

The Sorcerer Domain System

Magical power is his birthright, and arcane energies leap to obey his commands. His very blood is the essence of the mystical forces that underlie creation.

He is the sorcerer.

This system attempts to evoke in rules terms the magical heritage of the sorcerer that is mentioned in his Core Rulebook I entry, yet not truly followed through in the rules. In this system, the sorcerer is born to power, either by circumstance of birth or by the nature of his ancestors.

It should be noted that various potential ancestor creatures may have different sorcerous connotations based on an individual DM's campaign world. If in one setting all dragons are symbols of strength, and are used as such on heraldry and so forth, then adding Strength to the draconic bloodlines might work better in a campaign set in such a place. Consider the differences that would need to be made in Dark Sun, for example, to use this system. Also note that some of the bloodlines have more 'conceptual' grounding, such as the elements. Fire is in many cultures a vital, active force, and so Vitality was created as a domain for Fire Elementals. Such conceptual groundings will need to be catered to individually in a campaign.

In the end, it is encouraged that you tinker, customize, and do whatever it takes to make this system fit your vision of sorcery!

Some bloodlines have more domains than others. This is usually because certain creatures have more symbolic or mythic significance, such as devils, demons, dragons, titans, and so forth - their flavor is a blend of many ideas. While it adds more choices, any one sorcerer is only going to ever have two domains, so it adds no extra 'power' to those sorcerers who choose such bloodlines.

Alt.Sorcerer (Domain Based)

Proficiencies: as per PHB

Skills: as per PHB

Familiar: as per PHB

Hit Dice, BAB, Saves: as per PHB

Spells per day: As per PHB

Spells Known: See below

Choose a source of sorcerous powers (bloodline).

At first level, select **one** domain from that source's domains, **nine** 0-level spells from the sorcerer/wizard spell list, and **one** first level spell from the sorcerer/wizard list.

At second level, select **two** spells of *any level* you can cast from the wizard/wizard list and add them to your spells known. At third level, select your second domain from your bloodline's list of domains.

At every other level at which new domain spells do not become available to you (for example 5th, 7th, 9th, 11th, etc) select any two spells of any level you can cast from the wizard/wizard spell list.

When adding Sorcerer Spells, they may be of any level the sorcerer can cast or lower. Thus, the sorcerer's spells known may vary depending on where the sorcerer focuses his learning. This allows the sorcerer greater flexibility with the few spell choices he must make.

The symbol '#' signifies a number that will vary, based on the sorcerer's flexible allocation of new spells on levels 2, 5, 7, 9, 11, 13, 15, 17, 19, and 20. The use of 'd' signifies the first arcane domain and its spells. The use of '2d' signifies the spells from both of the sorcerer's arcane domains. Only one domain spell is learned from each domain, though on odd levels, a sorcerer may learn spells not previously chosen from the alternative spell options on his Domain spell lists.

Sorcerer Spells Known											
Lvl	0	1	2	3	4	5	6	7	8	9	Special Abilities
0	6	d									
1	9	1+d									First Domain
2	#	#+d									+ 2 Sorc. Spells
3	#	#+2d									Second Domain
4	#	#+2d	2d								
5	#	#+2d	#+2d								+ 2 Sorc. Spells
6	#	#+2d	#+2d	2d							
7	#	#+2d	#+2d	#+2d							+ 2 Sorc. Spells
8	#	#+2d	#+2d	#+2d	2d						
9	#	#+2d	#+2d	#+2d	#+2d						+ 2 Sorc. Spells
10	#	#+2d	#+2d	#+2d	#+2d	2d					
11	#	#+2d	#+2d	#+2d	#+2d	#+2d					+ 2 Sorc. Spells
12	#	#+2d	#+2d	#+2d	#+2d	#+2d	2d				
13	#	#+2d	#+2d	#+2d	#+2d	#+2d	#+2d				+ 2 Sorc. Spells
14	#	#+2d	#+2d	#+2d	#+2d	#+2d	#+2d	2d			
15	#	#+2d			+ 2 Sorc. Spells						
16	#	#+2d	2d								
17	#	#+2d		+ 2 Sorc. Spells							
18	#	#+2d	2d								
19	#	#+2d	+ 1 Sorc. Spell								
20	#	#+2d	+ 1 Sorc. Spell								

Bloodlines:

These are open to creation and customization. Look upon these as examples only, as the flavor of a sorcerer's mystic ancestors may change from campaign to campaign.

<i>Celestials:</i>	
Archon	Celestia, Healing, Light, Summoning, Transport
Eladrin	Celestia, Chaos, Light, Summoning
<i>Fiends:</i>	
Devilblood/Devilpact	Anathema, Evil, Law, Summoning, Trickery, Tyranny
Demonblood/Demonpact	Anathema, Chaos, Destruction, Evil, Hatred, Summoning
Succubus	Anathema, Beguiling, Chaos, Evil
<i>Dragons:</i>	
Bahamut	Air, Celestia, Erudition, Good, Law
Gold Dragon	Erudition, Flame, Good, Law, Luck
Silver Dragon	Air, Erudition, Frost, Good, Law
Green Dragon	Acid, Evil, Law, Plant, Tyranny
Black Dragon	Acid, Chaos, Evil, Wave
Blue Dragon	Erudition, Evil, Glamour, Law, Lightning
Red Dragon	Chaos, Erudition, Evil, Flame,
Brass Dragon	Chaos, Erudition, Flame, Good, Weather
Copper Dragon	Chaos, Good, Stone, Trickery
Tiamat	Anathema, Destruction, Erudition, Evil, Law
Amethyst Dragon	Erudition, Mind, Strength
Crystal Dragon	Beguiling, Chaos, Light, Mind

