

WARPRIEST LEVEL 4

A quiet, brooding warrior with a disturbing love of violence, Oloch is scornful of those who pick on weaker opponents, but nonetheless takes it as a given that might makes right.

OLOCH

Male half-orc warpriest of Gorum 4

CN Medium humanoid (half-orc, human, orc)

Init +3; **Senses** darkvision; Perception +3

DEFENSE

AC 21, touch 11, flat-footed 20 (+10 armor, +1 Dex)

hp 36 (4d8+13)

Fort +6, **Ref** +2, **Will** +6

OFFENSE

Speed 20 ft.

Melee +1 *greatsword* +9 (2d6+7/19–20) +1 to hit against foes he has damaged in the last 24 hours

Ranged mwk composite longbow +5 (1d8+4)

Special Attacks fervor 1d6 4/day, channel positive energy (DC 14)

Blessing Supernatural Abilities (5/day) glorious presence (DC 14), war mind

Warpriest Spells Prepared (CL 4th; concentration +6)

2nd—*bull's strength*, *weapon of awe*^{APG}

1st—*bless*, *divine favor*, *remove fear*, *shield of faith*

0 (at will)—*create water*, *detect magic*, *guidance*, *stabilize*

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +7; **CMD** 18

Feats Furious Focus^{APG}, Power Attack, Toughness, Weapon Focus (greatsword)

Skills Climb +3, Heal +6, Intimidate +6, Knowledge (religion) +4, Perception +3, Perform (percussion) +1, Sense Motive +6, Spellcraft +4, Survival +6, Swim +3; **Armor Check Penalty** –5

Traits reactionary, finish the fight^{Bog}

Languages Common, Orc

SQ aura (moderate chaos), bestial^{APG}, blessings (minor), orc blood, sacred weapon +1 (4 rounds), spontaneous casting (positive)

Combat Gear acid, alchemist's fire, *wand of cure light wounds* (6 charges); **Other Gear** spiked +1 *full plate*, +1 *greatsword*, mwk composite longbow with 20 arrows, backpack, drum, iron holy symbol of Gorum, spell component pouch, waterskin, 17 gp

SPECIAL ABILITIES

Aura Oloch's chaotic aura is moderate when using *detect chaos*.

Blessings Oloch can use any combination of his two blessing abilities (glorious presence and war mind) 5 times per day.

Channel Positive Energy Oloch can spend two uses of fervor to channel positive energy, either healing living creatures or harming undead creatures (his choice) in a 30-foot-radius burst for 1d6 damage. Undead can make a DC 14 Will save for half.

Fervor Oloch can heal himself for 1d6 damage as a swift action. As a standard action, he can heal a touched ally for 1d6 damage or harm an undead for 1d6 damage as a touch attack. He can also spend fervor to cast any warpriest spell as a swift action, without somatic components or provoking an attack of opportunity. If he casts a spell in this way, it can only affect him, even if it normally affects multiple targets.

Furious Focus Oloch does not take the usual Power Attack penalty to hit on his first attack each round.

Glorious Presence Oloch can touch an ally. For one minute, that ally is protected by a special *sanctuary* effect that doesn't break for a particular enemy unless the ally attacks that enemy.

Orc Blood Oloch counts as both an orc and a human for any effect related to race.

Power Attack Oloch can take a –1 penalty to hit with his greatsword to deal +3 damage.

Sacred Weapon If he wants, Oloch can do 1d6 damage with his greatsword. He can also spend a swift action to increase his greatsword to +2 or to add *defending*, *flaming*, *frost*, *keen*, *shock*, or *vicious* to it. He can add these extra abilities for up to 4 rounds a day, but they don't have to be consecutive. Once he uses this ability in a day, he has to pick the same enhancement for the rest of that day.

Spontaneous Casting (Positive) Oloch can swap any of his 1st-level spells for *cure light wounds* or 2nd-level spells for *cure moderate wounds* on the fly.

War Mind Oloch can touch an ally as a standard action. For one minute, that ally can choose at the start of its turn to gain +10 feet to base land speed, +1 dodge bonus to AC, +1 insight bonus to attack rolls, or +1 luck bonus to saving throws. The choice lasts for 1 round.

Bless Oloch can give all allies in a 50-foot-radius burst a +1 morale bonus to attack rolls and saves against fear for 4 minutes.

Bull's Strength Oloch grants a touched target +4 Strength for 4 minutes. In Oloch's case, this would increase his Climb and Swim to +5 and his greatsword attack to +12 (2d6+10).

Create Water Oloch creates 8 gallons of water within 35 feet. It lasts a day if no one drinks it.

