

The  
KNOTTY  
WORKS



PLAYER

Paraphernalia



ARCANE SCHOOL SUB-DOMAINS  
(NEW SUB-DOMAINS)

#15



# PLAYER PARAPHERNALIA #15

## By the Knotty-Works

Welcome to the fifteenth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue introduces a plethora of new sub-domains for the Magic domain. Each of these sub-domains emulate the advantages of the wizard's school specialization, granting the cleric the ability to access specific school spells based on the sub-domain chosen.

These domains may be available from any deity that grants access to either the magic domain or arcane sub-domain with GM approval. In addition, certain sub-domains may fall under other domains as well. Suggestions are given in the descriptions below.

Some school sub-domains may offer more than one aspect and as such more than one sub-domain is given for that particular school. When choosing one of these sub-domains, the cleric must choose which specific sub-domain will be used and no more than one sub-domain from that particular school may be chosen nor may the cleric choose an associated domain per the rules presented in the *Advanced Player's Guide*.

## Arcane School Sub-Domains

### Abjuration

This sub-domain focuses on the protective qualities of the school of abjuration.

**Associated Domain(s):** *Magic* and *Protection*

#### Domain Power

**Faithful Shield (Su):** You may create a shield of force as a swift action  $3 +$  your wisdom modifier times per day. This shield grants you a +1 deflection bonus to your AC and lasts for a number of rounds equal to

your class level. This bonus increases by +1 for every five class levels you possess (maximum of +5 at 20<sup>th</sup> level).

This replaces the *Hand of the Acolyte* Magic domain power granted or *Resistant Touch* domain power granted by the Protection domain power.

**Replacement Magic Domain Spells:** 1st—*Shock Shield*, 2nd—*Warding Weapon*, 4th—*Lesser Globe of Invulnerability*.

**Replacement Protection Domain Spells:** 1st—*Shock Shield*, 3rd—*Shield Companion*, 4th—*Lesser Globe of Invulnerability*, 7th—*Spell Turning*, 8th—*Prismatic Wall*

### Conjuration

Focusing on summoning creatures, this sub-domain works well for those like to summon minions.

**Associated Domain(s):** *Animal* and *Magic*

#### Domain Powers

**Minions of the Faith (Su):** Creatures you summon with any type of Conjuration spell gain a +4 bonus to their Wisdom scores, and +2 to Strength and Constitution scores.

This replaces the *Speak with Animals* domain power or *Hand of the Acolyte* domain power granted at 1<sup>st</sup> level.

**Chariot of the Gods (Su):** At 8<sup>th</sup> level, you may summon a phantom chariot (as the spell) once per day, using your class level as the effective caster level. Summoning the chariot is a full round action and it may be dismissed as a swift action (though if there are riders and the chariot is moving they are subjected to a crash). At 12<sup>th</sup> level, the chariot may move over water at its normal movement rate and at 16<sup>th</sup> level the chariot may move over air as the *Air Walk* spell for a total amount of time equal to 10 minutes per your class level (though it does not have to be consecutive but must be broken into 10 minute increments) and the draft horses are treated as being trained in moving with the air walk spell.

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This replaces *Dispelling Touch* Magic domain power granted at 8<sup>th</sup> level. This power is not granted if associated with the Animal domain, you keep the *Animal Companion* domain power instead.

**Replacement Animal Domain Spells:** 1st—*Summon Nature's Ally I*, 2nd—*Summon Nature's Ally II*, 3rd—*Summon Nature's Ally III*, 4th—*Summon Nature's Ally IV*, 5th—*Summon Nature's Ally V*, 6th—*Summon Nature's Ally VI*, 7th—*Summon Nature's Ally VII*, 8th—*Summon Nature's Ally VIII*, 9th—*Summon Nature's Ally IX*.

**Replacement Magic Domain Spells:** 1st—*Summon Monster I*, 2nd—*Summon Monster II*, 3rd—*Summon Monster III*, 4th—*Summon Monster IV*, 5th—*Summon Monster V*, 6th—*Summon Monster VI*, 7th—*Summon Monster VII*, 8th—*Summon Monster VIII*, 9th—*Summon Monster IX*.

## Divination

This sub-domain focuses on the ability to see beyond and locate that which is hidden or obscured.

