

BOOK OF BEASTS



Warpriest Codex

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

**JON BRAZER
ENTERPRISES**



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All game terms in this book not defined in the *Pathfinder Roleplaying Game Core Rulebook* are denoted by a superscript. Those superscripts refer to the following books:

ACG	<i>Pathfinder Roleplaying Game: Advanced Class Guide</i>	UC	<i>Pathfinder Roleplaying Game: Ultimate Combat</i>
APG	<i>Pathfinder Roleplaying Game: Advanced Player's Guide</i>	UE	<i>Pathfinder Roleplaying Game: Ultimate Equipment</i>
ARG	<i>Pathfinder Roleplaying Game: Advanced Race Guide</i>	UM	<i>Pathfinder Roleplaying Game: Ultimate Magic</i>
HA	<i>Pathfinder Roleplaying Game: Horror Adventures</i>	BoHRAC	<i>Book of Heroic Races: Advanced Compendium</i>

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Introduction

Greetings and welcome to the first installment in our new **Character Codex** series! Each individual PDF in this series provides gamemasters of the First Edition of the *Pathfinder Roleplaying Game* with twenty new stat blocks for characters of a given class—one each for levels 1 through 20—giving you ready access to NPC concepts that are both unique and effective. No matter the challenge rating you need for an NPC, this series has you covered.

NPCs of odd-numbered levels utilize more typical builds for characters of that class, while the NPCs of even-numbered levels are further afield, often incorporating class archetypes. These NPCs can be easily adjusted for your game by adding or subtracting class levels (or using a simple template).

Half of the NPC races are from the *Pathfinder Core Rulebook*, and the other half are from the *Pathfinder Roleplaying Game: Advanced Race Guide*. These race choices do not align with the same odd/even class level breakdown described above—rather, we've selected what we feel are appropriate race choices for each NPC's overarching concept.

This first entry in the series focuses on the warpriest class from the *Pathfinder Roleplaying Game: Advanced Class Guide*. This cleric-fighter hybrid class makes for some interesting NPCs as well as player characters in our own experience.

Warpriests are strong martial characters that can buff and heal themselves as well as the rest of the adventuring party. They can be tough and strong, focused and versatile, and can pose a challenge to any party. Herein you'll find warpriests who are at home at the forge or on a pirate ship; some who hunt undead and some who command them; ones who lead armies and others who fight solo. We look forward to hearing how you use these NPCs in your games!

How to Use This Book

Each character presented herein uses the following format: Stat Block, Description, and Character Details. Each NPC is listed by class level, going from lowest to highest (warpriest 1 precedes warpriest 2, and so on).

The stat block details the character's essential suite of attributes and abilities, with any buffs or class options the character might use before combat already factored in. Their base stats—free of any adjustments from spells or class options that temporarily modify the character's abilities—are also listed in the Tactics section of the stat block.

A short description of the type of character represented follows each stat block.

As room on the page permits, we also name a representative character of each given build and offer details on their personality or potential story hooks that match their concept.

Cult Initiate**CR 1/2****XP 200**Human warpriest of Azathoth 1
CE Medium humanoid (human)**Init** -1; **Senses** Perception +2**DEFENSE****AC** 18, touch 9, flat-footed 18 (+7 armor, -1 Dex, +2 shield)**hp** 10 (1d8+2)**Fort** +3, **Ref** +1, **Will** +4**OFFENSE****Speed** 20 ft. (30 ft. without armor)**Melee** longsword +4 (1d8+3/19-20)**Ranged** shortbow -1 (1d6/x3)**Special Attacks** blessings 3/day (Chaos: anarchic strike; Destruction: destructive attacks), sacred weapon (1d6)**Warpriest Spells Prepared** (CL 1st; concentration +3)1st—*bane* (DC 13), *cure light wounds*0 (at will)—*bleed* (DC 12), *detect magic*, *stabilize***TACTICS****During Combat** The warpriest casts *bane* on their enemies before engaging in melee combat.**STATISTICS****Str** 17, **Dex** 8, **Con** 13, **Int** 10, **Wis** 14, **Cha** 12**Base Atk** +0; **CMB** +3; **CMD** 12**Feats** Combat Casting, Lightning Reflexes, Weapon Focus (longsword)**Skills** Intimidate +5, Knowledge (religion) +4, Spellcraft +4**Languages** Common**Combat Gear** *scroll of cause fear*, *scroll of summon monster I*, alchemist's fire, thunderstone; **Other Gear** splint mail, heavy wooden shield, arrows (20), longsword, shortbow, wooden holy symbol of Azathoth, 36 gp

A cult initiate is often impressionable and unstable—a person marred by the cruelties of life, their interests and ambitions turned to destructive ends as a means of striking back at a world that has done nothing but beat them down. The outer god Azathoth prizes such individuals, turning their instincts to murderous ends in pursuit of boundless chaos.

Elvana Hawkins

After suffering abuse and indignity from every person who should have shown her care, Elvana ran away from home. Life on the streets only reinforced her dismal view of the world and humanity. Now, the Creed of Azathoth has given her purpose—and power. Someday, Elvana will use that power to unmake the world that broke her.

Roleplaying Suggestions: Elvana can be rehabilitated if shown kindness, but her trust is difficult to earn.


Forest Defender**CR 1****XP 400**Gnome warpriest of Silvanus 2
NG Small humanoid (gnome)**Init** +2; **Senses** low-light vision; Perception +4**DEFENSE****AC** 19, touch 13, flat-footed 17 (+4 armor, +2 Dex, +2 shield, +1 size)**hp** 14 (2d8+2)**Fort** +4, **Ref** +2, **Will** +5; +2 vs. illusions**Defensive Abilities** defensive training**OFFENSE****Speed** 15 ft. (20 ft. without armor)**Melee** club +3 (1d4)**Special Attacks** blessings 4/day (Animal: animal fury; Plant: creeping vines), fervor 3/day (1d6), hatred, sacred weapon (1d4)**Spell-Like Abilities** (CL 2nd; concentration +4)1/day—*dancing lights*, *ghost sound* (DC 13), *prestidigitation*, *speak with animals***Warpriest Spells Prepared** (CL 2nd; concentration +4)1st—*murderous command*^{UM} (DC 13), *refine improvised weapon*^{ACG}, *summon minor monster*^{UM}0 (at will)—*detect magic*, *light*, *resistance*, *stabilize***TACTICS**

During Combat The warpriest relies upon summoned monsters via spell and scroll to engage targets in melee while casting *murderous command*, *hold person*, *silence*, and *obscuring mist*. Melee attacks use creeping vines to entangle enemies.

STATISTICS**Str** 11, **Dex** 15, **Con** 12, **Int** 8, **Wis** 14, **Cha** 14**Base Atk** +1; **CMB** +0; **CMD** 12**Feats** Scribe Scroll, Weapon Focus (club)**Skills** Craft (calligraphy) +7, Handle Animal +6, Perception +4, Profession (shepherd) +6, Survival +6; **Racial Modifiers** +2 Craft (calligraphy), +2 Perception**Languages** Common, Gnome, Sylvan**SQ** gnome magic

Combat Gear *scroll of comprehend languages*, *scroll of consecrate*, *scroll of divine favor*, *scroll of hold person*, *scroll of obscuring mist*, *scroll of silence*, *scroll of summon monster II*; **Other Gear** hide armor, heavy wooden shield, club, masterwork calligraphy tools, wooden holy symbol of Silvanus, 2 gp

A forest defender abhors the spoilage of woodlands by urbanization and seeks to demonstrate that nature is far from a toothless victim of civilization. They aspire to guard the natural world without harming city-dwellers in turn but won't shy away from harsher means of fulfilling that sacred duty when necessary.



WARPRIESTS

Mercenary Priest**CR 2****XP 600**

Dwarf warpriest of Ares 3

CE Medium humanoid (dwarf)

Init +4; **Senses** darkvision 60 ft.; Perception +2 (+4 to notice unusual stonework)**DEFENSE****AC** 20, touch 12, flat-footed 20 (+8 armor +2 deflection)**hp** 29 (3d8+12)**Fort** +6, **Ref** +1, **Will** +5; +2 vs. poison, spells, and spell-like abilities**Defensive Abilities** defensive training**OFFENSE****Speed** 20 ft.**Melee** mwk spear +6 (1d8+3/×3 plus 1d6 vs.good)**Ranged** light crossbow +2 (1d8/19–20)**Special Attacks** blessings 4/day (Evil: unholy strike; War: war mind), fervor 3/day (1d6), hatred, sacred weapon (1d6)**Warpriest Spells Prepared** (CL 3rd; concentration +5)1st—*bless*, *cure light wounds*, *doom* (DC 14), *shield of faith*o (at will)—*bleed* (DC 13), *detect magic*, *guidance*, *stabilize***TACTICS****Before Combat** The warpriest casts *shield of faith*.**During Combat** The warpriest casts *bless* and *doom* and then engages in melee combat, using unholy strike.**Base Statistics** Without unholy strike and *shield of faith*, the warpriest's statistics are **AC** 18, touch 10, flat-footed 18; **Melee** mwk spear +6 (1d8+3/×3); **CMD** 16 (20 vs.bull rush, 20 vs.trip).**STATISTICS****Str** 15, **Dex** 10, **Con** 16, **Int** 12, **Wis** 15, **Cha** 6**Base Atk** +2; **CMB** +4; **CMD** 14 (18 vs. bull rush, 18 vs. trip)**Feats** Combat Casting, Improved Initiative, Spell Focus (necromancy), Weapon Focus (spear)**Skills** Diplomacy +4, Knowledge (religion) +7, Spellcraft +7; **Racial Modifiers**

+2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Languages Common, Dwarven, Goblin**Combat Gear** *oil of magic weapon*, *potion of bull's strength*, *scroll of lesser restoration*; **Other Gear** mwk half-plate, bolts (20), light crossbow, mwk spear, wooden holy symbol of Ares, 61 gp**Airborne Reanimator****CR 3****XP 800**Wyvaran ^{ARG} warpriest of the Five Heroes ^{BoHRAC} 4

