

## CLERIC DOMAINS

## AIR DOMAIN

- ☐ ☐ ☐ 1 Obscuring Mist
- ☐ ☐ ☐ 2 Wind Wall
- ☐ ☐ ☐ 3 Gaseous Form
- ☐ ☐ ☐ 4 Air Walk
- ☐ ☐ ☐ 5 Control Winds
- ☐ ☐ ☐ 6 Chain Lightning
- ☐ ☐ ☐ 7 Control Weather
- ☐ ☐ ☐ 8 Whirlwind
- ☐ ☐ ☐ 9 Elemental Swarm [Air]

## ANIMAL DOMAIN

- ☐ ☐ ☐ 1 Calm Animals
- ☐ ☐ ☐ 2 Hold Animal
- ☐ ☐ ☐ 3 Dominate Animal
- ☐ ☐ ☐ 4 Repel Vermin
- ☐ ☐ ☐ 5 Commune with Nature
- ☐ ☐ ☐ 6 Antilife Shell
- ☐ ☐ ☐ 7 Animal Shapes
- ☐ ☐ ☐ 8 Creeping Doom
- ☐ ☐ ☐ 9 Shapechange

## CHAOS DOMAIN

- ☐ ☐ ☐ 1 Protection from Law
- ☐ ☐ ☐ 2 Shatter
- ☐ ☐ ☐ 3 Magic Circle against Law
- ☐ ☐ ☐ 4 Chaos Hammer
- ☐ ☐ ☐ 5 Dispel Law
- ☐ ☐ ☐ 6 Animal Objects
- ☐ ☐ ☐ 7 Word of Chaos
- ☐ ☐ ☐ 8 Cloak of Chaos
- ☐ ☐ ☐ 9 Summon Monster IX [Chaos]

## DEATH DOMAIN

- ☐ ☐ ☐ 1 Cause Fear
- ☐ ☐ ☐ 2 Death Knell
- ☐ ☐ ☐ 3 Animate Dead
- ☐ ☐ ☐ 4 Death Ward
- ☐ ☐ ☐ 5 Slay Living
- ☐ ☐ ☐ 6 Create Undead
- ☐ ☐ ☐ 7 Destruction
- ☐ ☐ ☐ 8 Create Greater Undead
- ☐ ☐ ☐ 9 Wail of the Banshee

## DESTRUCTION DOMAIN

- ☐ ☐ ☐ 1 Inflict Light Wounds
- ☐ ☐ ☐ 2 Shatter
- ☐ ☐ ☐ 3 Contagion
- ☐ ☐ ☐ 4 Inflict Critical Wounds
- ☐ ☐ ☐ 5 Circle of Doom
- ☐ ☐ ☐ 6 Harm
- ☐ ☐ ☐ 7 Disintegrate
- ☐ ☐ ☐ 8 Earthquake
- ☐ ☐ ☐ 9 Implosion

## EARTH DOMAIN

- ☐ ☐ ☐ 1 Magic Stone
- ☐ ☐ ☐ 2 Soften Earth and Stone
- ☐ ☐ ☐ 3 Stone Shape
- ☐ ☐ ☐ 4 Spike Stones
- ☐ ☐ ☐ 5 Wall of Stone
- ☐ ☐ ☐ 6 Stoneskin
- ☐ ☐ ☐ 7 Earthquake
- ☐ ☐ ☐ 8 Iron Body
- ☐ ☐ ☐ 9 Elemental Swarm [Earth]

## EVIL DOMAIN

- ☐ ☐ ☐ 1 Protection from Good
- ☐ ☐ ☐ 2 Desecrate
- ☐ ☐ ☐ 3 Magic Circle against Good
- ☐ ☐ ☐ 4 Unholy Blight
- ☐ ☐ ☐ 5 Dispel Good
- ☐ ☐ ☐ 6 Create Undead
- ☐ ☐ ☐ 7 Blasphemy
- ☐ ☐ ☐ 8 Unholy Aura
- ☐ ☐ ☐ 9 Summon Monster IX [Evil]

