

# **Of Gods and Dragons**

## **A Guide to the Divinities of Brisen and Ardaf**

### **Table of Contents**

The Gods of Brisen: The Nine.....	2
The First: Sorce, The Maiden Goddess.....	2
The Second: Chamn, The Dark Lord.....	6
The Third: Brisies, The Sweet Mother.....	10
The Fourth: Aldinere, The Ice God.....	14
The Fifth: Eomina, The Lady Faithful.....	18
The Sixth: Morhal, The Blood Lord.....	22
The Seventh: Orizan, The Laughing Son.....	26
The Eighth: Lyrak, The Cruel Mistress.....	30
The Ninth: Daylion, The Namegiver.....	34
The Tenth: Kalya.....	38
The Dragons of Ardaf.....	42
Sun Dragons.....	42
Moon Dragons.....	45
Folk Dragons.....	48
World Dragons.....	50
Flame Dragons.....	53
Death Dragons.....	56
Frost Dragons.....	59
Dream Dragons.....	62

# The Gods of Brisen: The Nine

## Sorce: The Maiden Goddess The First, Life

**Alignment:** True Neutral

**Symbol:** A mistletoe laden oak tree with a heart imposed over the leafy crown

**Favored Weapon:** Quarterstaff

**Typical Worshipers:** Druids, Farmers, Foresters

### Domains

#### Air Domain

**Granted Power (Su):** Turn or destroy earth creatures as a good Cleric turns undead. Rebuke, command, or bolster air creatures as an evil Cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

#### Air Domain Spells

1. **Obscuring Mist:** Fog surrounds you.
2. **Wind Wall:** Deflects arrows, smaller creatures and gases.
3. **Gaseous Form:** Subject becomes insubstantial and can fly slowly.
4. **Air Walk:** Subject treads on air as if solid (climb at 45 degree angle).
5. **Control Winds:** Change wind direction and speed.
6. **Chain Lightning:** 1d6/level damage; 1 secondary bolt/level each deals half damage.
7. **Control Weather:** Changes weather in local area.
8. **Whirlwind:** Cyclone deals damage and can pick up creatures.
9. **Elemental Swarm:** Summons multiple elementals (Air only).

#### Balance Domain

**Granted Power:** Once per day, as a free action, you can add your Wisdom modifier to your Armor Class. This bonus lasts for one round per Cleric level.

#### Balance Domain Spells

1. **Make Whole:** Repairs an object.
2. **Calm Emotions:** Calms creatures, negating emotion effects.
3. **Clarity of Mind:** +4 bonus on saves against mind-affecting spells and abilities, allows reroll of concealment miss Chance.
4. **Dismissal:** Forces a creature to return to native plane.
5. **Sanctuary, Mass:** One creature/level can't be attacked, and can't attack.
6. **Banishment:** Banishes 2 HD/level of extraplanar creatures.
7. **Word of Balance:** Kills, paralyzes, weakens, or nauseates nonneutral creatures.
8. **Protection from Spells<sup>MF</sup>:** Confers +8 resistance bonus.
9. **Weighed in the Balance:** Harms or heals creatures within 30' of you.

#### Creation Domain

**Granted Power:** You cast conjuration (creation) spells at +1 caster level.

## Creation Domain Spells

1. **Create Water:** Creates 2 gallons/level of pure water.
2. **Minor Image:** As *silent image*, plus some sound.
3. **Create Food and Water:** Feeds three humans (or one horse)/level.
4. **Minor Creation:** Creates one cloth or wood object.
5. **Major Creation:** As *minor creation*, plus stone and metal.
6. **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
7. **Permanent Image<sup>M</sup>:** Includes sight, sound, and smell.
8. **True Creation<sup>X</sup>:** As *major creation*, but permanent.
9. **Pavilion of Grandeur:** A feast and a great pavilion are created.

## Earth Domain

**Granted Power (Su):** Turn or destroy air creatures as a good Cleric turns undead. Rebuke, command, or bolster earth creatures as an evil Cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

## Earth Domain Spells

1. **Magic Stone:** Three stones become +1 projectiles, 1d6 +1 damage.
2. **Soften Earth and Stone:** Turns stone to clay or dirt to sand or mud.
3. **Stone Shape:** Sculpts stone into any shape.
4. **Spike Stones:** Creatures in area take 1d8 damage, may be slowed.
5. **Wall of Stone:** Creates a stone wall that can be shaped.
6. **Stoneskin<sup>M</sup>:** Ignore 10 points of damage per attack.
7. **Earthquake:** Intense tremor shakes 5'/level radius.
8. **Iron Body:** Your body becomes living iron.
9. **Elemental Swarm:** Summons multiple elementals (Earth only).

## Fire Domain

**Granted Power (Su):** Turn or destroy water creatures as a good Cleric turns undead. Rebuke, command, or bolster fire creatures as an evil Cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

## Fire Domain Spells

1. **Burning Hands:** 1d4/level fire damage (max 5d4).
2. **Produce Flame:** 1d6 damage +1/level, touch or thrown.
3. **Resist Energy:** Ignores 10 (or more) points of damage/attack from specified energy type. (Cold or Fire only)
4. **Wall of Fire:** Deals 2d4 fire damage out to 10' and 1d4 out to 20'. Passing through wall deals 2d6 damage +1/level.
5. **Fire Shield:** Creatures attacking you take fire damage, you're protected from heat or cold.
6. **Fire Seeds:** Acorns and Berries become grenades and bombs.
7. **Fire Storm:** Deals 1d6/level fire damage.
8. **Incendiary Cloud:** Cloud deals 4d6 fire damage/round.
9. **Elemental Swarm:** Summons multiple elementals (Fire only).

## Life Domain

**Granted Power:** Once per day, you can grant 1d6 temporary hit points +1 per Cleric level to a creature you touch. These temporary hit points last for a maximum of 1 hour/level.

### Life Domain Spells

1. **Hide from Undead:** Undead can't perceive one subject/level.
2. **Restoration, Lesser:** Dispels magical ability penalty or regains 1d6 ability damage.
3. **Plant Growth:** Grows vegetation, improves crops.
4. **Death Ward:** Grants immunity to death spells and negative energy effects.
5. **Disrupting Weapon:** Melee weapon destroys undead.
6. **Animate Objects:** Objects attack your foes.
7. **Regenerate:** Subject's severed limbs grow back, cures 4d8 damage +1/level (+35).
8. **Animate Plants:** One or more trees animate and fight for you.
9. **Heal, Mass:** As *heal*, but with several subjects.

### Plant Domain

**Granted Power (Su):** Rebuke or command plant creatures as an evil Cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability. Add *Knowledge (Nature)* to your list of Cleric class skills.

### Plant Domain Spells

1. **Entangle:** Plants entangle everyone in 40' radius.
2. **Barkskin:** Grants +2 (or higher) enhancement to natural armor.
3. **Plant Growth:** Grows vegetation, improves crops.
4. **Command Plants:** Sway the actions of one or more plant creatures.
5. **Wall of Thorns:** Thorns damage anyone who tries to pass by.
6. **Repel Wood:** Pushes away wooden objects.
7. **Animate Plants:** One or more trees animate and fight for you.
8. **Control Plants:** Control actions of one or more plant creatures.
9. **Shambler:** Summons 1d4+2 shambling mounds to fight for you.

### Renewal Domain

**Granted Power (Su):** If you fall below 0 hit points, you regain a number of hit points equal to 1d8 + your Charisma modifier. This ability functions once per day. If an attack brings you to -10 hit points or lower, you die before this power takes effect.

### Renewal Domain Spells

1. **Charm Person:** Makes one person your friend.
2. **Restoration, Lesser:** Dispels magical ability penalty or regains 1d6 ability damage.
3. **Remove Disease:** Cures all diseases affecting subject.
4. **Riencarnate:** Brings dead subject back to life in random body.
5. **Atonement<sup>FX</sup>:** Removes burden of misdeeds from subject.
6. **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
7. **Restoration, Greater<sup>X</sup>:** As *restoration*, plus restores all levels and ability scores.
8. **Polymorph Any Object:** Changes any subject into anything else.
9. **Freedom:** Releases creature from *imprisonment*.

### Water Domain

**Granted Power (Su):** Turn or destroy fire creatures as a good Cleric turns undead. Rebuke, command, or bolster water creatures as an evil Cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

### Water Domain Spells

1. **Obscuring Mist:** Fog surrounds you.
2. **Fog Cloud:** Fog obscures vision.
3. **Water Breathing:** Subjects can breathe underwater.
4. **Control Water:** Raises or lowers bodies of water.
5. **Ice Storm:** Hail deals 5d6 damage in cylinder 40' across.
6. **Cone of Cold:** 1d6/level cold damage.
7. **Acid Fog:** Fog deals acid damage.
8. **Horrid Wilting:** Deals 1d6/level damage within 30'.
9. **Elemental Swarm:** Summons multiple elementals (Water only).

### Weather Domain

**Granted Power:** Your vision is unobstructed by nonmagical weather conditions. Add *Survival* to your list of Cleric class skills. You gain a +2 bonus on all weather-related *Survival* checks.

### Weather Domain Spells

1. **Obscuring Mist:** Fog surrounds you.
2. **Fog Cloud:** Fog obscures vision.
3. **Call Lightning:** Calls down lightning bolts (3d6 per bolt) from sky.
4. **Sleet Storm:** Hampers vision and movement.
5. **Call Lightning Storm:** As *call lightning*, but 5d6 damage per bolt.
6. **Control Winds:** Change wind direction and speed.
7. **Control Weather:** Changes weather in local area.
8. **Whirlwind:** Cyclone deals damage and can pick up creatures.
9. **Storm of Vengeance:** Storm rains acid, lightning, and hail.

# **Chamn: The Dark Lord**

## **The Second, Death**

**Alignment:** True Neutral

**Symbol:** A mistletoe laden oak tree with a skull imposed over the bare crown

**Favored Weapon:** Spear

**Typical Worshipers:** Druids, Hunters, Husbanders

### **Domains**

#### **Air Domain**

**Granted Power (Su):** Turn or destroy earth creatures as a good Cleric turns undead. Rebuke, command, or bolster air creatures as an evil Cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

#### **Air Domain Spells**

1. **Obscuring Mist:** Fog surrounds you.
2. **Wind Wall:** Deflects arrows, smaller creatures and gases.
3. **Gaseous Form:** Subject becomes insubstantial and can fly slowly.
4. **Air Walk:** Subject treads on air as if solid (climb at 45 degree angle).
5. **Control Winds:** Change wind direction and speed.
6. **Chain Lightning:** 1d6/level damage; 1 secondary bolt/level each deals half damage.
7. **Control Weather:** Changes weather in local area.
8. **Whirlwind:** Cyclone deals damage and can pick up creatures.
9. **Elemental Swarm:** Summons multiple elementals (Air only).

#### **Animal Domain**

**Granted Power (Sp):** You can use *speak with animals* once per day as a spell-like ability. Add *Knowledge (nature)* to your list of Cleric class skills.

#### **Animal Domain Spells**

1. **Calm Animals:** Calms (2d4 + level) HD of animals.
2. **Hold Animal:** Paralyzes one animal for 1 round/level.
3. **Dominate Animal:** Subject animal obeys silent mental commands.
4. **Summon Nature's Ally IV:** Calls creature to fight. (Only animals)
5. **Commune with Nature:** Learn about terrain for 1 mile/level.
6. **Antilife Shell:** 10' field hedges out living creatures.
7. **Animal Shapes:** One ally/level polymorphs into chosen animal.
8. **Summon Nature's Ally VIII:** Calls creature to fight. (Only animals)
9. **ShapeChange<sup>F</sup>:** Transforms you into any creature, and Change forms once per round.

#### **Balance Domain**

**Granted Power:** Once per day, as a free action, you can add your Wisdom modifier to your Armor Class. This bonus lasts for one round per Cleric level.

#### **Balance Domain Spells**

1. **Make Whole:** Repairs an object.

2. **Calm Emotions:** Calms creatures, negating emotion effects.
3. **Clarity of Mind:** +4 bonus on saves against mind-affecting spells and abilities, allows reroll of concealment miss Chance.
4. **Dismissal:** Forces a creature to return to native plane.
5. **Sanctuary, Mass:** One creature/level can't be attacked, and can't attack.
6. **Banishment:** Banishes 2 HD/level of extraplanar creatures.
7. **Word of Balance:** Kills, paralyzes, weakens, or nauseates nonneutral creatures.
8. **Protection from Spells<sup>MF</sup>:** Confers +8 resistance bonus.
9. **Weighed in the Balance:** Harms or heals creatures within 30' of you.

## **Creation Domain**

**Granted Power:** You cast conjuration (creation) spells at +1 caster level.

### **Creation Domain Spells**

1. **Create Water:** Creates 2 gallons/level of pure water.
2. **Minor Image:** As *silent image*, plus some sound.
3. **Create Food and Water:** Feeds three humans (or one horse)/level.
4. **Minor Creation:** Creates one cloth or wood object.
5. **Major Creation:** As *minor creation*, plus stone and metal.
6. **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
7. **Permanent Image<sup>M</sup>:** Includes sight, sound, and smell.
8. **True Creation<sup>X</sup>:** As *major creation*, but permanent.
9. **Pavilion of Grandeur:** A feast and a great pavilion are created.

## **Death Domain**

**Granted Power (Su):** You may use a *death touch* once per day. Your *death touch* is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per Cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).

### **Death Domain Spells**

1. **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
2. **Death Knell:** Kill dying creature and gain 1d8 temporary hp, +2 to STR, and +1 caster level.
3. **Animate Dead:** Creates undead skeletons and zombies.
4. **Death Ward:** Grants immunity to death spells and negative energy effects.
5. **Slay Living:** Touch attack kills subject.
6. **Create Undead<sup>M</sup>:** Create ghouls, ghosts, mummies, or mohrgs.
7. **Destruction<sup>F</sup>:** Kills subject and destroys remains.
8. **Create Greater Undead:** Create shadows, wraiths, spectres, or devourers.
9. **Wail of the Banshee:** Kills one creature/level.

## **Earth Domain**

**Granted Power (Su):** Turn or destroy air creatures as a good Cleric turns undead. Rebuke, command, or bolster earth creatures as an evil Cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

### **Earth Domain Spells**

1. **Magic Stone:** Three stones become +1 projectiles, 1d6 +1 damage.

2. **Soften Earth and Stone:** Turns stone to clay or dirt to sand or mud.
3. **Stone Shape:** Sculpts stone into any shape.
4. **Spike Stones:** Creatures in area take 1d8 damage, may be slowed.
5. **Wall of Stone:** Creates a stone wall that can be shaped.
6. **Stoneskin<sup>M</sup>:** Ignore 10 points of damage per attack.
7. **Earthquake:** Intense tremor shakes 5'/level radius.
8. **Iron Body:** Your body becomes living iron.
9. **Elemental Swarm:** Summons multiple elementals (Earth only).

## **Fire Domain**

**Granted Power (Su):** Turn or destroy water creatures as a good Cleric turns undead. Rebuke, command, or bolster fire creatures as an evil Cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

### **Fire Domain Spells**

1. **Burning Hands:** 1d4/level fire damage (max 5d4).
2. **Produce Flame:** 1d6 damage +1/level, touch or thrown.
3. **Resist Energy:** Ignores 10 (or more) points of damage/attack from specified energy type. (Cold or Fire only.)
4. **Wall of Fire:** Deals 2d4 fire damage out to 10' and 1d4 out to 20'. Passing through wall deals 2d6 damage +1/level.
5. **Fire Shield:** Creatures attacking you take fire damage, you're protected from heat or cold.
6. **Fire Seeds:** Acorns and Berries become grenades and bombs.
7. **Fire Storm:** Deals 1d6/level fire damage.
8. **Incendiary Cloud:** Cloud deals 4d6 fire damage/round.
9. **Elemental Swarm:** Summons multiple elementals (Fire only).

## **Hunt Domain**

**Granted Power:** You gain *Track* as a bonus feat.

### **Hunt Domain Spells**

1. **Hide from Animals:** Animals can't perceive one subject/level.
2. **Bear's Endurance:** Subject gains +4 to CON for 1 minute/level.
3. **Snare:** Creates a magic booby trap.
4. **Locate Creature:** Indicates direction to familiar creature.
5. **Commune with Nature:** Learn about terrain for 1 mile/level.
6. **Find the Path:** Shows most direct way to location.
7. **Control Weather:** Changes weather in local area.
8. **Discern Location:** Reveals exact location of creature or object.
9. **Foresight:** "Sixth sense" warns of impending danger.

## **Repose Domain**

**Granted Power (Sp):** You may use *death touch* once per day. To deliver a *death touch*, you must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per Cleric level you possess. If the result equals or exceeds the creature's current hit points, it dies (no save). *Death touch* is a supernatural ability and a death effect.

### **Repose Domain Spells**

1. **Deathwatch:** Reveals how near death subjects within 30' are.



2. **Gentle Repose:** Preserves one corpse.
3. **Speak with Dead:** Corpse answers one question/2 levels.
4. **Death Ward:** Grants immunity to death spells and negative energy effects.
5. **Slay Living:** Touch attack kills subject.
6. **Undeath to Death:** Slays 1d4 HD of undead creatures per caster level (max 20d4).
7. **Destruction<sup>F</sup>:** Kills subject and destroys remains.
8. **Surelife:** Protects caster from specified natural death.
9. **Wail of the Banshee:** Kills one creature/level.

