Rite Publishing Presents

The Secrets of Divine Channeling



By Jonathan McAnulty



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The Secrets of Divine Channeling

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Dedication: To Patrick McManus Wherever you may be, thank you for introducing me to this game.

"That's all that faith requires. That we surrender ourselves to the possibility of hope. For that I'm content."- J. Michael Straczynski from Deconstruction of Falling Stars as spoken by Brother Alwyn.

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Adrius Hammerhand stomped along the snow covered streets of Questhaven, a merry whistle on his lips. Overhead, the stars shone bright and all seemed at peace. He turned a corner and entered an alley, a shortcut between his friend's house and the Temple of the Forge. His mind, as he walked, was on the sword he had begun forging that very afternoon. He was sure it was going to be a thing of beauty and he looked forward to beginning the work anew in the morning. So intent was he in thought that he scarcely noticed the sound of the busy street fading behind him as he turned another corner. The path was quite familiar to him and he walked almost mechanically.

"I knew you would be coming this way priest!"

Adrius started at the voice behind him, his reverie broken almost at once. He stopped and cupping his hands in front of him, he took a moment to blow on them, warming them with his breath. "I thought you were dead necromancer." Adrius's eyes darted both left and right, and as he had suspected he saw movement in the shadows, skeletal shapes drawing forth wicked looking blades.

"I nearly was." The voice drew closer.

"Skeletons, is it? Did you not learn your lesson before?"

Swiftly arasping the emblem at the end of the golden chain around his neck, Adrius lifted his arm and held aloft the golden hammer which symbolized his faith. Red and gold light flowed forth from the iconic symbol and washed the stones of the alley in its energy.

To his astonishment, however, the skeletons seemed unharmed. The shapes took another step forward.

"I did learn my lesson priest. My undead were no match for the energies you channel forth at will. But these new pets are different. They are not made of bone, held together with dark energies. No, I lovinaly carved them from wood and drew forth water spirits into their frames to animate them. They are quite immune to your channeling."

Adrius chuckled, "Wood, you say? And did you not know that the Master of the Forge is also the Father of Fire?" Lifting forth his emblem once more, he drew upon the sacred energies that flowed from his god. Yet this time, the red and gold energies were full of flames.

The fire leapt out in a radiant burst, bathing both necromancer and wooden constructs in its fierce heat.



One of the first lessons taught to novice clerical students is the ability to harness the divine energies of their deity and allow themselves and their holy symbols to work as conduits for this energy in the world of men. Positive energy, so harnessed, has a healing effect on the bodies of those near the cleric and negative energy has a baneful, even deadly, effect. Yet, this basic channeling is just the first exercise in a far broader discipline. Experienced channelers can learn to harness this energy to better serve their gods. Many learn to isolate and focus the energies so that they heal only their allies, or harm only their enemies. Many learn to shape the energies in such a way as to compel the undead. Even beyond this though, channeled energy can be 'tuned' in such a way as to create effects in harmony with a cleric's domains. Indeed, as a cleric learns to channel, they inevitably learn to do so according to the disciplines of the domains they have dedicated themselves to, so that each instance of channeled energy reflects the character and faith of the one doing the channeling.

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This book provides additional options for those that channel divine energies. Part One: **Classes** discusses using these options with the cleric class and then provides an alternative clerical class: the divine channeler. Part Two: New Feats contains just what it says: new feats focused on channeling, some of which are integral to using other options in this book. Finally, Part Three: Domain Channeling provides additional channeling rules for use in conjunction with both the cleric and divine channeler classes.

Part One - Classes

The Cleric

All clerics have access to both divine domains and the ability to channel either positive or negative energy. These two class abilities are combined in new ways in this book in Part **Three: Domain Channeling.**

Two of the primary options this book presents are available through the use of feats. At third level, Clerics may take the Combat Channeling feat, allowing them to utilize their channeled energy to affect the flow of battle around them in new ways. The exact nature of this effect is dependent on the domains the cleric has access to. At fifth level, Clerics may take Channeling Mastery, another feat, giving them, not one, but two additional ways, per domain, to utilize their channeled energy. These two feats, taken together provide each cleric with a total of six new actions to choose from during game-play.

Two of the other new ideas presented in this book are offered as new, standard class features. available to clerics at first level. The first of these, sensorial imagery as it relates to channeling, is nothing but some new flavor. It is the idea that channeling, as energy, is visible, in much the same way lightning or fire is. Furthermore, each domain affects the way that channeled energy is perceived. If you decide to use sensorial imagery in connection with channeling, consider allowing those with the Knowledge (religion) skill to make a DC 20 skill check, when they see a cleric channeling, to identify the domains the cleric has access to.

The second optional new class feature available to clerics is the use of minor channeling effects. These are simple, orison like, effects which clerics can fuel through the use of channeled energy. While these abilities should not unbalance your game, given that the Cleric must utilize a use of channeled energy every time they use a minor channeling effect, GMs who do not want to simply allow clerics to have this new ability can easily add it into their games in one of two ways. The first option is to allow cleric characters to take the Student of Channeling trait (see sidebar) at first level. The



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second option is to reduce the number of Orisons available to Clerics each day by one.

New Trait

Minor Channeler (cleric trait): Having been trained extensively in channeling energy (positive or negative), you have learned to manifest this energy in small ways. You have access to the minor channeling effects of your clerical domains.

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Cleric Equivalency: The divine channeler is considered a cleric for all effects or items which take cleric levels into account.

Spells: A divine channeler casts divine spells which are drawn from the cleric spell list. A divine channeler prepares his spells in advance, in a manner identical to a cleric.

To prepare or cast a spell, a divine channeler must have a Wisdom score equal to at least 10+ the spell level. The Difficulty Class for a saving throw against a divine channeler's spell is 10 + the spell level + the divine channeler's Wisdom modifier.

Like other spellcasters, a divine channeler can cast only a certain number of spells of each spell level per day. The base daily spell allotment is

Jable: Divine Channeler

given on the Divine Channeler Advancement Table. Where the table indicates that the divine channeler gets o spells per day of that spell level, they gain only the bonus spells they would be entitled to based on their Wisdom score for that spell level.

Divine channelers cast fewer spells than clerics and, unlike clerics, the majority of the spells a divine channeler prepares must be drawn from his domain(s). The advancement table of the divine channeler indicates how many domain spells and non-domain spells the channeler may prepare, as indicated in notations such as "1+2." In each notation, the first numeral indicates non-domain spells and the second indicates domain spells.

Level	BAB	Fort	Ref	Will	Special
		Save	Save	Save	
1st	+0	+2	+0	+2	Aura, channel energy 1d6, domains, minor channeling, orisons, turn undead
2nd	+1	+3	+0	+3	Channel energy 2d6, critical channeling +1d6
3rd	+2	+3	+1	+3	Combat channeling
4th	+3	+4	+1	+4	Channel energy 3d6
5th	+3	+4	+1	+4	Major channeling
6th	+4	+5	+2	+5	Channel energy 4d6, critical channeling +2d6
7th	+5	+5	+2	+5	Extra channeling
8th	+6/+1	+6	+2	+6	Channel energy 5d6
9th	+6/+1	+6	+3	+6	Domain
10th	+7/+2	+7	+3	+7	Channel energy 6d6, critical channeling +3d6
11th	+8/+3	+7	+3	+7	Channel energy 7d6
12th	+9/+4	+8	+4	+8	Channel energy 8d6, critical channeling +4d6
13th	+9/+4	+8	+4	+8	Extra channeling
14th	+10/+5	+9	+4	+9	Channel energy 9d6
15th	+11/+6	+9	+5	+9	Domain
16th	+12/+7/+2	+10	+5	+10	Channel energy 10d6, critical channeling +5d6
17th	+13/+8/+3	+10	+5	+10	Extra channeling
18th	+13/+8/+3	+11	+6	+11	Channel energy 11d6
19th	+14/+9/+4	+11	+6	+11	
20th	+15/+10/+5	+12	+6	+12	Channel energy 12d8, critical channeling +6d6, energy mastery

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Table: Spells per day

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	2	0+1	-	-	-	-	-	-	-	-
2nd	2	0+2	-	-	-	-	-	-	-	-
3rd	2	1+2	-	-	-	-	-	-	-	-
4th	3	1+2	0+2	-	-	-	-	-	-	-
5th	3	1+2	1+2	-	-	-	-	-	-	-
6th	3	1+3	1+2	0+2	-	-	-	-	-	-
7th	3	2+3	1+2	1+2	-	-	-	-	-	-
8th	3	2+3	1+2	1+2	0+2	-	-	-	-	-
9th	3	2+3	1+3	1+2	1+2	-	-	-	-	-
10th	3	2+3	2+3	1+2	1+2	0+2	-	-	-	-
11th	3	2+3	2+3	1+3	1+2	1+2	-	-	-	-
12th	3	2+3	2+3	2+3	1+2	1+2	0+2	-	-	-
13th	3	2+3	2+3	2+3	1+3	1+2	1+2	-	-	-
14th	3	2+3	2+3	2+3	2+3	1+2	1+2	0+2	-	-
15th	3	2+3	2+3	2+3	2+3	1+3	1+2	1+2	-	-
16th	3	2+3	2+3	2+3	2+3	2+3	1+2	1+2	0+2	-
17th	3	2+3	2+3	2+3	2+3	2+3	1+3	1+2	1+2	-
18th	3	2+3	2+3	2+3	2+3	2+3	2+3	1+2	1+2	0+2
19th	3	2+3	2+3	2+3	2+3	2+3	2+3	1+3	1+2	1+2
20th	3	2+3	2+3	2+3	2+3	2+3	2+3	2+3	1+2	1+2



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Channel Energy (Su): A divine channeler channels energy in a manner identical to a cleric (Core Rulebook pg 40). The ability of the divine channeler to channel energy increases faster than that of a cleric and culminates at level 20 with the replacement of the d6 with the d8 when channeling.

Domain: Even more-so than a cleric, the identity of a divine channeler's deity influences his alignment, spells and abilities. The divine channeler, at level one, chooses two domains from among those belonging to his deity. He may choose a third domain at level 9 and a fourth at level 15. If a divine channeler's deity does not have four domains, the divine channeler may choose domains on his own, so long as he does not choose a domain that is ethically opposed to a tenet of his faith. This includes alignment based domains but might also include other domains at the GM's discretion (For example, a divine channeler devoted to a goddess of peace would not be allowed to choose the War or Destruction domains.).

The divine channeler's domains grant the divine channeler domain powers identical to those they would grant a cleric. However, unlike the cleric, the divine channeler has the ability to prepare more than one domain spell per level per day. In point of fact, as has already been noted, the majority of the divine channeler's spells must be chosen from his domain spells.

Like the cleric, the divine channeler also has access to any subdomains associated with his deity's sphere of influence.

Minor Channeling: Divine channelers have access to any minor channeling effects (as detailed in Part Three of this book) associated with their domain(s).

Orisons: Divine channelers can prepare a number of orisons or o-level spells, each day, as noted on the divine channeler advancement table. These spells are cast like any other spell but they are not expended when cast and may be used again.

