

DRAGON CULT WORSHIPPER

Medium humanoid (any race), lawful evil

- **Armor Class** 16 (chain mail)
- **Hit Points** 82 (11d8 + 33)
- **Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 14 (+2) | 16 (+3) | 12 (+1) | 14 (+2) | 16 (+3) |

- **Saving Throws** Dex +5, Wis +5, Cha +6
- **Skills** Arcana +4, Deception +6, Religion +4
- **Damage Resistances** Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Senses** darkvision 60 ft., passive Perception 12
- **Languages** Common, Draconic
- **Challenge** 4 (1,100 XP)

Draconic Magic. The worshipper is a spellcaster that uses Charisma as their spellcasting ability (spell save DC 14, +6 to hit with spell attacks). The worshipper has the following spells prepared:

- **Cantrips (at will):** *Thaumaturgy, Fire Bolt, Minor Illusion*
- **1st level (4 slots):** *Mage Armor, Magic Missile, Shield*
- **2nd level (3 slots):** *Dragon's Breath, Hold Person*
- **3rd level (2 slots):** *Fear, Fireball*

Draconic Aura. As a bonus action, the worshipper can project a draconic aura in a 10-foot radius. Each enemy that starts its turn in this aura must make a DC 14 Wisdom saving throw, taking 10 (3d6) psychic damage on a failed save, or half as much damage on a successful one.

Cultist's Command. The worshipper can use an action to command a dragon or dragon-like creature they can see within 60 feet. The creature must succeed on a DC 14 Wisdom saving throw or be charmed by the worshipper for 1 minute. While charmed, the creature regards the worshipper as a trusted friend and will follow their commands to the best of its ability. The creature can repeat the saving throw at the end of each of its turns, with advantage if the worshipper or their companions are fighting it.

ACTIONS

Multiattack. The worshipper makes two attacks with their *Dragon's Claw*.

Dragon's Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Breath of the Dragon (Recharge 5–6). The worshipper exhales a cone of fiery breath. Each creature in a 15-foot cone must make a DC 14 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.

REACTIONS

Deflect Missiles. When the worshipper is hit by a ranged weapon attack, they can use their reaction to

deflect the missile. The damage from the attack is reduced by 1d10 + 2 (the worshipper's Dexterity modifier). If the damage is reduced to 0, the worshipper can catch the missile if it is small enough to hold in one hand and the worshipper has a free hand. The worshipper can then spend 1 ki point to make a ranged attack with the missile as part of the same reaction.