Advanced Options
Warpriest Blessings
Pathfinder
Roleplaying Game Compatible
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Advanced Options Warpriest Blessings

The warpriest is one of the new hybrid classes introduced in the *Pathfinder Roleplaying Game: Advanced Class Guide*. Warpriests combine the divine and magical elements of the cleric with the martial prowess of the fighter. Warriors capable of calling upon the power of their gods, warpriests can cast spells and offer blessings. The *Pathfinder Roleplaying Game: Advanced Class Guide* provides blessings for each of the cleric domains, but GMs and players may still want a few more options. ***Advanced Options: Warpriest Blessings*** provides new blessings based upon the animal and terrain domains originally presented in *Pathfinder Roleplaying Game: Ultimate Magic,* as well as cleric domains from previous Rogue Genius Games releases. A GM may allow these domains to be used by any warpriest for who they are thematically appropriate, or restrict them to gods who give out these domains (for campaigns that have incorporated these additional domains).

Animal and Terrain Blessings

The following blessings are associated with animal and terrain domains, normally available to druids.

Aquatic Blessing

Aquatic Affinity (minor): At 1st level, you can touch an ally and grant it aquatic affinity. For the next 5 minutes, the character gains a +4 enhancement bonus to the Swim skill and reduces the armor check penalty to Swim skill checks by half. For every two levels beyond 1st, the enhancement bonus increases by 2 (to a maximum of +22 at 19th level).

Sea God's Grace (major): At 10th level, you can touch an ally and give that ally the ability to breathe, move, and attack normally while underwater for 10 minutes (as *freedom of movement* and *water breathing*). During this time, your ally may also speak normally while underwater.

Arctic Blessing

Frostbite Weapon (minor): At 1st level, you can touch one weapon and grant it an arctic blessing. For 1 minute, the weapon deals an additional point of cold damage. For every two levels beyond 1st, this damage increases by 1 (to a maximum of +10 at 19th level). During this time, any critical hit deals an additional 1d6 points of cold damage.

Icewalker (major): At 10th level, you can touch an ally and give that ally the ability to icewalk for 10 minutes. This is similar to the *spider climb* spell, but the surfaces the character climbs must be icy. Your ally can move across icy surfaces without penalty, and does not need to make Acrobatics checks to run or charge on ice. During this time, your ally also gains cold resistance equal to your level.

Badlands Blessing

Wasteland Strider (minor): At 1st level, you can touch one ally and grant it a badlands blessing. For 10 minutes your ally may move through light or dense rubble and up or down steep slopes at its normal speed without any impairment. Areas that have been magically manipulated to impede motion still affect the character, however.

Battle Companion (major): At 10th level, you may summon a medium earth elemental. This ability functions as if you had cast *summon monster IV* with a duration of 1 minute. For every 3 levels beyond 10, the size of the elemental increases as if the level of the *summon monster* spell increased by 1. In addition to the elemental's normal abilities, it may gain your choice of one of the following spell-like abilities, depending on your warpriest class level: *geyser* (13th), *sirocco* (15th), or *scouring winds* (17th). Each spell-like ability is only usable once per day.

Cave Blessing

Calcified Armor (minor): At 1st level, you can touch one ally and transform its skin, making it as hard as stone and slightly glossy (much like common cave formations). The affected ally gains DR 1/— for 1 minute. The damage reduction increases by 1 for every 4 levels beyond 1st level (to a maximum of DR 5/— at 17th level).

Cavern Senses (major): At 10th level, you can touch an ally and grant them cavern senses. The character gains both darkvision 60 ft. and tremorsense 30 ft. for 10 minutes. At 13th level, your ally's darkvision increases to 90 ft. and the tremorsense ability increases to 45 ft., and at 15th level your ally's darkvision increases to 120 ft. and the tremorsense ability increases to 60 ft.

Crocodile Blessing

Tough Hide (minor): At 1st level, with a touch you transform an ally's skin into a tough reptilian hide. This transformation grants your ally a +2 natural armor bonus for 5 rounds. For every 3 levels beyond 1st, the natural armor bonus increases by 1 (to a maximum of +6 at 16th level).

