



GENIUS GUIDE TO

# DOMAIN CHANNELING II

## DOMAINS OF LIGHT AND LORE



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

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# DOMAIN CHANNELLING II

## DOMAINS OF LIGHT AND LORE

The vicious red dragon, Kalgorax, unceremoniously smacked Maeve with its tail, sending the cleric tumbling backward into one of a hundred piles of antique coins. Maeve ground her teeth as she rose from an undignified heap on the ground. Coins rained from her clothes in a ringing cascade. “Oh, you bitch,” she growled at the dragon.

The insult helped Maeve focus as she took stock of the battlefield. The dragon bled from a number of small but insignificant wounds. To Maeve’s right, Blake crouched behind his shield. A grimace of pain etched the fighter’s face and he breathed a little too heavily. From this vantage Maeve could also see Edik creeping around the monster’s flank, but no one else.

“Tael? Barbeorn?” she asked Blake. When the fighter shrugged she swore quietly. Tael had taken a grisly wound to her side, so it seemed she’d teleported herself out of harm’s way. Had she taken Barbeorn with her? Maeve hoped they were both still alive but there was no time to dwell on it now.

Focusing her thoughts Maeve called on the powers of her goddess and channeled, careful to deny the dragon any of the healing energy. The clarion call of celestial trumpets accompanied the wave of positive energy that burst from Maeve. Kalgorax flinched visibly at the sound of the horns hissing loudly, Blake perked up, his sword rising almost imperceptibly and the pain of Maeve’s own injuries abated.

Kalgorax drew a deep breath. Not waiting for what would follow, Blake and Maeve lunged away from the dragon’s open maw. From an alcove high above came a howl of rage that was almost lost in the dying echoes of the trumpet call. Barbeorn flung himself out into the air above Kalgorax, his warhammer already sweeping down. A slim silhouette appeared in the high alcove and small projectiles of pure force flew past the falling barbarian to unerringly strike the dragon. Simultaneously, the dragon unleashed its breath. The roaring inferno tore towards the fighter and cleric but the worst of the blaze went awry as Barbeorn’s crushing blow caused Kalgorax to writhe in unexpected agony.

Seizing on this moment Maeve channeled again but with different intention. Maeve’s mind and body seemed to sync and attune to Kalgorax.

Edik leapt into action too, his rapier pierced deeply between the scales on the dragon’s flank opposite of where Blake now threatened the beast.

Maeve felt the dragon flinch away from the rogue’s nimble blade, she could also feel the twitch of wings but she could not yell out a warning before Kalgorax reared backwards and beat its wings hard against Barbeorn. The barbarian twisted as he was knocked off the dragon’s back to land in a crouch dangerously close to the monster’s claws.

In a single sinuous move, the dragon swiveled its head around biting at Maeve. Fortunately the momentary warning afforded by her battle attunement allowed Maeve to dodge backwards just in time for the dragon’s teeth to snap on empty air.



The *Genius Guide to Domain Channeling* introduced players and GMs to a new classification of feats for the *Pathfinder Roleplaying Game* – Domain Channeling. These feats augment a power that all clerics share and utilize in almost the same manner regardless of deity, personalizing it to the portfolio of the PC's patron deity.

The purpose of this was to help clerics play differently from one another. Unlike wizards and sorcerers, clerics often seem to become locked into the role of party healer foregoing a number of their more interesting spell options for cure and restoration spells. Having an additional ability or two tied directly to an existing resource offers those clerics a way to reflect the focus of their worship and bring some diversity to how clerics may be played without breaking game balance.

The original *Genius Guide to Domain Channeling* covered all of the domains in the core rules, however much of the feedback we received included requests for third-party domains, and many more requests for the subdomains introduced in the *Advanced Player's Guide*. That's a lot of feats, probably too many for a single PDF release, so drawing inspiration from previous Genius Guides the additional content was divided up. This volume focuses on the domains and subdomains most associated with deities concerned with knowledge, good, aid, and assisting groups.

## DOMAIN CHANNELING AND CHANNEL ENERGY

Many of the Domain Channeling feats provide abilities that are very different from the typical abilities of channel energy. This is a conscious design choice to give each cleric a distinctive feel. Much as Arcane Strike allows a spellcaster to create a magic effect fueled by his own eldritch might, many Domain Channeling feats represent access to a brand new power granted by his deity that is simply powered by his channeled energy.

Domain Channeling represents a special form of energy provided by a deity in keeping with that god's interests and concerns. Domain Channeling is neither positive nor negative energy, instead existing as a special form of divine power unique to each domain. All effects listed in the feat entries below occur in place of the normal effects of channeling energy unless otherwise noted. Gaining a Domain Channeling ability does not remove the ability to channel positive or negative energy, as defined by the *Pathfinder Core Rulebook*. However all the forms of energy channeling a cleric is capable of come from the same pool of uses per day, as defined for channel energy.