Spontaneous Casting: A divine channeler may substitute a domain spell for any spell of the same level he has prepared, including other domain spells.

Turn Undead: The divine channeler gains the Turn Undead feat as a bonus feat at 1st level. If the divine channeler channels negative energy, they gain Command Undead instead.

Chaotic, Evil, Good, and Lawful Spells: A divine channeler can't cast spells of an alignment opposed to their own or their deity's. Spells associated with a particular alignment have an alignment descriptor in their spell descriptions.

Critical Channeling: Beginning at 2nd level, when the divine channeler scores a critical hit with his deity's favored weapon, he deals additional energy damage of the type he channels (positive or negative). The amount of extra damage dealt on a critical hit is +1d6 for every 2 dice of damage the channeler normally deals when channeling energy. Multiclassed divine channelers who have the ability to channel energy from another class (such as paladin) count channeling damage from all of their classes to determine the amount of extra damage dealt on a critical hit.

Combat Channeling: At 3rd level the divine channeler gains the feat Combat Domain Channeling as a bonus feat.

Major Channeling Effects: At 5th level the divine channeler gains the feat Major Domain Channeling as a bonus feat.

Extra Channeling: At 7th, 13th, and 17th level the divine channeler gains the ability to channel energy two extra times a day

Energy Mastery: At 20th level, the divine channeler is immune to any channeling effects he wishes to be immune to, as they happen. Moreover he may exclude any creatures or objects within the range of his channeling from the effects of his channeling, as he wishes.

Bonus Languages: A divine channeler's bonus languages include Celestial, Abyssal, and Infernal. These choices are in addition to the bonus languages available to the character because of his race.



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Part Two - New Feats

Channeled Blast

You have learned to shape the divine energies of your channeling, unleashing them, if you desire as a cone instead of a burst.

Prerequisites: Channel energy class feature Benefits: You can, when you channel energy, unleash the energy as a cone instead of a burst. The cone begins from the point of your divine focus and extends to a length equal to twice the radius of your channeling range, with a final width equal to half the length of the cone.

Combat Domain Channeling

You have learned to use your channeled energies to affect the flow of combat, according to the teachings of your domain(s).

Prerequisites: 3rd level; channel energy class feature: access to at least one divine domain.

Benefits: You are able to use Combat Channeling Effects according to the domain(s) you possess, as described in this book.

Note: Channeled combat effects are subject to Selective Channeling, as normal. Without Selective Channeling, the alternate effects of the channeled energy affect all characters within thirty feet of the cleric, regardless of whether they are enemies or allies of the cleric.

Double Channel (meta-channeling)

You can double the rate of your channeling. Prerequisites: 7th level, channel energy class feature.

Benefits: You can channel more than once in a single turn, stacking effects as appropriate. Channeling in this way uses up two extra uses of channeling energy beyond what any other effects might cost.

Enlarge Channel (meta-channeling)

You have learned to increase the range of your channeled energies.

Prerequisites: Channel energy class feature. Benefits: At the cost of one additional use of channeling energy, you can increase the range of your channeling by 5 feet. You may spend more than one additional use of channeling energy to stack this effect with itself. You may use up to a maximum of three additional uses of channeling energy to increase the range of your channeling up to an additional 15 feet.

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Improved Jurn Undead

Calling upon higher powers, you damage undead as you cause them to flee from the might of your unleashed divine energies.

Prerequisites: Channel positive energy class feature, Turn Undead

Benefits: You can, as a standard action, use on of your uses of channel positive energy to both damage all undead within the range of your channeling and cause them to flee, as if panicked. Undead receive a Fortitude save to halve the damage and a Will save to negate the panic. The DC for both saves is equal to $10 + \frac{1}{2}$ your cleric level + your charisma modifier. Undead who fail the Fortitude save take damage as if from a normal channeling attempt. Undead who fail the Will save flee for 1 minute. Intelligent undead receive a new Will save each round to end the effect.

Major Domain Channeling

You have learned to use your channeled energies to further the doctrines of your faith, according to the teachings of your domain(s).

Prerequisites: 5th level, channel energy class feature, access to at least one divine domain, **Combat Channeling**

Benefits: You are able to use Major **Channeling Effects** according to the domain(s) you possess, as described in this book.

Note: Major channeling effects that affect all within range of your channeling are subject to Selective Channeling.

Maximized Channel (meta-channeling)

You have learned to pack the maximum power into your channeling efforts, though it expends your energy faster.

Benefits: When you use your channel ability energy, you can choose for all variable, numeric effects to be maximized. Saving throws and opposed rolls are not affected. Maximized Channeling requires the channeler to utilize two additional channeling uses in order to achieve this effect.

Heart of Faith

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You need no outward symbol to manifest your faith through.

Prerequisites: Divine Spellcaster

Benefit: You have no need for a divine focus or holy symbol, either for casting divine spells or for channeling energy.



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Channeling. The DC for any saving throw or caster level check against a combat domain channeling effect is equal to 10 + 1/2 CL + Charisma Modifier.

Major Channeling Effect: As Clerics learn to fully master their channeled energies, they are able to manifest alternate effects, according to their clerical domains. To use Channeled energy in this way requires the channeler to possess the feat: Major Domain Channeling. Those with this feat are able to use both major channeling effects associated with their domains. The DC for any saving throw or spellcasting check made against a major channeling effects is equal to 10 + 1/2 CL + Charisma Modifier. As noted in the feat, selective turning is applicable to any effect which affects all within range.

Profane and Sacred Bonuses

Most of these effects grant a sacred or profane bonus, which means that they stack with other, similar bonuses. None of these effects however stack with themselves, unless otherwise noted.

Air Domain

Sensorial Imagery: Light blue energy, tinged with white, and a noticeable movement of the air.

Minor Channeling Effect: Quick Wind:

You can, as a standard action, employ one of your uses of channel energy to create a blast of air, powerful enough to extinguish flames. You may extinguish a number of flames (no larger than a torch-fire) equal to the number of dice you would normally roll when channeling energy (1d6 equals one flame, 2d6 equals 2 flames, etc.). At the GM's discretion, larger fires may be deemed to be the equivalent of two or more torches and thus subject to the effect.

Combat Channeling Effect: Electrical

Wave: You can, as a standard action, use one of your uses of channel energy to unleash an electrical attack affecting all characters, other than yourself, within range of your channeled energy. The amount of dice rolled for damage is equal to the number of dice rolled for standard channeling; thus a cleric that would normally heal 2d6 points of damage would roll 2d6 for electrical damage. A successful Reflex save halves the damage done.

Major Channeling Effect: Pillar of Air: You can, as a standard action, utilize one of your uses of channel energy to create a five foot wide

column of wind sufficient to lift objects, including, possibly, yourself. You may, in this way, for each dice you would normally roll when channeling, levitate 50 lbs ten feet for one round (3d6 would lift 150 lbs. thirty feet into the air for up to three rounds, etc.). The range of this ability is equal to the range of your channeling ability. When attempting to lift an unwilling character, a Reflex save negates the effect for one round. If an object is forcefully lifted against an obstacle such as a roof, damage is equal to 1d6 for every ten feet the obstruction is below the ultimate height of the air column (Reflex halves damage). (Example: If a cleric could lift an individual forty feet, but there is a roof ten feet above the floor, the individual would take 3d6 points of damage, one die for each of the remaining ten feet; though again, a successful *Reflex save would halve this damage.*) If a cleric lifts an object or individual with the column of air and then ceases to lift them or fails to bring them gently down, falling damage applies as normal.

Major Channeling Effect: Storm Shield:

You can, as a standard action, use one of your uses of channel energy to infuse all targets within the range of your channeling, including yourself, with protection from electricity. The protection is equal to 3 times the number of dice you would normally roll when channeling and lasts for a number of rounds equal to the number of dice normally rolled or until the subjects take an amount of electrical damage equal to the protection (3d6 equals 9 points of electrical protection for up to 3 rounds, 4d6 equals 12 points of electrical protection for up to 4 rounds, etc.). This effect stacks with itself.

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Animal Domain

Sensorial Imagery: Light brown energy, and a faint warmth.

Minor Channeling Effect: Heart of the

Beast: You can, as a swift action, employ one of your uses of channel energy to create a bond between you and one animal, thus improving your ability to interact with that animal. The animal cannot be outside of the range of your channeling ability, though it can be hostile. When you use your channeling ability in this way, you may add a sacred (or profane) bonus to a single Handle Animal skill check equal to the number of dice you would normally roll when channeling energy (2d6 would equal a + 2bonus, 3d6 would equal a + 3 bonus, etc). The

use of this effect must be declared before any dice are rolled.

Combat Channeling Effect: Blessing of Tooth and Claw: You can, as a standard action, utilize one of your uses of channel energy to infuse all natural attacks within the range of your channeling ability with energy, thus providing an energy bonus to attacks and damage. The bonus is equal to the 1/2 the number of dice you would normally roll when channeling, rounded up and last for a number of rounds equal to the number of dice you would normally roll (3d6 equals a +2 energy bonus for 3 rounds, 5d6 equals a + 3 energy bonus for 5 rounds, etc.). The bonus is of the energy type channeled by the cleric (positive or negative) for the purposes of overcoming potential damage reduction.

Special: A cleric that can convert their channeled energy into a different energy type (such as a Cleric with the Fire domain) can choose which energy type to infuse the natural attacks with.

Major Channeling Effect: Beast Strength:

You can, as a standard action, use one of your uses of channel energy to infuse a single animal (the creature must be of the animal type, it cannot be a magical beast, an augmented animal or any other creature type) within the range of your channeling with incredible strength. The increase to strength is a sacred (or profane) bonus equal to the number of dice you would normally roll when channeling and lasts a number of minutes equal to the bonus (3d6 would equal a + 3 strength bonus lasting 3 minutes, 4d6 would equal a +4 bonus lasting 4 minutes, etc.).

Major Channeling Effect: Heal the Beast:

You can, as a standard action, utilize one of your uses of channel energy to completely heal a single animal (the creature must be of the animal type, it cannot be a magical beast, an augmented animal or any other creature type) within the range of your channeling. The animal cannot possess more HD than an amount equal to double the number of dice you would normally roll when channeling (3d6 would heal up to a 6HD animal, 4d6 would heal up to an 8 HD animal, etc.). The animal is healed of all injuries including poison and disease, but not of any magical or supernatural afflictions, such as petrification or ghoul induced paralysis.



Artifice Domain

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Sensorial Imagery: Silvery grey energy, and the faint smell of mineral oil.

Minor Channeling Effect: Etch: You can, as a standard action, use one of your uses of channel energy to etch metal with words and images. The number of words or shapes you can infuse into the metal is equal to the number of dice you would normally roll when channeling (1d6 equals 1 word or image, 2d6 equals 2 words or images, etc.). Each word or image can individually cover no more than six square inches of space and images formed should be generic, nondescript icons. Clerics with skill ranks in Craft (metal-working or sculpting) can attempt more complicated images, subject to a skill check and GM approval.

