

Durria

Character Name

Warpriest 8

CLASS

8 (7)

Character Level (CR)

51000 / 75000

EXP/NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2		
DEX Dexterity	15	+2	15	+2		
CON Constitution	16	+3	16	+3		
INT Intelligence	7	-2	7	-2		
WIS Wisdom	18	+4	18	+4		
CHA Charisma	5	-3	5	-3		

SAVING THROWS

FORTITUDE (constitution)	+9	=	+6	+	+3	+	+0	+	+0	+	+0	+	
REFLEX (dexterity)	+4	=	+2	+	+2	+	+0	+	+0	+	+0	+	
WILL (wisdom)	+10	=	+6	+	+4	+	+0	+	+0	+	+0	+	

Conditional Save Modifiers:

+2 vs. poison, spells, and spell-like abilities

Conditional Combat Modifiers:

+4 dodge bonus to AC against humanoid creatures of the giant subtype.

+4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

MELEE attack bonus	+6/+1	=	+6/+1	+	+2	+	+0	+	-2	+	0	+	
RANGED attack bonus	+6/+1	=	+6/+1	+	+2	+	+0	+	-2	+	0	+	
CMB attack bonus	+8/+3	=	+6/+1	+	+2	+	+0	+		+		+	

CMB	GRAPPLE +8/+3	TRIP +8/+3	DISARM +8/+3	SUNDER +8/+3	BULL RUSH +8	OVERRRUN +8
CMD	22	26	22	22	26	22
CMB	DIRTY TRICK +8	DRAW +8	REPOSITION +8	STEAL +8		
CMD	22	22	22	22		

UNARMED (lethal or nonlethal)	TOTAL ATTACK BONUS +6/+1	DAMAGE 1d3+2	CRITICAL 20/x2	REACH 5 ft.
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Special Properties:

Guest

Player Name

Dwarf (Elder Dwarf) / Humanoid

RACE

74

AGE

Male

GENDER

HP  
hit points

63

WOUNDS/CURRENT HP

AC  
armor class

28

FLAT

26

TOUCH

14

BASE

10

ARMOR BONUS

8

SHIELD BONUS

4

STAT

2

SIZE

0

NATURAL ARMOR

2

DEFLECTION

2

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

0

INITIATIVE  
modifier

+2

TOTAL

+2

DEX MODIFIER

+0

MISC MODIFIER

+0

MISS CHANCE

85

Arcane Spell Failure

-16

ARMOR CHECK PENALTY

0

SPELL RESIST

0

ACID RESIST

0

COLD RESIST

0

ELECT. RESIST

0

FIRE RESIST

0

Encumbrance

Light

Calistria

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

4' 1" / 178 lbs.

HEIGHT / WEIGHT

EYES

HAIR

Points

Chaotic Neutral

Alignment

Darkvision (60 ft.)

VISION

TOTAL SKILLPOINTS: 8		MAX RANKS: 8/8				
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics		DEX	-14	=	2	+ -16
✓ Acrobatics (Jump)		DEX	-18	=	2	+ -20
✓ Appraise		INT	-2	=	-2	
✓ Bluff		CHA	-3	=	-3	
✓ Climb		STR	-10	=	2 + 1	+ -13
✓ Craft (Untrained)		INT	-2	=	-2	
✓ Diplomacy		CHA	1	=	-3 + 1	+ 3
✓ Disguise		CHA	-3	=	-3	
✓ Escape Artist		DEX	-14	=	2	+ -16
✓ Fly		DEX	-14	=	2	+ -16
✓ Heal		WIS	4	=	4	
✓ Intimidate		CHA	-3	=	-3	
✓ Knowledge (Religion)		INT	2	=	-2 + 1	+ 3
✓ Perception		WIS	9	=	4 + 1	+ 4
✓ Perception (Notice unusual stonework)		WIS	11	=	4 + 1	+ 6
✓ Perform (Untrained)		CHA	-3	=	-3	
✓ Ride		DEX	-14	=	2	+ -16
✓ Sense Motive		WIS	8	=	4 + 1	+ 3
✓ Spellcraft		INT	2	=	-2 + 1	+ 3
✓ Stealth		DEX	-14	=	2	+ -16
✓ Survival		WIS	8	=	4 + 1	+ 3
✓ Swim		STR	-10	=	2 + 1	+ -13
				=	+	+
				=	+	+

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

Conditional Skill Modifiers:

Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors.

*+1 Whip (Sacred)				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	S	M	20/x2	15 ft.
	To Hit	Dam		To Hit		Dam		
1H-P	+10/+5	1d3+3	2W-P-(OH)	+4/-1		1d3+3		
1H-O	+6/+1	1d3+2	2W-P-(OL)	+6/+1		1d3+3		
2H	+10/+5	1d3+4	2W-OH	+0		1d3+2		

Special Properties: disarm, nonlethal, reach, trip, acts as holy symbol; if wielder has blessings class feature, when channeling energy can choose one ally or ally's weapon within the area to get one of his minor blessings at a cost of one use of that blessing

Mace, Heavy				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	B	M	20/x2	5 ft.
	To Hit	Dam		To Hit		Dam		
1H-P	+6/+1	1d8+2	2W-P-(OH)	+0/-5		1d8+2		
1H-O	+2/-3	1d8+1	2W-P-(OL)	+2/-3		1d8+2		
2H	+6/+1	1d8+3	2W-OH	-4		1d8+1		

Dagger				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit		Dam		
1H-P	+6/+1	1d4+2	2W-P-(OH)	+0/-5		1d4+2		
1H-O	+2/-3	1d4+1	2W-P-(OL)	+2/-3		1d4+2		
2H	+6/+1	1d4+2	2W-OH	-2		1d4+1		
TH	10 ft. +6/+1	20 ft. +4/-1	30 ft. +2/-3	40 ft. +0/-5		50 ft. -2/-7		
Dam	1d4+2	1d4+2	1d4+2	1d4+2		1d4+2		

\*: weapon is equipped  
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR				TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*O-yoroi				Heavy	+8	+2	-6	35
*Tower Shield				Shield	+4	+2	-10	50
a tower shield can instead grant you cover								
*Amulet of Natural Armor +2					+2		+0	0
*Ring of Protection +2					+2		+0	0

Blessings

Uses per day

Blessings (Su):You can call upon the power of your blessings 7 times per day. The DC for these blessings is 18 [Paizo Inc. - Advanced Class Guide, p.60]

Blessings (Favored Class)

Uses per day

Blessings (Favored Class) (Su):You can call upon the power of your blessings a further 2 times per day, but only on blessings that affect weapons or armor [Paizo Inc. - Advanced Class Guide]

Fervor

Uses per Day

Fervor (Su):At 2nd level, a warpriest can draw upon the power of his faith to heal wounds or harm foes. He can also use this ability to quickly cast spells that aid in his struggles. This ability can be used 8 times per day. Using this ability is a standard action (unless the warpriest targets himself, in which case it's a swift action). Using fervor in this way is a standard action that provokes an attack of opportunity. The warpriest can touch a creature to heal it of 3d6 points of damage or to harm an undead creature with a melee touch attack. Undead do not receive a saving throw against this damage. This counts as positive energy. As a swift action, a warpriest can expend one use of this ability to cast any one warpriest spell he has prepared with a casting time of 1 round or shorter. When cast in this way, the spell can target only the warpriest, even if it could normally affect other or multiple targets. Spells cast in this way ignore somatic components and do not provoke attacks of opportunity. The warpriest does not need to have a free hand to cast a spell in this way. [Paizo Inc. - Advanced Class Guide, p.62]

Sacred Weapon

Rounds per Day

Sacred Weapon (Su):Sacred weapons (including his deities favored weapon and all weapons with Weapon Focus) can do base 1d8 damage instead of the weapons normal base damage. Enhance one weapon with divine power as a swift action, granting a +2 enhancement bonus for 8 rounds per day. These bonuses stack with any existing bonuses the weapon might have, to a maximum of +5. The weapon must have at least a +1 enhancement bonus before any other special abilities can be added. Special abilities replace an amount of bonus equal to the special ability's base cost. The warpriest can enhance a weapon with any of the following weapon special abilities: Defending, Flaming, Frost, Keen, Shock, Vicious, Disruption, Anarchic, [Paizo Inc. - Advanced Class Guide, p.60]

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
<b>Amulet of Natural Armor +2</b>	Equipped	1	0 / 8,000	
Aura: faint transmutation, Caster Level: 5th, Construction Cost: 4,000 gp, Construction Requirements: Craft Wondrous Item, barkskin, creator's caster level must be at least three times the amulet's bonus, Slot: neck				
<b>+1 Whip (Sacred)</b>	Equipped	1	2 / 8,301	
disarm, nonlethal, reach, trip, acts as holy symbol; if wielder has blessings class feature, when channeling energy can choose one ally or ally's weapon within the area to get one of his minor blessings at a cost of one use of that blessing				
<b>Ring of Protection +2</b>	Equipped	1	0 / 8,000	
Aura: faint abjuration, Caster Level: 5th, Construction Cost: 4,000 gp, Construction Requirements: Forge Ring, shield of faith, caster must be of a level at least three times the bonus of the ring, Slot: ring				
<b>O-yoroi</b>	Equipped	1	45 / 1,700	
<b>Muleback Cords</b>	Equipped	1	1 / 1,000	
<b>Quick Runner's Shirt</b>	Equipped	1	0 / 1,000	
Once per day as a swift action, the wearer can take an additional move action to move on his turn.				
<b>Tower Shield</b>	Equipped	1	45 / 30	
a tower shield can instead grant you cover				
<b>Potion of Cure Light Wounds</b>	Carried	1	0 / 50	
Cures 1d8+1 points of damageAura: faint conjuration (healing), Caster Level: 1st, Construction Cost: 25 gp, Construction Requirements: Brew Potion, cure light wounds, Slot: none				
<b>Healer's Kit</b>	Carried	1	1 / 50	
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<b>Vestments (Cleric's)</b>	Carried	1	6 / 0	
<b>Mace, Heavy</b>	Carried	1	8 / 12	
<b>Dagger</b>	Carried	1	1 / 2	
<b>Fighter's Kit</b>		1	29 / 9	
This kit includes a backpack, a bedroll, a belt pouch, a flint and steel, an iron pot, a mess kit, rope, soap, torches (10), trail rations (5 days), and a waterskin.				
<b>TOTAL WEIGHT CARRIED/VALUE</b>		<b>109 lbs.</b>	<b>28,154gp</b>	