## DOMAIN CHANNELING AND SUBDOMAINS

Having access to a subdomain is considered to fulfill the prerequisite of access to the domain it is a variant of, for purposes of Domain Channeling feat prerequisites. For example, a cleric with the Heroism subdomain is considered to have access to the Glory domain for purposes of taking the Fearsome Gaze feat.

Similarly, having access to a parent domain counts as the prerequisite for feats that require the subdomain. For example, a character with the Artifice domain would have access to the Construct, Toil, and Trap subdomains for the purposes of taking the Command Construct, the Swords to Plowshares or Augment Trap feats.

With the addition of subdomain feats some characters could qualify for several of the Domain Channeling feats, however, it is recommended that GMs not allow players to select more than two Domain Channeling feats, even though they will meet the requirements for more. Limiting it to one feat per domain (or to two feats for a single exalted domain) means you will be able to add interesting new options without undercutting the importance of the cleric's spells.

## DOMAIN CHANNELING AND CHANNEL RESISTANCE

While normally only undead creatures have channel resistance and it is primarily used as a defense against channeling positive energy, the rules of channel resistance specify they apply to all effects dependent on channel energy. Thus, creatures with channel resistance gain it as a bonus to any saving throw they make against any Domain Channeling effect.

## ALTERNATE DOMAIN CHANNELING OPTIONS

As an optional rule, rather than have Domain Channeling available as a feat, a GM may allow a cleric to gain Domain Channeling in place of the ability normally gained from a domain at 1st level. For example, a cleric with the Community domain could be allowed to take the Bolstering Companions Domain Channeling ability in place of the calming touch normally gained by a 1st level cleric with that domain. (Or, in the case of the Rune domain, the Domain Channeling ability can be gained in place of gaining Scribe Scroll as a bonus feat.)

FEAT	PREREQUISITES	EFFECT
Battle Attunement	Cha 13, Selective Channeling, channel energy class feature, Attunement domain.	You can attune to an enemy to gain an insight bonus on attack and damage rolls.
Boost Activation	Cha 13, channel energy class feature, Divine subdomain, divine caster level 3.	You may channel energy while activating a divine magical item to use your own caster level rather than the caster level of the item.
Brilliant Channeling	Cha 13, channel energy class feature, Art domain.	You channel a blinding wave of brilliant light and color.
Carnal Urges	Cha 13, channel energy class feature, Lust subdomain.	Your channeling inspires lust in living creatures in your channel radius.
Chains of the Damned	Cha 13, channel energy class feature, Souls subdomain.	You can channel spirit energy to surround yourself in ghostly chains. These chains provide a deflection bonus to AC and allow you to grapple incorporeal creatures.
Channel Spell Defense	Cha 13, channel energy class feature, Defense subdomain.	You channel energy to gain spell resistance.
Channel Succor	Cha 13, channel energy class feature, Love subdomain.	Your healing channel resonates with love and comfort. Those healed by your channel effect have an opportunity to shake off harmful mental effects.
Command Construct	Cha 15, channel energy class feature, Construct subdomain.	You can use your channeling ability to command creatures of the construct type.
Counter Magic Channel	Cha 17, channel energy class feature, Arcane subdomain, divine caster level 5.	You can channel energy to counter arcane spells you can successfully identify.
Cunning Insight	Cha 13, channel energy class feature, Thought subdomain.	You can get a vague insight into your opponent's defensive intentions.
Divine Guide	Cha 13, channel energy class feature, Exploration subdomain.	You can channel energy to aid in navigation and exploration gaining a bonus to a Knowledge, Perception or Survival skill check.
Elysium's Protection	Cha 13, channel energy class feature, Azata subdomain.	When you channel energy for healing you may grant a +2 sacred bonus to select saving throws made by those you healed.
Forget Training	Cha 13, channel energy class feature, Memory subdomain.	When you channel energy you can draw memories of training and experience from your enemies.
Gibberish	Cha 15, channel energy class feature, Language subdomain, divine caster level 3.	When you channel you can disrupt the ability of creatures to communicate with or understand spoken and written languages.
Heaven's Call	Cha 15, channel energy class feature, Archon subdomain.	When you channel positive energy holy trumpets sound shaking the courage of your enemies.
Illuminate the Hidden	Cha 15, channel energy class feature, Light subdomain, divine caster level 3.	You radiate an aura of light that can reveal concealed and invisible creatures.



