

A FIFTH EDITION SUPPLEMENT

MORE MONSTERS 2

MORE CULTISTS

10 NEW Cultists for Fifth Edition



 **DMDAVE**

CULT ASSASSIN

When the cult has an enemy they need to dispatch quietly, they turn to their assassins. The assassins' skill set helps them sneak in and out of places undetected. They're huge damage dealers, too, perfectly deployed as lurkers.

CULT ASSASSIN

Medium humanoid (any race), any non-good alignment

Armor Class 14 (leather armor)
Hit Points 45 (10d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	13 (+1)	12 (+1)	14 (+2)

Saving Throws Dex +5, Int +3
Skills Acrobatics +7, Deception +4, Perception +3, Religion +3, Stealth +7
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 2 (450 XP) **Proficiency Bonus** +2

Dark Devotion. The assassin has advantage on saving throws against being charmed or frightened.

Innate Spellcasting. The assassin's innate spellcasting ability is Charisma (spell save DC 12). It can cast *disguise self* at will, requiring no components when it does so.

Sneak Attack (1/Turn). The assassin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two attacks with its scimitar.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. The target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

CULT DEVOTEE

Cult devotees are entry-level warlocks, a step above basic cultists. Their *eldritch blast* spell makes them perfect artilleryists.

CULT DEVOTEE

Medium humanoid (any race), any non-good alignment

Armor Class 12 (leather armor)
Hit Points 13 (3d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	13 (+1)

Skills Arcana +2, Deception +3, Religion +2
Senses passive Perception 10
Languages any one language (usually Common), telepathy 30 ft.
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Dark Devotion. The devotee has advantage on saving throws against being charmed or frightened.

Spellcasting. The cult devotee is a 1st-level spellcaster. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It regains expended spell slots after it finishes a short or long rest. It knows the following warlock spells:

At will (cantrips): *eldritch blast*, *prestidigitation*
1st level (1 slot): *burning hands*, *command*

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage

Eldritch Blast (Cantrip). *Ranged Spell Attack:* +3 to hit, range 120 ft., one creature. *Hit:* 5 (1d10) force damage.



CULT HARBINGER

The cult's resident speaker-of-doom, a harbinger's Rant of Terror and Madness feature distracts enemies of the cultists who can hear its incessant rambling.

CULT HARBINGER

Medium humanoid (any race), any non-good alignment

Armor Class 15 (chain shirt)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	13 (+1)	8 (-1)	18 (+4)

Saving Throws Wis +1, Cha +6
Skills Deception +6, Persuasion +6, Religion +3
Senses passive Perception 9
Languages any one language (usually Common)
Challenge 3 (700 XP) **Proficiency Bonus** +2

Dark Devotion. The harbinger has advantage on saving throws against being charmed or frightened.

Actions

Multiattack. The harbinger makes three melee attacks.

Flail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Rant of Terror and Madness. The harbinger begins to rant. Each creature of the harbinger's choice within 60 feet of the harbinger that can hear it must succeed on a DC 14 saving throw or become charmed until the harbinger's rant ends. The harbinger must take a bonus action on its subsequent turns to continue its rant. It can stop ranting at any time. While ranting, the harbinger can't cast spells that have verbal components.

While charmed by the harbinger, the target can't take reactions, it has disadvantage on ability checks and attack rolls, and it takes 7 (2d6) psychic damage at the start of each of its turns. Whenever the target takes damage from a creature other than the harbinger, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends for it.

A target that successfully saves is immune to this harbinger's rant for the next 24 hours.



CULT HEAVY

Every group needs muscle—and that's the roll cult heavies fill. A cult heavy is also good for temporarily subduing targets who the cult later want to sacrifice to their evil deities.

CULT HEAVY

Medium humanoid (any race), any non-good alignment

Armor Class 12 (leather armor)
Hit Points 37 (5d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +6, Religion +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Dark Devotion. The cult heavy has advantage on saving throws against being charmed or frightened.