**Associated Domain(s):** Knowledge and Magic

### Domain Powers

**Divine Insight (Su):** You can activate this ability as a swift action to gain a +1 insight bonus to a single attack roll, skill check, or saving throw that must be used before the beginning of your next turn. This bonus increases by +1 per five class levels and this ability can be used 3 + your wisdom modifier times per day. At 6<sup>th</sup> level, you may touch another creature to grant them this bonus instead of on yourself as long as they are within reach.

At 12<sup>th</sup> level, this bonus is automatically granted to anyone affected by your channeling if you are using the channel to heal others. Those affected must use the bonus before the beginning of your next turn.

This power replaces the *Lore Keeper* Knowledge domain power and the *Hand of the Acolyte* domain power.

**Divine Sense (Su):** At 6<sup>th</sup> level you are considered to be under the effects of the detect scrying spell on a permanent basis. In addition, your effective caster level gains a +1 bonus in regards to its range, area of effect, duration, etc.

This power replaces the *Remote Viewing* Knowledge domain power granted at 6<sup>th</sup> level and the *Dispelling Touch* Magic domain power granted at 8<sup>th</sup> level.

**Replacement Knowledge Domain Spells:** 1st—*Anticipate Peril*, 2nd—*Locate Object*, 3rd—*Aura Sight*, 4th—*Arcane Eye*, 6th—*Battlemind Link*.

**Replacement Magic Domain Spells:** 2nd—*Locate Object*, 3rd—*Aura Sight*, 4th—*Arcane Eye*, 5th—*Telepathic Bond*, 6th—*Analyze Dweomer*, 7th—*Greater Arcane Sight*, 8th—*Discern Location*, 9th—*Foresight*.

## Enchantment

This sub-domain focuses on the powers of this arcane school's ability to control others.

**Associated Domain(s):** Charm and Magic

### Domain Powers

The Charm domain's *Dazing Touch* is unaltered for this sub-domain. The Magic domain's *Hand of Acolyte* is replaced by the *Dazing Touch* granted by the Charm domain.

**Ineffectual Aura (Su):** At 8<sup>th</sup> level you may emit an ineffectual aura as a swift action that causes all enemies within 30 feet to suffer a -2 penalty to attack and damage rolls, saving throws, and ability and skill checks. You may emit this aura a total number of rounds per day equal to your class level, but they do not need to be consecutive.

This replaces the *Smiling Charm* Charm domain power or the *Dispelling Touch* Magic domain power granted at 8<sup>th</sup> level.

**Replacement Charm Domain Spells:** 2nd—*Daze Monster*, 4th—*Charm Monster*, 5th—*Dominate Person*, 6th—*Mass Suggestion*, 8th—*Mass Charm Monster*.

**Replacement Magic Domain Spells:** 1st—*Charm Person*, 2nd—*Daze Monster*, 3rd—*Suggestion*, 4th—*Charm Monster*, 5th—*Dominate Person*, 6th—*Mass Suggestion*, 7th—*Insanity*, 8th—*Mass Charm Monster*, 9th—*Dominate Monster*.

## Evocation (Pyrotechnics)

This sub-domain focuses on the ability to control and ignite powerful fires and other pyrotechnic affects.

**Associated Domain(s):** Fire and Magic

### Domain Powers

The Fire domain's *Fire Bolt* is unaltered for this sub-domain while the Magic domain's *Hand of the Acolyte* is replaced to *Fire Bolt* granted by the Fire domain.

**Wall of Fire (Su):** At 8<sup>th</sup> level you may create a wall of fire as the spell for a total number of rounds per day equal to your class level. These rounds do not need to be consecutive. The effects of the wall (range, area of effect, damage, etc.) is based on your class level.

This replaces the *Dispelling Touch* domain power from the Magic domain and the *Fire Resistance* domain power granted by the Fire domain.

**Replacement Fire Domain Spells:** 2nd—*Scorching Ray*, 4th—*Greater Flaming Sphere*, 6th—*Contagious Flame*, 7th—*Delayed Blast Fireball*, 8th—*Sunburst*, 9th—*Meteor Swarm*.

**Replacement Magic Domain Spells:** 1st—*Burning Hands*, 2nd—*Scorching Ray*, 3rd—*Fireball*, 4th—*Greater Flaming Sphere*, 5th—*Fire Shield*, 6th—*Contagious Flame*, 7th—*Delayed Blast Fireball*, 8th—*Sunburst*, 9th—*Meteor Swarm*.

