

# WARPRIEST LEVEL 1

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 1  
CN Medium humanoid (half-orc, human, orc)  
**Init** +3; **Senses** darkvision; Perception +4

## DEFENSE

**AC** 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)  
**hp** 13 (1d8+5)  
**Fort** +3, **Ref** +1, **Will** +4

## OFFENSE

**Speed** 20 ft.  
**Melee** greatsword +5 (2d6+6/19–20) +1 to hit against foes he has damaged in the last 24 hours  
**Ranged** sling +1 (1d4+4)  
**Blessing Supernatural Abilities** (3/day) glorious presence (DC 12), war mind  
**Warpriest Spells Prepared** (CL 1st; concentration +3)  
1st—*bless*, *shield of faith*  
0 (at will)—*create water*, *detect magic*, *guidance*

## STATISTICS

**Str** 18, **Dex** 12, **Con** 13, **Int** 10, **Wis** 14, **Cha** 10  
**Base Atk** +0; **CMB** +4; **CMD** 15  
**Feats** Toughness, Weapon Focus (greatsword)  
**Skills** Intimidate +6, Perception +4, Survival +6; **Armor Check Penalty** –5  
**Traits** reactionary, finish the fight<sup>Bog</sup>  
**Languages** Common, Orc  
**SQ** aura (faint chaos), bestial<sup>APG</sup>, blessings (glory and war, minor), orc blood, sacred weapon, spontaneous casting (positive)  
**Combat Gear** acid, *scroll of cure light wounds*; **Other Gear** four-mirror armor<sup>UC</sup>, greatsword, sling with 10 bullets, backpack, iron holy symbol of Gorum, spell component pouch, waterskin, 6 gp 9 sp

## SPECIAL ABILITIES

**Aura** Oloch's chaotic aura is faint when using *detect chaos*.  
**Blessings** Oloch can use any combination of his two blessing abilities (glorious presence and war mind) 3 times per day.  
**Glorious Presence** Oloch can touch an ally as a standard action. 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.  
**Sacred Weapon** Oloch can do 1d6 damage with his greatsword.

**Spontaneous Casting (Positive)** Oloch can swap any of his 1st-level spells for *cure light 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 1 minute.

**Create Water** Oloch creates 2 gallons of water within 25 feet. It lasts a day if no one drinks it.

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

**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.

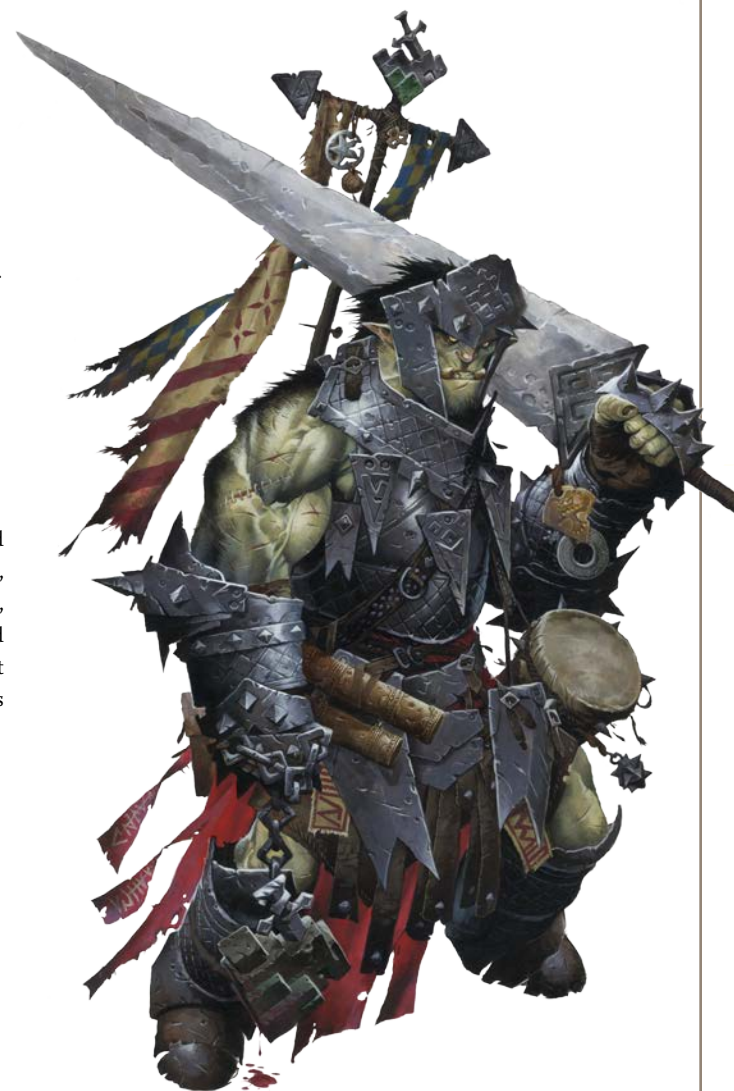
**Guidance** Oloch can give a touched target a +1 competence bonus that the target can use on any attack roll, saving throw, or skill check in the next minute.

