

Draconspire Additional Domains

Shadow:

Granted Power: You can manipulate shadows as easy as one might manipulate water. In addition, you may add Stealth to your list of class skills as a cleric.

Shadow Cloak (Su): You can call forth shadows to cloak you from your enemies, this is an immediate action. While cloaked in the shadows that swirl about you are granted concealment that provides a 20% miss chance on attacks aimed at you. This effect lasts a number of rounds equal to your charisma modifier (minimum of 1 round even with a negative or no modifier) which may or may not be consecutive as the caller wills. They can be dismissed as a free action. The shadow cover can not be negated by natural or magical light.

Shadow Skip (Su): At 8th level, you can teleport up to 5 feet per cleric level per day as a move action. This teleportation must be used in 5-foot increments and such movement does not provoke attacks of opportunity. You must have line of sight to your destination to use this ability. You can bring other willing creatures with you, but you must spend an equal amount of distance for each creature brought. If you begin and end this movement in areas of less than normal illumination the distance increases to 20 feet per cleric level.

Deity: Ravis

Shadow Domain Spells

1	Shadow Mace*:	Swift, Conjures a mace of shadow stuff.
2	Darkness:	20' Radius of supernatural shadow.
3	Deeper Darkness	Object sheds supernatural shadow in 60' radius.
4	Shadow Conjuration:	Mimics Conjuration below 4th level but only 20% real.
5	Shadow Evocation:	Mimics Evocation below 5th level but only 20% real.
6	Shadow Walk:	Step into shadow and travel quickly.
7	Shadow Conjuration, Greater:	As <i>Shadow Conjuration</i> but up to 6th level and 60% real.
8	Shadow Evocation, Greater:	As <i>Shadow Evocation</i> but up to 7th level and 60% real.
9	Shades:	As <i>Shadow Conjuration</i> but up to 8th level and 80% real.

Lies:

Granted Power: Your tongue is slick, honed by your conviction to the God of Lies. In addition, you may add Bluff to your class skills as a cleric.

Ravens Tongue: You can call on the God of Lies to gift you with his wit conferring a +10 bonus on bluff checks made to convince another of the truth of your words. This works as a supernatural ability and can be invoked as a free action, the effect lasts 1 round and can be used a number of times per day equal to 3 + your wisdom modifier. The bonus cannot be used in combat or to communicate a hidden message.

Cutting Lies: The God of Lies gives you insight into another's soul. At 8th level you can speak an utter lie that stuns the intended target. The target of this effect must be able to clearly hear you speak and must share the spoken language with you, using this ability is a standard action that works as a supernatural ability. The target must make a will saving throw, DC = 10 + 1/2 your cleric level + your charisma modifier. If this check fails the target is stunned for 1 round. No matter the result of this saving throw, the same target cannot be selected for a 2nd time within a 24 hour period. You gain an additional use of this ability for every 4 cleric levels beyond 8.

Deity: Ravis

Lies Domain Spells

1	Ventriloquism:	Throw voice for 1/min level.
2	Misdirection:	Misleads divinations for one creature or object.
3	Glibness:	You gain +20 bonus on bluff checks, and your lies can escape discernment.
4	Modify Memory:	Changes 5 minutes of subjects memory.
5	False Vision:	Fools scrying with illusion.
6	Glibness, Mass*:	As <i>Glibness</i> but can effect multiple targets.
7	Blasphemy:	Kills, paralyzes, weakens, or dazes nonevil subjects.
8	Screen:	Illusion hides area from vision, scrying.
9	Prince of Lies*:	Lies can have varied effect on target/s.

Truth:

Granted Power: Something about you lends itself to honesty and truth.

You gain Trustworthy* as a bonus feat at 1st level.

Honest Eyes: You can call on the God of Truth to gift you with his insight conferring a +10 bonus on sense motive checks. This works as a supernatural ability and can be invoked as a free action, the effect lasts 1 round and can be used a number of times per day equal to 3 + your wisdom modifier.

Speak with Dead: At 8th level you can use *Speak with Dead* as a spell like ability once per day, you gain an additional use of this ability for every 4 cleric levels above 8.

Deity: Glitanus

Truth Domain Spells

1	Identify:	Helps determine properties of magic items.
2	Zone of Truth:	Subjects w/in range cannot lie.
3	Locate Object:	Senses direction toward object.
4	Discern Lies:	Reveals deliberate falsehoods.
5	True Seeing:	Lets you see all things as they really are.
6	Analyze Dweomer:	Reveals magical aspects of subject.
7	Vision:	As <i>legend lore</i> but quicker and strenuous.
8	Discern Location:	Reveals exact location of creature of object.
9	Weight of your Words*:	Subject tells the truth or dies.

Balance:

Granted Power: The God of Balance lends himself to his faithful when most needed.

Balanced: As an immediate action, you may add your wisdom modifier to your armor class against a single attack. You may perform this action a number of times equal to 3 + your wisdom modifier.

Anvil of Sardack: At 8th level you can lower the defense of those you fight, as a swift action you can invoke this power prior to making a melee attack. If the attack is successful the target takes a penalty to its armor class equal to your wisdom modifier for a single round. Regardless of the result of your attack, no single target may be effected by this power more than once per round. You may use this ability once per day for every 5 levels of cleric you possess.