Life's Breath	Cha 13, channel energy class feature, Resurrection subdomain, divine caster level 5.	With your channel energy ability you can breathe life back into a fallen ally restoring them to life for a limited period of time.
Light Step	Cha 13, channel energy class feature, Movement subdomain.	You can channel energy to move through difficult terrain easily.
Maximizing Channel Circle	Cha 13, channel energy class feature, Wards subdomain.	You can craft a ward that maximizes a channeling effect.
New Dawn	Cha 13, channel energy class feature, Day subdomain, divine caster level 3.	You can channel energy to grant you and your allies a new opportunity to resist ongoing effects.
Nightmare Channel	Cha 13, channel energy class feature, Sleep domain.	You may channel energy to create nightmare phantasms to haunt and torment your opponents.
Nirvana's Roar	Cha 13, channel energy class feature, Agathion subdomain.	When you channel energy your facial features shift to resemble a leonal agathion and you may make a roar that deafens non good creatures in a 60-foot cone.
Past Life	Cha 15, channel energy class feature, Ancestors subdomain.	You can draw upon the power of your ancestors to bolster your abilities.
Protective Bond	Cha 13, Selective Channeling, channel energy class feature, Family subdomain.	You gain temporary vitality but suffer the wounds inflicted upon your allies.
Radiant Halo	Cha 13, channel energy class feature, Purity subdomain, divine caster level 5.	As a paragon of virtue and purity you can channel that purity into a halo of brilliant light.
Restorative Blessing	Cha 13, channel energy class feature, Restoration subdomain, divine caster level 3.	You may temporarily relieve ability damage with a touch.
Reveal Altered Forms	Cha 13, channel energy class feature, Revelation subdomain.	You can channel energy to detect lycanthropes and creatures affected by transmutation spells and gain a bonus to hit such creatures.
Song of Agony	Cha 13, channel energy class feature, Song domain or Sound subdomain.	You can infuse a song you sing with power so that those who hear it suffer sonic damage.
Subvert Illusions	Cha 13, channel energy class feature, Dream domain.	You can use your channel ability to sense and seize control of illusion effects employed by your enemies.
Swift Conduct	Cha 13, channel energy class feature, Trade subdomain.	When traveling you can channel energy to ease and speed your journey.
Swords to Plowshares	Cha 13, channel energy class feature, Toil subdomain.	You can channel energy to warp weapons and transform them into tools of labor and toil.
Threshold Blessing	Cha 13, channel energy class feature, Home subdomain, divine caster level 3.	You can use your channel energy ability to create an area of protection.

### BATTLE ATTUNEMENT (DOMAIN CHANNELING; ATTUNEMENT DOMAIN)

You can attune to a single enemy gaining understanding and insights you can use against it in combat.

**Prerequisite:** Cha 13, Selective Channeling, channel energy class feature, Attunement domain.

**Benefit:** You can expend a daily use of your channel energy to attune to a target within 30 feet. This attunement lasts for a number of rounds equal to your Charisma modifier. While attuned you gain a +2 insight bonus per channel die on all to hit and damage rolls against a target creature. A successful Willpower save by the target reduces this bonus by half.

**Special:** You may use Channel Ray or Shape Channel to affect a target outside the normal area of effect.

### BOOST ACTIVATION (DOMAIN CHANNELING; DIVINE SUBDOMAIN)

You may use your channel energy to increase the effective caster level of a divine magic item you are activating.

**Prerequisite:** Cha 13, channel energy class feature, Divine subdomain, divine caster level 3.

**Benefit:** Instead of your normal channel energy effect you can expend a daily use of channel energy as a part of an action to activate a divine potion, scroll or wand. Instead of the item's normal caster level you may substitute your own caster level.



### BRILLIANT CHANNELING (DOMAIN CHANNELING; ART DOMAIN)

You may choose to use your channel energy ability to create a scintillating aura of brilliant light and color around yourself that distracts and potentially blinds your enemies.

**Prerequisite:** Cha 13, channel energy class feature, Art domain.

**Benefit:** When you channel energy for any single effect you have access to effect you may expend an additional use of channel energy to gain a brilliant aura of ever-shifting light and color that persists for 1 round for every channel die. All creatures able to see within your channel radius must make a Will save (DC 10 + channel dice + Charisma modifier) or become dazzled for as long as the wave persists.

**Special:** You can use the Selective Channeling feat to exempt targets normally.

### CARNAL URGES (DOMAIN CHANNELING; LUST SUBDOMAIN)

You can channel lust driving nearby creatures to be distracted by feelings of intense desire.

**Prerequisite:** Cha 13, channel energy class feature, Lust subdomain.

**Benefit:** Instead of your normal channel energy effect you can channel raw lust in living targets rendering them distracted. Targets in your channel radius are consumed by lust suffering a –2 penalty on all ability checks, attack rolls, combat maneuver checks, Combat Maneuver Defense, saving throws, and skill checks for 1d6 rounds per channel die or until they have the opportunity to sate their desires. A successful Will save halves this penalty. This is a mind-affecting charm effect.

The effects of this feat are not cumulative additional uses of this ability only increase the duration of the effect.

**Special:** You can use the Selective Channeling feat to exempt targets normally.

### CHAINS OF THE DAMNED (DOMAIN CHANNELING; SOULS SUBDOMAIN)

You can channel spirit energy to wrap yourself in incorporeal chains that writhe and twist menacingly around you.

