

The Wanderer's Chronicles – Master Domain List

Air

Deities: Aerdrie Faenya, Alyssi, Amaurail, Pazrael, Sheela Peryroyl

Animal

Deities: Aerdrie Faenya, Baervan Wildwanderer, Baphomet, Briair, Brianthia, Cyrialia, Eshowdo, Fenmarel, Gaul, Hiatea, Karth, Malygru, Meelah, Mestarine, Pazrael, Solonor Thelandira, Thard Harr

Beauty

Deities: Selenia, Hanali Celanil

Granted Power: +4 bonus to Charisma 1/day for 10 minutes

Spells:

- 1) Hypnotism
- 2) Eagle's Splendor
- 3) Remove Blindness/deafness
- 4) Rainbow Pattern
- 5) Feeblemind
- 6) Mass suggestion
- 7) Symbol of Stunning
- 8) Otto's Irresistible Dance
- 9) Sympathy

Cavern

Deities: Callarduran Smoothhands, Dumathoin, Gak, Ghaunadaur, Gruumsh, Luthic, Segojan Earthcaller, Shanth, Skoraesus Stonebones

Chaos

Deities: Aerdrie Faenya, Angharradh, Bahgtru, Baphomet, Bashuria, Chaia, Corellon Larethian, Darcia, Deep Sashelas, Dugmaren Brightmantle, Dythesis, Elistraee, Erevan Ileserie, Fenmarel, Gaul, Ghaunadaur, Gravtor, Great Mother, Grolantor, Gruumsh, Haela Brightaxe, Hanali Celanil, Helisus, Hruggek, Ishalia, Kiransalee, Laogzed, Llyss, Lolth, Malygru, Meelah, Orcus, Pazrael, Rillifane Rallathil, Sehanine Moonbow, Selvetarm, Shargaas, Sharindlar, Solonor Thelandira, Stronmaus, Syssia, Thard Harr, Tythia, Urdlen, Valikos, Valis, Valk, Valmurail, Vaprak, Vashran, Vhaeraun

Charm

Deities: Bashuria, Elistraee, Gaugan, Hanali Celanil, Ogith, Sharindlar, Sheela Peryroyl

Claw

Deities: Briair

Granted Power: You grow claws. Small 1d4, Medium 1d6, Large 1d8 These claws do not interfere with normal function.

Spells:

- 1) Magic Fang
- 2) Spider Climb

3) Greater Magic Fang

4) Rusting Grasp

5) Stoneskin

6) Antilife Shell

7) Animal Shapes

8) Summon Nature's Ally VII

9) Shapechange

Cold

Deities: Amaurail

Compassion

Deities: Tor, Tibis

Granted Power: Cast *calm emotions* once per day

Spells:

- 1) Remove Fear
- 2) Calm Emotions
- 3) Good Hope
- 4) Cure Critical Wounds
- 5) Cure Light Wounds, Mass
- 6) Heroes' Feast
- 7) Refuge
- 8) Cure Critical Wounds, Mass
- 9) Freedom

Craft

Deities: Callarduran Smoothhands, Cereis, Dugmaren Brightmantle, Dumathoin, Flandal Steelskin, Garl Glittergold, Moradin Soulforger, Ogith,

Granted Power: Creation spells +1 level, Skill Focus (One craft skill)

Darkness

Deities: Lolth, Makus, Morgiss, Shanth, Shargaas

Death

Deities: B'har, Great Mother, Grolantor, Jothian, Kiransalee, Laogzed, Memnor, Orcus, Negrul, Shanth, Thogrin, Yurtus

Destruction

Deities: B'har, Bilbdoolpoolp, Cyrl, Ineval, Isthiss, Kothar, Laogzed, Lolth, Maglubiyet, Syssia, Thogrin, Thrym, Valikos, Valmurail, Vaprak, Xalthin, Yurtus

Drow

Deities: Elistraee, Ghaunadaur, Kiaransalee, Lolth, Selvetarm, Vhaeraun

Dwarf

Deities: Abbathor, Berronar Truesilver, Clangeddin Silverbeard, Dugmaren Brightmantle, Dumathoin, Gorm Gulthyn, Haela Brightaxe, Marthammor Duin, Moradin Soulforger, Sharindlar, Thard Harr, Vergadain

