

## Cleric Domains

### **THE ABYSS** (Planar Handbook) (Must be **Chaotic Evil**)

Once per day, as a free action, you may channel the furious power of the demons. This power grants you a +4 bonus to Strength but also gives you a -2 penalty to Armor Class. The effect lasts for 5 rounds and cannot be ended prematurely. This is a supernatural ability. Add intimidate to your list of cleric class skills.

- 1 Align Weapon or Cause Fear
- 2 Bull's Strength or Death's Knell
- 3 Babau Slime or Summon Monster III
- 4 Balor Nimbus or Poison
- 5 Slay Living or Summon Monster V
- 6 Bull's Strength, Mass or Harm
- 7 Destruction or Summon Monster VII
- 8 Finger of Death or Bodak's Glare
- 9 Implosion or Summon Monster IX

Used by: Blibdoolpoolp, Diirinka, Great Mother, Hruggek, Lolth, Merrshaulk

### **ARBOREA** (Planar Handbook) (Must be **Chaotic Good**)

Once per day, as a free action, you can channel the glory of the eladrin to grant yourself a morale bonus on weapon damage rolls and saves against charm and fear effects. This bonus is equal to your Cha bonus (if any) and lasts for 1 minute. This is a supernatural ability. Add Survival to your list of cleric class skills.

- 1 Endure Elements
- 2 Aid or Eagle's Splendor
- 3 Heroism or Summon Monster III
- 4 Neutralize Poison or Opalescent Glare
- 5 Break Enchantment or Summon Monster V
- 6 Heroes' Feast or Eagle's Splendor, Mass
- 7 Spell Turning or Summon Monster IV
- 8 Heroism, Greater or Mind Blank
- 9 Freedom or Summon Monster IX

Used by: Corellon Larethian

### **AIR DOMAIN**

Granted Power: Turn/destroy earth creatures as a cleric does undead, rebuke or bolster air creatures as cleric does undead. Use 3+Chr bonus per day

- |                  |                 |
|------------------|-----------------|
| 1 Obscuring Mist | 4 Air Walk      |
| 2 Wind Wall      | 5 Control Winds |
| 3 Gaseous Form   |                 |

Used by: Bahamut, Chronopsis, Obad-Hai, Rill Cleverthrust, Sheela Peryrol, Tuilviel Glithien

### **ANIMAL DOMAIN**

Granted Power: Speak with animals as per the spell 1/day, Knowledge (Nature) is a class skill

- |                           |                            |
|---------------------------|----------------------------|
| 1 Calm Animals            | 6 Antilife Shell           |
| 2 Hold Animal             | 7 Animal Shapes            |
| 3 Dominate Animal         | 8 Summon Nature's Ally VII |
| 4 Summon Nature's Ally IV | 9 Shapechange              |
| 5 Commune with Nature     |                            |

Used by: Duthila, Ehlonna, Kithin, Manethak the Wise Hunter, Obad-Hai

**BALANCE DOMAIN** (must have a **Neutral** component to your alignment)

One per day, as a free action, you can add your Wis modifier to your AC, for 1 round per cleric level.

- |   |                            |   |                                   |
|---|----------------------------|---|-----------------------------------|
| 1 | Make Whole                 | 6 | Banishment                        |
| 2 | Calm Emotions              | 7 | Word of Balance (S. Comp.)        |
| 3 | Clarity of Mind (S. Comp.) | 8 | Protection from Spells            |
| 4 | Dismissal                  | 9 | Weighed in the Balance (S. Comp.) |
| 5 | Sanctuary, Mass (S. Comp.) |   |                                   |

**BATOR** (Planar Handbook must be **Lawful Evil**)

You have the supernatural ability to see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

- 1 Bane or Disguise Self
- 2 Darkness or Fox's Cunning
- 3 Detect Thoughts or Summon Monster III
- 4 Deeper Darkness or Suggestion
- 5 Spell Resistance or Summon Monster V
- 6 Dominate Person or Fox's Cunning, Mass
- 7 Repulsion or Summon Monster VII
- 8 Demand or Spell Turning
- 9 Imprisonment or Summon Monster IX

Used by: Kurtulmak, Sekolah, and Tiamat

**BESTIAL DOMAIN** (Book of Vile Darkness)

Gain the scent extraordinary ability.

- |   |                     |   |                    |
|---|---------------------|---|--------------------|
| 1 | Magic Fang          | 6 | Hold Monster       |
| 2 | Bull's Strength     | 7 | Whirlwind of Teeth |
| 3 | Greater Magic Fang  | 8 | Spread of Savagery |
| 4 | Claws of the Savage | 9 | Were-Doom          |
| 5 | Charm Monster       |   |                    |

Used by: Karaan, Yeenoghu

**BLACKWATER DOMAIN** (Stormwreck)

You are immune to pressure damage from descending into even the greatest of oceanic depths.

- |   |                             |   |                  |
|---|-----------------------------|---|------------------|
| 1 | Cause Fear                  | 6 | Blackwater Taint |
| 2 | Pressure Sphere             | 7 | Dark Tide        |
| 3 | Evard's Black Tentacles     | 8 | Maelstrom        |
| 4 | Transformation of the Deeps | 9 | Doom of the Seas |
| 5 | Blackwater Tentacle         |   |                  |

Used by: Blibdoolpoolp, Sekolah, Yeathan

**CAVERN DOMAIN** (must be a dwarf or a gnome)

Gain the stonecunning ability (PHB 15). If you already have stonecunning, your racial bonus on checks to notice unusual stonework increases to +4.

- |   |                          |   |               |
|---|--------------------------|---|---------------|
| 1 | Detect Secret Doors      | 6 | Find the Path |
| 2 | Darkness                 | 7 | Maw of Stone  |
| 3 | Meld into Stone          | 8 | Earthquake    |
| 4 | Leomund's Secure Shelter | 9 | Imprisonment  |
| 5 | Passwall                 |   |               |

### **CELERITY DOMAIN** (Spell Compendium)

Your land speed increases by 10'. This benefit is lost if you are wearing medium or heavy armor or carrying a medium or heavy load.

- |   |                     |   |                           |
|---|---------------------|---|---------------------------|
| 1 | Expeditious Retreat | 6 | Wind Walk                 |
| 2 | Cat's Grace         | 7 | Cat's Grace, Mass         |
| 3 | Blur                | 8 | Blink, Greater (S. Comp.) |
| 4 | Haste               | 9 | Time Stop                 |
| 5 | Tree Stride         |   |                           |

Used by: Ehlonna, Fhrlanghn, Olidammara

### **CELESTAL DOMIAN** (Book of Exalted Deeds) (Must be lawful good)

Gain the supernatural ability to smite evil once per day. Add +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.

- |   |                    |   |                         |
|---|--------------------|---|-------------------------|
| 1 | Vision of Heaven   | 6 | Call Faithful Servants  |
| 2 | Consecrate         | 7 | Heavenly Lighting Storm |
| 3 | Blessed Sight      | 8 | Holy Aura               |
| 4 | Lesser Planar Ally | 9 | Gate                    |
| 5 | Heavenly Lighting  |   |                         |

Used by: Bahamut, Heironeous, Moradin, Yondalla

### **CHAOS DOMAIN**

Granted Power: Cast Chaos spells at one level higher

- |   |                          |   |                   |
|---|--------------------------|---|-------------------|
| 1 | Protection From Law      | 6 | Animate Objects   |
| 2 | Shatter                  | 7 | Word of Chaos     |
| 3 | Magic Circle against Law | 8 | Cloak of Chaos    |
| 4 | Chaos Hammer             | 9 | Summon Monster IX |
| 5 | Dispel Law               |   |                   |

Used by: Alobal Lorfiril, Corellon Larethian, Dallah Thaiun, Deep Sashelas, Elebrin Liothiel, Erythnul, Gelf Darkhearth, Gruumsh, Hanali Celanil, Hanseath, Hlal, Kord, Loth, Olidammara, Sheanine Moonbow, Sheyanna Flaxenstrand, The Glutton, Tuilviel Glithien

### **CHARM DOMAIN** (Spell Compendium)

Can boost your Cha by +4 points once per day. Activating this power is a free action and lasts for 1 minute.

- |   |               |   |                  |
|---|---------------|---|------------------|
| 1 | Charm Person  | 6 | Geas/Quest       |
| 2 | Calm Emotions | 7 | Insanity         |
| 3 | Suggestion    | 8 | Demand           |
| 4 | Good Hope     | 9 | Dominate Monster |
| 5 | Charm Monster |   |                  |

### **CITY DOMAIN** (Races of Destiny)

Add Gather Information and Knowledge (Local) to your list of cleric class skills.

