checks, or saving throws, it makes for the duration. Creatures under the effects of Omen also take an additional 4(1d6) damage each time it takes damage.

This condition does not stack on top of itself. For example, once a creature suffers from *Omen*, acquiring this condition again does not increase the penalties acquired.

Supernatural Devotion The cultist herald has advantage on saving throws against being charmed or frightened

Supernatural Curse The cultist herald cannot lose concentration on *Hex* or *Bestow Curse* from taking damage.

Spellcasting

The cultist herald is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks).

Cantrips Eldritch Blast (see below), Thaumaturgy, Guidance

3rd Level Spells(3 slots) Bane, Dissonant Whispers, Fear, Hex, Bestow Curse

Actions

Eldritch Blast *Ranged Spell Attack*: +7 to hit, 150ft., one target. *Hit*: 10 (1d10+4) force damage. This attack hits twice against the same or separate targets. This attack is considered to be a cantrip

Devotion's Favor(1/short or long rest) The cultist herald can recover all expended spell slots

Doomsday(Recharge 5-6) All creatures afflicted with Omen within 30ft. of the cultist herald that it can see or hear must succeed a DC 16 Charisma saving throw. On a failed saving throw, creatures take 33 (6d10) force damage and half as much on a successful saving throw. On a successful saving throw, creatures take half damage.

Creatures reduced to 0 hitpoints by this attack are immediately killed

Bonus Actions

Patron's Omen One creature that the cultist can see within 30ft. of it must succeed a DC 15 Charisma saving throw. On a failed saving throw, creatures all under the effect of omen for 1 minute. On a successful saving throw, creatures are immune to this effect for the next 24 hours.



CULTIST HAND

Medium Humanoid, Varies

Armor Class 18 (Mage Armor)

Hit Points 90 (12d8+36)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	16(+3)	14 (+2)	20 (+5)

Saving Throws Wis +6, Cha +9

Skills Arcana +7, Deception +9, Religion +7, Perception +6, Persuasion +9

Senses passive Perception 16

Languages Common and one language of choice

Proficiency Bonus +4

Challenge 9(5000 xp)

Legendary Resistance(1/day) Upon failing a saving throw, the cultist hand can choose to succeed instead. Upon using this feature, it regains one expended spell slot.

Otherworldly Favor Once on each of its turns, the cultist hand can add a d8 to an attack roll, ability check, saving throw, or damage roll of its choice

Magical Attacks The cultist hand's attacks count as magical for the purpose of overcoming resistance

Magical Resistance The cultist hand has advantage on saving throws against spells and magical effects.

Otherworldly Pact The cultist hand's spells are automatically cast at its highest available spell slot.

Supernatural Devotion The cultist hand has advantage on saving throws against being charmed or frightened

Spellcasting

The cultist hand is an 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks).

Cantrips Eldritch Blast(see below), Thaumaturgy, Guidance

5th Level Spells(3 slots) Hex, Planar Binding, Counterspell, Dispel Magic , Dimension Door, Spirit Guardians

Actions

Multiattack The cultist hand can make two attacks with its Pact Blade

Pact Blade. *Ranged Spell Attack:* +9 to hit, 5ft., one target. *Hit:* 10 (1d10+5) slashing damage + 5(1d8) force damage.

Eldritch Blast. *Ranged Spell Attack:* +9 to hit, 300ft., one target. *Hit:* 11 (1d10+5) force damage. This attack hits three times against the same or separate targets. This attack is considered to be a cantrip

PATRON'S BESTOWAL (RECHARGE 5-6)

When available, the cultist hand can use one of the following abilities as an action

Devotion's Favor(Recharge 5-6) The cultist hand can recover all expended spell slots

Mystic Arcanaum(Recharge 5-6) The cultist hand can cast a spell of its choice at 6th level from their patron class list without expending a spell slot.

Bonus Actions

Divine Command The cultist hand can use its bonus action to command one of its allies within range to use its reaction to move up to half its movement speed and to make an attack against a creature within range.

Eldritch Storm(Recharge 5-6) When the cultist hand can use its bonus action use its Eldritch Blast attack.