Emerald Dragon	Erudition, Law, Mind, Music
Sapphire Dragon	Erudition, Law, Mind, Stone
Topaz Dragon	Chaos, Mind, Wave, Weather
Elemental:	
Air Elemental	Craft, Erudition, Trickery, Wind
Fire Elemental	Flame, Renewal, Vitality, War
Water Elemental	Beguiling, Change, Destiny, Wave
Earth Elemental	Metal, Protection, Stone, Strength
Air Grue	Destruction, Erudition, Evil, Trickery, Wind
Earth Grue	Destruction, Evil, Stone, Strength
Fire Grue	Destruction, Evil, Flame, War
Water Grue	Change, Destruction, Evil, Wave
Fey:	
Dryad	Bewitching Ways, Chaos, Good, Plant, Renewal
Nymph	Beguiling, Chaos, Glamour, Good
Celtic Giant	Chaos, Strength, Wildshape
Sprite	Chaos, Glamour, Wildshape, Wind
Naiad/Siren	Beguiling, Chaos, Fate, Wave
Oread	Beguiling, Chaos, Fate, Stone
Sylph	Beguiling, Chaos, Fate, Wind
Sidhe, Seelie	Bewitching Ways, Destiny, Glamour, Good
Sidhe, Unseelie	Bewitching Ways, Evil, Destiny, Glamour, Misfortune
Pooka	Glamour, Trickery, Wildshape
Genies:	
Genie, Dao	Evil, Glamour, Sorcery, Stone
Genie, Djinn	Chaos, Glamour, Good, Sorcery, Wind
Genie, Efreet	Evil, Flame, Glamour, Law, Sorcery
Genie, Marid	Chaos, Glamour, Sorcery, Wave
Giants:	
Giant, Cloud	Evil or Good, Strength, Wind
Giant, Fire	Evil, Flame, Law, Strength
Giant, Frost	Chaos, Evil, Frost, Strength
Giant, Hill	Chaos, Evil, Strength
Giant, Stone	Craft, Music, Stone, Strength
Giant, Storm	Chaos, Good, Strength, Weather
Hags:	
Hag, Annis	Change, Chaos, Evil, Strength
Hag, Green	Change, Chaos, Evil, Glamour
Hag, Night	Anathema, Erudition, Evil, Sorcery
Hag, Sea	Anathema, Change, Chaos, Evil, Wave,
Hag, Brine (<i>Creature Collection</i>):	Erudition, Evil, Sorcery, Wave
Hag, Cavern (<i>Creature Collection</i>):	Darkness, Evil, Law, Sorcery, Stone
Hag, Ice (<i>Creature Collection</i>):	Evil, Ice, Law, Sorcery
Hag, Moon (<i>Creature Collection</i>):	Evil, Glamour, Law, Sorcery
Hag, Storm (<i>Creature Collection</i>):	Chaos, Evil, Sorcery, Wind
Hag, Swamp (<i>Creature Collection</i>):	Animal, Evil, Law, Plant, Sorcery
Miscellaneous Monsters:	
Githyanki	Mind, Evil, Transport
Githzerai	Mind, Transport, War
Lamia	Beguiling, Chaos, Evil, Glamour
Naga, Dark	Chaos, Evil, Poison
Naga, Guardian	Good, Law, Locus, Poison, Sorcery,
Naga, Spirit	Beguiling, Chaos, Evil, Poison, Sorcery
Naga, Water	Poison, Sorcery, Wave
Ogre Mage	Change, Evil, Law, Sorcery
Sphinx, Andro-	Chaos, Good, Healing, Protection
Sphinx, Gyno-	Ars Grammatica, Destiny, Erudition, Soul
Titan	Change, Chaos, Erudition, Good, Sorcery, Strength
Unicorn	Animal, Celestia, Chaos, Good, Healing
Yuan-Ti	Chaos, Evil, Feral, Mind, Poison

Notes on Arcane Domains

Unlike clerics, domain spells do not have their own spell slots. They are simply added to the sorcerer's list of known spells. ***Note that Granted Powers in italics use non-core rulebooks, and are optional.***

Also, optional spell choices are given in the domains for spells beyond the core books; generally, when a spell from outside Core Book I is used, it is included as a better thematic choice than the Core Book I option. The source of these optional spells is marked by an abbreviation:

Abbreviation	Source	Publisher
BoEM	The Book of Eldritch Might	Malhavoc Press
DotF	Defenders of the Faith	Wizards of the Coast
R&R	Relics and Rituals	Sword and Sorcery Studios
T&B	Tome and Blood	Wizards of the Coast
MaoF	Magic of Faerun	Wizards of the Coast
MotP	Manual of the Planes	Wizards of the Coast

Note that all domains contain at least one spell from Core Book I per level.

Note also that any Granted Power that allows the use of, or duplicates, a spell uses the sorcerer's level to determine any figured properties of the spell (range, duration, etc.) unless otherwise noted.

Several Granted Powers make use of the Spell Focus: [Element] feat:

Spell Focus [Element]:

Prerequisites: Must be able to cast spells using the chosen element.

You have a natural connection to a certain element and can draw upon it more effectively than other spell casters. Upon taking this feat, you must choose your elemental affinity; any spells you cast that use the element type that you have chosen receive +2 DC to saving throws to avoid their effects. This increase to save DC functions regardless of the magical schools of any spells of the appropriate elemental type. This feat does not stack with "Bloodline of Fire" (FRCS) or similar hereditary feats that affect spell save DC, but it does stack with Spell Focus [School].