### **Water Domain**

**Granted Power (Su):** Turn or destroy fire creatures as a good Cleric turns undead. Rebuke, command, or bolster water creatures as an evil Cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

### **Water Domain Spells**

1. **Obscuring Mist:** Fog surrounds you.
2. **Fog Cloud:** Fog obscures vision.
3. **Water Breathing:** Subjects can breathe underwater.
4. **Control Water:** Raises or lowers bodies of water.
5. **Ice Storm:** Hail deals 5d6 damage in cylinder 40' across.
6. **Cone of Cold:** 1d6/level cold damage.
7. **Acid Fog:** Fog deals acid damage.
8. **Horrid Wilting:** Deals 1d6/level damage within 30'.
9. **Elemental Swarm:** Summons multiple elementals (Water only).

## **Brisies: The Sweet Mother**

### **The Third, Good**

**Alignment:** Neutral Good

**Symbol:** A cameo of the goddess

**Favored Weapon:** Heavy Mace

**Typical Worshipers:** Healers, Idealogues, Philanthropists

### **Domains**

#### **Celestial Domain**

**Granted Power (Su):** You gain the supernatural ability to *smite evil* once per day. Add a +4 bonus to your melee attack roll and your Cleric level to your damage. You must declare the *smite* before making the attack, and the attempt is wasted if the target is not evil.

#### **Celestial Domain Spells**

1. **Vision of Heaven:** Evil creature is dazed for 1 round.
2. **Consecrate<sup>M</sup>:** Fills area with positive energy, making undead weaker and deathless stronger.
3. **Blessed Sight:** Evil auras become visible to you.
4. **Planar Ally, Lesser<sup>X</sup>:** ExChange services with a 6 HD extraplanar creature.
5. **Heavenly Lightning:** Arcs of radiant lightning deal 3d6 damage to one target per two caster levels.
6. **Call Faithful Servants:** Summons 1d4 lantern archons, coure eladrins, or musteval guardinals.
7. **Heavenly Lightning Storm:** Arcs of radiant lightning deal 5d6 damage to one target per level.
8. **Holy Aura<sup>F</sup>:** +4 to AC, +4 resistance, and SR 25 against evil spells.
9. **Gate<sup>X</sup>:** Connects two planes for travel or summoning.

#### **Charity Domain**

**Granted Power:** Once per day, as a full-round action, you may reduce your hit points by up to two times your class level and touch an ally to give him temporary hit points equal to that amount. For instance, a 5th-level Cleric can give up to 10 hit points to an ally. Your ally retains these temporary hit points for 1 minute per your class level and you cannot reclaim them or use healing magic to regain them prematurely, even to save your own life. At the end of the effect you regain all the hit points you donated, even if your ally suffered injuries during this time.

#### **Charity Domain Spells**

1. **Goodberry:** 2d4 berries each cure 1 hp (max 8 hp/24 hours).
2. **Aid:** +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).
3. **Create Food and Water:** Feeds three humans (or one horse)/level.
4. **Imbue with Spell Ability:** Transfer spells to subject.
5. **Cure Light Wounds, Mass:** Cures 1d8 damage +1/level (max +25) for many creatures.
6. **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
7. **Refuge<sup>M</sup>:** Alters item to transport its possessor to you.
8. **Mordenkainen's Magnificent Mansion<sup>F</sup>:** Door leads to extradimensional mansion.
9. **Heal, Mass:** As *heal*, but with several subjects.

#### **Generosity Domain**

**Granted Power:** Once per day, as an immediate action you may choose to cast a maximized conjuration (healing) spell without increasing the spell level or casting time.

### Generosity Domain Spells

1. **Deathwatch:** Reveals how near death subjects within 30' are.
2. **Shield Other<sup>F</sup>:** You take half of subject's damage.
3. **Detect Thoughts:** Allows "listening" to surface thoughts.
4. **Discern Lies:** Reveals deliberate falsehoods.
5. **True Seeing<sup>M</sup>:** Lets you see all things as they really are.
6. **Prying Eyes:** 1d4 +1/level floating eyes scout for you.
7. **Guards and Wards:** Array of magical effects protects area.
8. **Teleport Object:** As *teleport*, but affects a touched object.
9. **Foresight:** "Sixth sense" warns of impending danger.

### Glory Domain

**Granted Power (Su):** Turn undead with a +2 bonus on the turning check and +1d6 on the turning damage roll.

### Glory Domain Spells

1. **Disrupt Undead:** Deals 1d6 damage to one undead.
2. **Bless Weapon:** Weapon strikes true against evil foes.
3. **Searing Light:** Ray deals 1d8/2 levels damage, more against undead.
4. **Holy Smite:** Damages and blinds evil creatures.
5. **Holy Sword:** Weapon becomes +5, deals +2d6 damage against evil.
6. **Bolt of Glory:** Positive energy ray deals extra damage to evil outsiders and undead.
7. **Sunbeam:** Beam blinds and deals 4d6 damage.
8. **Crown of Glory:** You gain +4 Charisma and inspire your allies.
9. **Gate<sup>X</sup>:** Connects two planes for travel or summoning.

### Good Domain

**Granted Power:** You cast good spells at +1 caster level.

### Good Domain Spells

1. **Protection from Evil:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Aid:** +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).
3. **Magic Circle against Evil:** As *protection* spells, but 10' radius and 10 min./level.
4. **Holy Smite:** Damages and blinds evil creatures.
5. **Dispels Evil:** +4 bonus against attacks by evil creatures.
6. **Blade Barrier:** Wall of blades deals 1d6/level damage.
7. **Holy Word:** Kills, paralyzes, slows, or deafens nongood subjects.
8. **Holy Aura<sup>F</sup>:** +4 to AC, +4 resistance, and SR 25 against evil spells.
9. **Summon Monster IX:** Calls extraplanar creature to fight for you (Good only).

### Healing Domain

**Granted Power:** You cast healing spells at +1 caster level.

### Healing Domain Spells

1. **Cure Light Wounds:** Cures 1d8 damage +1/level (max +5).
2. **Cure Moderate Wounds:** Cures 2d8 damage +1/level (max +10).
3. **Cure Serious Wounds:** Cures 3d8 damage +1/level (max +15).
4. **Cure Critical Wounds:** Cures 4d8 damage +1/level (max +20).

5. **Cure Light Wounds, Mass:** Cures 1d8 damage +1/level (max +25) for many creatures.
6. **Heal:** Cures 10 points/level of damage, all diseases and mental conditions.
7. **Regenerate:** Subject's severed limbs grow back, cures 4d8 damage +1/level (+35).
8. **Cure Critical Wounds, Mass:** Cures 4d8 damage +1/level (max +40) for many creatures.
9. **Heal, Mass:** As *heal*, but with several subjects.

### Joy Domain

**Granted Power:** You gain a +4 sacred bonus on *Diplomacy* checks.

### Joy Domain Spells

1. **Vision of Heaven:** Evil creature is dazed for 1 round.
2. **Elation:** Allies gain +2 to Strength and Dexterity, +5' of speed.
3. **Distilled Joy<sup>F</sup>:** Create ambrosia.
4. **Good Hope:** Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
5. **Chaav's Laugh:** Good creatures gain +2 on attack rolls and saves against fear, plus 1d8 temporary hp +1/level (max. +20). Evil creatures take -2 on attack rolls and saves against fear.
6. **Heroism, Greater:** Gives +4 bonus on attacks, saves, skill checks; immunity to fear; temporary hp.
7. **Starmantle<sup>M</sup>:** Cloak of stars destroys nonmagical weapons on contact and allows wearer a DC 15 Reflex save to reduce damage from magic weapons by half.
8. **Sympathy<sup>M</sup>:** Object or location attracts certain creatures.
9. **Otto's Irresistible Dance:** Forces subject to dance.

### Mysticism Domain

**Granted Power (Su):** Once per day, you can use a free action to Channel your deity's power to grant yourself a luck bonus on your saving throws equal to your Charisma modifier (minimum +1). The effect lasts for 1 round per Cleric level.

### Mysticism Domain Spells

1. **Divine Favor:** You gain +1/3 levels on attack rolls and damage rolls.
2. **Spiritual Weapon:** Magical weapon attacks on its own.
3. **Visage of the Deity, Lesser:** Your form becomes more like your deity's.
4. **Weapon of the Deity:** Your weapon gains enhancement bonus and special ability.
5. **Righteous Might:** Your size increases, and you gain combat bonuses.
6. **Visage of the Deity:** As *lesser visage of the deity*, but you get celestial or fiendish qualities.
7. **Blasphemy/Holy Word:** Kills, paralyzes, weakens, or dazes nonevil subjects. (Choose good or evil version based on caster's alignment)
8. **Holy Aura<sup>F</sup>/Unholy Aura<sup>F</sup>:** +4 AC, +4 resistance, and SR 25 against evil/good spells. (Choose good or evil version based on caster's alignment)
9. **Visage of the Deity, Greater:** As *lesser visage of the deity*, but you become half-celestial or half-fiendish.

### Pleasure Domain

**Granted Power:** You are immune to any effect that damages or drains your Charisma.

### Pleasure Domain Spells

1. **Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject plus one per four levels.
2. **Lastai's Caress<sup>F</sup>:** Intense feelings of good leave evil subject cowering, frightened, nauseated, or shaken.

3. **Heart's Ease:** Removes fear, despair, confusion, insanity, and some mind-influencing effects; restores 2d4 points of temporary Wisdom damage.
4. **Remove Fatigue:** Removes effects of fatigue as 8 hours of rest.
5. **Eagle's Splendor, Mass:** As *eagle's splendor*, affects one subject/level.
6. **Celestial Blood<sup>M</sup>:** Grant energy resistance, +4 on saves against poison, and damage reduction 10/evil.
7. **Empyrean Ecstasy:** Targets immune to pain and mind-influencing effects, and take half damage from melee and ranged attacks; -4 to skill checks.
8. **Spread of Contentment<sup>M</sup>:** Calms hostile creatures within 10'/level radius.
9. **Sublime Revelry:** Targets are immune to pain and mind-influencing effects, and take half damage from melee and ranged attacks.

### **Purification Domain**

**Granted Power:** You cast all abjuration spells at +1 caster level.

### **Purification Domain Spells**

1. **Nimbus of Light:** Sunlight illuminates you until released as an attack.
2. **Deific Vengeance:** Deity's punishment deals 1d6 damage/2 levels (max 5d6).
3. **Recitation:** Your allies get bonus on AC, attacks, and saves.
4. **Castigate:** Verbal rebuke damages those whose alignment differs from yours.
5. **Dance of the Unicorn:** Purifying mist washes the air clean of smoke, dust, and poisons.
6. **Fires of Purity:** Subject bursts into magical flame, becoming a dangerous weapon.
7. **Righteous Wrath of the Faithful:** Your allies gain extra attack, +3 on attack rolls and damage rolls.
8. **Sunburst:** Blinds all within 80', deals 6d6 damage.
9. **Visage of the Deity, Greater:** As *lesser visage of the deity*, but you become half-celestial or half-fiendish.

## **Aldinere: The Ice God**

### **The Fourth, Evil**

**Alignment:** Neutral Evil

**Symbol:** A mountain imposed on a snowflake

**Favored Weapon:** Halberd

**Typical Worshipers:** Misanthropists, Sadists, Villains

### **Domains**

#### **Corruption Domain**

**Granted Power:** Once per day, you can attack an object and ignore its hardness.

#### **Corruption Domain Spells**

1. **Doom:** One subject suffers -2 on attacks, damage, saves, and checks.
2. **Blindness/Deafness:** Makes subject blinded or deafened.
3. **Contagion:** Infects subject with chosen disease.
4. **Morality Undone<sup>M</sup>:** Subject becomes evil.
5. **Feeblemind:** Subject's Int and Cha drop to 1.
6. **Pox:** Deals 1d4 CON drain to one creature/level.
7. **Insanity:** Subject suffers continuous *confusion*.
8. **Befoul:** Turns large amount of water poisonous
9. **Despoil<sup>M</sup>:** Kills plants and damages objects in 100'/level radius.

#### **Decay Domain**

**Granted Power (Su):** You may use a touch of decay once per day. Your touch of decay is a supernatural ability that causes putrescence in organic matter and weakens inorganic matter. You must succeed on a melee touch attack to affect a creature (using the rules for touch spells). If you touch a living creature including constructs with the living subtype, you deal 1d4 points of Constitution damage. If you touch an undead creature, an object, or a construct without the living construct subtype, you deal 2d6 points of damage +1 point per Cleric level.

#### **Decay Domain Spells**

1. **Doom:** One subject suffers -2 on attacks, damage, saves, and checks.
2. **Ray of Enfeeblement:** Ray deals 1d6 +1/2 levels STR penalty.
3. **Contagion:** Infects subject with chosen disease.
4. **Enervation:** Subject gains 1d4 negative levels.
5. **Blight:** Withers one plant or deals 1d6/level damage to plant creatures.
6. **Antilife Shell:** 10' field hedges out living creatures.
7. **Withering Palm:** Touch attack deals 1 point STR and 1 point CON damage per two caster levels.
8. **Horrid Wilting:** Deals 1d6/level damage within 30'.
9. **Energy Drain:** Subject gains 2d4 negative levels.

#### **Destruction Domain**

**Granted Power (Su):** You gain the *smite* power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your Cleric level (if you hit). You must declare the *smite* before making the attack. The ability is usable once per day.

### Destruction Domain Spells

1. **Inflict Light Wounds:** Touch attack, 1d8 damage +1/level (max +5).
2. **Shatter:** Sonic vibration damages objects or crystalline creatures.
3. **Contagion:** Infects subject with chosen disease.
4. **Inflict Critical Wounds:** Touch attack, 4d8 damage +1/level (max +20).
5. **Inflict Light Wounds, Mass:** Deals 1d8 damage +1/level to many creatures.
6. **Harm:** Deals 10 points/level damage to target.
7. **Disintegrate:** Makes one creature or object vanish.
8. **Earthquake:** Intense tremor shakes 5'/level radius.
9. **Implosion:** Kills one creature/round.

### Entropy Domain

**Granted Power:** Once per day as a standard action, you can Channel a bolt of Abyssal entropy as a ranged touch attack, dealing 1d8 points of damage per Cleric level you possess. Half the damage is sonic damage, and half is unholy damage that cannot be reduced by sonic resistance or immunity.

### Entropy Domain Spells

1. **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
2. **Vision of Entropy:** Confronts target with a vision of the Abyss that causes increasing fear.
3. **Ray of Exhaustion:** Ray makes subject exhausted.
4. **Fear:** Subjects within cone flee for 1 round/level.
5. **Waves of Fatigue:** Several targets become fatigued.
6. **Disintegrate:** Makes one creature or object vanish.
7. **Insanity:** Subject suffers continuous *confusion*.
8. **Scintillating Pattern:** Twisting colors confuse, stun, or render unconscious.
9. **Abyssal Rift<sup>M</sup>:** Opens a rift in the ground, damaging creatures and structures.

### Evil Domain

**Granted Power:** You cast evil spells at +1 caster level.

### Evil Domain Spells

1. **Protection from Good:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Desecrate<sup>M</sup>:** Fills area with negative energy, making undead stronger.
3. **Magical Circle against Good:** As *protection* spells, but 10' radius and 10 min./level.
4. **Unholy Blight:** Damages and sickens good creatures.
5. **Dispel Good:** +4 bonus against attacks by good creatures.
6. **Create Undead<sup>M</sup>:** Create ghouls, ghosts, mummies, or mohrgs.
7. **Blasphemy:** Kills, paralyzes, weakens, or dazes nonevil subjects.
8. **Unholy Aura<sup>F</sup>:** +4 to AC, +4 resistance, SR 25 against good spells.
9. **Summon Monster IX:** Calls extraplanar creature to fight for you (Evil only).

### Fury Domain

**Granted Power:** Once per day as a free action, you can designate a single creature or object as the target of your fury. You gain a +2 profane bonus on attack rolls against the designated creature or object and deal an extra 2 points of damage with each successful strike upon it. These bonuses persist until you select a new target for your attacks.

### Fury Domain Spells

1. **True Strike:** +20 on your next attack roll.
2. **Bull's Strength:** Subject gains +4 to STR for 1 min./level.
3. **Rage:** Subjects gain +2 to STR and CON, +1 on Will saves, -2 to AC.
4. **Divine Power:** You gain attack bonus, +6 to STR, and 1 hp/level.
5. **Shout:** Deafens all within cone and deals 5d6 sonic damage.
6. **Song of Discord:** Forces targets to attack each other.
7. **Abyssal Frenzy:** Regresses target to brutish, demonic version of itself.
8. **Shout, Greater:** Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.
9. **Abyssal Frenzy, Mass:** As *abyssal frenzy*, but 1 creature/level.

## **Mysticism Domain**

**Granted Power (Su):** Once per day, you can use a free action to Channel your deity's power to grant yourself a luck bonus on your saving throws equal to your Charisma modifier (minimum +1). The effect lasts for 1 round per Cleric level.

