

## DEATH TOUCH

Death domain [Death] Spell like  
ONCE PER DAY

Target/Effect/Area: **1 living creat. touched**  
If touched creature has less than 1d6 per cleric level hp dies.

Dur: Instantaneous  
SR: 

Prep:
Used:

  
YES

## DEATH TOUCH

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

Dur: Instantaneous  
SR: 

Prep:
Used:

  
NONE

## GOOD FORTUNE

Luck domain Extraordinary  
ONCE PER DAY

Target/Effect/Area: **You**  
Reroll one roll just made.

Dur: -  
SR: 

Prep:
Used:

  
-

## CAST AS WIZARD

Magic domain Feature  
CONTINUOUS

Target/Effect/Area: **You**  
Use spell completion/trigger as 1/2 cleric level wizard.

Dur: -  
SR: 

Prep:
Used:

  
-

## STRENGTH FEAT

Strength domain Supernatural  
ONCE PER DAY

Target/Effect/Area: **You**  
Gain Enhancement bonus to Strength equal to cleric level.

Dur: 1 r  
SR: 

Prep:
Used:

  
-

## EXTRA CLASS SKILLS

Trickery domain Feature  
CONTINUOUS

Target/Effect/Area: **You**  
Bluff, Disguise, and Hide are class skills.

Dur: -  
SR: 

Prep:
Used:

  
-

## WEAPON OF THE DEITY

War domain Feature  
CONTINUOUS

Target/Effect/Area: **You**  
Weapon Proficiency and Focus with the deity's favored weapon.

Dur: -  
SR: 

Prep:
Used:

  
-

## SECOND CHANCE

Liberation domain Supernatural  
AT WILL

Target/Effect/Area: **You**  
Retry failed save against charm/compulsion/fear 1 round later.

Dur: -  
SR: 

Prep:
Used:

  
-

## TURN UNDEAD

Deity Supernatural  
3 + CHA MOD

Target/Effect/Area: **2d6+CL+Cha mod. HD of undeads**  
Turn check cause undeads to flee.

Dur: 10 r  
SR: 

Prep:
Used:

  
-

## REBUKE UNDEAD

Deity Supernatural  
3 + CHA MOD

Target/Effect/Area: **2d6+CL+Cha mod. HD of undeads**  
Rebuke check cause undeads to cower (+2 to attackers)

Dur: 10 r  
SR: 

Prep:
Used:

  
-

## BARBARIAN RAGE

Barbarian Extraordinary  
ONCE PER DAY

Target/Effect/Area: **You**  
Gain +4 Str/Cos, +2 Morale bonus Will saves, -2 AC

Dur: 5 + Cos. mod. r  
SR: 

Prep:
Used:

  
-

## SLADYING

*Vi ner* Supernatural  
ONCE PER DAY

Target/Effect/Area: **You**  
Turns you in your Slaad alter ego.

Dur: Until discharged  
SR: 

Prep:
Used:

  
-

## PEARL OF POWER I

Magic object Trigger activated  
ONCE PER DAY

Target/Effect/Area: **You**  
You recall one cast spell up to level 1.

Dur: Instantaneous  
SR: 

Prep:
Used:

  
-

## NECKLACE OF KARMA

Magic object Trigger activated  
ONCE PER DAY

Target/Effect/Area: **You**  
Boost you divine caster level by 4.

Dur: 10 m  
SR: 

Prep:
Used:

  
-

## SUMMON SLAAD BLUE

Spell like ability Spell like  
ONCE PER DAY

Target/Effect/Area: **Creature summoned**  
Summon another blue slaad with 40% chance.

Dur: 1 h  
SR: 

Prep:
Used:

  
No

## CHAOS HAMMER

Spell like ability [Chaos] Spell like  
ONCE PER DAY

Target/Effect/Area: **20 ft. rad. spread**  
1/2L damage (max 10L) and staggers lawful creatures for 1d6 rounds.

Dur: Instantaneous  
SR: 

Prep:
Used:

  
NONE

## DIMENSION DOOR

Spell like ability [Teleportation] Spell like  
ONCE PER DAY

Target/Effect/Area: **You and creat./obj. up to 50/L lb.**  
Teleports you and subjects.

Dur: Instantaneous  
SR: 

Prep:
Used:

  
WILL HALF

## PASSWALL

Spell like ability Spell like  
TRICE PER DAY

Target/Effect/Area: **Passage 5 ft. x 8 ft. x 1/L ft.**  
Breaches walls 1/L ft. thick.

Dur: 1/L h (D)  
SR: 

Prep:
Used:

  
NO

## TELEKINESIS

## INDUCE RAGE

AT WILL

*Spell like ability*

Spell like

AT WILL

*Spell like ability*

Spell like

Target/Effect/Area:

*See text*

Range: *Long*

EqvLv1 5

Target/Effect/Area:  
*1 living creat.*

Range: *Medium*

EqvLv1 2

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

PHB204

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

PHB199

Caster level 14.

Caster level 14. Reduced Emotion(Rage)

Dur: (\*)

AT: 1 a

Dur: 3 + Cos. mod. r

AT: 1 a

SR:

*Prep:*

ST:

SR:

*Prep:*

ST:

(\*)

*Used:*

(\*)

YES

*Used:*

WILL NEG