Aura of Chaos (Ex)	[Paizo Inc. - Core Rulebook]
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<b>Focus Weapon</b>	<b>[Paizo Inc. - Advanced Class Guide, p.60]</b>
At 1st level, a warpriest receives Weapon Focus as a bonus feat (he can choose any weapon, not just his deity's favored weapon).	
<b>Hardy (Ex)</b>	<b>[Paizo Inc. - Core Rulebook, p.21]</b>
Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.	
<b>Lorekeeper (Ex)</b>	<b>[Paizo Inc. - Advanced Player's Guide, p.11]</b>
Dwarves keep extensive records about their history and the world around them. Dwarves with this racial trait receive a +2 racial bonus on Knowledge (history) skill checks that pertain to dwarves or their enemies. They can make such skill checks untrained.	
<b>Lucky Presence (Su)</b>	<b>[Paizo Inc. - Advanced Class Guide]</b>
You can touch an ally and grant it a lucky presence. The target of this luck can call upon it to roll any one ability check, attack roll, saving throw, or skill check twice and take the better result. The decision to use this ability must be made before the roll is made. Once used, or once 1 minute passes, the effect ends.	
<b>Orisons</b>	<b>[Paizo Inc. - Advanced Class Guide, p.60]</b>
Warpriests can prepare a number of orisons, or 0-level spells, each day as noted on Table 1-14. These spells are cast as any other spell, but aren't expended when cast and can be used again.	
<b>Sacred Armor (Su)</b>	<b>[Paizo Inc. - Advanced Class Guide, p.63]</b>
At 7th level, the warpriest gains the ability to enhance his armor with divine power as a swift action. This power grants the armor a +1 enhancement bonus. The warpriest can use this ability 8 of minutes per day equal to his warpriest level. This duration must be used in 1-minute increments, but they don't need to be consecutive. These bonuses stack with any existing bonuses the armor might have, to a maximum of +5. The warpriest can enhance armor any of the following armor special abilities: energy resistance (normal, improved, and greater), fortification (heavy, light, or moderate), glamered, and spell resistance (13, 15, 17, and 19). Adding any of these special abilities replaces an amount of bonus equal to the special ability's base cost (see Table 15-4 on page 463 of the Core Rulebook). For this purpose, glamered counts as a +1 bonus, energy resistance counts as +2, improved energy resistance counts as +4, and greater energy resistance counts as +5. Duplicate abilities do not stack. The armor must have at least a +1 enhancement bonus before any other special abilities can be added. The enhancement bonus and armor special abilities are determined the first time the ability is used each day and cannot be changed until the next day. These bonuses apply only while the warpriest is wearing the armor, and end immediately if the armor is removed or leaves the warpriest's possession. This ability can be ended as a free action at the start of the warpriest's turn. This ability cannot be applied to a shield. When the warpriest uses this ability, he can also use his sacred weapon ability as a free action by expending one use of his fervor.	
<b>Spontaneous Casting</b>	<b>[Paizo Inc. - Advanced Class Guide, p.62]</b>
A good warpriest (or a neutral warpriest of a good deity) can channel stored spell energy into healing spells that he did not prepare ahead of time. The warpriest can expend any prepared spell that isn't an orison to cast any cure spell of the same spell level or lower. A cure spell is any spell with "cure" in its name. An evil warpriest (or a neutral warpriest of an evil deity) can't convert spells to cure spells, but can convert them to inflict spells. An inflict spell is any spell with "inflict" in its name. A warpriest that is neither good nor evil and whose deity is neither good nor evil chooses whether he can convert spells into either cure spells or inflict spells. Once this choice is made, it cannot be changed. This choice also determines whether the warpriest channels	
<b>Stability (Ex)</b>	<b>[Paizo Inc. - Core Rulebook, p.21]</b>
Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.	
<b>Steady (Ex)</b>	<b>[Paizo Inc. - Core Rulebook, p.21]</b>
Dwarves never have their speed reduced by armor or encumbrance.	
<b>Stonecunning (Ex)</b>	<b>[Paizo Inc. - Core Rulebook, p.21]</b>
Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.	
<b>Weapon and Armor Proficiency</b>	<b>[Paizo Inc. - Advanced Class Guide]</b>
A warpriest is proficient with all simple and martial weapons, as well as the favored weapon of his deity, and with all armor (heavy, light, and medium) and shields (except tower shields). If the warpriest worships a deity with unarmed strike as its favored weapon, the warpriest gains Improved Unarmed Strike as a bonus feat.	
<b>Weapon Familiarity (Ex)</b>	<b>[Paizo Inc. - Core Rulebook, p.21]</b>
Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.	

Feats	
<b>Channel Smite</b>	<b>[Paizo Inc. - Core Rulebook, p.119]</b>
You can channel your divine energy through your weapon.	
Before you make a melee attack roll, you can choose to spend one use of your channel energy ability as a swift action. If you channel positive energy and you hit an undead creature, that creature takes an amount of additional damage equal to the damage dealt by your channel positive energy ability. If you channel negative energy and you hit a living creature, that creature takes an amount of additional damage equal to the damage dealt by your channel negative energy ability. Your target can make a Will save, as normal, to halve this additional damage. If your attack misses, the channel energy ability is still expended with no effect.	
<b>Exotic Weapon Proficiency (Whip)</b>	<b>[Paizo Inc. - Core Rulebook, p.123]</b>
You understand how to use your chosen exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.	
You make attack rolls with the weapon normally.	
<b>Guided Hand</b>	<b>[Paizo Inc. - Ultimate Combat, p.103]</b>
Your deity blesses any strike you make with that deity's favored weapon.	
With your deity's favored weapon, you can use your Wisdom modifier instead of your Strength or Dexterity modifier on attack rolls.	
<b>Tower Shield Proficiency</b>	<b>[Paizo Inc. - Core Rulebook, p.135]</b>
You are trained in how to properly use a tower shield.	
When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.	
<b>Weapon Focus (Whip)</b>	<b>[Paizo Inc. - Core Rulebook, p.136]</b>
You are especially good at using your chosen weapon.	
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
<b>Power Attack (Granted)</b>	<b>[Paizo Inc. - Core Rulebook, p.131]</b>
You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.	
You can choose to take a -2 penalty on all melee attack rolls and combat maneuver checks to gain a +4 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.	
<b>Whip Mastery (Granted)</b>	<b>[Paizo Inc. - Ultimate Combat, p.123]</b>
Your superior expertise with this weapon does not provoke attacks of opportunity from your enemies.	
You no longer provoke attacks of opportunity when attacking with a whip. You can deal lethal damage with a whip, although you can still deal nonlethal damage when you want. Further, you can deal damage with a whip despite a creature's armor bonus or natural armor bonus.	
[Normal] Attacking with a whip provokes attacks of opportunity as if you used a ranged weapon. A whip deals no damage to a creature that has an armor bonus of +1 or natural armor bonus of +3.	

Proficiencies
Amentum, Atlatl, Throwing Axe, Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Nine Ring Broadsword, Butterfly Sword, Cestus, Chakram, Club, Heavy Crossbow, Light Crossbow, Dagger, Chain Dagger, Punching Dagger, Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Light Flail, Heavy Flail, Gaff, Gauntlet, Spiked Gauntlet, Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Light Hammer, Handaxe, Dwarven Boulder Helmet, Hooked Lance, Horsechopper, Hunga Munga, Iron Brush, Javelin, Jutte, Kasatha Spinal Sword, Katana, Kerambit, Klar, Kukri, Lance, Dwarven Longaxe, Longbow, Dwarven Longhammer, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Heavy Mace, Light Mace, Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Heavy Pick, Light Pick, Pilum, Pliers, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickle, Skull, Sling, Spear, Boar Spear, Ray Spells, Touch Spells, Spiked Armor, Splash Weapon, Stake, Starknife, Bastard Sword, Short Sword, Tri-Point Double-Edged Sword, Sword Cane, Tepoztopilli, Terbutje, Great Terbutje, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Heavy Crossbow, Underwater Light Crossbow, Dwarven Urgrosh, Dwarven Double Waraxe, Dwarven Waraxe, Warhammer, Whip, Wushu Dart

Templates
Warpriest ~ Bonus Languages

# Warpriest Spells

LEVEL	0	1	2	3	4	5	6
PER DAY	5	5	5	3	—	—	—
Concentration	+12						

## LEVEL 0 / Per Day:5 / Caster Level:8

Name	School	Time	Duration	Range	Source
■■■■■ <b>Bleed</b>	Necromancy	1 standard action	Instantaneous	Close (45 ft.)	CR:p.249
[V, S] <b>TARGET:</b> One living creature; <b>EFFECT:</b> You cause a living creature that is below 0 hit points but stabilized to resume dying. [SR:Yes; DC:14, Will negates]					
■■■■■ <b>Create Water</b>	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (45 ft.)	CR:p.262
[V, S] <b>TARGET:</b> Up to 16 gallons of water; <b>EFFECT:</b> This spell generates wholesome, drinkable water, just like clean rain water. [SR:No]					
■■■■■ <b>Detect Magic</b>	Divination	1 standard action	Concentration, up to 8 minutes [D]	60 ft.	CR:p.267
[V, S] <b>TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> You detect magical auras. [SR:No]					
■■■■■ <b>Detect Poison</b>	Divination	1 standard action	Instantaneous	Close (45 ft.)	CR:p.268
[V, S] <b>TARGET:</b> Or Area one creature, one object, or a 5-ft. cube; <b>EFFECT:</b> You determine whether a creature, object, or area has been poisoned or is poisonous. [SR:No]					
■■■■■ <b>Guidance</b>	Divination	1 standard action	1 minute or until discharged	Touch	CR:p.292
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> This spell imbues the subject with a touch of divine guidance. [SR:Yes; DC:14, Will negates (harmless)]					
■■■■■ <b>Light</b>	Evocation [Light, WoodSchool]	1 standard action	80 minutes	Touch	CR:p.304
[V, M/DF] <b>TARGET:</b> Object touched; <b>EFFECT:</b> This spell causes a touched object to glow like a torch. [SR:No]					
■■■■■ <b>Mending</b>	Transmutation [Metalschool]	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] <b>TARGET:</b> One object of up to 8 lb.; <b>EFFECT:</b> This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
■■■■■ <b>Purify Food and Drink</b>	Transmutation	1 standard action	Instantaneous	10 ft.	CR:p.328
[V, S] <b>TARGET:</b> 8 cu. ft. of contaminated food and water; <b>EFFECT:</b> This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. [SR:Yes (object); DC:14, Will negates (object)]					
■■■■■ <b>Read Magic</b>	Divination	1 standard action	80 minutes	Personal	CR:p.330
[V, S, F] <b>TARGET:</b> You; <b>EFFECT:</b> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.					
■■■■■ <b>Resistance</b>	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, M/DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
■■■■■ <b>Spark</b>	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (45 ft.)	APG:p.246
[V or S] <b>TARGET:</b> one Fine object; <b>EFFECT:</b> Ignites flammable objects. [SR:Yes (object); DC:14, Fortitude negates (object)]					
■■■■■ <b>Stabilize</b>	Conjuration (Healing)	1 standard action	Instantaneous	Close (45 ft.)	CR:p.348
[V, S] <b>TARGET:</b> One living creature; <b>EFFECT:</b> Upon casting this spell, you target a living creature that has -1 or fewer hit points. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
■■■■■ <b>Virtue</b>	Transmutation	1 standard action	1 min.	Touch	CR:p.365
[V, S, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point. [SR:Yes (harmless)]					

