

Deathpriest of Orcus

CR 15

Male Human Cleric 10/Blackguard 4
CE Medium Humanoid (Human)
Initiative: +6; **Senses:** None

Defense

AC: 29, **Flat-Footed:** 28, **Touch:** 12
(+11 armor, +1 deflection, +1 DEX, +6 natural)
HP: 84 (9 plus 9d8+9 plus 4d10+4) **DR:** None
Fort: +17, **Ref:** +11, **Will:** +19 **SR:** None
Resistances: Negative Energy 10
Immunities: None
Defensive Abilities: Bulwark of Orcus

Offense

Speed: 20 ft. (30 ft. base)
Melee: +1 Vicious Heavy Mace +17/+12/+7 (1d8+5 plus 2d6 and wielder takes 1d6 damage)
Spells Prepared (Cleric; CL 10th – Domains: Death and Evil)
5th (3+D) – Righteous Might, Slay Living (D), Unhallow, True Seeing
4th (4+D) – Death Ward (D), Dimensional Anchor, Divine Power (2), Magic Weapon, greater
3rd (4+D) – Bestow Curse, Dispel Magic (2), Magic Circle Against Good (D), Wind Wall
2nd (6+D) – Align Weapon (2), Desecrate (D), Corrupt Weapon, Inflict Light Wounds (2), Undetectable Alignment
1st (6+D) – Bless (1), Divine Favor (3), Entropic Shield (2), Protection from Good (D)
0 (6) – Detect Magic, Detect Poison (3), Light, Purify Food and Drink, Read Magic
Spells Prepared (Blackguard; CL 4th)
2nd (3) – Inflict Moderate Wounds
1st (3) – Corrupt Weapon, Inflict Light Wounds (2)
Special Abilities: Aura of Despair, Censer Whirl, Command Undead, Deny the Heretic, Domain Powers, Rebuke Undead 8/day, Smite Good 1/day, Sneak Attack +1d6, Spell-like Abilities, Visage of Orcus

Statistics

STR 19 (+4)	DEX 14 (+2)	CON 12 (+1)
INT 12 (+1)	WIS 22 (+6)	CHA 20 (+5)

Base Attack +11; **Grapple** +15; **Space/Reach** 5 ft. / 5 ft.
Armor Check Penalty: -6 (-6 armor, -0 shield)
Feats: Cleave, Improved Initiative, Improved Sunder, Improved Turning, Power Attack, Weapon Focus (Heavy Mace)
Skills: Concentration +5 (+14 ranks, +1 con), Hide +3 (+7 ranks, +2 dex, -6 armor), Knowledge (Religion) +15 (+14 ranks, +1 int)
Languages: Abyssal, Common
SQ: Aura of Evil, Dark Blessing
Combat Gear: Potion of Barkskin +2
Other Gear: Cloak of charisma +4, gauntlets of ogre power +2, periapt of wisdom +2, full-plate +3, +1 vicious heavy mace, unholy censer, 35 gold pieces

General Information

Environment: Any
Organization: Solitary, pair, small cell (1 deathpriest and 2-12 degenerate cultists), large cell (1-4 deathpriests and 10-100 degenerate cultists), cult (1d10 deathpriests and 30-300 degenerate cultists).
Treasure: See gear

A heavily armored warrior stands before you, pieces of bone are attached to his armor and he carries a mace whose head is shaped like a skull. At his side hangs a censor with some form of foul liquid sloshing around inside of it. The man lets out a bellow and you can feel that the forces of the abyss themselves grant him their aid.

Orcus' deathpriests are his most powerful living agents, where they go, the forces of death are sure to follow in one way or another. Members of the cult of Orcus look upon deathpriests as gods of death, and are willing to lay down their lives in their defense, should the need arise.

In battle, deathpriests of Orcus typically empower themselves as best they are able before wading into melee with their comrades. Deathpriests never flee, for they know that Orcus will grant them even more power should they fall in battle in his name. Should a foe appear to be weak of fortitude, a deathpriest will think nothing of striking him with a visage of Orcus.

Deathpriests of Orcus typically have a small group (typically around 30 hit-dice worth of 1-6 hit die skeletons, zombies, or in some cases, sentient undead) of undead with them at all times. They often refer to these minions as their 'family,' much to their follower's unease.

Ability Information

Aura of Despair (Su): A blackguard radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

Aura of Evil (Ex): The power of a blackguard's aura of evil is equal to his class level plus his cleric level, if any.

Bulwark of Orcus (Su): All allies within 10 feet of the deathpriest of Orcus gain a +2 bonus to their armor class and saving throws.

Censer Whirl (Ex): As a full round action, a deathpriest may spin his censer, spraying adjacent enemies with unholy waters blessed by Orcus himself. All enemies adjacent to the deathpriest must succeed on DC 18 reflex saves or take 2d8 points of negative energy damage plus an additional 1d8 points of negative energy damage per round for 1 minute. This ability is usable once per encounter.

Command Undead (Su): A blackguard gains the supernatural ability to command and rebuke undead. He commands undead as would a cleric of two levels lower.

Dark Blessing (Su): A blackguard adds his charisma modifier (if positive) to all saving throws.

Domain Powers: The deathpriest gains the following abilities by way of his clerical domains.

Death (Su): You may use a death touch once per day. You must succeed on a melee touch attack against a living creature. When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save). This is a death effect.

Evil: You cast evil spells at +1 caster level.

Deny the Heretic (Su): A deathpriest of Orcus may assail a foe with unholy scripture, foiling his attack. When an ally within 50 feet of the deathpriest is attacked, he may, as an immediate action, nullify all attacks made against that ally with melee and ranged weapons for 1 round. This ability is usable once per day.

Orcus-Touched (Ex): The flesh of a deathpriest of Orcus has been touched by the lord of undeath himself, granting it hardness akin to that of solidly made armor; in addition, deathpriest of Orcus benefit from a resistance to negative energy.

Poison Use: Blackguards never risk poisoning themselves when applying poison to a blade.

Smite Good (Su): Once a day, a blackguard may attempt to smite good with one normal melee attack.

He adds his charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. If a blackguard accidentally smites a creature that is not good, the smite has no effect but is still used up for that day.

Spell-like Abilities (Sp): Will – *detect good*. Caster level 14.

Visage of Orcus (Su): As a full round action, the deathpriest may call upon Orcus to smite his enemies. The deathpriest of Orcus makes a ranged touch attack against a foe within 100 feet, if successful, the foe takes 2d10+14 cold damage and must succeed on a DC 22 fortitude save or be paralyzed for 2d4 rounds. Each round a creature is paralyzed by this ability it must succeed on a DC 18 will save or take 1d6 points of wisdom damage. This ability is usable once per day; it is usable again should its target be killed while paralyzed.

Lore

A successful knowledge (local) check will reveal the following information about a deathpriest of Orcus:

DC 24 This is a deathpriest of Orcus, one of the demon lord of undeath's highest ranking generals among his forces.

DC 29 Deathpriests of Orcus are powerful spellcasters in their own right, but are capable of augmenting their frightening powers with those of Orcus himself.

DC 34 A deathpriest of Orcus is capable of causing foes to be paralyzed as visions of Orcus blur their vision and slowly drive them mad.