**Prerequisite:** Cha 13, channel energy class feature, Souls subdomain.

**Benefit:** Instead of your normal channel energy effect you may use your channel energy ability to surround yourself in writhing incorporeal chains for 1 round per channel die. These chains offer a deflection bonus to AC equal to your Charisma modifier. Furthermore you can use the chains to grapple incorporeal creatures.

These chains are spiritually heavy and you become fatigued when this power ends.

#### **CHANNEL SPELL DEFENSE (DOMAIN CHANNELING; DEFENSE SUBDOMAIN)**

You can use your channel energy ability to gain spell resistance to spells and spell like abilities.

**Prerequisite:** Cha 13, channel energy class feature, Defense subdomain.

**Benefit:** Instead of your normal channel effect you may instead gain SR 11 +2 per channel die for a number of rounds equal to your Charisma modifier.

#### **CHANNEL SUCCOR (DOMAIN CHANNELING; LOVE SUBDOMAIN)**

Your channeled energy resonates with love and comfort those healed by your channeling have an opportunity to shake off the effects of any harmful mental conditions.

**Prerequisite:** Cha 13, channel energy class feature, Love subdomain.

**Benefit:** In addition to your normal channel energy effect you may expend an additional use of your channel energy ability to grant creatures you have healed an additional saving throw against any harmful mental conditions (such as confusion or fear effects) already affecting the subject. The subject gains a +1 morale bonus for every two channel dice you possess. The DC of these new saves are the same as the original failed saving throws. This power has no effect on conditions not obtained by failing a particular saving throw.

#### **COMMAND CONSTRUCT (DOMAIN CHANNELING; CONSTRUCT SUBDOMAIN)**

You can use your channeling ability to command creatures of the construct type.

**Prerequisite:** Cha 15, channel energy class feature, Construct subdomain.

**Benefit:** As a standard action you can use one of your uses of channel energy to seize control of constructs within 30 feet. Constructs receive a Will save to negate the effect. The DC for this save is equal to 10 + ½ your cleric level + your Charisma modifier. Constructs that fail their saves fall under

your control, obeying your commands to the best of their ability. Intelligent constructs receive a new saving throw each day to resist your command. You can control any number of constructs, so long as their total Hit Dice do not exceed 2 Hit Dice per channel die. If you use channel energy this way, it has no other effect. If a construct is under the control of another creature, you must make an opposed Charisma check whenever your orders conflict.

#### **COUNTER MAGIC CHANNEL (DOMAIN CHANNELING; ARCANES SUBDOMAIN)**

You can channel energy to counter arcane spells you can successfully identify.

**Prerequisite:** Cha 17, channel energy class feature, Arcane subdomain, divine caster level 5.

**Benefit:** Instead of your normal channel ability you can instead expend 2 uses of channel energy to counter an arcane spell you can identify as it is being cast. The spell must be at least two levels lower than the total number of channel dice you possess.

#### **CUNNING INSIGHT (DOMAIN CHANNELING; THOUGHT SUBDOMAIN)**

While you are unable to read an opponent's thoughts you can get a vague sense of its intentions which grants you an insight bonus.

**Prerequisite:** Cha 13, channel energy class feature, Thought subdomain.

**Benefit:** Instead of your normal channel effect you may get a sense of the thoughts and intentions of a single creature within your channel radius. You gain a +1 insight bonus per channel die on a single action taken against the target in the next round. The target may make a Will save to resist this effect and receives a +2 bonus to this save if they are of a different creature type than you. This is a mind-affecting effect.

#### **DIVINE GUIDE (DOMAIN CHANNELING; EXPLORATION SUBDOMAIN)**

You can use your channel energy effect to aid in navigation and exploration.

**Prerequisite:** Cha 13, channel energy class feature, Exploration subdomain.

**Benefit:** Instead of your normal channel ability you may expend a daily use of your channel energy ability to gain a +1 divine bonus per channel die to a single Knowledge, Perception, or Survival skill check used to discover the best route from one place to another, find traps and secret doors or to make a similar discovery related to exploration. You must choose whether to use this ability or not before the roll is made.

### ELYSIUM'S PROTECTION (DOMAIN CHANNELING; AZATA SUBDOMAIN)

When you channel positive energy you can infuse your healing energy with the power of Elysium's spiritual freedom.

**Prerequisite:** Cha 13, channel energy class feature, Azata subdomain.

**Benefit:** When you channel positive energy you may expend an additional use of your channel energy ability to grant all the creatures you healed with your channel effect a +2 sacred bonus to all saves against spells and spell like abilities of the enchantment (charm) and enchantment (compulsion) subschools as well as any spells or special abilities that paralyze or petrify. This effect persists for 1 round per channel die.

### FORGET TRAINING (DOMAIN CHANNELING; MEMORY SUBDOMAIN)

Your channeling powers may unravel the memories of your enemies causing them to forget training and other experiences.