## LEVEL 1 / Per Day:5 / Caster Level:8

Name	School	Time	Duration	Range	Source
■■■■■ <b>Abundant Ammunition</b>	Conjuration (Summoning)	1 standard action	8 minutes		UC:p.222
[V, S, M/DF] <b>TARGET:</b> one container touched; <b>EFFECT:</b> Replaces nonmagical ammunition every round. [SR:No]					
■■■■■ <b>Air Bubble</b>	Conjuration (Creation)	1 standard action	8 minutes	Touch	UC:p.222
[S, M/DF] <b>TARGET:</b> one creature or one object no larger than a Large twohanded weapon; <b>EFFECT:</b> Creates a small pocket of air around your head or an object. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
■■■■■ <b>Ant Haul</b>	Transmutation	1 standard action	16 hours	Touch	APG:p.202
[V, S, M/DF] <b>TARGET:</b> creature touched; <b>EFFECT:</b> Triples carrying capacity of a creature. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]					
■■■■■ <b>Bane</b>	Enchantment (Compulsion) [Fear, Mind-Aff1	1 standard action	8 minutes	50 ft.	CR:p.246
[V, S, DF] <b>TARGET:</b> 50-ft.-radius burst, centered on you; <b>EFFECT:</b> Bane fills your enemies with fear and doubt. [SR:Yes; DC:15, Will negates]					
■■■■■ <b>Bless</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	8 minutes	50 ft.	CR:p.249
[V, S, DF] <b>TARGET:</b> The caster and all allies within a 50-ft. burst, centered on the caster; <b>EFFECT:</b> Bless fills your allies with courage. [SR:Yes (harmless)]					
■■■■■ <b>Blessed Fist</b>	Transmutation [Good]	1 standard action	8 minutes	Touch	ACG:p.175
[V, S] <b>TARGET:</b> creature touched; <b>EFFECT:</b> Target doesn't provoke attacks of opportunity with unarmed strikes. [SR:yes; DC:15, none]					
■■■■■ <b>Bless Water</b>	Transmutation [Good]	1 minute	Instantaneous	Touch	CR:p.249
[V, S, M] <b>TARGET:</b> Flask of water touched; <b>EFFECT:</b> This transmutation imbues a flask of water with positive energy, turning it into holy water. [SR:Yes (object); DC:15, Will negates (object)]					
■■■■■ <b>Cause Fear</b>	Necromancy [Fear, Mind-Affecting, Emoti	1 standard action	1d4 rounds or 1 round; see text	Close (45 ft.)	CR:p.252
[V, S] <b>TARGET:</b> one living creature with 5 or fewer HD; <b>EFFECT:</b> The affected creature becomes frightened. [SR:Yes; DC:15, Will partial]					
■■■■■ <b>Command</b>	Enchantment (Compulsion) [Language-Dep1	1 standard action	1 round	Close (45 ft.)	CR:p.256
[V] <b>TARGET:</b> One living creature; <b>EFFECT:</b> You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. [SR:Yes; DC:15, Will negates]					
■■■■■ <b>Compel Hostility</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	8 rounds	Personal	UC:p.226
[V, S, M] <b>TARGET:</b> You; <b>EFFECT:</b> Compels opponents to attack you instead of your allies. [SR:see text; DC:15, see text]					
■■■■■ <b>Comprehend Languages</b>	Divination	1 standard action	80 minutes	Personal	CR:p.258
[V, S, M/DF] <b>TARGET:</b> You; <b>EFFECT:</b> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.					
■■■■■ <b>Cultural Adaptation</b>	Divination	1 standard action	80 minutes	Personal	UI:p.208
[V,S,M/DF] <b>TARGET:</b> You; <b>EFFECT:</b> Adapt to fit the local culture.					
■■■■■ <b>Cure Light Wounds</b>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]					
■■■■■ <b>Curse Water</b>	Necromancy [Evil]	1 minute	Instantaneous	Touch	CR:p.263
[V, S, M] <b>TARGET:</b> Flask of water touched; <b>EFFECT:</b> This spell imbues a flask [1 pint] of water with negative energy, turning it into unholy water. [SR:Yes (object); DC:15, Will negates (object)]					
■■■■■ <b>Dancing Lantern</b>	Transmutation, FireSchool [Fire, Light]	1 standard action	8 hours [D]	Touch	APG:p.214
[V, S, F] <b>TARGET:</b> Animates one lantern; <b>EFFECT:</b> Animates a lantern that follows you. [SR:No]					
■■■■■ <b>Deadeye's Lore</b>	Divination	1 round	8 hours	Personal	UC:p.227
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> Gain a +4 bonus on Survival and move full speed while tracking.					
■■■■■ <b>Deathwatch</b>	Necromancy	1 standard action	80 minutes	30 ft.	CR:p.265
[V, S] <b>TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range. [SR:No]					
■■■■■ <b>Decompose Corpse</b>	Necromancy	1 standard action	Instantaneous or 1 minute; see text	Touch	UM:p.216
[V, S, M] <b>TARGET:</b> One corpse or corporeal undead; <b>EFFECT:</b> Turn corpse into clean skeleton. [SR:Yes (object); DC:15, Fortitude negates (object)]					
■■■■■ <b>Desperate Weapon</b>	Conjuration (Creation)	1 swift action	8 minutes	Personal	UI:p.210
[V] <b>TARGET:</b> One-handed improvised weapon; <b>EFFECT:</b> Create an improvised weapon. [SR:No]					
■■■■■ <b>Detect Chaos</b>	Divination	1 standard action	Concentration, up to 80 minutes [D]	60 ft.	CR:p.266
[V, S, DF] <b>TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> You can sense the auras of chaotic creatures. [SR:No]					
■■■■■ <b>Detect Evil</b>	Divination	1 standard action	Concentration, up to 80 minutes [D]	60 ft.	CR:p.266
[V, S, DF] <b>TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> You can sense the presence of evil. [SR:No]					
■■■■■ <b>Detect Good</b>	Divination	1 standard action	Concentration, up to 80 minutes [D]	60 ft.	CR:p.267
[V, S, DF] <b>TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> You can sense the presence of good. [SR:No]					
■■■■■ <b>Detect Law</b>	Divination	1 standard action	Concentration, up to 80 minutes [D]	60 ft.	CR:p.267
[V, S, DF] <b>TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> You can sense the auras of lawful creatures. [SR:No]					
■■■■■ <b>Detect the Faithful</b>	Divination	1 standard action	Concentration, up to 8 minutes [D]	60 ft.	UI:p.212
[V,S,DF] <b>TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> Find others of the same faith. [SR:No]					
■■■■■ <b>Detect Undead</b>	Divination	1 standard action	Concentration, up to 8 minutes [D]	60 ft.	CR:p.269
[V, S, M/DF] <b>TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> You can detect the aura that surrounds undead creatures. [SR:No]					
* =Domain/Speciality Spell					