**Shield of Faith** Oloch can give a touched target a +2 deflection bonus to AC for 1 minute, which increases touch, flat-footed, and CMD as well.

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 tribemates. 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.

For a time he wandered the wilds, yet no ordinary beasts could provide a proper challenge. 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 lives in the moment, 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 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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# 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*<sup>APG</sup>

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<sup>APG</sup>, 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<sup>Bog</sup>

**Languages** Common, Orc

**SQ** aura (moderate chaos), bestial<sup>APG</sup>, 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.

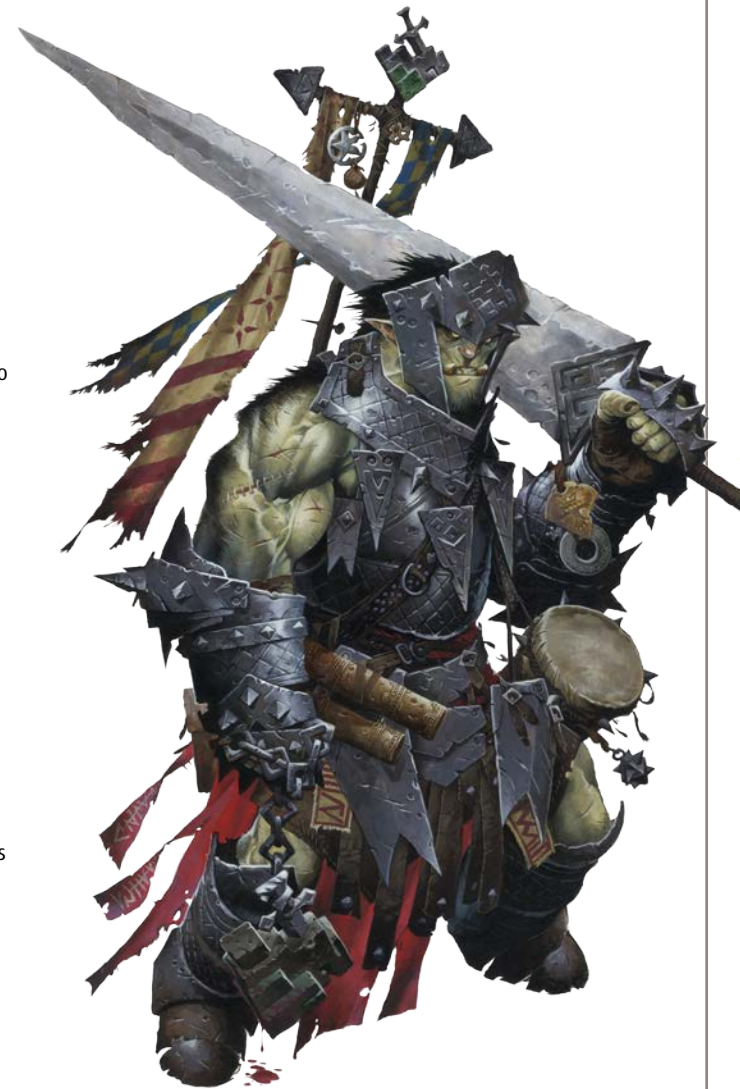
**War Mind** Oloch can touch an ally as a standard action. For one minute, that ally can choose at the start of its turn to gain +10 feet to base land speed, +1 dodge bonus to AC, +1 insight bonus to attack rolls, or +1 luck bonus to saving throws. The choice lasts for 1 round.

