

New Domains

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

Spells: 1. Acid Splash. 2. M's Acid Arrow. 3. Protection from Energy (acid only). 4. Stinking Cloud.
5. Cloudkill. 6. Acid Fog. 7. Disintegrate. 8. Regenerate. 9. Storm of Vengeance.

Cold Domain. Granted Power: Ability to turn/destroy fire creatures. Add Survival as a class skill.

Spells: 1. Ray of Frost. 2. Chill Metal. 3. Sleet Storm. 4. Wall of Ice. 5. Ice Storm. 6. Cone of Cold.
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.

Spells: 1. Color Spray. 2. Glitterdust. 3. Searing Light. 4. Rainbow Pattern. 5. True Seeing.
6. Prismatic Spray. 7. Prismatic Wall. 8. Scintillating Pattern. 9. Prismatic Sphere.

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

Spells: 1. Command. 2. Calm Emotions. 3. Suggestion. 4. Geas, Lesser. 5. Dominate Person.
6. Geas/Quest. 7. Suggestion, Mass. 8. Demand. 9. Binding.

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

Spells: 1. Shield. 2. Magic Missile. 3. Explosive Runes. 4. O's Resilient Sphere. 5. Wall of Force.
6. Repulsion. 7. Forcecage. 8. O's Telekinetic Sphere. 9. B's Crushing Hand.

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

Spells: 1. Augury. 2. See Invisibility. 3. True Strike. 4. Discern Lies. 5. True Seeing.
6. Owl's Wisdom, Mass. 7. Vision. 8. Moment of Prescience. 9. Foresight.

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

Spells: 1. Shocking Grasp. 2. Resist Energy (electricity only). 3. Call Lightning. 4. Lightning Bolt. 5. Call Lightning Storm.
6. Chain Lightning. 7. Control Weather. 8. Summon Monster VIII (electricity only, see below). 9. Storm of Vengeance.

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

Spells (cast like bardic music): 1. Inspire Courage. 2. Fascinate. 3. Countersong. 4. Inspire Competence.
5. Suggestion. 6. Inspire Greatness. 7. Song of Freedom. 8. Inspire Heroics. 9. Mass Suggestion.

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

Spells: 1. Unseen Servant. 2. L's Phantom Trap. 3. Phantom Steed. 4. Phantasmal Killer.
5. Dream. 6. Nightmare. 7. Project Image. 8. Simulacrum. 9. Weird.

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

Spells: 1. Expeditious Retreat. 2. Cat's Grace. 3. Haste. 4. Dimension Door. 5. Overland Flight.
6. Cat's Grace, Mass. 7. Ethereal Jaunt. 8. Temporal Stasis. 9. Time Stop.

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

Spells: 1. Ghost Sound. 2. Sound Burst. 3. Shatter. 4. Shout. 5. Zone of Silence.
6. Sympathetic Vibration. 7. Holy Word*. 8. Shout, Greater. 9. Wail of the Banshee.

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

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

Spells: 1. Summon Monster I. 2. Summon Monster II. 3. Summon Monster III. 4. Summon Monster IV. 5. Summon Monster V.
6. Summon Monster VI. 7. Summon Monster VII. 8. Summon Monster VIII. 9. Summon Monster IX.

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

Spells: 1. Enlarge Person. 2. Make Whole. 3. Gaseous Form. 4. Polymorph. 5. Transmute Rock to Mud.
6. Stone to Flesh. 7. Transmute Metal to Wood. 8. Polymorph Any Object. 9. Shapechange.

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

Spells: 1. Spider Climb. 2. Summon Swarm. 3. Neutralize Poison*. 4. Repel Vermin. 5. Giant Vermin.
6. Insect Plague. 7. Antilife Shell. 8. Creeping Doom. 9. Summon Monster IX (vermin only, see below).

*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.

Spells: 1. Obscure Object. 2. Arcane Lock. 3. Locate Object. 4. L's Secret Chest. 5. Fabricate.
6. Guards and Wards. 7. Teleport Object. 8. Discern Location. 9. Antipathy.

Summon Monster IX (cold)

- 1 frost worm
- 1 nine-headed cryohydra
- d3 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 colossal centipedes
- d3 celestial/fiendish gargantuan spiders
- d4+1 celestial/fiendish gargantuan centipedes
- d4+1 celestial/fiendish huge scorpions or spiders