CULT LEADER

Medium Humanoid, Varies

Armor Class 19 (Mage Armor)

Hit Points 150 (20d8+60)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	18(+4)	18 (+4)	22 (+6)

Saving Throws Wis +9, Cha +11

Skills Arcana +9, Deception +11, Religion +9,
Perception +9, Persuasion +11

Senses passive Perception 19

Languages Common and one language of choice

Proficiency Bonus +5

Challenge 15 (13000 xp)

Otherworldly Favor Once on each of its turns, the cultist leader can add a d8 to an attack roll, ability check, saving throw, or damage roll of its choice

Magical Attacks The cult leader's attacks count as magical for the purpose of overcoming resistance

Magical Resistance The cult leader has advantage on saving throws against spells and magical effects.

Legendary Action(3/day) Upon failing a saving throw, the cult leader can choose to succeed. Upon using this feature, it regains one expended spell slot.

Otherworldly Pact The cult leader's spells are automatically cast at its highest available spell slot

Supernatural Devotion The cult leader has advantage on saving throws against being charmed or frightened

Spellcasting

The cult leader is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks).

Cantrips Eldritch Blast(see below), Thaumaturgy, Guidance

5th Level Spells(5 slots) Hex, Planar Binding, Counterspell, Dispel Magic , Dimension Door, Spirit Guardians

Actions

Multiattack The cult leader can cast make three attacks with its Pact Blade

Pact Blade. *Ranged Spell Attack:* +11 to hit, 5ft., one target. *Hit:* 12 (1d10+6) slashing damage + 9(2d8) force damage.

Eldritch Blast. *Ranged Spell Attack:* +11 to hit, 300ft., one target. *Hit:* 12 (1d10+6) force damage. This attack hits four times against the same or separate targets. This attack is considered to be a cantrip

PATRON'S BESTOWAL (RECHARGE 5-6)

When available, the cultist had can use one of the following abilities as an action

Devotion's Favor(Recharge 5-6) The cult leader can recover all expended spell slots

Mystic Arcanaum(Recharge 5-6) The cultist leader can cast a spell of its choice from its Mystic Arcanaum at 9th level from their patron class list without expending a spell slot.

Bonus Actions

Divine Command The cult leader can use its bonus action to command one of its allies within range to use its reaction to move up to half its movement speed and to make an attack against a creature within range.

Eldritch Storm(Recharge 5-6) The cult leader can use its bonus action use its Eldritch Blast attack.

Legendary Actions(3/turn)

Command Cultist(1 actions) The cult leader can command an ally that it can see within range to make an attack against a creature that they can see in range using its reaction

Movement(2 actions) The cult leader can move up to its movement speed without provoking attacks of opportunity

Spell(2 actions) The cult leader can cast a spell of 5th level or lower

Patron's Resilience(3 actions) The cult leader can end a status condition or spell effect on themselves as an action.

Infernal Cultist

- **Languages** Infernal
- **Senses** Darkvision 120ft.
- **Challenge Rating** Increases by 1

Devil Sight The cultist's vision is not obscured by magical darkness

Hellfire Whenever the cultist deals force damage, it deals fire damage instead.

Spellcasting

The cultist has the following spells prepared

- **1st Level Spells** Burning Hands
- **2nd Level Spells** Scorching Ray, Darkness
- **3rd Level Spells** Fireball, Conjure Lesser Demons
- **4th Level Spells** Wall of Fire, Conjure Greater Demon
- **5th Level Spells** Immolate, Infernal Calling
- **Mystic Arcanaum** Otherworldly Form, Summon Fiend, Firestorm

Actions

Fiendish Blast When the cultist uses Eldritch Blast, one creature within 5ft. of the target takes 6 (1d10) fire damage

Fiendish Pact Blade When the cultist makes an attack with its Pact Blade, the target takes 6 (1d10) fire damage at the end of the cultist's next turn.

Patron Bestowal Option: Hellish Torment(Recharge 5-6) One creature within 60ft. of the cultist takes fire damage equal to a number of d10s equal to twice the cultist's proficiency bonus as it is hurled through the Nine Hells. At the end of its turn, the creature returns to its space.

Reactions

Infernal Wrath When the cultist takes damage from an attacker within 60ft. of it, the attacker must succeed a Dexterity saving throw against the cultist's spell save DC. On a failed saving throw, it take fire damage equal to a number of d10s equal to the cultist's proficiency bonus.

Abyssal Cultist

- **Languages** Infernal
- **Senses** Darkvision 120ft.
- **Challenge Rating** Increases by 1

Devil Sight The cultist's vision is not obscured by magical darkness

Abyssal Fumes Whenever the cultist deals force damage, it deals poison damage instead.

