

## DEATH TOUCH

Death domain [Death] Spell like  
ONCE PER DAY

Target/Effect/Area: Range: *Touch*  
**1 living creat. touched**

If touched creature has less than 1d6 per cleric level hp dies.

Dur: Instantaneous AT: 1 a  
SR: 

Prep:
Used:

 ST: NONE  
YES

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SR: 

Prep:
Used:

 ST: NONE  
YES

## GOOD FORTUNE

Luck domain Extraordinary  
ONCE PER DAY

Target/Effect/Area: Range: *Pers.*  
**You**

Roll one roll just made.

Dur: - AT: -  
SR: 

Prep:
Used:

 ST: -  
-

## CAST AS WIZARD

Magic domain Feature  
CONTINUOUS

Target/Effect/Area: Range: *Pers.*  
**You**

Use spell completion/trigger as a wizard of half your cleric level.

Dur: - AT: -  
SR: 

Prep:
Used:

 ST: -  
-

## STRENGTH FEAT

Strength domain Supernatural  
ONCE PER DAY

Target/Effect/Area: Range: *Pers.*  
**You**

Gain Enhancement bonus to Strength equal to cleric level.

Dur: 1 r AT: f a  
SR: 

Prep:
Used:

 ST: -  
-

## EXTRA CLASS SKILLS

Trickery domain Feature  
CONTINUOUS

Target/Effect/Area: Range: *Pers.*  
**You**

Bluff, Disguise, and Hide are class skills.

Dur: - AT: -  
SR: 

Prep:
Used:

 ST: -  
-

## WEAPON OF THE DEITY

War domain Feature  
CONTINUOUS

Target/Effect/Area: Range: *Pers.*  
**You**

Weapon Proficiency and Focus with the deity's favored weapon.

Dur: - AT: -  
SR: 

Prep:
Used:

 ST: -  
-

## RESIST ENCHANTMENTS

Liberation domain Supernatural  
CONTINUOUS

Target/Effect/Area: Range: *Pers.*  
**You**

You gains +2 Morale bonus against enchantment spells or effects.

Dur: - AT: -  
SR: 

Prep:
Used:

 ST: -  
-

## TURN UNDEAD

Deity Supernatural  
3 + CHA MOD

Target/Effect/Area: Range: *60 ft.*  
**2d6+CL+Cha mod. HD of undeads**

Turn check cause undeads to flee. Destroy if small

Dur: 10 r AT: 1 a  
SR: 

Prep:
Used:

 ST: -  
-

## REBUKE UNDEAD

Deity Supernatural  
3 + CHA MOD

Target/Effect/Area: Range: *60 ft.*  
**2d6+CL+Cha mod. HD of undeads**

Rebuke check cause undeads to cower (+2 to attackers) Command if small

Dur: 10 r AT: 1 a  
SR: 

Prep:
Used:

 ST: -  
-

## BARBARIAN RAGE

Barbarian Extraordinary  
ONCE PER DAY

Target/Effect/Area: Range: *Pers.*  
**You**

Gain +4 Str/Cos, +2 Morale bonus Will saves, -2 AC

Dur: 5 + Cos. mod. r AT: f a  
SR: 

Prep:
Used:

 ST: -  
-

## SLAYING

Vi ner Supernatural  
ONCE PER DAY

Target/Effect/Area: Range: *Pers.*  
**You**

Turns you in your Slaad alter ego. Must be part of a Rage

Dur: Until discharged AT: 1 a  
SR: 

Prep:
Used:

 ST: -  
-

## PEARL OF POWER I

Magic object Trigger activated  
ONCE PER DAY

Target/Effect/Area: Range: *Pers.*  
**You**

You recall one cast spell up to level 1.

Dur: Instantaneous AT: 1 a  
SR: 

Prep:
Used:

 ST: -  
-

## NECKLACE OF KARMA

Magic object Trigger activated  
ONCE PER DAY

Target/Effect/Area: Range: *Pers.*  
**You**

Boost you divine caster level by 4.

Dur: 10 m AT: 1 a  
SR: 

Prep:
Used:

 ST: -  
-

## SUMMON SLAAD BLUE

Spell like ability Spell like  
ONCE PER DAY

Target/Effect/Area: Range: *Close*  
**Creature summoned**

Summon another blue slaad with 40% chance. Summoned slaad has 59 hp.

Dur: 1 h AT: 1 a  
SR: 

Prep:
Used:

 ST: NONE  
No

## CHAOS HAMMER

Spell like ability [Chaos] Spell like  
ONCE PER DAY

Target/Effect/Area: Range: *Medium*  
**20 ft. rad. spread**

1/2L damage (max 10L) and staggers lawful creatures for 1d6 rounds. Caster level 14.

Dur: Instantaneous AT: 1 a  
SR: 

Prep:
Used:

 ST: WILL HALF  
YES

## DIMENSION DOOR

Spell like ability [Teleportation] Spell like  
ONCE PER DAY

Target/Effect/Area: Range: *Long*  
**You and creat./obj. up to 50/L lb.**

Teleports you and subjects. Caster level 14.

Dur: Instantaneous AT: 1 a  
SR: 

Prep:
Used:

 ST: WILL NEG(O)  
YES(O)

## PASSWALL

Spell like ability Spell like  
TRICE PER DAY

Target/Effect/Area: Range: *Close*  
**Passage 5 ft. x 8 ft. x 1/L ft.**

Breaches walls 1/L ft. thick. Caster level 14.

Dur: 1/L h (D) AT: 1 a  
SR: 

Prep:
Used:

 ST: NONE  
No

## TELEKINESIS

*Spell like ability*

*Spell like*

AT WILL

Target/Effect/Area:

*See text*

Single thrust or lifts or moves  
25/L lb. at long range.

Caster level 14.

Dur: (\*)

SR:

(\*)

*Prep:*

*Used:*

AT: 1 a

ST:

(\*)

Range: *Long*

**EqvLv1 5**

**PHB264**

## INDUCE RAGE

*Spell like ability*

*Spell like*

AT WILL

Target/Effect/Area:

*1 living creat.*

Creature gains +2 Morale bonus  
to Str./Cos., +1 Morale Will  
saves, -1 AC.

Caster level 14. Reduced Emotion(Rage)

Dur: 3 + Cos. mod. r

SR:

YES

*Prep:*

*Used:*

Range: *Medium*

**EqvLv1 2**

**PHB199**

AT: 1 a

ST:

WILL NEG