Example: For example 'Spell Focus: Fire' would work on Flame Strike (Evocation), Flame Arrow (Conjuration), and Fire Trap (Abjuration). In short it would add a +2 to the DC of all spells of the Fire type.

The Arcane Domains

Acid

Granted Power: Acid Resistance 5. Upon gaining 6th level, once per day you may imbue a melee weapon you touch with an Acid Burst enhancement. This functions for one minute, and is identical to Flame Burst, except the extra damage inflicted is considered acid.

1. Endure Elements/ Acidic Curse (BoEM)/ Corrosive Grasp (MaoF)
2. Melf's Acid Arrow/ Mark of Acid (www.montecook.com)
3. Stinging Cloud (Stinking Cloud)/ Protection from Elements
4. Corrosive Touch (Rusting Grasp)/ Acid Orb (T&B)
5. Cloudkill/ Mestil's Acid Sheath (MaoF)
6. Acid Fog/Acid Storm (MaoF)
7. Delayed Acidsplash (Delayed Fireball + Energy Substitution: Acid)/Crumble (MaoF)
8. Caustic Cloud (Incendiary Cloud with Energy Substitution: Acid)
9. Corrosive Armageddon (Energy Substituted Meteor Swarm: Acid)

Anathema

Granted Power: You may speak the language of your bloodline, if any (Abyssal if you are of demon-blood, Infernal if you are of devil-blood, Draconic if you are a descendant of Tiamat, etc.). You may *Detect Good* at will. Intimidate is a class skill for you. At 5th level, your familiar gains the "Fiend" Template.

1. Protection from Good/ Guilt (BoEM)/ Smite [Good] (R&R)
2. Darkness/ Death Knell
3. Darkvision/ Demonhide (as Dragonskin from BoEM)
4. Contagion/ Chains of Vengeance (BoEM)/ Negative Energy Wave (T&B)
5. Lesser Planar Ally (Evil only)/ Nightmare/ Spiritwall (T&B)
6. Spell Resistance
7. Unholy Word (As Holy Word, but affecting good-aligned creatures)
8. Horrid Wilting/ Blackflame (R&R)
9. Greater Planar Ally (Evil Only)/ Greater Aspect of the Deity (DotF)

Animal

Granted Powers: You may *Speak with Animals* once per day for every five levels you possess. Knowledge (Nature) is a class skill. You may mask your own scent with that of an animal of your choice for 1 hour a day per five class levels. This increases attempts to track you by scent +15 DC while the ability is in effect.

1. Calm Animals
2. Hold Animal/ Animal Infusion (RR)
3. Dominate Animal/ Animal Spy (RR)
4. Repel Vermin
5. Commune with Nature
6. Antilife Shell
7. Animal Shapes
8. Creeping Doom
9. Shapechange

Ars Grammatica

Granted Power: You gain Scribe Scroll as a bonus feat. You gain one bonus language, of your bloodline if possible. Decipher Script is a class skill for you.

1. Erase/ Message
2. Secret Page/ Mark of Fire (BoEM)
3. Glyph of Warding/ Sepia Snake Sigil/ Amanuensis (MaoF)
4. Explosive Runes
5. Sending/ Permanency
6. Greater Glyph of Warding
7. Power Word, Stun/ Drawmij's Instant Summons
8. Demand/ Symbol
9. Gate

Beguiling

Granted Power: +2 to saving throws vs. enchantments, and Spell Focus: enchantment as a bonus feat. You gain Bluff and Diplomacy as class skills.

1. Charm Person
2. Calm Emotions/ Enthral/ Eagle's Splendor (T&B)
3. Suggestion
4. Emotion
5. Dominate Person
6. Eyebite
7. Insanity
8. Demand
9. Dominate Monster

Bewitching Ways

Granted Power: Anyone who swears a binding oath with you, and later breaks it, is afflicted as if the *Doom* spell were permanently cast upon them. Upon gaining 8th level this is upgraded to a *Bestow Curse* spell. Diplomacy and Intimidate are gained as class skills.

1. Command
2. Glitterdust
3. Hold Person
4. Bestow Curse
5. Dream
6. Geas/Quest
7. Spell Turning
8. Binding
9. Wish

Celestia

Granted Power: You gain Celestial as a known language and you may *Detect Good* at will. At 5th level, your familiar gains the "Celestial" template.

1. Protection From Evil
2. Divine Favor/Aura of Glory (MaoF)
3. Magic Circle against Evil/ Lesser Aspect of the Deity (DotF)
4. Holy Smite
5. Lesser Planar Ally (Celestial Only)

6. Dispel Evil
7. Holy Word
8. Greater Planar Ally (Celestial Only)
9. Gate

Change

Granted Power: Bluff and Disguise are class skills; +2 to Bluff and Disguise checks. You also gain a "Touch of Reversion": Once per day, you may make a touch attack against a polymorphed being (or any other being in an alternate or shape-changed form), and if successful you may attempt a Greater Dispelling upon the effect that caused the change of form. If the Dispelling succeeds, the target returns to its natural form. Note that this is not targeting the spell (or lack thereof) itself, but rather determines the success of the Touch of Reversion.

1. Change Self
2. Alter Self
3. Gaseous Form
4. Polymorph Other
5. Animal Growth/ Ghostform (T&B)
6. Flesh to Stone
7. Tenser's Transformation
8. Iron Body
9. Shapechange

Chaos

Granted Power: Once per day, and an additional time per 5 character levels, you can ignore one failed saving throw against a *polymorph* spell or effect. You also gain +2 to the DC of "Chaos" spells or *at 5th level, your familiar gains the Anarchic template.*

1. Protection from Law
2. Shatter/ Enkili's Luck (RR)
3. Magic Circle against Law
4. Chaos Hammer
5. Dispel Law
6. Animate Objects
7. Word of Chaos
8. Cloak of Chaos
9. Summon Monster IX (Chaos only)

Craft

Granted Power: You gain Appraisal and Disable Device as class skills, and one Item Creation bonus feat of your choice per five levels.

