

Dungeons & Dragons Scarred Lands Cleric Spell Index

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References: RR: Relics and Rituals, RR2: Relics and Rituals 2, HO: Hollowfaust, WW: Wise and the Wicked, DD: Divine and the Defeated, WR: Vigil Watch: Warrens of the Ratmen, BT: Burok Torn, CA: Calastia, PP: Penumbral Pentagon, EI: Edge of Infinity

Cleric Spells

0-Level

Animate Vermin. Temporarily animates small animal skeletons or zombies. (HO)

Bleeding Disease. Initiates a contagious sickness in a random individual. (RR)

Clean. Cleans grime and dirt from one object or person. (RR)

Shockwave. Knock a foe prone from a distance by punching the ground. (RR)

1-Level

Cadaver Dance. Animates skeletons or zombies for 1 day/level. (HO)

Champion Swimmer. The subject gains a +15 competence bonus to all Swim checks. (RR2)

Detect Shapechangers. Detects the presence and strength of shapechangers. (RR2)

Invisibility to Constructs. As *invisibility*, but affects only constructs. (DD)

Locate Water. Locates sources of water, fresh or salt. (RR2)

Madriel's Empathic Resonance. The subject experiences the emotions of those whom he wrongs. (RR)

Minor Symbol of Divinity. Creates minor magical protections within a small area. (RR)

Prevarication's Bounty. Causes the tongue of the victim to swell when the victim lies. (RR)

Shockwave Strike. Transmit the force of a bludgeoning weapon through the ground to an opponent. (RR)

Silverberry. Enchants berries to harm creatures vulnerable to silver. (PGCD p. 139)

Silver Sword. Causes a weapon to count as silver for any special attack purposes. (DD)

Smite. Invokes the paladin's smite power. (RR)

2-Level

Argent Glory. Temporarily changes one suit of armor to act as mithril. (PGCD p. 137)

Assassin's Senses. Increases caster's critical threat range and multiplier by one. (RR)

Aura of Menace. Caster gains +1 to his Intimidate skill per caster level. (RR2)

Bed Bug Bites. Sleeping target is covered with itchy bites that penalize all rolls for the next day. (RR2)

Body of Sand. The spellcaster transforms his form into sand, gaining protection from piercing and slashing weapons. (RR2)

Bread of Life. Bread provides a day's nourishment and 1d8 + 1/level healing source. (RR2)

Burst of Energy. Caster gains 10 temporary hit points and a +1 bonus to all saving throws. (RR2)

Curse of Solidity. Forces one incorporeal creature to become corporeal. (RR2)

Dark Divinity. Exploits the potential for darkness and evil in the nature of neutral and good deities. (PP)

Dead Man's Eyes. View the last minutes of a corpse's life from its view. (RR)

Enkili's Luck. Bestows a brief bout of ill fortune upon the subject. (RR)

Find the Astrological Doorway. Allows caster to find nearby gateways into the zodiac planes. (EI)

Force of Will. Substitute your Wisdom modifier for one of your physical ability modifiers. (RR2)

Fracture. Inflicts 1d6 subdual, 1d4 actual, breaks random bone. (WR)

Gloom. Creates an area of shadowy light around a touched object. (RR)

Hedrada's Balance. Protects willing recipient from emotional biases. (RR)

Locate Oasis. Locates an oasis in the desert. (RR2)

Rend the Sovereign Soul. Weakens victim's Will to resist. (RR)

Sethris' Potency. Increases a natural poison's DC. (RR)

Sleep of the Dead. Feign death. (RR)

Speareyes. Spear watches for intruders and awakens caster upon detection. (PGCD p. 139)

Stop Golem. As *hold person* but functions against golems. (DD)

Vangal's Touch. Target rages as a barbarian. (RR)

Virtue's Curse. Good actions are punished. (RR2)

3-Level

Animal Spy. Send a Tiny animal on a 3-step mission. (RR)
Banish Shadow. Sends a shadow creature back to its home. (RR)
Chardun's Torments. Victim takes subdual damage and suffers penalties from pain. (RR)
Crown of Thorns. Crown of thorns hampers target or aids caster. (CA)
Curse of Terror. Make a person deathly afraid of something harmless. (RR)
Curse of the Firefly. Target glows making him easier to spot. (RR2)
Divine Raiment. Opponents can't attack you, but you can attack. (RR)
Fist of Iron. Transforms one fist into an iron club. (DD)
Hedrada's Justice. Gives bonus to attack against those who had damaged the caster. (RR2)
Invigorate Dead. Restores some life to one dead creature. (RR)
Life Force Transfer. Heal others by harming yourself. (RR)
Mind Raid. Allows reading of deep thoughts. (RR)
Repair Dead. Skeletons or zombies are instantly repaired. (RR2)
Ricochete. Allows an arrow, sling bullet, or crossbow bolt to strike multiple targets in a single round. (RR2)
Rock Storm. Creates a whirlwind of rocks and debris that batters opponents. (BT)
Runic Weave. Imbues garments with magical protections and runes. (BT)
Sacred Weapon. Summons weapon that inflicts 1d10 damage and causes deafness. (RR)
Shadow Touch. Caster has Strength-draining touch. (RR)
Siren Song. Causes multiple targets to be drawn inexorably toward the caster. (DD)
Sunspear. Create a spear of light that heals or inflicts 2d4 +2/level when thrown. (RR)
Vangal's Blessing. One willing subject/level enters a berserker rage. (RR2)
Vangal's Wounding. Causes wounds to bleed for 1d6 points of damage per round for 1 round/level. (RR)