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Combat Channeling Effect: Touch of

Steel: You can, as a standard action, use one of your uses of channel energy to repair or strengthen all inanimate objects within range of your channeling. Dice are rolled as normal for channeling but the resulting number is applied only to the hit-points of inanimate objects, repairing an amount of physical damage up to the number rolled. Excess hit points are applied to each object in the area as temporary hit points lasting a number of rounds equal to the number of dice rolled. (Example: A cleric rolls 3d6 and obtains a total of 9. Within the range of his channeling is a sword that has received 5 points of damage. The sword is mended and the remaining 4 points are applied to the sword as temporary hit-points lasting 3 rounds. All other inanimate objects in range, including walls and doors receive 9 temporary hit-points lasting 3

rounds.). Objects that have been completely destroyed or disintegrated are beyond the power of this effect, but most broken items are not.

Major Channeling Effect: Industrious Speed: You can, as a standard action, use one of your uses of channel energy to infuse all those within the range of your channeling with a burst of energetic speed, identical in effect to haste. This effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling (3d6 equals 3 rounds, 4d6 equals 4 rounds, etc). This effect cannot be stacked with haste.

Major Channeling Effect: Touch of the

Master: You can, as a standard action, use one of your uses of channel energy to make all nonmagical pieces of equipment, including armor and weapons, within the range of your channeling, function as if they were of masterwork quality. This effect lasts for a number of minutes equal to the number of dice you would normally roll when channeling (3d6 equals 3 minutes, 4d6 equals 4 minutes, etc.).

Chaos Domain

Sensorial Imagery: Black energy, streaked with crimson, and a brief feeling of vertigo.

Minor Channeling Effect: Soul of Chaos: You can, as a standard action, use one of your uses of channel energy to either imbue objects and creatures with a chaotic aura or else increase the strength of an existing chaotic aura. You may so affect a number of creatures or objects equal to the number of dice you would normally roll when channeling energy and the duration of the effect is a number of hours equal to the number of creatures you can affect (1d6 equals 1 creature/object for 1 hour, 2d6 equals 2 creatures/objects for 2 hours). You may, if you choose, affect less creatures or objects than the maximum. Doing so allows you to double the duration of the effect on the remaining recipients but you may not more than double the duration of the effect. Creatures affected by this effect are considered to have the strength of their chaotic aura increased by one step (no aura becomes a faint aura, a faint aura becomes a moderate aura, a moderate aura becomes a strong aura, etc.). Creatures with a detectable lawful aura instead have the strength of their lawfully aligned aura decreased by one step. Lawfully aligned creatures may negate this effect with a Will save.



Combat Channeling Effect: Cloud of

Chaos: You can, as a standard action, employ one of your uses of channel energy to create chaos, confusion and disorganization. All those within the range of your channeling must succeed at a Will save or suffer a penalty to all d20 rolls (attack rolls, skill checks and saving throws) for the length of the effect. The penalty is equal to half the number of dice, rounded up, that you would normally roll when channeling energy (3d6 equals -2, 5d6 equals -3, etc.). The effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling (2d6 equals 2 rounds, etc.). This penalty is a sacred (or profane) bonus. Those affected are allowed a Will save each round to negate this effect for one round.

Major Channeling Effect: Vertigo: You can, as a standard action, utilize one of your uses of channel energy to create a field of vertigo and disorientation causing all those, excepting yourself, within range of your channeling to become flatfooted. This effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling (3d6 equals 3 rounds, 4d6 equals 4 rounds, etc.). Those affected are allowed a Will save each round to negate this effect for 1 round.

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Major Channeling Effect: Zone of Chaos: You can, as a standard action, use one of your uses of channel energy to make the atmosphere within the range of your channeling anathema to lawful aligned characters. All lawful aligned creatures feel uneasy, suffering a sacred (or profane) penalty to all d20 rolls (attack rolls, skill checks and saving throws) equal to the number of dice you would normally roll when channeling and lasting an equal number of rounds (3d6 equals -3 penalty for 3 rounds, etc.). A Fortitude save each round negates the effect for 1 round.

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Charm Domain

Sensorial Imagery: Light pink energy, with a golden glow behind it, and the faint scent of flowers.

Minor Channeling Effect: Kindred Spirit: You can, as a swift action, employ one of your uses of channel energy to create a bond between you and one creature, thus improving your ability to interact with that creature. The creature cannot be outside of the range of your channeling ability, though they can be hostile. When you use your channeling ability in this way, you may add a sacred (or profane) bonus to a single Bluff or Diplomacy skill check equal to the number of dice you would normally roll when channeling energy (2d6 would equal a + 2*bonus, 3d6 would equal a +3 bonus, etc).* The use of the channeling use must be declared before any dice are rolled.

Combat Channeling Effect: Channeled Daze: You can, as a standard action, use one of your uses of channel energy to momentarily cloud the mind of all those within range of your channeling, as if using daze monster. Creatures with more HD than a number equal to twice the number of dice you would normally roll when channeling energy, minus one are not affected (2d6 would daze creatures with 3 HD or less,

3d6 would daze creatures with 5 HD or less, etc.). A Will save negates this effect.

Major Channeling Effect: Attitude

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Adjustment: You can, as a standard action, employ one of your uses of channel energy to infuse all those within range of your channeling with a positive, helpful attitude. All those so affected have their attitude improved by one step (hostile becomes unfriendly, unfriendly becomes indifferent, etc.). This attitude adjustment lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (3d6 equals 3 rounds, 4 d6 equals 4 rounds, etc.). Contrarily, you may also use one of your uses of channel energy to make people feel more hostile, decreasing attitudes by one-step. Either way, a Will save negates this effect.

Major Channeling Effect: Bother and Bewilder: You can, as a standard action, use one of your uses of channel energy to decrease the will power of those within range of your channeling. Those affected by this effect receive a sacred (or profane) penalty to their Will save equal to the number of dice you would normally roll when channeling and lasting an equal number of rounds (3d6 equals -3 for four rounds, 4d6 equals -4 for 4 rounds, etc.). Targets of this effect are allowed a Fortitude save to negate the effect.

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Community Domain

Sensorial Imagery: Light green energy, and a faint warmth.

Minor Channeling Effect: Calming

Channel: You can, as a standard action, use one of your uses of channel energy to free a single individual within the range of your channeling from the grip of fear. Provided the target does not have more HD than twice the number of dice you can channel (1d6 equals up to 2 HD, 2d6 equals up to 4 HD, etc.), they lose any panicked, frightened or shaken condition.

Combat Channeling Effect: Channeled Blessing: You can, as a standard action, use one of your uses of channel energy to infuse all those within the range of your channeling with a bonus on attack rolls and on saving throws

against fear. The effect is a sacred (or profane) bonus equal to half the number of dice you normally roll when channeling, rounded up, and lasting a number of rounds equal to the number of dice you normally roll (2d6 equals +1 bonus for 2 rounds, 3d6 equals +2 bonus for 3 rounds,

5d6 equals +3 bonus for 5 rounds, etc.). The effect stacks with bless, but not with itself.

Major Channeling Effect: Gird the Mind:

You can, as a standard action, use one of your uses of channel energy to strengthen the willpower of those within range. Using your channeling in this way provides affected creatures with two benefits. Firstly, each creature affected gains a sacred (or profane) bonus to Will saves equal to the number of dice you would normally roll when channeling and lasting for a number of rounds equal to the bonus (3d6 equals +3 bonus lasting three rounds, 4d6 equals +4 bonus lasting four rounds, etc.). Secondly, any creature under the effect of an affect subject to Will saves, is allowed a new Will save to negate the effect (example: A charmed creature would be allowed a new Will save to overcome the charm.).

Major Channeling Effect: Blessing of Health: You can, as a standard action, use one of your uses of channel energy to infuse all those around you with divine health. When channeling in this way, dice are rolled as normal, and wounds are healed as normal, but any excess hitpoints are gained as temporary hit-points for a number of rounds equal to the number of dice you would normally roll when channeling (3d6 equals 3 rounds, etc.). This effect does stack with itself, but a target can never have their hit-points more than doubled through this effect.

Darkness Domain

Sensorial Imagery: A pitch black energy, and a momentary suppression of sound.

Minor Channeling Effect: Kiss of Darkness: You can, as a standard action, use one of your uses of channel energy to extinguish small non-magical, non-living light-sources (such as a torch, candle, lantern or sunrod) within the range of your channeling. You may extinguish a number of sources equal to the number of dice you would normally roll when channeling energy (1d6 equals one light source, 2d6 equals 2 light source, etc.) Larger sources of light, such as a fire in a fireplace, might count as two or more sources, and thus be subject to this effect at higher levels, pending GM approval. Light sources in the possession of another (such as a lantern carried by hand) are allowed a Reflex save to negate this effect.

Combat Channeling Effect: Bands of Darkness: You can, as a standard action,



employ one of your uses of channel energy to create swirling bands of darkness. These bands of darkness provide concealment within the range of your channeling (20% miss chance) for anyone you have not selected to avoid through the use of selective channeling and count as shadows for any special ability or affect requiring shadows. This effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (2d6 equals a duration of 2 rounds, 3d6 equals a duration of 3 rounds, etc.).

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Special: Clerics with the Darkness domain who possess the special ability eyes of darkness, are not affected by the concealment provided by the swirling bands of darkness. Likewise, True Seeing and similar effects negate this effect.

Major Channeling Effect: Sightless Eyes:

You can, as a standard action, utilize one of your uses of channel energy to strike those within the range of your channeling, excepting yourself, blind. The effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (3d6 equals a duration of 3 rounds, 4d6 equals a duration of 4 rounds, etc.). A Fortitude save negates this effect and those failing their saves are allowed a new save each round.

Major Channeling Effect: Sighted Eyes: You can, as a standard action, use one of your

uses of channel energy to give those within the range of your channeling darkvision. The effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (3d6 equals a duration of 3 rounds, 4d6 equals a duration of 4 rounds, etc.).

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Death Domain

Sensorial Imagery: A pale, off-white energy, and the faint smell of old dust.

Minor Channeling Effect: Death's Kiss: You can, as a swift action, employ one of your uses of channel energy to create a sinister bond between you and one creature, thus improving your ability to intimidate that creature. The creature cannot be outside of the range of your channeling ability, though they can be hostile. When you use your channeling ability in this way, you may add a profane (or sacred) bonus to a single Intimidate skill check equal to the number of dice you would normally roll when channeling energy (1d6 would equal a + 1 bonus, 3d6 would equal a + 3 bonus, etc). The use of the effect must be declared before any dice are rolled.

Combat Channeling Effect: Fear of Death:

You can, as a standard action, use one of your uses of channel energy to conjure images and feelings of mortality in all those within the range of your channeling, resulting in a penalty on attack rolls and on saving throws against fear. The effect is a profane (or sacred) penalty equal to half the number of dice you normally roll when channeling, rounded up, and lasting a number of rounds equal to the number of dice you normally roll (2d6 equals -1 bonus for 2 rounds, 3d6 equals -2 bonus for 3 rounds, 5d6 equals -3 bonus for 5 rounds, etc.). A Will save negates this effect.