## **Mysticism Domain Spells**

1. **Divine Favor:** You gain +1/3 levels on attack rolls and damage rolls.
2. **Spiritual Weapon:** Magical weapon attacks on its own.
3. **Visage of the Deity, Lesser:** Your form becomes more like your deity's.
4. **Weapon of the Deity:** Your weapon gains enhancement bonus and special ability.
5. **Righteous Might:** Your size increases, and you gain combat bonuses.
6. **Visage of the Deity:** As *lesser visage of the deity*, but you get celestial or fiendish qualities.
7. **Blasphemy/Holy Word:** Kills, paralyzes, weakens, or dazes nonevil subjects. (Choose good or evil version based on caster's alignment)
8. **Holy Aura<sup>F</sup>/Unholy Aura<sup>F</sup>:** +4 AC, +4 resistance, and SR 25 against evil/good spells. (Choose good or evil version based on caster's alignment)
9. **Visage of the Deity, Greater:** As *lesser visage of the deity*, but you become half-celestial or half-fiendish.

## **Pain Domain**

**Granted Power:** Character converts damage that he deals in one blow per day into healing for himself, up to 1 point of damage per level.

## **Pain Domain Spells**

1. **Angry Ache:** Subject takes -2 penalty on attack rolls.
2. **Sadism:** For every 10 hp damage caster deals, he gains +1 on attacks, saves, and checks.
3. **Wrack:** Blinds subject and renders it helpless for 1 round/level, then -2 on attacks, saves, and checks for 3d10 minutes.
4. **Liquid Pain:** Extracts one dose of liquid pain from tortured victim.
5. **Thousand Needles:** Piercing needles deal 2d6 damage, and target takes -4 penalty on attacks, saves, and checks.
6. **Pox:** Deals 1d4 Con drain to one creature/level.
7. **Wave of Pain:** Stuns all within cone for 1 round/2 levels.
8. **Symbol of Pain<sup>M</sup>:** Triggered rune wracks nearby creatures with pain.
9. **Eternity of Torture:** Target is rendered helpless, ageless, and has all ability scores except for Con drop to 0.

## **Pestilence Domain**

**Granted Power:** You gain immunity to the effects of all diseases, though you can still carry infectious diseases.



### **Pestilence Domain Spells**

1. **Doom:** One subject suffers -2 on attacks, damage, saves, and checks.
2. **Summon Swarm:** Summons swarm of bats, rats, or spiders.
3. **Contagion:** Infects subject with chosen disease.
4. **Poison:** Touch deals 1d10 Con damage, repeats in 1 minute.
5. **Plague of Rats:** Summons horde of rats.
6. **Curse of Lycanthropy:** Causes temporary lycanthropy in subject.
7. **Scourge:** Inflicts a disease that must be magically cured, one subject/level.
8. **Horrid Wilting:** Deals 1d6/level damage within 30'.
9. **Otyugh Swarm:** Creates 3d4 otyughs or 1d3+1 Huge otyughs.

### **Undeath Domain**

**Granted Power:** You gain *Extra Turning* as a bonus feat.

### **Undeath Domain Spells**

1. **Detect Undead:** Reveals undead within 60'.
2. **Desecrate<sup>M</sup>:** Fills area with negative energy, making undead stronger.
3. **Animate Dead:** Creates undead skeletons and zombies.
4. **Death Ward:** Grants immunity to death spells and negative energy effects.
5. **Circle of Death:** Kills 1d4/level HD of creatures.
6. **Create Undead<sup>M</sup>:** Creates ghouls, ghosts, mummies or mohrgs.
7. **Control Undead:** Undead don't attack you while under your command.
8. **Create Greater Undead:** Create shadows, wraiths, spectres or devourers.
9. **Energy Drain:** Subject gains 2d4 negative levels.

# Eomina: The Lady Faithful

## The Fifth, Love

**Alignment:** Lawful Good

**Symbol:** A blank disc of gold

**Favored Weapon:** Long Sword

**Typical Worshipers:** Lovers, Soldiers, Zealots

### Domains

#### Army Domain

**Granted Power (Sp):** You have the spell-like ability to inspire allies within 30', giving them a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Allies must be able to hear you speak for 1 round. Using this ability is a full-round action. It lasts a number of rounds equal to your Charisma bonus and can be used once per day..

#### Army Domain Spells

1. **Bless:** Allies gain +1 on attack rolls and saves against fear.
2. **Lighten Load:** Carry a greater load than usual for your strength.
3. **Prayer:** Allies +1 bonus on most rolls, enemies -1 penalty.
4. **Divination<sup>M</sup>:** Provides useful advice for specific proposed actions.
5. **Easy March:** Travel overland without fatigue.
6. **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
7. **Scrying, Greater<sup>F</sup>:** As *scrying*, but faster and longer.
8. **Heal, Mass:** As *heal*, but with several subjects.
9. **Teleportation Circle:** Circle teleports any creature inside to designated spot.

#### Competition Domain

**Granted Power (Ex):** You gain a +1 bonus on opposed checks you make.

#### Competition Domain Spells

1. **Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject plus one per four levels.
2. **Zeal:** You move through foes to attack the enemy you want.
3. **Prayer:** Allies +1 bonus on most rolls, enemies -1 penalty.
4. **Divine Power:** You gain attack bonus, +6 to Str, and 1 hp/level.
5. **Righteous Might:** Your size increases, and you gain combat bonuses.
6. **Zealot Pact<sup>X</sup>:** You automatically gain combat bonuses when you attack someone of opposite alignment.
7. **Regenerate:** Subject's severed limbs grow back, cures 4d8 damage + 1/level (max +35).
8. **Moment of Prescience:** You gain insight bonus on single attack roll, check, or save.
9. **Visage of the Deity, Greater:** As *lesser visage of the deity*, but you become half-celestial or half-fiendish.

#### Courage Domain

**Granted Power (Su):** You radiate an aura of courage that grants all allies within 10' (including yourself) a +4 morale bonus on saving throws against fear effects. This ability functions only while you are conscious.

#### Courage Domain Spells

1. **Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject plus one per four levels.

2. **Aid:** +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).
3. **Cloak of Bravery:** You and your allies gain a bonus on saves against fear.
4. **Heroism:** Gives +2 bonus on attack rolls, saves, skill checks.
5. **Valiant Fury:** +4 Str, Con; +2 Will saves; extra attack.
6. **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
7. **Heroism, Greater:** Gives +4 bonus on attacks, saves, skill checks; immunity to fear; temporary hp.
8. **Lion's Roar:** Deals 1d8 points of damage/2 levels to enemies; allies get +1 on attacks and saves against fear, temporary hp.
9. **Cloak of Bravery, Greater:** You and your allies become immune to fear and get +2 bonus on attacks.

### **Family Domain**

**Granted Power (Su):** Once per day as a free action, you can protect a number of creatures equal to your Charisma modifier (minimum one creature) with a +4 dodge bonus to AC. This ability lasts 1 round per level. An affected creature loses this protection if it moves more than 10' from you. You can affect yourself with this ability.

### **Family Domain Spells**

1. **Bless:** Allies gain +1 on attack rolls and saves against fear.
2. **Shield Other<sup>F</sup>:** You take half of subject's damage.
3. **Helping Hand:** Ghostly hand leads subject to you.
4. **Imbue with Spell Ability:** Transfer spells to subject.
5. **Rary's Telepathic Bond:** Link lets allies communicate.
6. **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
7. **Refuge<sup>M</sup>:** Alters item to transport its possessor to you.
8. **Protection from Spells<sup>MF</sup>:** Confers +8 resistance bonus.
9. **Prismatic Sphere:** As *prismatic wall*, but surrounds on all sides.

### **Law Domain**

**Granted Power:** You cast law spells at +1 caster level.

### **Law Domain Spells**

1. **Protection from Chaos:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Calm Emotions:** Calms creatures, negating emotion effects.
3. **Magic Circle against Chaos:** As *protection* spells, but 10' radius and 10 min./level.
4. **Order's Wrath:** Damages and dazes Chaotic creatures.
5. **Dispel Chaos:** +4 bonus against attacks by Chaotic creatures.
6. **Hold Monster:** As *hold person*, but any creature.
7. **Dictum:** Kills, paralyzes, slows, or deafens nonlawful subjects.
8. **Shield of Law<sup>M</sup>:** +4 to AC, +4 resistance, and SR 25 against Chaotic spells.
9. **Summon Monster IX:** Calls extraplanar creature to fight for you (Lawful only).

### **Nobility Domain**

**Granted Power (Sp):** Once per day as a standard action, you can inspire allies, giving them a +2 morale bonus on saving throws, attack rolls and damage rolls, ability checks, and skill checks. Allies must be able to hear you speak for 1 round. This effect lasts a number of rounds equal to your Charisma bonus (minimum 1 round).

### **Nobility Domain Spells**

1. **Divine Favor:** You gain +1/3 levels on attack rolls and damage rolls.
2. **Enthrall:** Captivates all within 100' + 10'/level.

3. **Magic Vestment:** Armor or shield gains +1 enhancement/4 levels.
4. **Discern Lies:** Reveals deliberate falsehoods.
5. **Command, Greater:** As *command*, but affects one subject/level.
6. **Geas/Quest:** As *lesser geas*, plus it affects any creature.
7. **Repulsion:** Creatures can't approach you.
8. **Demand:** As *sending*, plus you can send *suggestion*.
9. **Storm of Vengeance:** Storm rains acid, lightning, and hail.

### **Pact Domain**

**Granted Power:** Add *Appraise*, *Intimidate*, and *Sense Motive* to your list of Cleric class skills.

### **Pact Domain Spells**

1. **Command:** One subject obeys selected command for 1 round.
2. **Shield Other<sup>F</sup>:** You take half of subject's damage.
3. **Speak with Dead:** Corpse answers one question/2 levels.
4. **Divination<sup>M</sup>:** Provides useful advice for specific proposed actions.
5. **Stalwart Pact:** You gain combat bonuses automatically when reduced to half points or lower.
6. **Zealot Pact<sup>X</sup>:** You automatically gain combat bonuses when you attack someone of opposite alignment.
7. **Renewal Pact:** Creature is automatically healed if adverse condition affects it.
8. **Death Pact:** Deity brings you back from the dead automatically.
9. **Gate<sup>X</sup>:** Connects two planes for travel or summoning.

### **Pride Domain**

**Granted Power:** Whenever your roll a 1 on a saving throw, you can immediately reroll the save. You must keep the result of the second roll if it is another 1.

### **Pride Domain Spells**

1. **Hypnotism:** Fascinates 2d4 HD of creatures.
2. **Eagle's Splendor:** Subject gains +4 Cha for 1 minute/level.
3. **Heroism:** Gives +2 bonus on attack rolls, saves, skill checks.
4. **Divine Power:** You gain attack bonus, +6 to Str and 1 hp/level.
5. **Reduce Person, Mass:** Reduces several creatures.
6. **Forbiddance<sup>M</sup>:** Blocks planar travel, damages creatures of different alignment.
7. **Heroism, Greater:** Gives +4 bonus on attacks, saves, skill checks; immunity to fear; temporary hp.
8. **Spell Immunity, Greater:** As *spell immunity*, but up to 8th-level spells.
9. **Charm Monster, Mass:** As *charm monster*, but all within 30'.

### **Temptation Domain**

**Granted Power:** Select a gender. As long as you wear no armor, you gain a +2 competence bonus on Charisma-based checks opposed by creatures of this gender. Furthermore, each save DC for any mind-affecting spells or abilities you use against this gender increases by 1.

### **Temptation Domain Spells**

1. **Charm Person:** Makes one person your friend.
2. **Beckoning Call:** Lures target creature closer to you.
3. **Suggestion:** Compels subject to follow stated course of action.
4. **Charm Monster:** Makes monster believe it is your ally.
5. **Dominate Person:** Controls humanoid telepathically.

6. **Suggestion, Mass:** As *suggestion*, plus one/level subjects.
7. **Soul Link<sup>M</sup>:** Grants target a boon, allows monitoring, and establishes a telepathic link that enhances enchantments.
8. **Sympathy<sup>M</sup>:** Object or location attracts certain creatures.
9. **Dominate Monster:** As *dominate person*, but any creature.

### **Zeal Domain**

**Granted Power:** Once per day you may take 20 on a skill check without increasing the amount of time needed to make the check. You cannot take 20 on checks for which you cannot normally take 20 (such as Balance or Climb checks).

### **Zeal Domain Spells**

1. **Bless:** Allies gain +1 on attack rolls and saves against fear.
2. **Consecrate<sup>M</sup>:** Fills area with positive energy, making undead weaker and deathless stronger.
3. **Helping Hand:** Ghostly hand leads subject to you.
4. **Dismissal:** Forces a creature to return to native plane.
5. **Commune<sup>X</sup>:** Deity answers one yes-or-no question/level.
6. **Dispel Magic, Greater:** As *dispel magic*, but up to +20 on check.
7. **Holy Word:** Kills, paralyzes, slows, or deafens nongood subjects.
8. **Holy Aura<sup>F</sup>:** +4 to AC, +4 resistance, and SR 25 against evil spells.
9. **Miracle<sup>X</sup>:** Requests a deity's intercession.

# **Morhal: The Blood Lord**

## **The Sixth, Hate**

**Alignment:** Lawful Evil

**Symbol:** A vial of the cleric's own heartsblood

**Favored Weapon:** Morning Star

**Typical Worshipers:** Soldiers, The vengeful, Zealots

### **Domains**

#### **Competition Domain**

**Granted Power (Ex):** You gain a +1 bonus on opposed checks you make.

#### **Competition Domain Spells**

1. **Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject plus one per four levels.
2. **Zeal:** You move through foes to attack the enemy you want.
3. **Prayer:** Allies +1 bonus on most rolls, enemies -1 penalty.
4. **Divine Power:** You gain attack bonus, +6 to Str, and 1 hp/level.
5. **Righteous Might:** Your size increases, and you gain combat bonuses.
6. **Zealot Pact<sup>x</sup>:** You automatically gain combat bonuses when you attack someone of opposite alignment.
7. **Regenerate:** Subject's severed limbs grow back, cures 4d8 damage + 1/level (max +35).
8. **Moment of Prescience:** You gain insight bonus on single attack roll, check, or save.
9. **Visage of the Deity, Greater:** As *lesser visage of the deity*, but you become half-celestial or half-fiendish.

#### **Fury Domain**

**Granted Power:** Once per day as a free action, you can designate a single creature or object as the target of your fury. You gain a +2 profane bonus on attack rolls against the designated creature or object and deal an extra 2 points of damage with each successful strike upon it. These bonuses persist until you select a new target for your attacks.

#### **Fury Domain Spells**

1. **True Strike:** +20 on your next attack roll.
2. **Bull's Strength:** Subject gains +4 to Str for 1 min./level.
3. **Rage:** Subjects gain +2 to Str and Con, +1 on Will saves, -2 to AC.
4. **Divine Power:** You gain attack bonus, +6 to STR, and 1 hp/level.
5. **Shout:** Deafens all within cone and deals 5d6 sonic damage.
6. **Song of Discord:** Forces targets to attack each other.
7. **Abyssal Frenzy:** Regresses target to brutish, demonic version of itself.
8. **Shout, Greater:** Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.
9. **Abyssal Frenzy, Mass:** As *abyssal frenzy*, but 1 creature/level.

#### **Hatred Domain**

**Granted Power:** Once per day as a free action, choose one opponent. Against that foe you gain a +2 profane bonus on attack rolls, saving throws, and Armor Class for 1 minute.

#### **Hatred Domain Spells**

1. **Doom:** One subject suffers -2 on attacks, damage, saves, and checks.
2. **Scare:** Panics creatures of less than 6 HD.

3. **Bestow Curse:** -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% Chance of losing each action.
4. **Rage:** Subjects gain +2 to Str and Con, +1 on Will saves, -2 to AC.
5. **Righteous Might:** Your size increases, and you gain combat bonuses.
6. **Forbiddance<sup>M</sup>:** Blocks planar travel, damages creatures of different alignment.
7. **Blasphemy:** Kills, paralyzes, weakens, or dazes nonevil subjects.
8. **Antipathy:** Object or location affected by spell repels certain creatures.
9. **Wail of the Banshee:** Kills one creature/level.

## **Law Domain**

**Granted Power:** You cast law spells at +1 caster level.

### **Law Domain Spells**

1. **Protection from Chaos:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Calm Emotions:** Calms creatures, negating emotion effects.
3. **Magic Circle against Chaos:** As *protection* spells, but 10' radius and 10 min./level.
4. **Order's Wrath:** Damages and dazes Chaotic creatures.
5. **Dispel Chaos:** +4 bonus against attacks by Chaotic creatures.
6. **Hold Monster:** As *hold person*, but any creature.
7. **Dictum:** Kills, paralyzes, slows, or deafens nonlawful subjects.
8. **Shield of Law<sup>M</sup>:** +4 to AC, +4 resistance, and SR 25 against Chaotic spells.
9. **Summon Monster IX:** Calls extraplanar creature to fight for you (Lawful only).

## **Nobility Domain**

**Granted Power (Sp):** Once per day as a standard action, you can inspire allies, giving them a +2 morale bonus on saving throws, attack rolls and damage rolls, ability checks, and skill checks. Allies must be able to hear you speak for 1 round. This effect lasts a number of rounds equal to your Charisma bonus (minimum 1 round).