- |   |                   |   |              |
|---|-------------------|---|--------------|
| 1 | Rooftop Strider   | 6 | City Stride  |
| 2 | City Lights       | 7 | Urban Shield |
| 3 | Winding Alleys    | 8 | City's Might |
| 4 | Commune with City | 9 | Animate City |
| 5 | Skyline Runner    |   |              |

Used by Olidammara and Urbanus

### **COLD DOMAIN** (Complete Divine)

Granted Power: You can turn or destroy fire creatures as a cleric does with undead. You can rebuke, bolster cold creatures as a cleric with undead. Usable 3+Chr Bonus per day.

- |               |                                  |
|---------------|----------------------------------|
| 1 Chill Touch | 6 Cone of Cold                   |
| 2 Chill Metal | 7 Control Weather                |
| 3 Sleet Storm | 8 Polar Ray                      |
| 4 Ice Storm   | 9 Obedient Avalanche (C. Divine) |
| 5 Wall of Ice |                                  |

Used by: Hleid, Nerull

### **COMMUNITY DOMAIN** (Complete Divine)

Granted Power: Use Calm Emotions as a spell-like ability once per day, Gain +2 bonus on Diplomacy Checks

- |                          |                                      |
|--------------------------|--------------------------------------|
| 1. Bless                 | 6 Hero's Feast                       |
| 2 Status                 | 7 Refuge                             |
| 3 Prayer                 | 8 Mordenkainen's Magnificent Mansion |
| 4 Tongues                | 9 Heal, Mass                         |
| 5 Rary's Telepathic Bond |                                      |

Used by: Corellon Larethian, Garl Glittergold, Lendys, Yondalla

### **COMPETITION DOMAIN** (Complete Divine)

Granted Power: +1 bonus to all opposed checks you make

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|--------------------|--|
| 1 Remove Fear      | 6 Zealot Pact (C. Divine)                  |
| 2 Zeal (C. Divine) | 7 Regenerate                               |
| 3 Prayer           | 8 Moment of Prescience                     |
| 4 Divine Power     | 9 Visage of the Deity, Greater (C. Divine) |
| 5 Righteous Might  |  |

Used by: Kord, Naki-Uthal The Brave Climber

### **CORRUPTION DOMAIN** (Book of Vile Darkness)

Once per day, you can attack an objects and ignore its hardness rating.

- |                      |            |
|----------------------|------------|
| 1 Doom               | 6 Pox      |
| 2 Blindness/Deafness | 7 Insanity |
| 3 Contagion          | 8 Befoul   |
| 4 Morality Undone    | 9 Despoil  |
| 5 Feeblemind         |            |

Used by Demogorgon, Juiblex, Pale Night

### **COURAGE DOMAIN** (Complete Warrior)

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 supernatural ability functions while you are conscious, but not if you are unconscious or dead.

- |                    |                             |
|--------------------|-----------------------------|
| 1 Remove Fear      | 6 Heroes' Feast             |
| 2 Aid              | 7 Heroism, Greater          |
| 3 Cloak of Bravery | 8 Lion's Roar               |
| 4 Heroism          | 9 Cloak of Bravery, Greater |
| 5 Valiant Fury     |                             |

Used by: Heironeous, Yondalla

### **CRAFT DOMAIN** (Spell Compendium)

You cast conjuration (creation) spells at +1 caster level and gain Skill Focus as a bonus feat for 1 Craft skill of your choice.

- |                  |   |
|------------------|---|
| 1 Animate Rope   | 6 Fantastic Machine (Spell Compendium)          |
| 2 Wood Shape     | 7 Major Creation                                |
| 3 Stone Shape    | 8 Forcecage                                     |
| 4 Minor Creation | 9 Fantastic Machine, Greater (Spell Compendium) |
| 5 Wall of Stone  |   |

### **CREATION DOMAIN** (Complete Divine)

Granted Power: Cast Conjuration (Creation) spells at 1 level higher.

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|-------------------------|------------------------------------|
| 1 Create Water          | 6 Heroes' Feast                    |
| 2 Minor Image           | 7 Permanent Image                  |
| 3 Create Food and Water | 8 True Creation (C. Divine)        |
| 4 Minor Creation        | 9 Pavilion of Grandeur (C. Divine) |
| 5 Major Creation        |                                    |

Used by: Garl Glittergold, Moradin, Yondalla

### **DARKNESS DOMIAN** (Book of Vile Darkness)

Gain the Blind-Fight feat

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|---------------------------|-----------------|
| 1 Darkvision              | 6 Wall of Force |
| 2 Darkbolt                | 7 Shadow Walk   |
| 3 Deeper Darkness         | 8 Utterdark     |
| 4 Damning Darkness        | 9 Screen        |
| 5 Evard's Black Tentacles |                 |

Used by: Falazure, Graz'zt, The Xammux

### **DEATH DOMAIN**

Granted Power: Use death touch 1/day, when touch roll 1d6 per cleric level if roll over touched creature's HD then creature dies (no save).

- |                  |                         |
|------------------|-------------------------|
| 1 Cause Fear     | 6 Create Undead         |
| 2 Death Knell    | 7 Destruction           |
| 3 Animate Undead | 8 Create Greater Undead |
| 4 Death Ward     | 9 Wail of the Banshee   |
| 5 Slay Living    |                         |

Used by: Falazure, Kithin, Kuliak, The Dead Goddess, Nerull, Valkuna, Wee Jas

### **DEATHBOUND DOMAIN** (Spell Compendium)

Your limit for creating undead animated with spells increases to 3 times your caster level instead of the normal 2 times caster level.

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|--|-------------------------------------|
| 1 Chill of the Grave (Spell Compendium)        | 5 Revive Undead (Spell Compendium)  |
| 2 Blade of Pain and Fear (Spell Compendium)    | 6 Awaken Undead (Spell Compendium)  |
| 3 Fangs of the Vampire King (Spell Compendium) | 7 Avasculate (Spell Compendium)     |
| 4 Wither Limb (Spell Compendium)               | 8 Avascular Mass (Spell Compendium) |
|  | 9 Wall of the Banshee               |

### **DEMONIC DOMAIN** (Book of Vile Darkness)

Gain +1 divine bonus on attack and damage rolls for unarmed strikes and attacks with natural weapons.

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|-------------------------|--------------------|
| 1 Demonflesh            | 6 Planar Binding   |
| 2 Demoncall             | 7 Fiendish Clarity |
| 3 Demon Wings           | 8 Utterdark        |
| 4 Dimensional Anchor    | 9 Gate             |
| 5 Lesser Planar Binding |                    |

Used by: Demogorgon, Fraz-Urb'luu, Graz'zt, Orcus, Yeenoghu

### **DESTINY DOMAIN** (Cityscape)

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. This is a supernatural ability.

- |                 |                         |
|-----------------|-------------------------|
| 1 Omen of Peril | 6 Warp Destiny          |
| 2 Augury        | 7 Bestow Curse, Greater |
| 3 Delay Death   | 8 Moment of Prescience  |
| 4 Bestow Curse  | 9 Choose Destiny        |
| 5 Stalwart Pact |                         |

Used by: Heironeous, Glautru, Istus, Lyris, Vecna, Zarus

### **DESTRUCTION DOMAIN**

Granted Power: Can smite 1/day; +4 to hit, +1 per cleric level damage.

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|------------------------------|----------------|
| 1 Inflict Light Wounds       | 6 Harm         |
| 2 Shatter                    | 7 Disintegrate |
| 3 Contagion                  | 8 Earthquake   |
| 4 Inflict Critical Wounds    | 9 Implosion    |
| 5 Inflict Light Wounds, Mass |                |

Used by: Bidbdoolpoolp, Cas, Gelf Darkhearth, Hextor, Loth, Roknar, St. Cuthbert, Tharmekhul, The Glutton, Timat, Vanua, The Harbinger of Woe

### **DIABLOLIC DOMAIN** (Book of Vile Darkness)

Once per day you can add your class level as a bonus on Bluff, Diplomacy, Intimidate or Sense Motive Checks.

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|-------------------------|------------------|
| 1 Devil's Tail          | 6 Planar Binding |
| 2 Devil's Eye           | 7 Hellfire Storm |
| 3 Devil's Ego           | 8 Demand         |
| 4 Hellfire              | 9 Gate           |
| 5 Lesser Planar Binding |                  |

Used by: Asmodeus, Baalzebul, Mammon and Mephistopheles

### **DOMINATION DOMAIN** (Complete Divine)

Granted Power: gain the Spell Focus (Enchantment) feat.

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|-------------------|--------------------------------|
| 1 Command         | 6 Geas/Quest                   |
| 2 Enthrall        | 7 Suggestion, Mass             |
| 3 Suggestion      | 8 True Domination (C. Divine)  |
| 4 Dominate Person | 9 Monstrous Thrall (C. Divine) |
| 5 Greater Command |                                |

Used by: Gruumsh, Hextor, St. Cuthbert, Wee Jas and Zuoken

### **DRAGON DOMAIN** (Draconomicon)

Add Bluff and Intimidate to your list of cleric class skills

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|-----------------------|--------------------|
| 1 Magic Fang          | 6 Stoneskin        |
| 2 Resist Energy       | 7 Dragon Ally      |
| 3 Magic Fang, Greater | 8 Suggestion, Mass |
| 4 Voice of the Dragon | 9 Dominate Monster |
| 5 True Seeing         |                    |

Used by: Aasterinan, Bahamut, Chronopsis, Falazure, Hlal, Io, Lendys, Tamara, Timat

### **DREAD DOMAIN**

Granted Power: You can force opponents to take damage they have dealt to 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 hit points per caster level.

