



THE GENIUS GUIDE TO

# DOMAIN CHANNELING



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# DOMAIN CHANNELING FEATS

Cassius charged down the tunnel, no more than three steps behind the heavily armored Lady Evend. As the lady slammed through the front line of drow, laying waste to their numbers with her huge morningstar, Cassius saw a thin drow with a ring of keys in her fist dash back into the vast cave that served as the dark elves' stronghold. He slipped past Evend, a carelessly aimed blow from a drow guard bouncing off his shield as he dashed after the runner.

He could hear his companions in pitched battle behind him as he raced to catch his quarry. The drow fortress-cavern of Yreggendeln was a huge open

space lit by the dull purple glow of crystals in the cave roof. Every tunnel leading into it was barricaded by a series of defensive buildings and pickets. Even after smashing through the front line of defenses, Cassius now found himself sprinting through a labyrinth of alleyways between the guard towers and storage vaults.

The drow female was just one turn of the tight corridor ahead of him, but she remained barely beyond his sight. As a result, he had no chance to see what item or spell she used to send a bright crimson flare up from her position, arcing into the air of the vast cavern and visible to nearly every inhabitant of Yreggendeln. But the meaning of it was clear enough. Soon, the fortress defenders would gather to retake this position with a large force.

As he finally caught up to her, rage briefly overtook Cassius. The drow had dashed into a huge iron cage situated just behind the defensive maze. Dozens of prisoners lay chained within, and already one was dead at the drow's feat. She flashed a wicked grin as he arrived, and as she flicked blood from her dagger, vile words spilled from her lips. The corpse at her feet twitched and began to rise, though no life could be seen in its eyes. Without another look at Cassius, the drow stalked toward the next chained victim, a human girl of no more than seven years. In the distance, where vast towers grew up from the cavern's floor, Cassius saw a few drow warriors gather and look his way.

Cassius slammed his mailed fist into the cage's gate and channeled the divine power of Libertas, calling on the power the goddess of freedom had given him. In a flash, the cage door popped open and the iron shackles cracked loudly, falling away at once from the wrists of every prisoner. All eyes in the cage, prisoner and drow alike, turned to face him in shock.

"Fight!" Cassius bellowed in the common tongue, and then, "Fight!" again in dwarven, the only subterranean tongue he knew. "If you ever wish to walk in freedom again, take up arms and fight! You are prisoners no more, now let none ever enslave you again!" The drow necromancer spun to face him, black energy crackling in one of her hands, and her zombie serf lurched toward him with a moan. Very well, thought Cassius, let them vent their rage upon him. It would give the prisoners time to grab stones and perhaps arm themselves with the very chains that once bound them. If it fell to him to hold back all of the forces of Yreggendeln to allow the prisoners time to escape, he would do so.

Libertas had given him other gifts, as well...



Clerics are a staple of adventuring parties because they possess a potent blend of martial prowess and magic, particularly healing magic. Each deity, pantheon, or power that a cleric worships offers a portion of the power in its portfolio to its clerics in the form of domains.

Domains, like schools and bloodlines, should mean that clerics of different faiths play differently. Unfortunately, two things tend to interfere with such character diversity. One, all clerics have largely the same spell list — domains have some impact on the spells available to a cleric, but do not define the cleric's spell list in the same broad way that wizard's schools do. Two, clerics often fall firmly in the role of party healer, abandoning many of the interesting spell options for cures, restorations and resurrection spells. As a result, the cleric of a sea god plays (mechanically speaking) much like the cleric of a goddess of freedom. Given that the cleric has a crucial role to play in an adventuring party's success, attempting to impart more specialization by altering the cleric's available spells would have consequences that would be both far-reaching and difficult to predict.

Instead, this product differentiates one cleric from another by offering players new feats for use with the channel energy class feature. The channel energy ability already functions in different ways based on a cleric's alignment, which often proscribes whether a given cleric channels positive or negative energy. Presented here are Domain Channeling feats which add flexibility to the otherwise fairly static power level of the class ability, allowing the powers of the cleric's deity to directly impact what kind of effect his channeled energy can produce. There are also a few other new channeling feats that will offer cleric players even more options, such as channeling two effects simultaneously or altering the shape of a channel effect.