4-Level

Blood Water. Person's blood transforms to consistency of water. (RR2)
Bloodied Blade. Temporarily gives a weapon the taste for blood, granting bonuses to attack and damage rolls. (RR2)
Clarify Water. Water is purified, and can be turned from brackish to fresh water. (BS)
Cloak of Righteousness. Creates shining raiment, blinding opponents and encouraging allies. (RR)
Condemned. Target becomes unaffected by magical healing. (RR)
Control Light. Allows control of the amount of light or dark in an area. (RR)
Damashar's Force Rune. Runic pattern sends out shockwave that causes damage, knocks victims unconscious. (BT)
Enhanced Senses. Grants darkvision, +10 bonus to Listen, Search and Spot, plus Scent ability. (RR2)
God's Shadow, the. Plunges holy ground into darkness. (PP)
Holy Channel. Allows healing spells to be cast at range. (RR)
Keshmeeri Refuge. Protects target from the harsh desert environment. (RR2)
Mask of Virtue. Protects the caster's thoughts and alignment from detection. (WW)
Mind Over Matter. Aids concentration to ignore distractions. (RR)
Quick Learn. Grants caster 3 + 1/level skill ranks in a desired skill. (RR2)
Recall the Forge. Causes a sword to become extremely hot, inflicts heat damage to foes and objects struck. (PGCD p. 138)
Rupture. Inflicts 2d4 points subdual, 3d4 points actual, breaks random bone. (WR)
Seal of Hedrada. Seals one portal until a condition is met. (RR)
Strength of Nalthalos. Subject gains 1d8+4 temporary strength. (DD)
Tanil's Purgings. Painfully forces shapeshifters to resume their proper forms. (RR)
Terole's Translator. Gives complete understanding of one language. (RR)
Vangal's Dogs of War. Summons 1 dog/level to serve and fight for you. (DD)
Vision of Night. Lets targets see as if it were night, regardless of conditions. (PP)
Unholy Channel. Allows inflict spells to be cast upon target at range. (RR)
Unwavering Ally. Subject gains +20 divine bonus to saves vs. mind-affecting spells for 1 hour/level. (RR2)

5-Level

Belsameth's Blessing. Transforms one creature into a werebeast. (RR)
Belsameth's Strife. Victim sees allies as deadly enemies. (RR)

Brother in Arms. Allies exchange hit points and Strength between themselves. (RR)
 Darksoul. Caster allows a fiend to possess his body in order to increase his combat ability. (RR2)
 Demonbane. Caster temporarily gains great power in battle against evil outsiders. (RR2)
 Doomwail. Victims must make Will saving throws or be deafened or paralyzed. (RR)
 Essential Blade. Allows a melee weapon or a natural weapon to ignore object hardness, damage incorporeal targets and make touch attacks when used in melee. (RR2)
 Greater Command. As command, but affects one subject/level. (RR)
 Imbue Shadow. Turns an ordinary shadow into a shadow creature. (RR)
 Inquisition. Target must answer three questions truthfully. (RR)
 Legion's March. One subject/level gains 1d4+1 Con. (RR2)
 Naligad's Consumption. Caster causes target's body to rebel against and consume itself. (CA)
 Plague Touch. Cause disease in others with but a touch. (RR2)
 Profane Stare. Gaze deals 3d6/paralyzes good creatures. (RR2)
 Righteous Charge. Imbues the caster's next charge attack with divine power. (RR2)
 Sap Strength. Steals the strength from another creature. (RR2)
 Slow the Years. Halves the natural aging of the target. (RR2)
 Speed the Years. Double the natural aging of the target. (RR2)
 Transfer Sentience. Subject and target golem exchange Intelligence scores. (DD)
 Wall of Crystal. Creates a wall of transparent crystal. (VWA)

6-Level

Ecstatic Vision. Target is overcome with pleasure and suffers non-lethal damage. (PGWBS p. 155)
 Enkili's Lightning Storm. Causes an electrical storm that the caster can control. (RR)
 Fourfold Forging. Transforms the caster's sword into four blades that act in unison. (DD)
 Heal Construct. As *heal* but on constructs. (DD)
 Pass the Years. Ages target by 1d10 years. (RR)
 Sacrificial Heart. Kills a target by delivering his heart into your hand. (RR)
 Scourge of Obedience. Caster collars and enslaves target. (CA)
 Touch of Renewal. Target receives fast healing ability of 3. (RR2)
 Vangal's Wrath. A wave of divine energy deals 1d6 damage/level in all directions. (DD)
 Vengeance of the Scorned. Allows caster to find and defeat a single individual. (DD)
 Visage of the Overlord. Surrounds the caster in an aura of command and competence. (DD)