## Evocation (Electrolysis)

This sub-domain focuses on the ability to discharge electricity in powerful attacks. It is associated with the storm aspects of the Weather domain.

**Associated Domain(s):** *Magic* and *Weather*

### Domain Powers

**Static Shock (Sp):** You may generate a powerful static discharge as a standard action a total number of times per day equal to 3 + your wisdom modifier. You may use this discharge to make a melee touch attack, causing 1d4 points of electrical damage plus a number of points equal to half your class level. If the opponent is wearing metal armor (more than 50% of the armor is composed of metal) or composed of metal, the damage is increased to 2d4 points plus half your class level.

This attack is also effective against mechanical locks and may be used to bypass the hardness of such objects.

This domain power replaces the *Hand of the Acolyte* domain power of the Magic domain and the *Storm Burst* domain power of the Weapon domain.

The *Lightning Lord* domain power of the Weather domain is unaltered, while the *Dispelling Touch* domain power of the Magic domain is replaced by the Weather domain's *Lightning Lord* domain power.

**Replacement Magic and Weather Domain Spells:** 1st—*Shocking Grasp*, 2nd—*Defensive Shock*, 3rd—*Lightning Bolt*, 4th—*Ball Lightning*, 5th—*Lightning Arc*, 6th—*Chain Lightning*, 7th—*Prismatic Spray*, 8th—*Storm Bolts*, 9th—*Ride the Lightning*.

## Evocation (Telekinetic)

This sub-domain focuses on the ability to use telekinetic force for both offensive and defensive actions.

**Associated Domain(s):** *Magic*

### Domain Powers

**Wall of Force (Sp):** At 8<sup>th</sup> level you may generate a wall of force as the spell for a total number of rounds per day equal to your class level as a move action, though the rounds do not need to be consecutive. The wall may be dismissed as a swift action. The range, effect, and strength of the wall is determined by your class level.

This power replaces the *Dispelling Touch* domain power normally granted by the Magic domain.

**Replacement Domain Spells:** 1st—*Magic Missile*, 2nd—*Pilfering Hand*, 3rd—*Force Punch*, 4th—*Resilient Sphere*, 5th—*Wall of Force*, 6th—*Forceful Hand*, 7th—*Grasping Hand*, 8th—*Clenched Fist*, 9th—*Crushing Hand*.

## Illusion (Figment Focus)

This sub-domain focuses on the ability to alter the general environment to create figments that alter the perception of others.

**Associated Domain(s):** *Magic* and *Trickery*

### Domain Powers

**Enduring Illusions (Su):** When you cast a spell from the school of Illusion with a duration of concentration, the spell persists for another number of rounds equal to half your class level. At 20<sup>th</sup> level, any one illusion spell with a duration of concentration may be made permanent until another spell is made permanent in its place.

This replaces the *Hand of the Acolyte* domain power from the Magic domain and the *Copycat* domain power from the Trickery domain.

The *Master's Illusion* domain power from the Trickery domain is unaltered and the *Dispelling Touch* domain power from the Magic domain is replaced by the *Master's Illusion* domain power from the Trickery domain.

**Replacement Magic and Trickery Domain Spells:** 1st—*Silent Image*, 2nd—*Minor Image*, 3rd—*Major Image*, 4th—*Hallucinatory Terrain*, 5th—*Persistent Image*, 6th—*Permanent Image*, 7th—*Project Image*, 8th—*Screen*, 9th—*Shades*.

## Illusion (Glamer Focus)

This sub-domain focuses on the ability to alter your appearance for deceptive or protective purposes through the use of figments and glamers.

**Associated Domain(s):** *Magic* and *Trickery*

### Domain Powers

The *Copycat* domain power granted by the Trickery domain is unaltered and it replaces the *Hand of the Acolyte* domain power from the Magic domain.

**Expeditious Duplicates (Sp):** At 8<sup>th</sup> level you may create a duplicate of yourself and up to one additional ally per two class levels you possess as a standard action while those duplicated become invisible as the invisibility spell. The duplicates then move away in any direction you desire at a rate of 30 feet per round (and are not affected by obstacles other than solid walls). The duplicates last for a number of rounds equal to half your class level and you may use this ability once per day, plus one additional time at 12<sup>th</sup> and 16<sup>th</sup> levels. The invisibility imparted to those chosen last for the same duration and the duplicates unless a recipient makes an attack.