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|-------------------------|------------------------|
| 1 Bestow Wound          | 6 Cloak of Hate        |
| 2 Rage                  | 7 Pact of Return       |
| 3 Vampiric Touch        | 8 Mantle of Pure Spite |
| 4 Pronouncement of Fate | 9 Imprison Soul        |
| 5 Fire in the Blood     |                        |

### **DREAM DOMAIN** (Complete Divine)

Granted Power: Immune to *fear*.

- |                     |                           |
|---------------------|---------------------------|
| 1 Sleep             | 6 Dream Sight (C. Divine) |
| 2 Augury            | 7 Scrying Greater         |
| 3 Deep Slumber      | 8 Power Word Stun         |
| 4 Phantasmal Killer | 9 Weird                   |
| 5 Nightmare         |                           |

Used by: Zuoken

### **DROW DOMAIN** (Spell Compendium) (must be Drow)

Gain Lightning Reflexes as a bonus feat.

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|--|---|
| 1 Cloak of Dark Power (Spell Compendium) | 6 Dispelling Screen, Greater (Spell Compendium) |
| 2 Clairaudience/Clairvoyance             | 7 Word of Chaos                                 |
| 3 Suggestion                             | 8 Planar Ally, Greater                          |
| 4 Discern Lies                           | 9 Gate  |
| 5 Spiderform (Spell Compendium)          |   |

### **DWARF DOMAIN** (Spell Compendium)

Gain Great Fortitude as a bonus feat.

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|-------------------------|--------------------------|
| 1 Magic Weapon          | 6 Stone Tell             |
| 2 Bear's Endurance      | 7 Dictum                 |
| 3 Glyph of Warding      | 8 Protection from Spells |
| 4 Magic Weapon, Greater | 9 Elemental Swarm        |
| 5 Fabricate             |                          |

## **EARTH DOMAIN**

Granted Power: Turn/Destroy Air Creatures as cleric turns undead. Rebuke/bolster Earth Creatures as a cleric does undead. Usable 3+Chr modifier per day

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|--------------------------|-------------------|
| 1 Magic Stone            | 6 Stoneskin       |
| 2 Soften Earth and Stone | 7 Earthquake      |
| 3 Stone Shape            | 8 Iron Body       |
| 4 Spike Stones           | 9 Elemental Swarm |
| 5 Wall of Stone          |                   |

Used by: Callarduran Smoothhands, Moradin, Naki-Uthal The Brave Climber, Obad-Hai, Roknar, Thautam, Urogalan

## **ELF DOMAIN** (Spell Compendium) (must be an Elf or Half Elf)

Gain the Point Blank Shot feat.

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|-----------------------|-----------------|
| 1 True Strike         | 6 Find the Path |
| 2 Cat's Grace         | 7 Liveoak       |
| 3 Snare               | 8 Sunburst      |
| 4 Tree Stride         | 9 Antipathy     |
| 5 Commune with Nature |                 |

## **ELYSIUM** (Planar Handbook) (Must be **Neutral Good**)

Gain the supernatural ability to smite evil with a single melee attack once per day. You add your Cha bonus (if any) to your attack roll and deal an extra 1 point of damage per class level. This smite attack is treated as good-aligned for the purpose of overcoming DR.

- 1 Charm Person or Protection from Evil
- 2 Entrall or Planar Tolerance
- 3 Magic Circle Against Evil or Mantle of Good
- 4 Charm Monster or Holy Smite
- 5 Dispel Evil or Cure Light Wounds, Mass
- 6 Find the Path or Mind Fog
- 7 Control Weather or Holy Word
- 8 Holy Aura or Sunburst
- 9 Heal, Mass or Moment of Prescience

Used by: Pelor

## **ENDURANCE DOMAIN** (Book of Exalted Deeds)

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 for 1 minute, and is usable once per day.

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|--------------------|----------------------------|
| 1 Endure Elements  | 6 Mass Bear's Endurance    |
| 2 Bear's Endurance | 7 Globe of Invulnerability |
| 3 Refreshment      | 8 Spell Turning            |
| 4 Sustain          | 9 Iron Body                |
| 5 Stoneskin        |                            |



### **ENTROPY DOMAIN** (Hordes of the Abyss)

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.

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|---------------------|-------------------------|
| 1 Cause Fear        | 6 Disintegrate          |
| 2 Vision of Entropy | 7 Insanity              |
| 3 Ray of Exhaustion | 8 Scintillating Pattern |
| 4 Fear              | 9 Abyssal Rift          |
| 5 Waves of Fatigue  |                         |

Used by: Dagon, Obox-ob

### **ENVY DOMAIN** (Spell Compendium)

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.

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|-----------------------|----------------|
| 1 Disguise Self       | 6 Magic Jar    |
| 2 Ray of Enfeeblement | 7 Limited Wish |
| 3 Touch of Idiocy     | 8 Simulacrum   |
| 4 Vampiric Touch      | 9 Wish         |
| 5 Crushing Despair    |                |

### **EVIL DOMIAN**

Granted Power: cast spells as if 1 level higher

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|-----------------------------|---------------------|
| 1 Protection from Good      | 6 Create Undead     |
| 2 Desecrate                 | 7 Blasphemy         |
| 3 Magic Circle against Good | 8 Unholy Aura       |
| 4 Unholy Blight             | 9 Summon Monster IX |
| 5 Dispel Good               |                     |

Used by: Bidbdoolpoolp, Erythnul, Falazure, Gruumsh, Hextor, Ilsensine, Kurtulmak, Laduguer, Loth, Nerull, Roknar, The Glutton, Timat, Vecna

### **FAMILY DOMAIN** (Spell Compendium)

Once per day, as a free action, you can protect a number of creatures equal to your Cha modifier (minimum 1) with a +4 dodge bonus to AC. This ability lasts for 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.

- |                            |                          |
|----------------------------|--------------------------|
| 1 Bless                    | 6 Heroes' Feast          |
| 2 Shield Other             | 7 Refuge                 |
| 3 Helping Hand             | 8 Protection from Spells |
| 4 Imbue with Spell Ability | 9 Prismatic Sphere       |
| 5 Rary's Telepathic Bond   |                          |

**FATE DOMAIN** (Complete Warrior)

Gain the uncanny dodge ability allowing you to retain your Dex bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker. However, you still lose your Dex bonus to AC if immobilized. If you have another class that gives you uncanny dodge, your cleric levels add to the that class's level for determining when you gain improved uncanny dodge class feature.

- |                   |              |
|-------------------|--------------|
| 1 True Strike     | 6 Geas/Quest |
| 2 Augury          | 7 Vision     |
| 3 Bestow Curse    | 8 Mind Blank |
| 4 Status          | 9 Foresight  |
| 5 Mark of Justice |              |

Used by: Nerull, Obad-Hai

**FEY DOMAIN** (Book of Exalted Deeds)

Gain +4 bonus on saving throws against the spell-like abilities of feys.

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|-------------------|---------------------------|
| 1 Faerie Fire     | 6 Hero's Feast            |
| 2 Charm Person    | 7 Liveoak                 |
| 3 Inspired Aim    | 8 Unearthly Beauty        |
| 4 Blinding Beauty | 9 Summon Nature's Ally IX |
| 5 Tree Stride     |                           |

**FIRE DOMAIN**

Granted Power: Turn/Destroy Water Creatures as cleric turns undead. Rebuke/bolster Fire Creatures as a cleric does undead. Usable 3+Chr modifier per day

- |                 |                    |
|-----------------|--------------------|
| 1 Burning Hands | 6 Fire Seeds       |
| 2 Produce Flame | 7 Fire Storm       |
| 3 Resist Energy | 8 Incendiary Cloud |
| 4 Wall of Fire  | 9 Elemental Swarm  |
| 5 Fire Shield   |                    |

Used by: Garyx, Kithin, Obad-Hai, Sheyanna Flaxenstrand, Tharmekhul, Vanua, The Harbinger of Woe

**FORCE DOMAIN** (Complete Divine)

Granted Power: Once per day you can reroll any damage roll for a weapon, spell, or ability and take the better of the two results

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|------------------------------|--------------------------------|
| 1 Mage Armor                 | 6 Repulsion                    |
| 2 Magic Missile              | 7 Forcecage                    |
| 3 Blast of Force (C. Divine) | 8 Otiluke's Telekinetic Sphere |
| 4 Otiluke's Resilient Sphere | 9 Bigby's Crushing Hand        |
| 5 Wall of Force              |                                |

Used by: Tharizdun

### **FURY DOMAIN** (Hordes of the Abyss)

Once per day, as a free action, you can designate a single creature or object as the target of your fury. You gain +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.