### **Nobility Domain Spells**

1. **Divine Favor:** You gain +1/3 levels on attack rolls and damage rolls.
2. **Enthrall:** Captivates all within 100' + 10'/level.
3. **Magic Vestment:** Armor or shield gains +1 enhancement/4 levels.
4. **Discern Lies:** Reveals deliberate falsehoods.
5. **Command, Greater:** As *command*, but affects one subject/level.
6. **Geas/Quest:** As *lesser geas*, plus it affects any creature.
7. **Repulsion:** Creatures can't approach you.
8. **Demand:** As *sending*, plus you can send *suggestion*.
9. **Storm of Vengeance:** Storm rains acid, lightning, and hail.

## **Pact Domain**

**Granted Power:** Add *Appraise*, *Intimidate*, and *Sense Motive* to your list of Cleric class skills.

### **Pact Domain Spells**

1. **Command:** One subject obeys selected command for 1 round.
2. **Shield Other<sup>F</sup>:** You take half of subject's damage.
3. **Speak with Dead:** Corpse answers one question/2 levels.
4. **Divination<sup>M</sup>:** Provides useful advice for specific proposed actions.
5. **Stalwart Pact:** You gain combat bonuses automatically when reduced to half points or lower.

6. **Zealot Pact<sup>x</sup>:** You automatically gain combat bonuses when you attack someone of opposite alignment.
7. **Renewal Pact:** Creature is automatically healed if adverse condition affects it.
8. **Death Pact:** Deity brings you back from the dead automatically.
9. **Gate<sup>x</sup>:** Connects two planes for travel or summoning.

### **Passion Domain**

**Granted Power (Su):** For a total time per day of 1 round per Cleric level, as a free action you can act as if under the effect of the *rage* spell. This granted power is a supernatural ability.

### **Passion Domain Spells**

1. **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
2. **Tasha's Hideous Laughter:** Subject loses actions for one round/level.
3. **Confusion:** Subjects behave oddly for 1 round/level.
4. **Crushing Despair:** Subjects take -2 on attack rolls, damage rolls, saves, and checks.
5. **Command, Greater:** As *command*, but affects one subject/level.
6. **Heroism, Greater:** Gives +4 bonus on attacks, saves, skill checks; immunity to fear; temporary hp.
7. **Song of Discord:** Forces targets to attack each other.
8. **Otto's Irresistible Dance:** Forces subject to dance.
9. **Dominate Monster:** As *dominate person*, but any creature.

### **Retribution Domain**

**Granted Power (Su):** Once per day, if you have been harmed by someone in combat, you can make a strike of vengeance with a melee or ranged weapon against that foe on your next action. If this strike hits, you deal maximum damage.

### **Retribution Domain Spells**

1. **Shield of Faith:** Aura grants +2 or higher deflection bonus.
2. **Bear's Endurance:** Subject gains +4 to Con for 1 minute/level.
3. **Speak with Dead:** Corpse answers one question/2 levels.
4. **Fire Shield:** Creatures attacking you take fire damage; you're protected from heat or cold.
5. **Mark of Justice:** Designates action that will trigger curse on subject.
6. **Banishment:** Banishes 2 HD/level of extraplanar creatures.
7. **Spell Turning:** Reflect 1d4+6 spell levels back at caster.
8. **Discern Location:** Reveals exact location of creature or object.
9. **Storm of Vengeance:** Storm rains acid, lightning, and hail.

### **Spite Domain**

**Granted Power:** Sympathetic strike. You can force opponents to take damage they have dealt you. Once per day, you can make a melee touch attack on the target, and deal damage equal to the damage the target dealt to you in the last round, to a maximum of 5 hp per divine caster level you possess.

### **Spite Domain Spells**

1. **Bestow Wound<sup>M</sup>:** Transfer 1 hp/level of wounds to another.
2. **Rage:** Subjects gain +2 to Str and Con, +1 on Will saves, -2 to AC.
3. **Vampiric Touch:** Touch deals 1d6/2 levels damage; caster gains damage as hp.
4. **Pronouncement of Fate:** Impose a -4 penalty on an offender's attacks, damage, saves, and checks; target loses actions.



5. **Fire in the Blood:** Your blood becomes a potent corrosive that burns attackers.
6. **Cloak of Hate:** Target provokes hostile reactions, takes -10 penalty to *Diplomacy* checks.
7. **Pact of Return:** If you die as you predict, you are resurrected instantly.
8. **Mantle of Pure Spite:** Gain a cumulative DR 1/- and a cumulative +1 bonus on attacks, damage, and AC each time a foe strikes you.
9. **Imprison Soul<sup>MF</sup>:** Traps soul in a small object; target takes 1d4 Con damage/day.

### **War Domain**

**Granted Power:** Free *Martial Weapon Proficiency* with deity's favored weapon (if necessary) and *Weapon Focus* feat with the deity's favored weapon.

### **War Domain Spells**

1. **Magic Weapon:** Weapon gains +1 bonus.
2. **Spiritual Weapon:** Magical weapon attacks on its own.
3. **Magic Vestment:** Armor or shield gains +1 enhancement/4 levels.
4. **Divine Power:** You gain attack bonus, +6 to Str and 1 hp/level.
5. **Flame Strike:** Smite foes with divine fire (1d6/level damage).
6. **Blade Barrier:** Wall of blades deals 1d6/level damage.
7. **Power Word Blind:** Blinds creature with 200 hp or less.
8. **Power Word Stun:** Stuns creature with 150 hp or less.
9. **Power Word Kill:** Kills one creature with 100 hp or less.

# Orizan: The Laughing Son

## The Seventh, Luck

**Alignment:** Chaotic Good

**Symbol:** A copper piece

**Favored Weapon:** Short Sword

**Typical Worshipers:** Adventurers, The desperate, Gamblers

### Domains

#### Chaos Domain

**Granted Power:** You cast Chaos spells at +1 caster level.

#### Chaos Domain Spells

1. **Protection from Law:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Shatter:** Sonic vibration damages objects or crystalline creatures.
3. **Magic Circle Against Law:** As *protection* spells, but 10' radius and 10 min./level.
4. **Chaos Hammer:** Damages and staggers lawful creatures.
5. **Dispel Law:** +4 bonus against attacks by lawful creatures.
6. **Animate Objects:** Objects attack your foes.
7. **Word of Chaos:** Kills, confuses, stuns, or deafens nonChaotic subjects.
8. **Cloak of Chaos<sup>F</sup>:** +4 to AC, +4 resistance, SR 25 against lawful spells.
9. **Summon Monster IX:** Calls extraplanar creature to fight for you (Chaotic only).

#### Destiny Domain

**Granted Power (Su):** Once per day as an immediate action, you can grant a willing creature within 30' the ability to reroll an attack, save, ability check, or skill check. You must be able to see the creature to be affected. You cannot use this power on yourself.

#### Destiny Domain Spells

1. **Omen of Peril:** You know how dangerous the future will be.
2. **Augury<sup>MF</sup>:** Learns whether an action will be good or bad.
3. **Delay Death:** Losing hit points doesn't kill subject.
4. **Bestow Curse:** -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% Chance of losing each action.
5. **Stalwart Pact:** You gain combat bonuses automatically when reduced to half points or lower.
6. **Warp Destiny:** Reverse failed save or hit in combat.
7. **Bestow Curse, Greater:** As *bestow curse*:, but more severe penalties.
8. **Moment of Prescience:** You gain insight bonus on single attack roll, check, or save.
9. **Choose Destiny:** Gain two Chances for success on every action.

#### Dwarf Domain (Only if the worshiper is a dwarf)

**Granted Power:** You gain *Great Fortitude* as a bonus feat.

#### Dwarf Domain Spells

1. **Magic Weapon:** Weapon gains +1 bonus.
2. **Bear's Endurance:** Subject gains +4 to Con for 1 minute/level.

3. **Glyph of Warding<sup>M</sup>**: Inscription harms those who pass it.
4. **Magic Weapon, Greater**: +1 bonus/4 levels (max +5).
5. **Fabricate**: Transforms raw materials into finished items.
6. **Stone Tell**: Talk to natural or worked stone.
7. **Dictum**: Kills, paralyzes, slows, or deafens nonlawful subjects.
8. **Protection from Spells<sup>MF</sup>**: Confers +8 resistance bonus.
9. **Elemental Swarm**: Summons multiple elementals (Earth only).

### **Elf Domain** (Only if the worshiper is an elf)

**Granted Power:** You gain the *Point Blank Shot* feat.

### **Elf Domain Spells**

1. **True Strike**: +20 on your next attack roll.
2. **Cat's Grace**: Subject gains +4 to Dex for 1 min./level.
3. **Snare**: Creates a magic booby trap.
4. **Tree Stride**: Step from one tree to another far away.
5. **Commune with Nature**: Learn about terrain for 1 mile/level.
6. **Find the Path**: Shows most direct way to a location.
7. **Liveoak**: Oak becomes treant guardian.
8. **Sunburst**: Blinds all within 80', deals 6d6 damage.
9. **Antipathy**: Object or location affected by spell repels certain creatures.

### **Goblin Domain** (Only if the worshiper is a goblin)

**Granted Power:** Once per day for 10 minutes, you add your Charisma modifier to your *Climb*, *Jump*, *Move Silently*, and *Hide* checks. Activating this ability is a free action.

### **Goblin Domain Spells**

1. **Magic Stone**: Three stones become +1 projectiles, 1d6 +1 damage.
2. **Cat's Grace**: Subject gains +4 to Dex for 1 min./level.
3. **Magic Vestment**: Armor or shield gains +1 enhancement/4 levels.
4. **Freedom of Movement**: Subject moves normally despite impediments.
5. **Mordenkainen's Faithful Hound**: Phantom dog can attack, guard.
6. **Move Earth**: Dig trenches and build walls.
7. **Shadow Walk**: Step into shadow to travel rapidly.
8. **Word of Recall**: Teleports you back to designated place.
9. **Foresight**: "Sixth sense" warns of impending danger.

### **Hope Domain**

**Granted Power:** Once per day, when you fail a skill check, attack roll, or saving throw, you may roll 1d6 and add it to the result. This ability is used after the result of the roll or check is revealed, but before any other actions are taken.

### **Hope Domain Spells**

1. **Bless**: Allies gain +1 on attack rolls and saves against fear.
2. **Aid**: +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).
3. **Heroism**: Gives +2 bonus on attack rolls, saves, skill checks.
4. **Good Hope**: Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
5. **Atonement<sup>FX</sup>**: Removes burden of misdeeds from subject.
6. **Heroism, Greater**: Gives +4 bonus on attacks, saves, skill checks; immunity to fear; temporary hp.

7. **Restoration, Greater<sup>x</sup>**: As *restoration*, plus restores all levels and ability scores.
8. **Planar Ally, Greater<sup>x</sup>**: As *lesser planar ally*, but up to 24 HD.
9. **Miracle<sup>x</sup>**: Requests a deity's intercession.

### Insight Domain

**Granted Power (Ex)**: You gain *uncanny dodge*, the extraordinary ability to react to danger before your senses would normally allow you to do so. You retain your Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. If you gain *uncanny dodge* from a second class (such as Barbarian or Rogue), you automatically gain *improved uncanny dodge*, as detailed in those class descriptions.

### Insight Domain Spells

1. **True Strike**: +20 on your next attack roll.
2. **Augury<sup>MF</sup>**: Learns whether an action will be good or bad.
3. **Locate Object**: Senses direction toward object (specific or type).
4. **Divination<sup>M</sup>**: Provides useful advice for specific proposed actions.
5. **Commune<sup>x</sup>**: Deity answers one yes-or-no question/level.
6. **Owl's Wisdom, Mass**: As *owl's wisdom*, affects one subject/level.
7. **Arcane Sight, Greater**: As *arcane sight*, but also reveals magic effects on creatures and objects.
8. **Moment of Prescience**: You gain insight bonus on single attack roll, check, or save.
9. **Foresight**: "Sixth sense" warns of impending danger.

### Luck Domain

**Granted Power (Ex)**: You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.

### Luck Domain Spells

1. **Entropic Shield**: Ranged attacks against you have 20% miss Chance.
2. **Aid**: +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).
3. **Protection from Energy**: Absorb 12 points/level of damage from one kind of energy.
4. **Freedom of Movement**: Subject moves normally despite impediments.
5. **Break Enchantment**: Frees subject from enchantments, alterations, curses, and petrification.
6. **Mislead**: Turns you invisible and creates illusory double.
7. **Spell Turning**: Reflect 1d4+6 spell levels back at caster.
8. **Moment of Prescience**: You gain insight bonus on single attack roll, check, or save.
9. **Miracle<sup>x</sup>**: Requests a deity's intercession.

### Orc Domain (Only if the worshiper is an orc)

**Granted Power (Su)**: You gain the *smite* power, the ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your Cleric level (if you hit). You must declare the *smite* before making the attack. It is usable once per day. If used against a dwarf or an elf, you get a +4 bonus on the smite attack roll.

### Orc Domain Spells

1. **Cause Fear**: One creature of 5 HD or less flees for 1d4 rounds.
2. **Produce Flame**: 1d6 damage +1/level, touch or thrown.
3. **Prayer**: Allies +1 bonus on most rolls, enemies -1 penalty.
4. **Divine Power**: You gain attack bonus, +6 to Str, and 1 hp/level.
5. **Prying Eyes**: 1d4 +1/level floating eyes scout for you.

6. **Eyebite:** Target becomes panicked, sickened, and comatose.
7. **Blasphemy/Holy Word:** Kills, paralyzes, weakens, or dazes nonevil subjects. (Choose good or evil version based on caster's alignment)
8. **Cloak of Chaos<sup>F</sup>:** +4 to AC, +4 resistance, SR 25 against lawful spells.
9. **Power Word Kill:** Kills one creature with 100 hp or less.

### **Pride Domain**

**Granted Power:** Whenever you roll a 1 on a saving throw, you can immediately reroll the save. You must keep the result of the second roll if it is another 1.

### **Pride Domain Spells**

1. **Hypnotism:** Fascinates 2d4 HD of creatures.
2. **Eagle's Splendor:** Subject gains +4 Cha for 1 minute/level.
3. **Heroism:** Gives +2 bonus on attack rolls, saves, skill checks.
4. **Divine Power:** You gain attack bonus, +6 to Str and 1 hp/level.
5. **Reduce Person, Mass:** Reduces several creatures.
6. **Forbiddance<sup>M</sup>:** Blocks planar travel, damages creatures of different alignment.
7. **Heroism, Greater:** Gives +4 bonus on attacks, saves, skill checks; immunity to fear; temporary hp.
8. **Spell Immunity, Greater:** As *spell immunity*, but up to 8th-level spells.
9. **Charm Monster, Mass:** As *Charm monster*, but all within 30'.

# **Lyrak: The Cruel Mistress**

## **The Eighth, Fate**

**Alignment:** Chaotic Evil

**Symbol:** A spider's web

**Favored Weapon:** Dagger

**Typical Worshipers:** Adventurers, The hopeless, The malicious

### **Domains**

#### **Chaos Domain**

**Granted Power:** You cast Chaos spells at +1 caster level.

#### **Chaos Domain Spells**

1. **Protection from Law**: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Shatter**: Sonic vibration damages objects or crystalline creatures.
3. **Magic Circle Against Law**: As *protection* spells, but 10' radius and 10 min./level.
4. **Chaos Hammer**: Damages and staggers lawful creatures.
5. **Dispel Law**: +4 bonus against attacks by lawful creatures.
6. **Animate Objects**: Objects attack your foes.
7. **Word of Chaos**: Kills, confuses, stuns, or deafens non-chaotic subjects.
8. **Cloak of Chaos**<sup>F</sup>: +4 to AC, +4 resistance, SR 25 against lawful spells.
9. **Summon Monster IX**: Calls extraplanar creature to fight for you (Chaotic only).

#### **Dwarf Domain** (Only if the worshiper is a dwarf)

**Granted Power:** You gain **Great Fortitude** as a bonus feat.

#### **Dwarf Domain Spells**

1. **Magic Weapon**: Weapon gains +1 bonus.
2. **Bear's Endurance**: Subject gains +4 to Con for 1 minute/level.
3. **Glyph of Warding**<sup>M</sup>: Inscription harms those who pass it.
4. **Magic Weapon, Greater**: +1 bonus/4 levels (max +5).
5. **Fabricate**: Transforms raw materials into finished items.
6. **Stone Tell**: Talk to natural or worked stone.
7. **Dictum**: Kills, paralyzes, slows, or deafens nonlawful subjects.
8. **Protection from Spells**<sup>MF</sup>: Confers +8 resistance bonus.
9. **Elemental Swarm**: Summons multiple elementals (Earth only).

#### **Elf Domain** (Only if the worshiper is an elf)

**Granted Power:** You gain the **Point Blank Shot** feat.

#### **Elf Domain Spells**

1. **True Strike**: +20 on your next attack roll.
2. **Cat's Grace**: Subject gains +4 to Dex for 1 min./level.

3. **Snare**: Creates a magic booby trap.
4. **Tree Stride**: Step from one tree to another far away.
5. **Commune with Nature**: Learn about terrain for 1 mile/level.
6. **Find the Path**: Shows most direct way to a location.
7. **Liveoak**: Oak becomes treant guardian.
8. **Sunburst**: Blinds all within 80', deals 6d6 damage.
9. **Antipathy**: Object or location affected by spell repels certain creatures.