7-Level

Charm's Aegis. Grants Charisma bonus to AC; foes can't attack caster unless they make a Will check. (RR2)
 Daggers of Vault. Creates a cloud of tiny blades that inflict 1d4 points of damage per round. (RR)
 Divine Protection. Grants allies a +6 enhancement bonus to Con, Wis, and Dex. (RR2)
 Divine Talion. Your enemies' attacks are revisited upon them. (DD)
 Greater Healing Circle. Heals 2d8+2/caster level damage in all directions. (RR)
 Hero's Death. You empower a target to accomplish a last heroic feat before dying. (DD)
 Incite. Enlist a large group to achieve a specified goal. (RR)
 Judgement of Gold. Transforms target into golden statue. (DD)
 Reconstruct. As resurrection but affects constructs. (DD)
 Stop the Years. Stops target's aging for 1d10 years. (RR2)
 Trust in the Gods. One roll determined by the caster automatically succeeds, but at great personal cost. (RR2)
 Virulence. Target contracts 1d3 diseases and becomes a carrier. (RR2)

8-Level

Avatar. Allows a cleric to take on aspects of the patron deity. (RR)
 Chardun's Branding. Reduces a slave's ability to resist his master's commands. (RR2)
 Corean's Fire. Deals 1d6/level fire damage (max 20d6) and blinds, 15 ft radius. (RR2)
 Elemental Kiss. Target creature temporarily gains the Elemental type. (RR2)
 Recall Champion. Call a dead hero to aid you. (RR)
 Stone Assault. Stones pour down, damaging and trapping targets. (RR2)
 Strength of Kadum. Target receives a +1/caster level bonus to Strength. (RR)

9-Level

Convert. Subject gains belief in your god. (RR)

Dagger of Undeath. Creates a dagger-like bolt of negative energy which may create an undead creature. (RR2)

Holy War. +4 bonus to attack, damage, saves, spell DCs and skills to all worshippers of your god. (RR2)

Incapacitate. Reduces all of target's ability scores to 3, and removes all but 1d4 hp. (RR)

Mind Share. Allows caster to get truthful answers to any questions asked of subject. (DD)

Shatter Soul. Kills a target and fragments his soul. (RR)

Steal Control. Steal control of any construct in sight. (DD)

Cleric Domains

Air Domain

Deities: Enkili, Madriel, Syhana

Granted Powers: Turn or destroy earth creatures as a good cleric turns undead. Rebuke or command air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Air Domain Spells

1. **Obscuring Mist**
2. **Wind Wall.**
Downdraft. Creates a blast of wind from the caster's location. (RR2)
3. **Gaseous Form.**
4. **Air Walk.**
5. **Control Winds.**
6. **Chain Lightning.**
Enkili's Lightning Storm. Causes an electrical storm that the caster can control. (RR)
7. **Control Weather**
8. **Whirlwind**
9. **Elemental Swarm***

*Cast as an air spell only.

Animal Domain

Dieties: Tanil

Granted Powers: You cast animal friendship once per day. Knowledge(nature) is a class skill.

Animal Domain Spells

1. **Calm Animals.**
Nose of the Rat. Subject gains the Scent feat, bonus on tracking, enemy detection. (RR2)
2. **Hold Animal.**
Animal Infusion. Gain the power of an animal. (RR)
3. **Animal Spy.** Send a Tiny animal on a 3-step mission. (RR)
Dominate Animal.
4. **Repel Vermin.**
5. **Commune with Nature.**
Scent of the Hunted. Subject is relentlessly stalked by wild predators. (RR2)
6. **Antilife Shell.**
7. **Animal Shapes.**
8. **Creeping Doom.**
9. **Shapechange.**

Chaos Domain

Dieties: Drendari, Enkili, Erias, Idra, Manawe, Tanil, Vangal

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

Chaos Domain Spells

1. **Protection from Law.**
2. **Enkili's Luck.** Bestows a brief bout of illfortune upon the subject. (RR)
Shatter.
3. **Magic Circle against Law.**

4. **Chaos Hammer.**
5. **Dispel Law.**
6. **Animate Objects.**
7. **Word of Chaos.**
8. **Cloak of Chaos.**
9. **Summon Monster IX.***

*Cast as chaos spell only.

Constructs Domain

Diety: Nathalos

Granted Powers: Rebuke or command constructs as an evil cleric rebukes undead. The cleric may use these abilities a total number of times per day equal to his Charisma modifier + 3. Clerics also gain access to magic spells required to create any type of golem. This ability may be used a number of times equal to the number of rebuke attempts available to an evil cleric of equal level.

Constructs Domain Spells

1. **Invisibility to Constructs.** Constructs can't detect one subject per level. (DD)
2. **Stop Golem.** As hold person but on golems. (DD)
3. **Shout.** Deafens all within cone and deals 2d6 damage. (DD)
4. **Strength of Nathalos.** Subject gains 1d8+4 temporary Strength. (DD)
5. **Transfer Sentience.** Subject and target golem exchange intelligence scores. (DD)
6. **Heal Construct.** As heal but on constructs. (DD)
7. **Reconstruct.** As resurrection but affecting constructs. (DD)
8. **Iron Body.** Body becomes living iron.
9. **Steal Control.** Steal control of any construct in sight. (DD)

Death Domain

Dieties: Belsameth, Nemorga, Sethris

Granted Power: You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies.

