

WARDEN OF THE FORGOTTEN PHARAOH

CREATURE 7

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

Converted by VaranSL

Perception +15

Languages Ancient Osiriani, Common, Osiriani

Skills Athletics +15 (+17 to Climb), Intimidation +16, Nature +15, Religion +13, Stealth +15, Survival +15


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

Items Composite Longbow (20 arrows), Buckler, Scale Mail, +1 *scimitar*, *lesser healing potion*, gold funerary mask worth 1 gp

AC 26 (27 with shield raised); **Fort** +17, **Ref** +15, **Will** +13


HP 117

Attack of Opportunity 

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  *scimitar* +18 [+13/+8] (forceful, sweep), **Damage** 1d6 + 10 slashing

Ranged  composite longbow +15 [+10/+5] (deadly d10, propulsive, range increment 100 feet, volley 30 feet), **Damage** 1d8 + 7 piercing

Empowered by Fear The cultist Strikes deal 2d6 extra damage to frightened creatures.