Major Channeling Effect: Death's Blade:

You can, as a standard action, use one of your uses of channel energy to infuse all weapons within the range of your channeling with harmful energy. When these weapons strike, in addition to their regular damage they deal damage equal to the amount of energy you would normally generate through your channeling. (Example: A cleric that would normally channel 3d6 points of energy would infuse weapons with the ability to deal an additional 3d6 points of damage.) This harmful charge lasts for a number of rounds equal to the number of dice that would be rolled and is discharged as soon as the weapon strikes a target.



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Major Channeling Effect: Tears of Death:

You can, as a standard action, utilize one of your uses of channel energy to weaken the bodies of all those within range of your channeling. Such weakened flesh experiences excessive bleeding when struck by physical weapons. The amount of bleed damage from each such attack is equal to half the number of dice you would normally roll, rounded up, when channeling and the effect lasts for a number of rounds equal to the number of dice you would normally roll (3d6 equals 2 points of bleed damage per attack, with the effect lasting 3 rounds, 5d6 equals 3 points of bleed damage per attack with the effect lasting 5 rounds, etc.). Any bleed damage received continues to bleed, until dealt with through a successful healing check or the application of magical healing, even after the effect ends. This effect does not affect creatures not subject to bleeding and a fortitude save halves the damage from the effect, though not the duration.

Destruction Domain

Sensorial Imagery: A crackling, dark blue energy, lined with orange, followed by a sound like thunder in the distance.

Minor Channeling Effect: Destroyers

Kiss: You can, as a standard action, employ one of your uses of channel energy to break a single

non-magical, non-living object within the range of your channeling. The object must have hit points equal to or less than three times the number of dice you would normally roll when channeling energy (1d6 could destroy an object with 3 or less hp, 2d6 could destroy an object with 6 or less hp, etc.) and when affected gains the broken condition. Objects being carried or held may negate the effect with a successful Fortitude save. If the object has more hit points than you can effect, it takes no damage from the attempt but you have still used up one of your channeling uses.

Combat Channeling Effect: Destroyer's

Rage: You can, as a standard action, employ one of your uses of channel energy to infuse creatures within range of your channeling with an emotional surge similar to rage. Those affected by this effect gain a profane (or sacred) bonus to their strength and constitution, but they gain a penalty to their AC equal to this bonus. The amount of both bonus and penalty is equal to 1/2 of the total number of dice you would normally roll when channeling, rounded up (2d6 equals +1 to strength and constitution and -1 to AC, 3d6 equals +2 and -2, 5d6 equals +3 and -3, etc.) This effect last a number of rounds equal to the number of dice you normally roll when channeling (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.) and is subject to selective turning. This effect stacks with both rage and bull's strength, but does not result in fatigue when it is finished.

Major Channeling Effect: Destroyer's

Touch: You can, as a standard action, use one of your uses of channel energy to weaken the physical structure of non-magical, non-living objects within the range of your channeling, making them more vulnerable to damage. Physical damage done to affected objects, after subtracting for hardness, is multiplied by a factor equal to $1 + \frac{1}{4}$ the number of dice you would normally roll when channeling, rounded up (3d6 equals x2 damage, 5d6 equals x3 damage, 9d6 equals x4 damage). This effect last for a number of rounds equal to the number of dice you would normally roll when channeling (3d6 equals 3 rounds, 4d6 equals 4 rounds, etc.).

Major Channeling Effect: Hammer of the Destroyer: You can, as a standard action, utilize one of your uses of channel energy to charge all weapons and tools (such as hammers) within the range of your channeling with incredible powers of destruction. When used

against inanimate objects, or when attempting to sunder a weapon or object, on a successful hit, the weapon, in addition to its regular damage dealt, deals damage equal to the amount of energy you would normally generate through your channeling (3d6 equals 3d6 points of structural or sundering damage, etc.). This destructive charge lasts for a number of rounds equal to the number of dice that would be rolled and is discharged as soon as the weapon strikes a target. Weapons that strike a living target lose the charge without doing additional damage.

Earth Domain

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Sensorial Imagery: A brown energy, and the faint smell of freshly dug dirt.

Minor Channeling Effect: Chisel: You can, as a standard action, use one of your uses of channel energy to inscribe solid rock with petroglyphs: engraved words and images. The number of words or shapes you can infuse into the rock is equal to the number of dice you would normally roll when channeling (1d6 equals 1 word or image, 2d6 equals 2 words or images, etc.). Each word or image can cover no more than half a square foot of space and images formed should be generic, nondescript icons. Clerics with skill ranks in Craft (sculpting) can attempt more complicated images, subject to a skill check and GM approval.

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Combat Channeling Effect: Acidic Wave:

You can, as a standard action, utilize one of your uses of channel energy to unleash an acidic attack affecting all characters within range of your channeled energy, excepting yourself. The amount of dice rolled for damage is equal to the number of dice rolled for standard channeling; thus a cleric that would normally heal 3d6 points of damage would roll 3d6 for acidic damage. A successful Reflex save halves the damage done.

Major Channeling Effect: Channeled

Stone Shape: You can, as a standard action, use one of your uses of channel energy to transmute earth and stone, as the spell stone shape. You may shape 2 cubic feet of stone for each die vou would normally roll when channeling. (3d6 equals 6 cubic feet of stone, 4d6, equals 8 cubic feet of stone, etc.). While this ability can work on pure dirt, as well as stone, it may not be used on purified metals.

Major Channeling Effect: Cloak of the

Earth: You can, as a standard action, use one of your uses of channel energy to infuse all

creatures within the range of your channeling, including yourself, with protection from acid. The protection is equal to 3 times the number of dice you would normally roll when channeling and lasts a number of rounds equal to the number of dice normally rolled or until the subjects take an amount of acid damage equal to the protection (3d6 equals 9 points of acid protection for 3 rounds, 4d6 equals 12 points of acid protection for 4 rounds, etc.). This effect stacks with any previous acid resistance or protection from acid, including itself.

Evil Domain

Sensorial Imagery: A dark grey energy, and a faint chill.

Minor Channeling Effect: Soul of Evil: You can, as a standard action, utilize one of your uses of channel energy to imbue objects and creatures with an evil aura or else increase the strength of their evil aura. You may imbue a number of creatures or objects equal to the number of dice you would normally roll when channeling energy and the duration of the effect is a number of hours equal to the number of creatures you can affect (1d6 equals 1 creature/object for 1 hour, 2d6 equals 2 creatures/objects for 2 hours). You may, if you choose, affect less creatures or objects than the maximum. Doing so allows you to double the duration of the effect on the remaining recipients (You may not more than double the duration of the effect). Creatures affected by this effect are considered to have the strength of their evil aura increased by one step (no aura becomes a faint aura, a faint aura becomes a moderate aura, a moderate aura becomes a strong aura, etc.). Creatures with a detectable good aura instead have the strength of their good aligned aura decreased by one step. Good aligned creatures may negate this effect with a Will save.

Combat Channeling Effect: Breath of

Evil: You can, as a standard action, employ one of your uses of channel energy to imbue all weapons in the range of your channeling with the power of evil. All such weapons count as evil for the purposes of overcoming damage reduction. This effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.). Weapons being held in the hands of good aligned characters are allowed a Will save to negate this effect.

Major Channeling Effect: Cloud of Evil: You can, as a standard action, use one of your



uses of channel energy to make the atmosphere within the range of your channeling anathema to good aligned characters. All good aligned characters feel uneasy, suffering a profane penalty to all d20 rolls (attack rolls, skill checks, and saving throws) equal to the number of dice you would normally roll when channeling. The effect last for a number of rounds equal the number of dice you would roll (3d6 equals -3 penalty for 3 rounds, 5d6 equals -5 penalty for 5 rounds, etc.). A Fortitude save each round negates the effect for 1 round.

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Major Channeling Effect: Embrace of

Evil: You can, as a standard action, use one of your uses of channel energy to make the atmosphere within the range of your channeling beneficial to evil aligned characters. All evil aligned characters feel bolstered, gaining a profane bonus to all d20 rolls (attack rolls, skill checks, and saving throws) equal to the number of dice you would normally roll when channeling. The effect last for a number of rounds equal the number of dice you would roll (3d6 equals +3 bonus for 3 rounds, 5d6 equals +5 penalty for 5 rounds, etc.).

Fire Domain

Sensorial Imagery: An orange energy, streaked with red, and noticeable heat.

Minor Channeling Effect: Kiss of the Flame: You can, as a standard action, utilize one

of your uses of channel energy to set non-living flammable objects on fire: lighting candles, logs, papers, torches or the like. You may light a number of objects equal to the number of dice you normally roll when channeling energy (1d6 equals 1 fire, 2d6 equals 2 fires, etc.) and the objects must be within range of your channeling. The fires may be no larger than that of a torch fire, though there is nothing to prevent such fires from spreading if they are able. If you target an object held by an individual, the object is allowed a Reflex save to negate the effect.

Combat Channeling Effect: Fiery Wave: You can, as a standard action, utilize one of your uses of channel energy to unleash a fiery attack affecting all characters within range of your channeled energy, excepting yourself. The amount of dice rolled for damage is equal to the number of dice rolled for standard channeling; thus a cleric that would normally heal 4d6 points of damage would roll 4d6 for fire damage. The fires of your channeling are hot enough to set unattended objects on fire. A successful Reflex save halves the damage done.

Major Channeling Effect: Cloak of Embers:

You can, as a standard action, employ one of your uses of channel energy to infuse all creatures within the range of your channeling, including yourself, with protection from fire. The protection is equal to 3 times the number of dice you would normally roll when channeling and lasts a number of rounds equal to the number of dice normally rolled or until the subjects take an amount of fire damage equal to the protection (3d6 equals 9 points of fire protection for 3 rounds, 4d6 equals 12 points of fire protection for 4 rounds, etc.). This effect stacks with any previous fire resistance or protection from fire, including itself.

Major Channeling Effect: Fuel the Flame:

You can, as a standard action, employ one of your uses of channel energy to fuel existing fires within the range of your channeling, increasing their size in proportion to the energy put forth. For a full round following this action, all fire damage done within the range of your channeling is multiplied by a number equal to $1 + \frac{1}{4}$ the number of dice normally rolled when channeling energy, rounded up $(3d6 equals x_2, 5d6 equals x_3, 9d6 equals x_4)$. Though fires double, triple, or even quadruple in size during this event, the flames are fueled by the energy of the channeling and do not consume more fuel than normal.



Glory Domain

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Sensorial Imagery: A golden, glowing energy, and the faint feeling of static electricity in the air.

Minor Channeling Effect: Mantle of

Glory: You can, as a swift action, utilize one of your uses of channel energy to infuse yourself with divine energy, momentarily strengthening your personality. When you use your channeling ability in this way, you may add a sacred (or profane) bonus to a single diplomacy or use magic device skill check equal to the number of dice you would normally roll when channeling energy (1d6 equals a +1 bonus, 2d6 equals a +2 bonus, etc). The use of this effect must be declared before any dice are rolled.