Crocodile's Deception (major): At 10th level, you may bless a touched ally with an unassuming mien (much like a crocodile floating in still water seems no more dangerous than a bit of driftwood). As long as your ally takes no overtly hostile actions, the character may use its Stealth skill to hide even while observed. If you bless an ally who already possesses the ability to use its Stealth skill while observed in the current environment (such as Hide in Plain Sight), it can instead add half your Warpriest level to the skill check.

Desert Blessing

Flashing Blade (minor): At 1st level, you can touch a single metal weapon and imbue it with the glaring light of the desert sun for 1 minute. While this blessing is active, the weapon glows with the brightness of a torch as though *light* had been cast upon it. Additionally, any time the weapon threatens a critical hit the target must succeed on a Fortitude save (DC 10 + half your level) or be dazzled. Weapons crafted from highly reflective materials such as silver and mithril increase the save DC by +2.

Dune Walker (major): At 10th level, you can touch an ally and grant it a desert blessing for 10 minutes. During this time, your ally suffers no penalty to speed or on Acrobatics or Stealth checks when moving through sandy or desert terrain. Additionally, your ally is protected from the sun and heat. While this blessing is active your ally gains a bonus saving throws against blinding and dazzling effects equal to half your level, and suffers no ill effects from exposure to heat (as though protected by *endure elements*).

Eagle Blessing

Eagle's Vigilance (minor): At 1st level, you can touch an ally and grant it keen sight for 10 minutes. While this power is active, your ally gains an enhancement bonus to all sight-related Perception skill checks equal to half your level (minimum +1). Furthermore, while this power is active your ally may make a single ranged attack as a full round action, gaining the same enhancement bonus to hit. When the power is used in this way it immediately ends.

Raptor's Flight (major): At 10th level, you can touch an ally, blessing it with powerful wings that allow it to fly (similar to the *fly* spell, but with a fly speed of 80 and average maneuverability) for one minute. Your ally also gains a bonus on Fly skill checks equal to your level.

Frog Blessing

Tree Frog Skin (minor): At 1st level, you can transform an ally's skin, making it appear brilliantly colored for 1 minute. During this time, your ally's skin becomes hazardous to touch. Any creature your ally touches or who strikes your ally with a natural attack must make a Fortitude save (DC 10 + your Wisdom modifier) or becomes sickened for 1d4 rounds. Multiple exposures to your ally's touch may extend this duration if the target continues to fail its saving throws.

Frog's Leap (major): At 10th level, you can touch an ally and grant them a frog blessing. The character gains a +10 enhancement bonus on Acrobatics checks made to attempt high or long jumps for 10 minutes. Additionally, at 12th level your ally can cling to and travel along vertical surfaces (as *spider climb*).

Jungle Blessing

Beast Tongue (minor): At 1st level, while in jungle environments you can speak with a single native animal (as speak with animals) for 1 minute. At 6th level, you can speak with the animal for 10 minutes, and can additionally charm it for this duration (as charm animal with a DC equal to 10 + half your level + your Charisma modifier).

Jungle Adaptation (major): At 10th level, you can touch an ally to grant it a jungle blessing for 10 minutes. While this blessing is in effect, your ally can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at normal speed without taking damage or suffering any other impairment. Obstacles and areas that have been magically manipulated to impede motion still affect the ally. Your ally also leaves no trail in natural surroundings, and cannot be tracked unless they wish to. Additionally, your ally is protected from heat (as endure elements).

Monkey Blessing

Gift of Brachiation (minor): At 1st level, you can touch an ally to grant it the ability to climb and swing through trees as easily as a gibbon. The character gains a climb speed equal to its land speed for a number of rounds equal to your warpriest level. Additionally, your ally gains a bonus on all Acrobatics checks equal to your level for the same duration.

Battle Companions (major): At 10th level, you can summon simian battle companions. This ability functions as *summon nature's ally IV* with a duration of 1 minute. This ability can summon only primates (such as apes, girallons and monkeys). For every 2 levels beyond 10th, the level of the *summon nature's ally* spell increases by 1 (to a maximum of *summon nature's ally VIII* at 18th level).

Mountain Blessing

Foothold (minor): At 1st level as a standard action, you can cause an adjacent stone surface up to 10 feet square to mold itself into ridges and creases. A foothold that is created on a horizontal surface is treated as difficult terrain, and a Medium or smaller creature beginning its turn in the area or moving through it takes a –2 penalty on Acrobatics checks and to CMD due to poor footing. A foothold that is created on a vertical surface grants a +10 bonus on Climb checks to climb the surface. The stone remains altered for 1 hour.