**Prerequisite:** Cha 13, channel energy class feature, Memory subdomain.

**Benefit:** You can spend a daily use of channel energy to siphon off the memories of targets within your channel area with an Intelligence greater than 6. Eligible targets suffer a -1 penalty to all attack rolls and skill checks for every three channel dice you possess for 5 rounds.

**Special:** You may exempt targets from this effect with the Selective Channeling normally.

### GIBBERISH (DOMAIN CHANNELING; LANGUAGE SUBDOMAIN)

When you channel you can disrupt the ability of creatures to communicate with or understand spoken and written languages.

**Prerequisite:** Cha 15, channel energy class feature, Language subdomain, divine caster level 3.

**Benefit:** You can channel a wave of mental disruption. Creatures caught in the area of your channel effect are unable to speak coherently or understand any form of verbal or written communication for 1 round per channel die. A successful Will save negates this effect. Affected spell casters cannot cast spells with verbal components. This is a mind-affecting charm effect.

**Special:** You can exempt targets normally with the Selective Channeling feat.

### HEAVEN'S CALL (DOMAIN CHANNELING; ARCHON SUBDOMAIN)

When you channel positive energy holy trumpet's sound shaking the courage of your enemies.

**Prerequisite:** Cha 15, channel energy class feature, Archon subdomain.

**Benefit:** When you channel positive energy to heal or harm normally heavenly trumpets sound. Enemies in your channel radius must succeed on a Will save (DC 10 + number of channel dice + Charisma modifier) or be shaken. This is a sonic mind-affecting effect.

**Special:** Even if you use Selective Channel to omit enemies from a healing effect they are still subject to the effects of this feat if they are in your channel radius.

### ILLUMINATE THE HIDDEN (DOMAIN CHANNELING; LIGHT SUBDOMAIN)

You radiate an aura of light that can reveal concealed and invisible creatures.

**Prerequisite:** Cha 15, channel energy class feature, Light subdomain, divine caster level 3.

**Benefit:** Instead of your normal channel effect you radiate a steady white light. Creatures who enter your channel area and are attempting to hide either through mundane or magical means must make a successful Will save or suffer a -20 to all stealth checks even if they leave your channel area. This effect lasts for 1 round per channel die.

**Special:** You can use Selective Channeling as per normal to exclude targets from this effect.

### LIFE'S BREATH (DOMAIN CHANNELING; RESURRECTION SUBDOMAIN)

With your channel ability you can breathe life back into a fallen ally restoring them to life for a limited period of time.

**Prerequisite:** Cha 13, channel energy class feature, Resurrection subdomain, divine caster level 5.

**Benefit:** Once per day you may expend 2 uses of your channel energy ability to restore life to a creature that has been dead no more than 10 rounds. The character returns to life with 5 hp per channel die you possess up to its normal maximum.

This effect functions like the *raise dead* spell except the effect is not permanent. Unless the subject receives a *raise dead* or similar effect it will die again in one hour regardless of its current number of hit points.



### LIGHT STEP (DOMAIN CHANNELING; MOVEMENT SUBDOMAIN)

You can channel energy to dance through difficult terrain easily.

**Prerequisite:** Cha 13, channel energy class feature, Movement subdomain.

**Benefit:** Instead of your normal channel energy effect you may channel energy to lighten your step allowing you to quicken your passage virtually dancing over and through difficult terrain ignoring the movement penalty for one square per channel die for 1 round.

### MAXIMIZING CHANNEL CIRCLE (DOMAIN CHANNELING; WARDS SUBDOMAIN)

You can infuse a ward you have drawn with a channeling effect.

**Prerequisite:** Cha 13, channel energy class feature, Wards subdomain.

**Benefit:** You can take a full round action and expend a daily use of channel energy to draw a ward that covers a 5 foot area. Once drawn if you are channeling from within that warded space you may activate it to maximize all the random variables of the channel effect you are producing. Once used the circle vanishes and must be redrawn.

### NEW DAWN (DOMAIN CHANNELING; DAY SUBDOMAIN)

You can channel the power of the dawn to give you and your allies a new opportunity to resist ongoing effects.

**Prerequisite:** Cha 13, channel energy class feature, Day subdomain, divine caster level 3.

**Benefit:** You can use a daily use of your channel energy ability to give any creature in your channel radius affected by an ongoing condition that allows for daily saves a new save as if a new day had passed. Furthermore subjects may make this new save with a +1 morale bonus for every 2 channel dice you possess. For all purposes treat this as a new day including all of the possible ramifications of a failed save.

**Special:** You may use Selective Channeling as usual to exclude targets from this effect.

### NIGHTMARE CHANNEL (DOMAIN CHANNELING; SLEEP DOMAIN)

You may channel energy to create nightmare phantasms to haunt and torment your enemies.

**Prerequisite:** Cha 13, channel energy class feature, Sleep domain.

**Benefit:** When you channel energy all subjects within the area of effect see swarms of creatures from their darkest nightmares attacking them. These



phantasms inflict 1d6 points of nonlethal damage per channel die and cause subjects to be frightened. On a successful will save a subject may halve the damage and merely be shaken. Nightmare Channel is a mind-affecting power.

