

| CULTIST | | | | | | |
|---------------------------|-------|----------|---------|---------|--------|-------------------|
| Speed | Melee | Accuracy | Defence | Courage | Health | Experience Points |
| 6 | +0 | +0 | 13 | +4 | 10 | 0 or 1 |
| Attributes: Indefatigable | | | | | | |
| Equipment: Hand Weapon | | | | | | |

| MAGOS CULT LEADER | | | | | | |
|---|-------|----------|---------|---------|--------|-------------------|
| Speed | Melee | Accuracy | Defence | Courage | Health | Experience Points |
| 6 | +0 | +0 | 13 | +4 | 10 | 2 |
| Attributes: Indefatigable, Spells (Modified Version), Skinshift (Possessed) | | | | | | |
| Equipment: Hand Weapon | | | | | | |

| MAGOS ACOLYTE | | | | | | |
|--|-------|----------|---------|---------|--------|-------------------|
| Speed | Melee | Accuracy | Defence | Courage | Health | Experience Points |
| 6 | +0 | +0 | 13 | +4 | 10 | 1 or 2 |
| Attributes: Indefatigable, Spells (Modified Version) | | | | | | |
| Equipment: Hand Weapon | | | | | | |

| CULT PRIEST | | | | | | |
|----------------------------------|-------|----------|---------|---------|--------|-------------------|
| Speed | Melee | Accuracy | Defence | Courage | Health | Experience Points |
| 6 | +0 | +0 | 13 | +4 | 10 | 1 |
| Attributes: Indefatigable, Medic | | | | | | |
| Equipment: Hand Weapon | | | | | | |

| CULT BODYGUARD | | | | | | |
|--|-------|----------|---------|---------|--------|-------------------|
| Speed | Melee | Accuracy | Defence | Courage | Health | Experience Points |
| 6 | +2 | +0 | 13 | +4 | 10 | 1 or 2 |
| Attributes: Indefatigable, Hard to Put Down (Modified Version) | | | | | | |
| Equipment: Hand Weapon | | | | | | |

| CULT ASSASSIN | | | | | | |
|--|-------|----------|---------|---------|--------|-------------------|
| Speed | Melee | Accuracy | Defence | Courage | Health | Experience Points |
| 6 | +1 | +1 | 13 | +4 | 10 | 1 or 2 |
| Attributes: Indefatigable, Master of Cover, Nimble | | | | | | |
| Equipment: Hand Weapon, Throwing Knife | | | | | | |