1. Animate Rope
2. Wood Shape
3. Stone Shape
4. Minor Creation
5. Wall of Stone/ Fabricate
6. Animate Object/ Fantastic Machine (FR)
7. Major Creation
8. Forcecage
9. Polymorph Any Object/ Greater Fantastic Machine (FR)

Death

Granted Power: You may ignore one death effect per day; this includes spells like *Slay Living*, or the gaze of the Bodak, but not death due to loss of hit points, being reduced to 0 Constitution, or similar circumstances. You gain Intimidate as a class skill.

1. Ray of Enfeeblement/ Grim Feast (R&R)
2. Death Knell/ Sleep of the Dead (R&R)
3. Vampiric Touch
4. Enervation/
5. Slay Living
6. Circle of Death/ Sacrificial Heart (R&R)
7. Destruction/ Soulstrike (R&R)
8. Mind Blank/ Leech Field (R&R)
9. Wail of the Banshee

Destiny/Wyrd

Granted Power: Once per day for every five class levels, the sorcerer may perform an *Augury*, as the 2nd level Cleric spell. Additionally, Bluff and Sense Motive are gained as class skills.

1. True Strike
2. Locate Object
3. Clairaudience| Clairvoyance
4. Scrying
5. Contact Other Plane
6. True Seeing
7. Vision
8. Discern Location
9. Foresight

Destruction

Granted Power: Once per day, you may treat one melee or ranged attack as if it were a touch attack, and gain Improved Critical with the weapon you wield for the duration of the round. The attack may be a weapon or a ray.

1. Inflict Light Wounds
2. Shatter/ Vangal's Touch (RR)
3. Contagion
4. Inflict Critical Wounds/ Unholy Channel (RR)/ Verminplague (RR)
5. Circle of Doom
6. Harm
7. Disintegrate
8. Earthquake
9. Implosion/ Incapacitate (RR)

Dream

Granted Power: You gain a +2 circumstance bonus per four sorcerer levels to any Bluff, Diplomacy, Intimidate, or Sense Motive against any creature you have touched for one round whilst it slept. In addition, for 24 hours after such contact, any spells of the Enchantment school you cast upon such creatures gain +2 DC. You are immune to *Sleep* spells. You gain Bluff, Diplomacy, Intimidate and Sense Motive as class skills.

1. Ventriloquism/Sleep
2. Darkness
3. Clairaudience| Clairvoyance / Greater Sleep (BoEM)
4. Confusion/ Shadow Conjunction
5. Dream/ Nightmare
6. Geas/Quest
7. Insanity
8. Mass Charm/Etherealness
9. Temporal Stasis/ Time Stop/ Astral Projection

Erudition

Granted Power: All knowledge skills become class skills, and you gain Sense Motive and Gather Information as class skills. You gain +1 skill point per level; if chosen at first level, this adds an extra +4 skill points.

1. Detect Thoughts
2. Tongues
3. Clairaudience/Clairvoyance/ Arcane Sight (T&B)
4. Scrying
5. Prying Eyes
6. True Seeing
7. Vision
8. Discern Location
9. Foresight

Evil

Granted Power: You may *Detect Good* at will. You may rebuke undead as a paladin of equal level, but the rebuking attempts per day are equal to the sorcerer's charisma modifier, not 3+charisma modifier.

1. Protection from Good
2. Desecrate
3. Magic Circle against Good/ Chardun's Torments (RR)
4. Unholy Blight/ Unholy Channel (RR)
5. Dispel Good/ Imbue Shadow (RR)
6. Create Undead
7. Blasphemy
8. Unholy Aura
9. Summon Monster IX (Evil only)

Feral

Granted Power: You gain the bonus feat Unarmed Strike, and may choose to do normal damage with an unarmed strike; such damage is considered slashing. Wilderness Lore becomes a class skill for you. Animal Empathy becomes a cross-class skill for you.

1. Spider Climb/ Claws of the Beast (MaoF)/ Blinding Spittle (MaoF)
2. Beasthide (Barkskin)/ Blood Frenzy (MaoF)/ Animal Infusion (R&R)
3. Dominate Animal
4. Polymorph Self/ Gutsnake (MaoF)
5. Commune with Nature
6. Tenser's Transformation
7. Summon Nature's Ally VII/ Mormo's Serpent Hands (R&R)
8. Animal Shapes
9. Shapechange

Flame

Granted Power: Fire Resistance: 5. You gain as a bonus feat Spell Focus: Fire, or at 5th level, your familiar gains the "Elemental Creature: Fire" Template.

1. Burning Hands
2. Produce Flame/ Mark of Fire (BoEM)/ Combust (MaoF)
3. Fireball/ Flame of Faith (DotF)
4. Fire Shield/ Chains of Vengeance (BoEM)/ Fire Stride (MaoF)
5. Inferno (Energy Substituted (Fire) Cone of Cold)
6. Delayed Blast Fireball
7. Smoke Travel (Wind Walk)/ Elemental Body (MotP)/ Energy Immunity (T&B)
8. Incendiary Cloud
9. Elemental Swarm (Fire only)

Frost

Granted Power: Cold Resistance 5. You also gain as a bonus feat Spell Focus: Cold, or at 5th level, your familiar gains the "Elemental Creature: Cold" Template.

