

CLERIC DOMAINS LIST

For World of Kulan

OFFICIAL D&D DOMAINS

Player's Handbook

Air	Earth	Law	Sun
Animal	Evil	Luck	Travel
Chaos	Fire	Magic	Trickery
Death	Good	Plant	War
Destruction	Healing	Protection	Water
	Knowledge	Strength	

Spell Compendium *

Balance	Elf	Mentalism	Rune
Cavern	Envy	Metal	Scalykind
Celerity	Family	Mind	Slime
Charm	Fate	Moon	Sloth
Cold	Force	Mysticism	Spell
Community	Glory	Nobility	Spider
Competition	Gluttony	Ocean	Storm
Courage	Gnome	Oracle	Suffering
Craft	Greed	Orc	Summoner
Creation	Halfling	Pact	Time
Darkness	Hatred	Pestilence	Trade (†)
Deathbound	Hunger	Planning	Tyranny
Domination	Illusion	Portal	Undeath
Dragon	Inquisition	Pride	Wealth
Dream	Liberation	Purification (†)	Windstorm
Drow (‡)	Lust	Renewal	Wrath
Dwarf	Madness	Retribution	
Planar Domains			
Abyss	Baator	Elysium	Limbo
Arborea	Celestia	Hades [called Tuonela]	Mechanus

* Many of these domains are duplicated in another reference, but players should use Spell Compendium before any other sourcebook, unless the DM says otherwise.

† See under "New Domains" for replacements for these domains. | ‡ Not available for a World of Kulan campaign.

Book of Exalted Deeds

Celestial	Joy
Endurance	Pleasure
Fey	Wrath *
Herald	

* See Spell Compendium.

Book of Vile Darkness

Bestial	Diabolic *
Demonic *	Pain

* Domain has been updated in either Fiendish Codex I or II.

Eberron Campaign Setting

Artifice	Deathless	Feast	Necromancer (†)
Charm *	Decay	Life	Passion
Commerce	Dragon Below (‡)	Madness *	Shadow
Community *	Exorcism	Meditation	Weather **

* See Spell Compendium. ** This domain is also in Complete Divine.

† The Necromancy domain under “New Domains” replaces this domain for Kulan.

‡ Not available for a World of Kulan campaign.

Fiendish Codex I: Hordes of the Abyss

Corruption **	Fury
Demonic *	Ooze
Entropy	Temptation

* This domain is also in the Book of Vile Darkness (v.3.0). **Also in Lords of Madness.

Fiendish Codex II: Tyrants of the Nine Hells

Diabolic *

* This domain is also in the Book of Vile Darkness (v.3.0).

Frostburn: Mastering the Perils of Ice and Snow

Cold *	Winter
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* See Spell Compendium.

Heroes of Horror

Dream *	Spite
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* See Spell Compendium.

Lords of Madness: The Book of Aberrations

Corruption **	Madness *
Force *	Mind *
Hatred *	Vile Darkness

* See Spell Compendium. **Also in Fiendish Codex I.

Sandstorm: Mastering the Perils of Fire and Sand

Nobility *	Sand
Repose	Summer
Rune *	Thirst

* See Spell Compendium.

Stormwrack: Mastering the Perils of Wind and Wave

Blackwater	Seafolk (†)
Ocean *	Storm *

* See Spell Compendium.

† A deity will either have this domain or the Undersea Domain from L&L Seafarer’s Handbook, but not both.

D20 SYSTEM DOMAINS

Bard's Gate

Cold *	Diplomacy	Vengeance (†)
Creation *	Shadow **	Vermin (‡)

* Use the domain of the same name from Spell Compendium.

** Use the Shadow domain from the Eberron Campaign Setting.

† The Retribution domain in Spell Compendium replaces this domain for Kulan.

‡ This domain is also listed in Gary Gygax's Necropolis. The Bard's Gate version is for 3.5.

Bluffside: City of the Edge

Affliction	Invention	Shadow *
Emotion	Mining	Skullduggery
History	Peace	

* Use the Shadow domain from the Eberron Campaign Setting.

Crime and Punishment

Justice

Dave Arneson's Blackmoor

Esteem	Entropy *	Obscuration
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* Use the Entropy domain from Fiendish Codex I.