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Combat Channeling Effect: Cloak of Glory: You can, as a standard action, employ

one of your uses of channel energy to bolster the life force of the living with divine energies. When you use your channeling in this way, all living creatures within the range of your channeling, gain a sacred (or profane) bonus to their constitution and charisma scores. The amount of the bonus is equal to 1/2 of the total number of dice you would normally roll when channeling, rounded up (2d6 equals +1 bonus, 3d6 equals +2, 5d6 equals +3 etc.) This effect last a number of rounds equal to the number of dice you normally roll when channeling (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.).

Major Channeling Effect: Blade of Glory: You can, as a standard action, use one of your uses of channel energy to charge all weapons within the range of your channeling with incredible powers against the undead. When used against an undead creature, on a successful hit, the weapon, in addition to its regular damage, deals damage equal to the amount of

energy you would normally generate through your channeling (3d6 equals an additional 3d6 points of damage against undead, etc.). This charge last for a number of rounds equal to the number of dice that would be rolled and is discharged as soon as the weapon strikes a target. Weapons that strike a living target lose the charge without doing additional damage.

Major Channeling Effect: Divine Waters:

You can as a standard action, employ one of your uses of channel energy to temporarily affect all water within the range of your charge. Affected water deals damage to undead for each round the undead is in contact with the water. The damage dealt is equal to 1/2 of the damage you would normally deal when channeling energy against undead, rounded down (3d6 channeling equals 1d6 damage per round, 4d6 channeling equals 2d6 damage a round, etc.). If this water is used as a missile weapon, it continues dealing damage for 1d3 rounds after the initial contact. If this effect is used on holy water, the holy water deals damage according to this effect and deals an additional 1d6 points of damage each round. The duration of this effect is equal to half the number of dice you would normally roll when channeling, rounded up (3d6 channeling equals 2 rounds, 5d6 channeling equals 3 rounds, etc.).

Good Domain

Sensorial Imagery: A pure white energy, and a faint warmth.

Minor Channeling Effect: Soul of

Goodness: You can, as a standard action, utilize one of your uses of channel energy to imbue objects and creatures with an aura of good or increase the strength of their good aligned aura. You may imbue a number of creatures or objects equal to the number of dice you would normally roll when channeling energy and the duration of the effect is a number of hours equal to the number of creatures you can affect (1d6 equals 1 creature/object for 1 hour, 2d6 equals 2 creatures/objects for 2 hours). You may, if you choose, affect less creatures or objects than the maximum. Doing so allows you to double the duration of the effect on the remaining recipients (You may not more than double the duration of the effect). Creatures affected by this effect are considered to have the strength of their aura of good increased by one step (no aura becomes a faint aura, a faint aura becomes a moderate aura, a moderate aura becomes a strong aura, etc.). Creatures with a detectable evil aura instead

have the strength of their evil aligned aura decreased by one step. Evil aligned creatures may negate this effect with a Will save.

Combat Channeling Effect: Breath of

Righteousness: You can, as a standard action, use one of your uses of channel energy to imbue all weapons in the range of your channeling with the power of good. All such weapons count as good for the purposes of overcoming damage reduction. This effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.). Weapons being held in the hands of evil aligned characters are allowed a Will save to negate this effect.

Major Channeling Effect: Cloud of

Righteousness: You can, as a standard action, use one of your uses of channel energy to make the atmosphere within the range of your channeling anathema to evil aligned characters. All evil aligned characters feel uneasy, suffering a sacred penalty to all d20 rolls (attack rolls, skill checks, and saving throws) equal to 1/2 the number of dice you would normally roll when channeling, rounded up. The effect last for a number of rounds equal to the number of dice you would roll (3d6 equals -2 penalty for 3 rounds, 5d6 equals -3 penalty for 5 rounds, etc.). A Fortitude save each round negates the effect for 1 round.

Major Channeling Effect: Embrace of

Righteousness: You can, as a standard action, use one of your uses of channel energy to make the atmosphere within the range of your channeling beneficial to good aligned characters. All good aligned characters feel bolstered, gaining a sacred bonus to all d20 rolls (attack rolls, skill checks, and saving throws) equal to ¹/₂ the number of dice you would normally roll when channeling. rounded up. The effect last for a number of rounds equal to the number of dice you would roll (3d6 equals +2 bonus for 3 rounds, 5d6 equals +3 penalty for 5 rounds, etc.).

Healing Domain

Sensorial Imagery: A pale vellow energy, streaked with green, a faint warmth, and a momentary suppression of odors.

Minor Channeling Effect: Twin Hearts:

You can, as a swift action, use one of your uses of channel energy to create a bond between you and one creature, thus improving your ability to understand that creature, both physiologically and psychologically. The creature cannot be outside of the range of your channeling ability,

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Combat Channeling Effect: Serpent's

Bite: You can, as a standard action, use one of your uses of channel energy to give combatants within the range of your channeling an insight into the movements and rhythms of their opposition. All those affected by this effect may make an attack of opportunity when an opponent takes a five foot step that would not normally provoke such an attack. This effect does not allow those affected to make more attacks of opportunity during a round than they would normally be allowed. The duration of the effect is a number of rounds equal to the number of dice you would normally roll when channeling (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.).

Major Channeling Effect: Meeting of the

Minds: You can, as a standard action, use one of your uses of channel energy to create a field of mental connectivity, allowing all affected to communicate telepathically for one hour. You may create such a connection between a number of people equal to the number of dice you would normally roll when channeling (3d6 equals 3 people, 4d6 equals 4 people, etc.). Those affected must initially be within the range of your channeling but can afterward travel up to 100 feet from each other without breaking the connection. You may exclude yourself from the mental connection, if desired. Those linked telepathically do not have to share a common language to communicate effectively with each other for the duration of the link.

Major Channeling Effect: Scholars

Whetstone: You can, as a standard action, use one of your uses of channel energy to sharpen the intellect of all those within range of your channeling for an hour. All those affected gain a sacred (or profane) bonus to all Knowledge skill checks equal to the number of dice you would normally roll when channeling (3d6 equals a + 3bonus, 4d6 equals a +4 bonus, etc.).

Jaw Domain

Sensorial Imagery: A silver and gold energy, and a sound of a soft sigh.

Minor Channeling Effect: Soul of Law:

You can, as a standard action, use one of your uses of channel energy to imbue objects and creatures with a lawfully aligned aura or else increase the strength of their lawful aura. You may imbue a number of creatures or objects equal to the number of dice you would normally

roll when channeling energy and the duration of the effect is a number of hours equal to the number of creatures you can affect (1d6 equals 1 creature/object for 1 hour, 2d6 equals 2 creatures/objects for 2 hours). You may, if you choose, affect less creatures or objects than the maximum. Doing so allows you to double the duration of the effect on the remaining recipients (You may not more than double the duration of the effect). Creatures affected by this effect are considered to have the strength of their aura of lawfulness increased by one step (no aura becomes a faint aura, a faint aura becomes a moderate aura, a moderate aura becomes a strong aura, etc.). Creatures with a detectable chaotic aura instead have the strength of their chaotically aligned aura decreased by one step. Chaotically aligned creatures may negate this effect with a Will save.

Combat Channeling Effect: Brothers in

Arms: You can, as a standard action, utilize one of your uses of channel energy to create a unified bond affecting all lawfully aligned creatures allied with one another (that is those allied with at least one other person within the effect, not necessarily those allied with you) within the range of your channeling. Those affected by this effect gain the following benefits for the duration of the effect: When attacking a common foe they count as flanking, regardless of position; when standing adjacent to a comrade they gain a + 2sacred (or profane) defense bonus; and so long as a single comrade remains standing they receive a +2 sacred (or profane) bonus to saves versus fear and fear effects. The effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.)

Major Channeling Effect: Breath of Law:

You can, as a standard action, use one of your uses of channel energy to bring calmness and order to those within the range of your channeling. When used in this way, all those affected by the effect lose any fear or panic related condition, no matter the cause. Moreover, those affected become immune to fear for a number of minutes equal to the number of dice you would normally roll when channeling (3d6 equals 3 minutes, 4d6 equals 4 minutes, etc.).

Major Channeling Effect: Cloud of

Lawfulness: You can, as a standard action, employ one of your uses of channel energy to make the atmosphere within the range of your

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channeling anathema to chaotic aligned characters. All chaotic aligned characters feel uneasy, suffering a sacred (or profane) penalty to all d20 rolls (attack rolls, skill checks, and saving throws) equal to the number of dice you would normally roll when channeling and lasting an equal number of rounds (3d6 equals -3 penalty for 3 rounds, 5d6 equals -5 penalty for 5 rounds, etc.). A Fortitude save each round negates the effect for 1 round.

Tiberation Domain

Sensorial Imagery: A silvery white energy, a quick breeze, and a faint sound like metal striking metal.

Minor Channeling Effect: Freedom's

Kiss: You can, as a standard action, use one of your uses of channel energy to attempt to open a single, non-magical lock. When using this effect, you roll as normal for channeled energy but the number rolled is added to 15. If the resulting number is equal to or greater than the DC of the lock, the lock is opened. (Example: A third level cleric attempts to open a simple DC 20 lock. She rolls 2d6 as normal, resulting in a 2 and a 3, for a total of 5. 5 plus 15 is 20 and the lock opens.)

Combat Channeling Effect: Cloak of Freedom: You can, as a standard action, employ one of your uses of channel energy to increase the ability of those within the range of your channeling to resist being grappled or captured. All those affected gain a sacred (or profane) bonus to their CMD equal to the number of dice you would normally roll when channeling and the effect last for an equal number of rounds (2d6 equals +2 bonus to CMD) for 2 rounds, 3d6 equals +3 bonus to CMD for 3 rounds, etc.). Additionally, for the duration of the effect, those attempting a CMB maneuver of any sort against one affected by this effect must roll two d20 for the attempt and take the lesser roll.

Major Channeling Effect: The

Unburdened Step: You can, as a standard action, use one of your uses of channel energy to improve the reflexes of those within range. Using your channeling in this way provides affected creatures with two benefits. Firstly, each creature affected gains a sacred (or profane) bonus to Reflex saves equal to the number of dice you would normally roll when channeling and lasting for a number of rounds equal to the bonus (3d6 equals +3 bonus lasting three

rounds, 4d6 equals +4 bonus lasting four rounds, etc.). Secondly, any creature affected by an effect subject to Reflex saves, is allowed a second Reflex save. (Example: A character dodging a fireball fails her Reflex save but because of the effect gains a second Reflex save.)

Major Channeling Effect: The Liberated

Mind: You can, as a standard action, utilize one of your uses of channel energy to completely break a mental enchantment or domination. If the enchantment is a result of a spell, the spell level may not be greater than the number of dice you would normally roll when channeling energy (3d6 equals a 3rd level spell or lower, etc.). If the enchantment is the result of a magical item or effect, the caster level of the item cannot be greater than twice the number of dice you would normally roll when channeling energy (3d6 equals CL 6 or less, etc.).

Juck Domain

Sensorial Imagery: A green and gold energy, with lingering sparkles of green and gold light.