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|---------------------|-------------------------|
| 1 Cause Fear        | 6 Disintegrate          |
| 2 Vision of Entropy | 7 Insanity              |
| 3 Ray of Exhaustion | 8 Scintillating Pattern |
| 4 Fear              | 9 Abyssal Rift          |
| 5 Waves of Fatigue  |                         |

Used by: Baphomet, Kostchtchie, Yeenogu

### **GLORY DOMIAN** (Complete Divine)

Granted Power: Turn undead with +2 bonus and +1D6 damage if damage is done.

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|------------------|-----------------------------|
| 1 Disrupt Undead | 6 Bolt of Glory (C. Divine) |
| 2 Bless Weapon   | 7 Sunbeam                   |
| 3 Searing Light  | 8 Crow of Glory (C. Divine) |
| 4 Holy Smite     | 9 Gate                      |
| 5 Holy Sword     |                             |

Used by: Heironeous, Pelor

### **GLUTTONY DOMAIN** (Spell Compendium)

For a time per day of 1 round per cleric level you possess, you can increase your size as if you were affected by the *enlarge person* spell. Activating the power or ending it is a free action.

- |                         |                                       |
|-------------------------|---------------------------------------|
| 1 Goodberry             | 6 Heroes' Feast                       |
| 2 Death Knell           | 7 Stone to Flesh                      |
| 3 Create Food and Water | 8 Bite of the King (Spell Compendium) |
| 4 Vampiric Touch        | 9 Trap the Soul                       |
| 5 Baleful Polymorph     |                                       |

### **GOOD DOMAIN**

Granted Power: Cast spells at 1 level higher

- |                             |                     |
|-----------------------------|---------------------|
| 1 Protection From Evil      | 6 Blade Barrier     |
| 2 Aid                       | 7 Holy Word         |
| 3 Magic Circle against Evil | 8 Holy Aura         |
| 4 Holy Smite                | 9 Summon Monster IX |
| 5 Dispel Evil               |                     |

Used by: Aasterinan, Alobal Lorfiril, Arvoreen, Bahamut, Callarduran Smoothhands, Corellon Larethian, Cyrollalee, Deep Sashelas, Ehlonna, Elebrin Liothiel, Garl Glittergold, Hanali Celanil, Heironeous, Hlal, Kord, Moradin, Mya, Pelor, Sheanine Moonbow, Sheyanna Flaxenstrand, Tamara, Tuilviel Glithien, Yondalla

### **GNOME DOMAIN** (Spell Compendium) (must be a gnome)

You can cast illusion spells at +1 caster level.

- |                         |                             |
|-------------------------|-----------------------------|
| 1 Silent Image          | 6 Fantastic Machine         |
| 2 Gembomb               | 7 Screen                    |
| 3 Minor Image           | 8 Otto's Irresistible Dance |
| 4 Minor Creation        | 9 Summon Nature's Ally IX   |
| 5 Hallucinatory Terrain |                             |

### **GREED DOMAIN** (Draconomicon)

You gain a +2 competence bonus on Appraise, Open Lock, and Slight of Hand checks.

- |               |                    |
|---------------|--------------------|
| 1 Cheat       | 6 Guards and Wards |
| 2 Entice Gift | 7 Teleport Object  |
| 3 Knock       | 8 Phantasmal Thief |
| 4 Fire Trap   | 9 Sympathy         |
| 5 Fabricate   |                    |

Used by: Timat

### **HADES** (must be **Neutral Evil**)

Gain the supernatural ability to smite good with a single melee attack once per day. You add your Cha bonus (if any) to your attack roll and deal an extra 1 point of damage per class level. This smite attack is treated as evil aligned of the purpose of overcoming DR. At 5th level and every 5 levels thereafter, you can use this smite attack 1 additional time per day.

- 1 Doom or Protection from Good
- 2 Resist Planar Alignment
- 3 Magic Circle against Good or Mantle of Evil
- 4 Contagion or Unholy Blight
- 5 Crushing Despair or Dispel Good
- 6 Mind Fog or Waves of Fatigue
- 7 Blasphemy or Plane Shift
- 8 Unholy Aura or Waves of Exhaustion
- 9 Energy Drain or Gate

### **HAFLING DOMAIN** (Spell Compendium) (must be a Hafling)

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

- |                                 |                  |
|---------------------------------|------------------|
| 1 Magic Stone                   | 6 Move Earth     |
| 2 Cat's Grace                   | 7 Shadow Walk    |
| 3 Magic Vestment                | 8 Word of Recall |
| 4 Freedom of Movement           | 9 Foresight      |
| 5 Mordenkainen's Faithful Hound |                  |

### **HATRED DOMAIN** (Lords of Madness)

Choose 1 foe; against that foe you gain a +2 profane bonus on attack rolls, saving throws, and AC for 1 minute. This supernatural ability is usable once per day as a free action.

- |                   |                   |
|-------------------|-------------------|
| 1 Doom            | 6 Forbiddance     |
| 2 Scare           | 7 Blasphemy       |
| 3 Bestow Curse    | 8 Antipathy       |
| 4 Song of Discord | 9 Wail of Banshee |
| 5 Righteous Might |                   |

Used by: Ghaunadaur, the Great Mother

## HEALING DOMAIN

Granted Power: You cast healing spells at one caster level higher

- |   |                         |   |                            |
|---|-------------------------|---|----------------------------|
| 1 | Cure Light Wounds       | 6 | Heal                       |
| 2 | Cure Moderate Wounds    | 7 | Regenerate                 |
| 3 | Cure Serious Wounds     | 8 | Cure Critical Wounds, Mass |
| 4 | Cure Critical Wounds    | 9 | Heal, Mass                 |
| 5 | Cure Light Wounds, Mass |   |                            |

Used by: Aasterinan, Callarduran Smoothhands, Mya, Pelor, Sheyanna Flaxenstrand, Tamara

## HERALD DOMAIN (Book of Exalted Deeds)

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

- |   |                      |   |                             |
|---|----------------------|---|-----------------------------|
| 1 | Comprehend Languages | 6 | Dream                       |
| 2 | Enthrall             | 7 | Aspect of the Deity         |
| 3 | Tongues              | 8 | Crown of Glory              |
| 4 | Sending              | 9 | Greater Aspect of the Deity |
| 5 | Greater Command      |   |                             |

Used by Aasterinan

## HUNGER DOMAIN (Spell Compendium)

You gain a bite attack, if you are Small, your bite deals 1d4 points of damage; Medium 1d6 or Large 1d8. You are proficient with your bite, and considered armed. If you already have a natural bite attack, use the higher of the two damage values. This is considered a secondary attack.

- |   |                                   |   |                                     |
|---|-----------------------------------|---|-------------------------------------|
| 1 | Ghoul Light (Spell Compendium)    | 6 | Eyes of the King (Spell Compendium) |
| 2 | Ghoul Glyph (Spell Compendium)    | 7 | Field of Ghouls (Spell Compendium)  |
| 3 | Ghouls Gesture (Spell Compendium) | 8 | Bite of the King (Spell Compendium) |
| 4 | Enervation                        | 9 | Energy Drain                        |
| 5 | Ghoul Gauntlet (Spell Compendium) |   |                                     |

## ILLUSION DOMAIN (Spell Compendium)

You cast all illusions spells at +1 caster level.

- |   |                   |   |               |
|---|-------------------|---|---------------|
| 1 | Silent Image      | 6 | Mislead       |
| 2 | Minor Image       | 7 | Project Image |
| 3 | Displacement      | 8 | Screen        |
| 4 | Phantasmal Killer | 9 | Weird         |
| 5 | Persistent Image  |   |               |

## INQUISTION DOMAIN (Complete Divine)

Granted Power: +4 bonus on all *Dispel Magic* checks.

- |   |                 |   |               |
|---|-----------------|---|---------------|
| 1 | Detect Chaos    | 6 | Geas/Quest    |
| 2 | Zone of Truth   | 7 | Dictum        |
| 3 | Detect Thoughts | 8 | Shield of Law |
| 4 | Discern Lies    | 9 | Imprisonment  |
| 5 | True Seeing     |   |               |

Used by: Heironeous and Zuoken

### **JOY DOMAIN** (Book of Exalted Deeds)

Gain a +4 sacred bonus on Diplomacy checks.