Egyptian Adventures: Hamunaptra *

Community **	Doorways	Life **	Survival
Creation **	Fate **	Prophecy	Time **
Darkness **	Judgment	Secrets (†)	Vengeance
Death **			

* Many of these domains are unique to a Khemitian campaign set on the continent of Kanpur. Those with duplicates found in other sources are marked with a double asterisk (**). (The Prophecy and Vengeance domains are unique to Khemit. Other regions use the Oracle and Retribution domains.)

† The Secrecy domain under "New Domains" replaces this domain for Kulan. However, a player may choose to mix & match the domain spells from both domains, but the domain is always called "Secrecy" for Kulan.

Gary Gygax's Necropolis

Bounty	Protection [Khemit]	Serpent [Good]
Death [Good]	Serpent [Evil]	Vermin*

* This domain is also in Bard's Gate. That version is designed for v.3.5.

Hammer & Helm: A Guidebook to Dwarves

Armor	Fortitude	Sword
Construct	Stonehearth	

Legends & Lairs Seafarer's Handbook

Undersea (†)

† A deity will either have this domain or the Seafolk Domain from D&D Stormwrack, but not both.

Lords of the Peaks: The Essential Guide to Giants

Cavern *	Cloud	Giant
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* Use the domain of the same name from Spell Compendium.

Player's Guide to the Wilderlands

Blood	Darkness *
Charm *	Time *

* Use the domain of the same name from Spell Compendium.

Relics & Rituals: Olympus

Artifice *	Moon (†)	Wine
Beauty	Music (†)	
Marriage	Underworld	

* Use the domain of the same name from Spell Compendium.

† See under "New Domains" for replacements for these domains.

DOMAINS FROM DRAGON MAGAZINE

Evil Classes (#312)

Beguilement	Seduction	Spirit
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NEW DOMAINS

Apathy

Created by James Sutherland

Granted Power: 1/day you may attempt to affect a single target with a *gaze of uncaring*. This works like a gaze attack, except that you must use a standard action to use it. If the target fails a Will save (DC 10 + ½ your class level + your Charisma bonus), she will not react to actions that would normally draw its attention for 1d4 rounds as long as those actions do not harm or endanger it directly. The *gaze of uncaring* has a range of 60' and is a mind-affecting compulsion.

Apathy Domain Spells:

1. Sleep
2. Undetectable Alignment
3. Slow
4. Confusion
5. Mind Fog
6. Symbol of Apathy †
7. Repulsion
8. Mind Blank
9. Temporal Stasis

Art

Created by James Sutherland

Granted Power: You get a +2 competence bonus on any Craft check to make a work of art or any Perform check to perform a work of art.

Art Domain Spells:

1. Paint Memory †
2. Alustriel's Banner †
3. Stone Shape
4. Major Image
5. Advanced Illusion
6. Programmed Illusion
7. Captivating Art †
8. True Creation ⑧
9. Alter Reality †

Authority

Created by James Sutherland

Granted Power: The save DC of all your Compulsion sub-school spells increases by +1.

Authority Domain Spells:

1. Command
2. Hold Person
3. Suggestion
4. Charm Monster
5. Impeding Permission †
6. Geas/Quest
7. Thought Bind †
8. Demand
9. Dominate Monster

Balance

Created by James Sutherland

Granted Power: Your Balance domain spells have their caster level increased by +1.

Balance Domain Spells:

1. Analyze Balance †
2. Protection from Extremism †
3. Magic Circle against Extremism †
4. Dismissal
5. Atonement
6. Dispel Extremism †
7. Refuge
8. Aura of Balance †
9. Summon Nature's Ally IX

Dark Purity

Modified Purification Domain from D&D Spell Compendium

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

Dark Purity Domain Spells:

1. Resist Poison †
2. Deific Vengeance ⑧
3. Recitation ⑧
4. Castigate ⑧
5. Break Enchantment
6. Fires of Purity ⑧
7. Impotent Possessor ④
8. Mind Blank
9. Visage of the Deity, Greater ⑧

Ethereal

Created by Robert Blezard

Granted Power: Creatures attacking you from the Ethereal Plane cannot surprise you (i.e. character is never caught flat-footed). Plus, the cleric can turn and destroy or rebuke and command incorporeal undead as if 1 level higher.