Creatures who gain a save bonus versus sleep effects may apply those bonuses to the this feat's saving throws, likewise creatures immune to sleep effects or who do no dream are immune to the effects of this feat.

**Special:** You may use Selective Channeling as usual to exclude targets from this effect.

### **NIRVANA'S ROAR (DOMAIN CHANNELING; AGATHION SUBDOMAIN)**

You can channel to shift your facial features to resemble a leonal agathion and issue a powerful roar.

**Prerequisite:** Cha 13, channel energy class feature, Agathion subdomain.

**Benefit:** Instead of your normal channel effect you can spend a daily use of channel energy to assume the visage of a leonal agathion and roar. When you roar all non-good creatures in a 60-foot cone are deafened and suffer 1d6 points of sonic damage for every two channel dice you possess. A target that succeeds on its Fortitude suffers only half damage and is not deafened.

**Special:** You may use Selective Channeling as usual to exclude targets from the effects of your roar.

### **PAST LIFE (DOMAIN CHANNELING; ANCESTORS SUBDOMAIN)**

You can draw upon the power of your ancestors to bolster your abilities.

**Prerequisite:** Cha 15, channel energy class feature, Ancestors subdomain.

**Benefit:** You are well acquainted with the spirits of your ancestors and you may choose expend a daily use of your channel energy ability to draw upon your ancestor's influence and power and gain benefits from one of the following ancestor types.

- **Warrior:** You gain +2 bonus to Fortitude saves and +1 competence bonus to one melee attack each round this ability is active.
- **Scoundrel:** You gain a +2 bonus to Reflex Saves and +1 competence bonus on all Bluff skill checks while this ability is active.
- **Philosopher:** You gain a +2 bonus to Will saves and +1 to your caster level for one spell cast during the duration of this ability.

Unless otherwise noted all of these bonuses are either sacred or profane depending upon your alignment and persist for 1 round for every two channel dice you possess for a minimum of 1 round.

**Special:** You may use Dual Channel to gain the benefits of two ancestors instead of two different channel abilities.

### **PROTECTIVE BOND (DOMAIN CHANNELING; FAMILY SUBDOMAIN)**

You gain temporary vitality but suffer the wounds inflicted upon your allies.

**Prerequisite:** Cha 13, Selective Channeling, channel energy class feature, Family subdomain.

**Benefit:** You can spend a daily use of your channel energy ability to gain 5 temporary hit points per channel die for 3 rounds. During this time all damage dealt to your allies who were within your channel area when you initially channeled is inflicted upon you instead. At least one ally must be within your channel area when you activate this power.

### **RADIANT HALO (DOMAIN CHANNELING; PURITY SUBDOMAIN)**

You are a paragon of virtue and purity you can channel the power of that purity into a brilliant halo of light.

**Prerequisite:** Cha 13, channel energy class feature, Purity subdomain, divine caster level 5.

**Benefit:** Instead of your normal channel energy ability you can choose to expend an additional daily use of your channel energy ability to focus the power in to halo of pure white light. You shed bright light in a 30-foot radius. This illumination increases the light level for an additional 30 feet by one step (darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light). Creatures that take penalties in bright light take them while within the 30-foot radius of this magical light. Furthermore all non-good creatures in the area of bright light who can see must succeed on a Will save or become dazzled. This halo persists for 1 round for every two channel dice.

**Special:** You may exempt targets from the dazzling effect with the Selective Channeling feat normally.

### **RESTORATIVE BLESSING (DOMAIN CHANNELING; RESTORATION SUBDOMAIN)**

You may temporarily relieve a target of ability damage with a touch.

**Prerequisite:** Cha 13, channel energy class feature, Restoration subdomain, divine caster level 3.



**Benefit:** You must channel energy for two consecutive rounds expending a use of your channel energy ability each round. You may then touch a creature to temporarily relieve that target of 1 point of ability damage per channel die. This relief only lasts for a number of rounds equal to your Charisma modifier at which point all of the relieved damage returns. If this returning damage reduces an ability score below 1 the creature falls unconscious or dies normally.

### **REVEAL ALTERED FORMS (DOMAIN CHANNELING; REVELATION SUBDOMAIN)**

You can channel energy to detect lycanthropes and creatures affected by transmutation spells and gain a bonus to hit such creatures.

**Prerequisite:** Cha 13, channel energy class feature, Revelation subdomain.

**Benefit:** Instead of your normal channel energy effect you can channel energy to detect creatures in your channel radius that are lycanthropes or are under the effects of transmutation (polymorph) spells or effects. You also gain a +2 to hit and damage per channel die against these creatures for a number of rounds equal to your Charisma modifier.

### **SONG OF AGONY (DOMAIN CHANNELING; SONG DOMAIN)**

You can infuse a song you sing with power all those who hear this song suffer sonic damage.