# Warpriest Spells

Diagnose Disease	Divination	1 standard action	Instantaneous	Close (45 ft.)	UM:p.216
[V, S] TARGET: One creature, one object, or a 5-ft. cube; <b>EFFECT:</b> Detect and identify diseases. [SR:No]					
Divine Favor	Evocation	1 standard action	1 minute	Personal	CR:p.273
[V, S, DF] TARGET: You; <b>EFFECT:</b> Calling upon the strength and wisdom of a deity, you gain a +2 luck bonus on attack and weapon damage rolls.					
Doom	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	8 minutes	Medium (180 ft.)	CR:p.274
[V, S, DF] TARGET: One living creature; <b>EFFECT:</b> This spell fills a single subject with a feeling of horrible dread that causes it to become shaken. [SR:Yes; DC:15, Will negates]					
Endure Elements	Abjuration	1 standard action	24 hours	Touch	CR:p.277
[V, S] TARGET: Creature touched; <b>EFFECT:</b> A creature protected by endure elements suffers no harm from being in a hot or cold environment. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
Entropic Shield	Abjuration	1 standard action	8 minutes [D]	Personal	CR:p.278
[V, S] TARGET: You; <b>EFFECT:</b> A magical field appears around you, glowing with a chaotic blast of multicolored hues deflecting incoming arrows, rays, and other ranged attacks.					
Forbid Action	Enchantment (Compulsion) [Language-Dep1]	1 standard action	1 round	Close (45 ft.)	UM:p.220
[V] TARGET: One creature; <b>EFFECT:</b> Target obeys your command to not do something. [SR:Yes; DC:15, Will negates]					
Hide from Undead	Abjuration	1 standard action	80 minutes [D]	Touch	CR:p.296
[V, S, DF] TARGET: 8 creatures touched; <b>EFFECT:</b> Undead cannot see, hear, or smell creatures warded by this spell. [SR:Yes; DC:15, Will negates (harmless); see text]					
Inflict Light Wounds	Necromancy	1 standard action	Instantaneous	Touch	CR:p.300
[V, S] TARGET: Creature touched; <b>EFFECT:</b> When laying your hand upon a creature, you channel negative energy that deals 1d8+5 points of damage. [SR:Yes; DC:15, Will half]					
Ironbear	Transmutation	1 standard action	8 minutes	Touch	ARG:p.19
[V, S] TARGET: Up to three pebbles touched; <b>EFFECT:</b> This spell causes a bushy beard of stiff iron to erupt from the face of a willing target. The ironbear grants a +1 armor bonus to AC, and this bonus stacks with any armor worn by the creature. The ironbear may also be used as a weapon equivalent to cold iron armor spikes. The ironbear makes it difficult to speak, so any spellcasting with a verbal component has a 20% spell failure chance. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]					
Know the Enemy	Divination	1 minute	Instantaneous	Personal	UM:p.226
[V, S, DF] TARGET: You; <b>EFFECT:</b> Gain +10 on a monster Knowledge check. [SR:No]					
Liberating Command	Transmutation	1 immediate action	instantaneous	Close (45 ft.)	UC:p.233
[V] TARGET: one creature; <b>EFFECT:</b> Target makes an Escape Artist check as an immediate action and gains a bonus on it. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
Magic Stone	Transmutation	1 standard action	30 minutes or until discharged	Touch	CR:p.310
[V, S, DF] TARGET: Up to three pebbles touched; <b>EFFECT:</b> You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
Magic Weapon	Transmutation [MetalSchool]	1 standard action	8 minutes	Touch	CR:p.310
[V, S, DF] TARGET: Weapon touched; <b>EFFECT:</b> Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
Moment of Greatness	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	8 minutes or until discharged	50 ft.	UC:p.237
[V, S, M/DF] TARGET: The caster and allies within a 50-ft. burst centered on the caster; <b>EFFECT:</b> Doubles a morale bonus. [SR:Yes (harmless)]					
Murderous Command	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (45 ft.)	UM:p.230
[V] TARGET: One living creature; <b>EFFECT:</b> Target is compelled to kill its ally. [SR:Yes; DC:15, Will negates]					
Obscure Poison	Abjuration	1 standard action	8 hours	Touch	UI:p.220
[S,M] TARGET: One dose of poison or one venomous creature; <b>EFFECT:</b> Make it harder to detect a poison or a venomous creature. [SR:No]					
Obscuring Mist	Conjuration, WaterSchool (Creation)	1 standard action	8 minutes [D]	20 ft.	CR:p.317
[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; <b>EFFECT:</b> A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet. [SR:No]					
Protection from Evil	Abjuration [Good]	1 standard action	8 minutes [D]	Touch	CR:p.327
[V, S, M/DF] TARGET: Creature touched; <b>EFFECT:</b> This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:15, Will negates (harmless)]					
Protection from Good	Abjuration [Evil]	1 standard action	8 minutes [D]	Touch	CR:p.328
[V, S, M/DF] TARGET: Creature touched; <b>EFFECT:</b> This spell wards a creature from attacks by good creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:15, Will negates (harmless)]					
Protection from Law	Abjuration [Chaotic]	1 standard action	8 minutes [D]	Touch	CR:p.328
[V, S, M/DF] TARGET: Creature touched; <b>EFFECT:</b> This spell wards a creature from attacks by lawful creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:15, Will negates (harmless)]					
Ray of Sickening	Necromancy	1 standard action	8 minutes	Close (45 ft.)	UM:p.234
[V, S, M] TARGET: Ray; <b>EFFECT:</b> Ray makes the subject sickened. [SR:Yes; DC:15, Fortitude partial; see text]					
Refine Improvised Weapon	Transmutation	1 standard action	8 hours [D]	Touch	ACG:p.190
[V, S, DF] TARGET: one improvised weapon; <b>EFFECT:</b> Transform improvised weapon into a masterwork simple or martial weapon. [SR:yes (harmless, object); DC:15, Will negates (harmless, object)]					
Reinforce Armaments	Transmutation	1 standard action	80 minutes	Touch	UC:p.241
[V, S, M/DF] TARGET: one armor suit or weapon touched; <b>EFFECT:</b> Temporarily mitigates the fragile quality in targeted weapon or armor. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
Remove Fear	Abjuration	1 standard action	10 minutes; see text	Close (45 ft.)	CR:p.332
[V, S] TARGET: 3 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
Remove Sickness	Conjuration (Healing)	1 standard action	80 minutes; see text	Close (45 ft.)	UM:p.234
[V, S] TARGET: One creature; <b>EFFECT:</b> Suppress disease, nausea, and the sickened condition. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]					
Restore Corpse	Necromancy	1 standard action	Instantaneous	Touch	UM:p.235
[V, S] TARGET: Corpse touched; <b>EFFECT:</b> Skeletal corpse grows flesh. [SR:No]					
Sanctify Corpse	Evocation [Good]	1 standard action	24 hours	Touch	UM:p.236
[V, S, DF, M] TARGET: Corpse touched; <b>EFFECT:</b> Prevent a corpse from becoming an undead creature. [SR:No]					
Sanctuary	Abjuration	1 standard action	8 rounds	Touch	CR:p.336
[V, S, DF] TARGET: Creature touched; <b>EFFECT:</b> Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. [SR:No; DC:15, Will negates]					
Shield of Faith	Abjuration	1 standard action	8 minutes	Touch	CR:p.342
[V, S, M] TARGET: Creature touched; <b>EFFECT:</b> This spell creates a shimmering, magical field around the target that averts and deflects attacks. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
Stunning Barrier	Abjuration	1 standard action	8 rounds or until discharged	Personal	ACG:p.194
[V, S] TARGET: you; <b>EFFECT:</b> Magical field grants a +1 bonus to AC and on saves, and stuns one creature attacking you. [SR:no and yes (see text); DC:15, none and Will negates (see text)]					
Summon Minor Monster	Conjuration (Summoning)	1 round	8 rounds [D]	Close (45 ft.)	UM:p.241
[V, S, F/DF] TARGET: 1d3 summoned creatures; <b>EFFECT:</b> Summon 1d3 Tiny animals [SR:No]					
Summon Monster I	Conjuration (Summoning)	1 round	8 rounds [D]	Close (45 ft.)	CR:p.350
[V, S, F/DF] TARGET: One summoned creature; <b>EFFECT:</b> This spell summons an extraplanar creature. [SR:No]					
Sun Metal	Transmutation [Fire]	1 standard action	8 rounds [see text]	Touch	UC:p.245
[V, S] TARGET: one melee weapon; <b>EFFECT:</b> Weapon touched bursts into flames. [SR:Yes (object); DC:15, Fortitude negates (object)]					

## LEVEL 2 / Per Day:5 / Caster Level:8

Name	School	Time	Duration	Range	Source
Aid	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	8 minutes	Touch	CR:p.239
[V, S, DF] TARGET: Living creature touched; <b>EFFECT:</b> Aid grants +1 morale bonus on attack rolls and saves vs fear effects, plus 1d8 + 8 temporary hit points. [SR:Yes (harmless)]					
Air Step	Transmutation [Air]	1 standard action	8 minutes	Personal	ACG:p.173
[V, S, M] TARGET: you; <b>EFFECT:</b> Tread unsteadily on air, with limitations.					
Align Weapon	Transmutation	1 standard action	8 minutes	Touch	CR:p.240
[V, S, DF] TARGET: Weapon touched or 50 projectiles [all of which must be together at the time of casting]; <b>EFFECT:</b> Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
Animate Dead, Lesser	Necromancy [Evil]	1 standard action	Instantaneous	Touch	UM:p.205
[V, S, M] TARGET: One corpse; <b>EFFECT:</b> Create one skeleton or zombie. [SR:No]					
Ant Haul (Communal)	Transmutation	1 standard action	16 hours	Touch	UC:p.223
[V, S, M/DF] TARGET: creatures touched; <b>EFFECT:</b> As ant haul, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
Augury	Divination	1 minute	Instantaneous	Personal	CR:p.245
[V, S, M, F] TARGET: You; <b>EFFECT:</b> An augury can tell you whether a particular action will bring good or bad results for you in the immediate future.					
Bear's Endurance	Transmutation	1 standard action	8 minutes	Touch	CR:p.246
[V, S, M/DF] TARGET: Creature touched; <b>EFFECT:</b> The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution. [SR:Yes; DC:16, Will negates (harmless)]					