Domain Channeling feats add a thematic element to a cleric's channeling ability that ties directly to the cleric's domain choices. Each Domain Channeling feat also makes use of the number of dice channeled; these are referred to as "channel dice." The channel dice may be rolled normally in some cases, or may define other aspects of the feat's power (such as a power's effectiveness or duration).

Several of the Domain Channeling feats may seem more like spells than is typical of Channel Energy. This won't work for every group, but for many it may give each cleric a distinctive feel, unique to her deity and domain choices.

## 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.

## 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 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

Rather than have domain channeling available as a feat, as an optional rule 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 can be gained in place of gaining Scribe Scroll as a bonus feat.)

### BOLSTER COMPANIONS (DOMAIN CHANNELING; COMMUNITY DOMAIN)

Drawing upon the power of community, you may bolster your allies with temporary stamina and vitality.

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

**Benefit:** All allies within 30' of you gain 2 temporary hit points, plus an additional 2 per channel die. These hit points last for 10 rounds. Multiple uses of this feat cannot boost an ally's temporary hit point total (from any source) above the number you grant with a single use.

### BREAK BONDAGE (DOMAIN CHANNELING; LIBERATION DOMAIN)

You can infuse a burst of positive energy with the spiritual power of liberty, literally breaking bonds.

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

**Benefit:** You can channel energy to deal damage to any physical bonds currently restraining a creature, such as ropes, chains or manacles. Roll your channel damage normally against all restraints in range, ignoring half the restraint's hardness. If a restraint is reduced to half its normal hit points or less, it gains the broken condition. If the damage you deal would reduce the object to fewer than 0 hit points it is destroyed by this power. Any magical restraint is granted a Fortitude save (DC 10 + channeling dice + Cha modifier) for half damage.

If restraints have the broken condition, the DC for escape is reduced by 2. Destroyed bonds no longer restrain their captives at all.

**Special:** You may use the Selective Channeling feat to exclude targets as usual.



FEAT	PREREQUISITES	EFFECT
Bolster Companions	Cha 13, Selective Channeling, channel energy class feature, community domain.	Grant allies temporary hit points
Break Bondage	Cha 13, channel energy class feature, liberation domain	Damage bonds and restraints.
Burst of Insight	Int 13, Cha 13, channel energy class feature, knowledge domain	Grant an ally a bonus to one Knowledge check.
Channel Holy Boon	Cha 13, channel positive energy class feature, good domain, divine caster level 3	Grant good creatures bonuses to their next attack, and penalize evil creatures.
Channel Order's Legacy	Cha 13, Channel energy class feature, Law domain, divine caster level 3	Lawful creatures gain a +1 bonus to one type of roll for 1 round/channel die, and chaotic creatures take a penalty.
Channel Ray	Cha 13, channel energy class feature, divine caster level 3	Turn a channel energy effect into a ray.
Channel Swift Passage	Cha 15, channel energy class feature, travel domain, caster level 3	Instantly travel 15 feet, + 5 ft./2 channel dice you possess.
Channel Unholy Gift	Cha 13, channel negative energy class feature, evil domain, divine caster level 3	Grant evil creatures bonuses to their next attack, and penalize good creatures.
Channel Vortex	Cha 13, channel energy class feature, air domain	Create a wind that disrupts ranged attacks.
Channeled Blast Rune	Cha 13, channel energy class feature, rune domain.	Place a channel energy effect in your blast rune.
Combustion Wave	Cha 15, channel energy class feature, fire domain	Channel a wave of intense heat.
Critical Fortune	Cha 15, channel energy class feature, luck domain	Increase the threat range of weapons in an area.
Delay Corruption	Cha 15, channel energy class feature, repose domain, divine caster level 3	Delay the transformation of a corpse into any form of undead.
Divine Armor	Cha 13, channel energy class feature, protection domain	Grant touched ally DR 5/—.
Divine Potency	Channel energy class feature, strength domain	Increase the carrying capacity of all creatures in a radius.
Drowning Aura	Cha 15, channel energy class feature, water domain, divine caster level 9	Cause creatures within 15 feet to feel as though they are drowning.
Dual Channel	Cha 13, channel energy class feature	Split your channeling twice between two effects.
Fearsome Gaze	Cha 15, channel energy class feature, glory domain	Gain a gaze attacks.
Fortify Armor Channeling	Cha 13, channel energy class feature, artifice domain	Grant an ally touched armor fortification.
Frost Plants	Cha 13, channel energy class feature, plant domain	Paralyze and freeze creatures of the plant type.

