

FORGOTTEN PHARAOH CULTIST

CREATURE 6

LE

MEDIUM

HUMANOID

HUMAN

Converted by VaranSL

Perception +14

Languages Ancient Osiriani, Common, Osiriani


Skills Acrobatics +12, Arcana +11, Athletics +13, Intimidation +13, Osiriani Lore +11


Str +5, **Dex** +2, **Con** +4, **Int** +1, **Wis** +2, **Cha** +3

Items +1 falchion, heavy crossbow and 20 bolts, gold funerary mask worth 1 gp

AC 22; **Fort** +16, **Ref** +10, **Will** +12; +1 status vs. fear


HP 96

Outflank  If an ally is flanking a creature with the cultist and critically succeeds on a melee Strike against the creature, the cultist can make a melee Strike.

Troth of the Forgotten Pharaoh  When a cultist dies, a burst of arcane energy explodes from a cartouche carved into its body, dealing 5d6 fire damage to each creature in a 5-foot burst centered on the cultist (DC 21 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  falchion +18 [+13/+8] (forceful, sweep), **Damage** 1d10+9 slashing

Melee  heavy crossbow +14 [+9/+4] (range increment 120 feet, reload 2), **Damage** 1d10+4 piercing

Arcane Spontaneous Spells DC 21, attack +13 ; **2nd** *acid arrow, dispel magic, mirror image, touch of idiocy* (4 slots); **1st** *fear, magic missile, magic weapon, true strike* (4 slots); **cantrips (2nd)** *acid splash, chill touch, detect magic, read aura, shield*