1. Chill Touch/Grease
2. Chill Metal/ Ice Knife (T&B)
3. Slow/ Ice Burst (T&B)
4. Ice Storm/ Wall of Ice/ Greater Mark of Frost (BoEM)
5. Cone of Cold
6. Otiluke's Freezing Sphere/ Freezing Claw (BoEM)
7. Snowblind (Sunbeam)/ Energy Immunity (T&B)
8. Blizzard (energy substitution (cold) form of Incendiary Cloud)
9. Frozen Comet (energy substitution (cold) form of Meteor Swarm)

Glamour

Granted Power: The sorcerer gains +4 to saves versus illusion magic. The sorcerer may use *Dancing Lights* and *Ghost Sound* once per day if his Charisma is greater than 10. The sorcerer gains the bonus feat Spell Focus: Illusion.

1. Ventriloquism
2. Misdirection/Invisibility
3. Major Image
4. Hallucinatory Terrain

5. Mirage Arcana
6. Veil
7. Simulacrum
8. Screen
9. Weird

Good

Granted Power: You may *Detect Evil* at will. You may Turn undead as a paladin of equal level, but the turning attempts per day are equal to the sorcerer's charisma modifier, not 3+charisma modifier.

1. Protection from Evil
2. Aid
3. Magic Circle against Evil
4. Holy Smite/ Cloak of Righteousness (RR)
5. Dispel Evil
6. Blade Barrier
7. Holy Word
8. Holy Aura
9. Summon Monster IX (Good only)

Hatred

Granted Power: Once per day, as a Free action, choose one opponent. Against that opponent you gain a +1 profane bonus per four levels on attack rolls, saving throws, and Armor Class; in addition, your spells cast upon that opponent gain +1 DC. This supernatural ability lasts one minute.

1. Doom
2. Scare
3. Bestow Curse
4. Emotion (hate effect only)
5. Righteous Might
6. Forbiddance
7. Blasphemy
8. Antipathy
9. Wail of the Banshee

Healing

Granted Power: You may use the *Deathwatch* spell at will. You gain Heal as a class skill.

1. Cure Light Wounds
2. Cure Moderate Wounds
3. Cure Serious Wounds
4. Cure Critical Wounds/ Holy Channel (RR)
5. Healing Circle
6. Heal
7. Regenerate/ Greater Healing Circle (RR)
8. Mass Heal
9. True Resurrection

Law

Granted Power: Once per day, and an additional time per 5 character levels, you can ignore one failed saving throw against a *petrification* spell or effect. You also gain a +2 DC to all "Law" spells you cast, or *at 5th level, your familiar gains the Axiomatic template.*

1. Protection from Chaos
2. Calm Emotions/ Hedrada's Balance (RR)
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 (Lawful only)

Light

Granted Power: May use *Light* spell at will as a spell like ability. For every five levels you possess, you may ignore one failed saving throw against blindness effects.

1. Color Spray
2. Searing Light
3. Protection from Elements/ Flashburst (MaoF)
4. Rainbow Pattern/ Fire Orb (T&B) (Effect appears as light rather than fire)
5. True Seeing
6. Disintegrate (brilliant flash of incinerating fire)/ Undeath to Death (T&B)
7. Sunbeam/ Brilliant Aura (MaoF)
8. Sunburst
9. Prismatic Sphere

Lightning:

Granted Power: Electricity Resistance 5. Upon attaining 5th level, once per day you may imbue a melee weapon you touch with a Shock enhancement for one minute. Once per day as a Free action, you may reflect any electricity-based spell back on its caster, as *Spell Turning*, as long as the spell is of a level you can cast.

1. Shocking Grasp/ Lesser Electric Orb (T&B)
2. Resist Elements/ Gedlee's Electric Loop (MaoF)
3. Haste/ Lightning Bolt
4. Electric Shield (Energy Substituted Electric Fire Shield)/ Electric Cascade (Energy Substituted Electric Explosive Cascade-MaoF)/ Electric Orb (T&B)
5. Hold Monster/ Ball Lightning (MaoF)
6. Chain Lightning/ Electrical Deluge (BoEM)
7. Electric Storm (Energy Substituted Electric Fire Storm)/ Great Thunderclap (MaoF)
8. Lightning Storm (Energy Substituted Electricity Incendiary Cloud)
9. Dire Tempest (Energy Substituted Electricity Meteor Swarm)

Locus

Granted Power: May cast *Know Direction* at will. Gains Stone Cunning as a dwarf. *You gain Sanctum Spell as a bonus metamagic feat (T&B).*

1. Alarm/Detect Secret Doors
2. Arcane Lock

3. Glyph of Warding/ Clairvoyance| Clairaudience
4. Mirage Arcana
5. Hallow
6. Stone Tell
7. Find the Path/Guards and Wards
8. Antipathy
9. Earthquake

Luck

Granted Power: You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to re-roll one roll that you have just made. You must take the result of the re-roll, even if it's worse than the original roll.

1. Entropic Shield
2. Aid/ Tanil's Touch (RR)
3. Protection from Elements
4. Freedom of Movement
5. Break Enchantment
6. Mislead
7. Spell Turning
8. Holy Aura
9. Miracle

Metal

Granted Power: You gain a Martial or Exotic Weapon Proficiency as a bonus feat and –5% to your total Arcane Failure chance if using metal armor or a metal shield.

1. Magic Weapon/ Shelgarn's Persistent Blade (MaoF)
2. Heat Metal
3. Keen Edge
4. Rusting Grasp/ Ghorus Toth's Metal Melt (MaoF)
5. Wall of Iron
6. Blade Barrier
7. Brazen Cast (Statue, but appears made of metal)/ Greater Ironguard (MaoF)
8. Iron Body
9. Bigby's Crushing Hand*

Mind

Granted Power: Sense Motive, *Auto-Hypnosis (optional Psionics Handbook Skill)* and Innuendo are class skills. You gain Iron Will as a bonus feat, and a +2 competence bonus on attempts to detect Scrying and similar methods of remote viewing.