*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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# WARPRIEST LEVEL 4

**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.

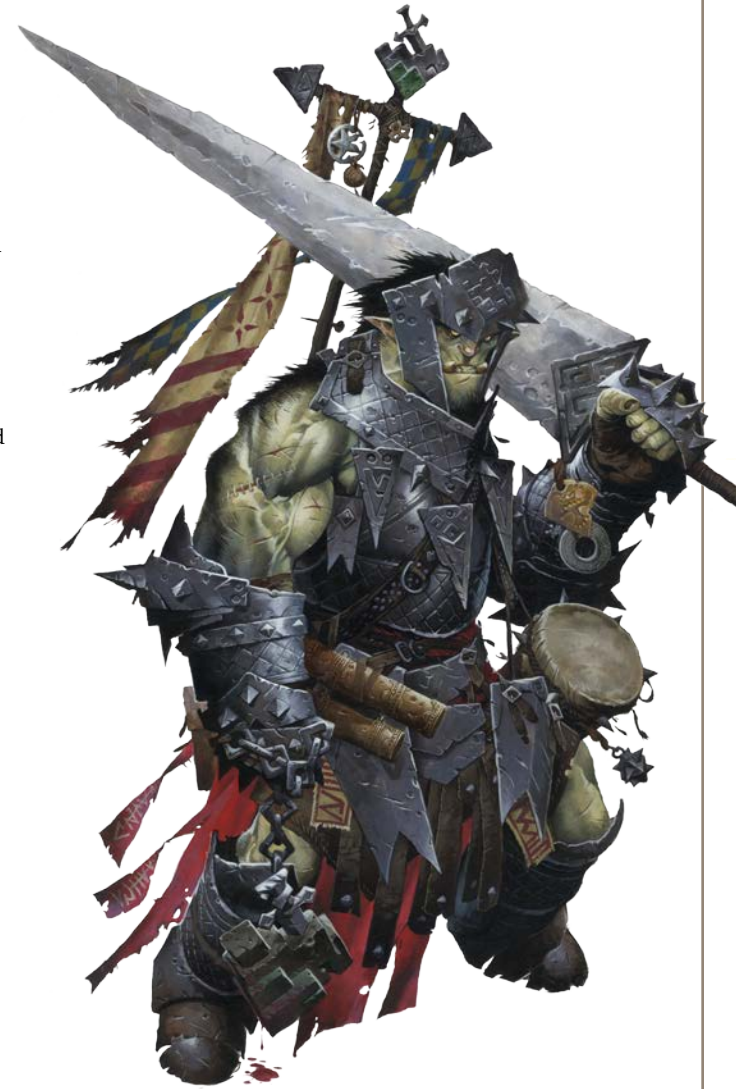
As time went on, Oloch began to chafe at even the meager restrictions placed on him by his orc superiors. Upon learning the truth of his heritage—that he was no slave child, but rather the stolen son of a human adventurer—he took the chance to sever ties (and limbs) and strike out on his own, taking 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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# WARPRIEST LEVEL 7

