

Valaelas the White

Male tengu warpriest 12 (cult leader) of Gorum

CG Medium humanoid (tengu)

Init +2; **Senses** low-light vision; Perception +20

Languages Common, Tengu

DEFENSE

AC 26, touch 14, flat-footed 26 (+8 armor, +2 deflection, +2 Dex, +2 natural, +2 shield)

hp 86 (12 HD)

Fort +13, **Ref** +10, **Will** +15

Defensive Abilities *endure elements* (cold)

OFFENSE

Speed 30 ft. (6 squares)

Melee bite +18 (1d10+10), gore +18 (1d10+10), and 2 claws +18 (1d10+10 plus 1d6 acid)

Ranged +1 *composite shortbow* +12/+7 (1d6+7/×3)

Special Attacks fervor 4d6 (9/day), sneak attack +5d6

Spell-Like Abilities (CL 12th; Concentration +15)

At-will – *enthrall* (uses 2 fervor)

Warpriest Spells Known (CL 12th; Concentration +15)

4th (3/day) – *divine power* (3)

3rd (5/day) – *communal resist energy*, *dispel magic* (2), *invisibility purge*, *prayer*

2nd (6/day) – *shield other*^F (2), *silence* (2), *spiritual weapon*, *status*

1st (6/day) – *divine favor* (3), *stone shield*^{ARG} (3)

0 (at will) – *create water*, *guidance*, *light*, *mending*, *read magic*

Blessings strength, war

STATISTICS

Abilities Str 22 (+6), Dex 14 (+2), Con 12 (+1), Int 10 (+0), Wis 16 (+3), Cha 14 (+2)

Base Atk +9; **CMB** +13; **CMD** 27

Feats Accomplished Sneak Attacker, Weapon Focus (bite, claw, gore), Weapon Specialization (bite, claw, gore)

Skills Diplomacy +17, Disguise +4 (+14 with *hat of disguise*), Fly +8, Intimidate +17, Knowledge (religion) +9, Perception +20, Stealth +21; **Racial Bonuses** +2 Perception, +2 Stealth

SQ aura of chaos (overwhelming), claw attack, glide, sacred armor +2 (12 minutes/day), sacred weapon +3 (12 rounds/day), spontaneous casting (*cure* spells), traits (armor expert, fate's favored)

Combat Gear durable arrows (20), *wand of cure light wounds* (50 charges); **Other Gear** +1 *adaptive composite shortbow*, +2 *mithral breastplate*, *amulet of mighty fists* +2 (doubles as an *amulet of natural armor* +2), *belt of giant strength* +4, *cloak of resistance* +4, *deliquescent gloves*, *helm of the mammoth lord* (doubles as a *hat of disguise*), *ring of force shield*, *ring of protection* +2, tender (30gp)

Encumbrance light 43 lb., medium 86 lb., heavy 130 lb.; **Weight Carried** 41 lb. (excluding tender)

SPECIAL ABILITIES

Armor Expert When you wear armor of any sort, reduce that suit's armor check penalty by 1, to a minimum check penalty of 0.

Battle Lust (Su) You can touch an ally and grant it a thirst for battle. All of the ally's melee attacks are treated as if they had the *vicious* weapon special ability, but the additional damage dealt to the ally from that special ability is nonlethal. In addition, the ally receives a +4 insight bonus on attack rolls made to confirm critical hits. These benefits last for 1 minute.

Blessings (Su) You can use any combination of your four blessing abilities (battle lust, strength of will, strength surge, and war mind) a number of times per day (in any combination) equal to 3 + ½ your warpriest level (to a maximum of 13 times per day at 20th-level). Each time you call upon any one of your



blessings, it counts against your daily limit. The save DC of these blessings is equal to 10 + ½ your warpriest level + your Wisdom modifier.

Enthrall (Sp) You can cast *enthrall*. Using this ability consumes two uses of fervor.

Fate's Favored Whenever you are under the effect of a luck bonus of any kind, that bonus increases by 1.

Fervor (Su) You can heal yourself for 4d6 damage as a swift action. As a standard action, you can heal a touched ally for 4d6 damage or harm an undead for 4d6 damage as a touch attack. This ability can be used a number of times per day equal to ½ your warpriest level + your Wisdom modifier.

You can also spend fervor to cast any warpriest spell as a swift action, without somatic components or provoking an attack of opportunity. If you cast a spell in this way, it can only affect you, even if it normally affects multiple targets.

Glide You can make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely, you may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 20 feet you fall.