Abyssal Shroud Creatures of the cultist's choice that first enters or starts its turn within 5ft. of it takes 5 (1d8) poison damage.

Spellcasting

The cultist has the following spells prepared

- **1st Level Spells** Ray of Sickness
- **2nd Level Spells** Ray of Enfeeblement, Darkness
- **3rd Level Spells** Stinking Cloud, Conjure Lesser Demons
- **4th Level Spells** Vitreolic Sphere, Conjure Greater Demon
- **5th Level Spells** Cloudkill, Infernal Calling
- **Mystic Arcanaum** Otherworldly Form, Summon Fiend, Madding Darkness

Actions

Abyssal Blast When the cultist uses Eldritch Blast, the target must succeed a Constitution saving throw against the cultist's spell save DC or become poisoned until the end of its next turn

Abyssal Pact Blade When the cultist makes an attack with its Pact Blade, the target must succeed a Constitution saving throw against the cultist's spell save DC or become poisoned at the end of the cultist's next turn.

Patron Bestowal Option: Abyssal Terror(Recharge 5-6) Creatures of the cultist's choice within 30ft. of it must succeed a Constitution saving throw. On a failed saving throw, that creature is frightened for one minute. Creatures frightened in this manner are considered paralyzed. Creatures can repeat its saving throw at the end of its turn to end the effect on a successful saving throw.

Reactions

Abyssal Rot When the cultist takes damage from an attacker within 60ft. of it, the attacker must succeed a Constitution saving throw against the cultist's spell save DC. On a failed saving throw, it take poison damage equal to a number of d6s equal to the cultist's proficiency bonus and are poisoned until the end of its next turn.

Fey Cultist

- **Languages** Sylvan
- **Challenge Rating** Increases by 1

Fey Resilience The cultist has advantage on saving throws against being charmed or frightened

Fey Touched Whenever the cultist deals force damage, it deals psychic damage instead.

Spellcasting

The cultist has the following spells prepared

- **Cantrips** Friends, Dancing Lights
- **1st Level Spells** Faerie Fire, Charm Person, Sleep
- **2nd Level Spells** Suggestion, Phantasmal Force, Invisibility
- **3rd Level Spells** Summon Fey, Hypnotic Pattern, Fast Friends
- **4th Level Spells** Greater Invisibility, Polymorph
- **5th Level Spells** Dominate Person
- **Mystic Arcanaum** Otherworldly Form, Prismatic Spray

Actions

Faerie Blast When the cultist uses Eldritch Blast, the target must succeed a Wisdom saving throw equal to the cultist's spell save DC or suffer disadvantage on attack rolls until the end of its next turn.

Fey Pact Blade When the cultist makes an attack with its Pact Blade, the target must succeed a Wisdom saving throw equal to the cultist's spell save DC or suffer disadvantage on attack rolls until the end of its next turn.

Patron Bestowal Option: Fey Delirium(Recharge 5-6)
On creatures of the Fey Cultist's choice must succeed a Wisdom saving throw equal to the cultist's spell save DC.

On a failed saving throw, the target takes psychic damage equal to a number of d8s equal to twice the cultist's proficiency bonus and are charmed or frightened(its choice) by the cultist for one minute.

While charmed or frightened in this manner, the target can only see itself, the cultists, and an imagine illusion of the cultist's choice. At the end of each of its turns, the creature can repeat its saving throw to end the effect on a success.

Bonus Actions

Fey Blink The cultist can teleport 30ft. to a spot its can see within range.

Reaction

Vanish When the cultist is targeted with an attack or forced to make a saving throw, it can turn invisible until the end of their next turn

Dragon Cultist

- **Armor Class** Increases by 3
- **Languages** Draconic
- **Damage Resistances** choose one of the following: acid, cold, fire, lightning, or poison
- **Challenge Rating** Increases by 1

Draconic Magic When the cultist deals damage with its spells, it can ignore resistance and treat immunity as resistance. Additionally, creatures cannot benefit from advantage on saving throws against its spell effects.

Dragon's Blessing Whenever the cultist deals force damage, it deals one of the following damage types instead: acid, cold, fire, lightning, or poison.