Death Domain Spells

1. **Cadaver Dance.** Animate skeletons or zombies for 1 day/level. (HO)
Cause Fear.
Grim Feast. Regain lost hit points by draining fresh corpses. (RR)
2. **Death Knell.**
Sleep of the Dead. Feign death. (RR)
3. **Animate Dead.**
Armor of Undeath. Crafts protective armor from a corpse. (RR)
4. **Death Ward.**
5. **Imbue Shadow.** Turns an ordinary shadow into a shadow creature. (RR)
Slay Living.
6. **Create Undead.**
Undead Crew. Summons an undead crew to crew a ship controlled by the caster. (RR2)
Sacrificial Heart. Kills a target by delivering his heart into your hand. (RR)
7. **Destruction.**
8. **Create Greater Undead.**
Leech Field. Absorbs hit points from nearby foes. (RR)
Negative Energy Geyser. Creates an eruption of negative energy. (RR2)
9. **Wail of the Banshee.**

Destruction Domain

Diety: Vangal

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

Destruction Domain Spells

1. **Inflict Light Wounds.**

2. **Shatter.**
Vangal's Touch. Target rages as a barbarian. (RR)
3. **Contagion.**
4. **Inflict Critical Wounds.**
Unholy Channel. Allows inflict spells to be cast upon a target at range. (RR)
Vermin Plague. Summons a horde of diseased rats, insects, and other scavengers. (RR)
5. **Circle of Doom.**
6. **Harm.**
7. **Disintegrate.**
8. **Earthquake.**
9. **Implosion.**
Incapacitate. Reduces all of target's ability scores to 3, and removes all but 1d4 hp. (RR)
Cone of Oblivion. Creates a cone that disintegrates everything in it's path. (RR2)

Domination Domain

Diety: Chardun

Granted Power: The cleric may rebuke or command members of his own race as he rebukes or commands undead. Chaotic or good-aligned targets may make a Will save (DC10+cleric's Cha modifier+half the cleric's level) to avoid the effect. This effect never results in the destruction of the creature rebuked or commanded. This ability may be used a number of times equal to the cleric's rebuke/command attempts per day.

Domination Domain Spells

1. **Command.**
2. **Rend the Sovereign Soul.** Weaken's victim's Will to resist. (RR)
3. **Chardun's Torments.** Victim takes subdual damage and suffers penalties from pain. (DD)
Fist of Iron. Transforms one fist into an iron club. (DD)
4. **Lesser Geas.**
5. **Dominate Person.**
Mind Fog.
6. **Geas/Quest.**
Visage of the Overlord. Surrounds the caster in an aura of command and competence. (DD)
7. **Incite.** Enlists a large group to achieve a specified goal. (RR)
8. **Power of the Overlord.** Grants great strength but slowly corrupts the victim's soul. (DD)
9. **Dominate Monster.**

Dream Domain

Diety: Erias

Granted Powers: Once per night, while sleeping, you may attempt a Scry check (DC20) to gain the answer to some question, as per the spell divination. You require at least 3 hours of sleep to use this divine gift. This is a supernatural ability.

Dream Domain Spells

1. **Sleep.**
2. **Minor Image.**
Detect Dreams. See into another's dreams, and learn the secrets of her past. (RR2)
3. **Modify Memory.** Change 5 minutes of subject's memories.
4. **Phantasmal Killer.**
5. **Dream.**
6. **Nightmare.**
Deep Sleep. Put a large number of creatures into a deep sleep from which only magic can wake them. (RR2)
7. **Vision.**
8. **Maze.**
9. **Weird.**

Earth Domain

Diety: Goran

Granted Powers: Turn or destroy air creatures as a good cleric turns undead. Rebuke or command earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Earth Domain Spells

1. **Magic Stone**
Shockwave Strike. Transmit the force of a bludgeoning weapon through the ground to an opponent. (RR)
2. **Soften Earth and Stone.**
3. **Earth Blast.** Wave of displaced earth explodes beneath an enemy's feet, causing 4d6 + 1/level damage. (RR2)
Stone Shape.
4. **Spike Stones.**
5. **Wall of Stone.**
6. **Stoneskin.**
Avalanche. Creates a moving avalanche under caster control. (RR2)
7. **Earthquake.**
Blaise's Iron Bead. Weaves an invisible protective magnetic barrier about the caster. (RR2)
Stone Assault. Stones pour down, damaging and trapping targets. (RR2)
8. **Iron Body.**
9. **Elemental Swarm.***
*Cast as an earth spell only.

Entrancement Domain

Deities: Drendari, Idra, Manawe

Granted Powers: Overwhelming presence: the cleric has the supernatural ability to gain an enhancement bonus to Charisma that is equal to her level. Activating the power is a free action and the power is usable once per day. This power lasts for a length of time necessary to use the bonus granted on a single roll. Thus it may last an entire evening if used on a Diplomacy roll during dinner, or but a single round if used to augment an undead turning attempt.

