New Domains

**Acid Domain.** Granted Power: +2 bonus to reflex saves and armor class against acid-based attacks.

**Cold Domain.** Granted Power: Ability to turn/destroy fire creatures. Add Survival as a class skill.
7. O's Freezing Sphere. 8. Polar Ray. 9. Summon Monster IX (cold only, see below).

**Color Domain.** Granted Power: Add Appraise, Knowledge (nobility/royalty) and Spot as class skills.

**Command Domain.** Granted Power: +1 DC when casting charms and compulsions. Add Intimidate as a class skill.

**Force Domain.** Granted Power: Sense invisible force fields (as an elf senses secret doors). *T's Floating Disk* (1/day) as spell-like ability.

**Intuition Domain.** Granted Power: Add Listen and Spot as class skills.

**Lightning Domain.** Granted Power: +2 bonus to reflex saves against electricity-based attacks. Conductivity spell-touched feat.

**Music Domain.** Granted Power: Use of bardic magic items. Add Perform (any music) as a class skill

**Phantasm Domain.** Granted Power: +4 bonus to will saves to disbelieve illusions.

**Quickness Domain.** Granted Power: +2 bonus to initiative. Quickdraw feat with deity's favored weapon.

**Sound Domain.** Granted Power: +2 bonus to saving throws against sound-based attacks. Add Listen as a class skill.

*If the cleric can spontaneously cast inflict spells, replace Holy Word with Blasphemy.*

**Summoning Domain.** Granted Power: Summoning spells cast are +1 caster level.

**Transformation Domain.** Granted Power: +4 bonus to fortitude saves vs. petrifying and polymorph effects. Add Forgery as a class skill.

**Vermin Domain.** Granted Power: *Speak with Animals* (vermin only, 1/day) as spell-like ability.

*If the cleric can spontaneously cast inflict spells, replace Neutralize Poison with Poison.*

**Wealth Domain.** Granted Power: Add Appraise, Bluff, and Gather Information as class skills.

**Summon Monster IX (cold)**
- 1 frost worm
- 1 nine-headed cryohydra
- 3 remorhazes
- d3 seven-headed cryohydras
- d4+1 celestial/fiendish winter wolves
- d4+1 five-headed cryohydras

**Summon Monster VIII (electricity)**
- 1 behir
- d3 fiendish will o' wisps
- d4+1 celestial/fiendish shocker lizards

**Summon Monster IX (vermin)**
- 1 celestial/ Fiendish colossal spider
- 1 celestial/ fiendish gargantuan scorpion
- d3 celestial/ fiendish gargantuan centipedes
- d3 celestial/ fiendish gargantuan spiders
- d4+1 celestial/ fiendish gargantuan centipedes
- d4+1 celestial/ fiendish huge scorpions or spiders