- |                    |                             |
|--------------------|-----------------------------|
| 1 Vision of Heaven | 6 Heroism Greater           |
| 2 Elation          | 7 Starmantle                |
| 3 Distilled Joy    | 8 Sympathy                  |
| 4 Good Hope        | 9 Otto's Irresistible Dance |
| 5 Chaav's Laugh    |                             |

### **KNOWLEDGE DOMAIN**

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

- |                              |                    |
|------------------------------|--------------------|
| 1 Detect Secret Doors        | 6 Find the Path    |
| 2 Detect Thoughts            | 7 Legend Lore      |
| 3 Clairaudience/Clairvoyance | 8 Discern Location |
| 4 Divination                 | 9 Foresight        |
| 5 True Seeing                |                    |

Used by: Boccob, Dallah Thaiun, Deep Sashelas, Ilsensine, Io, Manethak the Wise Hunter, Mya, Rill Cleverthrush, Sheanine Moonbow, Vecna, Zuoken

### **LAW DOMAIN**

Granted Power: cast spells at one caster level higher

- |                              |                     |
|------------------------------|---------------------|
| 1 Protection from Chaos      | 6 Hold Monster      |
| 2 Calm Emotions              | 7 Dictum            |
| 3 Magic Circle Against Chaos | 8 Shield of Law     |
| 4 Order's Wraith             | 9 Summon Monster IX |
| 5 Dispel Chaos               |                     |

Used by: Arvoreen, Cyrollalee, Heironeous, Ilsensine, Kurtulmak, Laduguer, Lendys, Moradin, St. Cuthbert, Timat, Urogalan, Valkuna, Vandria Gilmadrith, Wee Jas, Yondalla

### **LIBERATION DOMAIN** (Complete Divine)

Granted Power: Reroll a failed saving roll, one round later, once per use of Charm, Compulsion or Fear effect cast upon you.

- |                             |                |
|-----------------------------|----------------|
| 1 Omen of Peril (C. Divine) | 6 Dispel Magic |
| 2 Undetectable Alignment    | 7 Refuge       |
| 3 Rage                      | 8 Mind Blank   |
| 4 Freedom of Movement       | 9 Unbinding    |
| 5 Break Enchantment         |                |

### **LIMBO** (Planar Handbook) (must be **Chaotic Neutral**)

Gain the supernatural ability to smite law with a single melee attack once per day. You add your Cha bonus (if any) to your attack roll and deal an extra 1 point of damage per class level. This smite attack is treated as chaotic-aligned for the purpose of overcoming DR.

- 1 Lesser Confusion or Protection from Law
- 2 Entropic Shield or Resist Planar Alignment
- 3 Magic Circle against Law or Mantle of Chaos
- 4 Chaos Hammer or Perinach
- 5 Baleful Polymorph or Dispel Law
- 6 Animate Objects or Insanity
- 7 Song of Discord or Word of Chaos
- 8 Cloak of Chaos or Otto's Irresistible Dance
- 9 Perinach Planar or Shapechange

## **LUCK DOMAIN**

Granted Power: Allowed to reroll one roll per day (prior to application of it), but must take the results of the reroll.

- |                          |                        |
|--------------------------|------------------------|
| 1 Entropic Shield        | 6 Mislead              |
| 2 Aid                    | 7 Spell Turning        |
| 3 Protection from Energy | 8 Moment of Prescience |
| 4 Freedom of Movement    | 9 Miracle              |
| 5 Break Enchantment      |                        |

Used by: Bahamut, Brandobaris, Dallah Thaiun, Fhrlanghn, Kord, Kurtulmak, Manethak the Wise Hunter, Olidammara, Thautam

## **LUST DOMIAN (Spell Compendium)**

Once per day, as a free action, you gain an enhancement bonus to Cha equal to your cleric level for 1 round, this is a supernatural ability.

- |                              |                        |
|------------------------------|------------------------|
| 1 Charm Person               | 6 Symbol of Persuasion |
| 2 Invisibility               | 7 Refuge               |
| 3 Clairaudience/Clairvoyance | 8 Sympathy             |
| 4 Planar Ally, Lesser        | 9 Trap the Soul        |
| 5 Scrying                    |                        |

## **MADNESS DOMIAN (Complete Divine)**

Granted Power: -1 from all Wisdom based skill checks and all Will saves, However once per day you can see and act with clarity of true madness: + 1/2 your level to a single Wisdom based skill check or Will save.

- |                                    |                                |
|------------------------------------|--------------------------------|
| 1 Confusion                        | 6 Phantasmal Killer            |
| 2 Touch of Madness (C. Divine)     | 7 Insanity                     |
| 3 Rage                             | 8 Maddening Scream (C. Divine) |
| 4 Confusion                        | 9 Weird                        |
| 5 Bolts of Bedevilment (C. Divine) |                                |

Used by: Erythnul, Loth, Vecna

## **MAGIC DOMAIN**

Granted Power: Use scrolls, wands and other magical devices with spell completion or spell trigger as wizard of 1/2 level (unless also a wizard)

- |                            |                              |
|----------------------------|------------------------------|
| 1 Nystul's Magic Aura      | 6 Antimagic Field            |
| 2 Identify                 | 7 Spell Turning              |
| 3 Dispel Magic             | 8 Protection from Spells     |
| 4 Imbue with Spell Ability | 9 Mordenkainens' Disjunction |
| 5 Spell Resistance         |                              |

Used by: Alobal Lorfiril, Boccob, Hanali Celanil, Ilsensine, Io, Kuliak, The Dead Goddess, Laduguer, Rill Cleverthrush, Thautam, Timat, Vecna, Wee Jas

### **MECHANUS** (Planar Handbook) (must be **Lawful Neutral**)

Gain the supernatural ability to smite chaos with a single melee attack once per day. You add your Cha bonus (if any) to your attack roll and deal an extra 1 point of damage per class level. This smite attack is treated as lawful-aligned or purposes of DR. At 5th level and every 5 levels thereafter, you can use this smite attack 1 additional time per day.

- 1 Command or Protection from Chaos
- 2 Calm Emotions or Mechanus Mind
- 3 Magic Circle against Chaos or Mantle of Law
- 4 Discern Lies or Order's Wraith
- 5 Dispel Chaos or Mark of Justice
- 6 Hold Monster or Wall of Gears
- 7 Dictum or Hold Person, Mass
- 8 Iron Body or Shield of Law
- 9 Call Marut or Mordenkainen's Disjunction

### **MENTALISM DOMAIN** (Spell Compendium)

Once per day, as a standard action, you can generate a mental ward, granting a creature you touch a resistance bonus on its next Will saving throw equal to your level +2. The mental ward is an abjuration effects with a duration of 1 hour, this is a spell-like ability.

- |                              |                          |
|------------------------------|--------------------------|
| 1 Confusion, Lesser          | 6 Rary's Telepathic Bond |
| 2 Detect Thoughts            | 7 Antipathy              |
| 3 Clairaudience/Clairvoyance | 8 Mind Blank             |
| 4 Modify Memory              | 9 Astral Projection      |
| 5 Mind Fog                   |                          |

### **METAL DOMAIN** (Spell Compendium)

Gain Martial Weapon Proficiency and Weapon Focus as bonus feats for either the light hammer or the warhammer (your choice).

- |                 |                           |
|-----------------|---------------------------|
| 1 Magic Weapon  | 6 Blade Barrier           |
| 2 Heat Metal    | 7 Transmute Metal to Wood |
| 3 Keen Edge     | 8 Iron Body               |
| 4 Rusting Grasp | 9 Repel Metal or Stone    |
| 5 Wall of Iron  |                           |

### **MIND DOMAIN** (Complete Divine)

Granted Power: +2 bonus on Bluff, Diplomacy and Sense Motive checks.

- |                                     |                  |
|-------------------------------------|------------------|
| 1 Comprehend Languages              | 6 Probe Thoughts |
| 2 Detect Thoughts                   | 7 Brain Spider   |
| 3 Lesser Telepathic Bond (S. Comp.) | 8 Mind Blank     |
| 4 Discern Lies                      | 9 Weird          |
| 5 Rary's Telepathic Bond            |                  |

Used by: Boccob, Ilsensine, Olidammara, Wee Jas, Zuoken



### **MOON DOMAIN** (Spell Compendium)

Turn or destroy lycanthropes as a good cleric turns or destroys undead. You can use this ability a number of times per day equal to 3+ your Cha modifier.

- |                                 |                               |
|---------------------------------|-------------------------------|
| 1 Faerie Fire                   | 6 Permanent Image             |
| 2 Moonbeam (Spell Compendium)   | 7 Insanity                    |
| 3 Moon Blade (Spell Compendium) | 8 Animal Shape                |
| 4 Fear                          | 9 Moonfire (Spell Compendium) |
| 5 Moon Path (Spell Compendium)  |                               |

### **MYSTICISM DOMAIN** (Complete Divine)

Granted Power: Once per day you get a +1 to all your saving throws for 1 round.

- |   |  |
|---|--|
| 1 Divine Favor                            | 6 Visage of the Deity (C. Divine)          |
| 2 Spiritual Weapon                        | 7 Blasphemy/Holy Word                      |
| 3 Visage of the Deity, Lesser (C. Divine) | 8 Holy Aura/Unholy Aura                    |
| 4 Weapon of the Deity (C. Divine)         | 9 Visage of the Deity, Greater (C. Divine) |
| 5 Righteous Might                         |  |

### **NOBILITY DOMAIN** (Sandstorm)

Once per day, you can inspire allies that hear you speak for 1 round. Each such ally against a +1 morale bonus on saving throws, attack rolls, ability checks, skill checks, and damage rolls.