NE Medium dragon

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +3**DEFENSE****AC** 19, touch 12, flat-footed 17 (+7 armor, +2 Dex)**hp** 21 (4d8)**Fort** +4, **Ref** +3, **Will** +7**Immune** paralysis, sleep**OFFENSE****Speed** 20 ft., fly 20 ft. in armor (clumsy) (30 ft., fly 30 ft. [clumsy] without armor)**Melee** +1 *heavy mace* +7 (1d8+3)**Special Attacks** blessings 5/day (Death: from the grave; Magic: hand of the acolyte), channel negative energy (DC 15, 1d6), fervor 5/day (1d6), sacred weapon (1d6, +1, 4 rounds/day), slapping tail +5 (1d8+2 bludgeoning)**Warpriest Spells Prepared** (CL 4th; concentration +7)2nd—*lesser animate dead* ^{UM}, *summon monster II*1st—*obscuring mist*, *sanctuary* (DC 14), *shield of faith*, *summon monster I*o (at will)—*create water*, *detect magic*, *read magic*, *virtue***TACTICS****During Combat** The warpriest flies out of reach of melee attacks and casts *lesser animate dead* and *summon monster* spells, then makes Flyby Attacks to stay out of reach of opponents, using sacred weapon on the masterwork heavy mace.**Base Statistics** Without sacred weapon, the warpriest's statistics are **Melee** mwk heavy mace +7 (1d8+2)**STATISTICS****Str** 15, **Dex** 14, **Con** 10,**Int** 12, **Wis** 16, **Cha** 8**Base Atk** +3; **CMB** +5;**CMD** 17**Feats** Combat Casting, Flyby Attack, Intimidating Prowess, Weapon Focus (heavy mace)**Skills** Fly –2, Heal +10, Intimidate +8, Sense Motive +10**Languages** Common, Draconic, Elven**Combat Gear** *wand of hold person* (8 charges);**Other Gear** +1 *breastplate*, mwk heavy mace, wooden holy symbol of the Five Heroes, 17 gp

Corsair Chaplain**CR 4****XP 1,200**

Human warpriest of Dionysus 5

CN Medium humanoid (human)

Init +3; **Senses** Perception +3**DEFENSE****AC** 16, touch 9, flat-footed 16 (+6 armor, –1 Dex, +1 shield)**hp** 31 (5d8+5)**Fort** +5, **Ref** +0, **Will** +7**OFFENSE****Speed** 20 ft. (30 ft. without armor)**Melee** +1 *shock scimitar* +7 (1d8+3/18–20 plus 1d6 electricity)**Special Attacks** blessings 5/day (Charm: charming presence; Liberation: liberation), channel positive energy (DC 15, 2d6), fervor 5/day (2d6), sacred weapon (1d8, +1, 5 rounds/day)**Warpriest Spells Prepared** (CL 5th; concentration +8)2nd—*eagle's splendor*, *hold person* (DC 15), *instant armor* ^{APG}1st—*divine favor*, *obscuring mist*, *protection from law*, *remove fear*, *summon monster I* 0 (at will)—*create water*, *detect magic*, *mending*, *stabilize***TACTICS****Before Combat** The warpriest casts *eagle's splendor* and *instant armor*.**During Combat** The warpriest casts *hold person* and *summon monster I* before engaging in melee, making the scimitar a *shock* weapon with sacred weapon.**Base Statistics** Without sacred weapon, *eagle's splendor*, and *instant armor*, the warpriest's statistics are **AC** 10, touch 9, flat-footed 10 (–1 Dex, +1 shield); **Speed** 30 ft., **Melee** +1 *scimitar* +7 (1d8+3/18–20); **Cha** 14; **Skills** Diplomacy +12, Intimidate +12.**STATISTICS****Str** 15, **Dex** 8, **Con** 12, **Int** 10, **Wis** 16, **Cha** 18**Base Atk** +3; **CMB** +5; **CMD** 14**Feats** Cleave, Combat Casting, Improved Initiative, Persuasive, Power Attack, Weapon Focus (scimitar)**Skills** Diplomacy +14, Intimidate +14, Profession (sailor) +11, Spellcraft +8**Languages** Common**Combat Gear** *feather token (anchor)*, *feather token (swan boat)*, acid, alchemist's fire, liquid ice ^{APG}; **Other Gear** mwk light wooden shield, +1 *scimitar*, *elixir of love*, *elixir of swimming*, wooden holy symbol of Dionysus, 11 gp

Only a fool wears heavy armor on the high seas. A corsair chaplain eschews leather and steel in favor of swordplay and spellcraft, although even these pursuits are secondary to their rapier-sharp wits. Ever in search of adventure and fortune, the corsair chaplain and their brash crewmates steal from under-defended ships, sparing those wise enough to surrender and save them some trouble. These chaplains often see to it that imprisoned sailors are dropped off at the next port, a small mercy that bolsters both their fame and their efficacy as pirates.

As a worshiper of Dionysus, a corsair chaplain prefers to spend their time drinking or carousing but also finds joy in the deadly dance of ringing steel that accompanies battle. These warpriests are wise enough to wait until such bloody work is done to partake of their holy libations.

Jacob “One-Eyed Jack” Schiff

One-Eyed Jack believes with all his heart that he was put on this earth by his god to sail and plunder. The first mate of the *Dragon's Fury* keeps his crew in line with a quick laugh and a quicker blade, enforcing his captain's orders as surely as he does the law of the sea. The chaplain finds killing distasteful, but it's probably best not to test the limits of his mercy.

Combat Encounter: One-Eyed Jack knows all too well that only a fool fights alone given the choice. He stays near his fellow pirates whenever a fight breaks out, supporting his crew with sword and spell alike. Chaplain Schiff never passes up an opportunity for witty repartee between rapier strikes—combat is his greatest joy, and he intends to relish every second of it.

Roleplaying Suggestions: One-Eyed Jack always chooses to parley rather than perish if he finds himself bested in battle. Although not exactly a liar, he doesn't hesitate to omit inconvenient truths when it suits his needs to do so. He's also not above using his *elixir of love* to gain the upper hand over a rival—especially if they know where a great treasure is hidden. Every member of his crew has heard a different story of how he lost his eye.

W A R P R I E S T S

Priest of the Forge**CR 5****XP 1,600**

Half-elf warpriest (forgepriest) of Hephaestus 6
CG Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; Perception +4

DEFENSE

AC 20, touch 13, flat-footed 17 (+7 armor, +3 Dex)

hp 42 (6d8+12)

Fort +6, **Ref** +5, **Will** +7; +2 vs. enchantments

Immune sleep; **Resist** fire 5

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee +2 *flaming light hammer* +8 (1d8+4/19–20 plus 1d6 fire), mwk light hammer +7 (1d8+1)

Ranged +2 *flaming light hammer* +8 (1d8+4/19–20 plus 1d6 fire) or mwk light hammer +7 (1d8+2)

Special Attacks blessings 6/day (Artifice: crafter's wrath), fervor 5/day (2d6), sacred weapon (1d8, +1, 6 rounds/day)

Spell-Like Abilities (CL 6th; concentration +5) 1/day—*dancing lights*, *darkness*, *faerie fire*

Warpriest (Forgepriest) Spells Prepared (CL 6th; concentration +8)

2nd—*heat metal* (DC 14), *make whole*, *shatter* (DC 14), *summon monster II*

1st—*endure elements*, *jury-rig* ^{UC}, *shield*, *summon monster I*, *sun metal* ^{UC} (DC 13)

0 (at will)—*create water*, *detect magic*, *detect poison*, *mending*, *read magic*

TACTICS

Before Combat The warpriest uses the *scrolls of bull's strength* and *keen edge* and spends two uses of fervor to increase the bonus on the light hammer to +2.

During Combat The warpriest casts *heat metal* before engaging in melee with both hammers, making the magical hammer a *flaming* weapon with sacred weapon.

Base Statistics Without sacred weapon, *bull's strength*, and *keen edge*, the warpriest's statistics are **Melee** +1 *light hammer* +7 (1d8+1) or mwk light hammer +7 (1d8), **Ranged** +1 *light hammer* +7 (1d8+1) or mwk light hammer +7 (1d8), **Str** 10, **CMB** +4; **CMD** 17.

STATISTICS

Str 14, **Dex** 16, **Con** 12, **Int** 14, **Wis** 15, **Cha** 8

Base Atk +4; **CMB** +6; **CMD** 19

Feats Craft Magic Arms & Armor, Point-Blank Shot, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (light hammer)

Skills Appraise +8, Craft (armor, weapons) +13 (+16 when creating armor, weapons, or metal items), Perception +4, Spellcraft +11; **Racial Modifiers** +2 Perception

Languages Common, Draconic, Dwarven, Elven

SQ creator's bond, elf blood, forge mastery

Combat Gear *scroll of bull's strength*, *scroll of keen edge*, alchemist's fire; **Other Gear** +1 *breastplate*, +1 *light hammer*, mwk light hammer, masterwork armorsmithing tools, masterwork weaponsmithing tools, silver holy symbol of Hephaestus, 18 gp

As a devotee of Hephaestus, a Priest of the Forge believes that every smith's hammer strike is a prayer and every sculptor's chisel mark upon the stone an offering to their deity. They encourage other artisans to give their utmost best in pursuit of their craft. The Priest of the Forge exalts their god with every item they make, discarding any product unworthy of a masterwork mark and taking only the most demanding of commissions—anything less would be an insult to their patron.

Debra Darkshine

Named for her deceased mother, Darkshine's father taught her the skills that made her a renowned weaponsmith in her own right. Debra departed from her subterranean home knowing that the matriarchy would never fully acknowledge her talents because of her half-human blood and finding a sense of home at the Forge of Hephaestus that she had never known in the earth's depths. There, the quality of one's work outweighs one's lineage—making for an environment in which she can pursue glory for both her deity and herself.

Combat Encounter: Debra gives her all in every pursuit, be it smithing or combat. She pulls no punches, turns no blades, and will never, ever surrender. Darkshine can't bring herself to shy away from any opportunity to prove herself after decades of being made to feel unworthy because of her bloodline.

Roleplaying Suggestions: Everyone who knows Debra Darkshine describes her as "intense". Dour and serious, she works tirelessly long hours—to Debra, "fun" is creating a new alloy or experimenting with a new weapon design. In social situations she is thoroughly awkward; the closest thing she's ever had to a friend is her forge hammer.