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 7

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

**Init** +3; **Senses** darkvision; Perception +4

## DEFENSE

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

**hp** 60 (7d8+22)

**Fort** +8, **Ref** +4, **Will** +9

## OFFENSE

**Speed** 20 ft.

**Melee** +2 *greatsword* +13 (2d6+11/19–20) +1 to hit against foes he has damaged in the last 24 hours

**Ranged** mwk composite longbow +7 (1d8+5)

**Special Attacks** fervor 2d6 6/day, channel positive energy (DC 16)

**Blessing Supernatural Abilities** (6/day) glorious presence (DC 16), war mind

**Warpriest Spells Prepared** (CL 7th; concentration +10)

3rd—*daylight*, *deadly juggernaut*<sup>UC</sup>

2nd—*grace*<sup>APG</sup>, *resist energy*, *silence*, *weapon of awe*<sup>APG</sup>

1st—*bless*, *divine favor*, *liberating command*<sup>UC</sup>, *remove fear*, *shield of faith*

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

## STATISTICS

**Str** 20, **Dex** 12, **Con** 14, **Int** 10, **Wis** 16, **Cha** 10

**Base Atk** +5; **CMB** +10; **CMD** 21

**Feats** Dazzling Display, Furious Focus<sup>APG</sup>, Intimidating Prowess, Power Attack, Shatter Defenses, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword)

**Skills** Climb +4, Heal +6, Intimidate +17, Knowledge (religion) +4, Perception +4, Perform (percussion) +1, Sense Motive +7, Spellcraft +4, Survival +7, Swim +4; **Armor Check Penalty** –5

**Traits** reactionary, finish the fight<sup>BoG</sup>

**Languages** Common, Orc

**SQ** aura (strong chaos), bestial, blessings (minor), orc blood, sacred armor +1 (7 minutes), sacred weapon +1 (7 rounds), spontaneous casting (positive)

**Combat Gear** acid, alchemist's fire, *scroll of air walk*, *scroll of effortless armor*<sup>UC</sup> (2), *scroll of invisibility purge*, *wand of cure light wounds* (10 charges); **Other Gear** spiked +1 *full plate*, +2 *greatsword*, mwk composite longbow with 20 arrows, *cloak of*

*resistance* +1, *belt of giant strength* +2, *headband of inspired wisdom* +2, *pearl of power* (1st), backpack, drum, iron holy symbol of Gorum, spell component pouch, waterskin, 62 gp

## SPECIAL ABILITIES

**Blessings** Oloch can use any combination of his two blessing abilities (glorious presence and war mind) 6 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 2d6 damage. Undead can make a DC 16 Will save for half.

**Dazzling Display** As a full-round action, Oloch can roll Intimidate to demoralize all foes within 30 ft.

**Fervor** Oloch can heal himself for 2d6 damage as a swift action. As a standard action, he can heal a touched ally for 2d6 damage or harm an undead for 2d6 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 as a standard action. 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.