Ascendant Stride (major): At 10th level, you can touch an ally and grant that character a mountain blessing. For 10 minutes, your ally becomes immune to altitude sickness, and may climb natural stone surfaces (as *spider climb*, but limited to natural stone surfaces). Additionally, this surefootedness grants the character a +4 enhancement bonus to their CMD when resisting a bull rush or trip attempt while standing on the ground.

Panther Blessing

Cat's Awareness (minor): At 1st level, you can alter your senses to become more feline. You gain an enhancement bonus on all Perception and initiative checks equal to half your level (minimum 1) for 1 minute. At 6th level, you gain low-light vision and scent for the same duration.

Panther's Form (major): At 10th level, you can touch a willing ally and transform it into a humanoid/panther hybrid for 10 minutes. This ability functions as *beast shape III* (using a leopard for the panther's base statistics) with a duration of 10 minutes. At 15h level, your ally becomes a Large-sized hybrid and this ability functions as *beast shape IV*.

Plains Blessing

Summon Mount (minor): The plains are home to numerous types of herd animals, including ponies and horses. At first level, while in a plains environment, you may summon a horse or pony to serve as a mount. This functions much like the *mount* spell, but with a duration of 1 hour per level. The mount arrives without bit, bridle, or saddle, but neither you nor any ally you allow to ride the animal suffer penalties for riding bareback. At 4th level, your summoned mount gains the advanced template.

Battle Companion (major): At 10th level, you can summon an air elemental as a battle companion. This ability functions as *summon monster IV* with a duration of 1 minute, but for only a single air elemental, regardless of the list used. For every 2 levels beyond 10th, the size of the elemental increases as though the level of the *summon monster* spell increased by 1 (to a maximum of *summon monster IX* at 20th level).

Serpent Blessing

Slithering Form (minor): At 1st level, as a free action you can touch an ally and grant them a serpentine blessing. Your ally transforms, distending and stretching its body as needed to fit easily through narrow spaces for 1 round. Your ally can move freely through tight spaces that would normally require a creature of the character's size

to squeeze to pass through. While slithering, your ally gains a +2 dodge bonus to Armor Class against attacks of opportunity provoked by its movement and a +2 bonus on CMB and Escape Artist checks made to escape from a grapple.

Viper Strike (major): At 10th level, you may touch an ally to grant them a viper blessing. For 1 minute, your ally gains a +4 enhancement bonus to Dexterity, and the first attack they take each round inflicts poison damage. This poison functions as black adder venom; however, the save DC is equal to your level.

Swamp Blessing

Marsh Light (minor): At first level, you may summon lights similar to *dancing lights,* except that each of these lights is only about as bright as a single candle (increasing the light level in a 5-foot radius by one step).

Swamper's Knack (major): At 10th level, you can touch an ally and grant them a swamp blessing for 10 minutes. Your ally gains blindsense 30 feet with respect to concealment and cover from fog, vegetation, or water. At 12th level, this improves to blindsight 30 feet with respect to these conditions. While this blessing is active, your ally can also move through difficult terrain at normal speed while within a swamp. Magically altered terrain affects the character normally.

Wolf Blessing

Wild Senses (minor): At first level, you can bless an ally with the acute senses of wolves, granting it a +4 enhancement bonus to Perception skill checks for 10 minutes. Additionally, at 8th level your ally gains the scent ability and a +4 enhancement bonus to Survival skill checks made to track by smell.

Pack Tactics (major): At 10th level, you can touch an ally to confer a pack blessing. This blessing remains active for 1 round for every two levels of warpriest you possess. While it is active and your ally is flanking a target, any allies adjacent to him are also considered to be flanking. Additionally, at 15th level your ally and anyone flanking with him may benefit from a single teamwork feat you possess as though they had that feat. If you choose to use this option, you may not benefit from this feat while this blessing is active unless you are also flanking with the ally you blessed.

Additional Blessings

The following blessings are based on domains found in *Annals of the Archfiends: Phosonith the Cruel Charmer* (Duplicity), *The Genius Guide to Air Magic* (Wind), *The Genius Guide to Crystal Magic* (Attunement), *The Genius Guide to Dream Magic* (Sleep), *The Genius Guide to Earth Magic* (Cold Iron), *The Genius Guide to Hellfire Magic* (Hellfire), and *The Genius Guide to Ice Magic* (Ice). Like the Animal and Terrain Domains, a GM may allow these domains to be used by any warpriest for who they are thematically appropriate, or restrict them to gods who give out these domains (for campaigns that have incorporated these additional domains).