1. Hypnotism
2. Detect Thoughts/ Owl's Wisdom (T&B)
3. Clairaudience/Clairvoyance
4. Scrying
5. Rary's Telepathic Bond
6. Legend Lore
7. Insanity
8. Mind Blank
9. Astral Projection

Misfortune

Granted Power: Once per day, you may place a hex upon a target that lasts until it is activated. This requires a touch attack and a failed Will save against DC: 10 + sorcerer level. The next time the target is involved in a combat and is struck by an attack that threatens a critical hit, the roll to verify the critical hit automatically succeeds. The hex is then expended.

1. Bane
2. Tasha's Hideous Laughter/ Enkili's Prank (R&R)
3. Displacement/ Unbuckle (R&R)
4. Bestow Curse/ Backlash (MaoF)
5. Nightmare
6. Mislead
7. Insanity
8. Binding
9. Imprisonment

Music

Granted Power: Perform is a class skill for you. Once per day per five sorcerer levels, you may perform a Counter-Song, as if you were a Bard.

1. Ventriloquism/ Amplify (MaoF)/Disquietude (MaoF)
2. Shatter/ Balagarn's Iron Horn (MaoF)/ Mark of Sound (www.montecook.com)
3. Suggestion/ Nightmare Lullaby (MaoF)
4. Emotion/ Haunting Tune (MaoF)
5. Dream/ War Cry (MaoF)
6. Mass Haste
7. Repulsion/ Great Thunderclap (MaoF)
8. Otto's Irresistible Dance
9. Wail of the Banshee

Plant/Flora

Granted Power: You are immune to natural plant-derived poisons. Additionally, you gain Woodland Stride, as per the 2nd level Druid ability, and gain +4 to resist the special abilities or qualities of plant-type creatures.

1. Entangle/Adhere to Wood (R&R)
2. Barkskin/ Sethel's Stick Servant (R&R)
3. Speak With Plants/ Thorn Throw (R&R)
4. Control Plants/ Livewood (R&R)
5. Wall of Thorns/ Gutroot (R&R)
6. Repel Wood/ Transport Via Plants
7. Changestaff
8. Command Plants
9. Shambler

Poison

Granted Power: You may apply poison to your weaponry as an assassin. You may *Detect Poison* at will and at 5th level, your familiar gains a poisonous bite (effects identical to medium sized spider venom); if your familiar already has a poisonous attack, the DC of saves to avoid the poison's effects are increased by 1.

1. Delay Poison/ Blinding Spittle (MaoF)/ Sethris' Potency (R&R)
2. Blindness|Deafness/ Endurance
3. Stinking Cloud/ Devlin's Venomblade (BoEM)/ Spider Poison (MaoF)
4. Neutralize Poison/ Poison
5. Cloudkill
6. Summon Monster (Fiendish/Celestial viper, huge snake only)
7. Creeping Doom
8. Horrid Wilting
9. Body of Venom* (See Appendix I)

Protection

Granted Power: Armor you wear upon your body (i.e. not shields) has its Arcane Failure chance reduced by 5%. You gain Damage Reduction 1/-; this increases by 1 point per 4 sorcerer levels you possess.

1. Sanctuary/ Minor Symbol of Divinity (RR)
2. Shield Other
3. Protection from Elements/ Divine Raiment (RR)
4. Spell Immunity/ Ironheart (RR)
5. Spell Resistance
6. Antimagic Field/ Taldock's Spell Inhibitor (RR)
7. Repulsion
8. Mind Blank
9. Prismatic Sphere

Sorcery

Granted Power: *Detect Magic* at will (spell-like ability). Gain one bonus metamagic feat of your choice.

1. Identify
2. Nondetection/ Greater Magical Flow Enhancement (BoEM)/Eagle's Splendor (T&B)
3. Dispel Magic
4. Imbue with Spell Ability/ Spell Trap (BoEM)
5. Spell Resistance
6. Globe of Invulnerability
7. Spell Turning
8. Protection from Spells
9. Mordenkeinen's Disjunction/ Arcane Form (BoEM)/ Alamanther's Return (MaoF)/ Absorption (T&B)

Soul Domain

Granted Power: Each day, for each sorcerer level you possess, you may ignore one negative level received from energy draining; the level is in effect not drained. This is a supernatural ability. You gain Sense Motive as a class skill.

- 1: Deathwatch
- 2: Speak With Dead

- 3: Negative Energy Protection/ Halt Undead
- 4: Death Ward
- 5: Reincarnate/ Status
- 6: Antilife Shell
- 7: Greater Restoration
- 8: Clone
- 9: True Resurrection/ Astral Projection

Stone

Granted Power: You gain +1 natural armor, Acid Resistance 5, and the bonus feat Spell Focus: Earth, or *at 5th level, your familiar gains the "Elemental Creature: Earth" Template.*

- 1. Magic Stone/ Acid Curse (BoEM)
- 2. Melf's Acid Arrow/ Lesser Mark of Earth (BoEM)/
- 3. Stone Shape
- 4. Stoneskin
- 5. Wall of stone/ Xorn Movement (MotP)
- 6. Flesh to stone/ Stone to Flesh
- 7. Statue/ Elemental Body (MaoF)/ Maw of Stone (MaoF)
- 8. Acid Cloud (Elemental substituted (acid) Incendiary Cloud)/ Bombardment (MaoF)
- 9. Elemental Swarm (Earth only)

Strength

Granted Power: You can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to your sorcerer level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

- 1. Endure Elements/ Shockwave Strike (RR)
- 2. Bull's Strength
- 3. Magic Vestment
- 4. Spell Immunity
- 5. Righteous Might/ Brothers in Arms (RR)
- 6. Stoneskin
- 7. Bigby's Grasping Hand
- 8. Bigby's Clenched Fist/ Strength of Kadum (RR)
- 9. Bigby's Crushing Hand

Summoning

Granted Power: Creatures you conjure or summon gain +1 hit point per hit die and a +1 competence modifier on attack and damage rolls. Knowledge (The Planes) is a class skill.