Grappler. The cult heavy has advantage on attacks made against creatures it is grappling.

Actions

Multiattack. The cult heavy makes two fist attacks.

Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage. Instead of dealing damage, the cult heavy can grapple the target (escape DC 14).

Sleeper Hold. *Melee Weapon Attack:* +6 to hit, reach 5 ft., on Medium or Small humanoid the cult heavy is grappling. *Hit:* 6 (1d4 + 4) bludgeoning damage. The target must make a DC 14 Constitution saving throw. On a failed saving throw, the target falls unconscious for 1 minute, or until the target takes damage or someone uses an action to shake or slap the target awake.

CULT MARTYR

Cult martyrs are skilled fighters who fight until their very last breath. And it is with this last breath they strike out one last time against their foes, desperate to kill.

CULT MARTYR

Medium humanoid (any race), any non-good alignment

Armor Class 17 (breastplate, shield)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	11 (+0)	15 (+2)

Saving Throws Str +7, Dex +4

Skills Intimidation +5, Religion +3

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Dark Devotion. The cult martyr has advantage on saving throws against being charmed or frightened.

One Last Gasp. If damage reduces the martyr to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, the martyr can make a single weapon attack against a creature that it can see. The attack is made at advantage, and if the attack hits, the attack is a critical hit. The martyr then dies.

Actions

Multiattack. The martyr makes two attacks with its morningstar.

Morningstar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

Parry. The martyr adds 3 to its AC against one melee attack that would hit it. To do so, the martyr must see the attacker and be wielding a melee weapon.

CULT MINDBENDER

As the name implies, mindbenders possess powers that allow them to corrupt and manipulate the cult's enemies. The mindbender's touch makes it a dangerous foe to put at the front lines, especially when paired with other spellcasters.

CULT MINDBENDER

Medium humanoid (any race), any non-good alignment

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages any one language (usually Common), telepathy 30 ft.

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Dark Devotion. The mindbender has advantage on saving throws against being charmed or frightened.

Innate Spellcasting. The mindbender's innate spellcasting ability is Charisma (spell save DC 12). It can cast *detect magic* and *disguise self* at will, requiring no components when it does so.

Spellcasting. The mindbender is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It regains expended spell slots after it finishes a short or long rest. It knows the following warlock spells:

At will (cantrips): *eldritch blast*, *minor illusion*, *prestidigitation*

1st-2nd level (2 2nd-level slots): *charm person*, *command*, *detect thoughts*, *hideous laughter*, *hold person*

Actions

Multiattack. The mindbender makes two dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Eldritch Blast (Cantrip). *Ranged Spell Attack:* +4 to hit, range 120 ft., one creature. *Hit:* 5 (1d10) force damage.

Bonus Actions

Touch of the Mind Bender. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* The target has disadvantage on its next saving throw made against one of the mindbender's spells so long as the spell is cast before the end of the mindbender's turn.

CULT WARLOCK

Warlocks take a different approach to magic than fanatics. Whereas the fanatics pray for their dark powers, warlocks derive their powers through direct dealing with the cult's dark powers. Like their proteges, the devotees, warlocks work best in the backline lobbing *eldritch blasts* at their enemies.

CULT WARLOCK

Medium humanoid (any race), any non-good alignment

Armor Class 15 (mage armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	12 (+1)	15 (+2)	17 (+3)

Saving Throws Dex +4, Wis +4, Cha +5

Skills Deception +5, Insight +4, Persuasion +5, Religion +3

Damage Resistances psychic

Senses darkvision 120 ft., passive Perception 12

Languages Common, Deep Speech, telepathy 30 ft.

Challenge 3 (700 XP) **Proficiency Bonus** +2

Dark Devotion. The warlock has advantage on saving throws against being charmed or frightened.

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma (spell save DC 12). It can cast the following spells without expending a spell slot or material components.