Attunement Blessing

Spellbond (minor): At first level, you may touch an ally to grant them an attunement blessing for 1 minute. While under the effects of this blessing you may cast spells with a target of "you" on your ally as a touch spell even if the spells do not normally affect creatures of your ally's type. Additionally, at 5th level your ally may deliver touch spells for you. You must touch your ally as you cast the spell and designate the character as "the toucher." Your ally may then deliver the touch spell just as you would. As usual, if you or your ally cast another spell before the touch is delivered, the touch spell dissipates.

Attune Arms (major): At tenth level, you may touch a weapon to attune it to a particular enemy within line of sight. The next attack made against that target with this weapon gains a circumstance bonus to hit equal to half your level. Additionally, for the next 10 rounds it deals an additional 2d6 points of damage against that target as if it were an appropriate *bane* weapon.

Cold Iron Blessing

Ward Breaker (minor): At first level, you may touch a weapon and grant it a cold iron blessing for 5 rounds. Once per round when the blessed weapon hits an enemy benefiting from a bonus to AC provided by a spell or spell-like ability, the target must make a Fortitude save (DC 10 + half your level) or have the AC bonus of a randomly determined spell from which it benefits end. Additionally, at 4th level, the weapon is considered cold iron for the purposes of overcoming damage reduction.

Iron's Resistance (major): At 10th level, you can touch an ally to grant them a cold iron blessing to protect them from hostile spells. Your ally gains spell resistance equal to 5 + your warpriest level for 5 rounds, plus 1 round for every two warpriest levels beyond 10th that you possess.

Duplicity Blessing

Glib (minor): At 1st level, you can touch an ally and bless the character with magical levels of duplicity, shielding your ally's lies and exaggerations from magical efforts to determine truth. For 1 minute this effect functions similarly to *glibness*, except the bonus to Bluff checks is equal to your level.

Armor of Lies (major): At 10th level, you can touch an ally and bless her with inherent duplicity for 10 minutes. Your ally gains the effect of a constant *nondetection*, but only against effects or abilities that would reveal her alignment. Additionally, any time your ally would suffer additional damage from an effect because of her alignment, treat her alignment as if it were shifted one step to her advantage. If your ally still suffers any damage, observers must make a Sense Motive check with a DC of 15 + your level + your Charisma bonus to realize that she has been affected.

Hellfire Blessing

Hellfire Blade (minor): At 1st level, you can touch a weapon and give it a hellfire blessing that lasts for 5 rounds. While this power is active, the weapon is considered to deal both fire and cold damage for the purposes of overcoming damage reduction (If a target only has cold resistance, or only has fire resistance, it takes full damage from the hellfire. If it has both, it applies only the lowest of its resistances to the hellfire damage.) At 5th and 9th level, a weapon given this blessing deals an additional 1d6 points of damage.

Additionally, the wielder of the weapon can elect to inflict additional damage based on your level: at 1st level the hellfire blade inflicts +1 damage, at 5th level it inflicts +2 damage, and at 9th level it inflicts an additional 1d6 points of damage. Choosing to deal this additional damage is an evil act.

Hellfire Mantle (major): At 10th level, you can shroud an ally in a mantle of protective hellfire for 10 minutes. This mantle grants your ally spell resistance equal to 10 + your level, but only against spells with the fire or cold descriptors. Your ally also gains fire and cold resistance 15 while this blessing is active.

Additionally, your ally may choose to end this protection at any time in an explosive burst of hell fire centered on himself. Your ally is unaffected by this discharge, however all creatures within 15 feet of him must make a Reflex save (DC 10 + half your level + your Wisdom modifier) or take 4d8 points of fire and cold damage. Invoking this explosion of hellfire is an evil act.

Ice Blessing

Ice Plate (minor): At 1st level, you can touch an ally to bestow an ice blessing for 1 minute. Your ally becomes covered in armor-like plates of ice and frost. These plates grant a +2 enhancement bonus to your ally's AC, +1 for every four warpriest levels you possess. Additionally, your ally gains cold resistance equal to half your level.