Unholy Embalmer

CR 6

XP 2,400

Gnoll ^{ARG} warpriest of Anubis 7

LE Medium humanoid

Init +1; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 22, touch 11, flat-footed 21 (+10 armor, +1 Dex, +1 natural)

hp 63 (7d8+28)

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

Defensive Abilities sacred armor (+1, 7 minutes/day); **Immune** one energy type (until 84 damage absorbed)

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee +2 spear +11 (1d8+8/×3 plus 1d6 vs. chaos)

Special Attacks blessings 6/day (Death: from the grave; Law: axiomatic strike), channel negative energy (DC 15, 2d6), fervor 5/day (2d6), sacred weapon (1d8, +1, 7 rounds/day)

Warpriest Spells Prepared (CL 7th; concentration +9)

3rd—*protection from energy*

2nd—*lesser animate dead* ^{UM}, *death knell* (DC 16), *desecrate*, *weapon of awe* ^{APG} (DC 14)

1st—*cause fear* (DC 15), *command* (DC 13), *compel hostility* ^{UC}, *know the enemy* ^{UM}, *ray of sickening* ^{UM} (DC 15)

0 (at will)—*bleed* (DC 14), *create water*, *detect magic*, *detect poison*, *read magic*

TACTICS

Before Combat The warpriest uses axiomatic strike on the spear and casts *desecrate*, *protection from energy*, and *weapon of awe* ^{APG}.

During Combat The warpriest casts *lesser animate dead* and engages in melee combat with the same target, using sacred weapon to increase the magical bonus to +2.

Base Statistics Without axiomatic strike, sacred weapon, *protection from energy*, and *weapon of awe* ^{APG}, the warpriest's statistics are **Immune** —, **Melee** +1 spear +10 (1d8+5/×3).

STATISTICS

Str 16, **Dex** 12, **Con** 16, **Int** 10, **Wis** 15, **Cha** 8

Base Atk +5; **CMB** +8; **CMD** 19

Feats Combat Casting, Greater Spell Focus (necromancy), Lunge, Power Attack, Skill Focus (Intimidate), Spell Focus (necromancy), Weapon Focus (spear)

Skills Intimidate +12, Spellcraft +10

Languages Gnoll

Other Gear +1 full plate, +1 spear, cloak of resistance +1, silver holy symbol of Anubis, 23 gp

Preparing the dead to rise again, the unholy embalmer takes pleasure in turning the shells of those carried off to Anubis into a vessel for their dark rites. The embalmer does not simply wait

for the soul to leave a body but rather actively encourages the living to depart this world with even greater alacrity—usually by means of a spear through the gut.

Rargrak Gorehunter

Selected for priesthood by the Cult of Anubis as a mere pup, Rargrak was separated from his pack and taught the arts of warfare and funerary rites while his siblings still nipped at their parents' carrion. Now the leader of a vast warband, Rargrak's refined tactics and spellcraft enable them to take down far greater enemies than their peers among the gnoll hordes. He does all of this in furtherance of his true goal: to become the chief pack leader among his tribe, revered by both his living kindred and the army of arisen foes who now follow in his wake.

Combat Encounter: Rargrak Gorehunter never fights alone and is always flanked by a pair of skeletons or zombies of his own creation. He uses his minions to hold off opponents as he prepares himself for the true battle with his spells and blessings.

Roleplaying Suggestions: As a high-ranking priest of Anubis, Rargrak knows the location of many hidden treasures in the vast deserts, and he might trade such information to adventurers hoping to plunder the tombs he guards if they will leave him to his profane works and never trouble him again.



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Temple Guardian**CR 7****XP 3,200**Catfolk ^{ARG} warpriest of Sekhmet ^{BoHRAC} 8

NG Medium humanoid (catfolk)

Init +2; **Senses** low-light vision; Perception +8**DEFENSE****AC** 21, touch 12, flat-footed 19 (+9 armor, +2 Dex)**hp** 63 (8d8+24)**Fort** +9, **Ref** +5, **Will** +9**Defensive Abilities** sacred armor (+1, 8 minutes/day)**OFFENSE****Speed** 30 ft.**Melee** +2 *keen greataxe* +11/+6 (1d12+7/19–20/×3)**Special Attacks** blessings 7/day (Healing: powerful healer; Nobility: inspiring word), channel positive energy (DC 16, 3d6), fervor 6/day (3d6), sacred weapon (1d8, +2, 8 rounds/day)**Warpriest Spells Prepared** (CL 8th; concentration +10)3rd—*aura sight* ^{ACG}, searing light2nd—*effortless armor* ^{UC}, *hold person* (DC 14), *instrument of agony* ^{UC}, *lesser restoration*, *weapon of awe* ^{APG} (DC 14)1st—*bless*, *compel hostility* ^{UC}, *reinforce armaments* ^{UC}, *remove fear*, *sun metal* ^{UC}0 (at will)—*detect magic*, *guidance*, *resistance*, *stabilize*, *virtue***TACTICS****Before Combat** The warpriest uses sacred armor on the chainmail, inspiring word on an ally, and casts *effortless armor* and *weapon of awe*.**During Combat** The warpriest casts *bless* and bull rushes in, engaging in melee combat and using sacred weapon on the greataxe to give it the *keen* enhancement, only falling back on spells when necessary.**Base Statistics** Without sacred weapon, *effortless armor* ^{UC}, and *weapon of awe* ^{APG}, the warpriest's statistics are **AC** 20, flat-footed 18 (+8 armor, +2 Dex), **Speed** 20 ft. (30 ft. without armor), **Melee** +1 *greataxe* +10/+5 (1d12+6/×3), **Skills** Stealth +0.**STATISTICS****Str** 14, **Dex** 14, **Con** 14, **Int** 8, **Wis** 14, **Cha** 12**Base Atk** +6; **CMB** +8 (+10 bull rush); **CMD** 20 (22 vs. bull rush)**Feats** Cleave, Cleaving Finish ^{UC}, Combat Casting, Furious Focus ^{APG}, Improved Bull Rush, Power Attack, Weapon Focus (greataxe)**Skills** Perception +8, Stealth +2, Survival +11;**Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival**Languages** Catfolk, Common**SQ** cat's luck, sprinter**Combat Gear** scroll of *remove paralysis*;**Other Gear** +2 chainmail, +1 greataxe, cloak of resistance +1, silver holy symbol of Sekhmet, 5 gp

The position of temple guardian is both a great honor and a serious responsibility to the followers of Sekhmet. In well-established catfolk settlements, such a role is often ceremonial. In contested regions where clans must fend off invading gnoll tribes (or even more sinister foes), however, a temple guardian must stand ever-vigilant against the possibility of an infiltrator or raiding party, bolstering wounded allies with healing magic and calling upon the light of Sekhmet to destroy their enemies.

Celos Ashere

The warpriest Celos was once consort to a matriarch of Clan Ashere. When Celos discovered a secret shrine to the serpent god Apep in his mistress' chambers, replete with the horrific remains of ritual sacrifice to the Eater of Souls, he gathered evidence of her treachery and presented it to his order's high priestess. Although his matriarch was deposed as dictated by clan law, her offspring denounced Celos as a traitor. The high priestess offered him the position of temple guardian to protect him from the vengeful reach of his outcast mistress.

Roleplaying Suggestions: Celos is wary of strangers, probing outsiders with *detect magic*, casting *aura sight* if his suspicion is roused, and openly threatening anyone who registers as evil.



XP 4,800

Elf warpriest of Artemis 9

NG Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +5**DEFENSE****AC** 23, touch 17, flat-footed 19 (+6 armor, +3 deflection, +4 Dex)**hp** 53 (9d8+9)**Fort** +6, **Ref** +7, **Will** +9; +2 vs. enchantments**Defensive Abilities** sacred armor (+1, 9 minutes/day); **Immune** sleep**OFFENSE****Speed** 30 ft.**Melee** +1 *keen elven curve blade* +15/+10 (1d10+3/15–20 plus 1d6 vs. evil)**Ranged** +1 *holy longbow* +15/+10 (1d8+6/x3 plus 1d4 acid and 2d6 vs. evil); Rapid Shot +13/+13/+8 (1d8+6/x3 plus 1d4 acid and 2d6 vs. evil)**Special Attacks** blessings 7/day (Earth: acid strike; Good: holy strike), channel positive energy (DC 17, 3d6), fervor 7/day (3d6), sacred weapon (1d8, +2, 9 rounds/day)**Warpriest Spells Prepared** (CL 9th; concentration +12)3rd—*daybreak arrow* ^{UC}, *invisibility purge*, *prayer*, *wind wall*2nd—*lesser restoration* (2), *weapon of awe* (2), *whispering lore* ^{ARG}1st—*deathwatch*, *divine favor*, *obscuring mist*, *protection from evil*, *remove fear*, *shield of faith*0 (at will)—*create water*, *detect magic*, *guidance*, *resistance*, *spark* ^{APG} (DC 13)**TACTICS****Before Combat** The warpriest uses sacred armor on the mithral shirt, casts *shield of faith* and *divine favor*, and casts *weapon of awe* on the bow.**During Combat** The warpriest relies on ranged attacks, using acid strike and sacred weapon on the bow and firing with Rapid Shot and Clustered Shots to launch volleys of arrows against a single target. Before entering melee, the warpriest switches the sacred weapon and blessing bonuses to the elven curve blade.**Base Statistics** Without sacred weapon, sacred armor, blessings, *divine favor*, *shield of faith*, and *weapon of awe*, the warpriest's statistics are **AC** 19, touch 14, flat-footed 15 (+5 armor, +4 Dex); **Melee** masterwork elven curve blade +12/+7 (1d10–1/18–20), **Ranged** +1 *longbow* +12/+7 (1d8+1/x3); Rapid Shot +10/+10/+5 (1d8+1/x3); **CMB** +5; **CMD** 19.**STATISTICS****Str** 8, **Dex** 18, **Con** 10, **Int** 16, **Wis** 16, **Cha** 10**Base Atk** +6; **CMB** +8; **CMD** 22**Feats** Clustered Shots ^{UC}, Deadly Aim, Opening Volley ^{UC}, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Finesse, Weapon Focus (elven curve blade), Weapon Focus (longbow)**Skills** Handle Animal +12, Heal +15, Knowledge (religion) +15, Perception +5, Stealth +16, Survival +15; **Racial Modifiers** +2 Perception**Languages** Common, Celestial, Elven, Gnome, Sylvan**SQ** eternal grudge ^{ARG}, weapon familiarity**Combat Gear** *pearl of power* (1st); **Other****Gear** +1 *mithral chain shirt*, +1 *longbow*, arrows (20), masterwork elven curve blade, *belt of incredible dexterity* +2, wooden holy symbol of Artemis, 193 gp

A golden bowyer patrols wilderness regions considered sacred by nature deities, defending local flora and fauna. They often aid adventurers who show respect for these holy places but are quick to shoot down foes who despoil the glades and fields.

Esme Peraspis

An orphaned child raised by the Order of the Golden Bowyers, Esme's village was caught between warring hordes of dwarves and orcs who razed the elven treehouses and orchards with apathy as their conflict raged. Her distaste for both races lends her an added edge in combat against foes of those lineages. In her role as a sentinel of the goddess of the hunt, Esme strikes decisively against anyone who endangers juvenile humanoids or beasts.