### **Envy Domain**

**Granted Power:** Add *Bluff* to your list of Cleric class skills. In addition, you cast spells that damage or drain ability scores or bestow negative levels at +1 caster level.

### **Envy Domain Spells**

1. **Disguise Self**: Changes your appearance.
2. **Ray of Enfeeblement**: Ray deals 1d6 +1/2 levels Str penalty.
3. **Touch of Idiocy**: Subject takes 1d6-point penalty to Int, Wis, and Cha.
4. **Vampiric Touch**: Touch deals 1d6/2 levels damage; caster gains damage as hp.
5. **Crushing Despair**: Subjects take -2 on attack rolls, damage rolls, saves, and checks.
6. **Magic Jar<sup>F</sup>**: Enables possession of another creature.
7. **Limited Wish<sup>X</sup>**: Alters reality—within spell limits.
8. **Simulacrum<sup>MX</sup>**: Creates partially real double of a creature.
9. **Wish<sup>X</sup>**: As *limited wish*, but with fewer limits.

### **Goblin Domain** (Only if the worshiper is a goblin)

**Granted Power:** Once per day for 10 minutes, you add your Charisma modifier to your *Climb*, *Jump*, *Move Silently*, and *Hide* checks. Activating this ability is a free action.

### **Goblin Domain Spells**

1. **Magic Stone**: Three stones become +1 projectiles, 1d6 +1 damage.
2. **Cat's Grace**: Subject gains +4 to Dex for 1 min./level.
3. **Magic Vestment**: Armor or shield gains +1 enhancement/4 levels.
4. **Freedom of Movement**: Subject moves normally despite impediments.
5. **Mordenkainen's Faithful Hound**: Phantom dog can attack, guard.
6. **Move Earth**: Dig trenches and build walls.
7. **Shadow Walk**: Step into shadow to travel rapidly.
8. **Word of Recall**: Teleports you back to designated place.
9. **Foresight**: "Sixth sense" warns of impending danger.

### **Insight Domain**

**Granted Power (Ex):** You gain *uncanny dodge*, the extraordinary ability to react to danger before your senses would normally allow you to do so. You retain your Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. If you gain *uncanny dodge* from a second class (such as Barbarian or Rogue), you automatically gain *improved uncanny dodge*, as detailed in those class descriptions.

### **Insight Domain Spells**

1. **True Strike**: +20 on your next attack roll.

2. **Augury**<sup>MF</sup>: Learns whether an action will be good or bad.
3. **Locate Object**: Senses direction toward object (specific or type).
4. **Divination**<sup>M</sup>: Provides useful advice for specific proposed actions.
5. **Commune**<sup>X</sup>: Deity answers one yes-or-no question/level.
6. **Owl's Wisdom, Mass**: As *owl's wisdom*, affects one subject/level.
7. **Arcane Sight, Greater**: As *arcane sight*, but also reveals magic effects on creatures and objects.
8. **Moment of Prescience**: You gain insight bonus on single attack roll, check, or save.
9. **Foresight**: "Sixth sense" warns of impending danger.

## **Madness Domain**

**Granted Power:** Your insanity gives you insight. You subtract 1 from all Wisdom-based skill checks and all Will saves. However, once per day, you can see and act with the clarity of true madness: Add one-half your level to a single Wisdom-based skill check or Will save. You must choose to use this benefit before the check or save is rolled.

## **Madness Domain Spells**

1. **Confusion, Lesser**: One creature acts randomly for one round.
2. **Touch of Madness**: *Dazes* touched target for 1 round/level.
3. **Rage**: Subjects gain +2 to Str and Con, +1 on Will saves, -2 to AC.
4. **Confusion**: Subjects behave oddly for 1 round/level.
5. **Bolts of Bedevilment**: One ray/round, *dazes* 1d3 rounds.
6. **Phantasmal Killer**: Fearsome illusion kills subject or deals 3d6 damage.
7. **Insanity**: Subject suffers continuous *confusion*.
8. **Maddening Scream**: Subject has -4 AC, no shield, Reflex save on 20 only.

## **Orc Domain** (Only if the worshiper is an orc)

**Granted Power (Su):** You gain the *smite* power, the ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your Cleric level (if you hit). You must declare the *smite* before making the attack. It is usable once per day. If used against a dwarf or an elf, you get a +4 bonus on the smite attack roll.

## **Orc Domain Spells**

1. **Cause Fear**: One creature of 5 HD or less flees for 1d4 rounds.
2. **Produce Flame**: 1d6 damage +1/level, touch or thrown.
3. **Prayer**: Allies +1 bonus on most rolls, enemies -1 penalty.
4. **Divine Power**: You gain attack bonus, +6 to Str, and 1 hp/level.
5. **Prying Eyes**: 1d4 +1/level floating eyes scout for you.
6. **Eyebite**: Target becomes *panicked*, *sickened*, and *comatose*.
7. **Blasphemy/Holy Word**: Kills, *paralyzes*, weakens, or *dazes* non-evil subjects. (Choose good or evil version based on caster's alignment)
8. **Cloak of Chaos**<sup>F</sup>: +4 to AC, +4 resistance, SR 25 against lawful spells.
9. **Power Word Kill**: Kills one creature with 100 hp or less.

## **Pride Domain**

**Granted Power:** Whenever your roll a 1 on a saving throw, you can immediately reroll the save. You must keep the result of the second roll if it is another 1.



## **Pride Domain Spells**

1. **Hypnotism**: Fascinates 2d4 HD of creatures.
2. **Eagle's Splendor**: Subject gains +4 Cha for 1 minute/level.
3. **Heroism**: Gives +2 bonus on attack rolls, saves, skill checks.
4. **Divine Power**: You gain attack bonus, +6 to Str and 1 hp/level.
5. **Reduce Person, Mass**: Reduces several creatures.
6. **Forbiddance**<sup>M</sup>: Blocks planar travel, damages creatures of different alignment.
7. **Heroism, Greater**: Gives +4 bonus on attacks, saves, skill checks; immunity to fear; temporary hp.
8. **Spell Immunity, Greater**: As *spell immunity*, but up to 8th-level spells.
9. **Charm Monster, Mass**: As *Charm monster*, but all within 30'.

## **Suffering Domain**

**Granted Power (Sp)**: You can use a pain touch once per day. Make a melee touch attack against a living creature, which bestows on that creature a -2 penalty to Strength and Dexterity for 1 minute on a successful attack. This ability does not affect creatures that have immunity to extra damage from critical hits.

## **Suffering Domain Spells**

1. **Bane**: Enemies take -1 on attack rolls and saves against fear.
2. **Bear's Endurance**: Subject gains +4 to Con for 1 minute/level.
3. **Bestow Curse**: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% Chance of losing each action.
4. **Enervation**: Subject gains 1d4 negative levels.
5. **Feeblemind**: Subject's Int and Cha drop to 1.
6. **Harm**: Deals 10 points/level damage to target.
7. **Eyebite**: Target becomes panicked, sickened, and comatose.
8. **Symbol of Pain**<sup>M</sup>: Triggered rune wracks nearby creatures with pain.
9. **Horrid Wilting**: Deals 1d6/level damage within 30'.

## **Daylion: The Namegiver**

### **The Ninth, Destiny**

**Alignment:** Lawful Neutral

**Symbol:** A set of shackles locked to themselves in a circle

**Favored Weapon:** Warhammer

**Typical Worshipers:** Academics, Bureaucrats, Heroes

### **Domains**

#### **Fate Domain**

**Granted Power (Ex):** You gain the *uncanny dodge* ability. If you have another class that gives you *uncanny dodge*, your Cleric levels add to that class's levels for determining when you gain the *improved uncanny dodge* class feature (*Player's Handbook* 26).

#### **Fate Domain Spells**

1. **True Strike:** +20 on your next attack roll.
2. **Augury**<sup>MF</sup>: Learns whether an action will be good or bad.
3. **Bestow Curse:** -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% Chance of losing each action.
4. **Status:** Monitors condition, position of allies.
5. **Mark of Justice:** Designates action that will trigger curse on subject.
6. **Geas/Quest:** As *lesser geas*, but affects any creature.
7. **Vision**<sup>MX</sup>: As *legend lore*, but quicker and strenuous.
8. **Mind Blank:** Subject is immune to mental/emotional magic and scrying.
9. **Foresight:** "Sixth sense" warns of impending danger.

#### **Herald Domain**

**Granted Power:** *Intimidate* is a class skill. You gain a +4 sacred bonus on *Diplomacy* and *Intimidate* checks.

#### **Herald Domain Spells**

1. **Comprehend Languages:** You understand all spoken and written languages.
2. **Enthrall:** Captivates all within 100' + 10'/level.
3. **Tongues:** Speak any language.
4. **Sending:** Delivers short message anywhere, instantly.
5. **Command, Greater:** As *command*, but affects one subject/level.
6. **Dream:** Sends message to anyone sleeping.
7. **Aspect of the Deity:** As *lesser aspect*, but you get celestial qualities.
8. **Crown of Glory:** You gain +4 Charisma and inspire your allies.
9. **Aspect of the Deity, Greater:** As *lesser aspect*, but gain wings, enhanced ability scores, and various resistances and immunities.

#### **Humility Domain**

**Granted Power:** You cast all divination spells at +1 caster level.

#### **Humility Domain Spells**

1. **Reduce Person:** Humanoid creature halves in size.

2. **Hold Person:** Paralyzes one humanoid for 1 round/level..
3. **Bestow Curse:** -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% Chance of losing each action.
4. **Ray of Exhaustion:** Ray makes subject exhausted.
5. **Enervation:** Subject gains 1d4 negative levels.
6. **Waves of Fatigue:** Several targets become fatigued.
7. **Symbol of Weakness<sup>M</sup>:** Triggered rune weakens nearby creatures.
8. **Spell Turning:** Reflect 1d4+6 spell levels back at caster.
9. **Energy Drain:** Subject gains 2d4 negative levels.

### **Inquisition Domain**

**Granted Power:** Gain a +4 bonus on dispel checks.

#### **Inquisition Domain Spells**

1. **Detect Chaos:** Reveals Chaotic creatures, spells, or objects.
2. **Zone of Truth:** Subjects within range cannot lie.
3. **Detect Thoughts:** Allows "listening" to surface thoughts.
4. **Discern Lies:** Reveals deliberate falsehoods.
5. **True Seeing<sup>M</sup>:** Lets you see all things as they really are.
6. **Geas/Quest:** As *lesser geas*, plus it affects any creature.
7. **Dictum:** Kills, paralyzes, slows, or deafens nonlawful subjects.
8. **Shield of Law<sup>M</sup>:** +4 AC, +4 resistance, and SR 25 against Chaotic spells.
9. **Imprisonment:** Entombs subject beneath the earth.

### **Knowledge Domain**

**Granted Power:** Add all *Knowledge* skills to your list of Cleric class skills. You cast divination spells at +1 caster level.

#### **Knowledge Domain Spells**

1. **Detect Secret Doors:** Reveals hidden doors within 60'.
2. **Detect Thoughts:** Allows "listening" to surface thoughts.
3. **Clairaudience/Clairvoyance:** Hear or see at a distance for 1 minute/level.
4. **Divination<sup>M</sup>:** Provides useful advice for specific proposed actions.
5. **True Seeing<sup>M</sup>:** Lets you see all things as they really are.
6. **Find the Path:** Shows most direct way to a location.
7. **Legend Lore<sup>MF</sup>:** Lets you learn tales about a person, place, or thing.
8. **Discern Location:** Reveals exact location of creature or object.
9. **Foresight:** "Sixth sense" warns of impending danger.

### **Oracle Domain**

**Granted Power:** You cast all divination spells at +2 caster level.

#### **Oracle Domain Spells**

1. **Identify:** Determines properties of magic item.
2. **Augury<sup>MF</sup>:** Learns whether an action will be good or bad.
3. **Divination<sup>M</sup>:** Provides useful advice for specific, proposed action.
4. **Scrying<sup>F</sup>:** Spies on subject from a distance.
5. **Commune<sup>X</sup>:** Deity answers one yes-or-no question/level.

6. **Legend Lore<sup>MF</sup>**: Learn tales about a person, place, or thing.
7. **Scrying, Greater<sup>F</sup>**: As *scrying*, but faster and longer.
8. **Discern Location**: Reveals exact location of creature or object.
9. **Foresight**: "Sixth sense" warns of impending danger.

### Patience Domain

**Granted Power:** Once per day, as an immediate action, you may delay the effect of a spell that affects you for 10 rounds. You may choose to use this ability after you know the result of any saving throws for the spell (if any).

### Patience Domain Spells

1. **Sanctuary**: Opponents can't attack you, and you can't attack.
2. **Delay Poison**: Stops poison from harming subject for 1 hour/level.
3. **Protection from Energy**: Absorb 12 points/level of damage from one kind of energy.
4. **Slow**: One subject/level takes only one action/round, -2 to AC, -2 on attack rolls.
5. **Hold Monster**: As *hold person*, but any creature.
6. **Bear's Endurance, Mass**: As *bear's endurance*, affects one subject/level.
7. **Contingency<sup>F</sup>**: Sets trigger condition for another spell.
8. **Sequester**: Subject is invisible to sight and scrying; renders creature comatose.
9. **Time Stop**: You act freely for 1d4+1 rounds.

### Planning Domain

**Granted Power:** You gain *Extend Spell* as a bonus feat.

### Planning Domain Spells

1. **Deathwatch**: Reveals how near death subjects within 30' are.
2. **Augury<sup>MF</sup>**: Learns whether an action will be good or bad.
3. **Clairaudience/Clairvoyance**: Hear or see at a distance for 1 minute/level.
4. **Status**: Monitors condition, position of allies.
5. **Detect Scrying**: Alerts you of magical eavesdropping.
6. **Heroes' Feast**: Food for one creature/level cures and grants combat bonuses.
7. **Scrying, Greater<sup>F</sup>**: As *scrying*, but faster and longer.
8. **Discern Location**: Reveals exact location of creature or object.
9. **Time Stop**: You act freely for 1d4+1 rounds.

### Time Domain

**Granted Power:** You gain *Improved Initiative* as a bonus feat.

### Time Domain Spells

1. **True Strike**: +20 on your next attack roll.
2. **Gentle Repose**: Preserves one corpse.
3. **Haste**: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
4. **Freedom of Movement**: Subject moves normally despite impediments.
5. **Permanency<sup>X</sup>**: Makes certain spells permanent.
6. **Contingency<sup>F</sup>**: Sets trigger condition for another spell.
7. **Legend Lore<sup>MF</sup>**: Learn tales about a person, place, or thing.
8. **Foresight**: "Sixth sense" warns of impending danger.
9. **Time Stop**: You act freely for 1d4+1 rounds.

## **Truth Domain**

**Granted Power:** You gain a bonus on *Sense Motive* checks equal to your Cleric level. You cast divination spells at +1 caster level.

### **Truth Domain Spells**

1. **Detect Thoughts:** Allows "listening" to surface thoughts.
2. **Zone of Truth:** Subjects within range cannot lie.
3. **See Invisibility:** Reveals invisible creatures or objects.
4. **Discern Lies:** Reveals deliberate falsehoods.
5. **True Seeing<sup>M</sup>:** Lets you see all things as they really are.
6. **Force Shapechange:** Forces shapechangers into natural form.
7. **Illusion Purge:** Dispels illusions within 5'/level.
8. **Discern Location:** Reveals exact location of creature or object.
9. **True Seeing, Mass:** As true seeing, but affects multiple creatures.

## **Kalya: Tenth of The Nine** **The Tenth, Denial**

**Alignment:** Chaotic Neutral

**Symbol:** A stylized pair of swords crossed with touching quillons

**Favored Weapon:** Chosen by the cleric

**Typical Worshipers:** Exiles, Rebels, Renegades

### **Domains**

#### **Art Domain**

**Granted Power:** Gain Perform as a class skill and Skill Focus in one Perform or art-related Craft skill.

#### **Art Domain Spells**

1. **Improvisation:** You gain a pool of luck bonus points equal to twice your caster level
2. **Divine Insight:** You gain insight bonus of 5 + caster level on one single skill check.
3. **Major Image:** As silent image, plus sound, smell and thermal effects.
4. **Sirine's Grace:** You gain bonuses to Charisma and Dexterity, AC, and Perform checks.
5. **Fabricate:** Transforms raw materials into finished items.
6. **Permanent Image:** Includes sight, sound, and smell.
7. **Simulacrum:** Creates partially real double of a creature.
8. **Polymorph Any Object:** Changes any subject into any thing else.
9. **Awaken Construct:** Construct gains humanlike sentience.

#### **Celerity Domain**

**Granted Power (Su):** You gain a +2 enhancement bonus to Dexterity and initiative as well as a +10 ft. bonus to your land speed. These benefits are lost if you are wearing medium or heavy armor or carrying a medium or heavy load.

#### **Celerity Domain Spells**

1. **Expeditious Retreat:** Your speed increases by 30'.
2. **Cat's Grace:** Subject gains +4 to Dex for 1 min./level.
3. **Blur:** Attacks miss 20% of the time.
4. **Haste:** One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
5. **Tree Stride:** Step from one tree to another far away.
6. **Wind Walk:** You and your allies turn vaporous and travel quickly.
7. **Cat's Grace, Mass:** As *cat's grace*, affects one subject/level.
8. **Blink, Improved:** As *blink*, but safer and with more control.
9. **Time Stop:** You act freely for 1d4+1 rounds.

