



INFAMOUS ADVERSARIES



SLOGGAR THE UNCARING

PATHFINDER®
ROLEPLAYING GAME COMPATIBLE

INFAMOUS ADVERSARIES™

The world is filled with colorful characters of many hues. Not all within subscribe to black or white; many are shades of grey. *Infamous Adversaries™* characters, by TPK Games™, shows you villains in their true light – insidious. These are not merely NPCs to fill your game; they are villains in the truest sense of the word, complete with stories that don't just tell the character's tale, but enrich your game. Our adversaries are not villains because they have evil alignments; they are villains because your players will despise them.

Infamous Adversaries™ contains: one ready to use villain, complete with equipment, a rich background, and a vibrant description. The *Infamous Adversaries™* characters are designed to challenge an entire party; not just in combat, but also through less direct methods requiring careful planning and confrontation.

Give your players a reason to hate again. You can blame it on us.

credits

Designed & Written by: Malgor the Puppet Master

Editing: Arge, Malgor the Puppet Master, Necroblivion and The Drunken Mime

Cover Design: Necroblivion, Michael Fall

Layout: Necroblivion

Artist: Michael Fall

legalese

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artifacts, locations, etc.), dialogue, plots, storylines, language, incidents, settings, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *Infamous Adversaries* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

To learn more about the Open Game License, visit wizards.com/d20.

Published by Total Party Kill Games, LLC.

1st printing, July 3, 2011

contact us

Visit TPK Games and the designers on [Facebook](#) or at www.tpkgames.com. In addition, you can email Necroblivion at Necro@TPKgames.com.





SLOGAR THE UNCARING

By Malgor the Puppet Master

Filthy, haggard, and vicious, Slogar the Uncaring is used as a tale to frighten children into behaving. Followed by his trusted zombie steed, Daisy Pusher, he leaves blood and pain in his wake as he prepares the world for the coming of the end.

SLOGAR THE UNCARING, DOOMSLAYER OF THE END

Male Half-Orc Cleric 8, CR 7 [EL 8 with Daisy Pusher]

CE Medium Humanoid (Orc)

Init +2; **Senses** Darkvision (60 feet), Low-Light Vision, Scent; **Perception** +14

DEFENSE

AC 21, touch 12, flat-footed 21 (+9 armor, +2 deflection)

HP 74 (8d8+24)

Fort +21, **Ref** +13, **Will** +18

OFFENSE

Spd 20 ft.

Melee Bite (Toothy) +5 (1d4+2/20/x2)

Gauntlet (from Armor) +8/+3 (1d3+4/20/x2)

+3 Greataxe +14/+9 (1d12+9/20/x3)

Unarmed Strike +8/+3 (1d3+4/20/x2)

Special Attacks

Chaos Blade for 4 rounds, (1/day)

Scythe of Evil for 4 rounds, (1/day)

Touch of Chaos (8/day)

Touch of Evil 4 rounds (8/day)

Cleric Spells Known (CL 8, +8 melee touch, +6 ranged touch):

4th (3/day) Infect Critical Wounds (DC 19), Divine Power, Unholy Blight (DC 19), Summon Monster IV

3rd (4/day) Animate Dead, Summon Monster III, Infect Serious Wounds (DC 18),

Blindness/Deafness (DC 18), Magic Circle against Good

2nd (4/day) Owl's Wisdom, Infect Moderate Wounds (DC 17), Desecrate, Align Weapon, Summon Monster II

1st (6/day) Protection from Good, Cause Fear (DC 16), Detect Good, Doom (DC 16), Gorum's Armor, Summon Monster I

0th (at will) Resistance, Detect Magic, Bleed (DC 15), Spark (DC 15)

STATISTICS

Str 14/18 (+4), **Dex** 10 (+0), **Con** 12/16 (+3), **Int** 8 (-1), **Wis** 18/20 (+5), **Cha** 14 (+2)

