

DISCIPLES OF THE FORGOTTEN PHARAOH

CREATURE 9

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MEDIUM

HUMANOID

HUMAN

Converted by VaranSL

Perception +17

Languages Ancient Osiriani, Common, Osiriani

Skills Acrobatics +19, Athletics +17 (+19 to Climb), Religion +17, Stealth +19, Osirion Lore +15

Str +4, **Dex** +6, **Con** +3, **Int** +2, **Wis** +4, **Cha** +3

Items *lesser healing potion* and gold funerary mask worth 1 gp

AC 29; **Fort** +14, **Ref** +21, **Will** +17

HP 156

Troth of the Forgotten Pharaoh ◆ When a cultist dies, a burst of arcane energy explodes from a cartouche carved into its body, dealing 8d6 fire damage to each creature in a 5-foot burst centered on the cultist (DC 28 basic Reflex save). This reduces the cultist's body to ash but does not affect worn equipment. A cultist can also activate this sigil as a free action on its turn, killing the cultist instantly.

Speed 30 feet

Melee ◆ fist +19 [+15/+11] (agile, finesse, magical, nonlethal, unarmed), **Damage** 2d8+10 bludgeoning

Flurry of Blows ◆ (flourish) The cultist makes two Strikes with their fist or with a monk weapon. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

Gorgon's Fist ◆ (incapacitation, press) The cultist makes a melee Strike against a creature it has previously hit on this turn. If the Strike hits, the creature takes damage and must attempt a DC 25 Fortitude save.

Critical Success The creature is unaffected.

Success The creature is stunned 1.

Failure The creature is stunned 2.

Critical Failure The creature is stunned 3.