Spellcasting

The cultist has the following spells prepared

- **1st Level Spells** Absorb Elements, Burning Hands, Frost Fingers
- **2nd Level Spells** Binding Frost, Dragon's Breath
- **3rd Level Spells** Fly, Protection from Energy, Fear
- **4th Level Spells** Elemental Bane
- **5th Level Spells** Summon, Draconic Spirit
- **Mystic Arcanaum** Otherworldly Form, Illusory Dragon

Actions

Patron Bestowal Option: Dragon's Roar(Recharge 5-6)
Creatures within a 20ft. cone from the cultist must succeed a Dexterity saving throw equal to the cultist's spell save DC.

On a failed saving throw, the target takes damage equal to a number of d8s equal to twice the cultist's proficiency bonus and frightened by the cultist for one minute. The damage corresponds to the element from the cultist's Dragon's Blessing. On a successful saving throw, creatures take half damage and are not frightened.

At the end of each of its turns, the creature can repeat its saving throw to end the effect on a success.

Reactions

Dragon's Menace When the cultist takes damage from an attacker within 60ft. of it, the attacker must succeed a Dexterity saving throw against the cultist's spell save DC. On a failed saving throw, it take damage equal to a number of d8s equal to the cultist's proficiency bonus and is frightened until the end of its next turn. The damage taken corresponds to the cultist's Dragon's Blessing



Great Old One Cultist

- **Languages** Deep Speech, Telepathy 60ft.
- **Challenge Rating** Increases by 1

Aberrant Gift Whenever the cultist deals force damage, it deals psychic damage instead.

Aberrant Mind The cultist has advantage on saving throws against being charmed or frightened

Eldritch Warding Whenever the cultist succeeds a saving throw against an effect that charms or frightens it and the effect only targets the cultist, it can force the attacker to make a Wisdom saving throw against its spell save DC. On a failed saving throw, the attacker is charmed or frightened by the cultist for the duration

Psionic Reflection Whenever the cultist takes psychic damage, it takes none and redirects it at the attacker.

Spellcasting

The cultist has the following spells prepared

- **Cantrips** Vicious Mockery
- **1st Level Spells** Arms of Hadar, Charm Person
- **2nd Level Spells** Crown of Madness Hold Person
- **3rd Level Spells** Summon Aberration, Pulse Wave
- **4th Level Spells** Phantasmal Killer
- **5th Level Spells** Dominate Person, Synaptic Static, Telekinesis
- **Mystic Arcanaum** Otherworldly Form, Madding Darkness, Feeblemind

Actions

Aberrant Blast When the cultist uses Eldritch Blast, it can add an additional damage die against a creature that is charmed, frightened, or stunned

Aberrant Pact Blade When the cultist makes an attack with its Pact Blade, it can add an additional damage die against a creature that is charmed, frightened, or stunned

Patron Bestowal Option: Enthrall(Recharge 5-6) On creatures of the Fey Cultist's choice must succeed a Wisdom saving throw equal to the cultist's spell save DC.

On a failed saving throw, the target takes psychic damage equal to a number of d8s equal to twice the cultist's proficiency bonus and its Intelligence score is reduced by 4 (1d6). On a successful saving throw, creatures take half damage and are otherwise unaffected

If this effect reduces Intelligence score to 0, the creature falls completely under the cultist's control and acts as its ally. It remains under the cultist's control until its Intelligence score is restored using *Greater Restoration* or a similar effect.

Reaction

Psionic Punishment When the cultist takes damage from a creature within 30ft. of it, the attacker must succeed a Wisdom saving throw against the cultist's spell save DC. On a failed saving throw, creatures take damage psychic damage equal to the damage the cultist takes and is stunned until the end of its next turn. On a successful saving throw, creatures take half damage and are otherwise unaffected.

Divine Cultist

- **Languages** Celestial
- **Challenge Rating** Increases by 1

Divine Magic Whenever the cultist deals force damage, it deals radiant damage instead

Divine Rebirth(1/long rest) Whenever the cultist is reduced to 0 hitpoints, it drops to 1 hitpoint instead. Creatures within 10ft. of the cultist must succeed a Dexterity saving throw equal to the cultist's spell save DC.

On a failed saving throw, creatures take radiant damage equal to a number of d10s equal to the cultist's proficiency bonus. On a successful saving throw, creatures take half damage.