Roleplaying Suggestions: Esme follows adventurers who trespass on her assigned territory to observe their respect for nature before engaging them. She might offer a sternly-written warning wrapped around an arrow shaft to anyone she catches poaching endangered herbs. Crueler or more careless adventurers who wander off alone might find themselves incapacitated and strung up by their ankles as a warning to their compatriots. Alternatively, Esme may seek out compassionate visitors to request their aid in chasing off humanoids who threaten the local ecology.

Champion of Greed**CR 9****XP 6,400**Tengu ^{ARG} warpriest of Amanozako ^{BoHRAC} 10

LE Medium humanoid (tengu)

Init +4; **Senses** low-light vision; Perception +6**DEFENSE****AC** 23, touch 15, flat-footed 18 (+7 armor, +4 Dex, +1 dodge, +1 shield)**hp** 58 (10d8+10)**Fort** +9, **Ref** +8, **Will** +11**Defensive Abilities** sacred armor (+2, 10 minutes/day)**OFFENSE****Speed** 30 ft.**Melee** +3 rapier +14/+9 (1d10+4/15–20), +3 short sword +14 (1d10+4/19–20) or bite +8 (1d3+1)**Special Attacks** blessings 8/day (Air: soaring assault, zephyr's gift; Destruction: destructive attacks, heart of carnage), channel negative energy (DC 18, 3d6), fervor 8/day (3d6), sacred weapon (1d10, +2, 10 rounds/day)**Warpriest Spells Prepared** (CL 10th; concentration +13)4th—*spiritual ally* ^{APG}3rd—*bestow curse* (DC 16), *cure serious wounds*, *prayer*, *wind wall*2nd—*blessing of courage and life* ^{APG} (DC 15), *cure moderate wounds*, *grace* ^{APG}, *hold person* (DC 15), *spiritual weapon*1st—*ant haul* ^{APG} (DC 14), *comprehend languages*, *cure light wounds*, *forbid action* ^{UM} (DC 14), *stunning barrier* ^{ACG} (DC 14), *theft ward* ^{ARG}0 (at will)—*detect magic*, *guidance*, *read magic*, *spark* ^{APG} (DC 13), *stabilize***TACTICS****Before Combat** The warpriest activates sacred armor on the chain shirt.**During Combat** The warpriest casts *prayer*, *spiritual ally*, *bestow curse*, and *hold person* before engaging in melee combat, using sacred weapon on both weapons.**Base Statistics** Without sacred weapon, sacred armor, and *prayer*, the warpriest's statistics are **AC** 21, touch 15, flat-footed 16 (+5 armor, +4 Dex, +1 dodge, +1 shield); **Fort** +8, **Ref** +7, **Will** +10; **Melee** +1 rapier +11/+6 (1d10+1/15–20), +1 short sword +11 (1d10+1/19–20); **CMB** +7.**STATISTICS****Str** 10, **Dex** 18, **Con** 12, **Int** 8, **Wis** 16, **Cha** 12**Base Atk** +7; **CMB** +8; **CMD** 22**Feats** Dodge, Improved Critical (rapier), Lunge, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (rapier), Weapon Focus (short sword), Weapon Specialization (rapier)**Skills** Diplomacy +11, Knowledge (arcana) +7, Perception +6, Spellcraft +10, Stealth +6; **Racial Modifiers** +4 Linguistics, +2 Perception, +2 Stealth**Languages** Common, Tengu**SQ** gifted linguist, swordtrained**Other Gear** +1 glamered chain shirt, +1 rapier, +1 short sword, clear spindle ioun stone, silver holy symbol of Amanozako, 145 gp

Money is the prime motivator for a champion of greed. They may feel sympathy for others' suffering or prefer to see justice done, but they will not intervene in such matters without remuneration. In adventuring troupes, a champion of greed will always help another party member because diminished odds of success and survival equates to diminished profit. A champion of greed frequently assumes the role of negotiating fees for a job, as well as that of evenly dividing the money among their partners once the job is done.

Kankai Yellowfoot

The glitter of gold makes Kankai Yellowfoot's eyes light up. She keeps her coins close to her, even cradling them in her arms as she sleeps. The only things she cares for more than gold are her companions, and she demonstrates this care by seeing that they are paid what they are owed and never cheating them out of their fair share.

Once, Kankai was hired by a group of shepherds to recover their missing flock. When she returned with the sheep, the shepherds informed her they could not actually pay in full the price she had named for her assistance. To even the scales, Kankai killed a percentage of the sheep proportionate to her reduction in pay. A bounty was placed on her head due to the incident—perhaps not altogether fairly so, but it remains active.

Combat Encounter: Weapons, armor, and consumables are costly to keep stocked and in working order, so Kankai prefers to rely on her spells as a reusable resource with low overhead.

Roleplaying Suggestions: Kankai comes across as cold and capitalistic, seeming to value wealth over life. She might still help an adventuring group low on cash in exchange for a pre-negotiated share of any wealth recovered.

Herald of Damnation

CR 10

XP 9,600

Human warpriest of Hel 11

NE Medium humanoid (human)

Init +4; **Senses** Perception +4

Aura *aura of doom* (20 ft.)

DEFENSE

AC 26, touch 12, flat-footed 26 (+9 armor, +2 deflection, +1 natural, +4 shield)

hp 75 (11d8+22)

Fort +8, **Ref** +5, **Will** +11; +2 vs. good

Defensive Abilities sacred armor (+2, 11 minutes/day); **Resist** one energy type 10

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee +1 *unholy scimitar* +13/+8 (1d10+6/18–20 plus 2d6 vs. good and 1 temporary negative level)

Special Attacks blessings 8/day (Death: death's touch, from the grave; Destruction: destructive attacks, heart of carnage), channel negative energy (DC 19, 4d6), fervor 9/day (4d6), sacred weapon (1d10, +2, 11 rounds/day)

Warpriest Spells Prepared (CL 11th; concentration +15)

4th—reach *animate dead*, *aura of doom* ^{UM} (DC 19), reach *inflict serious wounds* (DC 18)

3rd—*animate dead*, *blindness/deafness* (DC 18), *contagion* (DC 18), *speak with dead* (DC 18), *summon monster III*

2nd—*lesser animate dead* ^{UM}, *death knell* (DC 17), *desecrate*, reach *inflict light wounds* (DC 16), *unliving rage* ^{ACG}

1st—*cause fear* (DC 16), *cure light wounds*, *doom* (DC 16), *obscuring mist*, *protection from good*, *summon monster I*

0 (at will)—*bleed* (DC 15), *detect magic*, *detect poison*, *read magic*, *resistance*

TACTICS

Before Combat The warpriest activates sacred armor to gain resistance 10 to one energy type and casts *aura of doom*, *desecrate*, and *protection from good*.

During Combat The warpriest casts reach *animate dead* to animate a corpse behind the PCs, then animates more dead and casts *summon monster* to bring in skeletal creatures, healing minions with channel negative energy or *inflict* spells. The warpriest only engages in melee when necessary, using death's touch and sacred weapon to give the scimitar the *unholy* quality.

Base Statistics Without sacred weapon, sacred armor, and *protection from good*, the

warpriest's statistics are **AC** 24, touch 10, flat-footed 24 (+9 armor, +1 natural, +4 shield); **Fort** +8, **Ref** +5, **Will** +11; **Resist** —; **Melee** +1 *scimitar* +13/+8 (1d10+6/18–20); **CMD** 21.

STATISTICS

Str 16, **Dex** 10, **Con** 12, **Int** 14, **Wis** 18, **Cha** 8

Base Atk +8; **CMB** +11; **CMD** 23

Feats Command Undead, Disruptive, Improved Initiative, Lightning Reflexes, Reach Spell ^{APG}, Shield Focus, Skeleton Summoner ^{UM}, Spell Focus (necromancy), Undead Master ^{UM}, Weapon Focus (scimitar), Weapon Specialization (scimitar)

Skills Diplomacy +13, Heal +18, Knowledge (religion) +16, Sense Motive +18, Spellcraft +16

Languages Common, Dwarven, Undercommon

Combat Gear *pearl of power* (1st), *robe of bones*, *scroll of create undead*; **Other Gear** +1 *half-plate*, +1 *heavy steel shield*, +1 *scimitar*, *amulet of natural armor* +1, *headband of inspired wisdom* +2, silver unholy symbol of Hel, 40 gp

Hel claims the souls of the dishonored, forever fragmenting them in the likenesses of their broken oaths and empty lies. The herald of damnation works to send those souls to Hel with decisive alacrity. Although the herald holds no illusions that all such persons are evil, they believe their work is justified regardless—for by ridding the world of those who swear falsehoods, the herald is making the world a better place. Few mortals are willing to do such cruel work, so the herald of damnation relies upon the tools provided by Hel herself—the corpses of those selfsame dishonorable wretches—to protect them as they perform their rites of cruel justice.

The One Who Dreams of Silence

When Sladen Porter was eight years old, his parents were murdered and robbed by a vagrant they had quartered and fed. He sat outside of their tomb day after day, leaving only when the constable dragged him away and ordered the mausoleum sealed shut. Eventually, the Graveyard of Hel took the boy in, educated him, and trained him as a priest. The day that he slaughtered his parents' killer, Sladen Porter died also—and The One Who Dreams of Silence was born.

Roleplaying Suggestions: The One Who Dreams of Silence is willing to work with good characters to take down heinous individuals who have betrayed their word in the course of their misdeeds.

W A R P R I E S T S

Lich Slayer

CR 11

XP 12,800

Changeling warpriest (champion of the faith) of Alina ^{BoHRAC} 12

LN Medium humanoid (changeling)

Init +5; Senses darkvision 60 ft.; Perception +2

DEFENSE

AC 23, touch 11, flat-footed 22 (+11 armor, +1 Dex, +1 natural)

hp 93 (12d8+36)

Fort +11, Ref +7, Will +12

Defensive Abilities sacred armor (+2, 12 minutes/day); Resist one energy type 10

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee +1 undead-bane warhammer +20/+20/+15 (1d10+16/×3 plus 2d6 vs. undead) or 2 claws +17 (1d4+9)

Special Attacks blessings 9/day (Community: communal aid, fight as one; Law: axiomatic strike, battle companion), fervor 8/day (4d6), hulking changeling, sacred weapon (1d10, lawful, 12 rounds/day), smite chaotic 3/day (+1 attack and AC, +12 damage)

Warpriest (Champion of the Faith) Spells Prepared (CL 12th; concentration +14)

4th—divine power, holy smite (DC 18), spiritual ally ^{APG}

3rd—daylight, dispel magic, searing light, wrathful mantle ^{APG} (DC 17)

2nd—aid, arrow of law ^{UM} (DC 16), ghostbane dirge ^{APG} (DC 14), spear of purity ^{UM} (2, DC 16), spiritual weapon

1st—bless, command (DC 13), divine favor, protection from evil, sanctify corpse ^{UM}, shield of faith

0 (at will)—detect magic, guidance, light, stabilize, virtue

TACTICS

Before Combat The warpriest casts *aid* and *wrathful mantle* on an ally, then gives their full plate energy resistance with sacred armor.

