

The Wanderer's Chronicles – Master Domain List

Domains are from the PHB, the Spell Compendium or the SRD. Custom domains have been reprinted here.

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

Balance

Deities: Chronopsis, Gak, Io

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: Astilabor, Callarduran Smoothhands, Darcia, Deep Sashelas, Dugmaren Brightmantle, Dumathoin, Gak, Ghaunadaur, Gruumsh, Luthic, Segojan Earthcaller, Shanth, Skoraesus Stonebones

Celerity

Deities: Aerdrie Faenya, Alyssi, Baervan Wildwanderer, Darcia,

Chaos

Deities: Aerdrie Faenya, Angharradh, Bahgru, Baphomet, Bashuria, Chaia, Corellon Larethian, Darcia, Deep Sashelas, Dugmaren Brightmantle, Dythesis, Elistraee, Erevan Ilesere, Fenmarel, Gaul, Ghaunadaur, Gravtor, Great Mother, Grolantor, Gruumsh, Haela Brightaxe, Hanali Celanil, Helisus, Hruggek, Ishalia, Kiaransalee, 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

Community

Deities: Berronar Truesilver, Brias, Cyrialia, Cyrrollalee, Gorm Gulthyn, Kendria, Tor, Yondalla

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

Competition

Deities: Ol-Pia

Courage

Deities: Briair, Corellon Larethian, Haela Brightaxe, Nissria, Tibis, Tissana, Tythia

Craft

Deities: Aunam, Callarduran Smoothhands, Cereis, Cyrrollalee, Dugmaren Brightmantle, Dumathoin, Flandal Steelskin, Garl Glittergold, Moradin Soulforger, Ogith,
Granted Power: Creation spells +1 level, Skill Focus (One craft skill)

The Wanderer's Chronicles – Master Domain List

Creation

Deities: Aunam, Cereis, Corellon Larethian, Cyrrollalee, Flandal Steelskin, Garl Glittergold, Moradin Soulforger

Darkness

Deities: Lolth, Makus, Morgiss, Shanth, Shargaas

Death

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

Deathbound

Deities: Falazure, Kiaransalee, Negrul, Shanth

Destruction

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

Domination

Deities: Gaugan, Gruumsh, Tiamat, Xalthin

Dream

Deities: Brianthia, Darcia, Llyss, Savan, Sehanine Moonbow, Sheela Peryroyl

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

Earth

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

Elf

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

Envy

Deities: Abbathor, Astilabor, Task

Evil

Deities: Abbathor, Amaurail, B'har, Bahgru, 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

Force

Deities: Bahamut, Corellon Larethian, Faldanna, Gobus, Myiala, Panthra Kar, Thogrin, Valikos, Vashran

Glory

Deities: Bahamut, Clangeddin Silverbeard, Gorm Gulthyn, Haela Brightaxe, Llyss, Nissria, Selenia

Gluttony

Deities: Malygru, Meelah

Gnome

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

Greed

Deities: Abbathor, Gaugan, Makus, Shanth, Task, Vhaeraun, Urdlen, Vaprak

Good

Deities: Aerdrie Faenya, Angharradh, Arvoreen, Baervan Wildwanderer, Bahamut, Baravar Cloakshadow, Berronar Truesilver, Briair, Brianthia, Clangeddin Silverbeard, Corellon 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,

The Wanderer's Chronicles – Master Domain List

Stronmaus, Thard Harr, Tibis, Tissana, Tor, Tythia, Valis, Yondalla

Halfling

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

Hatred

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

Healing

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

Hunger

Deities: Malygru, Shanth, Urdlen

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

Inquisition

Deities: Null

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 Ilesere, Haela Brightaxe, Helisus, Jothian, Llyss, Makus, Ogith, Selenia, Tythia, Valis, Vergadain

Lust

Deities: Bashuria, Lilithia, Luthic

Madness

Deities: Dythesis

Magic

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

Mentalism

Deities: Gobus, Ilsensine, Memnor

Metal

Deities: Cereis, Dumathoin, Fandal Steelskin, Gak

Mind

Deities: Gobus, Ilsensine, Memnor

Moon

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

Mysticism

Deities: Darcia, Sehanine Moonbow

Nobility

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

Ocean

Deities: Deep Sashelas, Isthiss, Sekolah, Valmurail

Oracle

Deities: Darcia, Savan, Sehanine Moonbow

Orc

Deities: Gruumsh, Ilneval, Luthic, Shargaas, Yurtus

Pact

Deities: Berronar Truesilver, Brias, Gak, Thrak, Tibis, Tor, Vergadain, Xalthin

Pestilence

The Wanderer's Chronicles – Master Domain List

Deities: Falazure, Syssia, 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

Portal

Deities: B'har, Baervan Wildwanderer, Brias, Darcia, Dumathoin, Elistraee, Makus, Marthammor Duin, Morgiss, Ogith, Panthra Kar, Sehanine Moonbow, Segojan Earthcaller, Valis

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, Marthammor Duin, Moradin Soulforger, Nissria, Panthra Kar, Rillifane Rallathil, Selenia, Skoraesus Stonebones, Stronmaus, Thrak, Tor, Tythia, Urogalan, Yondalla

Purification

Deities: Bahamut, Brianthia, Cyrialia, Kothar, Nissria

Quickness

Deities: Tissanana

Granted Power: Free Improved Initiative 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 against the illusion, even when not interacting directly with it.

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 - SRD
- 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

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

The Wanderer's Chronicles – Master Domain List

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: Bahgtru, Brias, Clangeddin Silverbeard, Gak, Gravtor, Great Mother, Gruumsh, 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, Elistraee, Fenmarel Mestarine, Isthiss, Marthammor Duin, Ogith, Sehanine Moonbow, Thrak, Valis, Vhaeraun

Trickery

Deities: Abbathor, Alyssi, B'har, Baravar Cloakshadow, Bashuria, Brandobaris, Chaia, Cyrl, Erevan Ilesere, Fenmarel Mestarine, Garl Glittergold, Gaugan, 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, Vaparak, Vashran, Vergadain

Water

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

Wealth

Deities: Abbathor, Astilabor, Garl Glittergold, Io, Makus, Sekolah, Task, Thrak, Urdlen, Vaparak, Vergadain

Windstorm

Deities: Aerdrie, Faenya, Alyssi, Amaurail, Garyx, Isthiss, Marthammor Duin, Stronmaus, Thrym, Valikos, Valmurail

Wrath

Deities: Bahgtru, Dythesis, Gruumsh, Malygru, Selvetarm, Urdlen, Valikos, Valk

NOTE: Planar domains, while they do exist, are based more on alignment and deity's home plane. All deities of appropriate alignment and home plane offer the proper planar domain.