Spellcasting

The cultist has the following spells prepared

- **Cantrips** Sacred Flame
- **1st Level Spells** Guiding Bolt, Cure Wounds, Cure Wounds
- **2nd Level Spells** Ray of Enfeeblement
- **3rd Level Spells** Mass Healing Word, Daylight
- **4th Level Spells** Sickening Radiant
- **5th Level Spells** Flame Strike, Holy Weapon, Summon Celestial
- **Mystic Arcanaum** Sunbeam, Sunburst

Actions

Divine Blast When the cultist uses Eldritch Blast, the target cannot benefit from being invisible or half or three-fourths cover

Divine Pact Blade When the cultist makes an attack with its Pact Blade, the target cannot benefit from being invisible or half or three-fourths cover

Patron Bestowal Option: Radiant Nova(Recharge 5-6)

Creatures in a 20ft. radius around the cultist must succeed a Constitution saving throw equal to the cultist's spell save DC.

On a failed saving throw, the target takes radiant damage equal to a number of d10s equal to twice the cultist's proficiency bonus and is blinded for one minute and half as much on a successful saving throw

At the end of each of its turns, creatures can repeat this saving throw to end the effect on a successful saving throw.

Reactions

Divine Flare When the cultist takes damage from an attacker within 60ft. of it, the attacker must succeed a Constitution saving throw against the cultist's spell save DC. On a failed saving throw, it takes radiant damage equal to a number of d8s equal to the cultist's proficiency bonus and is blinded until the end of its next turn

Undying Cultist

- **Challenge Rating** Increases by 1

Death Magic Whenever the cultist deals force damage, it deals necrotic damage instead

Undying Gift Whenever the cultist is reduced to 0 hitpoints, it can make a Charisma saving throw with a DC equal to half the damage dealt (minimum 10). It cannot benefit from this feature if it takes radiant damage or if it is hit with a critical hit. On a successful saving throw, it regains 1 hitpoint instead.

Spellcasting

The cultist has the following spells prepared

- **Cantrips** Toll the Dead
- **1st Level Spells** Inflict Wounds
- **2nd Level Spells** Ray of Enfeeblement
- **3rd Level Spells** Animate Dead, Vampiric Touch, Summon Undead
- **4th Level Spells** Blight
- **5th Level Spells** Antilife Shell, Negative Energy Flood
- **Mystic Arcanaum** Otherworldly Form, Create Undead, Finger of Death, Circle of Death

Actions

Deathly Blast When the cultist uses Eldritch Blast, the target cannot regain hitpoints until the end of its next turn..

Deathly Pact Blade When the cultist makes an attack with its Pact Blade, the target cannot regain hitpoints until the end of its next turn..

Patron Bestowal Option: Death's Touch(Recharge 5-6)

One creature of the cultist's choice must succeed a Constitution saving throw equal to the cultist's spell save DC.

On a failed saving throw, the target takes necrotic damage equal to a number of d8s equal to twice the cultist's proficiency bonus and its hitpoint maximum is reduced by the damage taken. On a successful saving throw, creatures take half damage and are otherwise unaffected.

If this attack reduces a creature to 0 hitpoints, the target instantly dies and returns to life as a zombie under the control of the cultist.

A creature's hitpoint maximum returns to normal after a long rest.

Reactions

Death's Lash When the cultist takes damage from an attacker within 60ft. of it, the attacker must succeed a Constitution saving throw against the cultist's spell save DC. On a failed saving throw, it takes necrotic damage equal to the damage taken and the target's hitpoint maximum is reduced by that amount as well. If a creature is reduced to 0 hitpoints, it instantly dies. A creature's hitpoint maximum can be restored by taking a long rest.

Vampiric Cultist

- **Darkvision** 120ft.
- **Challenge Rating** Increases by 1

Vampire's Sight The cultist's vision is not obscured by magical darkness.

Vampiric Magic Whenever the cultist deals force damage, it deals necrotic damage instead

Blood Hunger The vampiric cultist has advantage on attack rolls against creatures below half its hitpoint maximum. Creatures below half its hitpoint maximum have disadvantage on saving throws against the cultist's spell effects

Spellcasting

The cultist has the following spells prepared

- **Cantrips** Toll the Dead
- **1st Level Spells** Inflict Wounds
- **2nd Level Spells** Ray of Enfeeblement, Darkness
- **3rd Level Spells** Vampiric Touch, Summon Shadow Spawn, Fly
- **4th Level Spells** Blight, Shadow of Moil, Greater Invisibility
- **5th Level Spells** Antilife Shell, Negative Energy Flood
- **Mystic Arcanaum** Otherworldly Form, Harm, Circle of Death, Regenerate

Actions

Vampiric Blast When the cultist uses Eldritch Blast, it regains a number of hitpoints equal to half the necrotic damage dealt

Vampiric Pact Blade When the cultist makes an attack with its Pact Blade, it regains a number of hitpoints equal to half the necrotic damage dealt

Patron Bestowal Option: Vampiric Siphon(Recharge 5-6) One creature of the cultist's choice must succeed a Constitution saving throw equal to the cultist's spell save DC.