This domain power replaces the *Dispelling Touch* domain power granted by the Magic domain and the *Master's Illusion* domain power granted by the Trickery domain.

**Replacement Magic Domain Spells:** 1st—*Disguise Self*, 2nd—*Mirror Image*, 3rd—*Invisibility*, 4th—*Greater Invisibility*, 5th—*Shocking Image*, 6th—*Veil*, 7th—*Mislead*, 8th—*Mass Invisibility*, 9th—*Project Image*.

**Replacement Trickery Domain Spells:** 2nd—*Mirror Image*, 3rd—*Invisibility*, 4th—*Greater Invisibility*, 5th—*Shocking Image*, 7th—*Veil*, 9th—*Project Image*.

## Necromancy (Animation)

Necromancy's most notable powers come from the manipulation of negative energy to animate the dead or souls of those that have passed on. This sub-domain focuses on that aspect of this school

**Associated Domain(s):** *Death* and *Magic*

### Domain Powers

**Undead Master (Su):** You receive the Command Undead or Turn Undead feat as a bonus feat to modify your Channel class ability. At 20<sup>th</sup> level, undead may not add their channel resistance to the save against this domain power.

This domain power replaces the *Hand of the Acolyte* domain power of the Magic domain and the *Bleeding Touch* domain power granted by the Death domain.

**Augmented Undeath (Su):** At 8<sup>th</sup> level all undead you create or summon gain a +4 bonus to Strength and additional hit points equal to half your class level. At 18<sup>th</sup> level, the undead servants created gain additional hit points equal to your class level.

This domain power replaces the *Death's Embrace* domain power granted by the Death domain and

the *Dispelling Touch* domain power granted by the Magic domain.

**Replacement Death Domain Spells:** 1st—*Repair Undead*, 2nd—*Lesser Animate Dead*, 4th—*Speak with Haunt*, 5th—*Ghoul Army*, 7th—*Control Undead*, 9th—*Cursed Earth*.

**Replacement Magic Domain Spells:** 1st—*Repair Undead*, 2nd—*Lesser Animate Dead*, 3rd—*Animate Dead*, 4th—*Speak with Haunt*, 5th—*Ghoul Army*, 6th—*Create Undead*, 7th—*Control Undead*, 8th—*Create Greater Undead*, 9th—*Cursed Earth*.

## Necromancy (Negation)

Another aspect of the school of necromancy is focusing negative energies to attack the living. This sub-domain concentrates of shaping negative energies to combat the living.

**Associated Domain(s):** *Death* and *Magic*

### Domain Powers

**Touch of Death (Su):** You may make a melee touch attack against a living creature. If successful, the victim suffers 1 point of Constitution damage and must make a Will saving throw (DC equal to 10 + half your class level + your wisdom modifier) or become shaken for 1d4 rounds as long as the victim's hit dice is less than or equal to your level. You may use this ability 3 + your wisdom modifier times per day. At 6<sup>th</sup> level you may change the damage from Constitution to Strength as desired.

This ability replaces the *Hand of the Acolyte* domain power granted from the Magic domain and the *Bleeding Touch* domain power granted by the Death domain.

The Death domain's *Death's Embrace* domain power is unaltered. The *Dispelling Touch* domain power granted by the Magic domain is replaced by the *Death's Embrace* domain power granted by the Death domain.

**Replacement Death and Magic Domain Spells:** 1st—*Chill Touch*, 2nd—*Ghoul Touch*, 3rd—*Vampiric Touch*, 4th—*Enervation*, 5th—*Waves of Fatigue*, 6th—*Circle of Death*, 7th—*Finger of Death*, 8th—*Orb of the Void*, 9th—*Energy Drain*.

## Transmutation (Offensive Alteration)

This sub-domain focuses on altering the abilities or shape of an opponent.

**Associated Domain(s):** *Magic*

### Domain Powers

**Touch of Disease (Sp):** With a successful melee touch attack, you infect an opponent with a temporary wasting disease that lasts a number of rounds equal to your class level. The effect causes the opponent to suffer a -2 penalty to Strength. The victim must make a Fort save each round while the disease is active thereafter or suffer another point of Strength loss (DC equal to 10 + half your class level + your wisdom modifier). The disease will not reduce the victim's Strength below 3, and once the victim succeeds with a saving throw he takes no further Strength damage. Once the disease ends, the victim's Strength begins to return at a rate of 1 point per round.