- 1. Summon Monster I
- 2. Summon Swarm
- 3. Phantom Steed
- 4. Summon Monster IV
- 5. Lesser Planar Ally (must be related or associated with your bloodline)
- 6. Summon Monster VI
- 7. Drawmij's Instant Summons/Banishment
- 8. Planar Ally
- 9. Gate

Transport

Granted Power: For a total of 1 round per your cleric level per day, you can act normally regardless of magical effects that impede movement (similar to the effect of the spell freedom of movement). This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This is a supernatural ability.

1. Expeditious Retreat
2. Rope Trick
3. Air Walk
4. Dimension Door
5. Teleport
6. Find the Path/ Teleport Coordinates Transfer (BoEM)
7. Plane Shift
8. Etherealness
9. Gate

Trickery

Granted Power: Bluff, Disguise, and Hide are class skills. You gain the bonus feat Spell Focus: Illusion.

1. Change Self/ Reshape Shadows (RR)
2. Enkili's Prank (RR)/ Invisibility
3. Nondetection
4. Confusion/ Ghostdweomer (RR)
5. False Vision
6. Mislead/ Reverse Illusion (RR)
7. Screen
8. Polymorph Any Object
9. Time Stop/ Convert (RR)

Tyranny

Granted Power: Add +2 to the DC of any compulsion spell you cast. You gain Intimidate as a class skill, and Skill Focus: Intimidate as a bonus feat.

1. Command
2. Enthral
3. Discern Lies
4. Fear
5. Greater Command
6. Geas/Quest
7. Bigby's Grasping Hand
8. Mass Charm
9. Dominate Monster

Undeath

Granted Power: You may cast *Invisibility to Undead* once per day for every five class levels you possess. You gain Intimidate as a class skill.

1. Detect Undead/Chill Touch
2. Desecrate
3. Animate Dead/ Armor of Undeath (R&R)

4. Undead Growth (as Animal Growth on corporeal undead)/ Zombie Form (R&R)
5. Circle of Doom/ Elemental Shroud (BoEM)
6. Create Undead
7. Control Undead
8. Create Greater Undead
9. Energy Drain

Vitality

Granted Power: You gain Endurance and Run as bonus feats. Jump and Climb are now class skills.

1. Expeditious Retreat/ Smite (R&R)
2. Endurance/ False Life (T&B)
3. Haste/ Life Force Transfer (R&R)/ Cure Light Wounds
4. Restoration/ Ironheart (R&R)
5. Righteous Might
6. Healing Circle
7. Power Word, Stun
8. Holy Aura/ Mantle of Egregious Might (BoEM)/ Great Shout (T&B)
9. Bigby's Crushing Hand

War

Granted Power: You gain as bonus feats a Martial Weapon Proficiency of your choice, and Weapon Focus with your chosen weapon.

1. Magic Weapon/ Battlecry (RR)
2. Spiritual Weapon
3. Magic Vestment/ Sacred Weapon (RR)
4. Divine Power
5. Flame Strike
6. Blade Barrier
7. Power Word, Stun
8. Power Word, Blind/ Recall Champion (RR)
9. Power Word, Kill

Wave

Granted Power: Subject may hold breath for up to 5 x Con in rounds, and may use *Speak with Aquatic Animals* once per day as if cast by a caster equal to the sorcerer's level. The subject gains a +10 competence bonus to Swim checks, and Swim is considered a class skill. You also gain as a bonus feat Spell Focus: Water, or at 5th level, your familiar gains the "Elemental Creature: Water" Template.

1. Obscuring Mist/ Buoyancy Net (R&R)
2. Fog Cloud/Mark of Water (BoEM)/ Aura Against Flame (MaoF)/ Cloudburst (MaoF)
3. Pressure Sphere (R&R)/ Waterbreathing
4. Control Water/ Water's Embrace (R&R)/Greater Mark of Water (BoEM)
5. Dolomar's Limited Liquification (R&R)
6. Summon Monster VIII (Water only)
7. Freezing Curse/Waterspout (MaoF)/Elemental Body (MaoF)
8. Horrid Wilting/Maelstrom (MaoF)
9. Elemental Swarm (water only)

Weather

Granted Power: You gain a +4 competence bonus to any saving throws against natural weather-related effects, including dehydration and exposure to cold. Wilderness Lore becomes a class skill. You also gain Electricity Resistance 5.

1. Endure Elements
2. Chill Metal/ Heat Metal/ Cloudburst (MaoF)
3. Call Lightning
4. Sleet Storm
5. Control Winds
6. Control Water
7. Control Weather
8. Whirlwind
9. Storm of Vengeance

Wildshape

Granted Power: You gain Wilderness Lore and Bluff as class-skills. You may make a saving throw once per day to return to your natural shape if you are *polymorphed* or otherwise shapechanged. Regardless of who alters your shape, you always retain the ability to speak regardless of the form you are in.