On a failed saving throw, the target takes necrotic damage equal to a number of d8s equal to twice the cultist's proficiency bonus and half as much on a success.

The cultist regains a number of hitpoints equal to half the necrotic damage dealt

Reactions

Vampiric Brand When the cultist takes damage from an attacker within 60ft. of it, the cultist takes half damage and the attacker takes the other half as necrotic damage.

Anima Cultist

- **Languages** Druidic
- **Challenge Rating** Increases by 1

Anima Font When the cultist casts a spell of 1st level or higher, it regains 1d8 hitpoints for each level above 1st that it is cast at

Anima Magic Whenever the cultist deals force damage, it deals its choice of poison or necrotic damage instead

Spellcasting

The cultist has the following spells prepared

- **Cantrips** Thornwhip, Druidcraft
- **1st Level Spells** Entangle
- **2nd Level Spells** Spike Growth
- **3rd Level Spells** Plant Growth, Guardian of Nature
- **4th Level Spells** Blight, Polymorph
- **5th Level Spells** Awaken, Wrath of Nature, Tree Stride,
- **Mystic Arcanaum** Transport Via Plants Regenerate, Wall of Thorns

Actions

Anima Blast When the cultist uses Eldritch Blast, it regains a number of hitpoints equal to half the necrotic damage dealt

Anima Pact Blade When the cultist makes an attack with its Pact Blade, its reach increases by 5ft. On a hit, the target is pulled 10ft. towards the cultist

Patron Bestowal Option: Verdant Overgrowth(Recharge 5-6)

Creatures in a 20ft. radius around the cultist must succeed a Strength saving throw equal to the cultist's spell save DC.

On a failed saving throw, the target takes bludgeoning damage equal to a number of d10s equal to twice the cultist's proficiency bonus and is restrained for one minute and half as much on a successful saving throw

At the end of each of its turns, creatures can repeat this saving throw to end the effect on a successful saving throw.

Reactions

Nature's Binding When the cultist takes damage from an attacker within 60ft. of it, the attacker must succeed a Strength saving throw against the cultist's spell save DC. On a failed saving throw, it takes piercing damage equal to a number of d8s equal to the cultist's proficiency bonus and is restrained until the end of its next turn

Thalassic Cultist

- **Languages** Aquan
- **Movement Speed** 30ft. swim
- **Challenge Rating** Increases by 1

Amphibious The cultist can breathe in air and in water

Thalassic Magic Whenever the cultist deals force damage, it deals its choice of acid or cold damage instead

Spellcasting

The cultist has the following spells prepared

- **Cantrips** Thorn whip, Shapewater
- **1st Level Spells** Armor of Agathys, Arms of Hadar, Grease
- **2nd Level Spells** Spike Growth, Spiritual Weapon
- **3rd Level Spells** Tidal Wave, Waterbreathing, Wall of Water, Waterwalk Watery Sphere
- **4th Level Spells** Control Water, Hunger of Hadar
- **5th Level Spells** Bigby's Hand, Cone of Cold, Maelstrom
- **Mystic Arcanaum** Tsunami

Actions

Thalassic Blast When the cultist uses Eldritch Blast, the target is pulled 10ft. towards the cultist

Thalassic Pact Blade When the cultist makes an attack with its Pact Blade, its reach increases by 5ft. On a hit, the target is pulled 10ft. towards the cultist

Patron Bestowal Option: Lashing Tendrils(Recharge 5-6) Creatures in a 20ft. radius around the cultist must succeed a Strength saving throw equal to the cultist's spell save DC.

On a failed saving throw, the target takes acid or cold damage equal to a number of d10s equal to twice the cultist's proficiency bonus and is restrained for one minute and half as much on a successful saving throw

At the end of each of its turns, creatures can repeat this saving throw to end the effect on a successful saving throw.

