





**Donatimus "Domino" Afrulamensis, a male human cleric 15, specializing in the domains of Luck and Destruction.** Unlike most clerics, he is a spontaneous divine caster (UA pp. 64-65). He grew up and lives in the Empire in the Dragonstar galaxy. He has a chaotic neutral alignment, but does not worship a deity. He seeks to preserve individual freedom in the multiverse, and destroy those who would impose tyranny or other forms of oppressive social order.

Domino by day teaches at a minor league high school; by night he is one of the galaxy's leading "chaos theory" philosophers. He believes that random luck is the primary force in the universe, and that destruction of unduly ordered sociopolitical structures is essential to allowing the random forces of the universe healthy space to spring to life through the lives of individuals acting freely. Some might doubt the profundity of his insights, but there is no doubting that over many years of dabbling in the divine arts, Domino has acquired considerable capability to take advantage of luck and inflict destruction.

The origin of his nickname "Domino" is unclear. Some say it relates to the luck involved in the game of dominoes. Others say it's a reference to the destruction that results when a set of dominoes are stacked in a line and then toppled in a chain reaction. And a third group claim it's just a lot easier to pronounce than his real name.

**Spells Known:**

0-create water, detect magic, detect poison, guidance, light, mending, purify food/drink, read magic, resistance

1-entropic shield, inflict light wounds, comprehend languages, detect law, divine favor, protection from law, shield of faith

2-aid, shatter, augury, hold person, make whole, silence, undetectable alignment

3-protection from elements, contagion, invisibility purge, magic vestment, protection from elements, magic circle against law

4-freedom of movement, inflict critical wounds, greater magic weapon, divination, restoration, cure critical wounds

5-break enchantment, circle of doom, flame strike, greater command, ethereal jaunt, healing circle

6-mislead, harm, blade barrier, greater dispelling, heal

7-spell turning, disintegrate, summon monster VII, resurrection (else greater scrying)

8-holy aura, earthquake