You may use this ability 3 + your wisdom modifier times per day. This ability replaces the *Hand of the Acolyte* domain power.

**Aura of Atrophy (Su):** At 8<sup>th</sup> level you may emit an aura of atrophying energy that causes all enemies within 30 feet of you to suffer a -2 penalty to Strength, Dexterity, and Constitution unless an initial Fortitude saving throw is made (DC 10 + half your class level + your wisdom modifier).

The effects last while opponents remain within 30 feet of you. If an opponent initially fails the saving throw and then leaves the aura and returns in a later round, the effects immediately take effect if the aura is still active. If the opponent initially succeeds with his saving throw, he is not affected by your aura for another 24 hours.

You may initiate or terminate the aura as a swift action and maintain it a total number of rounds per day equal to your class level. These rounds need not be consecutive. At 16<sup>th</sup> level, the penalties for all three ability scores increase to -4.

**Replacement Domain Spells:** 1st—[Touch of Gracelessness](#), 2nd—[Disfiguring Touch](#), 3rd—[Slow](#), 4th—[Calcific Touch](#), 5th—[Baleful Polymorph](#), 6th—[Flesh to Stone](#), 7th—[Greater Polymorph](#), 8th—[Temporal Stasis](#), 9th—[Transmute Blood to Acid](#).

## Transmutation (Bestial)

Granting recipients bestial or animalistic features is another benefit granted by spells of the school of transformation. This sub-domain focuses on that aspect, granting you abilities and spells that grant primal powers.

**Associated Domain(s):** [Animal](#) and [Magic](#)

### Domain Powers

**Claws of the Beast (Ex):** You may grow claws from your hand as a move action or remove them as an immediate action. You are considered

proficient with the claws which do 1d4 points of damage (for a medium sized creature) and your primary attack. They are treated as natural weapons in regards to magical enhancements. You may maintain the claws for a number of rounds equal to half your class level + your wisdom modifier per day. These rounds do not need to be consecutive.

At 12<sup>th</sup> level the claws damage increases to 1d6 and you gain the benefits of the Two-Weapon Fighting feat while attacking with your claws (even if you do not meet the prerequisites). At 18<sup>th</sup> level you gain the benefits of the Improved Two-Weapon Fighting feat while attacking with your claws (even if you do not meet the prerequisites).

While you have claws, attacks made with manufactured weapons are more difficult and you suffer a -2 penalty to hit. This domain power replaces *Hand of the Acolyte* granted by the Magic domain and the *Speak with Animals* domain power granted by the Animal domain.

The *Animal Companion* domain power is unaltered for the Animal domain. The *Dispelling Touch* domain power from the Magic domain is replaced by the *Animal Companion* domain power granted by the Animal domain, granting you an animal companion at 4<sup>th</sup> level.

**Replacement Animal Domain Spells:** 1st—[Monkey Fish](#), 2nd—[Animal Aspect](#), 3rd—[Beast Shape I](#), 4th—[Beast Shape II](#), 6th—[Beast Shape IV](#), 8th—[Frightful Aspect](#).

**Replacement Magic Domain Spells:** 1st—[Monkey Fish](#), 2nd—[Animal Aspect](#), 3rd—[Beast Shape I](#), 4th—[Beast Shape II](#), 5th—[Beast Shape III](#), 6th—[Beast Shape IV](#), 7th—[Greater Polymorph](#), 8th—[Frightful Aspect](#), 9th—[Shapechange](#).

## Transmutation (Celestial)

One advantage of granting domain powers allows a deity to grant angelic powers to the truly faithful. This aspect of the transmutation school focuses on granting you the power and glory of the angelic.

**Associated Domain(s):** [Glory](#) and [Magic](#)

### Domain Powers

**Hand of Glory (Su):** You may initiate this power as a swift action, causing your outstretched hand to glow with the effect of a continual flame spell for a number of rounds equal to your class level. While your hand is glowing you may grant a +1 sacred bonus to a single attack, saving throw, or ability or skill check to either yourself or an ally within 30 feet that has clear line of sight to you as a free action. This bonus

increases by +1 at 5th level and every five levels thereafter (maximum of +5 at 20th level).