Reactions

Binding Tendrils When the cultist takes damage from an attacker within 60ft. of it, the attacker must succeed a Strength saving throw against the cultist's spell save DC. On a failed saving throw, it takes acid or cold damage equal to a number of d8s equal to the cultist's proficiency bonus and is restrained until the end of its next turn

Magitech Cultist

- **Armor Class** Increases by 3
- **Challenge Rating** Increases by 1

Magitech Transmutation The cultist's attacks count as adamantine or silvered for the purposes of overcoming resistance

Siege Monster The cultist can deal double damage to buildings and objects

Magitech Optimization Whenever the cultist casts a spell of 1st level or higher, it gains a bonus to its Armor class equal to its Charisma modifier until the end of its next turn.

Spellcasting

The cultist has the following spells prepared

- **Cantrips** Mage Hand, Minor Illusion, Dancing Lights
- **1st Level Spells** Absorb Elements, Magic Missile, Floating Disk
- **2nd Level Spells** Spiritual Weapon
- **3rd Level Spells** Lightning Bolt, Tiny Servant
- **4th Level Spells** Summon Construct, Fabricate, Resilient Sphere
- **5th Level Spells** Animate Object, Bigby's Hand, Creation
- **Mystic Arcanaum** Blade Barrier, Chain Lightning

Actions

Patron Bestowal Option: Magitech Armor(Recharge 5-6) The cultist are creatures of its choice within 30ft. of it gains a number of temporary hitpoints equal to a number of d10s equal to twice the cultist's proficiency bonus.

While these temporary hitpoints are active, creatures gain resistance to one damage type of the cultist's choice

Reactions

Adaptive Armor When the cultist takes damage from an attacker, it can reduce the damage taken by a number of d10s equal to the cultist's proficiency bonus

Tempest Cultist

- **Languages** Auran
- **Challenge Rating** Increases by 1

Tempest Magic Whenever the cultist deals force damage, it deals its choice of lightning or thunder damage instead

Gale Force Whenever a target takes thunder damage from the tempest cultist, it must succeed a Strength saving throw against the cultist's spell save DC or be pushed back an additional 10ft.

Storm Surge Whenever a target takes lightning damage from the tempest cultist, it must succeed a Constitution saving throw against the cultist's spell save DC or it cannot take reactions until the end of its next turn

Spellcasting

The cultist has the following spells prepared

- **Cantrips** Thunderclap
- **1st Level Spells** Thunderwave, Witchbolt
- **2nd Level Spells** Dust Devil, Hold Person, Levitate, Wind Wall
- **3rd Level Spells** Call Lightning, Lightning Bolt, Fly
- **4th Level Spells** Storm Sphere
- **5th Level Spells** Destruction Wave
- **Mystic Arcanaum** Chain Lightning, Control Weather, Whirlwind

Actions

Patron Bestowal Option: Thunder Burst(Recharge 5-6)

Creatures in a 20ft. radius around a spot within 120ft. of the cultist must succeed a Constitution saving throw.

On a failed saving throw, the target takes lightning and thunder damage each equal to a number of d10s equal to the cultist's proficiency bonus and are pushed back 10ft, knocked prone, and deafened for one minute. On a successful saving throw, creatures take half damage and are otherwise unaffected

At the end of each of its turns, creatures can repeat this saving throw to end the effect on a successful saving throw.

Reactions

Thunderous Shield When the cultist takes damage from an attacker within 60ft. of it, the attacker must succeed a Strength saving throw against the cultist's spell save DC. On a failed saving throw, it takes thunder damage equal to a number of d10s equal to the cultist's proficiency bonus and are pushed back 10ft and knocked prone.

Eternal Flame Cultist

- **Languages** Ignan
- **Challenge Rating** Increases by 1

Fiery Magic Whenever the cultist deals force damage, it deals its choice of fire damage instead

Living Flame Whenever a target takes fire damage from the Eternal Flame cultist, it is set ablaze. Creatures set ablaze take 6 (1d10) fire damage at the start of each of its turns. Creatures can use its action to put out the flames

Spellcasting

The cultist has the following spells prepared

- **Cantrips** Create Bonfire, Produce Flames
- **1st Level Spells** Burning Hands
- **2nd Level Spells** Scorching Ray, Flame Blade, Heat Metal
- **3rd Level Spells** Fireball
- **4th Level Spells** Web of Fire
- **5th Level Spells** Immolation
- **Mystic Arcanaum** Firestorm, Incendiary Cloud

Actions

Patron Bestowal Option: Incineration(Recharge 5-6)

Creatures in a 30ft. cone must succeed a Dexterity saving throw equal to the cultist's spell save DC

On a failed saving throw, the target takes fire damage each equal to a number of d10s equal to twice the cultist's proficiency bonus and set ablaze. On a successful saving throw, creatures take half damage and are otherwise unaffected

Creatures set ablaze take 6 (1d10) fire damage at the start of each of its turns.