Icewalker (major): At 10th level, you can touch an ally and grant that ally the ability to icewalk for 10 minutes. This is similar to the *spider climb* spell, but the surfaces the character climbs must be icy. Your ally can move across icy surfaces without penalty, and does not need to make Acrobatics checks to run or charge on ice. During this time, your ally also gains cold resistance equal to 10 plus your level.

Sleep Blessing

Healing Rest (minor): At 1st level, you may touch a slumbering ally to grant them a blessing of restful sleep. That ally heals an additional 1d4 hit points per hit die while the character sleeps. At 4th level, you may also cure an additional 1d4 points of ability damage. The character must sleep for at least 6 consecutive hours, or this blessing has no effect.

Nightmare Companion (major): At 10th level, you can summon a phantasmal battle companion. This ability functions as *summon monster IV* with a duration of 1 minute. This ability can summon only one creature, regardless of the list used. When a creature is first damaged by your battle companion, that creature can attempt a Will save (DC 10 + your level + Wisdom modifier) to disbelieve its existence. A target who successfully disbelieves cannot be harmed by your companion. For every 2 levels beyond 10th, the level of the *summon monster* spell increases by 1 (to a maximum of *summon monster IX* at 20 level).

Temporal Blessing

Seize the Moment (minor): At first level, you can tilt time in your favor when combat seems imminent. As a swift action, you can gain a circumstance bonus to initiative equal to half your level (min 1). Alternately, at level 4 you may choose to grant each of your allies within 20 feet a circumstance bonus to initiative equal to one-fourth your level instead.

Blink of an Eye (major): At 10th level, as a swift action you may slightly manipulate how time affects you, allowing you to take an additional move action this round. At 13th level, as a swift action you may take an additional standard action instead of an additional move action.

Wind Blessing

Caught on the Wind (minor): At first level, you can touch an ally and grant them a wind blessing for 5 rounds. While this blessing is active, wind conditions within 20 feet of the affected character increase by one step (to a maximum of strong), and the character seems to be carried by these winds, twisting and twirling in the gusts and eddies. Your ally gains a circumstance bonus equal to half your level (minimum 1) on all Acrobatics skill checks made to jump or avoid attacks of opportunity while moving through threatened squares.

Zephyr Companion (major): At 10th level, you can summon an air spirit to grant flight to a medium or smaller-sized ally for 1 minute. This functions as the *fly* spell, but your ally is carried by an elemental that follows your their mental commands. The elemental remains a separate creature, and has the statistics of a medium air elemental. The elemental may attack if ordered, but suffers a -4 penalty to all attack rolls while carrying your ally. For every two levels beyond 10th, the elemental gains 2 HD, an additional 14 hp, and a +2 to its BAB.

If the elemental is slain before the minute is up, your ally is still borne safely to the ground (as per the *fly* spell).

Blessing Feats

The following feats are designed for characters with access to warpriest blessings.

Anointed Blessings

All of your god's gifts are available to you.

Prerequisites: Wis 13, Cha 13, blessing class feature.

Benefit: You do not have a set of two fixed blessings. Instead each day when you prepare your spells for the day, you select two domains granted by your god. You receive the blessings associated with those two domains until you next prepare spells for the day. You never have access to more than two blessings at once.

Blessing of Skill at Arms

Sometimes the greatest blessing is skill in battle.

Prerequisites: Str 13, Wis 13, blessing class feature.

Benefit: You gain no benefit from your blessing class feature (for purposes of everything except prerequisites for this feat, you are treated as not having the blessing class feature). Your base attack bonus is treated as being one higher when you make attacks for which you have taken the Weapon Focus feat. If you are 10th level or higher, your base attack bonus is treated as being two higher with such weapons.

Extra Grace

You can call upon the power of your deity with regularity.

Prerequisites: Blessing class feature.

Benefit: You may activate your blessings two more times per day.

Special: You may select this feat more than once. Each time it adds +2 to the number of times per day you can use your blessings.

Lingering Blessings

The power of your god lasts longer when you invoke it.

Prerequisites: Wis 13, Blessing class feature.

Benefit: Any effect of a blessing you use that normally lasts 1 minute, instead lasts 2 minutes.

Mighty Blessings

The power of your god flows strongly through you.

Prerequisites: Wis 13, Blessing class feature.

Benefit: The save DC of powers from your blessings increases by +1.

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