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Earth

Deities: Callarduran Smoothhands, Cereis, Cyralia, Dumathoin, Gak, Grolantor, Kurtulmak, Luthic, Moradin Soulforger, Segojan Earthcaller, Skoraeus Stonebones, Urdlen, Urogalan

Elf

Deities: Aerdrie Faenya, Angharradh, Corelleon Larethian, Deep Sashelas, Elistraee, Erevan Ileserie, Fenmarel Mestarine, Hanali Celanil, Labelas Enoreth, Rillifane Rallathil, Sehanine Moonbow, Solonor Thelandira, Vashran

Evil

Deities: Abbathor, Amaurail, B'har, Bahgtru, Baphomet, Blibdoolpoolp, Cyrl, Dythesis, Gaugan, Ghaunadaur, Great Mother, Grolantor, Gruumsh, Helisus, Hruggek, Ilneval, Ilsensine, Jothian, Kiaransalee, Kurtulmak, Lilithia, Lolth, Luthic, Makus, Maglubiyet, Malygru, Memnor, Negrul, Orcus, Pazrael, Sekolah, Selvetarm, Shanth, Shargaas, Surtr, Syssia, Thogrin, Thrym, Tiamat, Urdlen, Valikos, Valmurail, Vaprak, Vhaeraun, Xalthin, Yurtus

Family

Deities: Berronar Truesilver, Cyrrollalee, Hiatea, Kendria, Llyss, Luthic, Yondalla

Fate

Deities: Deth, Helisus, Savan

Fire

Deities: Cereis, Haela Brightaxe, Kothar, Meelah, Nissria, Surtr, Valikos

Gnome

Deities: Baervan Wildwander, Baravar Cloakshadow, Callarduran Smoothhands, Flandal Steelskin, Gaerdal Ironhand, Garl Glittergold, Segojan Earthcaller, Urdlen

Good

Deities: Aerdrie Faenya, Angharrath, Arvoreen, Baervan Wildwanderer, Bahamut, Baravar Cloakshadow, Berronar Truesilver, Briair, Brianthia, Clangeddin Silverbeard, Corelleon Larethian, Cyrrollalee, Darcia, Deep Sashelas, Dugmaren Brightmantle, Elistraee, Flandal Steelskin, Gaerdal Ironhand, Garl Glittergold, Gaul, Gorm Gulthyn, Haela Brightaxe, Hanali Celanil, Hiatea, Iallanis, Karth, Kendria, Labelas Enoreth, Llyss, Marthammor Duin, Moradin Soulforger, Myiala, Nissria, Panthra Kar, Rillifane Rallathil, Segojan Earthcaller, Sehanine Moonbow, Selenia, Sharindlar, Solonor Thelandira, Stronmaus, Thard Harr, Tibis, Tissana, Tor, Tythia, Valis, Yondalla

Halfling

Deities: Arvoreen, Brandobaris, Cyrrollalee, Sheela Peryoryl, Urogalan, Yondalla

Hatred

Deities: Baphomet, Cyrl, Ghaunadaur, Great Mother, Grolantor, Gruumsh, Kurtulmak, Urdlen

Healing

Deities: Bahamut, Berronar Truesilver, Briair, Cyralia, Darcia, Iallanis, Karth, Kendria, Luthic, Nissria, Ol-Pia, Panthra Kar, Selenia, Sharindlar, Skoraeus Stonebones, Tissana, Tor

Hunting

Deities: Gaul, Karth

Granted Power: Favored enemy as a ranger. Choose one creature from the list of ranger favored enemies. The bonus increases as your cleric level increases.

You do not gain additional favored enemies, however.