#### **Dream Domain**

**Granted Power:** Because you have long delved into dreams and nightmares, you are immune to fear effects.

#### **Dream Domain Spells**

1. **Sleep:** Puts 4 HD of creatures into magical slumber.
2. **Augury<sup>MF</sup>:** Learns whether an action will be good or bad.
3. **Deep Slumber:** Puts 10 HD of creatures to sleep.

4. **Phantasmal Killer:** Fearsome illusion kills subject or deals 3d6 damage.
5. **Nightmare:** Sends vision dealing 1d10 damage, fatigue.
6. **Dream Sight:** Your spirit can hear and see at a distance for 1 min./level.
7. **Scrying, Greater<sup>F</sup>:** As *scrying*, but faster and longer.
8. **Power Word Stun:** Stuns creature with 150 hp or less.
9. **Weird:** As *phantasmal killer*, but affects all within 30'.

## **Emotion Domain**

**Granted Power:** Your understanding of the mind and emotions allows you to more easily shrug off the effects of mind-affecting spells and effects. You gain a +4 bonus on Will saves to resist mind-affecting spells and spell-like abilities.

### **Emotion Domain Spells**

1. **Detect Emotions:** Detects the presence and strength of emotions.
2. **Hypnotism:** Fascinates 2d4 HD of creatures.
3. **Rage:** Subjects gain +2 to Str and Con, +1 on Will saves, -2 to AC.
4. **Confusion:** Subjects behave oddly for 1 round/level.
5. **Crushing Despair:** Subjects take -2 on attack rolls, damage rolls, saves, and checks.
6. **Nightmare:** Sends vision dealing 1d10 damage, fatigue.
7. **Heroism, Greater:** Gives +4 bonus on attacks, saves, skill checks; immunity to fear; temporary hp.
8. **Insanity:** Subject suffers continuous *confusion*.
9. **Weird:** As *phantasmal killer*, but affects all within 30'.

## **Endurance Domain**

**Granted Power (Su):** You can perform a feat of endurance, which is the supernatural ability to gain an enhancement bonus to Constitution equal to one-half your level. Activating the power is a free action, the power lasts one minute, and it is usable once per day.

### **Endurance Domain Spells**

1. **Endure Elements:** Exist comfortably in hot or cold environments.
2. **Bear's Endurance:** Subject gains +4 to CON for 1 minute/level.
3. **Refreshment:** Cures creatures of all nonlethal damage.
4. **Sustain<sup>M</sup>:** Recipients need no food or drink for 6 hours/level.
5. **Stoneskin<sup>M</sup>:** Ignore 10 points of damage per attack.
6. **Bear's Endurance, Mass:** As *bear's endurance*, affects one subject/level.
7. **Globe of Invulnerability:** As *lesser globe of invulnerability*, plus 4th-level spell effects.
8. **Spell Turning:** Reflect 1d4+6 spell levels back at caster.
9. **Iron Body:** Your body becomes living iron.

## **Illusion Domain**

**Granted Power:** You cast all illusion spells at +1 caster level.

### **Illusion Domain Spells**

1. **Silent Image:** Creates minor illusion of your design.
2. **Minor Image:** As *silent image*, plus some sound.
3. **Displacement:** Attacks miss subject 50%.
4. **Phantasmal Killer:** Fearsome illusion kills subject or deals 3d6 damage.
5. **Persistent Image:** As *major image*, but no concentration required.

6. **Mislead:** Turns you invisible and creates illusory double.
7. **Project Image:** Illusory double can talk and cast spells.
8. **Screen:** Illusion hides area from vision, scrying.
9. **Weird:** As *phantasmal killer*, but affects all within 30'.

### **Liberation Domain**

**Granted Power (Su):** If you are affected by a Charm, compulsion or fear effect and fail your saving throw, you can attempt it again 1 round later at the same DC. You get only this one extra Chance to succeed on your saving throw. This granted power is considered a supernatural ability.

### **Liberation Domain Spells**

1. **Omen of Peril:** You know how dangerous the future will be.
2. **Undetectable Alignment:** Conceals alignment for 24 hours.
3. **Rage:** Subjects gain +2 to Str and Con, +1 on Will saves, -2 to AC.
4. **Freedom of Movement:** Subject moves normally despite impediments.
5. **Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.
6. **Dispel Magic, Greater:** As *dispel magic*, but up to +20 on check.
7. **Refuge<sup>M</sup>:** Alters item to transport its possessor to you.
8. **Mind Blank:** Subject is immune to mental/emotional magic and scrying.
9. **Unbinding:** Frees everyone in range from spells that constrain or bind.

### **Travel Domain**

**Granted Power (Su):** For a total time per day of 1 round per Cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This granted power is a supernatural ability. Add *Survival* to your list of Cleric class skills.

### **Travel Domain Spells**

1. **Longstrider:** Increases your speed.
2. **Locate Object:** Senses direction toward object (specific or type).
3. **Fly:** Subject flies at speed of 60'
4. **Dimension Door:** Teleports you short distance.
5. **Teleport:** Instantly transports you as far as 100 miles/level.
6. **Find the Path:** Shows most direct way to location.
7. **Teleport, Greater:** As *teleport*, but no range limit and no off-target arrival.
8. **Phase Door:** Creates an invisible passage through wood or stone.
9. **Astral Projection<sup>M</sup>:** Projects you and companions onto Astral Plane.

### **Treachery Domain**

**Granted Power:** Once per day, when you attack a flat-footed opponent, you can deal additional damage equal to 1d6 per two Cleric levels you possess (round up, not down, in this case) with a single melee attack. You must declare that you are using this ability before making the attack, and if you miss the opponent that use of your power is wasted. Creatures immune to critical hits are also immune to this additional damage.

### **Treachery Domain Spells**

1. **Undetectable Alignment:** Conceals alignment for 24 hours.
2. **Eagle's Splendor:** Subject gains +4 Cha for 1 minute/level.



3. **Bestow Curse:** -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% Chance of losing each action.
4. **Glibness:** Gain +30 on *Bluff* checks, and your lies can escape magical discernment.
5. **Magic Jar<sup>F</sup>:** Enables possession of another creature.
6. **Symbol of Persuasion<sup>M</sup>:** Triggered rune charms nearby creatures.
7. **Eyebite:** Target becomes panicked, sickened, and comatose.
8. **Trap the Soul<sup>MF</sup>:** Imprisons subject within gem.
9. **Imprisonment:** Entombs subject beneath the earth.

### **Trickery Domain**

**Granted Power:** Add *Bluff*, *Disguise*, and *Hide* to your list of Cleric class skills.

### **Trickery Domain Spells**

1. **Disguise Self:** Disguise own appearance.
2. **Invisibility:** Subject is invisible 1 min./level or until it attacks.
3. **Nondetection<sup>M</sup>:** Hides subject from divination, scrying.
4. **Confusion:** Subjects behave oddly for 1 round/level.
5. **False Vision<sup>M</sup>:** Fools scrying with an illusion.
6. **Mislead:** Turns you invisible and creates illusory double.
7. **Screen:** Illusion hides area from vision, scrying.
8. **Polymorph Any Object:** Changes any subject into anything else.
9. **Time Stop:** You act freely for 1d4+1 rounds.

# The Dragons of Ardaf

## Sun Dragons

**Alignment:** Lawful Good

**Symbol:** A golden dragon scale

**Favored Weapon:** Long Sword

**Typical Worshipers:** Law men, Soldiers, Sunfolk

## Domains

### Courage Domain

**Granted Power (Su):** You radiate an aura of courage that grants all allies within 10' (including yourself) a +4 morale bonus on saving throws against fear effects. This ability functions only while you are conscious.

### Courage Domain Spells

1. **Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject plus one per four levels.
2. **Aid:** +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).
3. **Cloak of Bravery:** You and your allies gain a bonus on saves against fear.
4. **Heroism:** Gives +2 bonus on attack rolls, saves, skill checks.
5. **Valiant Fury:** +4 Str, Con; +2 Will saves; extra attack.
6. **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
7. **Heroism, Greater:** Gives +4 bonus on attacks, saves, skill checks; immunity to fear; temporary hp.
8. **Lion's Roar:** Deals 1d8 points of damage/2 levels to enemies; allies get +1 on attacks and saves against fear, temporary hp.
9. **Cloak of Bravery, Greater:** You and your allies become immune to fear and get +2 bonus on attacks.

### Good Domain

**Granted Power:** You cast good spells at +1 caster level.

### Good Domain Spells

1. **Protection from Evil:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Aid:** +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).
3. **Magic Circle against Evil:** As *protection* spells, but 10' radius and 10 min./level.
4. **Holy Smite:** Damages and blinds evil creatures.
5. **Dispel Evil:** +4 bonus against attacks by evil creatures.
6. **Blade Barrier:** Wall of blades deals 1d6/level damage.
7. **Holy Word:** Kills, paralyzes, slows, or deafens nongood subjects.
8. **Holy Aura<sup>F</sup>:** +4 to AC, +4 resistance, and SR 25 against evil spells.
9. **Summon Monster IX:** Calls extraplanar creature to fight for you (Good only).

### Hope Domain

**Granted Power:** Once per day, when you fail a skill check, attack roll, or saving throw, you may roll 1d6 and add it to the result. This ability is used after the result of the roll or check is revealed, but before any other actions are taken.

### Hope Domain Spells

1. **Bless:** Allies gain +1 on attack rolls and saves against fear.
2. **Aid:** +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).
3. **Heroism:** Gives +2 bonus on attack rolls, saves, skill checks.
4. **Good Hope:** Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
5. **Atonement<sup>FX</sup>:** Removes burden of misdeeds from subject.
6. **Heroism, Greater:** Gives +4 bonus on attacks, saves, skill checks; immunity to fear; temporary hp.
7. **Restoration, Greater<sup>X</sup>:** As *restoration*, plus restores all levels and ability scores.
8. **Planar Ally, Greater<sup>X</sup>:** As *lesser planar ally*, but up to 24 HD.
9. **Miracle<sup>X</sup>:** Requests a deity's intercession.

## Law Domain

**Granted Power:** You cast law spells at +1 caster level.

### Law Domain Spells

1. **Protection from Chaos:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Calm Emotions:** Calms creatures, negating emotion effects.
3. **Magic Circle against Chaos:** As *protection* spells, but 10' radius and 10 min./level.
4. **Order's Wrath:** Damages and dazes chaotic creatures.
5. **Dispel Chaos:** +4 bonus against attacks by chaotic creatures.
6. **Hold Monster:** As *hold person*, but any creature.
7. **Dictum:** Kills, paralyzes, slows, or deafens nonlawful subjects.
8. **Shield of Law<sup>M</sup>:** +4 to AC, +4 resistance, and SR 25 against chaotic spells.
9. **Summon Monster IX:** Calls extraplanar creature to fight for you (Lawful only).

## Metallic Dragon Domain

**Granted Power:** You gain damage reduction 1/adamantine. This increases by 1 per five Cleric levels.

### Metallic Dragon Domain Spells

1. **Vision of Glory:** Subject gains morale bonus equal to your Cha modifier to one saving throw.
2. **Shield Other<sup>F</sup>:** You take half of subject's damage.
3. **Diamondsteel<sup>M</sup>:** Metal armor provides damage reduction.
4. **Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.
5. **Globe of Invulnerability, Lesser:** Stops 1st- through 3rd-level spell effects.
6. **Wall of Iron<sup>M</sup>:** 30 hp/4 levels; can topple onto foes.
7. **Ironguard<sup>F</sup>:** Subject becomes immune to all metal.
8. **Iron Body:** Your body becomes living iron.
9. **Dragon Ally, Greater<sup>X</sup>:** As *lesser dragon ally*, but up to 21 HD.

## Sun Domain

**Granted Power (Su):** Once per day, you can perform a greater turning against undead in place of a regular turning. The greater turning is like a normal turning except that the undead creatures that would be turned are destroyed instead.

### Sun Domain Spells

1. **Endure Elements:** Exist comfortably in hot or cold environments.
2. **Heat Metal:** Make metal so hot it damages those who touch it.
3. **Searing Light:** Ray deals 1d8/2 levels, more against undead.
4. **Fire Shield:** Creatures attacking you take fire damage; you're protected from heat or cold.

5. **Flame Strike:** Smite foes with divine fire (1d6/level damage).
6. **Fire Seeds:** Acorns and berries become grenades and bombs.
7. **Sunbeam:** Beam blinds and deals 4d6 damage.
8. **Sunburst:** Blinds all within 80', deals 6d6 damage.
9. **Prismatic Sphere:** As *prismatic wall*, but surrounds on all sides.

## **Moon Dragons**

**Alignment:** Chaotic Good

**Symbol:** A silvery dragon scale

**Favored Weapon:** Rapier

**Typical Worshipers:** Loners, Mystics, Shape changers

### **Domains**

#### **Chaos Domain**

**Granted Power:** You cast chaos spells at +1 caster level.

##### **Chaos Domain Spells**

1. **Protection from Law:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Shatter:** Sonic vibration damages objects or crystalline creatures.
3. **Magic Circle Against Law:** As *protection* spells, but 10' radius and 10 min./level.
4. **Chaos Hammer:** Damages and staggers lawful creatures.
5. **Dispel Law:** +4 bonus against attacks by lawful creatures.
6. **Animate Objects:** Objects attack your foes.
7. **Word of Chaos:** Kills, confuses, stuns, or deafens nonchaotic subjects.
8. **Cloak of Chaos<sup>F</sup>:** +4 to AC, +4 resistance, SR 25 against lawful spells.
9. **Summon Monster IX:** Calls extraplanar creature to fight for you (Chaotic only).

#### **Good Domain**

**Granted Power:** You cast good spells at +1 caster level.

##### **Good Domain Spells**

1. **Protection from Evil:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Aid:** +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).
3. **Magic Circle against Evil:** As *protection* spells, but 10' radius and 10 min./level.
4. **Holy Smite:** Damages and blinds evil creatures.
5. **Dispel Evil:** +4 bonus against attacks by evil creatures.
6. **Blade Barrier:** Wall of blades deals 1d6/level damage.
7. **Holy Word:** Kills, paralyzes, slows, or deafens nongood subjects.
8. **Holy Aura<sup>F</sup>:** +4 to AC, +4 resistance, and SR 25 against evil spells.
9. **Summon Monster IX:** Calls extraplanar creature to fight for you (Good only).

#### **Illusion Domain**

**Granted Power:** You cast all illusion spells at +1 caster level.

##### **Illusion Domain Spells**

1. **Silent Image:** Creates minor illusion of your design.
2. **Minor Image:** As *silent image*, plus some sound.
3. **Displacement:** Attacks miss subject 50%.
4. **Phantasmal Killer:** Fearsome illusion kills subject or deals 3d6 damage.
5. **Persistent Image:** As *major image*, but no concentration required.

6. **Mislead:** Turns you invisible and creates illusory double.
7. **Project Image:** Illusory double can talk and cast spells.
8. **Screen:** Illusion hides area from vision, scrying.
9. **Weird:** As *phantasmal killer*, but affects all within 30'.

### **Insight Domain**

**Granted Power (Ex):** You gain *uncanny dodge*, the extraordinary ability to react to danger before your senses would normally allow you to do so. You retain your Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. If you gain *uncanny dodge* from a second class (such as Barbarian or Rogue), you automatically gain *improved uncanny dodge*, as detailed in those class descriptions.

### **Insight Domain Spells**

1. **True Strike:** +20 on your next attack roll.
2. **Augury<sup>MF</sup>:** Learns whether an action will be good or bad.
3. **Locate Object:** Senses direction toward object (specific or type).
4. **Divination<sup>M</sup>:** Provides useful advice for specific proposed actions.
5. **Commune<sup>X</sup>:** Deity answers one yes-or-no question/level.
6. **Owl's Wisdom, Mass:** As *owl's wisdom*, affects one subject/level.
7. **Arcane Sight, Greater:** As *arcane sight*, but also reveals magic effects on creatures and objects.
8. **Moment of Prescience:** You gain insight bonus on single attack roll, check, or save.
9. **Foresight:** "Sixth sense" warns of impending danger.

### **Metallic Dragon Domain**

**Granted Power:** You gain damage reduction 1/adamantine. This increases by 1 per five Cleric levels.

### **Metallic Dragon Domain Spells**

1. **Vision of Glory:** Subject gains morale bonus equal to your Cha modifier to one saving throw.
2. **Shield Other<sup>F</sup>:** You take half of subject's damage.
3. **Diamondsteel<sup>M</sup>:** Metal armor provides damage reduction.
4. **Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.
5. **Globe of Invulnerability, Lesser:** Stops 1st- through 3rd-level spell effects.
6. **Wall of Iron<sup>M</sup>:** 30 hp/4 levels; can topple onto foes.
7. **Ironguard<sup>F</sup>:** Subject becomes immune to all metal.
8. **Iron Body:** Your body becomes living iron.
9. **Dragon Ally, Greater<sup>X</sup>:** As *lesser dragon ally*, but up to 21 HD.