Hide in Plain Sight (Su) You can use the Stealth skill even while being observed. As long as you are within 10 feet of an area of dim light, you can hide yourself from view in the open without having anything to actually hide behind. You cannot, however, hide in your own shadow.

Sacred Armor (Su) You may enhance your armor (but not shields) with divine power as a swift action. This ability grants the armor a +2 enhancement bonus. You can use this ability for a number of minutes per day equal to your warpriest level. This duration does not need to be consecutive, but it must be spent in 1-minute increments.

These bonuses stack with any existing bonuses the armor might have, to a maximum of +5. You can enhance armor with any of the following special abilities: *energy resistance* (normal, improved, and greater), *fortification* (heavy, light, or moderate), *glamered*, or *spell resistance* (13, 15, 17, or 19). Adding any of these special abilities consumes an amount of enhancement bonus equal to the special ability's base price modifier. For this purpose, *glamered* counts as a +1 bonus, *energy resistance* counts as +2, *improved energy resistance* counts as +4, and *greater energy resistance* counts as +5. Duplicate special abilities do not stack. The armor must have at least a +1 enhancement bonus before any special abilities can be added.

The enhancement bonus and armor special abilities are determined the first time the ability is used each day and cannot be changed until the next day. These benefits apply only while you are wearing the armor, and end immediately if the armor is removed or leaves your possession. This ability can be ended as a free action at the start of your turn.

When you use this ability, you can also use your sacred weapon ability as a free action by expending one use of fervor.

Sacred Weapon (Su) In addition to the favored weapon of your deity (greatsword), you can designate a weapon as a sacred weapon by selecting that weapon with the Weapon Focus feat; if you have multiple Weapon Focus feats, this ability applies to all of them. Whenever you hit with your sacred weapon, the weapon damage is based on your warpriest level and not the weapon type. You can decide to use the weapon's base damage instead of the sacred weapon damage—this decision must be declared before the attack roll is made. (If the weapon's base damage exceeds the sacred weapon damage, its damage is unchanged.) This increase in damage does not affect any other aspect of the weapon, and doesn't apply to alchemical items, bombs, or other weapons that deal only energy damage.

You also gain the ability to enhance one of your sacred weapons with divine power as a swift action. This ability grants the weapon a +1 enhancement bonus. For every 4 warpriest levels beyond 4th, this bonus increases by 1 (to a maximum of +5 at 20th-level). If you have more than one sacred weapon, you can enhance another on the following round by using another swift action. You can use this ability a number of rounds per day equal to your warpriest level, but these rounds don't need to be consecutive.

These bonuses stack with any existing bonuses the weapon might have, to a maximum of +5. You can enhance a weapon to have any of the following special abilities: *anarchic*, *brilliant energy*, *defending*, *disruption*, *flaming*, *frost*, *keen*, *mighty cleaving*, *shock*, *unholy*, or *vicious*. Adding any of these special abilities consumes an amount of enhancement bonus equal to the special ability's base

price modifier. Duplicate special abilities don't stack. The weapon must have at least a +1 enhancement bonus before any special abilities can be added.

If multiple weapons are enhanced, each one consumes rounds of use individually. The enhancement bonus and special abilities are determined the first time the ability is used each day, and cannot be changed until the next day. These benefits do not apply if another creature is wielding the weapon, but they continue to be in effect if the weapon otherwise leaves your possession (such as if the weapon is thrown). This ability can be ended as a free action at the start of your turn (that round does not count against the total duration, unless the ability is resumed during the same round). If you use this ability on a double weapon, the effects apply to only one end of the weapon.

Strength of Will (Su) As a swift action you can ignore the movement penalties caused by wearing medium or heavy armor or by carrying a medium or heavy load. This effect lasts for 1 minute. During this time, you can add your Strength modifier on saving throws against effects that would cause you to become entangled, staggered, or paralyzed.

Strength Surge (Su) As a swift action you can focus your own strength. You gain an enhancement bonus equal to $\frac{1}{2}$ your warpriest level on melee attack rolls, combat maneuver checks that rely on Strength, Strength-based skill checks, and Strength checks for 1 round.

War Mind (Su) You can touch an ally and grant it a tactical advantage for 1 minute. Each round at the start of its turn, it can select one of the following bonuses: +10 feet to base land speed, a +1 dodge bonus to AC, a +1 insight bonus on attack rolls, or a +1 luck bonus on saving throws. Each bonus selected lasts for 1 round.

Well-Hidden (Ex) You gain a +2 bonus on Disguise checks and Stealth checks.