Spells:

- 1) Hide from Animals
- 2) Hold Animal
- 3) Summon Nature's Ally III
- 4) Water Walk
- 5) Summon Monster V
- 6) Bear's Endurance, Mass
- 7) Wind Walk
- 8) Animal Shapes
- 9) Shambler

Illusion

Deities: Alyssi, B'har, Baravar Cloakshadow, Cyrl, Dythesis, Myiala, Sehanine Moonbow, Shanth

Knowledge

Deities: Angharradh, Aunam, Cereis, Darwin, Deep Sashelas, Dugmaren Brightmantle, Dumathoin, Faldanna, Gobus, Ilsensine, Labelas Enoreth, Morgiss, Memnor, Myiala, Ogith, Savan, Sehanine Moonbow, Shanth, Skoraeus Stonebones, Thrak

Law

Deities: Arvoreen, Bahamut, Baronin, Berronar Truesilver, Brias, Clangeddin Silverbeard, Cyrrollalee, Darwin, Deth, Gaerdal Ironhand, Garl Glittergold, Gaugan, Gorm Gulthyn, Ilsensine, Jenth Trian, Kurtulmak, Lilithia, Moradin Soulforger, Panthra Kar, Savan, Sekolah, Thogrin, Tiamat, Tibis, Tor, Urogalan, Xalthin, Yondalla

Luck

Deities: Abbathor, Brandobaris, Erevan Ileserie, Haela Brightaxe, Helisus, Jothian, Llyss, Makus, Ogith, Selenia, Tythia, Valis, Vergadain

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Madness

Deities: Dythesis

Magic

Deities: Aunam, Corelleon Larethian, Darwin, Faldanna, Hanali Celanil, Ishalia, Ilsensine, Meelah, Myiala, Negrul, Savan, Thrym, Tiamat

Mentalism

Deities: Gobus, Ilsensine, Memnor

Metal

Deities: Cereis, Dumathoin, Flandal Steelskin, Gak

Mind

Deities: Gobus, Ilsensine, Memnor

Moon

Deities: Darcia, Elistraee, Hiatea, Malygru, Sehanine Moonbow, Sharindlar

Nobility

Deities: Bahamut, Baronin, Jenth Trian, Kendria, Ol-Pia, Tibis, Tor

Ocean

Deities: Deep Sashelas, Isthiss, Sekolah, Valmurail

Orc

Deities: Gruumsh, Ilneval, Luthic, Shargaas, Yurtus

Planning

Deities: Cereis, Ilneval, Jenth Trian, Maglubiyet

Plant

Deities: Angharradh, Aunam, Baervan Wildwanderer, Brianthia, Cyrialia, Eshowdo, Fenmarel Mestarine, Gaul, Golia, Hiatea, Karth, Rillifane Rallathil, Sheela Peryroyl, Solonor Thelandira, Thard Harr

Protection

Deities: Angharradh, Arvoreen, Baravar Cloakshadow, Baronin, Berronar Truesilver, Briair, Brias, Chaia, Corellon Larethian, Darcia, Deth, Dumathoin, Eshowdo, Gaerdal Ironhand, Garl Glittergold, Golia, Gorm Gulthyn, Gravtor, Hanali Celanil, Marthammer Duin, Moradin Soulforger, Nissria, Panthra Kar, Rillifane Rallathil, Selenia, Skoraesus Stonebones, Stronmaus, Thrak, Tor, Tythia, Urogalan, Yondalla

Quickness

Deities: Tissana

Granted Power: Free Weapon Finesse Feat

Spells:

- 1) Expeditious Retreat

- 2) Cat's Grace

- 3) Haste

- 4) Freedom of Movement

- 5) Shadow Walk

- 6) Cat's Grace, Mass

- 7) Ethereal Jaunt

- 8) Moment of Prescience

- 9) Foresight

Reason

Deities: Darwin, Gobus, Jenth Trian

Granted Power: You gain +4 on all saves vs. illusions and are allowed a save every round

Spells:

- 1) True Strike

- 2) Calm Emotions

- 3) Invisibility Purge

- 4) Discern Lies

- 5) Dimensional Anchor

- 6) Find the Path

- 7) Dictum

- 8) Dimensional Lock

- 9) Foresight

Renewal

Deities: Angharradh, Cyrialia, Eshowdo, Golia, Kothar

Repose

Deities: Deth, Nissria, Urogalan

Granted Power: Death touch 1/day

Spells:

- 1) Hide from Undead

- 2) Gentle Repose

- 3) Speak with Dead

- 4) Death Ward

- 5) Slay Living

- 6) Undeath to Death

- 7) Destruction

- 8) Surelife (PGtF p115)

