

Cult Fanatic

March 8, 2023



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)

Saving Throws

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

Damage Resistances

Damage Immunities

Condition Immunities

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

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

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells

prepared: Cantrips (at will): "", "", "" 1st level (4 slots):
"", "", "" 2nd level (3 slots): "", ""

Actions

Multiattack. The fanatic makes two melee attacks.

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. **Fanatics** are often part of a cult's leadership, using their charisma and dogma to influence and prey on those of weak will. Most are interested in personal power above all else.