\* =Domain/Speciality Spell

# Warpriest Spells

Bestow Weapon Proficiency	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	8 minutes	Close (45 ft.)	UC:p.224
[V, S, M] TARGET: one creature; <b>EFFECT:</b> Grant a creature proficiency in a single weapon for short period of time. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
Blessing of Courage and Life	Conjuration (Healing) [Emotion]	1 standard action	8 minutes [see below]	Close (45 ft.)	APG:p.205
[V, S, DF] TARGET: one living creature; <b>EFFECT:</b> Grants a +2 bonus on saves vs. fear and death. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
Boiling Blood	Transmutation	1 standard action	Concentration + 8 rounds	Medium (180 ft.)	UM:p.209
[V, S] TARGET: 2 creatures, no two of which may be more than 30 ft. apart; <b>EFFECT:</b> Targets take 1 fire damage each round; orcs get +2 Strength. [SR:Yes; DC:16, Fortitude negates (see text)]					
Build Trust	Divination	1 standard action	8 days; see text	Close (45 ft.)	UI:p.205
[V,S,M] TARGET: One creature; <b>EFFECT:</b> Gain various bonuses when interacting with the target. [SR:Yes; DC:16, Will negates]					
Bull's Strength	Transmutation	1 standard action	8 minutes	Touch	CR:p.251
[V, S, M/DF] TARGET: Creature touched; <b>EFFECT:</b> The subject becomes stronger granting a +4 enhancement bonus to Strength. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
Calm Emotions	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Concentration, up to 8 rounds [D]	Medium (180 ft.)	CR:p.252
[V, S, DF] TARGET: Creatures in a 20-ft.-radius spread; <b>EFFECT:</b> This spell calms agitated creatures. [SR:Yes; DC:16, Will negates]					
Compassionate Ally	Enchantment (Compulsion) [Emotion, Mind]	1 standard action	8 rounds	Close (45 ft.)	UM:p.211
[V, S] TARGET: One creature; <b>EFFECT:</b> Target is compelled to help injured ally. [SR:Yes; DC:16, Will negates]					
Conditional Favor	Abjuration	1 swift action	8 days [D]	See text	UI:p.206
[V] TARGET: One creature; <b>EFFECT:</b> Provide another spell whose effects reverse if the target breaks a restriction. [SR:Yes; DC:16, None; see text]					
Consecrate	Evocation [Good]	1 standard action	16 hours	Close (45 ft.)	CR:p.258
[V, S, M, DF] TARGET: 20-ft.-radius emanation; <b>EFFECT:</b> This spell blesses an area with positive energy. [SR:No]					
Cure Moderate Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; <b>EFFECT:</b> When laying your hand upon a living creature, you channel positive energy that cures 2d8+8 points of damage. [SR:Yes (harmless) or yes; see text; DC:16, Will half (harmless) or Will half; see text]					
Darkness	Evocation [Darkness]	1 standard action	8 minutes [D]	Touch	CR:p.263
[V, M/DF] TARGET: Object touched; <b>EFFECT:</b> This spell causes an object to radiate darkness out to a 20-foot radius. [SR:No]					
Dark Whispers	Illusion (Shadow) [Language-Dependent, SI]	1 standard action	80 minutes	Long (720 ft.)	UI:p.209
[V,S,F/DF] TARGET: 8 creatures; <b>EFFECT:</b> Whisper through the shadows. [SR:Yes]					
Death Knell	Necromancy [Death, Evil]	1 standard action	Instantaneous/10 minutes per HD of sub	Touch	CR:p.264
[V, S] TARGET: Living creature touched; <b>EFFECT:</b> You draw forth the ebbing life force of a creature and use it to fuel your own power. [SR:Yes; DC:16, Will negates]					
Delay Pain	Enchantment [Emotion]	1 standard action	8 hours	Close (45 ft.)	UM:p.216
[V, S] TARGET: One creature; <b>EFFECT:</b> Ignore pain. [SR:Yes; DC:16, Will negates]					
Delay Poison	Conjuration (Healing)	1 standard action	8 hours	Touch	CR:p.265
[V, S, DF] TARGET: Creature touched; <b>EFFECT:</b> The subject becomes temporarily immune to poison. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
Desecrate	Evocation [Evil]	1 standard action	16 hours	Close (45 ft.)	CR:p.265
[V, S, M, DF] TARGET: 20-ft.-radius emanation; <b>EFFECT:</b> This spell imbues an area with negative energy. [SR:Yes]					
Detect Magic (Greater)	Divination	1 standard action	Concentration, up to 8 minutes [D]	60 ft.	UI:p.212
[V,S] TARGET: Cone-shaped emanation; <b>EFFECT:</b> As detect magic, but learn more information. [SR:No]					
Disfiguring Touch	Transmutation [Curse]	1 standard action	8 days	Touch	UM:p.217
[V, S] TARGET: Creature touched; <b>EFFECT:</b> Target becomes disfigured. [SR:Yes; DC:16, Will negates]					
Dread Bolt	Evocation [Evil]	1 standard action	Instantaneous [1d4 rounds]	Close (45 ft.)	UM:p.217
[V, S, DF] TARGET: Arrow-shaped projectile of evil energy; <b>EFFECT:</b> Harm and possibly sicken good creatures. [SR:Yes; DC:16, Will partial (see text)]					
Dress Corpse	Necromancy	1 standard action	Instantaneous	Touch	UI:p.212
[V,S,M] TARGET: Corpse touched; <b>EFFECT:</b> Doctor the evidence on a corpse. [SR:No]					
Eagle's Splendor	Transmutation	1 standard action	8 minutes	Touch	CR:p.275
[V, S, M/DF] TARGET: Creature touched; <b>EFFECT:</b> The transmuted creature becomes more poised, articulate, and personally forceful gaining a +4 enhancement bonus to Charisma. [SR:Yes; DC:16, Will negates (harmless)]					
Effortless Armor	Transmutation	1 standard action	8 minutes	Personal	UC:p.228
[V, S] TARGET: You; <b>EFFECT:</b> Armor you wear no longer slows your speed.					
Endure Elements (Communal)	Abjuration	1 standard action	24 hours	Touch	UC:p.228
[V, S] TARGET: creatures touched; <b>EFFECT:</b> As endure elements, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
Enthrall	Enchantment (Charm) [Language-Dependent]	1 round	1 hour or less	Medium (180 ft.)	CR:p.278
[V, S] TARGET: Any number of creatures; <b>EFFECT:</b> If you have the attention of a group of creatures, you can use this spell to hold them enthralled. [SR:Yes; DC:16, Will negates; see text]					
Find Traps	Divination	1 standard action	8 minutes	Personal	CR:p.281
[V, S] TARGET: You; <b>EFFECT:</b> You gain intuitive insight into the workings of traps.					
Gentle Repose	Necromancy	1 standard action	8 days	Touch	CR:p.289
[V, S, M/DF] TARGET: Corpse touched; <b>EFFECT:</b> You preserve the remains of a dead creature so that they do not decay. [SR:Yes (object); DC:16, Will negates (object)]					
Ghostbane Dirge	Transmutation	1 standard action	8 rounds	Close (45 ft.)	APG:p.225
[V, S, M/DF] TARGET: one incorporeal creature; <b>EFFECT:</b> Incorporeal creature takes half damage from nonmagical weapons. [SR:Yes; DC:16, Will negates]					
Grace	Abjuration	1 swift action	see text	Personal	APG:p.226
[V] TARGET: You; <b>EFFECT:</b> Movement doesn't provoke attacks of opportunity.					
Groundswell	Transmutation [Earth]	1 standard action	8 minutes	Touch	ARG:p.19
[V, S] TARGET: One Creature; <b>EFFECT:</b> This spell allows the target to cause the ground to rise up beneath him. As a swift action, the target can cause the ground to rise 5 feet, while all adjacent squares are treated as steep slopes. The groundswell precludes flanking from creatures standing at lower elevations than the target. If the target moves after creating a groundswell, the ground returns to its normal elevation at the end of his turn; otherwise, it remains in place until the target moves or uses a swift action to return the ground to normal. A groundswell cannot increase elevation of the ground beyond 5 feet. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
Hold Person	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	8 rounds [D]; see text	Medium (180 ft.)	CR:p.296
[V, S, F/DF] TARGET: One humanoid creature; <b>EFFECT:</b> The subject becomes paralyzed and freezes in place. [SR:Yes; DC:16, Will negates; see text]					
Holy Ice Weapon	Transmutation [Cold, Good, Water]	1 standard action	8 minutes [D]	0 Ft.	ACG:p.185
[V, S, M] TARGET: one ice weapon; <b>EFFECT:</b> Create a masterwork weapon made of frozen holy water. [SR:no; DC:16, none]					
Imbue with Aura	Transmutation	1 standard action	8 minutes	Close (45 ft.)	UM:p.225
[V, S, DF] TARGET: One creature; <b>EFFECT:</b> Target emulates your cleric aura. [SR:Yes; DC:16, Will negates (see text)]					
Inflict Moderate Wounds	Necromancy	1 standard action	Instantaneous	Touch	CR:p.300
[V, S] TARGET: Creature touched; <b>EFFECT:</b> When laying your hand upon a creature, you channel negative energy that deals 2d8+8 points of damage. [SR:Yes; DC:16, Will half]					
Instant Armor	Conjuration (Creation) [Force]	1 standard action	8 minutes [D]	Personal	APG:p.229
[V, S, DF] TARGET: You; <b>EFFECT:</b> Summon armor temporarily replacing your current attire.					
Instrument of Agony	Transmutation	1 standard action	8 minutes	Touch	UC:p.232
[V, S] TARGET: weapon touched; <b>EFFECT:</b> Weapon exudes divine fury, granting a bonus on Intimidate checks. [SR:Yes (harmless, object), see text; DC:16, Will negates (harmless, object), see text]					
Know Peelage	Divination [Mind-Affecting]	1 standard action	80 minutes	Touch	UI:p.218
[V,S,M] TARGET: Creature touched; <b>EFFECT:</b> Target uses your Knowledge [nobility] ranks. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
Life Pact	Necromancy	1 standard action	8 minutes	Close (45 ft.)	ACG:p.186
[V, S, DF/M] TARGET: 8 willing living creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Affected creatures automatically donate hp to stabilize fallen ally. [SR:Yes; DC:16, Will negates (harmless)]					
Magic Siege Engine	Transmutation	1 standard action	8 minutes	Touch	UC:p.236
[V, S, DF] TARGET: one siege engine touched; <b>EFFECT:</b> Siege engine gains +1 on targeting and damage rolls. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
Make Whole	Transmutation [MetalSchool]	10 minutes	Instantaneous	Close (45 ft.)	CR:p.311
[V, S] TARGET: One object of up to 80 cu. ft. or one construct creature of any size; <b>EFFECT:</b> This spell functions as mending, except that it repairs 5d6 points of damage when cast on a construct creature. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
Marching Chant	Transmutation	1 minute	concentration	Close (45 ft.)	ACG:p.187
[V, S] TARGET: 8 creatures; <b>EFFECT:</b> Allies can hustle without penalty while you sing or chant. [SR:yes (harmless); DC:16, Will negates (harmless)]					
Masterwork Transformation	Transmutation	1 hour	Instantaneous	Touch	UM:p.228
[V, S, M] TARGET: One weapon, suit of armor, tool, or skill kit touched; <b>EFFECT:</b> Make a normal item into a masterwork one. [SR:No]					
Muffle Sound	Illusion (Glamer)	1 round	8 minutes [D]	Close (45 ft.)	ACG:p.188
[V, S] TARGET: 8 allies; <b>EFFECT:</b> Allies gain a bonus on Stealth checks but risk verbal spell failure. [SR:yes; DC:16, Will negates]					
* =Domain/Specialty Spell					