- 9) Wail of the Banshee

Retribution

Deities: Baphomet, Kiaransalee, Lilithia, Vashran

Rune

Deities: Aunam, Dugmaren Brightmantle, Ishalia, Memnor, Myiala

Scalykind

Deities: Bahamut, Kurtulmak, Tiamat

Slime

Deities: Ghaunadaur, Ilsensine, Laogzed

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Song

Deities: Brianthia

Granted Power: Add Perform to list of class skills, bard song as a bard of ½ cleric level

Spells:

- 1) Enthrall
- 2) Tasha's Hideous Laughter
- 3) Sound Burst
- 4) Shout
- 5) Song of Discord
- 6) Sympathetic Vibration
- 7) Heroism, Greater
- 8) Suggestion, Mass
- 9) Wail of the Banshee

Spell

Deities: Dugmaren Brightmantle, Faldanna, Ishalia, Myiala, Negrul, Savan

Spider

Deities: Lolth, Selvetarm

Sport

Deities: Ol-Pia

Granted Power: Add Balance, Climb, Jump, Perform, Ride, Swim, and Tumble to your class skill list.

Spells:

- 1) Longstrider
- 2) Protection from Arrows
- 3) Water Breathing
- 4) Freedom of Movement
- 5) Cure Light Wounds, Mass
- 6) Heroes' Feast
- 7) Legend Lore
- 8) Shout, Greater
- 9) Regenerate

Storm

Deities: Aerdrie Faenya, Amaurail, Isthiss, Marthammor Duin, Stronmaus, Valikos

Strength

Deities: Bahgrtru, Brias, Clangeddin Silverbeard, Gak, Gravtor, Great Mother, Grummsh, Iallanis, Lilithia, Malygru, Sekolah, Thogrin, Valk, Valmurail

Suffering

Deities: Kothar, Lilithia, Syssia, Yurtus

Sun

Deities: Aunam, Hiatea, Iallanis, Nissria

Time

Deities: Gak, Labelas Enoreth, Panthra Kar, Thogrin

Trade

Deities: Abbathor, Thrak, Vergadain

Travel

Deities: Alyssi, Baervan Wildwanderer, Bashuria, Brandobaris, Chaia, Darcia, Deth, Elistrae, Fenmarel Mestarine, Isthiss, Marthammor Duin, Ogith, Sehanine Moonbow, Thrak, Valis, Vhaeraun

Trickery

Deities: Abbathor, Alyssi, B'har, Baravar Cloakshadow, Bashuria, Brandobaris, Chaia, Cyrl, Erevan Ilserie, Fenmarel Mestarine, Garl Glittergold, Gagan, Helisus, Hruggek, Jothian, Llyss, Lolth, Makus, Maglubiyet, Memnor, Morgiss, Ogith, Shargaas, Surtr, Tissana, Tythia, Vergadain, Vhaeraun

Tyranny

Deities: Ilsensine, Tiamat, Xalthin

Undeath

Deities: Kiaransalee, Negrul, Orcus, Sekolah, Shanth

Violence

Deities: Valikos, Valk

Granted Power: Rage as a barbarian once per day for 4 rounds + Con modifier. You are fatigued after.

Spells:

- 1) Cause Fear
- 2) Shout
- 3) Rage
- 4) Greater Magic Weapon
- 5) Slay Living
- 6) Blade Barrier
- 7) Greater Shout
- 8) Bigby's Clenched Fist
- 9) Wail of the Banshee

War

Deities: Arvoreen, Bahamut, Berronar Truesilver, Brias, Clangeddin Silverbeard, Corellon Larethian, Dugmaren Brightmantle, Dumathoin, Gaerdal Ironhand, Gaul, Gorm Gulthyn, Gravtor, Gruumsh, Haela Brightaxe, Hruggek, Ilneval, Jenth Trian, Kurtulmak, Marthammor Duin, Moradin Soulforger, Ol-Pia, Panthra Kar, Sekolah, Selvetarm, Sharindlar, Solonor Thelandira, Stronmaus, Surtr, Thard Harr, Thrym, Tissana, Tor, Valk, Vaprak, Vashran, Vergadain

Water

Deities: Amaurail, Blibdoolpoolp, Chaia, Deep Sashelas, Isthiss, Valmurail