Hail Strike	Cha 13, channel energy class feature, weather domain	Deal bludgeoning hail damage in a radius.
Mantle of Radiance	Cha 13, channel energy class feature, nobility domain	Grant creatures in a radius a morale bonus to all Cha-based skill checks.
Phantom Flanker	Cha 13, channel energy class feature, trickery domain.	Create a shimmering phantasmal ally that flanks foes.
Shadow Channeling	Cha 13, channel energy class feature, darkness domain	Reduce light in an area.
Shape Channel	Cha 13, channel energy class feature, caster level 3	Change the shape of channeled energy.
Skirmish Burst	Cha 13, Channel energy class feature, war domain, divine caster level 2	Make an attack against all creatures in an area.
Subdue Beasts	Cha 13, channel energy class feature, animal domain	Inflict nonlethal damage to animals in an area.
Sudden Truce	Cha 13, Channel energy class feature, charm domain	Shift attitudes of humanoids in an area.
Sunlight	Cha 15, Channel energy class feature, sun domain	Illuminate undead you harm with positive energy.
Suppressive Channeling	Cha 13, channel energy class feature, magic domain	Suppress magic on one target.
Touch of Ruin	Cha 15, channel energy class feature, destruction domain	Corrode an inanimate item with a touch.
Tremor Channeling	Cha 15, channel energy class feature, earth domain	Force creatures within 30 feet to fall prone.
Vigor	Cha 13, channel (positive) energy class feature, healing domain	Grant creatures in a radius fast healing.
Wave of Madness	Cha 15, channel energy class feature, madness domain, divine caster level 3	Penalize the Will saves and Wisdom checks of creatures in a radius.
Wild Favor	Cha 13, channel energy class feature, chaos domain, divine caster level 3	Grant chaotic creatures a luck bonus to their first noteworthy check each round, and penalize lawful creatures.
Zone of Decay	Cha 13, channel (negative) energy class feature, death domain.	Inflict bleed effects on creatures in a radius.

### **BURST OF INSIGHT (DOMAIN CHANNELING; KNOWLEDGE DOMAIN)**

Through your touch, you channel energy that grants an insight bonus to an upcoming knowledge skill check.

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

**Benefit:** With a touch, you grant a single creature an insight bonus equal to +1 per channel dice to a single Knowledge skill check of its choice. This bonus must be used in the next 5 minutes or it expires.

### **CHANNEL HOLY BOON (DOMAIN CHANNELING; GOOD DOMAIN)**

With a burst of positive energy, good-aligned creatures gain a bonus while evil-aligned creatures suffer a penalty.

**Prerequisite:** Cha 13, channel positive energy class feature, good domain, divine caster level 3.

**Benefit:** All good aligned creatures within 30 feet gain a sacred bonus to the next attack roll they make within 1 round, and all evil creatures suffer a penalty to their next attack roll in that time. The bonus is equal to +1 per 2 channeling dice (minimum +1), and the penalty -1 per 2 channeling dice (minimum -1).

**Special:** You may use the Selective Channeling feat to exclude targets as usual.

### **CHANNEL ORDER'S LEGACY (DOMAIN CHANNELING; LAW DOMAIN)**

In an axiomatic burst, lawful creatures gain a bonus while chaotic aligned creatures suffer a penalty.