# Warpriest Spells

<b>Owl's Wisdom</b>	<b>Transmutation</b>	1 standard action	8 minutes	Touch	CR:p.318
[V, S, M/DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom. [SR:Yes; DC:16, Will negates (harmless)]					
<b>Path of Glory</b>	<b>Conjuration (Healing)</b>	1 standard action	8 rounds	Touch [see text]	ACG:p.189
[V, S] <b>TARGET:</b> 32 5-ft. squares [see text]; <b>EFFECT:</b> Create an expanding glow that heals allies within it of 1 hp of damage. [SR:no; DC:16, none]					
<b>Pilfering Hand</b>	<b>Evocation [Force]</b>	1 standard action	see text	Close (45 ft.)	UC:p.239
[S] <b>TARGET:</b> one object; <b>EFFECT:</b> You may seize an object or manipulate it from afar. [SR:Yes (object)]					
<b>Protection from Evil (Communal)</b>	<b>Abjuration [Good]</b>	1 standard action	8 minutes [D]	Touch	UC:p.240
[V, S, M/DF] <b>TARGET:</b> creatures touched; <b>EFFECT:</b> As protection from evil, but you may divide the duration among creatures touched. [SR:No; see text; DC:16, Will negates (harmless)]					
<b>Protection from Good (Communal)</b>	<b>Abjuration [Evil]</b>	1 standard action	8 minutes [D]	Touch	UC:p.240
[V, S, M/DF] <b>TARGET:</b> creatures touched; <b>EFFECT:</b> As protection from good, but you may divide the duration among creatures touched. [SR:No; see text; DC:16, Will negates (harmless)]					
<b>Protection from Law (Communal)</b>	<b>Abjuration [Chaotic]</b>	1 standard action	8 minutes [D]	Touch	UC:p.240
[V, S, M/DF] <b>TARGET:</b> creatures touched; <b>EFFECT:</b> As protection from law, but you may divide the duration among creatures touched. [SR:No; see text; DC:16, Will negates (harmless)]					
<b>Protective Penumbra</b>	<b>Evocation [Darkness]</b>	1 standard action	80 minutes	Touch	UM:p.233
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Shadow protects the target from light. [SR:Yes; DC:16, Will negates (harmless)]					
<b>Reinforce Armaments (Communal)</b>	<b>Transmutation</b>	1 standard action	80 minutes	Touch	UC:p.241
[V, S, M/DF] <b>TARGET:</b> armor suits or weapons touched; <b>EFFECT:</b> As reinforce armaments, but you may divide the spell's duration among objects touched. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
<b>Remove Paralysis</b>	<b>Conjuration (Healing)</b>	1 standard action	Instantaneous	Close (45 ft.)	CR:p.332
[V, S] <b>TARGET:</b> Up to four creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> You can free one or more creatures from the effects of temporary paralysis or related magic. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
<b>Resist Energy</b>	<b>Abjuration, AirSchool, EarthSchool, FireSchool</b>	1 standard action	80 minutes	Touch	CR:p.334
[V, S, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> This abjuration grants a creature limited protection from damage of whichever one of five energy types you select. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
<b>Restoration (Lesser)</b>	<b>Conjuration (Healing)</b>	3 rounds	Instantaneous	Touch	CR:p.334
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
<b>Returning Weapon</b>	<b>Conjuration (Teleportation)</b>	1 standard action	8 minutes	Close (45 ft.)	UC:p.242
[V, S] <b>TARGET:</b> one weapon that can be thrown; <b>EFFECT:</b> Grants a weapon the returning special weapon quality. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
<b>Shard of Chaos</b>	<b>Evocation [Chaos]</b>	1 standard action	Instantaneous [1d6 rounds]	Close (45 ft.)	UM:p.237
[V, S, DF] <b>TARGET:</b> Dart-shaped projectile of chaotic energy; <b>EFFECT:</b> Harm and possibly slow lawful creatures. [SR:Yes; DC:16, Will partial (see text)]					
<b>Share Language</b>	<b>Divination</b>	1 standard action	24 hours	Touch	APG:p.243
[V, S, M] <b>TARGET:</b> creature touched; <b>EFFECT:</b> Subject understands chosen language. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
<b>Shatter</b>	<b>Evocation, EarthSchool [Sonic, MetalSchool]</b>	1 standard action	Instantaneous	Close (45 ft.)	CR:p.341
[V, S, M/DF] <b>TARGET:</b> Or Target 5-ft.-radius spread; or one solid object or one crystalline creature; <b>EFFECT:</b> Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature. [SR:Yes; DC:16, Will negates (object); Will negates (object) or Fortitude half; see text]					
<b>Shield of Fortification</b>	<b>Abjuration</b>	1 standard action	8 minutes	Touch	ACG:p.192
[V, S, DF] <b>TARGET:</b> creature touched; <b>EFFECT:</b> Target gains a 25% chance to treat critical hits and sneak attacks as normal hits. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
<b>Shield Other</b>	<b>Abjuration</b>	1 standard action	8 hours [D]	Close (45 ft.)	CR:p.342
[V, S, F] <b>TARGET:</b> One creature; <b>EFFECT:</b> This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
<b>Silence</b>	<b>Illusion (Glamer)</b>	1 round	8 rounds [D]	Long (720 ft.)	CR:p.343
[V, S] <b>TARGET:</b> 20-ft.-radius emanation centered on a creature, object, or point in space; <b>EFFECT:</b> Upon the casting of this spell, complete silence prevails in the affected area. [SR:Yes; see text or no (object); DC:16, Will negates; see text or none (object)]					
<b>Silent Table</b>	<b>Illusion (Glamer)</b>	1 round	8 minutes [D]	Close (45 ft.)	ACG:p.192
[V] <b>TARGET:</b> 5-ft.-diameter emanation centered on an object or a point in space; <b>EFFECT:</b> Give yourself privacy by muffling sound leaving the area. [SR:no (object); DC:16, none (object)]					
<b>Sound Burst</b>	<b>Evocation [Sonic]</b>	1 standard action	Instantaneous	Close (45 ft.)	CR:p.346
[V, S, F/DF] <b>TARGET:</b> 10-ft.-radius spread; <b>EFFECT:</b> You blast an area with a tremendous cacophony. [SR:Yes; DC:16, Fortitude partial]					
<b>Spear of Purity</b>	<b>Evocation [Good]</b>	1 standard action	Instantaneous [1 round]	Close (45 ft.)	UM:p.240
[V, S, DF] <b>TARGET:</b> Spear-shaped projectile of good energy; <b>EFFECT:</b> Harm and possibly blind evil creatures. [SR:Yes; DC:16, Will partial (see text)]					
<b>Spiritual Weapon</b>	<b>Evocation [Force]</b>	1 standard action	8 rounds [D]	Medium (180 ft.)	CR:p.348
[V, S, DF] <b>TARGET:</b> Magic weapon of force; <b>EFFECT:</b> A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8+2 force damage per hit. [SR:Yes]					
<b>Status</b>	<b>Divination</b>	1 standard action	8 hours	Touch	CR:p.349
[V, S] <b>TARGET:</b> 2 living creatures; <b>EFFECT:</b> When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
<b>Summon Monster II</b>	<b>Conjuration, AirSchool, EarthSchool, FireSchool</b>	1 round	8 rounds [D]	Close (45 ft.)	CR:p.352
[V, S, F/DF] <b>TARGET:</b> One summoned creature; <b>EFFECT:</b> This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. [SR:No]					
<b>Surmount Affliction</b>	<b>Abjuration</b>	1 standard action	8 rounds	Personal	UM:p.241
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> Temporarily suppress one condition.					
<b>Undetectable Alignment</b>	<b>Abjuration</b>	1 standard action	24 hours	Close (45 ft.)	CR:p.363
[V, S] <b>TARGET:</b> One creature or object; <b>EFFECT:</b> An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination. [SR:Yes (object); DC:16, Will negates (object)]					
<b>Unholy Ice Weapon</b>	<b>Transmutation [Cold, Evil, Water]</b>	1 standard action	8 minutes [D]	0 Ft.	ACG:p.198
[V, S, M] <b>TARGET:</b> one ice weapon; <b>EFFECT:</b> Create a masterwork weapon made of frozen unholy water. [SR:no; DC:16, none]					
<b>Unliving Rage</b>	<b>Necromancy</b>	1 standard action	concentration + 8 rounds [D]	Medium (180 ft.)	ACG:p.198
[V, S] <b>TARGET:</b> 2 willing undead creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> As rage, except affecting only undead. [SR:yes; DC:16, none]					
<b>Water Walk (Communal)</b>	<b>Transmutation [Water]</b>	1 standard action	80 minutes [D]	Touch	UC:p.249
[V, S, DF] <b>TARGET:</b> creatures touched; <b>EFFECT:</b> As water walk, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
<b>Weapon of Awe</b>	<b>Transmutation [Emotion]</b>	1 standard action	8 minutes	Touch	APG:p.256
[V, S, DF] <b>TARGET:</b> weapon touched; <b>EFFECT:</b> Weapon gets +2 on damage rolls. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
<b>Web Shelter</b>	<b>Conjuration (Creation)</b>	1 minute	8 hours [D]	Close (45 ft.)	UM:p.249
[V, S, DF] <b>TARGET:</b> 5 ft.-10 ft. diameter web sphere or 5 ft.-20 ft. hemisphere; <b>EFFECT:</b> Create a comfortable shelter made of webbing. [SR:No]					
<b>Zone of Truth</b>	<b>Enchantment (Compulsion) [Mind-Affecting]</b>	1 standard action	8 minutes	Close (45 ft.)	CR:p.371
[V, S, DF] <b>TARGET:</b> 20-ft.-radius emanation; <b>EFFECT:</b> Creatures within the emanation area [or those who enter it] can't speak any deliberate and intentional lies. [SR:Yes; DC:16, Will negates]					