During Combat The warpriest begins combat by casting *divine power* before entering melee, using smite chaotic when engaging demons and chaotic undead.

Base Statistics Without sacred armor and *divine power*, the warpriest's statistics are **Resist** —; **hp** 81 (12d8+24); **Melee** +1 *undead-bane* warhammer +16/+11 (1d10+12/×3 plus 2d6 vs. undead) or 2 claws +13 (1d4+5); **CMB** +13.

STATISTICS

Str 18, **Dex** 12, **Con** 12, **Int** 8, **Wis** 15, **Cha** 12

Base Atk +9; **CMB** +17; **CMD** 24

Feats Combat Casting, Divine Interference ^{UM}, Greater Spell Focus (evocation), Greater Weapon Focus (warhammer), Greater Weapon Specialization (warhammer), Improved Initiative, Spell Focus (evocation), Toughness, Weapon Focus (warhammer), Weapon Specialization (warhammer)

Skills Heal +11, Knowledge (religion) +8, Sense Motive +11, Spellcraft +8

Languages Aklo, Common

SQ detect alignment

Combat Gear *lesser ectoplasmic metamagic rod* ^{APG}; **Other Gear** +2 *full plate*, +1 *undead-bane* warhammer, *cloak of resistance* +2, silver holy symbol of Alina, 13 gp

Warpriests who specialize in dispatching undead abominations cite the rigors of hunting a lich as the paramount challenge of their training and practice. Often the lone protector of innocents in a region, a lich slayer exudes confidence and self-assuredness even under the duress of supernaturally-induced dread.



Ritual Bloodletter

CR 12

XP 19,200

Lizardfolk ^{ARG} warpriest of Tlaloc ^{BoHRAC} 13

NE Medium humanoid (reptilian)

Init +2; **Senses** Perception +3

Aura *aura of doom* (20 ft.)

DEFENSE

AC 26, touch 17, flat-footed 23 (+8 armor, +4 deflection, +2 Dex, +1 dodge, +1 natural); additional +2 dodge vs. attacks of opportunity
hp 88 (13d8+26)

Fort +9, **Ref** +6, **Will** +11

Defensive Abilities fortification 50%, sacred armor (+3, 13 minutes/day)

OFFENSE

Speed 20 ft., swim 15 ft. (30 ft., swim 15 ft. without armor)

Melee +3 *keen grayflame glaive* +19/+14 (1d10+16/19–20/x3 and 1d6 divine), or bite +14 (1d3+5), 2 claws +14 (1d4+5)

Special Attacks blessings 9/day (Evil: unholy strike, battle companion; Weather: storm strike, wind barrier), channel negative energy (DC 19, 4d6), fervor 9/day (4d6), sacred weapon (1d10, +3, 13 rounds/day)

Warpriest Spells Prepared (CL 13th; concentration +16)

5th—*charnel house* ^{HA} (DC 18)

4th—*aura of doom* (DC 17), *cure critical wounds, debilitating portent* (DC 17)

3rd—*chain of perdition* ^{UC}, *cure serious wounds* (2), *dispel magic, symbol of exsanguination* ^{HA} (DC 16)

2nd—*delay poison, effortless armor* ^{UC}, *enemy's heart* ^{ARG}, *resist energy, savage maw* ^{ARG}, *weapon of awe* ^{APG}

1st—*command* (DC 14), *forbid action* ^{UM} (DC 14), *liberating command* ^{UC}, *murderous command* ^{UM} (DC 14), *ray of sickening* ^{UM} (DC 14), *shield of faith*

0 (at will)—*bleed, detect poison, light, purify food and drink, spark* ^{APG}

TACTICS

Before Combat After using sacred armor to grant *moderate fortification* to the breastplate, the warpriest drinks a *potion of bull's strength* and casts *shield of faith, weapon of awe*, and *aura of doom*. Additionally, the warpriest casts *charnel house* in the area's center and *symbol of exsanguination* on an entryway.

During Combat The warpriest enhances the glaive with sacred weapon and activates grayflame. The warpriest casts *debilitating portent* on a tough melee combatant, then uses Lunge, Spring Attack, and either Channel Smite or blessings.

Base Statistics Without sacred armor, sacred weapon, *aura of doom, shield of faith, weapon of awe*, and *potion of bull's strength*, the warpriest's statistics are **AC** 22, touch 13,

flat-footed 19 (+8 armor, +2 Dex, +1 dodge, +1 natural), additional +2 dodge vs. attacks of opportunity; **Defensive Abilities** sacred armor (+3, 13 minutes/day); **Melee** +1 grayflame glaive +15/+10 (1d10+9/x3), or bite +12 (1d3+3) and 2 claws +12 (1d4+3); **Str** 16; **CMB** +12; **CMD** 25 (27 vs. bull rush, grapple, reposition, or trip); **Skills** Climb +17, Swim +17.

STATISTICS

Str 20, **Dex** 14, **Con** 12, **Int** 13, **Wis** 16, **Cha** 8
Base Atk +9; **CMB** +14; **CMD** 27 (29 vs. bull rush, grapple, reposition, or trip)

Feats Channel Smite, Combat Expertise, Deadly Finish ^{UC}, Dodge, Greater Weapon Focus (glaive), Greater Weapon Specialization (glaive), Lunge, Mobility, Spring Attack, Weapon Focus (glaive), Weapon Specialization (glaive), Whirlwind Attack

Skills Acrobatics +8 (+11 to jump), Climb +19, Knowledge (religion) +10, Perception +3, Sense Motive +12, Survival +12, Swim +19; **Racial Modifiers** +8 Swim

Languages Common, Draconic, Grippli

SQ hold breath

Combat Gear *potion of bull's strength, potion of cure serious wounds* (2), *wasp nest of swarming* ^{UE}; **Other Gear** +2 *agile breastplate* ^{APG}, +1 *grayflame glaive, blood reservoir of physical prowess* ^{UE}, *brooch of shielding, manacles of cooperation* ^{UE}, *pauldrons of the serpent* ^{UE}, *ring of climbing, silver holy symbol* of Tlaloc, 342 gp

A ritual bloodletter delivers sanguine tribute unto their deity swiftly and gruesomely—and their talents are equally useful in defending the pyramids from any who would interrupt these rites.

V'sana Ruined-Temple

V'sana's father was a butcher, and she spent her childhood learning to dress and clean prey for the cookfires. Her family offered her as a sacrifice to Tlaloc, but the Lord of Storms stayed his servants' hands and made her his priestess.

Combat Encounters: V'sana is a formidable capstone challenge for a mid-level campaign focused on thwarting a lizardfolk cult. If the adventurers are sent to rescue a sacrificial victim from a temple of Tlaloc, they may have no choice but to deal with her head-on.

Roleplaying Suggestions: V'sana views nearly every living thing as food. In combat, she speaks to her opponents as if they are pieces of meat which she has yet to spear on a fork.

W A R P R I E S T S

Storm Templar CR 13

Half-orc warpriest of Aegir 14

CE Medium humanoid (human, orc)

Init +0; **Senses** darkvision 60 ft.; Perception +3**DEFENSE****AC** 26, touch 12, flat-footed 26 (+12 armor, +2 deflection, +2 shield)**hp** 108 (14d8+42)**Fort** +11, **Ref** +4, **Will** +12**Defensive Abilities** orc ferocity, sacred armor (+3, 14 minutes/day)**OFFENSE****Speed** 20 ft. (30 ft. without armor)**Melee** +4 *shock light flail* +20/+15 (1d10+9/19–20 plus 1d4 cold and 1d6 electricity)**Special Attacks** blessings 10/day (Water: armor of ice, ice strike; Weather: storm strike, wind barrier), channel negative energy (DC 20, 5d6), fervor 10/day (5d6), sacred weapon (1d10, +3, 14 rounds/day)**Warpriest Spells Prepared** (CL 14th; concentration +17)5th—*slay living* (DC 18), *unholy ice* ^{UM}4th—*chaos hammer* (DC 17), *control water*, *lesser planar ally*, *symbol of slowing* ^{UM} (DC 17)3rd—*cure serious wounds*, *magic vestment*, *water breathing*, *water walk* (2)2nd—*cure moderate wounds*, *desecrate*, *hold person* (DC 15), *lesser restoration*, *resist energy*, *shatter* (DC 15)1st—*air bubble* ^{UC}, *cause fear* (DC 14), *cure light wounds*, *curse water* (DC 14), *moment of greatness* ^{UC}, *obscuring mist*0 (at will)—*bleed* (DC 13), *create water*, *detect magic*, *read magic*, *stabilize***TACTICS****Before Combat** The warpriest casts *lesser planar ally* to call a half-fiend minotaur if time permits, then drinks a *potion of bull's strength*, activates the ice strike blessing, and activates sacred weapon and sacred armor just prior to the start of a battle.**During Combat** The warpriest uses Channeled Blessing to enhance the minotaur's melee attacks with ice strike and/or storm strike, then attempts to disarm or trip enemies within melee range before striking them.**Base Statistics** Without sacred armor, sacred weapon, ice strike, and the *potion of bull's strength*, the warpriest's statistics are **AC** 23, touch 12, flat-footed 23 (+9 armor, +2 deflection, +2 shield); **Melee** +1 *shock light flail* +15/+10 (1d10+4/19–20 plus 1d6 electricity); **Str** 16; **CMB** +13 (+17 disarm, +15 trip); **CMD** 25 (27 vs. disarm, 27 vs. trip); **Skills** Swim +18.**STATISTICS****Str** 20, **Dex** 10, **Con** 14, **Int** 13, **Wis** 16, **Cha** 8
Base Atk +10; **CMB** +15 (+19 disarm, +17 trip);**CMD** 27 (29 vs. disarm, 29 vs. trip)**Feats** Channeled Blessing ^{ACG}, Combat Casting, Combat Expertise, Critical Focus, Disarming Strike ^{APG}, Fortified Armor Training ^{UC}, Greater Disarm, Improved Critical (light flail), Improved Disarm, Improved Trip, Skill Focus (Swim), Weapon Focus (light flail)**Skills** Intimidate +18, Spellcraft +18, Swim +20;**Racial Modifiers** +2 Intimidate**Languages** Common, Giant, Orc**SQ** orc blood**Combat Gear** *potion of bull's strength*; **Other Gear** +1 *jarring unholy reliquary half-plate*, heavy steel shield, +1 *shock light flail*, *belt of superior maneuvers* (trip) +2 ^{ACG}, *ring of protection* +2, 192 gp

As the high priest of an orc tribe, the storm templar wields an elemental fury matched only by the destructive power of a warrior's bloodrage. By blending the might of the gods with martial prowess, a storm templar commands respect and obedience from their fellow tribesfolk.