Ethereal Domain Spells:

1. See Invisibility
2. Chamber ①
3. Ether Blast ①
4. Blink
5. Leomund's Secret Chest
6. True Seeing
7. Plane Shift
8. Ethereal Jaunt
9. Etherealness

Fear

Created by James Sutherland

Granted Power: The save DC of fear effects you produce increases by +1.

Fear Domain Spells:

1. Cause Fear
2. Scare
3. Fear
4. Phantasmal Killer
5. Nightmare
6. Symbol of Fear
7. Insanity
8. Fear Made Flesh †
9. Weird

Feline

Created by Robert Blezard

Granted Power: Balance, Climb, Hide, Jump, Listen, and Move Silently are class skills.

Feline Domain Spells:

1. Speak with Animals (felines only)
2. Animal Messenger (felines only)
3. Magic Fang
4. Cat's Grace
5. Greater Magic Fang
6. Animal Growth (felines only)
7. Summon Nature's Ally VII (felines only)
8. Animal Shapes
9. Shapechange

Forest

Created by Robert Blezard

Granted Power: The cleric has the Wild Empathy class ability as a druid of half the cleric's level.

Add Knowledge (nature) to your list of cleric class skills.

Forest Domain Spells:

1. Pass without Trace
2. Barkskin
3. Quench
4. Animal Growth
5. Tree Stride
6. Liveoak
7. Changestaff
8. Control Plants
9. Summon Nature's Ally IX

Insect

Created by Robert Blezard

Granted Power: Caster has a climb speed equal to his base speed.

Insect Domain Spells:

1. Spider Climb
2. Summon Swarm
3. Control Vermin †

4. Wanda's Crawling Force Missile †
5. Spiderform ®
6. Insect Plague
7. Wanda's Crawling Force Blast †
8. Creeping Doom
9. Spider Plague ②

Intoxication

Created by James Sutherland

Granted Power: Any penalties you suffer from intoxication are halved.

You gain a +2 bonus to saving throws vs. poisons.

Intoxication Domain Spells:

1. Intoxicate †
2. Tasha's Hideous Laughter
3. Black Visions †
4. Confusion
5. Nightmare
6. Hideous Hallucinations †
7. Vision
8. Otto's Irresistible Dance
9. Wave of Intoxicating Sweetness †

Light

Created by James Sutherland

Granted Power: You gain a +2 sacred bonus to all turning attempts.

Light Domain Spells:

1. Flare
2. Radiance †
3. Armor of Light †
4. Distill Sunlight †
5. The Light of Truth †
6. Searing Orb †
7. Sunbeam
8. Holy Aura
9. Sunburst

Love

Created by James Sutherland

Granted Power: You gain a +3 divine bonus on all Diplomacy skill checks.

Love Domain Spells:

1. Charm Person
2. Calm Emotions
3. Good Hope
4. Death Ward
5. Dream
6. Suggestion, Mass
7. Resurrection
8. Sympathy
9. Refuge

Mirror

Created by Robert Blezard

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

You gain a +2 divine bonus on all Craft (mirrormaking) skill checks.

Mirror Domain Spells:

1. Hypnotism
2. Mirror Image
3. Mirror Shield ^{EM}
4. Mirror Calling, Lesser ^{EM}
5. Scrying
6. True Seeing
7. Mirror Truth ^{EM}
8. Mirror Calling ^{EM}
9. Mirror Walking ①

Mountain

Created by Brian Malowany

Granted Power: The cleric that accepts this spiritual calling gains a physical manifestation of *mountain hardiness* [character actually grows 5% taller and 8% heavier, gains a Natural Armor bonus of +1.]

Mountain Domain Spells:

1. Foundation of Stone ^{SC}
2. Bear's Endurance
3. Unfailing Endurance ^{SC}
4. Wall of Stone
5. Boreal Wind ②
6. Wind Walk
7. Earthquake
8. Obedient Avalanche ②
9. Imprisonment

Music

Created by James Sutherland; modified for Kulan by Robert Blezard

Granted Power: The save DC of spells with the sonic descriptor you produce increases by 1.