1. Spider Climb
2. Alter Self
3. Waterbreathing
4. Polymorph Self
5. Animal Growth
6. Tenser's Transformation
7. Statue
8. Etherealness
9. Shapechange

Wind

Granted Power: Lightning Resistance 5. You may cast *Feather Fall* once per day per five class levels. You also gain as a bonus feat Spell Focus: Air/Lightning (your choice) or *at 5th level, your familiar gains the "Elemental Creature: Air" Template.*

1. Obscuring Mist
2. Lesser Mark of Air (BoEM)/ Wind Wall
3. Gaseous Form/ Lightning Bolt
4. Air Walk
5. Control Winds/ Binding Winds (MaoF)
6. Chain Lightning
7. Control Weather/ Elemental Body (MaoF)
8. Thunderstrike (Sunburst)/ Great Shout (T&B)
9. Elemental Swarm (Air only)

Appendix I: New Spells

Body of Venom

Transmutation

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

Save: Fortitude negates

For the duration of this spell, the caster's body exudes an especially toxic poison from every pore, and their blood is extremely dangerous to living creatures. Any breathing creature within 5' of the caster must make a Fortitude save or be nauseated (as per DMG) until they withdraw. In addition, any living creature touched by the caster (either as a Touch attack, or via unarmed strike) is affected by a powerful poison which has the same DC as the Body of Venom spell (including any bonus due to Spell Focus: Transmutation, etc.). Creatures who attack the caster with natural weapons, such as claws or fangs likewise risk being poisoned.

The poison inflicts 2d6/2d6 ability damage to those who are exposed to it via contact with the caster's body; the abilities damaged are chosen when the spell is cast, and need not be the same ability if the caster so chooses (i.e. the poison could inflict 2d6 Con/2d6 Con, or 2d6 Dex/ 2d6 Str, or 2d6 Cha/2d6 Wis etc.). If the spell expires, any poisoned creatures that have yet to make their secondary saving throws must immediately do so. For the duration of the spell, the caster is immune to all poisons that have a lower saving throw DC than his Body of Venom spell. For the duration of the spell, the blood of the caster may be used to envenom weapons, though such venomous blood is rendered inert when the spell's duration expires. For all but the caster who is immune to the venom for the duration of the spell, the standard dangers of applying poison to weapons exist.

Material Component: A fang from a wild beast that has been soaked in venom for a fortnight.

Appendix II: Miscellaneous Bloodlines

Ancestor, Divine	Erudition, Protection, Soul, Any one other specific to ancestor
Ancestor, Mystic	Erudition, Protection, Sorcery, Any one other specific to ancestor
Banshee	Beguiling, Death, Destiny, Music
Arcane Creation – artificial sorcerous beings	Sorcery, Soul, Vitality, any one other
Arcanovore - those who eat magical beasts	Animal, Feral, Poison, Vitality
Dhampyri - mortal children of vampires	Anathema, Beguiling, Death, Wildshape
Divine Child – Evil Death God	Anathema, Death, Evil,
Dreamchild – born of humans & dreamspirits	Change, Dream, Evil or Good, Glamour
Forbidden Union Fiend/Celestial	Anathema, Beguiling, Celestia, Evil, Good
Ghost-Touched	Bewitching Ways, Death/Soul/Undeath, Destiny, Glamour, Locus
Leyline-Born	Erudition, Locus, Sorcery, Stone
Lich, Evil or Good	Evil/Good, Sorcery, Soul, Undeath
Ooze-Blooded	Acid, Trickery, Wildshape
Phoenix	Flame, Soul, Vitality
Polymorphed Union	Beguiling, Change, Sorcery, Transport
Reborn Hero	Destiny, Good, Soul, Vitality
Tainted – Born in evil lands/ under evil signs	Erudition, Evil, Misfortune, Sorcery
Moonchild –descended from lycanthropes	Feral, Evil/Good based on parent, Vitality, Wildshape

Appendix III: Miscellaneous Domains

This supplemental domain was created to satisfy those who make frequent use of Lolth, Drow, or any of the various related spidery humanoids (Driders, Chitins, etc.) in their campaigns. Of particular use for Forgotten Realms campaigns.

Spider

Granted Power: You gain a bite attack that can inject poison. Though your bite only does normal damage for its size (1d4 if Medium, 1d3 if Small), its poison must be saved against on a successful damaging hit or else the target takes 1d4 temporary Constitution damage, followed by secondary damage of 1d4 Charisma. The DC of the fortitude save to avoid the poison's effects is 15 + sorcerer's Charisma bonus. At 10th level, the poison's damage increases to 1d6 Con/1d6 Charisma. Additionally, the sorcerer is immune to the effects of the *Web* spell.

1. Spider Climb
2. Summon Swarm/Spider's Grace (as Cat's Grace)
3. Phantom Steed (has spider shape)
4. Poison/ Giant Vermin
5. Insect Plague/ Plague of Rats (DotF)
6. Circle of Death/ Shadow Walk/Spider Curse(FRC)
7. Creeping Doom/ Brain Spider(DotF)/ Stone Spiders(FRC)
8. Horrid Wilting/ Mind Blank
9. Body of Venom*(see Appendix I)/ Spider Shapes(FRC)

Appendix IV: History

This system was initially proposed and constructed by Basilisk of the EN World boards, spurred on by myself (Vrylakos), with pieces taken from [Meepo's version](#) and [Ben Mathiesen's version](#), which branched off from the [original EN World thread](#). ENBoarder Lela suggested what eventually became the Spell Focus [Element] feat and created the Spider domain. Ben Mathiesen also got me to finish the Poison domain, and came up with the seed of the 9th level spell for that domain. Many others contributed thoughts and critique.