At will: *mage armor*, *levitate*

Inscrutable. The warlock is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the warlock's intentions or sincerity have disadvantage.

Spellcasting. The warlock is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains expended spell slots after it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *minor illusion*, *prestidigitation*

1st-5th level (2 5th-level slots): *charm person*, *clairvoyance*, *contact other plane*, *counterspell*, *darkness*, *detect thoughts*, *dimension door*, *hideous laughter*, *hold person*, *sending*

Warlock's Sight. The warlock can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Actions

Multiattack. The warlock makes two dagger attacks or fires two *eldritch blasts*.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Eldritch Blast (Cantrip). *Ranged Spell Attack:* +5 to hit, range 300 ft., one creature. *Hit:* 8 (1d10 + 3) force damage.



CULTIST, CHAINED ONE

Taking a page out of the chained devil's strategy guide, chained ones employ barbed chains to bind and hold the cult's enemies. They can also use their long reach to pull spellcasters and other artillerists from the enemy's back line.

CULTIST, CHAINED ONE

Medium humanoid (any race), any non-good alignment

Armor Class 15 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	16 (+3)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +6, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP) **Proficiency Bonus** +2

Dark Devotion. The chained one has advantage on saving throws against being charmed or frightened.

Magic Resistance. The chained one has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The chained one makes two attacks with its chains. It can replace one of its chain attacks with its Reel.

Chain. Melee Weapon Attack: +6 to hit, reach 30 ft., one target. **Hit:** 8 (1d8 + 4) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until the grapple ends, the target is restrained, has disadvantage on Wisdom checks and saving throws, and takes 8 (1d8 + 4) bludgeoning damage at the start of each of its turns. The chained one has two chains, each of which can grapple one creature.

Reel. The chained one pulls each creature grappled by it up to 15 feet straight toward it.

CULTIST, CRAWLING THING

Most cults prefer to enlist strong and intelligent members. However, there's still a use for the weak. Less-than-perfect recruits are implanted with aberrations known as crawling things. When the cultist is killed, the crawling thing emerges and attacks. The relatively low "cost" of these creatures allows for dozens to be added to a cultist army, perfect as front line mobs.

CULTIST, CRAWLING THING

Medium humanoid (any race), any non-good alignment

Armor Class 10 (leather armor)

Hit Points 3 (1d8 - 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	9 (-1)	8 (-1)	10 (+0)	11 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP) **Proficiency Bonus** +2

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Gruesome Transformation. If damage reduces the cultist to 0 hit points, it transforms into a Small crawling thing and regains 3 hit points. Its statistics, other than its size, are the same in each form, except it can't speak and its type becomes aberration. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Any creature within 30 feet of the cultist that witnesses this transformation must succeed on a DC 15 Wisdom saving throw, or become frightened until the end of its next turn. A target that succeeds on its saving throw or the effect ends for it is immune to all infected cultists' Gruesome Transformations for 24 hours.

Sick (Humanoid Form Only). The cultist has disadvantage on ability checks and attack rolls. If the disease is cured by a *lesser restoration* spell or similar magic, the cultist loses this feature and its Gruesome Transformation feature.

Actions

Bite (Crawling Thing Form Only). **Melee Weapon Attack:** +2 to hit, reach 5 ft., one target. **Hit:** 2 (1d4) piercing damage.

Dagger (Humanoid Form Only). **Melee or Ranged Weapon Attack:** +2 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 2 (1d4) piercing damage.



CULTIST, THAT WHICH LURKS BENEATH

Not all cultists are what they seem. These nameless aberrations—referred to individually as “That Which Lurks Beneath”—assume the disguise of ordinary humanoids. When they transform into their true form, they reveal that they’re anything but. With no fear of death (or even an understanding of it really), they gladly serve the cult as a solo creature to help cover the cultist’s escape.