Minor Channeling Effect: Store of Luck: You can, as a swift action, use one of your uses of

channel energy to reserve a little bit of your luck for later anytime you roll a natural 20. You must declare, at that time, the use of your channeling but the use of this ability does not affect the outcome, one way or another, of the initial roll. Thereafter you may apply a +10 bonus to any single d20 roll (attack roll, skill check or saving throw) so long as the intent to use the ability is declared before any dice are rolled and the duration of the effect has not expired. You may hold this luck for a number of hours equal to the number of dice you would normally roll when channeling (1d6 equals 1 hour, 2d6 equals 2 hours, etc.) and you may only have a single bit of luck held in reserve at any one time.

Combat Channeling Effect: Luck's Own Blade: You can, as a standard action, employ one of your uses of channel energy to increase the tendency of those within the range of your

channeling to do well in combat. For the duration of the effect, those affected by this effect may reroll any "1's" they roll when attacking, though they must keep the results of the second roll. Additionally, for the duration of the effect, the critical range of all weapons within the area of effect is increased by 1 step. This effect lasts for a number of rounds equal to

the number of dice you would normally roll when channeling (2d6 equals 2 rounds, etc.).

Major Channeling Effect: Zone of Luck:

You can, as a standard action, utilize one of your uses of channel energy to create a zone of luck (good or bad) within the range of your channeling. For the duration of this effect, all characters and creatures making a d20 roll (attack, skill check, or saving throw) roll two d20. If you have chosen good luck they may take the better of the two rolls. If you have chosen bad luck, they must take the worst of the two rolls. This effect lasts a number of rounds equal to the number of dice you would normally roll when channeling (3d6 equals 3 rounds, etc.). You may not stack good luck and bad luck onto the same area at the same time as attempting to do so cancels out both effects.

Major Channeling Effect: Luck's

Embrace: You can, as a standard action, employ one of your uses of channel energy to bless a single individual within range of your channeling with a charge of incredible luck. Roll your channeling dice as normal. The amount rolled is given as a sacred (or profane) bonus to that character for their next d20 roll (attack roll, skill check or saving throw). This charge of luck lasts for up to an hour or until the character makes a d20 roll, whichever comes first. (Example: A 7th level cleric with the luck domain blesses a companion with luck and rolls 4d6. She rolls 3, 5, 2, and 4 for a total of 14. The companion gains a +14 to his next d20 roll provided it occurs within an hour of the blessing.) A character may have only one such charge at a time.

Madness Domain

Sensorial Imagery: Purple and scarlet energies, swirling air currents, and a faint stale, musty odor.

Minor Channeling Effect: Imbecile's

Tongue: You can, as a standard action, utilize one of your uses of channel energy to momentarily befuddle the speech of another person within the range of your channeling, making it impossible for them to communicate effectively. Those who are affected by this effect cannot speak intelligibly for the duration of the effect, either to communicate or cast spells with a verbal component. The effect last for a number of rounds equal to the number of dice you would normally roll when channeling energy (1d6



equals 1 round, 2d6 equals 2 rounds, etc.). A successful Will save negates this effect and the target is allowed a new Will save each round.

Combat Channeling Effect: Breath of

Madness: You can, as a standard action, employ one of your uses of channel energy to inflame the minds of those involved in combat. All those affected by this effect gain a profane (or sacred) bonus to combat related d20 rolls equal to the number of dice you would normally roll when channeling (2d6 equals + 2 bonus, 3d6)equals +3 bonus, etc.). Those affected by this effect who successfully strike another creature must make a Will save or take 1d4 temporary Wisdom damage (minimum 1). Any creature reduced to less than 3 Wisdom by this effect becomes insane for 1d4 hours. The effect lasts a number of rounds equal to the dice you would normally roll when channeling (2d6 equals 2 rounds, etc.).

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Major Channeling Effect: Wave of

Confusion: You can, as a standard action, utilize one of your uses of channel energy to cause confusion within the range of your channeling. All creatures within the area of effect must make a Will save or be affected as if by a *confusion* spell for 1 round.

Major Channeling Effect: Madman's

Screech: You can, as a standard action, use one of your uses of channel energy to unleash a

mind-bending sonic attack affecting all creatures within the range of your channeled energy, excepting yourself. The amount of dice rolled for damage is equal to the number of dice rolled for standard channeling; thus a cleric that would normally heal 4d6 points of damage would roll 4d6 for sonic damage (reflex halves). Any creature struck by the attack must make a Will save or take 1d4 Wisdom damage and be stunned for 1 round.

Magic Domain

Sensorial Imagery: Violet and gold energy, and a faint sound of fire.

Minor Channeling Effect: Soul of Magic:

You can, as a standard action, use one of your uses of channel energy to infuse objects within the range of your channeling with a magical aura so that they detect as faintly magical. When using this effect, you can choose the school of the aura you wish to impart. You may affect a number of objects equal to the number of dice you would normally roll for channeling and they are each affected for 10 minutes. If you so choose, instead of affecting multiple items, you may stack the durations onto a single object (1d6) equals one object for ten minutes, 3d6 equals either three objects for ten minutes or one object of thirty minutes, etc.).

Combat Channeling Effect: Breath of the

Arcane: You can, as a standard action, utilize one of your uses of channel energy to infuse all non-magical weapons within the range of your channeling with magical properties. This effect imparts no bonuses to either attack or damage rolls, but it does allow the weapons to count as magical for the purpose of overcoming damage reduction. This effect lasts a number of rounds equal to the number of dice you would normally roll when channeling (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.).

Major Channeling Effect: Arcane Wave:

You can, as a standard action, use one of your uses of channel energy to unleash a force attack affecting all characters within range of your channeled energy, excepting yourself. The amount of dice rolled for damage is equal to the number of dice rolled for standard channeling, except a d4 replaces the d6; thus a cleric that would normally heal 4d6 points of damage would roll 4d4 for force damage. Objects that would block or absorb a magic missile, such as a brooch of shielding, will likewise block or absorb this attack.

Major Channeling Effect: Arcane

Suppression: You can, as a standard action, use one of your uses of channel energy to attempt to suppress arcane magic within the range of your channeling for one round. This affect affects arcane spells with a spell level less than the number of dice you would normally roll when channeling energy (3d6 would suppress or prevent 2nd level spells or lower, 4d6 would suppress 3rd level spells or lower, etc.) You may also affect magical items or effects with a CL lower than your cleric or divine channeler level, suppressing their effects for one round. Arcane effects or spells already in effect are allowed no save versus this ability. Magical items are allowed a Will save to negate this effect. Casters attempting to cast arcane spells into this area during the duration of the effect must make a caster level check to succeed, where the DC of the check is equal to $10 + \frac{1}{2}$ your cleric or divine channeler level + your Charisma modifier. Any character affected by an effect allowing a saving throw is allowed a new saving throw when the suppression of that effect ends.

Nobility Domain

Sensorial Imagery: Dark blue energy, lined with gold, and a sound like the tinkling of bells.

Minor Channeling Effect: Prince's

Mantle: You can, as a swift action, use one of your uses of channel energy to infuse yourself with divine energy, allowing you to more easily sway others. When using this effect, you may immediately add a sacred (or profane) bonus to a single Diplomacy or Perform (oratory) skill check. The amount of the bonus is equal to the number of dice you would normally roll when channeling energy (1d6 equals +1, 2d6 equals +2, etc.).

Combat Channeling Effect: The General's

Touch: You can, as a standard action, employ one of your uses of channel energy to help direct and focus the attacks of those within range of your channeling. When you use this effect, you designate one target and roll dice for channeling as normal. All those attacking the designated target during the round receive a bonus to both attack and damage rolls. The bonus to hit is equal to the number of dice you would normally roll when channeling and the bonus to damage is equal to the amount you rolled. (Example: A 5th

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level cleric with the nobility domain directs his allies to attack a lone orc chieftain. He rolls a 1. 2 and 5 for a total of eight. Any of his allies attacking the orc this round receive a + 3 to hit and a + 8 to damage.) The designated target must be within the range of your channeling for this effect to work.

Major Channeling Effect: Golden Tongue:

You can, as a standard action, use one of your uses of channel energy to infuse yourself with divine energies so that all are compelled to listen to you as you speak. When you use this effect, you may fascinate, as a bard, all those within range of your channeled energy. Those affected take a -4 to all skill checks made as reactions, such as Perception checks. You may maintain this effect for a number of minutes equal to the number of dice you would normally roll when channeling energy (3d6 equals 3 minutes, etc.). Those affected are allowed a single Will save to negate the effect. Likewise, any affected creatures that are attacked or threatened are allowed a new Will save.

Major Channeling Effect: The King's

Mantle: You can, as a standard action, utilize one of your uses of channel energy to inspire a sense of awe towards yourself in those within range of your channeling. For the duration of this effect, all those affected attempting to attack either you, or your allies suffer a sacred (or profane) penalty to attack rolls. The amount of this penalty is equal to the number of dice you would normally roll when channeling and the effect lasts for an equal number of rounds (3d6 equals -3 penalty for 3 rounds, etc.). Those affected by this effect can attempt a Will save each round to negate the penalty for one round.

Plant Domain

Sensorial Imagery: Bright green energy, the smell of flowers and a faint sensation of warmth.

Minor Channeling Effect: The Green

Kiss: You can, as a standard action, use one of your uses of channel energy to spur the natural growth of a non-magical plant. The affected plant experiences up to 2 weeks worth of growth for every die you would normally roll when channeling energy (1d6 equals up to 2 weeks of growth, 2d6 equals up to 4 weeks of growth, etc.). The plant's growth does not happen immediately but occurs at the rate of one day's worth of growth per minute. You can choose to cause less growth if you so desire but the cost in



terms of channeling remains the same. Using this power you can cause seeds to sprout, flowers to bloom and fruit to blossom. The exact affect of the effect is dependent on the plant and subject to GM approval.

Combat Channeling Effect: Blessing of

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the Oak: You can, as a standard action, employ one of your uses of channel energy to infuse all wooden weapons and armors (including arrows, crossbow bolts, and wooden fists) within the range of your channeling with a divine energy akin to an enchantment bonus. This sacred (or profane) bonus is equal to 1/2 of the dice you would normally roll when channeling energy, rounded up (2d6 equals +1 bonus, 3d6 equals +2 bonus, 5d6 equals +3 bonus, etc.). For wooden armors, this bonus adds to the protection they would provide. For wooden weapons, this bonus increases both the hardness of the weapon (by a number equal to the bonus) and affects the damage done by the weapon. This effect lasts a number of rounds equal to the number of dice you would normally roll when channeling (2d6 equals 2 rounds, etc.).

Major Channeling Effect: The Gardner's

Touch: You can, as a standard action, utilize one of your uses of channel energy to completely heal a single plant or plant creature within the range of your channeling. If animate, the plant cannot possess more HD than an amount equal

to double the number of dice you would normally roll when channeling (3d6 would heal up to a 6HD plant creature. 4d6 would heal up to an 8 HD plant creature, etc.). If inanimate, the size of the plant determines your ability to heal it. A cleric capable of channeling 3d6 can heal a medium sized plant. For each additional die you can channel, increase the size of the plant by one step (4d6 equals a large plant, etc.). The plant is healed of all injuries including poison and disease, but not of any magical or supernatural afflictions. If you attempt to heal a plant that is not subject to the effect, nothing happens, but the channeling use is still used up.

