

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	

Book of Exalted Deeds

Celestial	Joy
Endurance	Pleasure
Fey	Wrath
Herald	

Book of Vile Darkness

Bestial	Diabolic *
Demonic *	Pain

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

Complete Divine

Celerity	Domination	Liberation	Pact
Cold *	Dream	Madness *	Pestilence
Community	Force *	Mind *	Purification (†)
Competition	Glory	Mysticism	Summoner
Creation	Inquisition	Oracle	Weather

* Domain is duplicated in another reference, but players should use Complete Divine before any other sourcebook, unless the DM says otherwise.

† See “Purity” under “New Domains”.

Complete Warrior

Courage	Planning
Fate	Tyranny

Deities and Demigods

Artifice	Charm
Darkness	Scalykind

Draconomicon: The Book of Dragons

Dragon	Greed	Wealth
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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).

FORGOTTEN REALMS Campaign Setting

Craft	Gnome	Moon	Slime
Dwarf	Halfling	Portal	Spider
Elf	Illusion	Renewal	Suffering
Family	Metal	Retribution	Time
	Orc	Spell	

Frostburn: Mastering the Perils of Ice and Snow

Cold *	Winter
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* See Complete Divine.

Heroes of Horror

Dream *	Spite
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* See Complete Divine.

Libris Mortis: The Book of Undead

Deathbound	Hunger	Undeath
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Lords of Madness: The Book of Aberrations

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

* See Complete Divine. **Also in Fiendish Codex I.

Sandstorm: Mastering the Perils of Fire and Sand

Nobility	Sand
Repose	Summer
Rune	Thirst

Stormwrack: Mastering the Perils of Wind and Wave

Blackwater	Seafolk (†)
Ocean	Storm

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

D20 SYSTEM DOMAINS

Bluffside: City of the Edge

Affliction	Invention	Shadow
Emotion	Mining	Skullduggery
History	Peace	

Dave Arneson's Blackmoor

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

Gary Gygax's Necropolis

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

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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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 De&D Complete Divine

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

Healing (altered version)

Created by Brian Malovany

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

Healing Domain Spells:

1. Cure Light Wounds
2. Cure Moderate Wounds
3. Cure Serious Wounds
4. Cure Critical Wounds
5. Revivify
6. Heal
7. Regenerate
8. Heal, Mass
9. Miracle

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 Malovany

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 ^{FB}
6. Wind Walk
7. Earthquake
8. Obedient Avalanche ⑨
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. Brinkill †
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 ⑨

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

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. Forcecage
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 affect 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 ②
- 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 †

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- 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)
 - Ⓜ 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)
 - Ⓓ From D&D Draconomicon: The Book of Dragons (3.5E)
 - Ⓕ 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)