Ashnakar Runs-Through-Typhoons

Ashnakar has always had to work, train, and fight harder than his peers among the Tribe of the Coral Caves to prove himself. Even setting aside the bias that full-blooded orcs hold against half-human progeny, his innate strength couldn't match those of his orcish siblings—an important distinction in a society based on spearfishing large and often dangerous prey along the coast. Ashnakar earned his surname on the same day he was embraced by his god by charging into a raging storm to kill an enormous orca, ensuring that his tribe would not freeze or starve through a long winter. Now none among his tribe doubt Ashnakar's might or courage, and all would follow him into the storm if their god so commanded.

Combat Encounters: Ashnakar makes an interesting challenge for adventurers on the open seas. They may have fought ship-to-ship combat before, but it's unlikely they've ever faced down an orc warband that can simply run across the waves.

Roleplaying Suggestions: Ashnakar acknowledges competence in his enemies. He compliments those he seeks to kill if they show skill, even as he deals them a killing blow.

Infernal Dragoon**CR 14****XP 38,400**

Human warpriest of Asmodeus 15

LE Medium humanoid (human)

Init +1; **Senses** Perception +4**DEFENSE****AC** 31, touch 15, flat-footed 30 (+11 armor, +4 deflection, +1 Dex, +5 shield)**hp** 131 (15d8+60)**Fort** +12, **Ref** +7, **Will** +14**Defensive Abilities** fortification 50%, sacred armor (+3, 15 minutes/day), **SR** 27**OFFENSE****Speed** 40 ft.**Melee** +3 *flaming unholy heavy mace*

+23/+23/+18/+13 (2d6+11 plus 1d6 fire and 2d6 vs. good)

Special Attacks blessings 10/day (Fire: fire strike, armor of flame; Law: axiomatic strike, battle companion), channel negative energy (DC 21, 5d6), fervor 11/day (5d6), sacred weapon (2d6, +3, 15 rounds/day)**Warpriest Spells Prepared** (CL 15th; concentration +19)5th—*flame strike* (DC 19), *greater forbid action* ^{UM} (DC 19), *spell resistance*4th—*cure critical wounds*, *divine power*, *freedom of movement*, *order's wrath* (DC 18), *persistent vigor* ^{ACG}3rd—*communal resist energy* ^{UC}, *cure serious wounds* (2), *deadly juggernaut* ^{UC}, *greater stunning barrier* ^{ACG} (DC 17), *screaming flames* ^{HA} (DC 18)2nd—*bear's endurance*, *dread bolt* ^{UM} (2, DC 16), *effortless armor* ^{UC}, *grace* ^{APG} (2)1st—*divine favor* (2), *entropic shield*, *forbid action* ^{UM} (2, DC 15), *shield of faith*0 (at will)—*detect magic*, *detect poison*, *light*, *read magic*, *spark* ^{APG} (DC 14)**TACTICS****Before Combat** The warpriest casts *bear's endurance*, *divine power*, *effortless armor*, *spell resistance*, and *shield of faith*. Additionally, sacred armor adds *moderate fortification*.**During Combat** The warpriest summons as many cerberi ^{B3} or erinyes ^{B1} with battle companion as possible. The warpriest uses sacred weapon, adding *flaming* and *unholy* when charging on the mount, using either Spirited Charge or Improved Vital Strike with Channel Smite, and Cleave when possible.**Base Statistics** Without sacred armor, sacred weapon, *bear's endurance*, *divine power*, *effortless armor*, *spell resistance*, and *shield of faith* the warpriest's statistics are **AC** 27, touch 11, flat-footed 26 (+11 armor, +1 Dex, +5 shield); **hp** 86 (15d8+15); **Fort** +10; **Defensive Abilities** sacred armor (+3, 15 minutes/day); **SR** —; **Speed** 30 ft. (40 ft. without armor);**Melee** +3 *heavy mace* +18/+13/+8 (2d6+6); **Con** 10; **CMB** +14; **Skills** Acrobatics –5 (+0 when jumping), Ride +8 (+11 to checks to negate a hit on mount)**STATISTICS****Str** 16, **Dex** 12, **Con** 14, **Int** 8, **Wis** 19, **Cha** 14**Base Atk** +11; **CMB** +19; **CMD** 25**Feats** Channel Smite, Cleave, Cleaving Finish ^{UC}, Devastating Strike ^{UC}, Great Cleave, Improved Vital Strike, Mounted Combat, Mounted Shield ^{APG}, Power Attack, Ride-by Attack, Selective Channeling, Shield Focus, Spirited Charge, Vital Strike, Weapon Focus (heavy mace)**Skills** Acrobatics –1 (+4 when jumping), Handle Animal +15, Intimidate +15, Ride +12 (+15 to checks to negate a hit on mount)**Languages** Common**Combat Gear** *potion of barkskin* (CL 9th), *potion of bull's strength*; **Other Gear** +2 *full plate armor*, +2 *heavy steel shield*, +3 *heavy mace*, *bead of newt prevention* ^{UE}, *boots of striding and springing*, *cloak of resistance* +1, *headband of inspired wisdom* +2, *quick runner's shirt* ^{UE}, combat-trained heavy horse, iron lamellar ^{UE}, barding, golden unholy symbol of Asmodeus, 1,968 gp

An infernal dragoon typically fights as a shock trooper leading a squad of mounted warriors in service to their dark lord but might also offer healing support for a smaller group of experienced diabolic soldiers. In either case, they never hesitate to sacrifice the lives of lower-ranking troops to save their own skin.

Prefect Lucian Vardane

A high-ranking zealot in the Church-Militant of Asmodeus, Prefect Vardane is renowned as an insipidly materialistic man of exacting cruelty who ascended the infernal ranks by virtue of his unswaying devotion to the Dark Prince. Well-studied acolytes serving beneath Vardane's command often jest that the Prefect prefers the company of his mount—a gray horse named Viceroy—because he can't stand conversing with anyone smarter than him.

Combat Encounters: Lucian is frequently tasked with retrieving relics for the Church-Militant and could show up to trouble any group of adventurers who gain possession of axiomatic or unholy items during their travels. He's not an unreasonable man and prefers cooperation over conflict, even if he has to buy it. If he can't...well, his cerberi have quite the appetite.

Roleplaying Suggestions: The Prefect is vain, imperious, and demanding. He speaks to people like a schoolmaster scolding his pupils.

W A R P R I E S T S

Doom Commander CR 15**XP 51,200**Hobgoblin ^{ARG} warpriest (divine commander) of Morrigan 16

LE Medium humanoid (goblinoid)

Init +5; **Senses** darkvision 60 ft.; Perception +3**Aura** *aura of doom* (20 ft.)**DEFENSE****AC** 29, touch 11, flat-footed 28 (+14 armor, +1 Dex, +4 shield)**hp** 139 (16d8+64)**Fort** +13, **Ref** +6, **Will** +13**Defensive Abilities** fortification 50%, sacred armor (+4, 16 minutes/day); **Resist** cold 10, fire 10**OFFENSE****Speed** 20 ft. (30 ft. without armor)**Melee** +5 *unholy longsword* +21/+16/+11 (2d6+10/19–20 plus 2d6 vs. good)**Special Attacks** channel negative energy (DC 21, 5d6), fervor 11/day (5d6), sacred weapon (2d6, +4, 16 rounds/day)**Warpriest (Divine Commander) Spells****Prepared** (CL 16th; concentration +19)6th—*word of recall*5th—*mass cure light wounds*, *insect plague*, *greater magic siege engine* ^{UC}4th—*aura of doom* ^{UM} (DC 17), *greater shield of fortification* ^{ACG}, *unholy blight* (2, DC 17)3rd—*animate dead*, *dispel magic*, *invisibility purge*, *prayer*, *symbol of healing* ^{UM}, *wind wall*
2nd—*darkness*, *magic siege engine* ^{UC}, *make whole*, *shatter* (DC 15), *sound burst* (DC 15), *zone of truth* (DC 15)1st—*bane* (2, DC 14), *bless* (2), *murderous command* ^{UM} (DC 14), *obscuring mist*0 (at will)—*bleed* (DC 13), *create water*, *detect magic*, *mending*, *stabilize***TACTICS****Before Combat** The warpriest activates sacred armor and weapon, then casts *aura of doom* and *greater shield of fortification*. Additionally, the warpriest will cast *darkness* and *greater magic siege engine* to protect the troops.**During Combat** The warpriest focuses on spells to make the troops and siege engines more effective, such as *animate dead*, *dispel magic*, *make whole*, *symbol of healing*, and *wind wall*.**Base Statistics** Without sacred armor, sacred weapon, *aura of doom*, and *greater shield of fortification*, the warpriest's statistics are **Aura** —; **AC** 25, touch 11, flat-footed 24 (+10 armor, +1 Dex, +4 shield); **Defensive Abilities** sacred armor (+4, 16 minutes/day), **Melee** +1 *unholy longsword* +17/+12/+7 (2d6+6/19–20 plus 2d6 vs. good).**STATISTICS****Str** 16, **Dex** 12, **Con** 16, **Int** 12, **Wis** 16, **Cha** 8**Base Atk** +12; **CMB** +15; **CMD** 26**Feats** Combat Casting, Distracting Charge ^{ACG}, Hobgoblin Discipline ^{ARG}, Improved Initiative, Leadership, Pack Attack ^{UC}, Shield Focus, Siege Commander ^{UC}, Siege Engineer ^{UC}, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)**Skills** Craft (siege engines) +22, Intimidate +18, Knowledge (engineering) +20, Spellcraft +20, Stealth –1; **Racial Modifiers** +4 Stealth**Languages** Common, Dwarven, Goblin**SQ** battle tactician, bless army, blessed mount**Other Gear** +1 *fire resistance full plate*, +1 *cold resistance heavy steel shield*, +1 *unholy longsword*, masterwork siegecrafting tools, silver holy symbol of Morrigan, 285 gp

The doom commander is a dedicant of conquest who employs divine power, tactics, and war machines to secure a homeland for their fellow goblinoids.