Deity: Sardack

Balance Domain Spells

1	Make Whole:	Repairs an object.
2	Calm Emotions:	Calms creatures, negating emotion effects.
3	Dispel Magic:	Cancel magical spells and effects.
4	Dismissal:	Forces creature to return to native plane.
5	Single Combat*:	Protects two combatants in single combat.
6	Banishment:	Banishes 2 HD/level of extraplanar creatures.
7	Word of Balance:	Kills, paralyzes, weakens, or nauseates non-neutral creatures.
8	Protection from Spells:	Confers +8 resistance bonus.
9	Eye for an Eye*:	Damage done is returned to attacker.

Fate:

Granted Power: You gain the uncanny dodge ability. If you already have it, you gain improved uncanny dodge instead. These abilities are identical to those described in the barbarian and rouge class descriptions in the Core Rulebook.

Fate Pool: At 6th level you gain a pool of fate points equal to ½ your cleric level plus your charisma modifier, rounded down. Prior to making any d20 roll you may add any number of fate points to the roll.

Deity: Sardack

Fate Domain Spells

1	True Strike:	You gain +20 on your next attack.
2	Augury:	You learn whether an action will be good or bad.
3	Bestow Curse:	Various negative effects.
4	Divination:	Provides useful advice for specific proposed actions.
5	Mark of Justice:	Designate action that will trigger <i>Curse</i> on subject.
6	Geas/Quest:	As <i>lesser Geas</i> , plus it affects any creature.
7	Vision:	As, <i>legend lore</i> , but quicker and strenuous.
8	Moment of Prescience:	You gain insight bonus on single attack, roll, check or save.
9	Foresight:	"Sixth sense" warns of impending danger.

Anarchy:

Granted Power: Rafar instills his loyal clerics with the ability to uproot civilization where ever it exists.

Smite Law (Su): A cleric with the Anarchy domain gains the Smite Law ability. This ability functions in all ways as the Paladin's smite evil ability except it functions only on Lawful creatures and uses the Cleric's level to determine extra damage. A cleric can smite Law once per day per five class levels.

Mind of Bedlam: The servants of Anarchy must learn to shelter their mind in order to accomplish their goals. At 8th level the cleric gains immunity to *confusion*, *feeble mind* and *command* spells.

Deity: Rafar

Anarchy Domain Spells

1	Detect Law:	Reveals lawful creatures within range.
2	Anarchy*:	Swift, Target becomes <i>Confused</i> .
3	Magic Circle Against Law:	As <i>protection</i> spell, but 10' radius and 10/min level.
4	Chaos Hammer:	Damages and staggers lawful creatures.
5	Dispel Law:	+4 bonus against attacks by lawful creatures.
6	Suggestion, Mass:	As <i>suggestion</i> , plus one subject/level.
7	Word of Chaos:	Kills, confuses, stuns, or deafens nonchaotic subjects.
8	Cloak of Chaos:	+4 AC, +4 Resistance SR 25 against lawful spells.
9	Pure Anarchy*:	Swift, Target becomes <i>Confused</i> permanently, takes WIS Damage.

Undeath:

Granted Power: Rafar favors those that walk the path between life and undeath. You may add ½ of your cleric level to the amount of hit dice of undead that you can control with *Animate Dead* or similar spells.

Minor Undeath: At 1st level, you gain minor fortification, there is a 20% chance that any critical hit directed at you is negated.

Near Dead: At 8th level you gain immunity to ability damage, but not ability drain.

Deity: Rafar

Undeath Domain Spells

1	Detect Undead:	Reveals undead w/in 60'
2	Desecrate:	Fills area w/negative energy, making undead stronger.
3	Animate Dead:	Creates undead skeletons and zombies.
4	Death Ward:	Grants immunity to death spells and negative energy.
5	Inflict Light Wounds, Mass:	Deals 1D8 damage +1/per level to many creatures.
6	Create Undead:	Creates ghouls, ghastrs, mummies or mohrgs.
7	Control Undead:	Undead don't attack you while under your command.
8	Create Greater Undead:	Creates shadows, wraiths, spectres or devourers.
9	Energy Drain:	Subject gains 2D4 negative levels.

Justice:

Granted Power:

Retributive Aura (Su): Once per day as a free action you may invoke a retributive aura. The retributive aura lasts a number of rounds equal to your Wisdom modifier. When under the effects of the retributive aura any melee attack that strikes you

adds a +1 retributive bonus to your attacks and damage for the duration of the retributive aura. Retributive bonuses stack.
Fires of Justice (Su): At 8th level, you can give a weapon you touch the flaming special weapon quality for a number of rounds equal to ½ your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8. If the target you are striking is chaotic aligned treat the weapon as though it had the flaming burst weapon quality instead.

Deity: Radiance

Justice Domain Spells

1	Divine Favor:	You gain +1 per three levels on attack and damage rolls.
2	Shield Other:	You take half of subject's damage.
3	Prayer:	Allies +1 Bonus on most rolls, enemies -1.
4	Divine Power:	You gain attack bonus, +6 Str, and 1 HP/Level.
5	Mark of Justice:	Designates action that will trigger <i>curse</i> on subject.
6	Globe of Invulnerability:	As <i>lesser globe of invulnerability</i> , plus 4th level spell effects.
7	Forcecage:	Cube or cage of force imprisons all inside.
8	Temporal Stasis:	Puts subject into suspended animation.
9	Freedom:	Releases creature from <i>imprisonment</i> .

* New Spell or Feat