Add Perform to your list of cleric class skills.

Music Domain Spells:

1. Nightingale †
2. Sonorous Hum ②
3. Sculpt Sound
4. Debilitating Decrescendo §
5. Paraphasic Pianissimo §
6. Song of Discord
7. Fearsome Fortissimo §
8. Otto's Irresistible Dance
9. Music of the Spheres †

Nautical

Created by Robert Blezard

Granted Power: Your Nautical domain spells have their caster level increased by +1.

Nautical Domain Spells:

1. Compass ‡
2. Becalm Sails †

3. Speed Ship †
4. Control Ship †
5. Control Water
6. Nautomancy ‡
7. Control Weather
8. Black Pearl Eye †
9. Storm of Vengeance

Necromancy

Created by Robert Blezard

Granted Power: The cleric can rebuke or command undead as if 2 levels higher.

Necromancy Domain Spells:

1. Detect Undead
2. Famish †
3. Animate Dead
4. Absorb Strength †
5. Create Undead
6. Brainkill †
7. Create Greater Undead
8. Spell Parasite †
9. Undead Gate §

North

Created by Robert Blezard

Granted Powers: The cleric permanently gains Endure Elements (cold) at 1st level.

Cleric gains a +1 bonus to all saving throws versus spells that inflict cold damage. If the spell doesn't normally allow a saving throw then the cleric receives one without a bonus.

Add Survival to your list of cleric class skills.

North Domain Spells:

1. Whirlwind of Ice §
2. Resist Nature ‡
3. Protection from Energy (cold)
4. Ice Web †
5. Wall of Ice
6. Blizzard ②
7. Ice Storm
8. Shroud of Winter †
9. Frost Aura †

Purity

Created by James Sutherland; modified for Kulan by Robert Blezard

Granted Power: Your alignment is not subject to involuntary magical change.

Purity Domain Spells:

1. Nimbus of Light ⑧
2. Remove Disease
3. Neutralize Poison
4. Atonement
5. Dance of the Unicorn ⑧
6. Heal
7. Righteous Wrath of the Faithful ⑧
8. Sunburst

9. True Purity †

Rage

Created by Robert Blezard

Granted Power: The cleric can rage as if a barbarian of the same level. Any cleric with levels in barbarian may stack their cleric levels with their barbarian levels.

Rage Domain Spells:

1. Bull's Strength
2. True Strike
3. Rage
4. Far Strike †
5. Ironheart *
6. Heroes' Feast
7. Regenerate
8. Iron Body
9. Foresight

Sacred Healing (variant)

Deities: Apollo, Issek, Jalivier.

Granted Power: The cleric receives Augment Healing as free feat and a +2 sacred bonus to the Healing skill checks and may use the skill upon any living creature; animal, humanoid and monstrous. Spontaneous metamagic heals cast by the cleric take only a standard action instead of a full-round action.

Sacred Healing Domain Spells:

1. Cure Light Wounds
2. Cure Moderate Wounds
3. Cure Serious Wounds
4. Blood of the Martyr ⑤
5. Energetic Healing ⑤
6. Heal
7. True Rest †
8. Heal, Mass
9. True Purity †

Seals

Created by James Sutherland

Granted Power: You get a +2 competence bonus on any Craft check and Disable Device check to seal a closing object.

May use Disable Device untrained.

Seals Domain Spells:

1. Hold Portal
2. Arcane Lock
3. Zone of Respite ①
4. Feedback †
5. Seal Portal ①
6. Word Lock †
7. Crushing Walls †
8. Forcage
9. Imprisonment

Secrecy

Created by James Sutherland

Granted Power: You gain a +1 competence bonus against divination spells cast at you that allow saving throws.

Add Bluff and Hide to your list of cleric class skills.

Secrecy Domain Spells:

1. Obscuring Mist
2. Moon Rune †
3. Nondetection
4. Illusory Wall
5. Mordenkainen's Private Sanctum
6. Veil
7. Sequester
8. Mind Blank
9. Great Secret †

Stellar

Created by Robert Blezard

Granted Power: The cleric has low-light vision under starlight conditions or while traveling in wildspace. If the cleric is of a race that already has low-light vision then the cleric can increase the range they can see by a factor of one (i.e. twice as far becomes three times as far).

