

## Degenerate Cultist of Orcus

CR 6

Male Human Fighter 5  
CE Medium Humanoid (Human)  
**Initiative:** +8; **Senses:** None

### Defense

**AC:** 20, **Flat-Footed:** 16, **Touch:** 14  
(+4 DEX, +6 natural)  
**HP:** 47 (13 plus 4d10+12) **DR:** None  
**Fort:** +7, **Ref:** +5, **Will:** +4 **SR:** None  
**Resistances:** Negative Energy 10  
**Immunities:** None  
**Defensive Abilities:** None

### Offense

**Speed:** 30 ft.  
**Melee:** Masterwork Heavy Mace +11 (1d8+8)  
**Special Abilities:** Crushing Smite, Demonic Battle Cry, Desperation of the Abyss

### Statistics

**STR** 19 (+4) **DEX** 18 (+4) **CON** 17 (+3)  
**INT** 9 (-1) **WIS** 12 (+1) **CHA** 10 (+0)

**Base Attack** +5; **Grapple** +9; **Space/Reach** 5 ft. / 5 ft.  
**Armor Check Penalty:** -0 (-0 armor, -0 shield)  
**Feats:** Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (Heavy Mace), Weapon Specialization (Heavy Mace)  
**Skills:** Climb +8 (+4 ranks, +4 str), Spot +5 (+4 ranks, +1 wis)  
**Languages:** Common  
**SQ:** Orcus-Touched  
**Combat Gear:** None  
**Other Gear:** Masterwork heavy mace, tattered clothing

### General Information

**Environment:** Any  
**Organization:** Solitary, pair, small cell (2-12), large cell (10-100), cult (30-300)  
**Treasure:** Standard

*A wild-eyed, barely-clothed, man stands before you brandishing a mace. Tattooed on his chest is the picture of some form of goat-like creature. The man eyes you madly before charging at your position.*

Cults of all types need fodder, the cults of Orcus are no different save for the training that they provide for their expendables. Unlike normal cultists, even the most rough-shod of Orcus' minions are capably trained in battle and most even spent portions of their lives as mercenaries or even guards for noblemen.

Once adopted into Orcus' cults, they are changed; undergoing horrible rituals to bring forth the madness inherent in any sentient being and gifted unholy prowess. All of this comes at a cost, of course, most degenerate cultists are little more than gibbering madmen that recognize their superiors and follow orders well. Some, however, retain their sanity and rise through the ranks of Orcus' chosen to hold prominent positions within his cult.

In battle, degenerate cultists wade into melee without concern for their own safety, only ever wanting to sate their bloodlust. A degenerate cultist possesses the knowledge of his abilities and how to apply them best in any given situation; targets of crushing smites are always those near death and if a cultist is ever surrounded he immediately lets loose a demonic battle cry.

### Ability Information

**Crushing Smite (Su):** As a full round action, a degenerate cultist of Orcus may call upon his foul sovereign to grant him the power to strike down a foe. The degenerate cultist of Orcus makes a melee attack that, if successful, deals an additional 2d6 points of negative energy damage. This ability is usable once per minute.

**Demonic Battle Cry (Su):** As a full-round action, a degenerate cultist of Orcus is able to bellow forth a cry denouncing his foes and condemning them to undeath. All enemies within 10 feet of the degenerate cultist of Orcus take 1d6 points of negative energy damage and must succeed on a DC 13 will save or become dazed for 1d4 rounds. This ability is usable once per day.

**Desperation of the Abyss (Ex):** When a degenerate cultist of Orcus is reduced to at least half of his maximum hit points, he may make an additional melee attack at his full base attack bonus. This melee attack must be made as part of a full round action.

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

### Lore

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

- DC 15 This is a degenerate cultist of Orcus, a madman that has been gifted by the lord of undeath with impressive combat prowess.
- DC 20 In battle, degenerate cultists of Orcus are capable of smiting their foes; they typically use this attack on enemies who appear to be near death. They are also capable of unleashing a howl that can give even the greatest of warriors pause.
- DC 25 When near death, a degenerate cultist of Orcus becomes a dangerous foe, they seem to be granted even greater prowess as they hover near death's door.