## FIRE DOMAIN

- ☐ ☐ ☐ 1 Burning Hands
- ☐ ☐ ☐ 2 Produce Flame
- ☐ ☐ ☐ 3 Resist Elements [Cold or Fire]
- ☐ ☐ ☐ 4 Wall of Fire
- ☐ ☐ ☐ 5 Fire Shield
- ☐ ☐ ☐ 6 Fire Seeds
- ☐ ☐ ☐ 7 Fire Storm
- ☐ ☐ ☐ 8 Incendiary Cloud
- ☐ ☐ ☐ 9 Elemental Swarm [Fire]

## GOOD DOMAIN

- ☐ ☐ ☐ 1 Protection from Evil
- ☐ ☐ ☐ 2 Aid
- ☐ ☐ ☐ 3 Magic Circle against Evil
- ☐ ☐ ☐ 4 Holy Smite
- ☐ ☐ ☐ 5 Dispel Evil
- ☐ ☐ ☐ 6 Blade Barrier
- ☐ ☐ ☐ 7 Holy Word
- ☐ ☐ ☐ 8 Holy Aura
- ☐ ☐ ☐ 9 Summon Monster IX [Good]

## HEALING DOMAIN

- ☐ ☐ ☐ 1 Cure Light Wounds
- ☐ ☐ ☐ 2 Cure Moderate Wounds
- ☐ ☐ ☐ 3 Cure Serious Wounds
- ☐ ☐ ☐ 4 Cure Critical Wounds
- ☐ ☐ ☐ 5 Healing Circle
- ☐ ☐ ☐ 6 Heal
- ☐ ☐ ☐ 7 Regenerate
- ☐ ☐ ☐ 8 Mass Heal
- ☐ ☐ ☐ 9 True Resurrection

## KNOWLEDGE DOMAIN

- ☐ ☐ ☐ 1 Detect Secret Doors
- ☐ ☐ ☐ 2 Detect Thoughts
- ☐ ☐ ☐ 3 Clairaudience/Clairvoyance
- ☐ ☐ ☐ 4 Divination
- ☐ ☐ ☐ 5 True Seeing
- ☐ ☐ ☐ 6 Find the Path
- ☐ ☐ ☐ 7 Legend Lore
- ☐ ☐ ☐ 8 Discern Location
- ☐ ☐ ☐ 9 Foresight

## LAW DOMAIN

- ☐ ☐ ☐ 1 Protection from Chaos
- ☐ ☐ ☐ 2 Calm Emotions
- ☐ ☐ ☐ 3 Magic Circle against Chaos
- ☐ ☐ ☐ 4 Order's Wrath
- ☐ ☐ ☐ 5 Dispel Chaos
- ☐ ☐ ☐ 6 Hold Monster
- ☐ ☐ ☐ 7 Dictum
- ☐ ☐ ☐ 8 Shield of Law
- ☐ ☐ ☐ 9 Summon Monster IX [Law]

## LUCK DOMAIN

- ☐ ☐ ☐ 1 Entropic Shield
- ☐ ☐ ☐ 2 Aid
- ☐ ☐ ☐ 3 Protection from Elements
- ☐ ☐ ☐ 4 Freedom of Movement
- ☐ ☐ ☐ 5 Break Enchantment
- ☐ ☐ ☐ 6 Misdemeanor
- ☐ ☐ ☐ 7 Spell Turning
- ☐ ☐ ☐ 8 Holy Aura
- ☐ ☐ ☐ 9 Miracle

## MAGIC DOMAIN

- ☐ ☐ ☐ 1 Nystul's Undetectable Aura
- ☐ ☐ ☐ 2 Identify
- ☐ ☐ ☐ 3 Dispel Magic
- ☐ ☐ ☐ 4 Imbue with Spell Ability
- ☐ ☐ ☐ 5 Spell Resistance
- ☐ ☐ ☐ 6 Antimagic Field
- ☐ ☐ ☐ 7 Spell Turning
- ☐ ☐ ☐ 8 Protection from Spells
- ☐ ☐ ☐ 9 Mordenkainen's Disjunction