**Pearl of Power** Oloch can use his pearl as a standard action to recover one of his expended 1st-level spells.

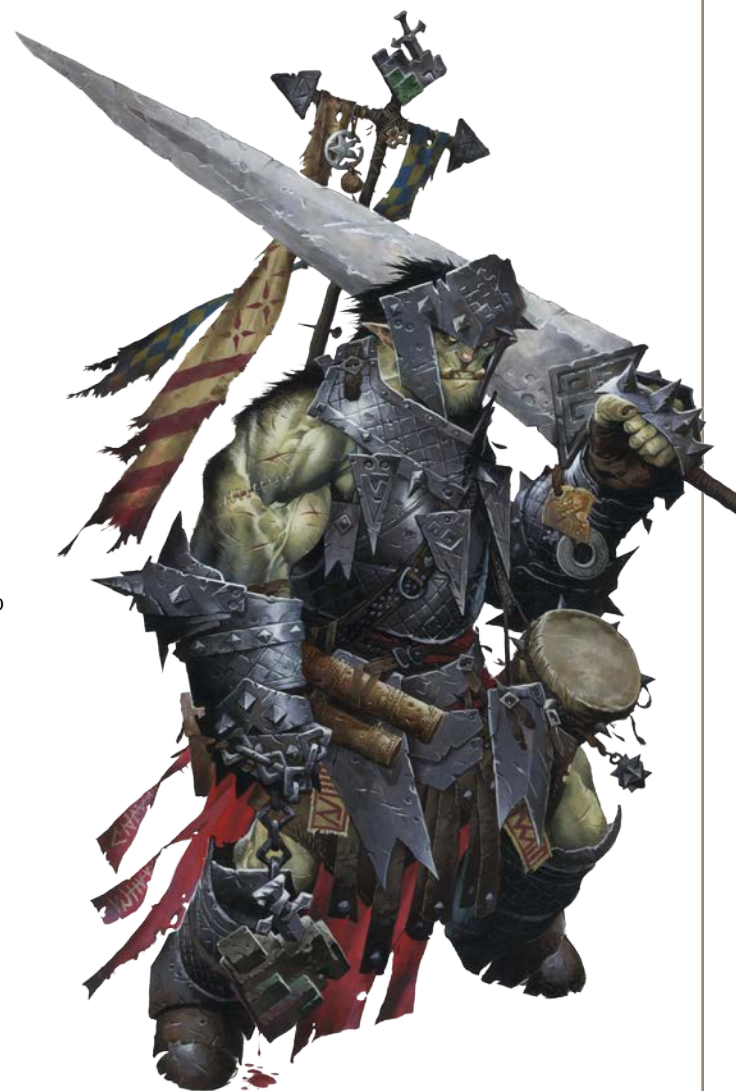
**Power Attack** Oloch can take a –2 penalty to hit with his greatsword to do +6 damage.

**Sacred Armor** Oloch can spend a swift action to increase his full plate to +2 or to add glamered or light fortification to it. He can add these extra abilities for up to 7 minutes 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. If he wants, Oloch can spend a use of fervor to activate sacred armor and sacred weapon together in the same swift action.

**Sacred Weapon** If he wants, Oloch can do 1d8 damage with his greatsword. He can also spend a swift action to increase his greatsword to +3 or to add *defending*, *flaming*, *frost*, *keen*, *shock*, or *vicious* to it. He can add these extra abilities for up to 7 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.

**Shatter Defenses** If Oloch hits a shaken, frightened, or panicked opponent, they become flat-footed to Oloch until the end of Oloch's next turn.

**War Mind** Oloch can touch an ally. For one minute, that ally can choose



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# WARPRIEST LEVEL 7



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.

**Air Walk** Oloch's scroll grants a touched target the ability to walk on the air at its normal speed for 70 minutes. The target's maximum angle of ascent or descent is 45 degrees (but walking uphill causes them to move at half speed). Heavy winds or stronger can blow the target in the direction of the wind, and stronger winds may have more drastic effects.

**Bless** Oloch can give all allies in a 50-foot-radius burst a +1 morale bonus to attack rolls and saves against fear for 7 minutes.

**Create Water** Oloch creates 14 gallons of water within 40 feet. It lasts a day if no one drinks it.

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

**Daylight** Oloch can touch an object, causing it to emanate bright light for 60 ft. and raise the light by one level for the next 60 ft for 50 minutes. If there is magic darkness in that area, instead the overlapping area is unaffected by either spell.

**Deadly Juggernaut** For the next 7 minutes, any time Oloch drops a foe with 3 HD or more to 0 or fewer hit points, he gains a stacking +1 luck bonus to melee attack rolls, melee damage rolls, Strength checks, and Strength-based skill checks as well as a stacking DR 2/-, to a maximum of a +5 luck bonus and DR 10/-.

**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 +2 luck bonus to attack and damage rolls for 1 minute.

**Effortless Armor** Oloch's scrolls allow him to move at full speed in his armor and reduce the armor check penalty by 1. They last for 3 minutes each.

**Grace** As a swift action, Oloch no longer provokes attacks of opportunity for movement until the end of his turn.

**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.

**Invisibility Purge** Oloch's scroll negates all invisibility within 25 feet of the scroll's caster. The effect moves along with the caster for 5 minutes.