Using this spell-like ability is a standard action, and the effect lasts for a number of rounds equal to your Cha modifier (min. 1 round).

- |                    |                      |
|--------------------|----------------------|
| 1 Divine Favor     | 6 Geas/Quest         |
| 2 Enthrall         | 7 Repulsion          |
| 3 Magic Vestment   | 8 Demand             |
| 4 Discern Lies     | 9 Storm of Vengeance |
| 5 Command, Greater |                      |

Used by: Tem-Et-Nu

### **OCEAN DOMAIN** (Stormwreck)

You have the supernatural ability to breathe water as if under the effect of a water breathing spell, for up to 10 rounds per level. The effect occurs automatically as soon as needed and lasts until it is no longer needed or the duration expires. The duration need not be in consecutive rounds, it can be used as need in increments as short as 1 round.

- |                       |                             |
|-----------------------|-----------------------------|
| 1 Endure Elements     | 6 Otiluke's Freezing Sphere |
| 2 Sound Burst         | 7 Waterspout                |
| 3 Water Breathing     | 8 Malestorm                 |
| 4 Freedom of Movement | 9 Elemental Swarm           |
| 5 Wall of Ice         |                             |

Used by: Deep Sashelas

### **OOZE DOMAIN** (Hordes of the Abyss)

You can rebuke or command oozes as an evil cleric rebukes or commands undead. This ability is usable a number of times per day equal to 3+ your Cha modifier.

- |                 |                         |
|-----------------|-------------------------|
| 1 Grease        | 6 Transmute Rock to Mud |
| 2 Web           | 7 Slime Wave            |
| 3 Poison        | 8 Befoul                |
| 4 Rusting Grasp | 9 Implosion             |
| 5 Oozepuppet    |                         |

Used by: Juiblex, Zugtmoy

**ORACLE DOMAIN** (Granted Power)

Granted Power: You cast divination spells as if 2 levels higher

- |              |                    |
|--------------|--------------------|
| 1 Identify   | 6 Legend Lore      |
| 2 Augury     | 7 Scrying, Greater |
| 3 Divination | 8 Discern Location |
| 4 Scrying    | 9 Foresight        |

5 Commune  
Used by: Boccob

**ORC DOMAIN** (Spell Compendium) (must be an orc or half-orc)

Gain the, supernatural power, to smite with a single melee attack with a bonus on the damage roll equal to your cleric level (if you hit). You must declare the smite before making the attack. It is useable once per day. If used against a dwarf or an elf, you get a +4 bonus on the smite attack roll.

- |                 |                   |
|-----------------|-------------------|
| 1 Cause Fear    | 6 Eyebite         |
| 2 Produce Flame | 7 Blasphemy       |
| 3 Prayer        | 8 Cloak of Chaos  |
| 4 Divine Power  | 9 Power Word Kill |
| 5 Prying Eyes   |                   |

**PACT DOMAIN** (Complete Divine)

Granted Power: Add Appraise, Intimidate and Sense Motive you your list of class skills

- |                             |                            |
|-----------------------------|----------------------------|
| 1 Command                   |                            |
| 2 Shield Other              | 6 Zealot Pact (C. Divine)  |
| 3 Speak with Dead           | 7 Renewal Pact (C. Divine) |
| 4 Divination                | 8 Death Pact (C. Divine)   |
| 5 Stalwart Pact (C. Divine) | 9 Gate                     |

**PAIN DOMAIN** (Book of Vile Darkness)

You convert damage that you deal in one blow per day into healing for yourself, up to 1 point of damage per level.

- |                    |                       |
|--------------------|-----------------------|
| 1 Angry Ache       | 6 Pox                 |
| 2 Sadism           | 7 Wave of Pain        |
| 3 Wrack            | 8 Symbol (pain only)  |
| 4 Liquid Pain      | 9 Eternity of Torture |
| 5 Thousand Needles |                       |

Used by: Cas, Rallaster and Scahrossar

**PESTILENCE DOMAIN** (Complete Divine)

Granted Power: Immune to disease, although you can still carry one

- |                              |                            |
|------------------------------|----------------------------|
| 1 Doom                       | 6 Cure of Lycanthropy      |
| 2 Summon Swarm               | 7 Scourge                  |
| 3 Contagion                  | 8 Create Greater Undead    |
| 4 Poison                     | 9 Otyugh Swarm (C. Divine) |
| 5 Plague of Rats (C. Divine) |                            |

Used by: Nerull

### **PLANNING DOMAIN** (Complete Warrior)

Gain Extend Spell as a bonus feat.

- |   |                            |   |                  |
|---|----------------------------|---|------------------|
| 1 | Deathwatch                 | 6 | Hero's Feast     |
| 2 | Augury                     | 7 | Scrying, Greater |
| 3 | Clairaudience/Clairvoyance | 8 | Discern Location |
| 4 | Status                     | 9 | Time Stop        |
| 5 | Detect Scrying             |   |                  |

Used by: Boccob, Vecna, Wee Jas

### **PLANT DOMAIN**

Granted Power: Rebuke/Command plant creatures as a cleric does undead, use this ability 3+Chr bonus times per day.

- |   |                |   |                |
|---|----------------|---|----------------|
| 1 | Entangle       | 6 | Repel Wood     |
| 2 | Barkskin       | 7 | Animate Plants |
| 3 | Plant Growth   | 8 | Control Plants |
| 4 | Command Plants | 9 | Shambler       |
| 5 | Wall of Thorns |   |                |

Used by: Duthila, Ehlonna, Elebrin Liothiel, Kithin, Obad-Hai, Sheela Peryrol

### **PLEASURE DOMIAN** (Book of Exalted Deeds)

You are immune to any effect that damages or drains your Charisma

- |   |                       |   |                       |
|---|-----------------------|---|-----------------------|
| 1 | Remove Fear           | 6 | Celestial Blood       |
| 2 | Lastai's Caress       | 7 | Empyrean Ecstasy      |
| 3 | Heart's Ease          | 8 | Spread of Contentment |
| 4 | Remove Fatigue        | 9 | Sublime Revelry       |
| 5 | Eagle's Splendor Mass |   |                       |

### **PORTAL DOMAIN** (Spell Compendium)

You can detect an active or inactive portal as if it were a normal secret door (Search DC 20).

- |   |                    |   |              |
|---|--------------------|---|--------------|
| 1 | Summon Monster I   | 6 | Banishment   |
| 2 | Analyze Portal     | 7 | Etherealness |
| 3 | Dimensional Anchor | 8 | Maze         |
| 4 | Dimension Door     | 9 | Gate         |
| 5 | Teleport           |   |              |

### **PRIDE DOMAIN** (Spell Compendium)

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

- |   |                     |   |                         |
|---|---------------------|---|-------------------------|
| 1 | Hypnotism           | 6 | Forbiddance             |
| 2 | Eagle's Splendor    | 7 | Heroism, Greater        |
| 3 | Heroism             | 8 | Spell Immunity, Greater |
| 4 | Divine Power        | 9 | Charm Monster, Mass     |
| 5 | Reduce Person, Mass |   |                         |

## PROTECTION DOMAIN

Granted Power: Generate a *Protective Ward*, granting touched person a saving bonus equal to your cleric level on their next saving roll provided it happens in 1 hour. This power is useable once per day

- |                          |                    |
|--------------------------|--------------------|
| 1 Sanctuary              | 6 Anitmagic Field  |
| 2 Shield Other           | 7 Repulsion        |
| 3 Protection from Energy | 8 Mind Blank       |
| 4 Spell Immunity         | 9 Prismatic Sphere |
| 5 Spell Resistance       |                    |

Used by: Arvoreen, Bahamut, Callarduran Smoothhands, Corellon Larethian, Deep Sashelas, Fhrlanghn, Garl Glittergold, Hanali Celanil, Kavaki, The Ram-Lord, Laduguer, Moradin, St. Cuthbert, Tuilviel Glithien, Urogalan, Vandria Gilmadrith, Yondalla

## PURIFICATION DOMAIN (Complete Divine)

Granted Power: Cast abjuration spells as if one level higher

- |                                    |  |
|------------------------------------|--|
| 1 Nimbus of Light (C. Divine)      | 6 Fires of Purity (C. Divine)              |
| 2 Deific Vengeance (C. Divine)     | 7 Righteous Wraith of the Faithful (C. D.) |
| 3 Recitation (C. Divine)           | 8 Sunburst                                 |
| 4 Castigate (C. Divine)            | 9 Visage of the Deity, Greater (C. Divine) |
| 5 Dance of the Unicorn (C. Divine) |  |

## RENEWAL DOMAIN (Spell Compendium)

If you fall below 0 hit points, you regain a number of hit points equal to 1d8+ your Cha modifier. This supernatural ability functions once per day. If an attack brings you to -10 hit points or lower, you die before this power takes effect.