Base Atk +6; **CMB** +18; **CMD** 20

Feats - Combat Casting, Command Undead (DC 16), Keen Scent, Weapon Focus: Greataxe

Traits - Bully, Killer

Skills Acrobatics -6, Appraise +1, Climb -2, Escape Artist -6, Fly -6, Intimidate +6, Perception +9, Ride -6, Spellcraft +6, Stealth -6, Survival +9, Swim -2 **Modifiers:** Scavenger

Languages Common, Orc

SQ Aura (Ex), Channel Negative Energy 4d6 (5/day) (DC 16) (Su), Cleric Domain: Chaos,

Cleric Domain: Evil, Spontaneous Casting

Combat Gear +3 Half Plate, +3 Grayflame Greataxe

Other Gear Cloak of Resistance +2, Headband of Inspired Wisdom +2, Ring of Protection +2, Belt of Physical Might +4

SPECIAL ABILITIES

Aura (Ex) The Cleric has an aura corresponding to his deity's alignment.

Channel Negative Energy 4d6 (5/day) (DC 16) (Su) A good cleric can channel positive energy to heal the living and injure the undead; an

evil cleric can channel negative energy to injure the living and heal the undead.

Chaos Blade for 4 rounds, (1/day) (Su) A melee weapon you are holding becomes anarchic.

Cleric Domain: Chaos Granted Powers - Your touch infuses life and weapons with chaos, and you revel in all things anarchic.

Cleric Domain: Evil Granted Powers - You are sinister and cruel, and have wholly pledged your soul to the cause of evil.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Command Undead (DC 16) Channel energy can take control of undead.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Scavenger +2 trait bonus to Appraise and Perception to find hidden objects (inc. secret doors and traps), determine if food is spoiled or identify a potion by taste.

Scent (Ex) Detect opponents within 15 feet by sense of smell.

Scythe of Evil for 4 rounds, 1/day. (1/day) (Su) A melee weapon you are holding becomes unholy.

Spontaneous Casting The Cleric can convert stored spells into Cure or Inflict spells.

Touch of Chaos (8/day) (Sp) With a melee touch attack, target takes the lower of 2d20 for each d20 roll for 1 round.

Touch of Evil 4 rounds (8/day) (Sp) With a melee touch attack, target is sickened and counted as good-aligned for the purpose of [Evil] spells.

MOTIVES

Slogar the Uncaring seeks to further the goals of his evil patron deity. As a wandering missionary of True Evil, his goal is to do as much damage as possible to the forces of Good in the time that he has left. Slogar believes that the end is near, and the final battle between Good and Evil can only be

decided by the work done on the material plane.

Slogar would prefer to take victims when they are isolated and separate from the herd, making his job easier and spreading just as much terror as misery. Through his evil missionary work, his travels have taken him across many lands occupied by a variety of races. This serves him a variety of victims from many cultures.

Only second to his desire to spread evil amongst the good races, is the desire to care for his ever present mount Daisy Pusher. Slogar has had Daisy Pusher for years, and has cultivated the zombie horse into the perfect companion. Every victim is harvested for organs and fed to Daisy Pusher, giving the undead steed a taste for flesh.

APPEARANCE

Slogar is a large half-orc, appearing physically closer to his orc ancestors than his human ones. Standing almost six and a half feet tall, he strikes an imposing figure in his dingy plate mail. All of Slogar's equipment, even his unholy axe, is dingy and dirt covered from lack of proper care. His gray skin and black hair add to his intimidating visage. Eyes milky from disease and malnutrition, he still appears to have perfect vision yet relies on his scent ability to work in total darkness when the opportunity arises. Large yellow tusks break his mouth open into a perpetual sneer, and the growls that pass for language with him can almost pass for unintelligible.

Riding upon Daisy Pusher as he chases victims down, he is frightening indeed. Daisy Pusher is a large zombie horse of unknown breed, with bits of flesh constantly dropping off in rotting chunks. Daisy Pusher also appears to be blind, her eyes long ago having rotted away to empty sockets. Even so, she gets along just fine with her other senses and guidance from Slogar.