Cure Light Wounds Oloch's wand heals a touched target for 1d8+1 damage.



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Detect Magic Oloch can notice magic in a 60-foot cone. If he concentrates, he can find how many magic auras there are on the next round and then attempt to find out more on the round after that.

Divine Favor Oloch grants himself a +1 luck bonus to attack and damage rolls for 1 minute.

Guidance Oloch can give a touched target a +1 competence bonus that the target can use on any attack roll, saving throw, or skill check in the next minute.

Remove Fear Oloch selects two creatures within 35 ft. of Oloch and within 30 ft. of each other. Oloch suppresses all current fear effects on those creatures for 10 minutes. During that time, the creatures gain a +4 morale bonus against further fear effects.

Shield of Faith Oloch can give a touched target a +2 deflection bonus to AC for 4 minutes, which increases touch, flat-footed, and CMD as well.

Stabilize Oloch can stabilize any target within 35 ft. The target stops dying but is still unconscious.

Weapon of Awe Oloch can choose any weapon and grant it a +2 sacred bonus to damage for 4 minutes. During this time, if the weapon deals a critical hit, the target of the critical hit becomes shaken for 1 round.

Oloch has no memory of a time before pain—pain suffered, and pain inflicted. A half-orc of the Haskodar tribe in Blisterwell, Oloch was constantly forced to fight for survival against his larger, stronger tribe-mates, and quickly learned that the best defense is a total lack of fear or restraint. Those who thought to casually bully the child soon learned the error of their ways, for in Oloch's mind, every fight is a fight to the death, and anyone who pretends otherwise leaves themselves vulnerable.

This fearless ferocity did not go unnoticed. As Oloch reached his teenage years, the tribe's leaders began harnessing the boy's abilities. Whether in the gladiatorial pits or in battle against the sometimes-allied One Eye tribe, Oloch shed blood on command—both his own and that of others. As Oloch's victories mounted, the tribe's priests of Gorum took control of his education, wrapping him in armor and teaching him the glories of the Lord in Iron. In Gorum, Oloch finally found someone he could look up to: a being of perfect strength, without the pathetic fallibilities of even the other battle-priests. More, Gorum looked into Oloch's heart and put to rest any nagging doubts the half-orc had about his love of violence. He saw the dark thrill Oloch felt as his oversized sword split the spine of an enemy—and rewarded it with magic.

As time went on, Oloch began to chafe at even the meager restrictions placed on him by his orc superiors. Upon learning the truth of his heritage—that he was no slave child, but rather the stolen son of a human adventurer—he took the chance to sever ties (and limbs) and strike out on his own, taking with him only his favored gear and a description of the fearsome warrior woman who bore him.

Fortunately for Oloch, the legend of a woman brave enough to adventure alone in the Hold of Belkzen—and rumored to tryst unashamedly with orcs—is a hard one to stifle. So it was that he soon found himself standing before the gates of the human settlement of Trunau, calling for its leader, Halgra of the Blackened Blades, to stand forth and meet her son. To his surprise, she did, and Oloch found himself both shocked and vaguely discomfited by the warmth with which Halgra greeted her lost son, welcoming him into her house. She introduced him to his half-siblings, and offered him a place as a defender of Trunau.

Yet a wolf can never be a simple dog, no matter how much it might long to wear the chain. To Halgra's horror, Oloch's lust for battle refused to be sated by simple raids and training bouts. Citizens who roused his ire were terribly injured, and in the end Halgra herself had to take up her sword and drive him from the town, announcing that she would always love him as a son—but that he would never again be allowed in Trunau until he learned to control his battle lust and turn his divine abilities toward a positive end.

Frustrated and feeling shamed for the first time in his life, Oloch left Trunau. For a time he wandered the wilds, yet no ordinary beasts could provide a proper challenge—nor remove the lingering suspicion that there might, as Halgra claimed, be more to life than simple bloodshed. Eventually he wound up in Urgir, where he quickly found work as a government enforcer and champion. Though on the surface he claims that his position ensures him a steady supply of worthy opponents, in secret Oloch hopes to puzzle out how to balance the orc and human inside himself and discover the man he was born to be.

Oloch has no interest in picking on the weak, but believes that might makes right, relishing the red rush of battle and the communion it brings him with his god. He's not opposed to working with—or even for—those he considers his equals, but those individuals are few and far between, and must take pains to show him proper respect. Perhaps the only activity other than combat that truly brings him pleasure is making music on his drum—and then only if it's sufficiently riotous as to echo the clamor of battle.



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