At 4<sup>th</sup> level, any melee attacks made by a weapon you are holding in the glowing hand are treated as aligned in one aspect of your alignment (good/evil or law/chaos). You may use this ability once per day, with one additional use at 6<sup>th</sup>, 12<sup>th</sup>, and 18<sup>th</sup> levels.

This domain power replaces *Hand of the Acolyte* domain power granted by the Magic domain and the *Touch of Glory* domain power granted by the Glory domain.

The *Divine Presence* domain power granted by the Glory domain is unaltered. The *Dispelling Touch* domain power granted by the Magic domain is replaced by the *Divine Presence* domain power granted by the Glory domain.

#### Replacement Glory and Magic Domain Spells:

1st—*Adoration*, 2nd—*Lesser Angelic Aspect*\*, 3rd—*Fly*, 4th—*Planar Adaptation*, 5th—*Angelic Aspect*\*, 6th—*Mass Planar Adaptation*, 7th—*Bestow Grace of the Champion*, 8th—*Greater Angelic Aspect*\*, 9th—*Etherealness*.

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## Transmutation (Draconic)

True strength is seen in the power of the dragon, and the ability to use transmutations to tap into this power is legendary. Related to the scalykind domain, this sub-domain combines the knowledge of transmutations with the raw power of the dragon.

**Associated Domain(s):** *Magic* and *Scalykind*

### Domain Powers

**Frightful Stare (Su):** You may make a gaze attack against a single target within 30 feet as a standard action. The recipient of the attack must make a Will saving throw (DC equal to 10 + half your class level) or become frightened for 1d4 rounds. This only affects creatures that have no more hit dice than you possess class levels. You may use this power three times per day + your wisdom modifier.

This replaces the *Hand of the Acolyte* domain power granted by the Magic domain and the *Venomous Stare* domain power from the Scalykind domain.

**Dragon Breath (Su):** This domain power is identical to the *Dragon Breath* domain power granted by the Dragon sub-domain from the Pathfinder Campaign Setting: Inner Sea Gods. At 4<sup>th</sup> level you choose one type of dragon breath (acid, cold, electricity, or fire). You may breathe a cone of dragon breath that deals 3d6 points of damage with a 15 foot range and opponents within the area of effect may make

a Reflex save to halve the damage (DC 10 + half your class level + your wisdom modifier). The damage increases by 1d6 points at 6<sup>th</sup> level and every two levels thereafter.

At 9<sup>th</sup> level you may use this power twice a day and three times per day at 14<sup>th</sup> level. This domain power replaces the *Dispelling Touch* domain power granted by the Magic domain and the *Serpent Companion* domain power granted by the Scalykind domain.

#### Replacement Magic and Scalykind Domain Spells:

1st—*Expeditious Retreat*, 2nd—*Levitate*, 3rd—*Fly*, 4th—*Cloud Shape*, 5th—*Overland Flight*, 6th—*Form of the Dragon I*, 7th—*Form of the Dragon II*, 8th—*Form of the Dragon III*, 9th—*Fiery Body*.

## Transmutation (Gigantic)

One of the strongest aspects of the transmutation school is the ability to alter the size of creatures and objects. This sub-domain focuses on the ability to grant you the strength and size of giant kind.

**Associated Domain(s):** *Magic*

### Domain Powers

**Hand of Might (Ex):** You may wield a large sized melee weapon as a normal weapon if you are a medium sized creature (or a normal sized weapon if you are small) without any penalties. This does not give you any additional reach with the weapon beyond your normal reach unless the weapon is a reach weapon, in which case it grants you your normal extended reach with the weapon.

This domain power replaces *Hand of the Acolyte* granted by the Magic domain.

**Giant's Blessing (Su):** At 8<sup>th</sup> level you gain a +6 enhancement bonus to your Strength and Constitution, grow one size category, and are considered to have the giant sub-type. You may maintain this power a number of rounds per day equal to your class level, though they do not need to be consecutive.

This domain power replaces the *Dispelling Touch* domain power granted by the Magic domain.

**Replacement Domain Spells:** 1st—*Enlarge Person*, 2nd—*Bull's Strength*, 3rd—*Shrink Item*, 4th—*Mass Enlarge Person*, 5th—*Animal Growth*, 6th—*Transformation*, 7th—*Giant Form I*, 8th—*Giant Form II*, 9th—*Shapechange*.

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