**Liberating Command** As an immediate action, Oloch can pick an ally within 40 feet. That ally can spend an immediate action to make an Escape Artist check with a +14 competence bonus to escape restraints, bindings, or grapples.

**Light** An object Oloch touches sheds light for 70 minutes. He can't have

more than one copy of this spell active at once.

**Remove Fear** Oloch selects two creatures within 40 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.

**Resist Energy** For 70 minutes, a target Oloch touches gains 20 resistance to his choice of acid, cold, electricity, fire, or sonic.

**Shield of Faith** Oloch can give a touched target a +3 deflection bonus to AC for 7 minutes, which increases touch, flat-footed, and CMD as well.

**Silence** Oloch must cast this spell for an entire round, during which it can be disrupted. If he completes the spell, just before his next turn, he can pick any object, creature, or point in space within 680 ft. (though creatures and attended objects receive a Will save, so unattended objects and allies are his best bet for a mobile *silence*) to radiate a 20-foot radius of silence for 7 rounds. Sound cannot originate from or pass through that area, which thwarts all spells with verbal components.

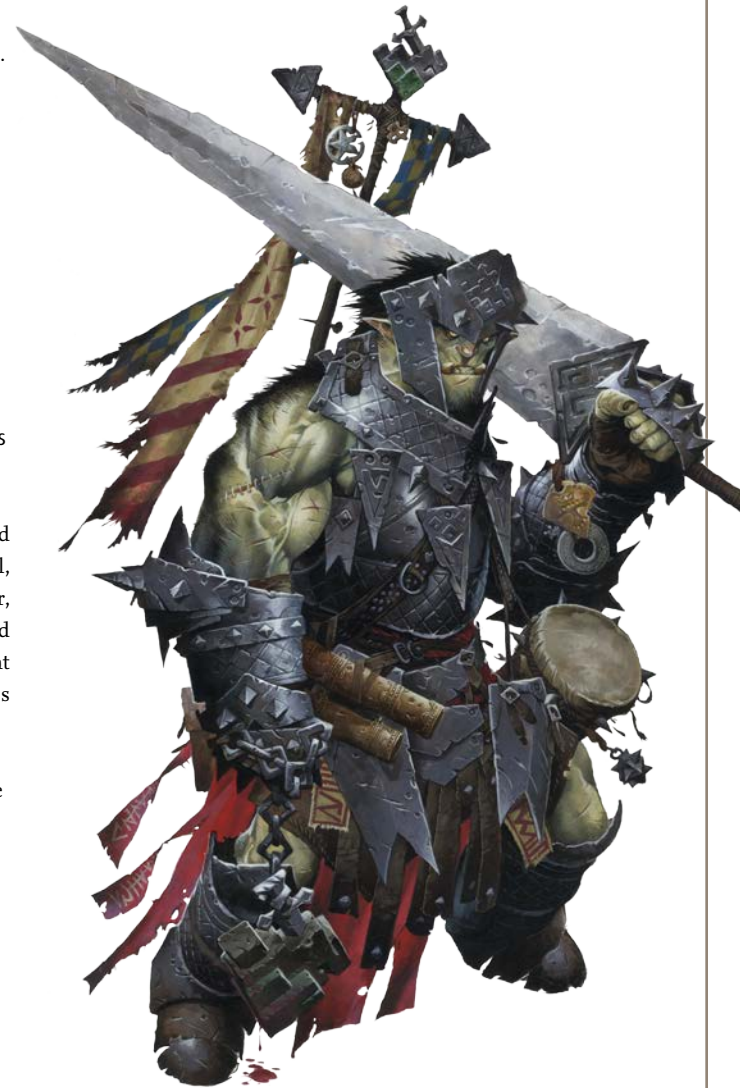
**Stabilize** Oloch can stabilize any target within 35 ft. The target stops dying but is still unconscious.

**Weapon of Awe** Oloch can choose any weapon and grant it a +2 sacred bonus to damage for 7 minutes. During this time, if the weapon deals a critical hit, the target of the critical hit becomes shaken for 1 round.

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