HISTORY

Slogar has been traveling throughout any lands he can reach ever since he was exiled from his orc clan, the Bloodfists. He has never shared what crime was so great to be exiled from an orc clan, and the Bloodfists are no more, so the story lives only in Slogar's twisted head. What is known about him is his murderous deeds since he embraced his evil faith. Slogar doesn't even have a name for his evil deity, knowing only that it is True Evil. The growth of his clerical powers has been slow, and he is only rewarded with new powers when he precipitates some exceptionally vile deed.

Without a recorded history, exact details of his misadventures are slim. What is known are some of his more nefarious exploits. His most notorious deed draws the most attention: Slogar snuck into an orphanage during the midnight hour, and murdered every child. Not satisfied with mere murder, he led Daisy Pusher into the orphanage and fed all of the children's organs to his undead steed.

Other stories are just as vile, if not as specific. His favorite daily activity is to overtake lone travelers, many times torturing them before feeding them to Daisy Pusher. It is rumored that he once captured a traveling prince under cover of darkness and fed the prince to Daisy Pusher slowly; one finger and limb at a time, using his powers to keep the prince alive for as long as possible. Daisy Pusher appears to love these games, and has also been known to choose targets for Slogar -- often "bite-sized" children.

Another report of his activities involved a run-in with a traveling mercenary group: Surrounding the group with summoned monsters and undead, he corralled them all into a shallow bowl between hills. Once they were all together, he lit them aflame and used their terror and pain to summon a powerful

undead that is supposedly loose to this day. Facts are slim in these reports, but children are told these tales by parents who wish them to behave.

Rumors of Slogar and his deeds appear in more than one place at a time, as well. He could be in the south torturing freed slaves in a vile ritual, and at the same time be reported in the west drowning street urchins and putting them into the beds of childless parents who are unaware until they wake.

Slogar's deeds don't seem to follow any organized approach, he really approaches his evil as a first come first serve basis; finding opportunity when it knocks and making the most out of every situation to further his cause as the final war between Good and Evil looms ever closer.

PERSONALITY

Slogar the Uncaring is a vile creature, having fully forsaken both his orcish and human blood. Nothing is sacred to Slogar, and he sees an opportunity to defile anything Good as an opportunity.

When not actively working towards advancing his goals, one of his favorite activities is to capture a family, and feed them to Daisy Pusher piece by piece while the others watch on in horror.

Such a chaotic individual would seem to be easy to capture or kill, but there is genius in his madness. Slogar is cautious, understanding the attention his activities draw. Rarely will Slogar enter towns, preferring the wilderness, abandoned graveyards or catacombs. Slogar's sense of humor is just as vile as he is wicked.

His second favorite sport is to plant Daisy Pusher into regular stables where high quality horses are shown or raced. Typically by the time the owners get to the horses, Daisy Pusher has taken apart the quality horses bite by delicious bite. Slogar finds this wildly

hilarious, and likes to be seen in these instances before fleeing for safety in the wilderness.

NETWORK

Slogar has no network of allies or minions other than those summoned. At times he will use unwitting groups of people or monsters to further his goals, but those unwitting allies usually end up in Daisy Pusher's belly before they realize how they were used.

RESOURCES

Slogar doesn't need resources. His diet consists of scavenged meat, often dead animals found in the wilderness. From time to time when he is especially starved, he will join Daisy Pusher in her meals, but only when necessary as he doesn't want to deny his pretty pet her pleasures. Money is no object to a creature like Slogar, who simply murders and takes what he wants. Slogar finds no value in possessions other than his armor, weapons, and steed and thus is never controlled by those desires.

LAIR

Slogar has no single place he calls home. Wherever his sweet Daisy Pusher is, that is where he calls home.