Major Channeling Effect: Channeled

Growth: You can, as a standard action, use one of your uses of channel energy to cause all the plants within the area of your channeling to grow as if affected by the overgrowth effect of plant growth. For every die you would normally roll when channeling, you may add another ten feet to the range of your channeling for the purpose of this effect (3d6 would add an extra thirty feet to the range, 4d6 would add an extra forty feet, etc.).

Protection Domain

Sensorial Imagery: A translucent, white energy and a momentary drop in air pressure.

Minor Channeling Effect: Blessing of the

Lock: You can, as a swift action, use one of your uses of channel energy to bless a lock for twentyfour hours. By doing so, you increase the DC to open the lock by a number equal to twice the number of dice you would normally roll when channeling energy (1d6 equals +2 DC, 2d6 equals +4 DC, etc.).

Combat Channeling Effect: Cloak of Steel:

You can, as a standard action, use one of your uses of channel energy to provide all those within the range of your channeling with divine protection. This effect provides a sacred (or profane) bonus to AC equal to 1/2 of the dice you would normally roll when channeling energy, rounded up (2d6 equals +1 bonus, 3d6 equals +2 bonus, 5d6 equals +3 bonus, etc.). This effect lasts a number of rounds equal to the number of dice you would normally roll when channeling (2d6 equals 2 rounds, etc.).

Major Channeling Effect: Cloak of Safety: You can, as a standard action, utilize one of your uses of channel energy to provide all those

within the range of your channeling with divine resistance, increasing their saving throws. Those affected by this effect receive a sacred (or profane) bonus to their saves equal to 1/2 of the dice you would normally roll when channeling energy, rounded up (3d6 equals + 2 bonus, 5d6)equals +3 bonus, etc.). This effect lasts a number of rounds equal to the number of dice you would normally roll when channeling (3d6 equals 3 rounds, etc.).

Major Channeling Effect: Cloak of

Clarity: You can, as a standard action, utilize one of your uses of channel energy to render all those within the range of your channeling resistant to enchantments and mind-affecting effects for a number of rounds equal to the number of dice you normally roll when channeling energy (3d6 equals 3 rounds, etc.) Those affected by this effect gain a sacred (or profane) bonus to saves against enchantments and mind-affecting effects equal to the number of dice you would normally roll when channeling (3d6 equals + 3 bonus, 4d6 equals + 4 bonus). If an affected creature fails their save or are already under the influence of such an enchantment, they may make a new save each round for the duration of the effect.

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Repose Domain

Sensorial Imagery: Midnight blue energy, lined with white, and the suggestion of a cool breeze.

Minor Channeling Effect: Rest in Peace: You can, as a standard action, utilize one of your uses of channel energy to bless one or more corpses. You can use this effect in one of two ways. Firstly you can use the effect to target a number of corpses equal to the number of dice you would normally roll when channeling energy (1d6 equals one corpse, 2d6 equals 2 corpses, etc.) and bless them all, provided they are all within the range of your channeling. Corpses that have been so blessed cannot be easily animated. Anyone attempting to animate a blessed corpse must make a caster level check to do so. Such checks must be made for each individual corpse. Failure means the spellcaster may not attempt to animate the same corpse again. Alternatively, you can target a single corpse within the range of your channeling; one you know to have been slain by a spawning undead (such as ghouls, shadows and vampires). By blessing such a corpse, there is a chance that you prevent the corpse from reanimating as usual. The percent chance is equal to 10%

multiplied by a number equal to the number of dice you would normally roll when channeling (2d6 would equal 20% chance the corpse does not reanimate, 3d6 would equal 30% chance the corpse does not reanimate, etc.).

Combat Channeling Effect: Final Blade:

You can, as a standard action, employ one of your uses of channel energy to charge the weapons of those within range of your channeling with death dealing properties. When a weapon affected by this effect deals a blow which would move the target's hit-points below o, the weapon deals an additional 2d6 points of damage. This effect lasts a number of rounds equal to the number of dice you would normally roll when channeling (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.).

Major Channeling Effect: Gentle Slumber:

You can, as a standard action, use one of your uses of channel energy to cause creatures within the range of your channeling to fall asleep for 1d4 minutes. You can affect a number of hit dice equal to four times the number of dice you would normally roll when channeling energy (3d6 equals 12 HD, etc.). Creatures with less hit dice are affected first. The targets are allowed a single Will save to negate. If no creatures within range of your channeling is subject to the effect, the channeling use is still used.

Special: Selective channeling allows you to avoid targeting creatures within the range of your channeling. Using Selective Turning with this effect has no effect on the number of hit dice affected. (Example: A 5th level cleric with the repose domain is facing four 3rd level kobold warriors and a 5th level kobold chieftain. *Normally, the cleric could affect 12 HD worth of* creatures, which would put the warriors to sleep but not affect the chief. Using this effect in conjunction with selective turning, the cleric chooses to not affect three of the kobold warriors and thus both the chief and one warrior have to make Will saves.)

Major Channeling Effect: Calm the

Spirits: You can, as a standard action, utilize one of your uses of channel energy to dismiss any ghosts within the range of your channeling. A ghost struck by this effect must make a Will save or else be dispersed for a number of days. Ghosts take a penalty to their save equal to the number of dice you would normally roll when channeling (3d6 equals -3 penalty, etc.) and those that fail their save cannot manifest again for 1d4 days.



Rune Domain

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Sensorial Imagery: A dark brown energy, streaked with red lines that twist in vaguely runic patterns, and a faint warmth.

Minor Channeling Effect: Rune Sight: You can, as a standard action, utilize one of your uses of channel energy to search for invisible or hidden runes. When you use this effect, you identify, within the area of effect all hidden runes and magical scripts with a Perception DC equal to or less than 23

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+ your perception modifier + a modifier equal to the number of dice you would normally roll when channeling energy. (Example: A 1st level cleric with a 16 wisdom but no training in perception would find any runes with a DC 27 or less to spot; 23 + 3 perception +1 channeling).

Combat Channeling Effect: Runic Blades:

You can, as a standard action, employ one of your uses of channel energy to create temporary runes of power on all weapons within the range of your channeling. These runes allow the weapons to function as either silver or cold-iron weapons for the purpose of overcoming damage resistance. The effect lasts for a number of rounds equal to the dice you would normally roll when channeling energy (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.).

Major Channeling Effect: Runes of

Healing: You can, as a standard action, utilize one of your uses of channel energy to create temporary runes of power on the floors and walls within the range of your channeling: runes which grant fast healing 3 to all living creatures within the area of effect. The effect lasts for a number of rounds equal to the dice you would normally roll when channeling energy (3d6 equals 3 rounds, 4d6 equals 4 rounds, etc.). The effect, as described, only functions for clerics that can channel positive energy. Clerics that channel negative energy may create runes that cause 3 points of damage each round to living creatures within range (A successful Fortitude save halves).

Major Channeling Effect: Runes of the Anchored Soul: You can, as a standard action, utilize one of your uses of channel energy to create temporary runes of power on the floors and walls within the range of your channeling: runes which prevent any creatures from teleporting into or summoning creatures into, the affected area. The runes last for a number of rounds equal to the number of dice you would normally roll when channeling (3d6 equals 3 rounds, 4d6 equals 4 rounds, etc.)

Strength Domain

Sensorial Imagery: A brown energy, streaked with orange, accompanied by a forceful air current.

Minor Channeling Effect: Touch of the

Ox: You can, as a swift action, use one of your uses of channel energy to infuse yourself with divine energy, increasing some strength related skill checks for one round. When you use your channeling ability in this way, you, may add a sacred (or profane) bonus to a single Climb or Swim skill check equal to the number of dice you would normally roll when channeling energy (1d6 would equal a +1 bonus, 2d6 would equal a +2 bonus, etc). The use of the channeling use must be declared before any dice are rolled. At the GM's discretion, this effect can also be used for a single non-skill related strength check.

Combat Channeling Effect: Ox Strength:

You can, as a standard action, utilize one of your uses of channel energy to increase the strength of all those within range of your channeling. All

those affected receive a sacred (or profane) bonus to strength equal to the number of dice vou normally roll when channeling and lasting an equal number of rounds (2d6 equals +2strength for 2 rounds, 3d6 equals +3 strength for 3 rounds, etc.). This effect stacks with bull's strength.

Major Channeling Effect: Legs of Stone: You can, as a standard action, use one of your uses of channel energy to increase the carrying capabilities of those within the range of your channeling for a number of hours. Those affected by this effect treat all medium loads as light loads and all heavy loads as medium loads for the purpose of calculating speed. Furthermore, each can carry another hundred pounds above what they are normally capable of carrying. Those with such an extra burden are considered to have a heavy load. This effect lasts for a number of hours equal to the number of dice you would normally roll when channeling energy (3d6 equals 3 hours, 4d6 equals 4 hours, etc.). At the end of the effect's duration, anyone who has carried more than their normal maximum capacity is fatigued.

Major Channeling Effect: Renewed

Strength: You can, as a standard action, use one of your uses of channel energy to bolster the energy of a number of creatures within the range of your channeling. Affected creatures who were exhausted are instead fatigued. Affected creatures who were fatigued creatures are instead considered to be physically rested, as if they had just received eight hours of sleep. You may affect a number of creatures equal to the number of dice you would normally roll when channeling energy (3d6 equals 3 creatures, 4d6 equals 4 creatures, etc.). You may use this effect more than once on the same creature in order to reduce them from exhausted to rested. Creatures that benefit from this effect may not use the effect to negate the need for rest prior to preparing spells, as it is entirely a physical phenomena and has no bearing on the mental faculties.

Sun Domain

Sensorial Imagery: A bright pale vellow energy, tinged with white, and a feeling of warmth.

Minor Channeling Effect: Sun's Kiss: You can, as a standard action, use one of your uses of channel energy to cause objects to shine, as if

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with a light spell. You may cause a number of objects to shine equal to the number of dice you would normally roll for channeling and they shine for 10 minutes. If you so choose, instead of lighting multiple items, you may stack the durations onto a single object (1d6 equals one object for ten minutes, 3d6 equals either three objects for ten minutes or one object of thirty minutes, etc.).

Combat Channeling Effect: Revealing

Light: You can, as a standard action, utilize one of your uses of channel energy to flood the area within the range of your channeling with sparkling, almost solid energy. This energy moves and takes shape, outlining and tracing the movements of all corporeal creatures within the area of effect. The result of this effect is that the motions of all invisible creatures can be traced. revealing the location of such individuals, negating their invisibility for the duration of the effect so long as they remain within the affected region. The effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling energy (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.) and is not subject to selective turning. Invisible creatures who wish to remain undiscovered can attempt to remain perfectly still for the duration of the effect. Those who attempt this must make a Stealth check.