### **Moon Domain**

**Granted Power (Su):** Turn or destroy lycanthropes as a good Cleric turns undead. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

### **Moon Domain Spells**

1. **Faerie Fire:** Outlines subject with light, canceling *blur*, concealment, and the like.
2. **Moonbeam:** Forces lycanthropes to regain human shape.
3. **Moon Blade:** Creates sword that does 1d8 damage +1/2 levels, scrambles magic.
4. **Fear:** Subjects within cone flee for 1 round/level.
5. **Moon Path:** Creates invisible stair or bridge.
6. **Permanent Image<sup>M</sup>:** Includes sight, sound, and smell.
7. **Insanity:** Subject suffers continuous *confusion*.

8. **Moonfire:** Cone of light damages creatures, reveals hidden things, negates electricity damage.
9. **Miracle<sup>x</sup>:** Requests a deity's intercession.

## Folk Dragons

**Alignment:** Neutral Good

**Symbol:** A brassy dragon scale

**Favored Weapon:** Warhammer

**Typical Worshipers:** Commoners, Laborers, Wives

### Domains

#### Community Domain

**Granted Power (Sp):** Use *calm emotions* as a spell-like ability once per day. Gain a +2 bonus on *Diplomacy* checks.

#### Community Domain Spells

1. **Bless:** Allies gain +1 on attack rolls and saves against fear.
2. **Status:** Monitors condition, position of allies.
3. **Prayer:** Allies +1 bonus on most rolls, enemies -1 penalty.
4. **Tongues:** Speak any language.
5. **Rary's Telepathic Bond:** Link lets allies communicate.
6. **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
7. **Refuge<sup>M</sup>:** Alters item to transport its possessor to you.
8. **Mordenkainen's Magnificent Mansion<sup>F</sup>:** Door leads to extradimensional mansion.
9. **Heal, Mass:** As *heal*, but with several subjects.

#### Family Domain

**Granted Power (Su):** Once per day as a free action, you can protect a number of creatures equal to your Charisma modifier (minimum one creature) with a +4 dodge bonus to AC. This ability lasts 1 round per level. An affected creature loses this protection if it moves more than 10' from you. You can affect yourself with this ability.

#### Family Domain Spells

1. **Bless:** Allies gain +1 on attack rolls and saves against fear.
2. **Shield Other<sup>F</sup>:** You take half of subject's damage.
3. **Helping Hand:** Ghostly hand leads subject to you.
4. **Imbue with Spell Ability:** Transfer spells to subject.
5. **Rary's Telepathic Bond:** Link lets allies communicate.
6. **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
7. **Refuge<sup>M</sup>:** Alters item to transport its possessor to you.
8. **Protection from Spells<sup>MF</sup>:** Confers +8 resistance bonus.
9. **Prismatic Sphere:** As *prismatic wall*, but surrounds on all sides.

#### Forge Domain

**Granted Power:** You gain a +2 insight bonus on *Craft* and *Appraise* checks related to stone or metal items.

#### Forge Domain Spells

1. **Magic Weapon:** Weapon gains +1 bonus.
2. **Heat Metal:** Make metal so hot it damages those who touch it.
3. **Keen Edge:** Doubles normal weapon's threat range.
4. **Minor Creation:** Creates one cloth or wood object.



5. **Wall of Iron<sup>M</sup>**: 30 hp/4 levels; can topple onto foes.
6. **Major Creation**: As *minor creation*, plus stone and metal.
7. **Hardening<sup>M</sup>**: Increases hardness of target by 1 per 2 levels.
8. **Repel Metal or Stone**: Pushes away metal and stone.
9. **Iron Body**: Your body becomes living iron.

### Good Domain

**Granted Power:** You cast good spells at +1 caster level.

### Good Domain Spells

1. **Protection from Evil**: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Aid**: +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).
3. **Magic Circle against Evil**: As *protection* spells, but 10' radius and 10 min./level.
4. **Holy Smite**: Damages and blinds evil creatures.
5. **Dispel Evil**: +4 bonus against attacks by evil creatures.
6. **Blade Barrier**: Wall of blades deals 1d6/level damage.
7. **Holy Word**: Kills, paralyzes, slows, or deafens nongood subjects.
8. **Holy Aura<sup>F</sup>**: +4 to AC, +4 resistance, and SR 25 against evil spells.
9. **Summon Monster IX**: Calls extraplanar creature to fight for you (Good only).

### Metallic Dragon Domain

**Granted Power:** You gain damage reduction 1/adamantine. This increases by 1 per five Cleric levels.

### Metallic Dragon Domain Spells

1. **Vision of Glory**: Subject gains morale bonus equal to your Cha modifier to one saving throw.
2. **Shield Other<sup>F</sup>**: You take half of subject's damage.
3. **Diamondsteel<sup>M</sup>**: Metal armor provides damage reduction.
4. **Protection from Energy**: Absorb 12 points/level of damage from one kind of energy.
5. **Globe of Invulnerability, Lesser**: Stops 1st- through 3rd-level spell effects.
6. **Wall of Iron<sup>M</sup>**: 30 hp/4 levels; can topple onto foes.
7. **Ironguard<sup>F</sup>**: Subject becomes immune to all metal.
8. **Iron Body**: Your body becomes living iron.
9. **Dragon Ally, Greater<sup>x</sup>**: As *lesser dragon ally*, but up to 21 HD.

### Trade Domain

**Granted Power (Sp)**: Once per day as a free action, you can use *detect thoughts*, affecting one subject and lasting a number of minutes equal to your Charisma bonus (minimum 1 minute).

### Trade Domain Spells

1. **Message**: Whispered conversation at a distance.
2. **Gembomb<sup>M</sup>**: Gem becomes a bomb that deals 1d8 force damage/2 levels.
3. **Eagle's Splendor**: Subject gains +4 CHA for 1 minute/level.
4. **Sending**: Delivers short message anywhere, instantly.
5. **Fabricate**: Transforms raw materials into finished items.
6. **True Seeing<sup>M</sup>**: Lets you see all things as they really are.
7. **Mordenkainen's Magnificent Mansion<sup>F</sup>**: Door leads to extradimensional mansion.
8. **Mind Blank**: Subject is immune to mental/emotional magic and scrying.
9. **Discern Location**: Reveals exact location of creature or object.

# World Dragons

**Alignment:** True Neutral

**Symbol:** A green dragon scale

**Favored Weapon:** Scimitar

**Typical Worshipers:** Druids, Farmers, Woodsmen

## Domains

### Animal Domain

**Granted Power (Sp):** You can use *speak with animals* once per day as a spell-like ability.

Add *Knowledge (Nature)* to your list of Cleric class skills.

### Animal Domain Spells

1. **Calm Animals:** Calms (2d4 + level) HD of animals.
2. **Hold Animal:** Paralyzes one animal for 1 round/level.
3. **Dominate Animal:** Subject animal obeys silent mental commands.
4. **Summon Nature's Ally IV:** Calls creature to fight. (Animals only)
5. **Commune with Nature:** Learn about terrain for 1 mile/level.
6. **Antilife Shell:** 10' field hedges out living creatures.
7. **Animal Shapes:** One ally/level polymorphs into chosen animal.
8. **Summon Nature's Ally VIII:** Calls creature to fight. (Animals only)
9. **Shapechange<sup>F</sup>:** Transforms you into any creature, and change forms once per round.

### Dragon Domain

**Granted Power:** Add *Bluff* and *Intimidate* to your list of Cleric class skills.

### Dragon Domain Spells

1. **Magic Fang:** One natural weapon of subject creature gets +1 on attack and damage rolls.
2. **Resist Energy:** Ignores 10 (or more) points of damage/attack from specified energy type.
3. **Magic Fang, Greater:** One natural weapon of subject creature gets +1/4 levels on attack and damage rolls (max +5).
4. **Voice of the Dragon:** +10 on *Bluff*, *Diplomacy*, and *Intimidate* checks; can use one *suggestion*.
5. **True Seeing<sup>M</sup>:** Lets you see all things as they really are.
6. **Stoneskin<sup>M</sup>:** Ignore 10 points of damage per attack.
7. **Dragon Ally<sup>X</sup>:** As *lesser dragon ally*, but up to 15 HD.
8. **Suggestion, Mass:** As *suggestion*, plus one/level subjects.
9. **Dominate Monster:** As *dominate person*, but any creature.

### Life Domain

**Granted Power:** Once per day, you can grant 1d6 temporary hit points +1 per Cleric level to a creature you touch.

These temporary hit points last for a maximum of 1 hour/level.

### Life Domain Spells

1. **Hide from Undead:** Undead can't perceive one subject/level.
2. **Restoration, Lesser:** Dispels magical ability penalty or regains 1d6 ability damage.
3. **Plant Growth:** Grows vegetation, improves crops.

4. **Death Ward:** Grants immunity to death spells and negative energy effects.
5. **Disrupting Weapon:** Melee weapon destroys undead.
6. **Animate Objects:** Objects attack your foes.
7. **Regenerate:** Subject's severed limbs grow back, cures 4d8 damage +1/level (+35).
8. **Animate Plants:** One or more trees animate and fight for you.
9. **Heal, Mass:** As *heal*, but with several subjects.

### **Plant Domain**

**Granted Power (Su):** Rebuke or command plant creatures as an evil Cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability. Add *Knowledge (Nature)* to your list of Cleric class skills.

### **Plant Domain Spells**

1. **Entangle:** Plants entangle everyone in 40' radius.
2. **Barkskin:** Grants +2 (or higher) enhancement to natural armor.
3. **Plant Growth:** Grows vegetation, improves crops.
4. **Command Plants:** Sway the actions of one or more plant creatures.
5. **Wall of Thorns:** Thorns damage anyone who tries to pass by.
6. **Repel Wood:** Pushes away wooden objects.
7. **Animate Plants:** One or more trees animate and fight for you.
8. **Control Plants:** Control actions of one or more plant creatures.
9. **Shambler:** Summons 1d4+2 shambling mounds to fight for you.

### **Renewal Domain**

**Granted Power (Su):** If you fall below 0 hit points, you regain a number of hit points equal to 1d8 + your Charisma modifier. This ability functions once per day. If an attack brings you to -10 hit points or lower, you die before this power takes effect.

### **Renewal Domain Spells**

1. **Charm Person:** Makes one person your friend.
2. **Restoration, Lesser:** Dispels magical ability penalty or regains 1d6 ability damage.
3. **Remove Disease:** Cures all diseases affecting subject.
4. **Reincarnate:** Brings dead subject back to life in random body.
5. **Atonement<sup>FX</sup>:** Removes burden of misdeeds from subject.
6. **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
7. **Restoration, Greater<sup>X</sup>:** As *restoration*, plus restores all levels and ability scores.
8. **Polymorph Any Object:** Changes any subject into anything else.
9. **Freedom:** Releases creature from *imprisonment*.

### **Weather Domain**

**Granted Power:** Your vision is unobstructed by nonmagical weather conditions. Add *Survival* to your list of Cleric class skills. You gain a +2 bonus on all weather-related *Survival* checks.

### **Weather Domain Spells**

1. **Obscuring Mist:** Fog surrounds you.
2. **Fog Cloud:** Fog obscures vision.
3. **Call Lightning:** Calls down lightning bolts (3d6 per bolt) from sky.
4. **Sleet Storm:** Hampers vision and movement.

5. **Call Lightning Storm:** As *call lightning*, but 5d6 damage per bolt.
6. **Control Winds:** Change wind direction and speed.
7. **Control Weather:** Changes weather in local area.
8. **Whirlwind:** Cyclone deals damage and can pick up creatures.
9. **Storm of Vengeance:** Storm rains acid, lightning, and hail.

# Flame Dragons

**Alignment:** Chaotic Evil

**Symbol:** A red dragon scale

**Favored Weapon:** Greatsword

**Typical Worshipers:** Bullies, Champions, Sorcerers

## Domains

### Chaos Domain

**Granted Power:** You cast chaos spells at +1 caster level.

#### Chaos Domain Spells

1. **Protection from Law:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Shatter:** Sonic vibration damages objects or crystalline creatures.
3. **Magic Circle Against Law:** As *protection* spells, but 10' radius and 10 min./level.
4. **Chaos Hammer:** Damages and staggers lawful creatures.
5. **Dispel Law:** +4 bonus against attacks by lawful creatures.
6. **Animate Objects:** Objects attack your foes.
7. **Word of Chaos:** Kills, confuses, stuns, or deafens nonchaotic subjects.
8. **Cloak of Chaos<sup>F</sup>:** +4 to AC, +4 resistance, SR 25 against lawful spells.
9. **Summon Monster IX:** Calls extraplanar creature to fight for you (Chaotic only).

### Chromatic Dragon Domain (Red Only)

**Granted Power:** Choose a chromatic dragon color. You cannot later change the kind of dragon. Once per day, you may use a breath weapon similar to the chosen dragon's. This breath weapon deals 1d6 points of damage per five Cleric levels you possess. A successful Reflex save (DC 10 + 1/2 your Cleric level + your Charisma modifier) halves the damage. A black breathes a 60' line of acid, a blue breathes a 60' line of electricity, a green breathes a 30' cone of acid, a red breathes a 30' cone of fire, and a white breathes 30' cone of cold.

#### Chromatic Dragon Domain Spells

1. **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
2. **Gust of Wind:** Blows away or knocks down smaller creatures.
3. **Claws of Darkness:** Claws deal 1d8 cold damage and have reach.
4. **Fear:** Subjects within cone flee for 1 round/level.
5. **Rebuking Breath:** Your breath weapon rebukes undead.
6. **Symbol of Fear<sup>M</sup>:** Triggered rune panics nearby creatures.
7. **Aura of Terror:** You gain an aura of fear, or your frightful presence becomes more effective.
8. **Stunning Breath, Greater:** Your breath weapon also stuns creatures for 2d4 rounds.
9. **Weird:** As *phantasmal killer*, but affects all within 30'.

### Destruction Domain

**Granted Power (Su):** You gain the *smite* power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your Cleric level (if you hit). You must declare the *smite* before making the attack. The ability is usable once per day.

#### Destruction Domain Spells

1. **Inflict Light Wounds:** Touch attack, 1d8 damage +1/level (max +5).
2. **Shatter:** Sonic vibration damages objects or crystalline creatures.
3. **Contagion:** Infects subject with chosen disease.
4. **Inflict Critical Wounds:** Touch attack, 4d8 damage +1/level (max +20).
5. **Inflict Light Wounds, Mass:** Deals 1d8 damage +1/level to many creatures.
6. **Harm:** Deals 10 points/level damage to target.
7. **Disintegrate:** Makes one creature or object vanish.
8. **Earthquake:** Intense tremor shakes 5'/level radius.
9. **Implosion:** Kills one creature/round.

## **Evil Domain**

**Granted Power:** You cast evil spells at +1 caster level.

### **Evil Domain Spells**

1. **Protection from Good:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Desecrate<sup>M</sup>:** Fills area with negative energy, making undead stronger.
3. **Magical Circle against Good:** As *protection* spells, but 10' radius and 10 min./level.
4. **Unholy Blight:** Damages and sickens good creatures.
5. **Dispel Good:** +4 bonus against attacks by good creatures.
6. **Create Undead<sup>M</sup>:** Create ghouls, ghosts, mummies, or mohrgs.
7. **Blasphemy:** Kills, paralyzes, weakens, or dazes nonevil subjects.
8. **Unholy Aura<sup>F</sup>:** +4 to AC, +4 resistance, SR 25 against good spells.
9. **Summon Monster IX:** Calls extraplanar creature to fight for you (Evil only).

## **Fire Domain**

**Granted Power (Su):** Turn or destroy water creatures as a good Cleric turns undead. Rebuke, command, or bolster fire creatures as an evil Cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

### **Fire Domain Spells**

1. **Burning Hands:** 1d4/level fire damage (max 5d4).
2. **Produce Flame:** 1d6 damage +1/level, touch or thrown.
3. **Resist Energy\*:** Ignores 10 (or more) points of damage/attack from specified energy type. (Cold or Fire only)
4. **Wall of Fire:** Deals 2d4 fire damage out to 10' and 1d4 out to 20'. Passing through wall deals 2d6 damage +1/level.
5. **Fire Shield:** Creatures attacking you take fire damage, you're protected from heat or cold.
6. **Fire Seeds:** Acorns and Berries become grenades and bombs.
7. **Fire Storm:** Deals 1d6/level fire damage.
8. **Incendiary Cloud:** Cloud deals 4d6 fire damage/round.
9. **Elemental Swarm:** Summons multiple elementals (Fire only).

## **War Domain**

**Granted Power:** Free *Martial Weapon Proficiency* with deity's favored weapon (if necessary) and *Weapon Focus* feat with the deity's favored weapon.

### **War Domain Spells**

1. **Magic Weapon:** Weapon gains +1 bonus.

2. **Spiritual Weapon:** Magical weapon attacks on its own.
3. **Magic Vestment:** Armor or shield gains +1 enhancement/4 levels.
4. **Divine Power:** You gain attack bonus, +6 to Str and 1 hp/level.
5. **Flame Strike:** Smite foes with divine fire (1d6/level damage).
6. **Blade Barrier:** Wall of blades deals 1d6/level damage.
7. **Power Word Blind:** Blinds creature with 200 hp or less.
8. **Power Word Stun:** Stuns creature with 150 hp or less.
9. **Power Word Kill:** Kills one creature with 100 hp or less.

