

ZEALOTS OF THE FORGOTTEN PHARAOH

CREATURE 7

LE**MEDIUM****HUMANOID****HUMAN**

Converted by VaranSL

Perception +12

Languages Common, Osiriani

Skills Acrobatics +14, Athletics +15 (+17 to Climb), Intimidation +15, Survival +12

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

Items +1 *striking warhammer*, *lesser healing potion*, and a gold funerary mask worth 1 gp

AC 24; **Fort** +19, **Ref** +12, **Will** +12

HP 140

Troth of the Forgotten Pharaoh ◆ When a cultist dies, a burst of arcane energy explodes from a cartouche carved into its body, dealing 6d6 fire damage to each creature in a 5-foot burst centered on the cultist (DC 23 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 25 feet

Melee ◆ warhammer +16 [+11/+6] (shove), **Damage** 2d8+10 bludgeoning

Elemental Rage ◆ (Evocation, Primal) As the barbarian class ability Rage; AC 23, +13 Hit Points, +5 electricity damage, gain Resistance piercing 7 and electricity 7

Sudden Charge ◆◆ The cultist Strides twice. If it ends its movement within melee reach of one creature, it can make a melee Strike against that creature.