Entrancement Domain Spells

1. **Charm Person.**
Hypnotism.
2. **Eagle's Splendor.**
Enthrall.
Veil of Lust. Caster appears highly desirable to target, gains +20 to Charisma-based rolls. (RR2)
3. **Suggestion.**
Siren Song. Causes one target/level to be drawn inexorably toward the caster. (DD)
4. **Emotion.**
5. **Dominate Person.**
Gulaben's Ecstasy. Target is distracted by pleasure and has his will weakened. (RR2)
Mind Fog.
6. **Mass Suggestion.**
Rie's Dance of Seduction. Charms all who view the dancer. (RR)
7. **Incite.** Enlists a large group to achieve a specified goal. (RR)
8. **Mass Charm.**
9. **Convert.** Subject gains belief in your god. (RR)

Evil Domain

Deities: Belsameth, Chardun, Nathalos, Sethris, Vangal

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

Evil Domain Spells

1. **Protection from Good.**
2. **Desecrate.**
3. **Chardun's Torments.** Victim takes subdual damage and suffers penalties from pain. (RR)
Magic Circle against Good.
4. **Unholy Blight.**
Unholy Channel. Allows inflict spells to be cast upon target at range. (RR)

Blood Water. Person's blood transforms to consistency of water. (RR2)

Bloodied Blade. Temporarily gives a weapon the taste for blood, granting bonuses to attack and damage rolls. (RR2)

5. **Dispel Good.**

Imbue Shadow. Turns an ordinary shadow into a shadow creature. (RR)

Profane Stare. Gaze deals 3d6/paralyzes good creatures. (RR2)

6. **Create Undead.**

7. **Blasphemy.**

8. **Unholy Aura.**

9. **Summon Monster IX.***

Purge the Taint of the Fallen. Caster creates a controlled fire that purifies a battleground of the shame visited upon it by the bodies of the conquered. (CA)

*Cast as an evil spell only.

Fey Domain

Deity: Syhana

Granted Power: The cleric gains +4 vs all spell-like abilities used by fey. Knowledge(nature) is a class skill.

Fey Domain Spells

1. **Charm Person.**

2. **Invisibility.**

3. **Snare.**

4. **Confusion.**

Iron Butterflies. Creates a flock of iron butterflies that damages enemies and harms fey. (RR2)

5. **Polymorph Self.**

6. **Amnesia.** Target loses all memories. (DD)

7. **Summon Nature's Ally VII (Hornsaw Unicorn only).**

8. **Otto's Irresistible Dance.**

9. **Shapechange.**

Fire Domain

Deity: Corean

Granted Powers: Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Fire Domain Spells

1. **Burning Hands.**

2. **Chaos Flame.** Creates an uncontrollable ball of fire that inflicts 4d4 damage. (RR2)

Produce Flame.

3. **Ganest's Farstrike.** Creates a bolt of flame with exceptional range. (RR)

Resist Elements.*

4. **Wall of Fire.**

5. **Fire Shield.**

6. **Fire Seeds.**

7. **Fire Storm.**

Corean's Fire. Deals 1d6/level fire damage (max 20d6) and blinds, 15 ft radius. (RR2)

8. **Incendiary Cloud.**

9. **Elemental Swarm.****

*Resist cold or fire only.

**Cast as a fire spell only.

Gateways Domain

Deity: Nemorga

Granted Powers: Open Lock and Search are class skills for you. You receive a +4 divine bonus to all saving throws and attack rolls made while standing on the threshold or doorstep of a door, gateway or other portal.

Gateways Domain Spells

1. **Hold Portal.**

2. **Knock.**

3. **Glyph of Warding.**
4. **Dimensional Anchor.**
5. **Wall of Force.**
6. **Word of Recall.**
7. **Plane Shift.**
8. **Greater Planar Binding.**
9. **Gate.**

Good Domain

Deities: Corean, Erias, Goran, Madriel, Syhana, Tanil.

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

Good Domain Spells

1. **Protection from Evil.**
 2. **Aid.**
 3. **Magic Circle against Evil.**
 4. **Cloak of Righteousness.** Creates shining raiment, blinding opponents and encouraging allies. (RR)
Demonbane. Caster temporarily gains great power in battle against evil outsiders. (RR2)
Holy Smite.
 5. **Dispel Evil.**
 6. **Blade Barrier.**
 7. **Holy Word.**
 8. **Holy Aura.**
 9. **Summon Monster IX.***
- *Cast as a good spell only.

Healing Domain

Diety: Madriel

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

Healing Domain Spells

1. **Cure Light Wounds**
2. **Cure Moderate Wounds**
3. **Cure Serious Wounds**
4. **Cure Critical Wounds**
Holy Channel. Allows healing spells to be cast at range. (RR)
5. **Healing Circle.**
6. **Heal.**
7. **Greater Healing Circle.** Heals 2d8 + 2/level damage in all directions. (RR)
Regenerate.
8. **Mass Heal.**
9. **True Resurrection.**

Judgement Domain

Diety: Hedrada

Granted Power: Sense Motive is a class skill for you. In addition, you may make a *true strike* (as the spell) once per day against anyone who has wounded you within 24 hours. Invoking the *true strike* effect is a free action, although you must declare it before you make your attack roll. This power counts as a spell-like ability.

Judgement Domain Spells

1. **Prevarication's Bounty.** Causes the tongue of the victim to swell when the victim lies. (RR)
2. **Hedrada's Balance.** Protects willing recipient from emotional biases. (RR)
3. **Searing Light.**
4. **Discern Lies.**
5. **True Seeing.**
6. **Divine Talion.** Your enemies' attacks are revisited upon them. (DD)
7. **Forcecage.**
8. **Mind Blank.**
9. **Imprisonment.**

Knowledge Domain

Diety: Hedrada, Nemorga

Granted Power: All knowledge skills are class skills. You cast divination spells at +1 caster level.