- |                       |                        |
|-----------------------|------------------------|
| 1 Charm Person        | 6 Heroes' Feast        |
| 2 Restoration, Lesser | 7 Restoration, Greater |
| 3 Remove Disease      | 8 Polymorph Any Object |
| 4 Reincarnate         | 9 Freedom              |
| 5 Atonement           |                        |

## RETRIBUTION DOMAIN (Spell Compendium)

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 the strike hits, you deal maximum damage. This is a supernatural ability.

- |                    |                      |
|--------------------|----------------------|
| 1 Shield of Faith  | 6 Banishment         |
| 2 Bear's Endurance | 7 Spell Turning      |
| 3 Speak with Dead  | 8 Discern Location   |
| 4 Fire Shield      | 9 Storm of Vengeance |
| 5 Mark of Justice  |                      |

## RUNE DOMAIN (Spell Compendium)

You gain Scribe Scroll as a bonus feat.

- |                          |                             |
|--------------------------|-----------------------------|
| 1 Erase                  | 6 Glyph of Warding, Greater |
| 2 Secret Page            | 7 Drawmij's Instant Summons |
| 3 Glyph of Warding       | 8 Symbol of Death           |
| 4 Explosive Runes        | 9 Teleportation Circle      |
| 5 Planar Binding, Lesser |                             |

### **SEAFOLK DOMAIN** (Stormwreck)

You gain Expert Swimmer or Rapid Swimming (your choice) as a bonus feat.

- |                         |                         |
|-------------------------|-------------------------|
| 1 Quickswim             | 6 Airy Water            |
| 2 Fins to Feet          | 7 Megalodon Empowerment |
| 3 Scales of the Sealord | 8 Depthsurge            |
| 4 Siren's Call          | 9 Foresight             |
| 5 Commune with Nature   |                         |

Used by: Aventernus, Eadro, Whale Mother

### **SCALYKIND DOMAIN** (Spell Compendium)

Rebuke or command animals (reptilian creatures and snakes only) as an evil cleric rebukes or commands undead. You can use this ability a number of times per day equal to 3+ your Cha modifier.

- |                       |                   |
|-----------------------|-------------------|
| 1 Magic Fang          | 6 Eyebite         |
| 2 Animal Trance*      | 7 Creeping Doom** |
| 3 Magic Fang, Greater | 8 Animal Shapes*  |
| 4 Poison              | 9 Shapechange     |
| 5 Animal Growth*      |                   |

\* Composed of tiny snakes

\*\*Affects only ophidian and reptilian creatures

### **SKY DOMAIN** (Races of the Wild)

Your fly speed (or glide speed) improves by 5'.

- |  |  |
|--|--|
| 1 Raptor's Sight (Races of the Wild)   | 6 Wind Walk                              |
| 2 Summon Dire Hawk (Races of the Wild) | 7 Reverse Gravity                        |
| 3 Enduring Flight (Races of the Wild)  | 8 Mastery of the Sky (Races of the Wild) |
| 4 Aerial Alacrity (Races of the Wild)  | 9 Summon Devoted Roc (Races of Wild)     |
| 5 Control Winds                        |  |

Used by: Duthila, Tuilviel Glithien

### **SLIME DOMAIN** (Spell Compendium)

Rebuke or command oozes as an evil cleric rebukes or commands undead. You can use this ability a number of times equal to 3+ your Cha modifier.

- |                           |                         |
|---------------------------|-------------------------|
| 1 Grease                  | 6 Transmute Rock to Mud |
| 2 Melf's Acid Arrow       | 7 Destruction           |
| 3 Posion                  | 8 Power Word Blind      |
| 4 Rusting Grasp           | 9 Implosion             |
| 5 Evard's Black Tentacles |                         |

### **SLOTH DOMAIN** (Spell Compendium)

You are closest to your god while lazing and relaxing. You take no penalties to AC against melee attacks while prone.

- |                    |                       |
|--------------------|-----------------------|
| 1 Touch of Fatigue | 6 Waves of Fatigue    |
| 2 Unseen Servant   | 7 Shadow Walk         |
| 3 Deep Slumber     | 8 Waves of Exhaustion |
| 4 Slow             | 9 Astral Projection   |
| 5 Symbol of Sleep  |                       |

### **SPELL DOMAIN** (Spell Compendium)

Gain a +2 bonus on Concentration and Spellcraft checks.

- |                               |  |
|-------------------------------|--|
| 1 Mage Armor                  | 6 Anyspell, Greater (Spell Compendium) |
| 2 Silence                     | 7 Limited Wish                         |
| 3 Anyspell (Spell Compendium) | 8 Antimagic Field                      |
| 4 Rary's Mnemonic Enhancer    | 9 Mordenkainen's Disjunction           |
| 5 Break Enchantment           |  |

### **SPIDER DOMAIN** (Spell Compendium)

Rebuke or command spiders as an evil cleric rebukes or commands undead. You can use this ability a number of times per day equal to 3+ your Cha modifier.

- |                  |                                    |
|------------------|------------------------------------|
| 1 Spider Climb   | 6 Spider Curse (Spell Compendium)  |
| 2 Summon Swarm   | 7 Stone Spiders (Spell Compendium) |
| 3 Phantom Steed* | 8 Creeping Doom                    |
| 4 Giant Vermin   | 9 Spider Shapes (Spell Compendium) |
| 5 Insect Plague  |                                    |

\*Has a vermin shape.

### **SPITE DOMAIN** (Heroes of Horror, Deity: Cas)

Sympathetic Strike: 1/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 5hp/divine caster level.

- |                                     |                                    |
|-------------------------------------|------------------------------------|
| 1 Bestow Wound (H. Horror)          | 6 Cloak of Hate (H. Horror)        |
| 2 Rage                              | 7 Pact of Return (H. Horror)       |
| 3 Vampiric Touch                    | 8 Mantle of Pure Spite (H. Horror) |
| 4 Pronouncement of Fate (H. Horror) | 9 Imprison the Soul (H. Horror)    |
| 5 Fire in the Blood (H. of Horror)  |                                    |

Used by: Cas

### **STORM DOMAIN** (Stormwreck)

Gain resistance to electricity 5.

- |                   |                        |
|-------------------|------------------------|
| 1 Entropic Shield | 6 Call Lightning Storm |
| 2 Gust of wind    | 7 Control Weather      |
| 3 Call Lightning  | 8 Whirlwind            |
| 4 Sleet Storm     | 9 Storm of Vengeance   |
| 5 Ice Storm       |                        |

Used by: Ishtishia, the Mockery, Procan, Umberlee

### **SUFFERING DOMAIN** (Spell Compendium)

You can use a pain touch, as a spell-like ability, once per day. Make a melee touch attack against a living creature, which bestows on that creature a -2 penalty to Str and Dex for 1 minute on a successful attack. This ability does not affect creatures that have immunity to extra damage from critical hits.

- |                    |                  |
|--------------------|------------------|
| 1 Bane             | 6 Harm           |
| 2 Bear's Endurance | 7 Eyebite        |
| 3 Bestow Curse     | 8 Symbol of Pain |
| 4 Enervation       | 9 Horrid Wilting |
| 5 Feeblemind       |                  |

## **STRENGTH DOMAIN**

Granted Power: 1/day for 1 round you can perform a feat of strength enhancing your strength by 1 point per level.

- |                   |                         |
|-------------------|-------------------------|
| 1 Enlarge Person  | 6 Stoneskin             |
| 2 Bull's Strength | 7 Bigby's Grasping Hand |
| 3 Magic Vestments | 8 Bigby's Clenched Fist |
| 4 Spell Immunity  | 9 Bigby's Crushing Hand |
| 5 Righteous Might |                         |

Used by: Cas, Garyx, Gruumsh, Hanseath, Io, Kavaki, The Ram-Lord, Kord, Naki-Uthal The Brave Climber, Pelor, St. Cuthbert, Tamara, The Glutton, Zuoken

## **SUMMONER DOMAIN (Complete Divine)**

Granted Power: +2 to your level for all Conjuraction (summoning or calling) spells

- |                      |                       |
|----------------------|-----------------------|
| 1 Summon Monster I   | 6 Planar Ally         |
| 2 Summon Monster II  | 7 Summon Monster VII  |
| 3 Summon Monster III | 8 Greater Planar Ally |
| 4 Lesser Planar Ally | 9 Gate                |
| 5 Summon Monster V   |                       |

## **SUN DOMAIN**

Granted Power: Once per day you can do a great turning; destroying all undead that would be normally only turned

- |                   |                    |
|-------------------|--------------------|
| 1 Endure Elements | 6 Fire Seeds       |
| 2 Heat metal      | 7 Sunbeam          |
| 3 Searing Light   | 8 Sunburst         |
| 4 Fire Shield     | 9 Prismatic Sphere |
| 5 Flame Strike    |                    |

Used by: Ehlonna, Elebrin Liothiel, Pelor, Tamara

## **TEMPTATION DOMAIN (Hordes of the Abyss)**

Select a gender. As long as you wear no armor, you gain a +2 circumstance bonus on Cha 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.

