**Domain: Air**

Domain Power: *Lightning Arc:* Conjure an arc of lightning to deal 1d4 damage per cleric level to a single foe as a ranged touch attack. (Use: At Will)

Passive: *Electricity Resistance:* At 6th level, you gain 10% electrical immunity. At 12th level, this increases to 20%. At 20th level, to 30%.

1 – Obscuring Mist

2 – Eye of the Hurricane

3 – Call Lightning

4 – Defenestrating Sphere

**Domain: Animal**

Domain Power: *Speak With Animals:* Per the spell. 1 Use/Day.

Passive: *Animal Companion:* At 4th level, you gain the service of an animal companion.

1 – Calm Animals

2 – Cat’s Grace

3 – True Seeing

4 – Call Woodland Beings

**Domain: Death**

Domain Power: *Bleeding Touch:* As a melee touch attack, cause a creature to take 1d4 negative damage per cleric level and bleed an additional damage per round. (Use: At Will)

Passive: *Death’s Embrace:* At 8th level, spells that would deal negative energy damage to you instead heal you.

1 – Negative Energy Ray

2 – Death Knell

3 – Negative Energy Burst

4 – Phantasmal Killer

**Domain: Destruction**

Domain Power: *Destructive Smite:* As a free action, you may imbue your attacks with the raw power of destruction for one round. Enemies near a creature you hit in melee takes splash damage equal to one half your weapon damage—note that splash damage can never crit. (Cooldown: 1 Turn).

Domain Power: *Destructive Aura:* Beginning at 8th level, as a free action, you may generate an aura of destruction, causing all creatures in the area of effect (including you) to gain 5% vulnerability to all damage types for one round per cleric level. At 14th level, vulnerabilities increase to 10%. At 20th level, they increase to 15%. (Cooldown: 3 Turns)

1 – True Strike

2 – Shatter

3 – Rage

4 – Harm

**Domain: Earth**

Domain Power: *Acid Dart:* Conjure an acid dart to deal 1d4 damage per cleric level to a single foe as a ranged touch attack. (Use: At Will)

Passive: *Acid Resistance:* At 6th level, you gain 10% immunity. At 12th level, this increases to 20%. At 20th level, this increases to 30%.

1 – Magic Stone

2 – Soften Earth and Stone

3 – Stony Grasp

4 – Stoneskin

**Domain: Evil**

Domain Power: *Touch of Evil:* Deal 1d3 negative damage per cleric level as a melee touch attack. The affected creature is also sickened for one round per two cleric levels, incurring -2 AB, -2 damage, -2 saving throws, and -2 to skills. (Use: At Will)

Domain Power: *Scythe of Evil:* At 8th level, as a free action, you can imbue a weapon with the touch of the unholy, causing it to deal an additional 1d6 negative damage. This bonus is doubled against good-aligned creatures. Lasts 1 round per cleric level. (Cooldown: 3 Turns)

1 – Angry Ache

2 – Desecrate Weapon

3 – Clutch of Orcus

4 – Unholy Blight

**Domain: Fire**

Domain Power: *Fire Bolt:* Conjure a fire bolt to deal 1d4 fire damage per cleric level to a single foe as a ranged touch attack. (Use: At Will)

Passive: *Fire Resistance:* At 6th level, you gain 10% immunity. At 12th level, this increases to 20%. At 20th level, this increases to 30%.

1 – Burning Hands

2 – Produce Flame

3 – Fireball

4 – Wall of Fire

**Domain: Good**

Domain Power: *Touch of Good:* As a free action, touch a creature to give it a bonus to attack rolls, skills, and saving throws equal to half your cleric level for 1 round. (Cooldown: 3 Turns)

Domain Power: *Holy Lance:* At 8th level, as a free action, you can imbue a weapon with the touch of righteousness, causing it to deal an additional 1d6 divine damage. This bonus is doubled against evil-aligned creatures. Lasts 1 round per cleric level. (Cooldown: 3 Turns)

1 – Vision of Heaven

2 – Sanctify Weapon

3 – Hammer of Righteousness

4 – Holy Smite

**Domain: Healing**

Domain Power: *Healer’s Blessing:* Your heal spells are empowered.

Domain Power: *Heal Mastery: At 6th level,* your healing spells gain the ability to overheal up to three points per level.

1 – Vigor, Lesser

2 – Ilmater’s Tears

3 – Vigor

4 – Blood of the Martyr

**Domain: Knowledge**

Passive: You gain +3 lore.