**Prerequisite:** Cha 13, Channel energy class feature, Law domain, divine caster level 3

**Benefit:** All lawful-aligned creatures within 30 feet of you gain a +1 circumstance bonus to attack rolls, saving throws, or skills checks (selected by you when you use this ability), and all chaotic creatures suffer a -1 penalty to the same rolls. These bonuses and penalties apply to the first appropriate roll or check each character makes each round, for one round per channeling die.

**Special:** You may use the Selective Channeling feat to exclude targets as usual.

### **CHANNEL RAY**

You can channel energy to a single target at greatly increased range.

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

**Benefit:** When you use any channel energy effect that normally affects an area, you may instead turn it into a ray. The ray affects a single target within 90 feet, but you must make a successful ranged touch attack to hit the desired target. If the channeling effect normally allows a Reflex save, the target is automatically treated as having failed the save. If the channeling effect normally allows a Fort or Will save, the target receives the saving throw normally.

### **CHANNEL SWIFT PASSAGE (DOMAIN CHANNELING; TRAVEL DOMAIN)**

You can use your channel energy to pause time in order to travel a short distance instantly.

**Prerequisite:** Cha 15, channel energy class feature, travel domain, caster level 3.

**Benefit:** You may expend a daily use of your channel energy ability as a swift action to instantly travel 15 feet, + 5 ft./2 channel dice you possess. While to others it appears that you instantly teleport from point to point, you are only able to reach points accessible through your normal means of travel. You cannot pass through spaces barred to you or that would require moving through areas you would require a skill check to pass through, though difficult terrain is not a factor. If an area contains a trap or hazard (anything that would make an attack roll,

require a saving throw, or deal damage) or moving through it would provoke an attack of opportunity, you cannot pass through it, though you will not know why your power failed.

### **CHANNEL UNHOLY GIFT (DOMAIN CHANNELING; EVIL DOMAIN)**

In a profane burst, evil-aligned creatures gain a bonus while good-aligned creatures suffer a penalty.

**Prerequisite:** Cha 13, channel negative energy class feature, evil domain, divine caster level 3.

**Benefit:** All evil-aligned creatures within 30 feet gain a profane bonus to the next damage roll they make within 1 round, and all good creatures suffer a penalty to their next damage roll in that time. The bonus is equal to +1 per 2 channeling dice (minimum +1), and the penalty -1 per 2 channeling dice (minimum -1).

**Special:** You may use the Selective Channeling feat to exclude targets as usual.



### CHANNEL VORTEX (DOMAIN CHANNELING; AIR DOMAIN)

You can channel divine energy to create a momentary swirling wind vortex that disrupts ranged attacks.

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

**Benefit:** You may use your channel energy ability to create a 20-foot-radius burst of swirling winds that centers on you. The winds disrupt ranged attacks that enter or leave the area of effect for 1 round. All affected ranged attacks suffer a -1 penalty to hit per channel die.

**Special:** Selective Channel cannot be used to exclude targets from this wind effect.

### CHANNELED BLAST RUNE (DOMAIN CHANNELING; RUNE DOMAIN)

You can infuse your blast rune with channeled energy.

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

**Benefit:** You can replace the normal effect of your blast rune with the effect of one of your channeling effects: healing, harm or another channel energy effect you have access to.

**Special:** Selective Channel cannot be used to exclude targets from this blast rune effect.

### COMBUSTION WAVE (DOMAIN CHANNELING; FIRE DOMAIN)

When you channel energy, a wave of blistering heat radiates from you, dealing damage and possibly causing flammable items to ignite.

**Prerequisite:** Cha 15, channel energy class feature, fire domain.

**Benefit:** You can choose to channel a wave of intense heat. Your channel energy effect deals 1d4 fire damage per channel die to all targets in the area of effect. Unattended items in the area of effect that are either combustible or volatile may ignite (as if caught in the area of a *fireball* spell). Creatures caught in the area of effect may make a Reflex save (at the normal DC to resist your channel energy) to halve the damage. Creatures with channel resistance may add that bonus to the Reflex save.