Knowledge Domain Spells

1. **Detect Gold.** Detects gold or other metals. (RR)
Detect Secret Doors.
2. **Detect Thoughts.**
Locate Corpse. The cleric is able to locate a corpse. (RR)
3. **Clairaudience/Clairvoyance.**
4. **Divination.**
Terole's Translator. Gives complete understanding of one language. (RR)
5. **True Seeing.**
6. **Find the Path.**
7. **Legend Lore.**
8. **Discern Location.**
9. **Foresight.**

Law Domain

1. **Protection from Chaos.**
2. **Calm Emotions.**
Hedrada's Balance. Protects willing recipient from emotional biases. (RR)
3. **Magic Circle against Chaos.**
4. **Order's Wrath.**
5. **Dispel Chaos.**
6. **Hold Monster.**
7. **Dictum.**
8. **Shield of Law.**
9. **Summon Monster IX.***

*Cast as law spell only.

Luck Domain

Dieties: Enkily, Hwyrdd, Tanil

Granted Power: 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. You must take the result of the reroll, even if it's worse than the original roll.

Luck Domain Spells

1. **Entropic Shield.**
Tanil's Touch. Allows the choice of two outcomes when rolling dice. (RR)
2. **Aid.**
3. **Protection from Energy.**
4. **Freedom of Movement.**
Quick Learn. Grants caster 3 + 1/level skill ranks in desired skill. (RR2)
5. **Break Enchantment.**
6. **Mislead.**
Trust in the Gods. One roll determined by the caster automatically succeeds, but at great personal cost. (RR2)
7. **Spell Turning.**
8. **Holy Aura.**
9. **Miracle.**

Magic Domain

Deity: Belsameth, Erias

Granted Power: Use scrolls, wands and other devices with spell completion or spell trigger activation as a wizard one-half your cleric levels (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.

Magic Domain Spells

1. **Nystul's Undetectable Aura.**
2. **Identify.**

3. **Dispel Magic.**
4. **Imbue with Spell Ability.**
Manaspear. Creates a magical spear that inflicts damage and drains spells from its target. (RR)
5. **Spell Resistance.**
6. **Antimagic Field.**
Mana Sink. Creates a floating sphere that absorbs magic within its area of effect. (RR2)
7. **Spell Turning.**
8. **Protection from Spells.**
9. **Mord's Disjunction.**

Missionary Domain

Deity: Any

Granted Power: You can invoke the ability to comprehend languages once per day as a free action. This is a spell-like ability, however, there are no components required, so the power can be activated without anyone else's knowledge. This effect lasts twice as long as the spell itself (i.e. 20 minutes per level).

Missionary Domain Spells

1. **Madriel's Empathic Resonance.** The subject experiences the emotions of those whom he wrongs. (RR)
Mount.
2. **Charm Person.**
Rend the Sovereign Soul. Weakens the victim's Will to resist. (RR)
3. **Divine Raiment.** Opponents can't attack you, but you can attack. (RR)
4. **Suggestion.**
5. **Prying Eyes.**
6. **Inquisition.** Target must answer three questions truthfully. (RR)
7. **Incite.** Enlist a large group to achieve a specified goal. (RR)
8. **Sympathy.**
9. **Convert.** Subject gains belief in your god. (RR)

Plant Domain

Deities: Madriel, Tanil

Granted Powers: Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. Knowledge(nature) is a class skill.

Plant Domain Spells

1. **Adhere to wood.** Caster's skin sticks to wooden surfaces. (RR)
Entangle.
2. **Barkskin.**
Sethtel's Stick Servant. Create a servant out of sticks. (RR)
Oaken Archer. Enchants a tree to attack with wooden projectiles. (PGCD p. 137)
3. **Plant Growth.**
Thorn Throw. A cone of thorns causes 1d6 hit points/level minus AC. (RR)
4. **Control Plants.**
Live Wood. Regenerates damage done to wooden items or creatures. (RR)
Armor of Brambles. Target gains thorny armor that can damage attackers. (RR2)
5. **Gutroot.** Causes plant matter in the stomachs of enemies to sprout and grow. (RR)
Wall of Thorns.
6. **Breath of Death.** Caster exhales a cloud of spores. (RR2)
7. **Changestaff.**
8. **Command Plants.**
9. **Shambler.**

Protection Domain

Deities: Corean, Hedrada, Hwyrdd

Granted Power: You can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on her next saving throw equal to your caster level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.

Protection Domain Spells

1. **Minor Symbol of Divinity.** Creates minor magical protections within a small area. (RR)
Sanctuary.
2. **Shield Other.**
Body of Sand. The spellcaster transforms his form into sand, gaining protection from piercing and slashing weapons. (RR2)
Keeshmeeri Refuge. Protects target from the harsh desert environment. (RR2)
Argent Glory. Temporarily treat suit of armor as mithril. (PGCD p. 137)
3. **Divine Raiment.** Opponents can't attack you, but you can attack. (RR)
Protection from Energy.
4. **Ironheart.** Grants recipient +5 bonus that can be distributed among future saving throws. (RR)
Spell Immunity.
5. **Spell Resistance.**
6. **Antimagic Field.**
Taldock's Spell Inhibitor. Weakens spells cast within 100ft. (RR)
7. **Repulsion.**
8. **Mind Blank.**
9. **Prismatic Sphere.**

Rainbow Domain

Deity: Syhana

Granted Power: The cleric gains +2 vs all spells affecting vision and is immune to all forms of magical blindness.