## LEVEL 3 / Per Day:3 / Caster Level:8

Name	School	Time	Duration	Range	Source
<b>Agonize</b>	<b>Evocation [Evil, Pain]</b>	1 standard action	1 round	Close (45 ft.)	UM:p.205
[V, S] <b>TARGET:</b> One conjured outsider or elemental [see text]; <b>EFFECT:</b> Pain encourages an outsider to obey you. [SR:Yes; DC:17, Fortitude negates]					
<b>Align Weapon (Communal)</b>	<b>Transmutation [See Text]</b>	1 standard action	8 minutes	Touch	ACG:p.173
[V, S, DF] <b>TARGET:</b> weapons or projectiles touched; <b>EFFECT:</b> As align weapon, but you can divide the duration among weapons touched. [SR:yes (harmless, object); DC:17, Will negates (harmless, object)]					
<b>Animate Dead</b>	<b>Necromancy [Evil]</b>	1 standard action	Instantaneous	Touch	CR:p.241
[V, S, M] <b>TARGET:</b> One or more corpses touched; <b>EFFECT:</b> Turns corpses into undead skeletons or zombies that obey your spoken commands. [SR:No]					
<b>Aura Sight</b>	<b>Divination</b>	1 standard action	8 minutes [D]	Personal	ACG:p.174
[V, S] <b>TARGET:</b> you; <b>EFFECT:</b> Alignment auras become visible to you.					
<b>Badger's Ferocity</b>	<b>Transmutation</b>	1 standard action	Concentration	Close (45 ft.)	UM:p.207
[V, S] <b>TARGET:</b> 2 weapons; <b>EFFECT:</b> Weapons are keen while you concentrate. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
<b>Bestow Curse</b>	<b>Necromancy [Curse]</b>	1 standard action	Permanent	Touch	CR:p.247
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> You place a curse on the subject. [SR:Yes; DC:17, Will negates]					
<b>Blessing of the Mole</b>	<b>Transmutation</b>	1 round	8 minutes	Close (45 ft.)	UM:p.208
[V, S] <b>TARGET:</b> 8 creatures; <b>EFFECT:</b> 8 allies gain darkvision and a +2 Stealth bonus. [SR:Yes (harmless)]					
<b>Blindness/Deafness</b>	<b>Necromancy [Curse]</b>	1 standard action	Permanent [D]	Medium (180 ft.)	CR:p.250
[V] <b>TARGET:</b> One living creature; <b>EFFECT:</b> You call upon the powers of unlife to render the subject blinded or deafened, as you choose. [SR:Yes; DC:17, Fortitude negates]					
* =Domain/Speciality Spell					

# Warpriest Spells

■■■■■ <b>Blood Biography</b>	<b>Divination</b>	1 minute	Instantaneous	Touch	APG:p.206
[V, S, M/DF] <b>TARGET:</b> one creature's blood or one bloodstain; <b>EFFECT:</b> Learn about a creature with its blood. [SR:No; DC:17, Will negates (see text)]					
■■■■■ <b>Chain of Perdition</b>	<b>Evocation [Force]</b>	1 standard action	8 rounds [D]	Close (45 ft.)	UC:p.225
[V, S, M/DF] <b>TARGET:</b> 10-ft. chain; <b>EFFECT:</b> Creates a floating chain of force. [SR:Yes]					
■■■■■ <b>Contagion</b>	<b>Necromancy [Evil, Disease]</b>	1 standard action	Instantaneous	Touch	CR:p.259
[V, S] <b>TARGET:</b> Living creature touched; <b>EFFECT:</b> The subject contracts a disease. [SR:Yes; DC:17, Fortitude negates]					
■■■■■ <b>Continual Flame</b>	<b>Evocation [Light]</b>	1 standard action	Permanent	Touch	CR:p.260
[V, S, M] <b>TARGET:</b> Object touched; <b>EFFECT:</b> A flame, equivalent in brightness to a torch, springs forth from an object that you touch. [SR:No]					
■■■■■ <b>Create Food and Water</b>	<b>Conjuration (Creation)</b>	10 minutes	24 hours; see text	Close (45 ft.)	CR:p.261
[V, S] <b>TARGET:</b> Food and water to sustain 24 humans or 8 horses for 24 hours; <b>EFFECT:</b> The food that this spell creates is simple fare of your choice--highly nourishing, if rather bland. [SR:No]					
■■■■■ <b>Cure Serious Wounds</b>	<b>Conjuration (Healing)</b>	1 standard action	Instantaneous	Close (45 ft.)	CR:p.263
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> When laying your hand upon a living creature, you channel positive energy that cures 3d8+8 points of damage. [SR:Yes (harmless) or yes; see text; DC:17, Will half (harmless) or Will half; see text]					
■■■■■ <b>Daybreak Arrow</b>	<b>Evocation [light]</b>	1 standard action	80 minutes	Touch	UC:p.226
[V, S] <b>TARGET:</b> up to 50 pieces of ammunition, all of which must be together at the time of casting; <b>EFFECT:</b> Targeted ammunition exudes radiant energy. [SR:Yes (harmless, object); DC:17, Fortitude negates (harmless, object)]					
■■■■■ <b>Daylight</b>	<b>Evocation [Light]</b>	1 standard action	80 minutes [D]	Touch	CR:p.264
[V, S] <b>TARGET:</b> Object touched; <b>EFFECT:</b> You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. [SR:No]					
■■■■■ <b>Deadly Juggernaut</b>	<b>Necromancy [Death]</b>	1 standard action	8 minutes	Personal	UC:p.226
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> Your might increases with every kill you make.					
■■■■■ <b>Deeper Darkness</b>	<b>Evocation [Darkness]</b>	1 standard action	8 minutes [D]	Touch	CR:p.265
[V, M/DF] <b>TARGET:</b> Object touched; <b>EFFECT:</b> This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps. [SR:No]					
■■■■■ <b>Delay Poison (Communal)</b>	<b>Conjuration (Healing)</b>	1 standard action	8 hours	Touch	UC:p.227
[V, S, DF] <b>TARGET:</b> creatures touched; <b>EFFECT:</b> As delay poison, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
■■■■■ <b>Detect Anxieties</b>	<b>Divination [Mind-Affecting]</b>	1 standard action	Concentration, up to 8 minutes [D]	60 ft.	UI:p.211
[V,S,F/DF] <b>TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> Learn what makes creatures anxious. [SR:No; DC:17, Will negates; see text]					
■■■■■ <b>Detect Desires</b>	<b>Divination [Mind-Affecting]</b>	1 standard action	Concentration, up to 8 minutes [D]	60 ft.	UI:p.211
[V,S,F/DF] <b>TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> Learn what creatures desire. [SR:No; DC:17, Will negates; see text]					
■■■■■ <b>Discovery Torch</b>	<b>Evocation [Light]</b>	1 round	80 minutes	Touch	UC:p.228
[V, S] <b>TARGET:</b> object touched; <b>EFFECT:</b> Touched object emanates bright light, granting Perception and Sense Motive bonuses. [SR:No]					
■■■■■ <b>Dispel Magic</b>	<b>Abjuration</b>	1 standard action	Instantaneous	Medium (180 ft.)	CR:p.272
[V, S] <b>TARGET:</b> One spellcaster, creature, or object; <b>EFFECT:</b> You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. [SR:No]					
■■■■■ <b>Disrupt Silence</b>	<b>Abjuration</b>	1 standard action	8 rounds [D]	Touch	UI:p.212
[S,M] <b>TARGET:</b> 10-ft.-radius emanation centered on a creature, object, or point in space; <b>EFFECT:</b> Disrupt all silence effects in an area. [SR:Yes; DC:17, Will negates]					
■■■■■ <b>Elemental Speech</b>	<b>Divination, AirSchool, EarthSchool, FireSchol</b>	1 standard action	8 minutes	Personal	APG:p.218
[V, S, M] <b>TARGET:</b> You; <b>EFFECT:</b> Enables you to speak to elementals and some creatures.					
■■■■■ <b>Enter Image</b>	<b>Transmutation</b>	1 standard action	concentration	400 ft.	APG:p.219
[V, S, M/DF] <b>TARGET:</b> transfer consciousness to any object bearing your likeness; <b>EFFECT:</b> Transfers your consciousness to an object bearing your likeness. [SR:No]					
■■■■■ <b>Glyph of Warding</b>	<b>Abjuration</b>	10 minutes	Permanent until discharged [D]	Touch	CR:p.290
[V, S, M] <b>TARGET:</b> Object touched or up to 40 sq. ft.; <b>EFFECT:</b> This powerful inscription harms those who enter, pass, or open the warded area or object. [SR:No (object) and yes; see text; DC:17, See text]					
■■■■■ <b>Guiding Star</b>	<b>Divination</b>	1 minute	8 days [D]	Personal	APG:p.226
[V, S, M] <b>TARGET:</b> You; <b>EFFECT:</b> Know approximate distance from where you cast this spell.					
■■■■■ <b>Helping Hand</b>	<b>Evocation</b>	1 standard action	8 hours	5 miles	CR:p.295
[V, S, DF] <b>TARGET:</b> Ghostly hand; <b>EFFECT:</b> You create the ghostly image of a hand, which you can send to find a creature within 5 miles. [SR:No]					
■■■■■ <b>Inflict Serious Wounds</b>	<b>Necromancy</b>	1 standard action	Instantaneous	Touch	CR:p.301
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> When laying your hand upon a creature, you channel negative energy that deals 3d8+8 points of damage. [SR:Yes; DC:17, Will half]					
■■■■■ <b>Invisibility Purge</b>	<b>Evocation</b>	1 standard action	8 minutes [D]	Personal	CR:p.302
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> You surround yourself with a sphere of power with a radius of 40 feet that negates all forms of invisibility.					
■■■■■ <b>Ki Leech</b>	<b>Necromancy [Evil]</b>	1 standard action	8 minutes [D]	Personal	UM:p.225
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> Add to your ki pool when you critically hit.					
■■■■■ <b>Locate Object</b>	<b>Divination</b>	1 standard action	8 minutes	Long (720 ft.)	CR:p.305
[V, S, F/DF] <b>TARGET:</b> Circle, centered on you, with a radius of 720 ft.; <b>EFFECT:</b> You sense the direction of a well-known or clearly visualized object. [SR:No]					
■■■■■ <b>Magic Circle against Evil</b>	<b>Abjuration [Good]</b>	1 standard action	80 minutes	Touch	CR:p.308
[V, S, M/DF] <b>TARGET:</b> 10-ft.-radius emanation from touched creature; <b>EFFECT:</b> All creatures within the area gain the effects of a protection from evil spell, and evil summoned creatures cannot enter the area either. [SR:No; see text; DC:17, Will negates (harmless)]					
■■■■■ <b>Magic Circle against Good</b>	<b>Abjuration [Evil]</b>	1 standard action	80 minutes	Touch	CR:p.308
[V, S, M/DF] <b>TARGET:</b> 10-ft.-radius emanation from touched creature; <b>EFFECT:</b> All creatures within the area gain the effects of a protection from good spell, and good summoned creatures cannot enter the area either. [SR:No; see text; DC:17, Will negates (harmless)]					
■■■■■ <b>Magic Circle against Law</b>	<b>Abjuration [Chaotic]</b>	1 standard action	80 minutes	Touch	CR:p.308
[V, S, M/DF] <b>TARGET:</b> 10-ft.-radius emanation from touched creature; <b>EFFECT:</b> All creatures within the area gain the effects of a protection from law spell, and lawfull summoned creatures cannot enter the area either. [SR:No; see text; DC:17, Will negates (harmless)]					
■■■■■ <b>Magic Vestment</b>	<b>Transmutation</b>	1 standard action	8 hours	Touch	CR:p.310
[V, S, DF] <b>TARGET:</b> Armor or shield touched; <b>EFFECT:</b> You imbue a suit of armor or a shield with an enhancement bonus of +2. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]					
■■■■■ <b>Mantle of Calm</b>	<b>Enchantment (Compulsion) [Emotion, Mind]</b>	1 standard action	8 rounds [D]	Personal	ACG:p.186
[V, S, DF] <b>TARGET:</b> you; <b>EFFECT:</b> Neutralize the rage effects of those who have attacked you. [SR:no and yes (see text); DC:17, none and Will negates (see text)]					
■■■■■ <b>Mark of Obvious Ethics</b>	<b>Divination [Curse]</b>	1 standard action	8 days	Touch	ACG:p.187
[V, S] <b>TARGET:</b> creature touched; <b>EFFECT:</b> Other creatures can determine the target's alignment. [SR:yes; DC:17, Will negates]					
■■■■■ <b>Meld into Stone</b>	<b>Transmutation [Earth]</b>	1 standard action	80 minutes	Personal	CR:p.312
[V, S, DF] <b>TARGET:</b> You; <b>EFFECT:</b> Meld into stone enables you to meld your body and possessions into a single block of stone.					
■■■■■ <b>Nap Stack</b>	<b>Necromancy</b>	1 minute	8 hours	30 ft.	APG:p.233
[V, S, M] <b>TARGET:</b> 30-ft.-radius emanation; <b>EFFECT:</b> Subjects only need 2 hours for a night's sleep, and can sleep even longer for more benefits. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
■■■■■ <b>Obscure Object</b>	<b>Abjuration</b>	1 standard action	8 hours [D]	Touch	CR:p.317
[V, S, M/DF] <b>TARGET:</b> One object touched of up to 800 lbs.; <b>EFFECT:</b> This spell hides an object from location by divination [scrying] effects, such as the scrying spell or a crystal ball. [SR:Yes (object); DC:17, Will negates (object)]					
■■■■■ <b>Prayer</b>	<b>Enchantment (Compulsion) [Mind-Affecting]</b>	1 standard action	8 rounds	40 ft.	CR:p.324
[V, S, DF] <b>TARGET:</b> All allies and foes within a 40-ft.-radius burst centered on you; <b>EFFECT:</b> You bring special favor upon yourself and your allies while bringing disfavor to your enemies. [SR:Yes]					
■■■■■ <b>Protection from Energy</b>	<b>Abjuration, AirSchool, EarthSchool, FireSchol</b>	1 standard action	80 minutes or until discharged	Touch	CR:p.327
[V, S, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Protection from energy grants temporary immunity to the type of energy you specify when you cast it. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
■■■■■ <b>Remove Blindness/Deafness</b>	<b>Conjuration (Healing)</b>	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Remove blindness/deafness cures blindness or deafness. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
■■■■■ <b>Remove Curse</b>	<b>Abjuration</b>	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] <b>TARGET:</b> Creature or object touched; <b>EFFECT:</b> Remove curse can remove all curses on an object or a creature. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
■■■■■ <b>Remove Disease</b>	<b>Conjuration (Healing)</b>	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Remove disease can cure all diseases from which the subject is suffering. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
■■■■■ <b>Resist Energy (Communal)</b>	<b>Abjuration</b>	1 standard action	80 minutes	Touch	UC:p.242
[V, S, DF] <b>TARGET:</b> creatures touched; <b>EFFECT:</b> As resist energy, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
■■■■■ <b>Returning Weapon (Communal)</b>	<b>Conjuration (Teleportation)</b>	1 standard action	8 minutes	Close (45 ft.)	UC:p.243
[V, S] <b>TARGET:</b> weapons that can be thrown; <b>EFFECT:</b> As returning weapon, but you may divide the duration among weapons touched. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]					
■■■■■ <b>Sacred Bond</b>	<b>Conjuration (Healing)</b>	1 round	80 minutes [D]	Touch; see text	APG:p.240
[V, S, F] <b>TARGET:</b> creature touched; <b>EFFECT:</b> Cast touch healing spells from a distance. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
* =Domain/Specialty Spell					