**Prerequisite:** Cha 13, channel energy class feature, Song domain or Sound subdomain.

**Benefit:** You can infuse a song with a divine power by expending a daily use of your channel energy ability. Each round you sing all creatures within your channel radius who can hear your song suffer 2d6 points of sonic damage. You can continue to sing as a full round action for 1 round per channel die you possess without having to expend another daily use of channel energy.

**Special:** Each round you may use the Selective Channeling feat to exempt targets from the effect of this power.

This ability cannot be used as a part of a bardic performance performed by the same character.

### **SUBVERT ILLUSIONS (DOMAIN CHANNELING; DREAM DOMAIN)**

As a devotee of the power of dreams you know the secrets of controlling the creations of mortal minds. This gives you a significant advantage when your



enemies employ illusion magic. You can focus your channeling ability to sense illusions, seize control and turn them against their creators.

**Prerequisite:** Cha 13, channel energy class feature, Dream domain.

**Benefit:** If you suspect an illusion effect may be active you may expend a daily use of channel energy to gain a +1 insight bonus per channel die to your saving throw to disbelieve. Use of this power is the equivalent of careful study.

If you successfully disbelieve then on subsequent rounds you may expend an additional use of channel energy to seize control of the illusion effect. The original caster may make a Will save to resist

against your normal channel energy DC. If you successfully seize control of the effect treat it as though you just cast the spell although any original spell variables (including remaining duration) remain unchanged. You cannot take control of an effect that has a spell level greater the number of channel dice you possess.

The original caster may attempt to disbelieve the effect normally but gains a +2 to the save.

### **SWIFT CONDUCT (DOMAIN CHANNELING; TRADE SUBDOMAIN)**

When traveling you may channel the essence of swift trade and travel to ease and speed of a journey along roads, rivers or other well-traveled trade routes.

**Prerequisite:** Cha 13, channel energy class feature, Trade subdomain.

**Benefit:** When on a road, river or other common trade route you may expend two daily uses of channel energy to grant all allies in your channel radius a +4 circumstance bonus for all skill checks made relating to operating a vehicle or riding a mount for one hour per channel die or as long as they remain on course following the trade route. Daily overland speed is also improved for mounts or vehicles controlled by subjects of this power increasing the speed traveled by 20% for every channel die you possess. This increased speed has no effect in tactical situations.

**Special:** You may use Selective Channel to exclude targets as per normal but doing so limits how fast your group can travel as a whole unless you are willing to leave the excluded parties behind travelling at their own pace.

### **SWORDS TO PLOWSHARES (DOMAIN CHANNELING; TOIL SUBDOMAIN)**

You can channel divine energy to twist and warp weapons transforming them into tools of labor and toil.

**Prerequisite:** Cha 13, channel energy class feature, Toil subdomain.

**Benefit:** Instead of your normal channel effect you may instead inflict your channel damage against all weapons currently being wielded in your channel radius. Any weapon that would receive the broken condition instead becomes an appropriate tool. These tools may still be dangerous however treat them as improvised weapons that deal damage as a weapon one size category smaller than the original transformed weapon.

*Dispel magic*, *remove curse* or similar effect returns the weapons to a normal broken condition.

**Special:** If you possess the Selective Channel feat you may exclude all the weapons held by a particular target creature.

### **THRESHOLD BLESSING (DOMAIN CHANNELING; HOME SUBDOMAIN)**

You can use your channel energy ability to empower a blessing that weakens creatures who enter the area you have blessed without invitation.

**Prerequisite:** Cha 13, channel energy class feature, Home subdomain, divine caster level 3.

**Benefit:** Instead of your normal channel ability you may bless and ward a 50 square-foot area. Creatures who enter this protected space uninvited suffer a negative level for every two channel dice you possess while within the area of effect. A successful Will save halves this effect to a minimum of 1 negative level.

If a creature would be killed by these negative levels it instead finds itself forced back outside of the warded area. This blessing's effects only last for one hour per daily channeling use expended when the blessing is invoked.

**Special:** You do not need Selective Channeling to exempt a creature from this effect you need only invite it in or invoke the blessing while it is in the warded area. Once a creature has been exempted from the effects of a particular blessing they are unaffected by that ward. Overlapping wards have no cumulative effects.