Demon Slayer

CR 16

XP 76,800

Aasimar^{ARG} warpriest of Nike 17

LG large outsider (native)

Init +0; **Senses** darkvision 60 ft.; Perception +5

Aura archon's aura, aura of doom

DEFENSE

AC 28, touch 9, flat-footed 28 (+14 armor, +2 natural, +3 shield, -1 size); +4 dodge vs. spells, spell-like abilities, and summoned creatures
hp 165 (17d8+85)

Fort +18, **Ref** +8, **Will** +16; +2 vs. evil, +2 vs. fire effects, +4 vs. entangled, staggered, or paralyzed

Defensive Abilities sacred armor (+4, 17 minutes/day); **DR** 10/evil; **Resist** acid 5, cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee +5 *holy cold iron kukri* +24/+19/+14 (3d6+14/15-20 plus 2d6 vs. evil)

Space 10 ft.; **Reach** 10 ft.

Special Attacks blessings 11/day (Glory: demoralizing glory, glorious presence; Strength: strength of will, strength surge), channel positive energy (DC 21, 6d6), fervor 11/day (6d6), sacred weapon (2d6, +4, 17 rounds/day)

Spell-Like Abilities (CL 17th; concentration +17)

1/day—*daylight*

Warpriest Spells Prepared (CL 17th; concentration +20)

6th—*blade barrier* (DC 19), *heal*

5th—*breath of life* (DC 18), *holy ice*^{UM}, *plane shift* (DC 18), *righteous might*

4th—*aura of doom*^{UM} (DC 17), *holy smite* (DC 17), *planar adaptation*^{APG}, *restoration*

3rd—*archon's aura*^{UM} (DC 16), *create food and water*, *daylight*, *dispel magic*, *guiding star*^{APG}, *invisibility purge*

2nd—*align weapon*, *holy ice weapon*^{ACG}, *resist energy*, *sacred space*^{ARG}, *silence* (DC 15), *spear of purity*^{UM} (DC 15)

1st—*bane* (DC 14), *bless*, *doom* (DC 14), *remove fear*, *remove sickness*^{UM} (DC 14), *shield of faith*

0 (at will)—*bleed* (DC 13), *create water*, *detect magic*, *guidance*, *light*

TACTICS

Before Combat The warpriest uses sacred armor and strength of will and casts *archon's aura*, *aura of doom*, and *righteous might*.

During Combat The warpriest uses *dust of disappearance* and sacred weapon and goes after the strongest demon. Any strike not using strength surge to gain an additional +4 enhancement bonus to the attack should use demoralizing glory to intimidate the foe.

Base Statistics Without sacred armor, sacred weapon, strength of will, *archon's aura*, *aura of doom*, and *righteous might*, the warpriest's

statistics are **Size** Medium; **AC** 24, touch 11, flat-footed 23 (+10 armor, +1 Dex, +3 shield); **hp** 131 (17d8+51), **DR** —; **Speed** 20 ft. (30 ft. without armor), +2 vs. evil, +2 vs. fire effects; **Melee** +1 *holy cold iron kukri* +19/+14/+9 (2d6+8/15-20 plus 2d6 vs. evil); **Str** 20, **Dex** 12, **Con** 16, **CMB** +17; **CMD** 28 (32 vs. spells, spell-like abilities, and summoned creatures).

STATISTICS

Str 24, **Dex** 10, **Con** 20, **Int** 10, **Wis** 16, **Cha** 10

Base Atk +12; **CMB** +20; **CMD** 30 (34 vs. spells, spell-like abilities, and summoned creatures)

Feats Alignment Channel (evil), Angelic Blood^{ARG}, Angelic Flesh (brazen)^{ARG}, Bleeding Critical, Combat Casting, Critical Focus, Dazzling Display, Disheartening Display^{ACG}, Hammer The Gap^{UC}, Improved Critical (kukri), Intimidating Prowess, Shatter Defenses, Skill Focus (Intimidate), Weapon Focus (kukri), Weapon Specialization (kukri)

Skills Diplomacy +2, Heal +23, Intimidate +33, Perception +5, Sense Motive +23; **Racial Modifiers** +2 Diplomacy, +2 Perception, -2 Disguise, -2 Stealth

Languages Celestial, Common

Combat Gear *dust of disappearance*, *extend metamagic rod*, *scroll of joyful rapture*, *scroll of mass planar adaptation*, *scroll of plane shift*; **Other Gear** +1 *restful spell dodging full plate*, +1 *heavy steel shield*, +1 *holy cold iron kukri*, *belt of physical might* +2 (Str, Con), *cloak of resistance* +3, silver holy symbol of Nike, 414 gp

A demon slayer leads by example, always at the head of a charge against hordes of abyssal nemeses.

Parant Styxbane

Raised by demon worshipers, the aasimar Parant was once a paragon of the Abyss—a consummate slayer of countless warriors fighting on the side of the Heavens. After a long battle with an empyrean angel, Parant found himself beaten down and castigated and sought penance for their past misdeeds. Once turned to the worship of the goddess of victory, Parant became a terror in the minds of demons bound for the Material Plane—a figure of vengeance whose name is uttered fearfully by every dretch or quasit due for promotion and deployment.

Combat Encounters: Parant meets their foes with overwhelming might. Adventurers might arrive near the end of such a battle, when Parant has expended their most potent spells and protections against a troupe of demons and requires assistance from fresher fighters.

Roleplaying Suggestions: Parant won't spare demons but might seek to influence a mortal of questionable morals to repent and reform.

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Eternal Artisan**CR 17****XP 102,400**Samsaran ^{ARG} warpriest of Hecate 18

CN Medium humanoid (samsaran)

Init +7; Senses low-light vision; Perception +28

DEFENSE**AC** 23, touch 13, flat-footed 20 (+8 armor, +3 Dex, +2 shield); +2 vs. constructs**hp** 120 (18d8+36)**Fort** +13, **Ref** +9, **Will** +16; +2 vs. death effects, negative energy effects, and negative levels**Defensive Abilities** lifebound, sacred armor (+4, 18 minutes/day); **DR** 2/— vs. constructs;**Resist** any two energy types 10, **SR** 30**OFFENSE****Speed** 40 ft.**Melee** +4 distance frost returning shock dagger +21/+16/+11 (2d6+6/17–20 plus 1d6 cold and 1d6 electricity)**Ranged** +4 distance frost returning shock dagger +21/+16/+11 (2d6+6/17–20 plus 1d6 cold and 1d6 electricity)**Special Attacks** blessings 12/day (Chaos: anarchic strike, battle companion; Magic: blessed magic, hand of the acolyte), channel negative energy (DC 24, 6d6), fervor 14/day (6d6), sacred weapon (2d6, +4, 18 rounds/day)**Warpriest Spells Prepared** (CL 18th; concentration +23)

6th—greater dispel magic, mass cure moderate wounds, quickened hold person (DC 18)

5th—quickened forbid action ^{UM} (DC 17), raise dead, scrying (DC 20), slay living (DC 20), spell resistance4th—control summoned creature ^{UM} (DC 20), cure critical wounds, giant vermin, greater magic weapon, summon monster IV, symbol of slowing ^{UM} (DC 19)3rd—cure serious wounds, dispel magic, focused shatter (DC 17), invisibility purge, prayer, symbol of healing ^{UM}

2nd—focused bane (DC 17), cure moderate wounds, hold person (DC 18), owl's wisdom, spiritual weapon, zone of truth (DC 18)

1st—bless, command (DC 17), cure light wounds, doom (DC 16), hide from undead (DC 16), magic weapon, shield of faith

0 (at will)—bleed (DC 15), detect magic, guidance, mending, spark ^{APG} (DC 15)**TACTICS****Before Combat** The warpriest uses sacred armor to get two different energy resistances, casts *spell resistance*, and uses *oil of keen edge*. The warpriest will cast *greater magic weapon* on an ally's weapon.**During Combat** The warpriest summons 1d3 voidworms with *summon monster IV*, then bolsters allies and hinders foes with spells to stay away from melee. The warpriest activates sacred weapon before throwing the dagger.**Base Statistics** Without sacred armor, sacred weapon, *spell resistance*, and the *oil of keen edge*, the warpriest's base statistics are **Resist** —; **SR** —; **Melee** +1 distance returning shock dagger +18/+13/+8 (2d6+3/19–20 plus 1d6 electricity); **Ranged** +1 distance returning shock dagger +18/+13/+8 (2d6+3/19–20 plus 1d6 electricity)**STATISTICS****Str** 10, **Dex** 16, **Con** 14, **Int** 18, **Wis** 20, **Cha** 8**Base Atk** +13; **CMB** +13; **CMD** 31**Feats** Combat Casting, Combat Expertise, Craft Magic Arms & Armor, Craft Wondrous Item, Defensive Combat Training, Focused Spell ^{APG}, Greater Spell Penetration, Improved Initiative, Quicken Spell, Scribe Scroll, Second Chance ^{APG}, Spell Focus (enchantment), Spell Penetration, Weapon Finesse, Weapon Focus (dagger), Weapon Specialization (dagger)**Skills** Craft (calligraphy) +29, Craft (weapons) +27, Diplomacy +20, Knowledge (religion) +25, Perception +28, Sense Motive +26, Spellcraft +25; **Racial Modifiers** +2 Craft (calligraphy), +2 Perception**Languages** Auran, Celestial, Common, Ignan, Samsaran, Terran**SQ** shards of the past (Perception, Craft [calligraphy])**Combat Gear** earth elemental gem, oil of keen edge, scroll of mass bear's endurance, scroll of symbol of sealing, scroll of word of recall; **Other Gear** +2 construct-defiant restful mithral breastplate, +1 arrow-catching mithral light steel shield, +1 distance returning shock dagger, belt of physical might +2 (Dex, Con), boots of striding and springing, headband of mental prowess +2 (Int, Wis), ring of summoning affinity (protean) ^{ACG}, masterwork calligraphy tools, masterwork weaponsmithing tools, 229 gp

Adventurers in need of the highest caliber of magical items seek out eternal artisans for specialized equipment. Such long-lived crafters produce not only amazingly powerful arms and armor but also truly unique wondrous items. These dedicants of the moon goddess accept commissions from any or all sides of a conflict—having seen entire nations rise and fall within their many lifetimes, the eternal artisan knows that the ebb and flow of history are indifferent to the passing troubles of the present.