Rainbow Domain Spells

1. **Color Spray.**
2. **Glitterdust.**
Hypnotic pattern.
3. **Fly.**
4. **Rainbow Pattern.** Lights prevent 24HD of creatures from attacking or moving away.
5. **Shield of Color.** Creates a shimmering shield that protects the caster from attack and shadow magic. (DD)
6. **Control Weather.**
7. **Prismatic Spray.**
8. **Prismatic Wall.**
9. **Prismatic Sphere.**

Secrets Domain

Deities: Idra

Granted Power: Once per day, clerics of secrets can receive a truthful answer to any single question. The question can be asked only of characters who share a language with the cleric. The person questioned may omit information or word her answer in a misleading manner, but she must answer and cannot lie.

Characters of level equal to or greater than the cleric get a Will save (DC equals the cleric's Charisma) to refuse to answer, but they still cannot lie.

Secrets Domain Spells

1. **Detect Secret Doors.**
2. **Message.**
3. **Dead Man's Eyes.** View the last minutes of a corpse's life from its view. (RR)
4. **Detect Thoughts.** Allows "listening" to surface thoughts.
5. **Mind Raid.** Allows reading of deep thoughts. (RR)
6. **Discern Lies.**
7. **Mirror Safe.** Creates an extradimensional space to store items. (RR)
8. **Inquisition.** Target must answer three questions truthfully. (RR)
9. **Prying Eyes.**
10. **True Seeing.**
11. **Sequester.**
12. **Discern Location.**
13. **Mind Blank.**
14. **Mind Share.** Allows caster to get truthful answers to any questions asked of subject. (DD)

Shadow Domain

Deities: Drendari

Granted Power: Add your level to Hide and Move Silently skill rolls while in shadow.

Shadow Domain Spells

1. **Reshape Shadow.** Changes the shape of a natural shadow. (RR)
Shade's Sight. Creature touched may look from nearby shadows. (RR)
2. **Gloom.** Creates an area of shadowy light around a touched object. (RR)
3. **Animate Shadow.** Shadows become ropes that entangle. (RR)
Shadow Strike. Damage inflicted on a shadow is transferred to its owner. (RR)
Shadow Touch. Caster has Strength-draining touch. (RR)
4. **Shadow Form of Lyrand.** Caster turns himself into a natural shadow. (RR)
Shadow Sheild. Protects the caster from sight and scrying. (RR)
5. **Curtain of Darkness.** Creates a black wall that blocks sight and scrying. (RR)
Imbue Shadow. Turns an ordinary shadow into a shadow creature. (RR)
6. **Shadow Smash.** Permanently turns any object into a shadow version of itself. (RR)
7. **Shadow Walk.** Step into shadow to travel rapidly. (RR)
8. **Shadow Twin.** Turns a creature's shadow into a hostile twin. (RR)
9. **Eclipse.** Causes the sun(s) in the sky to be eclipsed. (RR)

Strength Domain

Deities: Chardun, Goran, Vangal

Granted Powers: You can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to you level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day.

Strength Domain Spells

1. **Endure Elements.**
Shockwave Strike. Transmit the force of a bludgeoning weapon through the ground to an opponent. (RR)
2. **Bull's Strength.** Subject gains +4 Str for 1 min/level.
3. **Magic Vestment.** Armor or shield gains +1 enhancement/three levels.
4. **Sap Strength.** Steals the strength from an other creature. (RR2)
Spell Immunity.
5. **Brothers in Arms.** Allies exchange hit points and Strength between themselves. (RR)
Righteous Might.
6. **Stoneskin.**
7. **Bigby's Grasping Hand.**
Blaise's Iron Bead. Weaves an invisible protective magnetic barrier about the caster. (RR2)
8. **Bigby's Clenched Fist.** Large hand attacks your foes.
Strength of Kadum. Target receives a +1/level bonus to Strength. (RR)
9. **Bigby's Crushing Hand.** As Bigby's grasping hand, but stronger.

Sun Domain

1. **Endure Elements.***
2. **Heat Metal.**
3. **Searing Light.**
Sunspear.
4. **Fire Shield.**
Purifying Flames. Burns a foe every round until extinguished. (RR)
5. **Flame Strike.**
6. **Fire Seeds.**
7. **Sunbeam.**
Corean's Fire. Deals 1d6/level fire damage (max 20d6) and blinds, 15ft. radius. (RR2)
8. **Sunburst.**
9. **Prismatic Sphere.**

*Endure cold or fire only.

Travel Domain

Deities: Enkili, Nemorga, Tanil

Granted Powers: For a total of 1 round per your cleric level per day, you can act normally regardless of magical effects that impedes movement (similar to the effect of 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 is a spell-like ability. Survival is a class skill.

Travel Domain Spells

1. **Champion Swimmer.** The subject gains a +15 competence bonus to all Swim checks. (RR2)
Expeditious Retreat. Doubles your speed.
2. **Locate Object.** Senses direction toward object.
3. **Fly.** Subject flies at a speed of 60ft.
4. **Dimension Door.** Teleports you and up to 500 lbs.
5. **Teleport.** Instantly transports you anywhere.
6. **Find the Path.** Shows most direct way to a location.
7. **Teleport without Error.** As teleport, but no off-target arrival.
8. **Phase Door.** Invisible passage through wood or stone.
Rapid Journey. Allows multiple teleportations.
9. **Astral Projection.** Projects you and companions into Astral Plane.

