

The Disciple of Orcus

A Thoroughly Evil Prestige Class

By Clark Peterson and Bill Webb

There are priests of Orcus, and there are Disciples of Orcus; fanatics who go to great lengths to appease their chosen lord. They begin their journey down the path of evil and death learning simple abilities that allow them to manipulate and control the dead. As they grow in power, the disciples becoming closer and closer to their god, until finally, the penultimate power level is achieved; that of undeath itself.

Clerics most often become disciples of Orcus. As a matter of fact, no class without at least some divine ability can ever hope to follow the path of the disciple. Fighters, wiz-

ards, sorcerers, and druids sometimes become disciples of Orcus. Barbarians, bards, monks, rangers, and rogues do not. A paladin can never become a disciple of Orcus without changing alignments (though a fallen paladin/blackguard can).

An NPC disciple of Orcus will be found anywhere there is a temple to Orcus, though most will be secluded or well hidden, as the worship of such a being is not widely accepted (though the disciples hope to change that in the near future).

Hit Die: d8



Requirements

To qualify to become a disciple of Orcus, a character must meet the following criteria:

Alignment: Chaotic evil

Spellcasting: Must be able to cast divine spells of 3rd level or higher.

Knowledge (religion): 9 ranks

Feats: Great Fortitude, Power Attack

Special: Must be worshipper of Orcus, the demon-lord of the Undead. Must also bind his or her soul to the eternal service of Orcus through interaction with a demon and a special ritual. The disciple must seek out this demon on his or her own. Potential disciples deemed unworthy by the demon are normally devoured.

Class Skills: The disciple of Orcus' class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Heal (Wis), Knowledge (anatomy), Knowledge (religion) (Int), Profession (Wis),

and Spellcraft (Int). See Chapter 4: Skills in the *PHB* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Animate Dead (Sp): Once per day, the disciple of Orcus can *animate dead* as the spell cast by a character equal to the disciple's total caster levels (disciple class levels plus any other spellcasting class levels).

Darkvision 60 Feet (Ex): The disciple gains darkvision to a range of 60 feet. If the disciple already possesses darkvision, the range is increased by 60 feet.

Speak with Dead (Sp): Once per day, as the spell with a caster level equal to the total caster levels of the disciple of Orcus.

Necromantic Power (Ex): The disciple casts all spells of the Necromancy and Death domain at +1 caster level.

Summon Undead (Su): Once per day, the disciple of Orcus can summon a number of undead whose total HD do not exceed his

TABLE 1-1: THE DISCIPLE OF ORCUS

Class	Base	Fort	Ref	Will		
Level	Attack	Save	Save	Save	Special	----- Spells Per Day -----
1st	+0	+2	+0	+2	Animate dead, darkvision 60 ft.	+1 level of existing class
2nd	+1	+3	+0	+3	Speak with dead	
3rd	+2	+3	+1	+3	Necromantic power	+1 level of existing class
4th	+3	+4	+1	+4	Summon undead	
5th	+3	+4	+1	+4	Cloak of Orcus, improved animation	+1 level of existing class
6th	+4	+5	+2	+5	Friend of death	
7th	+5	+5	+2	+5		+1 level of existing class
8th	+6	+6	+2	+6	Touch of the Death God	
9th	+6	+6	+3	+6	Greater summoning	+1 level of existing class
10th	+7	+7	+3	+7	Shroud of Orcus	+1 level of existing class



total cleric + disciple of Orcus class levels. The undead are commanded and controlled by the disciple and remain for 1 round per caster level.

Cloak of Orcus (Su): All undead commanded or controlled by the disciple gain turn resistance equal to one-half the disciple's class level so long as they remain within 30 feet of the disciple.

Improved Animation (Su): Undead animated through the use of the disciple's *animate dead* ability or through the use of the *animate dead*, *create undead*, or *create greater undead* spells have maximum hit points per Hit Dice.

Friend of Death (Su): Undead will not attack the disciple of Orcus unless provoked or attacked first. They will simply ignore the disciple so long as he takes no action against them.

Touch of the Death God (Su): Once per day, the disciple of Orcus can, by making a melee touch attack, inflict 2d4 negative levels on any single living creature touched. The Fortitude save to remove a negative level has a DC of 15 + the disciple's Charisma modifier.

Greater Summoning (Su): The number of undead a disciple can summon using his summon undead ability is increased by 50%. That is, the disciple can summon one and one-half times his total cleric + disciple class levels.

Shroud of Orcus (Ex): At 10th level, the disciple completes his journey and becomes one with his master; he becomes an undead creature. The disciple's type changes to "Undead" and he gains the following:

Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, energy drain, or death from massive damage.

Hit Dice type changes to d12.

The undead disciple gains +2 Strength, -2 Dexterity, +2 Wisdom, and +2 Charisma. Being undead, the disciple has no Constitution score.

Can be turned or rebuked, but the disciple gains +4 turn resistance.

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