

# Emerald Order Cultist

Medium, Humanoid (Cultist), Any Non-Good Alignment

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**ARMOR CLASS**

13

**HIT POINTS**

33 (6d8 + 6)

**CHALLENGE**

1 | 200 XP

**PROFICIENCY**

+2

**Speed** Walk 30 ft.

**Initiative** +1

**Saving Throws** N/A

**Skills** Nature +2, Religion +2, Deception +3

**Senses** Passive Perception 12

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**Languages** Common plus one cult language

**STR**11  
+0**DEX**13  
+1**CON**12  
+1**INT**10  
+0**WIS**14  
+2**CHA**12  
+1

## Traits

**Green Doctrine.** The cultist has Advantage on checks made to identify poisons, sacred herbs, or corrupted plants.

**Fanatic Root.** The cultist has Advantage on saving throws against being Frightened while within 30 feet of an allied cultist.

## Actions

**Ritual Dagger.** Melee Attack Roll: +3, reach 5 ft. Hit: 4 (1d4 + 2) Piercing damage plus 3 (1d6) Poison damage.

**Emerald Hex.** Wisdom Saving Throw: one creature within 60 feet. Failure: 7 (2d6) Poison damage, and the target cannot regain Hit Points until the start of the cultist next turn.

## Bonus Actions

**Sermon of Thorns.** One ally within 30 feet gains 3 temporary Hit Points.

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