Qashing Tinar

Having lived several sequestered lifetimes in the highest mountain reaches, Qashing Tinar has watched decades-long wars play out in the world below—and oftentimes, her magical works have decisively turned the tide of such conflicts. The destruction her creations have wrought in no way diminishes the enjoyment she derives from crafting new wonders.

High Defender

CR 18

XP 153,600

Dwarf warpriest of Lirikellein 19

CG Large humanoid (dwarf)

Init -2; **Senses** darkvision 60 ft.; Perception +5 (+7 to notice unusual stonework)

DEFENSE

AC 26, touch 9, flat-footed 26 (+9 armor, +2 deflection, -2 Dex, +2 natural, +6 shield, -1 size)

hp 241 (19d8+152)

Fort +20, **Ref** +9, **Will** +19; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training, fortification 50%, sacred armor (+5, 19 minutes/day), warm shield (1d6+15 fire, DC 19); **DR** 10/evil, 3/-; **Immune** one energy type (until 120 damage absorbed); **Resist** one energy type 30; **SR** 31

OFFENSE

Speed 20 ft.

Melee +2 *brilliant energy flaming holy shock morningstar* +22/+17/+12 (3d6+8/19-20 plus 1d6 fire, 2d6 vs. evil, and 1d6 electricity)

Special Attacks blessings 12/day (Fire: armor of flame, fire strike; Sun: blinding strike, cleansing fire), channel positive energy (DC 24, 6d6), fervor 14/day (6d6), hatred, sacred weapon (2d6, +4, 19 rounds/day)

Warpriest Spells Prepared (CL 19th; concentration +24)

6th—*blade barrier* (DC 23), *harm* (2, DC 22), *planar ally*

5th—*flame strike* (2, DC 22), *righteous might*, *spell resistance*, *true seeing*, *wall of stone*

4th—*air walk*, *aura of doom*^{UM} (DC 20), *blessing of fervor*^{APG} (DC 19), *divine power*, *freedom of movement*, *spell immunity*

3rd—*bestow curse* (DC 19), *blindness/deafness* (DC 19), *daylight*, *invisibility purge*, *protection from energy*, *summon monster III*

2nd—*align weapon*, *hold person* (2, DC 17), *owl's wisdom*, *sound burst* (DC 19), *spiritual weapon*

1st—*bane* (DC 16), *command* (DC 16), *doom* (2, DC 17), *liberating command*^{UC}, *shield of faith*, *sun metal*^{UC} (DC 16)

0 (at will)—*bleed* (DC 16), *detect magic*, *guidance*, *resistance*, *spark*^{APG} (DC 17)

TACTICS

Before Combat The warpriest casts *planar ally*, *protection from energy*, and *spell resistance*, then uses sacred armor to gain resistance to a different energy type, armor of flame for a warm shield, and channeled shield wall for a deflection bonus. The final act before combat is to activate cleansing fire to grant the morningstar the *flaming* quality.

During Combat The warpriest casts *righteous might*, uses sacred weapon, and activates fire

strike just before entering melee. If engaging undead or constructs, the warpriest will rely on spells and channeled energy.

Base Statistics Without sacred armor, sacred weapon, *protection from energy*, *righteous might*, and *spell resistance*, the warpriest's statistics are **Init** -1; **AC** 24, touch 9, flat-footed 24 (+9 armor, -1 Dex, +6 shield); **hp** 203 (19d8+114); **Fort** +18, **Ref** +10; **DR** 3/-; **Immune** -; **Resist** -; **SR** -; **Melee** +1 *brilliant energy morningstar* +20/+15/+10 (2d6+5/19-20); **Str** 18, **Dex** 8, **Con** 18; **CMB** +18; **CMD** 27 (31 vs. bull rush or trip).

STATISTICS

Str 22, **Dex** 6, **Con** 22, **Int** 10, **Wis** 20, **Cha** 10

Base Atk +14; **CMB** +21; **CMD** 31 (35 vs. bull rush or trip)

Feats Channeled Shield Wall^{UM}, Combat Casting, Critical Focus, Dazzling Display, Deadly Finish^{UC}, Greater Spell Focus (evocation), Improved Critical (morningstar), Improved Vital Strike, Lightning Reflexes, Shatter Defenses, Sickening Critical, Skill Focus (Intimidate), Spell Focus (evocation), Spell Focus (necromancy), Toughness, Vital Strike, Weapon Focus (morningstar)

Skills Heal +17, Intimidate +19, Knowledge (religion) +13, Sense Motive +17; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Languages Common, Dwarven

Combat Gear *potion of barkskin* (CL 12th), *potion of delay poison*, *potion of invisibility*, caltrops; **Other Gear** +1 moderate fortification adamantine half-plate, +4 heavy steel shield, +1 brilliant energy morningstar, belt of physical might +2 (Str, Con), cloak of resistance +3, headband of inspired wisdom +2, silver holy symbol of Lirikellein, 96 gp.



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Esoteric Enforcer**CR 19****XP 307,200**Gillman ^{ARG} warpriest (cult leader ^{ACG}) of Cthulhu 20

CE Medium humanoid (aquatic)

Init +4; **Senses** Perception +13**DEFENSE****AC** 31, touch 21, flat-footed 26 (+8 armor, +5 deflection, +4 Dex, +1 dodge, +1 insight, +2 natural)**hp** 123 (20d8+30)**Fort** +17, **Ref** +15, **Will** +22; +2 vs. non-aboleth enchantments and –2 vs. aboleth enchantments**Defensive Abilities** enchantment resistance, fortification 75%, sacred armor (+5, 20 minutes/day); **DR** 10/–; **SR** 32**Weaknesses** water dependent**OFFENSE****Speed** 30 ft., swim 30 ft.**Melee** +5 brilliant energy short sword +36/+36/+31/+26/+21 (2d8+11/17–20)**Ranged** +5 anarchic frost hand crossbow +37/+37/+32/+27/+22 (2d8+11/19–20/+3 plus 2d6 vs. law and 1d6 cold)**Special Attacks** aspect of war, blessings 13/day (Evil: unholy strike, battle companion; Madness: control madness, madness supremacy), fervor 15/day (7d6), sacred weapon (2d8, +5, 20 rounds/day), sneak attack +6d6**Warpriest Spell-Like Abilities** (CL 20th; concentration +25)At will—*enthrall* (uses 2 fervor) (DC 17)**Warpriest (Cult Leader) Spells Prepared** (CL 20th; concentration +25)6th—*antilife shell*, *cold ice strike* ^{UM} (DC 21), *harm* (DC 21), *symbol of fear* (DC 21), *word of recall*5th—*break enchantment*, *dispel good*, *major curse* ^{UM} (DC 20), *slay living* (2, DC 20), *spell resistance*4th—*air walk*, *cure critical wounds* (2), *divine power*, *freedom of movement*, *unholy blight* (DC 19)3rd—*blessing of the mole* ^{UM}, *cure serious wounds*, *invisibility purge*, *prayer*, *protection from energy*, *wrathful mantle* ^{APG} (DC 18)2nd—*darkness*, *grace* ^{APG}, *hold person* (DC 17), *silence* (DC 17), *surmount affliction* ^{UM} (2)1st—*abundant ammunition* ^{UC}, *bane* (DC 16), *comprehend languages*, *divine favor*, *entropic shield*, *obscuring mist*, *shield of faith*0 (at will)—*detect magic*, *guidance*, *light*, *read magic*, *resistance***TACTICS****Before Combat** The warpriest casts *air walk*, *divine power*, *shield of faith*, *spell resistance*, and *wrathful mantle*, and uses sacred armor to give the studded leather *heavy fortification*. If alone, the warpriest uses battle companion twice to bring in elder water elementals. As

the last action before combat, the warpriest activates aspect of war.

During Combat If accompanied by other cultists, the warpriest casts *blessing of the mole*, *darkness*, and *antilife shell*. With *bracers of falcon's aim* activated and sacred weapon enhancing the hand crossbow, the warpriest focuses on ranged attacks.If unaccompanied, the warpriest uses battle companion to bring in a nalfeshnee demon ^{B1}, and uses it and the water elementals for flanking. The warpriest then activates sacred weapon on the short sword and uses the *cape of bravado* to tumble and feint to sneak attack foes. The warpriest retreats with *air walk* or *word of recall* if necessary.**Base Statistics** Without *divine power*, *shield of faith*, and *wrathful mantle*, as well as aspect of war, *cape of bravado*, *bracers of falcon's aim*, sacred armor, and sacred weapons, the warpriest's statistics are **AC** 25, touch 15, flat-footed 20 (+8 armor, +4 Dex, +1 dodge, +2 natural); **hp** 103 (20d8+10); **Fort** +12, **Ref** +10, **Will** +17; **Defensive Abilities** enchantment resistance, sacred armor (+5, 20 minutes/day); **DR** –; **SR** –; **Melee** +4 short sword +24/+19/+14 (2d8+4/17–20); **Ranged** +3 hand crossbow +23/+18/+13 (2d8+3/19–20); **Base Atk** +15; **CMB** +15; **CMD** 30; **Skills** Perception +9, Swim +12.**STATISTICS****Str** 10, **Dex** 18, **Con** 10, **Int** 13, **Wis** 20, **Cha** 16**Base Atk** +20; **CMB** +26; **CMD** 35**Feats** Combat Expertise, Dodge, Improved Critical (short sword), Improved Feint, Mobility, Point-Blank Shot, Precise Shot, Rapid Reload (hand crossbow), Spring Attack, Weapon Finesse, Weapon Focus (hand crossbow), Weapon Focus (short sword)**Skills** Acrobatics +25, Bluff +24 (+29 to feint), Intimidate +24, Knowledge (religion) +22, Perception +12, Sense Motive +26, Stealth +27, Swim +18; **Racial Modifiers** +8 Swim**Languages** Aboleth, Aquan, Common**SQ** amphibious, hide in plain sight, well-hidden**Combat Gear** *eye of the void* ^{UE}, *wand of greater stunning barrier* (50 charges), purple worm poison (10); **Other Gear** +5 studded leather, +3 hand crossbow, +4 short sword, amulet of natural armor +2, belt of incredible dexterity +4, bolts (20), *bracers of falcon's aim* ^{UE}, *cape of bravado* ^{UE}, *headband of inspired wisdom* +4, *spectacles of understanding* ^{UE}, silver unholy symbol of Cthulhu, 839 gp

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