- |                   |                    |
|-------------------|--------------------|
| 1 Charm Person    | 6 Mass Suggestion  |
| 2 Beckoning Call  | 7 Soul Link        |
| 3 Suggestion      | 8 Sympathy         |
| 4 Charm Monster   | 9 Dominate Monster |
| 5 Dominate Person |                    |

Used by: Graz'zt, Malcanther, Pazuzu

## **TIME DOMAIN (Spell Compendium)**

You gain Improved Initiative as a bonus feat.

- |                       |               |
|-----------------------|---------------|
| 1 True Strike         | 6 Contingency |
| 2 Gentle Repose       | 7 Legend Lore |
| 3 Haste               | 8 Foresight   |
| 4 Freedom of Movement | 9 Time Stop   |
| 5 Permanency          |               |

### **TRADE DOMAIN** (Spell Compendium)

Once per day, as a spell-like ability and as a free action, you can use *detect thoughts* affecting 1 subject and lasting a number of minutes equal to your Cha bonus (minimum 1 minute).

- |                              |                                      |
|------------------------------|--------------------------------------|
| 1 Message                    | 6 True Seeing                        |
| 2 Gembomb (Spell Compendium) | 7 Mordenkainen's Magnificent Mansion |
| 3 Eagle's Splendor           | 8 Mind Blank                         |
| 4 Sending                    | 9 Discern Location                   |
| 5 Fabricate                  |                                      |

### **TRAVEL DOMAIN**

Granted Power: Can act as if with *Freedom of Movement* for 1 round per level once per day.

Add Survival to your list of class skills.

- |                  |                     |
|------------------|---------------------|
| 1 Longstrider    | 6 Find the Path     |
| 2 Locate Object  | 7 Teleport, Greater |
| 3 Fly            | 8 Phase Door        |
| 4 Dimension Door | 9 Astral Projection |
| 5 Teleport       |                     |

Used by: Aasterinan, Brandobaris, Duthila, Fhrlanghn, Hanseath, Io, Kuliak, The Dead Goddess, Rill Cleverthrust, Sheanine Moonbow

### **TRICKERY DOMAIN**

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

- |                 |                        |
|-----------------|------------------------|
| 1 Disguise Self | 6 Mislead              |
| 2 Invisibility  | 7 Screen               |
| 3 Nondetection  | 8 Polymorph Any Object |
| 4 Confusion     | 9 Time Stop            |
| 5 False Vision  |                        |

Used by: Alobal Lorfiril, Boccob, Brandobaris, Dallah Thaiun, Erythnul, Garl Glittergold, Hlal, Kavaki, The Ram-Lord, Kurtulmak, Loth, Naki-Uthal The Brave Climber, Nerull, Olidammara, Roknar, Timat, Vanua, The Harbinger of Woe

### **TYRANNY DOMAIN** (Complete Warrior)

Add +1 to the save DC of any compulsion spell you cast.

- |                    |                         |
|--------------------|-------------------------|
| 1 Command          | 6 Geas/Quest            |
| 2 Enthrall         | 7 Bigby's Grasping Hand |
| 3 Discern Lies     | 8 Charm Monster, Mass   |
| 4 Feat             | 9 Dominate Monster      |
| 5 Command, Greater |                         |

### **UNDEATH DOMAIN** (Spell Compendium)

You gain Extra Turning as a bonus feat.

- |                   |                         |
|-------------------|-------------------------|
| 1 Detect Undead   | 6 Create Undead         |
| 2 Desecrate       | 7 Control Undead        |
| 3 Animate Dead    | 8 Create Greater Undead |
| 4 Death Ward      | 9 Energy Drain          |
| 5 Circle of Death |                         |



### **VILE DARKNESS DOMAIN (Revision of Darkness Domain) (Lords of Madness)**

Gain the Blind-Fight feat.

- |                           |                 |
|---------------------------|-----------------|
| 1 Darkvision              | 6 Wall of Force |
| 2 Darkbolt                | 7 Shadow Walk   |
| 3 Deeper Darkness         | 8 Utterdark     |
| 4 Damning Darkness        | 9 Screen        |
| 5 Evard's Black Tentacles |                 |

Used by: the Patient One

### **WAR DOMAIN**

Granted Power: Free Martial Weapon Proficiency with Deity's favorite weapon and Weapon (Focus) with the same weapon.

- |                    |                    |
|--------------------|--------------------|
| 1 Magic Weapon     | 6 Blade Barrier    |
| 2 Spiritual Weapon | 7 Power Word Blind |
| 3 Magic Vestment   | 8 Power Word Stun  |
| 4 Divine Power     | 9 Power Word Kill  |
| 5 Flame Strike     |                    |

Used by: Arvoreen, Chronopsis, Corellon Larethian, Gelf Darkhearth, Gruumsh, Hanseath, Heironeous, Hextor, Kavaki, The Ram-Lord, Kuliak, The Dead Goddess, Kurtulmak, Lendys, Tharmekhul, Vandria Gilmadrith, Zuoken

### **WATER DOMAIN**

Granted Power: Able to turn or destroy fire creatures as a cleric can with undead. Able to rebuke or bolster water creatures as a cleric with undead. Use these abilities 3+Chr bonus per day.

- |                   |                   |
|-------------------|-------------------|
| 1 Obscuring Mist  | 6 Cone of Cold    |
| 2 Fog Cloud       | 7 Acid Fog        |
| 3 Water Breathing | 8 Horrid Wilting  |
| 4 Control Water   | 9 Elemental Swarm |
| 5 Ice Storm       |                   |

Used by: Bidbdoorpoolp, Deep Sashelas, Erythnul, Obad-Hai, Valkuna

### **WEALTH DOMAIN (Dracnomicion)**

Add Apprise to your list of cleric class skills

- |                          |                    |
|--------------------------|--------------------|
| 1 Alarm                  | 6 Forbiddance      |
| 2 Obscure Object         | 7 Sequester        |
| 3 Glyph of Warding       | 8 Discern Location |
| 4 Detect Scrying         | 9 Antipathy        |
| 5 Leomund's Secret Chest |                    |

Used by: Io

## WEATHER DOMAIN (Complete Divine)

Granted Power: Rain and Snow don't penalize your Spot and Search checks. You can move through snow-covered and icy terrain at your normal move. Wind effects, whether natural or magical, affect you as if you were one size category larger.

- |                              |                                  |
|------------------------------|----------------------------------|
| 1 Obscuring Mist             | 6 Cloudwalkers (C. Divine)       |
| 2 Gust of Wind               | 7 Control Weather                |
| 3 Call Lightning             | 8 Whirlwind                      |
| 4 Ice Storm                  | 9 Whirlwind, Greater (C. Divine) |
| 5 Blinding Winds (C. Divine) |                                  |

Used by: Fhrlanghn, Hleid, Obad-Hai

## WINDSTORM DOMIAN (Spell Compendium)

Inclement weather has less of an effect on you. Rain and snow don't penalize your Spot and Search checks. You can move through snow-covered and icy terrain at your normal movement. Wind effects, whether natural or magical, affect you as if you were one size category larger.

- |                                       |   |
|---------------------------------------|---|
| 1 Obscuring Mist                      | 6 Cloudwalker                           |
| 2 Binding Winds                       | 7 Control Weather                       |
| 3 Call Lightning                      | 8 Whirlwind                             |
| 4 Ice Storm                           | 9 Whirlwind, Greater (Spell Compendium) |
| 5 Arc of Lightning (Spell Compendium) |   |

## WINTER DOMAIN (Frostburn)

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

- |                             |                                      |
|-----------------------------|--------------------------------------|
| 1. Snowsight (Frost)        | 6. Death Hail (Frost)                |
| 2. Snow Walk (Frost)        | 7. Control Weather                   |
| 3. Winter's Embrace (Frost) | 8. Summon Giants (Frost Giants only) |
| 4. Ice Storm                | 9. Fimbulwinter (Frost)              |
| 5. Blizzard (Frost)         |                                      |

Used by: Hleid

## WRATH DOMIAN (Book of Exalted Deeds)

Once per day, you may make a free attack of opportunity against any opponent that damages you with a melee attack. This ability doesn't allow you to make more than one attack of opportunity in a round.

- |                   |                      |
|-------------------|----------------------|
| 1 Doom            | 6 Vengeance Halo     |
| 2 Energize Potion | 7 Righteous Smite    |
| 3 Affliction      | 8 Last Judgment      |
| 4 Radiant Shield  | 9 Storm of Vengeance |
| 5 Righteous Might |                      |