TACTICS

Slogar's most powerful tool is Daisy Pusher. With her Horseshoes of the Zephyr, she is as quick as the wind. Slogar uses this to good advantage. Once he, or Daisy Pusher, has caught the scent of some prey, he will

summon as many monsters or undead as he can and then charge with all the speed he can muster.

If all Slogar wants is to murder, he will overrun his prey and overwhelm them quickly with magic and monsters. Some are bound to survive the first few moments of Slogar's attack, and those can be cleaned up with vile pleasure.

If Slogar's goal is to capture and practice a vile rite, he will rely on his magic to aid him, often casting vicious cause harm spells or using monsters that when summoned will injure instead of kill. Fire is another favorite of Slogar's tools as an option to drive his prey into Daisy Pusher or other monsters he has ready and waiting. Starting a brushfire is easy work for a beast of Slogar's wiles, and is effective when working against large numbers of opponents.

In melee, Slogar relies heavily on his cleric domains to enhance his abilities. He will make his axe unholy, and channel negative energy into as well, as per the Grayflame ability. He will immediately attempt to slay any other clerics and paladins, savoring the remaining foes.

Should an enemy spellcaster be noted, Daisy Pusher will be commanded to harry them while they attempt to cast spells.

MORALE

Slogar is a coward at heart. He will not see himself as such, however. Slogar simply believes himself cautious. Slogar will avoid conflict unless he has the upper hand, never engaging unless he has the advantage. If he is set upon, and obviously in a weaker position, he will summon monsters to cover his retreat until he can return. He will then dispatch the offenders one by one and feed them to Daisy Pusher.

ADVANCEMENT OPTIONS

As Slogar the Uncaring continues to progress as a cleric, he will add more harm and summoning spells to his repertoire. As Slogar progresses, so does Daisy Pusher, becoming more resilient and terrifying. Unless Slogar is stopped, he will continue to murder and terrorize randomly across the face of the planet until the End comes and Evil is triumphant.

QUOTE

"Sweet, sweet meat for you, Daisy Pusher! Come and get it! I've got your favorite... tongue! This tongue squealed for her mama for hours before I could be bothered to take it. Yes! Delicious! Eat up! That's a good girl. A couple more bites for Daddy, ok?"

PLOT HOOKS

I. Slogar the Uncaring is easily used as a wandering villain. Due to his cowardly nature and concern for self-preservation, he is known to flee an encounter if he doesn't have the upper hand and return at a time of his choosing to wreak havoc on those who have thwarted him.

II. Slogar is also useful as an unwitting minion of a greater villain. Since Slogar works for an unnamed evil, he is easily dispatched for the "greater evil" to cause harm to party members who are striving to do good. True to his tactics, Slogar will come upon the party when they least expect it in the dark of night and in a place that Slogar will have the most advantage.

LORE

Knowledge: Local or Religion

DC 18: Slogar is an evil cleric that rides upon a zombie horse causing havoc and spreading evil.

DC 23: The doomsayer serves no church, but instead the true beliefs of Evil and Chaos. It is unknown what deity sponsors him.

DC 28: The zealous half-orc actually believes he is bringing about the end of days, and his appearance could foretell great tragedy.

COMPANION

DAISY PUSHER

Female Horse, Heavy CR4

NE Huge Undead

Init +8; **Senses** Darkvision (60 feet), Low-Light Vision, Scent; **Perception** +0

DEFENSE

AC 25, touch 16, flat-footed 17 (+8 Dex, -2 size, +9 natural)

HP 42 (5d8+5)

Fort +1, **Ref** +9, **Will** +4

OFFENSE

Spd 90 ft.