Creatures can use its action to put out the flames

Reactions

Blazing Vengeance When the cultist takes damage from an attacker within 60ft. of it, the attacker must succeed a Dexterity saving throw against the cultist's spell save DC. On a failed saving throw, it takes fire damage equal to a number of d10s equal to the cultist's proficiency bonus.

Earthbreaker Cultist

- **Armor Class** Increases by 3
- **Languages** Terran
- **Challenge Rating** Increases by 1

Terran Magic The cultist deals double damage to buildings and objects

Spellcasting

The cultist has the following spells prepared

- **Cantrips** Mold Earth
- **1st Level Spells** Earth Tremor
- **2nd Level Spells** Spike Growth
- **3rd Level Spells** Conjure Minor Elemental
- **4th Level Spells** Stoneskin, Summon Elemental
- **5th Level Spells** Summon Elemental, Wall of Stone, Meld into Earth
- **Mystic Arcanaum** Blade Barrier, Earthquake

Actions

Terran Blast When the cultist uses Eldritch Blast, the target must succeed a Strength saving throw against the cultist's spell save DC or be knocked prone.

Terran Pact Blade When the cultist makes an attack with its Pact Blade, the target must succeed a Strength saving throw against the cultist's spell save DC or be knocked prone.

Patron Bestowal Option: Earthbreaker(Recharge 5-6)
Creatures in a 20ft. radius must succeed a Strength saving throw equal to the cultist's spell save DC

On a failed saving throw, the target takes bludgeoning damage each equal to a number of d12s equal to twice the cultist's proficiency bonus and are knocked prone. On a successful saving throw, creatures take half damage and are otherwise unaffected

Reactions

Earth Shield When the cultist takes damage from an attacker, they can reduce the damage taken by a number of d10s equal to the cultist's proficiency bonus

Ascendant Cultist

- **Challenge Rating** Increases by 1

God Slayer The cultist's spell effects can ignore resistance on Aberrations, Celestials, Dragons, Elementals, Fey, and Fiends. Any immunities these creature possess counts as resistance instead.

Magic Resistance The cultist has advantage on saving throws against spells and magical effects

Occultic Empowerment Aberrations, Celestials, Dragons, Elementals, Fey, and Fiends have disadvantage on saving throws against the cultist's spell effects

Spellcasting

The cultist has the following spells prepared

- **1st Level Spells** Detect Evil and Good, Protection from Evil and Good
- **2nd Level Spells** Spiritual Weapon
- **3rd Level Spells** Counterspell, Dispel Magic, Fly
- **4th Level Spells** Banishment, Dimension Door
- **5th Level Spells** Circle of Power, Hold Monster, Dispel Evil and Good
- **Mystic Arcanaum** Disintegrate, Globe of Invulnerability

Actions

Ascendant Blast When the cultist uses Eldritch Blast, it can deal an additional 1d10 force damage on a hit against Aberrations, Celestials, Dragons, Elementals, Fey, and Fiends

Ascendant Pact Blade When the cultist makes an attack with its Pact Blade, it can deal an additional 1d8 force damage on a hit against Aberrations, Celestials, Dragons, Elementals, Fey, and Fiends

Patron Bestowal Option: Ascendant Spell(Recharge 5-6) When the cultist casts a spell, they can deal full damage instead of rolling until the start of its next turn.

Reactions

Ascendant Wrath When the cultist takes damage from an attacker, it can force the attacker to make a Charisma saving throw equal to its spell save DC. On a failed saving throw, creatures suffer vulnerability to one damage type of the cultist's choice until the end of its next turn.



A SPECIAL THANKS TO MY PATRONS

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Cultist Summoner: [Ekaterina Burmak](#)

Cultist Herald: [Anastasia Ovchinnikova](#)

Cult Leader: [Mike Daarken Lim](#)

Cultist Hand: [Jihun Lee](#)

Great Old One Cultist: [Mike Daarken Lim](#)

Patron Art: [Billy Christian](#)

Watercolor Stains: [Jared Ondricek](#)

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