

# Cultist

Medium, Humanoid, Any Non-Good Alignment

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**ARMOR CLASS**

12

**HIT POINTS**

9 (2d8)

**CHALLENGE**

1/8 | 25 XP

**PROFICIENCY**

+2

**Speed** Walk 30 ft.

**Initiative** +1

**Saving Throws** N/A

**Skills** Religion +2, Deception +2

**Senses** Passive Perception 10

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**Languages** Any one language

**STR**11  
+0**DEX**12  
+1**CON**10  
+0**INT**10  
+0**WIS**11  
+0**CHA**10  
+0

## Traits

**Dark Devotion.** The cultist has Advantage on saving throws against being Charmed or Frightened.

## Actions

**Scimitar.** Melee Attack Roll: +3, reach 5 ft. Hit: 4 (1d6 + 1) Slashing damage.

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