CREDITS

The following creators made this adventure possible:

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Proofing, Layout. Laura Jordan

CULTIST, THAT WHICH LURK BENEATH

Large aberration (shapechanger), chaotic evil

Armor Class 19 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Int +8, Wis +6, Cha +8

Skills Arcana +12, Deception +8, Perception +6, Persuasion +8, Religion +8

Damage Resistances cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened

Senses truesight 60 ft., passive Perception 16

Languages Common, Deep Speech, telepathy 120 ft.

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Innate Spellcasting. That Which Lurks Beneath's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can cast the following spells, requiring no components when it does.

At will: *detect magic*, *detect thoughts*
1/day: *plane shift*

Magic Resistance. That Which Lurks Beneath has advantage on saving throws against spells and magical effects.

Shapechanger. That Which Lurks Beneath can use its action to magically polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Spider Climb (True Form Only). That Which Lurks Beneath can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. That Which Lurks Beneath makes four attacks with its scimitar. Alternatively, it makes two attacks with its tentacles and one attack with its bite.

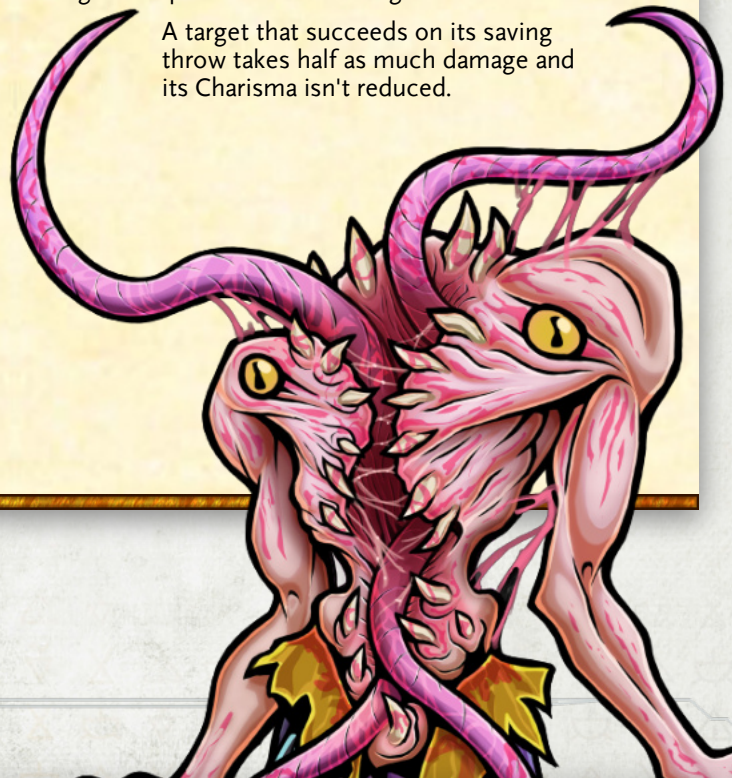
Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 27 (4d10 + 5) piercing damage.

Scimitar (Humanoid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) slashing damage.

Tentacle (True Form Only). *Melee Weapon Attack:* +9 to hit, reach 30 ft., one target. *Hit:* 11 (2d10) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until the grapple ends, the target is restrained, and That Which Lurks Beneath can use its bonus action to pull the creature up to 30 feet toward That Which Lurks Beneath. That Which Lurks Beneath has four tentacles, each of which can grapple one target at a time.

Wave of Mutilation (True Form Only; Recharge 6). That Which Lurks Beneath emits a wave of entropic energy that extends from it 30 feet in all directions. Each creature in the area must make a DC 17 Constitution saving throw. On a failed saving throw, a target takes 22 (4d10) necrotic damage and its Charisma score is reduced by 1d4. The target dies if its Charisma score is reduced to 0. Otherwise, this reduction lasts until the target completes a short or long rest.

A target that succeeds on its saving throw takes half as much damage and its Charisma isn't reduced.



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