Angy



Healing Domain Spells

1. **Cure Light Wounds**
2. **Cure Moderate Wounds**
3. **Cure Serious Wounds**
4. Cure Critical Wounds
5. **Cure Light Wounds, Mass**
6. **Heal: Cures 10 points/level of damage, all diseases and mental conditions.**
7. Regenerate: Subject's severed limbs grow back
8. Cure Critical Wounds, Mass
9. Heal, Mass: As heal, but with several subjects.

Protection Domain Spells

1. Shield Other: You take half of subject's damage.
2. **Spell Resistance: Subject gains SR**
3. Mind Blank: Subject is immune to mental/emotional magic and scrying.

- **Exorcism removes all negative spells from a single friendly target.**
- **Bless causes the target to inflict maximum damage.**
- **Mirth gives the target maximum morale.**
- Mass Bless causes all friendly targets to do maximum damage.
- Mass Exorcism removes all negative spells from friendly targets.
- Mass Fervor causes all friendly targets to gain maximum morale.

Drogo



Water Domain Spells

1. **Obscuring Mist: Fog surrounds you.**
2. **Water Breathing: Subjects can breathe underwater.**
3. Ice Storm: Hail deals 40 ft. across.
4. Acid Fog: Fog deals acid damage.

- Create Illusion forms a duplicate of the creature with a number of Hit Points based on the level of the caster.
- **Ice Bolt does a number of points of cold damage based on the level of the caster to a single target within the line of sight of the caster.**
- **Steal Enchantment removes a beneficial spell from an enemy target and places it on a random friendly target.**
- **Forgetfulness restrains an enemy target from using ranged attacks for the duration of the combat.**
- Steal All Enchantments causes all beneficial enchantments on enemy targets to be removed and distributed randomly among friendly targets.
- Hypnotize brings the target under the caster's control for 3 turns.

Duro'than



War Domain Spells

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

Strength Domain Spells

1. **Bull's Strength: Subject gains +4 to Str for 1 min./level.**

Magic Domain Spells

1. Dispel Magic: Cancels magical spells and effects.
2. **Spell Resistance: Subject gains SR 12 + level.**
3. Antimagic Field: Negates magic within 10 ft.

Ias

Granted Power

You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect.

Death Domain Spells



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

- **Cowardice makes the target unable to attack an enemy with more total Hit Points for 3 turns.**
- **Create Illusion forms a duplicate of the creature with a number of Hit Points based on the level of the caster.**
- **Banish destroys a number of summoned creatures based on the caster's skill.**
- **Cancellation removes all beneficial spells from the target.**
- **Curse causes the target to do minimum damage in combat.**
- Power Drain causes the target's spells to cost double the normal Spell Points.
- **Unholy Song causes all Life targets to do 20% less damage and decreases their Melee and Ranged Defense by 20%.**
- **Weakness causes the target to do 25% less damage in combat.**
- Mass Curse
- Mass Weakness
- Mass Cancellation

Rissa



Fire Domain Spells

1. **Burning Hands: fire damage**
2. **Produce Flame: touch or thrown.**
3. **Wall of Fire: Passing through wall deals damage**
4. **Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.**
5. Fire Seeds: Acorns and berries become grenades and bombs.

Sun Domain Spells

1. **Endure Elements: Exist comfortably in hot or cold environments.**
2. **Searing Light: Ray deals 1d8/two levels, more against undead.**
3. **Sunbeam: Beam blinds and deals 4d6 damage.**

- **Bloodlust causes the friendly target to do 25% more damage in melee combat for the duration of the battle.**
- **Smoke Creates a 3x3 yard cloud that reduces all Ranged Attacks through the cloud by 50%.**
- **Fire Bolt is a powerful attack that does fire damage to a single target within the line of sight of the caster.**
- Bloodfrenzy causes all friendly targets to do 25% more damage in melee combat.
- **Fireball causes a 3x3 yard explosion of flames a round a target within the line of sight of the caster, doing fire damage to all targets within its blast.**
- Lightning summons a powerful bolt of electricity that does damage to a single target within the line of sight of the caster.
- Inferno causes fire damage to all targets within a 5x5 yard area. The initial target must be within the line of sight of the caster.
- Disintegrate is an extremely powerful magical attack directed at a single target within the line of sight of the caster. Targets killed by the Disintegrate spell cannot be raised or resurrected until combat ends.

Thorn



Animal Domain Spells

1. **Calm Animals: Calms (2d4 + level) HD of animals.**
2. **Hold Animal: Paralyzes one animal for 1 round/level.**
3. **Commune with Nature: Learn about terrain for 1 mile/level.**

Earth Domain Spells

1. **Magic Stone: Three stones become projectiles**
2. **Soften Earth and Stone: Turns stone to clay or dirt to sand or mud.**
3. Stone Shape: Sculpts stone into any shape.
4. Stoneskin M: Ignore 10 points of damage per attack.

Plant Domain Spells

1. Entangle: Plants entangle everyone in 40-ft.-radius.
2. Command Plants: Sway the actions of one or more plant creatures.
3. Wall of Thorns: Thorns damage anyone who tries to pass.

- Animal Messenger: Sends a Tiny animal to a specific place.
- **Delay Poison: Stops poison from harming subject for 1 hour/level.**
- **Detect Snares and Pits: Reveals natural or primitive traps.**
- **Endure Elements: Exist comfortably in hot or cold environments.**
- **Longstrider: Increases your speed.**
- **Snare: Creates a magic booby trap.**

Necromancy Ward prevents any Raise or Animate Dead spell from working for the duration of the combat.