## Death Dragons

**Alignment:** Neutral Evil

**Symbol:** A black dragon scale

**Favored Weapon:** Morning Star

**Typical Worshipers:** Grave tenders, Necromancers, Scholars

### Domains

#### Chromatic Dragon Domain (Black Only)

**Granted Power:** Choose a chromatic dragon color. You cannot later change the kind of dragon. Once per day, you may use a breath weapon similar to the chosen dragon's. This breath weapon deals 1d6 points of damage per five Cleric levels you possess. A successful Reflex save (DC 10 + 1/2 your Cleric level + your Charisma modifier) halves the damage. A black breathes a 60' line of acid, a blue breathes a 60' line of electricity, a green breathes a 30' cone of acid, a red breathes a 30' cone of fire, and a white breathes 30' cone of cold.

#### Chromatic Dragon Domain Spells

1. **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
2. **Gust of Wind:** Blows away or knocks down smaller creatures.
3. **Claws of Darkness:** Claws deal 1d8 cold damage and have reach.
4. **Fear:** Subjects within cone flee for 1 round/level.
5. **Rebuking Breath:** Your breath weapon rebukes undead.
6. **Symbol of Fear<sup>M</sup>:** Triggered rune panics nearby creatures.
7. **Aura of Terror:** You gain an aura of fear, or your frightful presence becomes more effective.
8. **Stunning Breath, Greater:** Your breath weapon also stuns creatures for 2d4 rounds.
9. **Weird:** As *phantasmal killer*, but affects all within 30'.

#### Death Domain

**Granted Power (Su):** You may use a *death touch* once per day. Your *death touch* is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per Cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).

#### Death Domain Spells

1. **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
2. **Death Knell:** Kill dying creature and gain 1d8 temporary hp, +2 to STR, and +1 caster level.
3. **Animate Dead:** Creates undead skeletons and zombies.
4. **Death Ward:** Grants immunity to death spells and negative energy effects.
5. **Slay Living:** Touch attack kills subject.
6. **Create Undead<sup>M</sup>:** Create ghouls, ghosts, mummies, or mohrgs.
7. **Destruction<sup>F</sup>:** Kills subject and destroys remains.
8. **Create Greater Undead:** Create shadows, wraiths, spectres, or devourers.
9. **Wail of the Banshee:** Kills one creature/level.

#### Evil Domain

**Granted Power:** You cast evil spells at +1 caster level.

#### Evil Domain Spells



1. **Protection from Good:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Desecrate<sup>M</sup>:** Fills area with negative energy, making undead stronger.
3. **Magical Circle against Good:** As *protection* spells, but 10' radius and 10 min./level.
4. **Unholy Blight:** Damages and sickens good creatures.
5. **Dispel Good:** +4 bonus against attacks by good creatures.
6. **Create Undead<sup>M</sup>:** Create ghouls, ghosts, mummies, or mohrgs.
7. **Blasphemy:** Kills, paralyzes, weakens, or dazes nonevil subjects.
8. **Unholy Aura<sup>F</sup>:** +4 to AC, +4 resistance, SR 25 against good spells.
9. **Summon Monster IX:** Calls extraplanar creature to fight for you (Evil only).

### **Knowledge Domain**

**Granted Power:** Add all *Knowledge* skills to your list of Cleric class skills.

You cast divination spells at +1 caster level.

### **Knowledge Domain Spells**

1. **Detect Secret Doors:** Reveals hidden doors within 60'.
2. **Detect Thoughts:** Allows "listening" to surface thoughts.
3. **Clairaudience/Clairvoyance:** Hear or see at a distance for 1 minute/level.
4. **Divination<sup>M</sup>:** Provides useful advice for specific proposed actions.
5. **True Seeing<sup>M</sup>:** Lets you see all things as they really are.
6. **Find the Path:** Shows most direct way to a location.
7. **Legend Lore<sup>MF</sup>:** Lets you learn tales about a person, place, or thing.
8. **Discern Location:** Reveals exact location of creature or object.
9. **Foresight:** "Sixth sense" warns of impending danger.

### **Necromancer Domain**

**Granted Power:** You cast necromancy spells at +1 caster level.

### **Necromancer Domain Spells**

1. **Ray of Enfeeblement:** Ray deals 1d6 +1/2 levels Str penalty.
2. **Command Undead:** Undead creature obeys your commands.
3. **Vampiric Touch:** Touch deals 1d6/2 levels damage; caster gains damage as hp.
4. **Enervation:** Subject gains 1d4 negative levels.
5. **Waves of Fatigue:** Several targets become fatigued.
6. **Eyebite:** Target becomes panicked, sickened, and comatose.
7. **Control Undead:** Undead don't attack you while under your command.
8. **Horrid Wilting:** Deals 1d6/level damage within 30'.
9. **Energy Drain:** Subject gains 2d4 negative levels.

### **Repose Domain**

**Granted Power (Sp):** You may use *death touch* once per day. To deliver a *death touch*, you must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per Cleric level you possess. If the result equals or exceeds the creature's current hit points, it dies (no save). *Death touch* is a supernatural ability and a death effect.

### **Repose Domain Spells**

1. **Deathwatch:** Reveals how near death subjects within 30' are.
2. **Gentle Repose:** Preserves one corpse.

3. **Speak with Dead:** Corpse answers one question/2 levels.
4. **Death Ward:** Grants immunity to death spells and negative energy effects.
5. **Slay Living:** Touch attack kills subject.
6. **Undeath to Death:** Slays 1d4 HD of undead creatures per caster level (max 20d4).
7. **Destruction<sup>F</sup>:** Kills subject and destroys remains.
8. **Surelife:** Protects caster from specified natural death.
9. **Wail of the Banshee: Kills one creature/level.**

## Frost Dragons

**Alignment:** Lawful Evil

**Symbol:** A white dragon scale

**Favored Weapon:** Spear

**Typical Worshipers:** Explorers, Soldiers, Tyrants

### Domains

#### Chromatic Dragon Domain (White Only)

**Granted Power:** Choose a chromatic dragon color. You cannot later change the kind of dragon. Once per day, you may use a breath weapon similar to the chosen dragon's. This breath weapon deals 1d6 points of damage per five Cleric levels you possess. A successful Reflex save (DC 10 + 1/2 your Cleric level + your Charisma modifier) halves the damage. A black breathes a 60' line of acid, a blue breathes a 60' line of electricity, a green breathes a 30' cone of acid, a red breathes a 30' cone of fire, and a white breathes 30' cone of cold.

#### Chromatic Dragon Domain Spells

1. **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
2. **Gust of Wind:** Blows away or knocks down smaller creatures.
3. **Claws of Darkness:** Claws deal 1d8 cold damage and have reach.
4. **Fear:** Subjects within cone flee for 1 round/level.
5. **Rebuking Breath:** Your breath weapon rebukes undead.
6. **Symbol of Fear<sup>M</sup>:** Triggered rune panics nearby creatures.
7. **Aura of Terror:** You gain an aura of fear, or your frightful presence becomes more effective.
8. **Stunning Breath, Greater:** Your breath weapon also stuns creatures for 2d4 rounds.
9. **Weird:** As *phantasmal killer*, but affects all within 30'.

#### Cold Domain

**Granted Power (Su):** You can turn or destroy fire creatures as a good Cleric turns undead. You can also rebuke or command cold creatures as an evil Cleric rebukes undead. Use these abilities a total number of times per day equal to 3 plus your Charisma modifier.

#### Cold Domain Spells

1. **Chill Touch:** One touch/level deals 1d6 damage and possibly 1 STR damage.
2. **Chill Metal:** Cold metal damages those who touch it.
3. **Sleet Storm:** Hampers vision and movement.
4. **Ice Storm:** Hail deals 5d6 damage in cylinder 40' across.
5. **Wall of Ice:** Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.
6. **Cone of Cold:** 1d6/level cold damage.
7. **Control Weather:** Changes weather in local area.
8. **Polar Ray:** Ranged touch attack deals 1d6/level cold damage.
9. **Obedient Avalanche:** Snowy avalanche crushes and buries your foes.

#### Evil Domain

**Granted Power:** You cast evil spells at +1 caster level.

#### Evil Domain Spells

1. **Protection from Good:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Desecrate<sup>M</sup>:** Fills area with negative energy, making undead stronger.
3. **Magical Circle against Good:** As *protection* spells, but 10' radius and 10 min./level.
4. **Unholy Blight:** Damages and sickens good creatures.
5. **Dispel Good:** +4 bonus against attacks by good creatures.
6. **Create Undead<sup>M</sup>:** Create ghouls, ghosts, mummies, or mohrgs.
7. **Blasphemy:** Kills, paralyzes, weakens, or dazes nonevil subjects.
8. **Unholy Aura<sup>F</sup>:** +4 to AC, +4 resistance, SR 25 against good spells.
9. **Summon Monster IX:** Calls extraplanar creature to fight for you (Evil only).

## Law Domain

**Granted Power:** You cast law spells at +1 caster level.

### Law Domain Spells

1. **Protection from Chaos:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Calm Emotions:** Calms creatures, negating emotion effects.
3. **Magic Circle against Chaos:** As *protection* spells, but 10' radius and 10 min./level.
4. **Order's Wrath:** Damages and dazes chaotic creatures.
5. **Dispel Chaos:** +4 bonus against attacks by chaotic creatures.
6. **Hold Monster:** As *hold person*, but any creature.
7. **Dictum:** Kills, paralyzes, slows, or deafens nonlawful subjects.
8. **Shield of Law<sup>M</sup>:** +4 to AC, +4 resistance, and SR 25 against chaotic spells.
9. **Summon Monster IX:** Calls extraplanar creature to fight for you (Lawful only).

## Suffering Domain

**Granted Power (Sp):** You can use a pain touch once per day. Make a melee touch attack against a living creature, which bestows on that creature a -2 penalty to Strength and Dexterity for 1 minute on a successful attack. This ability does not affect creatures that have immunity to extra damage from critical hits.

### Suffering Domain Spells

1. **Bane:** Enemies take -1 on attack rolls and saves against fear.
2. **Bear's Endurance:** Subject gains +4 to Con for 1 minute/level.
3. **Bestow Curse:** -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.
4. **Enervation:** Subject gains 1d4 negative levels.
5. **Feeblemind:** Subject's Int and Cha drop to 1.
6. **Harm:** Deals 10 points/level damage to target.
7. **Eyebite:** Target becomes panicked, sickened, and comatose.
8. **Symbol of Pain<sup>M</sup>:** Triggered rune wracks nearby creatures with pain.
9. **Horrid Wilting:** Deals 1d6/level damage within 30'.

## Winter Domain

**Granted Power:** During the winter season, you gain a +2 sacred bonus on all Wisdom-based skill checks.

### Winter Domain Spells

1. **Snowsight:** Normal vision in winter weather conditions.
2. **Snow Walk:** Increase your speed and walk effortlessly on top of snow without leaving tracks or scent.
3. **Winter's Embrace:** Subject takes 1d8 damage/round; can cause fatigue.

4. **Ice Storm:** Hail deals 5d6 damage in cylinder 40' across.
5. **Blizzard:** Temperature drops and powerful blizzard reduces visibility to zero.
6. **Death Hail:** Summons a storm of death hail.
7. **Control Weather:** Changes weather in local area.
8. **Summon Giants (Frost Giants Only):** Summons outsider giants to fight for you.
9. **Fimbulwinter<sup>x</sup>:** Creates winter weather for miles around you that lasts for months.

## Dream Dragons

**Alignment:** Chaotic Neutral

**Symbol:** A blue dragon scale

**Favored Weapon:** Chosen by the dragonsworn

**Typical Worshipers:** Exiles, Loners, Madmen

### Domains

#### Chaos Domain

**Granted Power:** You cast chaos spells at +1 caster level.

##### Chaos Domain Spells

1. **Protection from Law:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Shatter:** Sonic vibration damages objects or crystalline creatures.
3. **Magic Circle Against Law:** As *protection* spells, but 10' radius and 10 min./level.
4. **Chaos Hammer:** Damages and staggers lawful creatures.
5. **Dispel Law:** +4 bonus against attacks by lawful creatures.
6. **Animate Objects:** Objects attack your foes.
7. **Word of Chaos:** Kills, confuses, stuns, or deafens nonchaotic subjects.
8. **Cloak of Chaos<sup>F</sup>:** +4 to AC, +4 resistance, SR 25 against lawful spells.
9. **Summon Monster IX:** Calls extraplanar creature to fight for you (Chaotic only).

#### Chromatic Dragon Domain (Blue Only)

**Granted Power:** Choose a chromatic dragon color. You cannot later change the kind of dragon. Once per day, you may use a breath weapon similar to the chosen dragon's. This breath weapon deals 1d6 points of damage per five Cleric levels you possess. A successful Reflex save (DC 10 + 1/2 your Cleric level + your Charisma modifier) halves the damage. A black breathes a 60' line of acid, a blue breathes a 60' line of electricity, a green breathes a 30' cone of acid, a red breathes a 30' cone of fire, and a white breathes 30' cone of cold.

##### Chromatic Dragon Domain Spells

1. **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
2. **Gust of Wind:** Blows away or knocks down smaller creatures.
3. **Claws of Darkness:** Claws deal 1d8 cold damage and have reach.
4. **Fear:** Subjects within cone flee for 1 round/level.
5. **Rebuking Breath:** Your breath weapon rebukes undead.
6. **Symbol of Fear<sup>M</sup>:** Triggered rune panics nearby creatures.
7. **Aura of Terror:** You gain an aura of fear, or your frightful presence becomes more effective.
8. **Stunning Breath, Greater:** Your breath weapon also stuns creatures for 2d4 rounds.
9. **Weird:** As *phantasmal killer*, but affects all within 30'.

#### Dream Domain

**Granted Power:** Because you have long delved into dreams and nightmares, you are immune to fear effects.

##### Dream Domain Spells

1. **Sleep:** Puts 4 HD of creatures into magical slumber.
2. **Augury<sup>MF</sup>:** Learns whether an action will be good or bad.

3. **Deep Slumber:** Puts 10 HD of creatures to sleep.
4. **Phantasmal Killer:** Fearsome illusion kills subject or deals 3d6 damage.
5. **Nightmare:** Sends vision dealing 1d10 damage, fatigue.
6. **Dream Sight:** Your spirit can hear and see at a distance for 1 min./level.
7. **Scrying, Greater<sup>F</sup>:** As *scrying*, but faster and longer.
8. **Power Word Stun:** Stuns creature with 150 hp or less.
9. **Weird:** As *phantasmal killer*, but affects all within 30'.

## **Hope Domain**

**Granted Power:** Once per day, when you fail a skill check, attack roll, or saving throw, you may roll 1d6 and add it to the result. This ability is used after the result of the roll or check is revealed, but before any other actions are taken.

### **Hope Domain Spells**

1. **Bless:** Allies gain +1 on attack rolls and saves against fear.
2. **Aid:** +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).
3. **Heroism:** Gives +2 bonus on attack rolls, saves, skill checks.
4. **Good Hope:** Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
5. **Atonement<sup>FX</sup>:** Removes burden of misdeeds from subject.
6. **Heroism, Greater:** Gives +4 bonus on attacks, saves, skill checks; immunity to fear; temporary hp.
7. **Restoration, Greater<sup>X</sup>:** As *restoration*, plus restores all levels and ability scores.
8. **Planar Ally, Greater<sup>X</sup>:** As *lesser planar ally*, but up to 24 HD.
9. **Miracle<sup>X</sup>:** Requests a deity's intercession.

## **Liberation Domain**

**Granted Power (Su):** If you are affected by a charm, compulsion or fear effect and fail your saving throw, you can attempt it again 1 round later at the same DC. You get only this one extra chance to succeed on your saving throw. This granted power is considered a supernatural ability.

### **Liberation Domain Spells**

1. **Omen of Peril:** You know how dangerous the future will be.
2. **Undetectable Alignment:** Conceals alignment for 24 hours.
3. **Rage:** Subjects gain +2 to Str and Con, +1 on Will saves, -2 to AC.
4. **Freedom of Movement:** Subject moves normally despite impediments.
5. **Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.
6. **Dispel Magic, Greater:** As *dispel magic*, but up to +20 on check.
7. **Refuge<sup>M</sup>:** Alters item to transport its possessor to you.
8. **Mind Blank:** Subject is immune to mental/emotional magic and scrying.
9. **Unbinding:** Frees everyone in range from spells that constrain or bind.

## **Seduction Domain**

**Granted Power:** You gain a +1 bonus on Charisma checks and all opposed Charisma-based skill checks.

### **Seduction Domain Spells**

1. **Charm Person:** Makes one person your friend.
2. **Eagle's Splendor:** Subject gains +4 Cha for 1 minute/level.
3. **Geas, Lesser:** Commands subject of 7 HD or less.
4. **Suggestion:** Compels subject to follow stated course of action.
5. **Charm Monster:** Makes monster believe it is your ally.

6. **Dominate Person:** Controls humanoid telepathically.
7. **Charm Monster, Mass:** As *charm monster*, but all within 30'.
8. **Dominate Monster:** As *dominate person*, but any creature.
9. **Demand:** As *sending*, plus you can send *suggestion*.