# APPENDIX: COMPLETE DOMAIN CHANNELING FEATS BY DOMAIN

DOMAIN / SUBDOMAIN	RELATED DOMAIN CHANNELING FEAT	FEAT SOURCE	DOMAIN SOURCE
Agathion Subdomain	Nirvana's Roar	Domain Channeling II	<i>Pathfinder Advanced Player's Guide</i>
Air Domain	Channel Vortex	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Ancestors Subdomain	Past Life	Domain Channeling II	<i>Pathfinder Advanced Player's Guide</i>
Animal Domain	Subdue Beasts	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Arcane Subdomain	Counter Channel	Domain Channeling II	<i>Pathfinder Advanced Player's Guide</i>
Archon Domain	Heaven's Call	Domain Channeling II	<i>Pathfinder Advanced Player's Guide</i>
Art Domain	Brilliant Channeling	Domain Channeling II	<i>The Gods of Porphyr</i>
Artifice Domain	Fortify Armor Channeling	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Attunement Domain	Battle Attunement	Domain Channeling II	<i>The Genius Guide To: Crystal Magic</i>
Azata Subdomain	Elysium Protection	Domain Channeling II	<i>Pathfinder Advanced Player's Guide</i>
Chaos Domain	Wild Favor	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Charm Domain	Sudden Truce	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Community Domain	Bolster Companions	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Construct Subdomain	Command Construct	Domain Channeling II	<i>Pathfinder Advanced Player's Guide</i>
Darkness Domain	Shadow Channeling	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Day Subdomain	New Dawn	Domain Channeling II	<i>Pathfinder Advanced Player's Guide</i>
Death Domain	Zone of Decay	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Defense Subdomain	Channel Spell Defense	Domain Channeling II	<i>Pathfinder Advanced Player's Guide</i>
Destruction Domain	Touch of Ruin	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Dream Domain	Subvert Illusions	Domain Channeling II	<i>The Book of Divine Magic</i>

Earth Domain	Tremor Channeling	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Evil Domain	Channel Unholy Gift	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Exploration Subdomain	Divine Guide	Domain Channeling II	<i>Pathfinder Advanced Player's Guide</i>
Family Subdomain	Protective Bond	Domain Channeling II	<i>Pathfinder Advanced Player's Guide</i>
Fire Domain	Combustion Wave	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Glory Domain	Fearsome Gaze	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Good Domain	Channel Holy Boon	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Healing Domain	Vigor	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Home Subdomain	Threshold Blessing	Domain Channeling II	<i>Pathfinder Advanced Player's Guide</i>
Knowledge Domain	Burst of Insight	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Language Subdomain	Gibberish	Domain Channeling II	<i>Pathfinder Advanced Player's Guide</i>
Law Domain	Channel Order's Legacy	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Liberation Domain	Break Bondage	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Light Subdomain	Illuminate the Hidden	Domain Channeling II	<i>Pathfinder Advanced Player's Guide</i>
Love Subdomain	Channel Succor	Domain Channeling II	<i>Pathfinder Advanced Player's Guide</i>
Luck Domain	Critical Fortune	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Lust Subdomain	Carnal Urges	Domain Channeling II	<i>Pathfinder Advanced Player's Guide</i>
Madness Domain	Wave of Madness	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Magic Domain	Suppressive Channeling	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Memory Subdomain	Forget Training	Domain Channeling II	<i>Pathfinder Advanced Player's Guide</i>
Movement Subdomain	Light Step	Domain Channeling II	<i>The Gods of Porphyra</i>
Nobility Domain	Mantle of Radiance	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Plant Domain	Frost Plants	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>



Protection Domain	Divine Armor	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Purity Subdomain	Radiant Halo	Domain Channeling II	<i>Pathfinder Advanced Player's Guide</i>
Repose Domain	Delay Corruption	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Restoration Subdomain	Restorative Blessing	Domain Channeling II	<i>Pathfinder Advanced Player's Guide</i>
Resurrection Subdomain	Life's Breath	Domain Channeling II	<i>Pathfinder Advanced Player's Guide</i>
Revelation Subdomain	Reveal Altered Forms	Domain Channeling II	d20pfsrd.com
Rune Domain	Channeled Blast Rune	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Sleep Domain	Nightmare Channel	Domain Channeling II	<i>The Genius Guide To: Dream Magic</i>
Song Domain	Song of Agony	Domain Channeling II	<i>The Book of Divine Magic</i>
Souls Domain	Chains of the Damned	Domain Channeling II	<i>Pathfinder Advanced Player's Guide</i>
Sound Subdomain	Song of Agony	Domain Channeling II	<i>The Gods of Porphyra</i>
Strength Domain	Divine Potency	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Sun Domain	Sunlight	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Thought Subdomain	Cunning Insight	Domain Channeling II	<i>Pathfinder Advanced Player's Guide</i>
Toil Subdomain	Swords to Plowshares	Domain Channeling II	<i>Pathfinder Advanced Player's Guide</i>
Trade Subdomain	Swift Conduct	Domain Channeling II	<i>Pathfinder Advanced Player's Guide</i>
Travel Domain	Channel Swift Passage	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Trickery Domain	Phantom Flanker	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
War Domain	Skirmish Burst	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Wards Subdomain	Maximizing Channel	Domain Channeling II	<i>Pathfinder Advanced Player's Guide</i>
Water Domain	Drowning Aura	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>
Weather Domain	Hail Strike	Domain Channeling I	<i>Pathfinder Roleplaying Game Core Rulebook</i>

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