## Warpriest Spells

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Sands of Time</b>	<b>Necromancy</b>	1 standard action	80 minutes or instantaneous [See text]	Touch	UM:p.236
[V, S] <b>TARGET:</b> Touched creature or object; <b>EFFECT:</b> Target temporarily ages. [SR:Yes]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Searing Light</b>	<b>Evocation</b>	1 standard action	Instantaneous	Medium (180 ft.)	CR:p.338
[V, S] <b>TARGET:</b> Ray; <b>EFFECT:</b> Focusing divine power like a ray of the sun, you project a blast of light from your open palm dealing 4d8 points of damage. [SR:Yes]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Share Language (Communal)</b>	<b>Divination</b>	1 standard action	24 hours	Touch	UC:p.243
[V, S, M] <b>TARGET:</b> creatures touched; <b>EFFECT:</b> As share language, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Speak with Dead</b>	<b>Necromancy [Language-Dependent]</b>	10 minutes	8 minutes	10 ft.	CR:p.346
[V, S, DF] <b>TARGET:</b> One dead creature; <b>EFFECT:</b> You grant the semblance of life to a corpse, allowing it to answer questions. [SR:No; DC:17, Will negates; see text]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Stone Shape</b>	<b>Transmutation, EarthSchool [Earth]</b>	1 standard action	Instantaneous	Touch	CR:p.349
[V, S, M/DF] <b>TARGET:</b> Stone or stone object touched, up to 18 cu. ft.; <b>EFFECT:</b> You can form an existing piece of stone into any shape that suits your purpose. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Stunning Barrier (Greater)</b>	<b>Abjuration</b>	1 standard action	8 rounds or until discharged	Personal	ACG:p.195
[V, S] <b>TARGET:</b> you; <b>EFFECT:</b> Magical field grants a +2 bonus to AC and on saves, and stuns multiple creatures attacking you. [SR:no and yes (see text); DC:17, none and Will negates (see text)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Summon Monster III</b>	<b>Conjuration (Summoning)</b>	1 round	8 rounds [D]	Close (45 ft.)	CR:p.352
[V, S, F/DF] <b>TARGET:</b> One summoned creature; <b>EFFECT:</b> This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Symbol of Healing</b>	<b>Conjuration (Healing)</b>	10 minutes	See text	0 ft.; see text	UM:p.241
[V, S, M] <b>TARGET:</b> One symbol; <b>EFFECT:</b> Triggered rune heals living creatures. [SR:Yes (harmless); DC:17, Will half (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Vision of Hell</b>	<b>Illusion (Glamer) [Evil, Fear]</b>	1 standard action	8 minutes [D]	Medium (180 ft.)	UM:p.248
[V, M] <b>TARGET:</b> 50-ft. radius emanation; <b>EFFECT:</b> Illusory hellscape makes creatures shaken. [SR:No; DC:17, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Voluminous Vocabulary</b>	<b>Divination</b>	1 standard action	8 hours [D]	Touch	UI:p.229
[V,S,M] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Grant ability to speak, read, and write one or more languages for 8 hours. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Water Breathing</b>	<b>Transmutation, WaterSchool</b>	1 standard action	16 hours; see text	Touch	CR:p.368
[V, S, M/DF] <b>TARGET:</b> Living creatures touched; <b>EFFECT:</b> The transmuted creatures can breathe water freely. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Water Walk</b>	<b>Transmutation [Water]</b>	1 standard action	80 minutes [D]	Touch	CR:p.368
[V, S, DF] <b>TARGET:</b> 8 touched creatures; <b>EFFECT:</b> The transmuted creatures can tread on any liquid as if it were firm ground. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Wind Wall</b>	<b>Evocation, AirSchool [Air, WoodSchool]</b>	1 standard action	8 rounds	Medium (180 ft.)	CR:p.370
[V, S, M/DF] <b>TARGET:</b> Wall up to 80 ft. long and 40 ft. high [S]; <b>EFFECT:</b> An invisible vertical curtain of wind appears. [SR:Yes; DC:17, None; see text]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Wrathful Mantle</b>	<b>Evocation [Force, Light]</b>	1 standard action	8 minutes	Touch or 5 ft.; see text	APG:p.257
[V, S, DF] <b>TARGET:</b> creature touched or all creatures within 5 ft.; see text; <b>EFFECT:</b> Subject shines and gets 2 on all saves. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
* =Domain/Specialty Spell					

## Prepared Spell List: Prepared Spells

### Warpriest

Level 0	Level 1	Level 2	Level 3
<input type="checkbox"/> Detect Magic <input type="checkbox"/> Detect Poison <input type="checkbox"/> Light <input type="checkbox"/> Spark (DC:14) <input type="checkbox"/> Virtue	<input type="checkbox"/> Command (DC:15) <input type="checkbox"/> Cure Light Wounds (DC:15) <input type="checkbox"/> Murderous Command (DC:15) <input type="checkbox"/> Sanctuary (DC:15)	<input type="checkbox"/> Cure Moderate Wounds (DC:16) <input type="checkbox"/> Grace <input type="checkbox"/> Hold Person (DC:16) <input type="checkbox"/> Shield Other (DC:16) <input type="checkbox"/> Sound Burst (DC:16)	<input type="checkbox"/> Magic Vestment (DC:17) <input type="checkbox"/> Stone Shape <input type="checkbox"/> Stunning Barrier (Greater) (DC:17)

Durria

Dwarf (Elder Dwarf)

RACE	
74	
AGE	
Male	
GENDER	
Darkvision (60 ft.)	
VISION	
Chaotic Neutral	
ALIGNMENT	
Right	
DOMINANT HAND	
4' 1"	
HEIGHT	
178 lbs.	
WEIGHT	
EYE COLOUR	
SKIN COLOUR	
,	
HAIR / HAIR STYLE	
PHOBIAS	
,	
PERSONALITY TRAITS	
INTERESTS	
,	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	
None	
REGION	
Calistria	
DEITY	
Humanoid	
Race Type	
Race Sub Type	

Description:  
Biography:

Durria is a dumb asshole (low inteligence and charisma scores) no one likes him. He has no friends but his goddess.