Major Channeling Effect: Sunlight's

Glow: You can, as a standard action, employ one of your uses of channel energy to imbue yourself with a blinding inner radiance. This light illuminates similar to a *daylight* spell. Meanwhile, those making a melee attack against you must make a Reflex save or be blinded for 1d4 rounds following their first attack. Additionally, for the length of the effect, any undead within 5 feet of you take 2d6 points of damage each round (fortitude halves). This effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling (3d6 equals 3 rounds, 4d6 equals 4 rounds, etc.).

Major Channeling Effect: Sunlight's

Glare: You can, as a standard action, use one of your uses of channel energy to cause all nonmagical, non-living objects within the range of your channeling to glow brightly with the light of the sun for a very brief period of time. Those within the area of effect, excluding yourself, suffer a -8 penalty to all sight based Perception rolls for the duration of the effect due to the

brightness. All creatures adversely affected by sunlight suffer any relevant penalties so long as they remain within the area of the effect. The effect lasts a number of rounds equal to the number of dice you would normally roll when channeling (3d6 equals 3 rounds, 4d6 equals 4 rounds, etc.).

Travel Domain

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Sensorial Imagery: A light green and blue energy, and a faint, fresh breeze

Minor Channeling Effect: Burst of Speed: You can, as a swift action, utilize one of your uses of channel energy to increase your speed for one round. For each die you would normally roll when channeling, your speed increases by 5 feet (1d6 equals plus 5 ft., 2d6 equals plus 10 ft., etc.). At the end of the round, the effect ends.

Combat Channeling Effect: Step of the Open Road: You can, as a standard action, employ one of your uses of channel energy to infuse all those within range with divine energy, allowing them to move more easily and speedily. Each affected character or creature may, on their turn, for the length of the effect, take a single 5 foot step as a free action which does not provoke an attack of opportunity. This 5 foot step is in addition to the 5 foot step allowed each turn during a full round action. This effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.). This effect cannot be stacked with itself.

Major Channeling Effect: Blessing of the Unhindered Journey: You can, as a standard action, use one of your uses of channel energy to bless those within the range of your channeling with the ability to ignore the hindrances of natural terrain for a period of time. Those so blessed may not scale impassible terrain, but they may move freely on ice, through dense brush, over sand, or along otherwise difficult terrain, all without being slowed. This effect eliminates any penalties for difficult terrain both for overland travel and during combat. The effect lasts a number of hours equal to the number of dice you would normally roll when channeling energy (3d6 equals 3 hours, 4d6 equals 4 hours, etc.).

Major Channeling Effect: Traveler's Endurance: You can, as a standard action, use one of your uses of channel energy to strengthen

the fortitude of those within range. Using your channeling in this way provides affected creatures with two benefits. Firstly, each creature affected gains a sacred (or profane) bonus to Fortitude saves equal to the number of dice you would normally roll when channeling and lasting for a number of rounds equal to the bonus (3d6 equals +3 bonus lasting three rounds, 4d6 equals +4 bonus lasting four rounds, etc.). Secondly, any creature under the effect of an effect subject to Fortitude saves, is allowed a new Fortitude save to negate the effect. (Example: A diseased creature would be allowed an extra Fortitude save to overcome the disease.)

Trickery Domain

Sensorial Imagery: A light purple energy, accompanied by a momentary feeling of disorientation.

Minor Channeling Effect: Conman's Kiss: You can, as a swift action, utilize one of your uses of channel energy to create a bond between you and one creature, thus improving your ability to interact with that creature. The creature cannot be outside of the range of your channeling ability, though they can be hostile. When you use your channeling ability in this way, you may add a sacred (or profane) bonus to a single Bluff or Intimidate skill check equal to the number of dice you would normally roll when channeling energy (1d6 would equal a + 1bonus, 2d6 would equal a + 2 bonus, etc.). The use of the channeling bonus must be declared before any dice are rolled.

Combat Channeling Effect: It's a Trap:

You can, as a standard action, employ one of your uses of channel energy to give all combatants within the range of your channeling the feeling of being surrounded on all sides by opponents. All affected creatures are automatically flanked by their opponents, regardless of how many they are fighting and suffer a -2 penalty to any fear or morale related saving throws. This effect lasts for a number of rounds equal to the number of dice you would normally roll when channeling (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.). Those within the area of effect are allowed a Will save each round to negate the effect for one round.

Major Channeling Effect: Crooked Sight:

You can, as a standard action, use one of your uses of channel energy to create a zone of



displacement within the range of your channeling, in which everything appears to be one or two feet away from its real position. All those within the area of effect benefit as if they had cover (50% miss chance) for as long as they remain within the zone. The effect lasts for a number of rounds equal to the number of dice you would roll when channeling (3d6 equals 3 rounds, 4d6 equals 4 rounds, etc.). True seeing negates this effect and the effect is not subject to selective channeling.

Major Channeling Effect: False Healing:

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You can, as a standard action, employ one of your uses of channel energy to make those within the range of your channeling believe they have been healed, even though they have not been. When using this effect, roll for channeling as normal. Those within the range of your channeling believe they have been healed for that amount. A successful Will save negates this effect. This use of channeling is a mind-affecting effect.

War Domain

Sensorial Imagery: A crimson energy, and a faint copperv scent.

Minor Channeling Effect: Battle

Blessing: You can, as a standard action, use one of your uses of channel energy to bless a single weapon, making it impossible to sunder or break for the duration of the effect. Though damage can be dealt to the weapon as normal, no amount of damage breaks the weapon for the

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duration of the effect. When the effect ends, if the weapon has not been repaired or mended, all damage done to it affects it as normal. This effect lasts for a number of hours equal to the number of dice you would normally roll when channeling (*1d6 equals 1 hour, 2d6 equals 2 hours, etc.*).

Combat Channeling Effect: Love of

Battle: You can, as a standard action, use one of your uses of channel energy to bolster the martial abilities of those within the range of your channeling. All those affected by this effect gain a sacred (or profane) bonus to attack rolls equal to ½ of the number of dice you would normally roll when channeling, rounded up (*2d6 equals* +*1 bonus*, *3d6 equals* +*2 bonus*, *5d6 equals* a +*3 bonus*, *etc.*). Additionally, all those affected may make one extra attack of opportunity each round, above what they could normally make. This effect lasts for a number of rounds equal to the number of dice you would roll when channeling (*2d6 equals* 2 *rounds*, *3d6 equals* 3 *rounds*, *etc.*).

Major Channeling Effect: Tears of War:

You can, as a standard action, utilize one of your uses of channel energy to give all weapons within the range of your channeling the *wounding* property for the duration of the effect. This effect lasts a number of rounds equal to the number of dice you would normally roll when channeling (*3d6 equals 3 rounds, 4d6 equals 4 rounds, etc.*). Weapons which already have the wounding property do not benefit from this effect.

Major Channeling Effect: War's Haste:

You can, as a standard action, use one of your uses of channel energy to imbue all those within range of your channeling with martial vigor. All those affected by this effect may make one extra melee attack each round at their full attack bonus. The effect lasts for a number of rounds equal to the number of dice you would roll when channeling (*3d6 equals 3 rounds, 4d6 equals 4 rounds, etc.*). This effect does not stack with *haste*.

Water Domain

Sensorial Imagery: A light blue and white energy, and a momentary spike in the humidity of the air.

Minor Channeling Effect: Freeze Water: You can, as a standard action, utilize one of your



uses of channel energy to freeze water. You may freeze up to one gallon of water for each die you would normally roll when channeling (*1d6 equals 1 gallon frozen, 2d6 equals 2 gallons froze, etc.*). The water thaws as normal. スシントウマン とん アンファンス インス シン ス とん かん てん しょ

Combat Channeling Effect: Wave of Frost: You can, as a standard action, use one of your uses of channel energy to unleash a cold attack affecting all characters within range of your channeled energy. The amount of dice rolled for damage is equal to the number of dice rolled for standard channeling; thus a cleric that would normally heal 2d6 points of damage would roll 2d6 for cold damage. A successful Reflex save halves the damage done.

Major Channeling Effect: Breath of

Water: You can, as a standard action, utilize one of your uses of channel energy to make the water within the range of your channeling breathable to air-breathing creatures. This effect lasts for a number of rounds equal to the number of dice you could normally roll when channeling energy (*3d6 equals 3 rounds, 4d6 equals 4 rounds*). If cast in moving water, the area of effect flows with the water current according to the speed of the water.

Major Channeling Effect: Winter's Cloak: You can, as a standard action, employ one of

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your uses of channel energy to infuse all targets within the range of your channeling, including yourself, with protection from cold. The protection is equal to 3 times the number of dice you would normally roll when channeling and lasts a number of rounds equal to the number of dice normally rolled or until the subjects take an amount of cold damage equal to the protection (3d6 equals 9 points of cold protection for 3 rounds, 4d6 equals 12 points of cold protection for 4 rounds, etc.). This effect stacks with any previous cold resistance or protection from cold, including itself.

Weather Domain

Sensorial Imagery: A blue energy, streaked with grey, and the faint smell of rain in the air

Minor Channeling Effect:

Thermokinetics: You can, as a standard action, employ one of your uses of channel energy to alter the temperature within the range of your channeling. You may alter the temperature, up or down, up to 4 degrees for every die you would normally roll when channeling (1d6 equals a change of up to 4 degrees, 2d6 equals a change of up to 8 degrees, etc.). This change in temperature is not permanent. If outside, the temperature returns to normal at the rate of 4 degrees a round. If inside, in a large, well aired room, the temperature returns to normal at the rate of 1 degree a round. If inside, in a room or area with little or no ventilation, the temperature will return to normal at the rate of 1 degree a minute. You may use this effect multiple times in the same area and the effects will stack.

Combat Channeling Effect: Fogbank:

You can, as a standard action, employ one of your uses of channel energy to pull moisture from the air and create a bank of thick fog that fills the area of your channeling. Within this fog visibility is limited to 5 feet. Beyond 5 feet the fog grants concealment (20% miss chance). The fog lasts a number of rounds equal to the number of dice you would normally roll when channeling (2d6 equals 2 rounds, 3d6 equals 3 rounds, etc.).

Major Channeling Effect: Weather the Elements: You can, as a standard action, utilize one of your uses of channel

energy to strengthen those within range of your channeling with divine protection against the elements. Those affected by this effect gain a sacred (or profane) bonus to any saving throw made to resist either extreme heat or extreme cold. The bonus is equal to the number of die you would normally roll when channeling energy (3d6 equals + 3 bonus, 4d6 equals + 4 bonus,etc.) and lasts for 24 hours.

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Major Channeling Effect: Cyclone: You can, as a standard action, employ one of your uses of channel energy to create a vortex of swirling wind, centered on yourself and reaching out to the full range of your channeling ability. Those within this

area, excepting yourself, are affected as with a *qust of wind* spell. Those attempting ranged attacks, including yourself, either into or out of this area are likewise affected. This vortex lasts for a number of rounds equal to half the number of dice you would normally roll when channeling energy, rounded up (1d6 equals 1 round, 3d6 equals 2 rounds, 5d6 equals 3 rounds, etc.).

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