Trickery Domain

Deities: Belsameth, Enkili, Hwyrdd, Tanil.

Granted Power: Bluff, Disguise, and Hide are class skills.

Trickery Domain Spells

1. **Disguise Self.** Change own appearance.
Reshape Shadow. Changes the shape of a natural shadow. (RR)
Penumbral Trap. Creates an area of phantasmal foes. (WW)
2. **Enkili's Prank.** Confuses the magic of a spellcaster, causing him to discharge the wrong spell. (RR)
Invisibility. Subject invisible 1 min/level or until it attacks.
Ricochete. Allows an arrow, sling bullet, or crossbow bolt to strike multiple targets in a single round. (RR2)
Veil of Lust. Caster appears highly desirable to target, gains +20 to Charisma-based rolls. (RR2)
3. **Nondetection.** Hides subject from divination and scrying.
4. **Confusion.** Makes subject behave oddly for 1 round/level.
Ghostdweomer. Creates a phantom dweomer around a spell or magic item to foil dispel magic attempts. (RR)
5. **False Vision.** Fools scrying with an illusion.
6. **Mislead.** Turns you invisible and creates an illusory double.
Reverse Illusion. A real object is cloaked by illusion. (RR)
7. **Screen.** Illusion hides area from vision and scrying.
8. **Polymorph any Object.** Changes any subject into anything else.
Convert. Subject gains belief in your god. (RR)
9. **Time Stop.** You act freely for 1d4 + 1 rounds.

Vengeance Domain

Deities: Sethris

Granted Power: If you have been harmed by a target in combat you may smite the foe during the following round, as per the spell holy smite. Any creature may be affected by this ability.

Vengeance Domain Spells

1. **Shield of Faith.** Aurea grants +2 or higher deflection bonus.
2. **Knock.** Opens locked or magically sealed door.
3. **Speak with Dead.** Corpse answers one questions/two levels.
4. **Dimensional Anchor.** Bars extradimensional movement.
5. **Mark of Justice.** Designates action that will trigger curse on subject.
6. **Vengeance of the Scorned.** Allows caster to find and defeat a single individual. (DD)
7. **Spell Turning.** Reflects 1d4+6 spell levels back at acaster.
8. **Discern Location.** Exact location of creature or object.
9. **Storm of Vengeance.** Storm rains acid, lightning and hail.

War Domain

Deities: Chardun, Corean, Vangal

Granted Power: Free Martial Weapon Proficiency and Weapon Focus with the diety's favored weapon.

1. **Magic Weapon.** Weapon gains +1 bonus.
Battlecry. Cone area effect that stuns opponents. (RR)
2. **Spiritual Weapon.** Magical weapon attacks on its own.
3. **Magic Vestment.** Armor or shield gains +1 enhancement/3 levels.
Sacred Weapon. Summons weapon that inflicts 1d10 damage and causes deafness. (RR)
Vangal's Blessing. One willing subject/level enters a berserker rage. (RR2)
4. **Divine Power.** You gain attack bonus, strength bonus and 1 hp/level.
5. **Flame Strike.** Smite foes with divine fire (1d6 damage/level).
6. **Blade Barrier.** Blades encircling you deal 1d6 damage/level.
7. **Power Word, Stun.** Stuns creature with up to 150 hp.
8. **Power Word, Blind.** Blinds 200 hp worth of creatures.
Recall Champion. Call a dead hero to aid you. (RR)
Purge the Taint of the Fallen. Caster creates a controlled fire that purifies a battleground of the shame visited upon it by the bodies of the conquered.(CA)
9. **Power Word, Kill.** Kills one tough subject or many weak ones.

Water Domain

Deity: Manawe.

Granted Power: Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3+ your Charisma modifier.

1. **Champion Swimmer.** The subject gains a +15 competence bonus to all Swim checks. (RR2)
Obscuring Mist. Fog surrounds you.
Bouyancy Net. Target is forced to the water's surface. (RR)
 2. **Fog Cloud.** Fog obscures vision.
 3. **Clarify Water.** Water is purified, and can be turned from brackish to fresh water. (BS)
Pressure Sphere. Increases water pressure to damage targets. (RR)
Water Breathing. Subjects can breathe underwater.
 4. **Control Water.** Raise, lower or part bodies of water.
Frostform. Caster's body becomes like ice, ranting Cold subtype and bonus cold damage to his unarmed attacks. (RR2)
 5. **Ice Storm.** Hail deals 5d6 damage in cylinder 40 ft across.
Blaise's Bead of Frost. Enchants bead to produce a blast of frost and numbing cold. (RR2)
 6. **Cone of Cold.** 1d6 cold damage/level.
Water Mastery. Allows the caster to shape and manipulate bodies of water. (BS)
 7. **Acid Fog.** Fog deals acid damage.
 8. **Horrid Wilting.** Deals 1d8 damage/level within 30 ft.
 9. **Elemental Swarm.*** Summons 2d4 large, 1d4 huge elementals.
- * Cast as a water spell only.