## MISSIONARY DOMAIN (R&amp;R)

- ☐ ☐ ☐ 1 Mount
- ☐ ☐ ☐ 2 Charm Person
- ☐ ☐ ☐ 3 Divine Raiment (R&R)
- ☐ ☐ ☐ 4 Suggestion
- ☐ ☐ ☐ 5 Prying Eyes
- ☐ ☐ ☐ 6 Inquisition (R&R)
- ☐ ☐ ☐ 7 Incite (R&R)
- ☐ ☐ ☐ 8 Sympathy
- ☐ ☐ ☐ 9 Convert (R&R)

## PLANT DOMAIN

- ☐ ☐ ☐ 1 Entangle
- ☐ ☐ ☐ 2 Barkskin
- ☐ ☐ ☐ 3 Plant Growth
- ☐ ☐ ☐ 4 Control Plants
- ☐ ☐ ☐ 5 Wall of Thorns
- ☐ ☐ ☐ 6 Repel Wood
- ☐ ☐ ☐ 7 Changestaff
- ☐ ☐ ☐ 8 Command Plants
- ☐ ☐ ☐ 9 Shambler

## PROTECTION DOMAIN

- ☐ ☐ ☐ 1 Sanctuary
- ☐ ☐ ☐ 2 Shield Other
- ☐ ☐ ☐ 3 Protection from Elements
- ☐ ☐ ☐ 4 Spell Immunity
- ☐ ☐ ☐ 5 Spell Resistance
- ☐ ☐ ☐ 6 Antimagic Field
- ☐ ☐ ☐ 7 Repulsion
- ☐ ☐ ☐ 8 Mind Blank
- ☐ ☐ ☐ 9 Prismatic Sphere

## STRENGTH DOMAIN

- ☐ ☐ ☐ 1 Endure Elements
- ☐ ☐ ☐ 2 Bull's Strength
- ☐ ☐ ☐ 3 Magic Vestment
- ☐ ☐ ☐ 4 Spell Immunity
- ☐ ☐ ☐ 5 Righteous Might
- ☐ ☐ ☐ 6 Stoneskin
- ☐ ☐ ☐ 7 Bigby's Grasping Hand
- ☐ ☐ ☐ 8 Bigby's Clenched Fist
- ☐ ☐ ☐ 9 Bigby's Crushing Hand

## SUN DOMAIN

- ☐ ☐ ☐ 1 Endure Elements [Cold or Fire]
- ☐ ☐ ☐ 2 Heat Metal
- ☐ ☐ ☐ 3 Searing Light
- ☐ ☐ ☐ 4 Fire Shield
- ☐ ☐ ☐ 5 Flame Strike
- ☐ ☐ ☐ 6 Fire Seeds
- ☐ ☐ ☐ 7 Sunbeam
- ☐ ☐ ☐ 8 Sunburst
- ☐ ☐ ☐ 9 Prismatic Sphere

## TRAVEL DOMAIN

- ☐ ☐ ☐ 1 Expeditious Retreat
- ☐ ☐ ☐ 2 Locate Object
- ☐ ☐ ☐ 3 Fly
- ☐ ☐ ☐ 4 Dimension Door
- ☐ ☐ ☐ 5 Teleport
- ☐ ☐ ☐ 6 Find the Path
- ☐ ☐ ☐ 7 Teleport without Error
- ☐ ☐ ☐ 8 Phase Door
- ☐ ☐ ☐ 9 Astral Projection

## TRICKERY DOMAIN

- ☐ ☐ ☐ 1 Change Self
- ☐ ☐ ☐ 2 Invisibility
- ☐ ☐ ☐ 3 Nondetection
- ☐ ☐ ☐ 4 Confusion
- ☐ ☐ ☐ 5 False Vision
- ☐ ☐ ☐ 6 Misdemeanor
- ☐ ☐ ☐ 7 Screen
- ☐ ☐ ☐ 8 Polymorph Any Object
- ☐ ☐ ☐ 9 Time Stop