Melee Bite (Horse, Heavy) +11 (1d6+10/20/x2)

Hooves x2 (Horse, Heavy) +6 x2 (1d8+5/20/x2)

Slam (Zombie) +11 (3d6+15/20/x2)

Space 10'; **Reach** 10'

STATISTICS

Str 31 (+10), **Dex** 26 (+8), **Con** -, **Int** -, **Wis** 10 (+0), **Cha** 10 (+0)

Base Atk +6; **CMB** +18; **CMD** 20

Feats Toughness

Tricks Attack [Trick], Combat Riding [Trick], Come [Trick], Defend [Trick], Down [Trick], Guard [Trick], Heel [Trick]

Skills Fly +4

Languages None

SQ Combat Riding [Trick], Quick Strikes (Ex)

Other Gear Horseshoes of a Zephyr

SPECIAL ABILITIES

Combat Riding [Trick] The animal has been trained to bear a rider into combat.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Endurance +4 to a variety of skill checks.

Sleep in L/M armor with no fatigue.

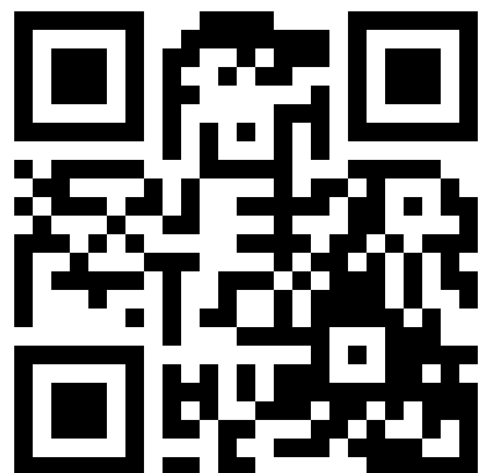
Run You run faster than normal.

Quick Strikes (Ex) Whenever a fast zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus.

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Undead Traits Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects).

Use this QR code (click or scan) to join the TPK Games mailing list.



Contents ©2011 **total party kill games**

All logos are the trademark of **total party kill games**, All rights reserved.

All hyperlinks to the PFSRD provided with permission by John Reyst of d20PFSRD.com.



Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc. Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product. Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License.

See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or

audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each

element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte

Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Pathfinder RPG Bestiary. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide. Copyright 2010 Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Campaign Setting: The Inner Sea World Guide. © 2011, Paizo Publishing, LLC; Authors: Keith Baker, Wolfgang Baur, Clinton J. Boomer, Jason Bulmahn, Joshua J. Frost, Ed Greenwood, Stephen S. Greer, Jeff Grubb, James Jacobs, Michael Kortes, Tito Leati, Mike McArtor, Rob McCreary, Erik Mona, Jason Eric Nelson, Jeff Quick, Sean K Reynolds, F. Wesley Schneider, Leandra Christine Schneider, David Schwartz, Amber E. Scott, Stan!, Owen K.C. Stephens, Todd Stewart, James L. Sutter, Greg A. Vaughan, Jeremy Walker, and JD Wiker.

Infamous Adversaries: Slogar the Uncaring.
Copyright 2011, *total party kill games*.
Author: Malgor the Puppet Master.

INFAMOUS ADVERSARIES

The world is filled with colorful characters of many hues. Not all within subscribe to black or white; many are shades of grey. *Infamous Adversaries*™ characters, by TPK Games™, shows you villains in their true light - insidious. These are not merely NPCs to fill your game; they are villains in the truest sense of the word, complete with stories that don't just tell the character's tale, but enrich your game. Our adversaries are not villains because they have evil alignments; they are villains because your players will despise them.

Infamous Adversaries™ contains: one ready to use villain, complete with equipment, a rich background, and a vibrant description. The *Infamous Adversaries*™ characters are designed to challenge an entire party; not just in combat, but also through less direct methods requiring careful planning and confrontation.

This Infamous Adversary sourcebook contains Slogar the Uncaring, a half-orc cleric doomsayer and his zombie steed Daisy Pusher.

Filthy, haggard, and vicious, Slogar the Uncaring is used as a tale to frighten children into behaving. Followed by his trusted zombie steed, Daisy Pusher, he leaves blood and pain in his wake as he prepares the world for the coming of the end.

Give your players a reason to hate again. You can blame it on us...