Stellar Domain Spells:

1. Faerie Fire
2. Mantle of Shadows §
3. Moonbeam ⑧
4. Shadow Mask ⑧
5. Control Light *
6. Dawnspear §
7. Reverse Gravity
8. Searing Light
9. Dreamstealer §

Thought

Created by James Sutherland

Granted Power: Your Thought domain spells have their caster level increased by +1.

Thought Domain Spells:

1. Thought Capture †
2. Detect Thoughts
3. Telepathy †
4. Dominate Person
5. Solipsism †
6. Disbelief †
7. Feeblemind
8. Mass Charm Monster
9. Programmed Amnesia †

Trade

Created by James Sutherland; modified for Kulan by Robert Blezard

Granted Power: You save 10% on all monetary transactions. (This has no effect on the cost of magic item creation.)

Add Appraise to your list of cleric class skills.

Trade Domain Spells:

- 1 Hearty Greeting †
- 2 Eagle's Splendor
- 3 Suggestion
- 4 Verify †
- 5 Lockbox †
- 6 Trade †
- 7 Mass Suggestion
- 8 Affability †
- 9 Perfect Negotiator †

Twilight

Created by Robert Blezard; inspired by James Sutherland's Astral Domain

Granted Power: Once per day you may peer into the Plane of Twilight for two minutes per cleric level. You must concentrate to see into the Plane of Twilight. However, once you activate the power you may switch your perceptions from the Plane of Twilight to the Material Plane and back, for the duration of the power.

Twilight Domain Spells:

1. Avoid Planar Effects ①
2. Zone of Respite ①

3. Dimension Door
4. Dimensional Anchor
5. Teleport
6. Shadow Walk
7. Dimensional Lock
8. Greater Teleport
9. Astral Projection

Wall

Created by Kevin "Piratecat" Kulp and Dorian "Sagiro" Hart

Granted Power: 1/day, you add a +1 divine bonus/per cleric level to any one saving throw.

Wall Domain Spells:

- 1 Wall of Fog †
- 2 Wind Wall
- 3 Wall of Light †
- 4 Wall of Ice
- 5 Mirrored Wall †
- 6 Flexible Wall †
- 7 Mordenkainen's Magnificent Mansion
- 8 Velendo's Prismatic Wall †
- 9 Sovereign Wall †

① From D&D Manual of the Planes and/or D&D Planar Handbook (3E or 3.5E)

② From D&D Savage Species (3E)

③ From D&D Deities and Demigods (3E)

④ From D&D Book of Vile Darkness (3E)

⑤ From D&D Book of Exalted Deeds (3.5E)

⑥ From D&D Complete Arcane (3.5E)

⑦ From D&D Complete Adventurer (3.5E)

⑧ From D&D Complete Divine (3.5E)

⑨ From a D&D Environmental Series Supplement (i.e. Frostburn) (3.5E)

⑩ From Forgotten Realms Campaign Setting (3E)

Ⓔ From Forgotten Realms Lords of Darkness (3E)

ⓧ From D&D Complete Warrior (3.5E)

Ⓜ From D&D Miniatures Handbook (3.5E)

^{XPH} From D&D Expanded Psionics Handbook. (3.5E)

^D From D&D Draconomicon: The Book of Dragons (3.5E)

^L From D&D Libris Mortis: The Book of Undead (3.5E)

^{SC} From D&D Spell Compendium. (3.5E)

^f From Freeport: The City of Adventure (d20/3E)

† From [Spells 3.5 document](#) for World of Kulan

‡ From Legends & Lairs Seafarer's Handbook (d20/3E)

§ From Legends & Lairs Spells and Spellcraft (d20/3E)

^{Bas} From a Bastion Press sourcebook (i.e. Into the Black) (d20/3E or 3.5E)

^{EM} From The Complete Book of Eldritch Might (d20/3.5E)

^{Mal} From another Malhavoc Press sourcebook (i.e. Anger of Angels) [d20/3E or 3.5E]

* From Relics & Rituals (d20/3E)