Domain Power: *Lore Keeper:* As a melee touch attack, you may analyze a creature’s weaknesses. That creature incurs 10% vulnerability to all damage types for one round per cleric level. (Use: At Will)

Domain Power: *Remote Viewing:* Beginning at 6th level, you may create an invisible sensor that allows you to see and hear other creatures at range. You may control this censor, but it can travel no further than (some significant length) from you. (Use: 1 Use / Day)

1 – Comprehend Languages

2 – See Invisibility

3 – Speak with Dead

4 – True Seeing

**Domain: Magic**

Domain Power: *Hand of the Acolyte:* Channel a bolt of pure magical enemy from a melee weapon that strikes a target as a ranged touch attack (but use your wisdom modifier instead of dexterity for your attack roll). You deal damage as if you had wielded that weapon in melee combat. (Use: At Will)

Domain Power: *Dispelling Touch:* As a melee touch attack, dispel a target creature. Your caster level is uncapped for the ability. (Use: At Will)

1 – Mage Armor

2 – Melf’s Acid Arrow

3 – Negative Energy Burst

4 – Lesser Spell Breach

**Domain: Plant**

Domain Power: *Wooden Fist:* As a free action, your hands become hard as wood, covered in tiny thorns. Gain the benefits of Improved Unarmed Strike and deal bonus damage equal to one quarter of your cleric level when fighting unarmed (maximum: +5). Lasts for 1 round per cleric level. (Cooldown: 3 Turns)

Domain power: *Bramble Armor:* At 6th level, you may cause a host of wooden thorns to burst from you as a free action. Foes that strike you incur 1d6 points of piercing damage + 1 point per two cleric levels. Lasts for 1 round per cleric level. (Cooldown: 3 Turns)

1 – Entangle

2 – Barkskin

3 – Speak With Plants

4 – Vine Mine

**Domain: Protection**

Passive: You gain a +1 bonus to all saving throws. This bonus increases by 1 for every 5 cleric levels you possess.

Domain Power: *Resistant Touch:* As a standard action, you may transfer your saving throw bonus to another target. (Use: At Will)

Domain Power: *Aura of Protection:* At 8th level, as a free action, you can emit an aura that grants all allies a +1 dodge bonus to AC and 10% immunity to all elements. This dodge bonus increases by +1 for every 8 cleric levels you possess. At 14th level, the elemental immunities are doubled. (Cooldown: 3 Turns)

1 – Hide from Undead

2 – Shield Other

3 – Diamondsteel

4 – Spell Resistance

**Domain: Strength**

Domain Power: *Strength Surge:* As a standard action, you may grant a target a bonus to its melee AB and damage rolls equal to half your cleric level for one round. (Cooldown: 3 Turns)

Domain Power: *Might of the Gods:* At 8th level, you may increase your strength score by your cleric level for a number of rounds equal to your cleric level. (Cooldown: 3 Turns)

1 – Intensify Musculature

2 – Blood Frenzy

3 – Divine Power

4 – Spell Resistance

**Domain: Sun**

Passive: *Sun’s Blessing:* Your turn undead ability is enhanced. Additionally, whenever you damage undead with a positive energy spell, they take additional damage equal to your cleric level.

Domain Power: *Nimbus of Light:* At 8th level, you may evoke a nimbus of light as a free action. Undead within the light take damage equal to your cleric level each round. All darkness spells are dispelled. Lasts 1 round per cleric level. (Cooldown: 3 Turns)

1 – Sun Bolt

2 – Searing Light

3 – Flame Arrow

4 – Elemental Shield

**Domain: Travel**

Domain Power: *Agile Feet:* As a free action, you may gain the benefits of freedom for one round. (Cooldown: 3 Turns)

Domain Power: *Dimensional Hop:* Starting at 8th level, you may teleport a short distance as a free action. This may not be used to bypass obstacles. (Cooldown: 3 Turns)

1 – Longstrider

2 – Web

3 – Freedom of Movement

4 – Dimension Door

**Domain: Trickery**

Passive: You gain a +2 bonus to bluff, hide, and move silently checks.

Domain Power: *Copycat:* You may create an illusory double of yourself as a free action that lasts for one round per cleric level. While the double is active, you benefit from the effects of Greater Sanctuary. Your double deals no melee damage, but takes damage as if it were you. If it is destroyed, your sanctuary is removed; conversely, if your sanctuary is removed, it is destroyed. (Cooldown: 3 Turns)

Domain Power: *Master’s Illusion:* 1) At 8th level, as a standard action, you may target an enemy of medium or lesser size to store its appearance. (Use: At Will) 2) If used on yourself, you and all nearby allies take on the appearance of the stored enemy for 1 round per caster level. Creatures friendly to that enemy perceive you and your allies as friends, allowing them to benefit as if from a sanctuary spell. The save to disbeliev this effect is 10 + ½ Cleric Level + Wisdom Modifier. (Cooldown: 3 Turns)

1 – Disguise Self

2 – Invisibility

3 – Displacement

4 – Confusion

**Domain: War**

Domain Power: *Battle Rage:* As a free action, you may gain a damage bonus equal to half your cleric levels for one round. (Cooldown: 3 Turns)

Domain Power: *Weapon Master:* At 8th level, as a free action, you may gain access to one of the following feats for one round per cleric level—Called Shot, Knockdown, Disarm. (Cooldown: 3 Turns)

1 – True Strike

2 – Spiritual Weapon

3 – Divine Power

4 – Battletide

**Domain: Water**

Domain Power: *Icicle:* Conjure an icicle to deal 1d4 cold damage per cleric level to a single foe as a ranged touch attack. (Use: At Will)

Passive: *Cold Resistance:* At 6th level, you gain 10% immunity. At 12th level, this increases to 20%. At 20th level, this increases to 30%.

1 – Obscuring Mist

2 – Snilloc’s Snowball Swarm

3 – Ice Burst

4 – Ice Web