

# NORGORBER CULTIST

## CREATURE 8

UNCOMMON

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MEDIUM

HUMANOID

HUMAN

Converted by VaranSL

**Perception** +20

**Languages** Common

**Skills** Arcana +14, Medicine +16, Religion +18, Stealth +16, Torturing Lore +14

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

**Items** +1 striking shortsword

**AC** 24; **Fort** +13, **Ref** +16, **Will** +20

**HP** 121

**Speed** 25 feet

**Melee** ♦ shortsword +17 [+13/+9] (agile, finesse, versatile S), **Damage** 2d6+7 piercing

**Divine Prepared Spells** DC 28, attack +20 ; **4th** *enervation*, *harm* (×4), *heal*, *phantasmal killer*;

**3rd** *fear*, *heal*, *vampiric touch*; **2nd** *darkvision*, *invisibility*, *silence*; **1st** *harm*, *illusory disguise*, *ray of enfeeblement*; **cantrips** (**4th**) *daze*, *divine lance*, *guidance*, *light*, *stabilize*

**Domain Spells** 2 Focus Points, DC 28 , attack +20; **4th** *death's call*, *eradicate undeath*;

**Flay** ♦ The cultist makes a Strike against an animal or humanoid. On a success, if the cultist deals slashing damage, they deal an additional 1d6 persistent bleed damage as they slice a large strip of flesh from the target.

**Selective Harm** When the cultist casts *harm*, and it affects creatures in an area, the cultist can designate three creatures to not be targeted by the spell.