**Special:** You may use Selective Channel as usual to exclude targets from this effect, including specific unattended items you don't wish to burn.

### CRITICAL FORTUNE (DOMAIN CHANNELING; LUCK DOMAIN)

You can focus your channel energy into a field that grants a boost of luck.

**Prerequisite:** Cha 15, channel energy class feature, luck domain.

**Benefit:** You can choose to focus your channeled energy into a field of fortune. The threat range of all attack rolls within this field is increased by one. (Add one to the total threat range, after any other calculations such as a keen weapon or Improved Critical.) This effect lasts a number of rounds equal to your channel dice, or until an affected creature scores a critical threat.

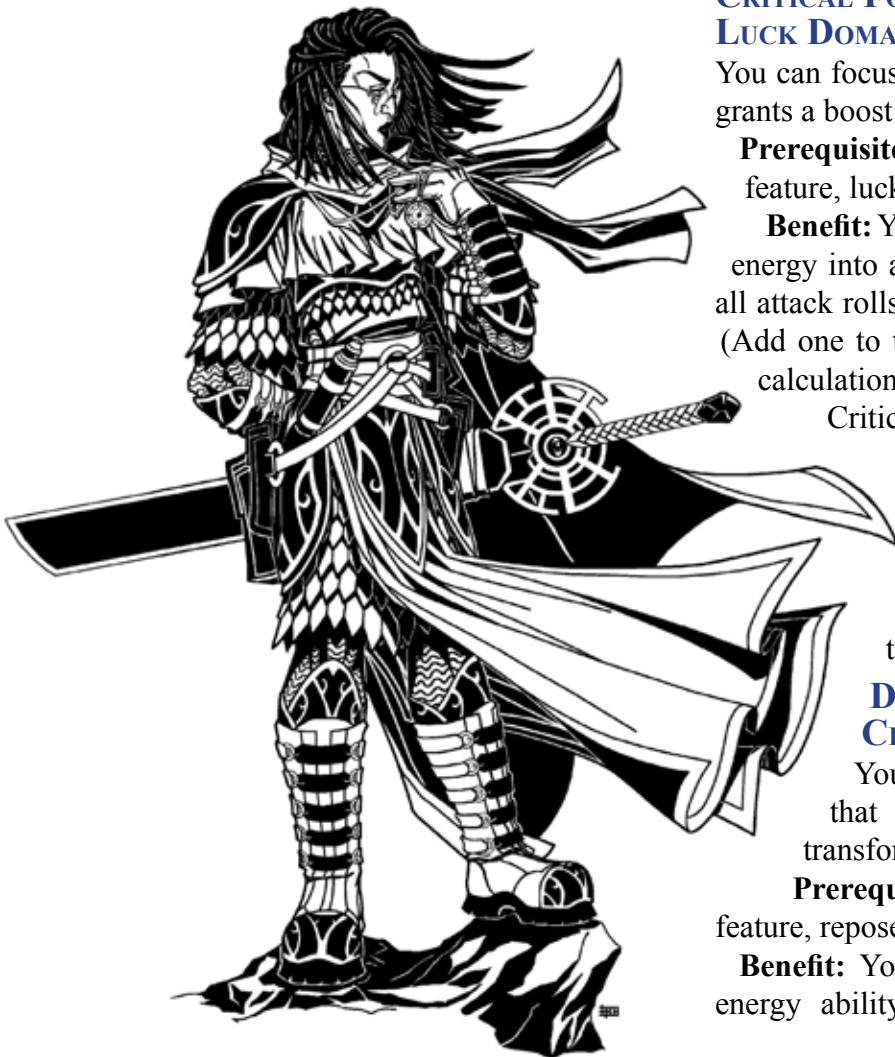
**Special:** You may use the Selective Channeling feat to exclude targets as usual.

### DELAY CORRUPTION (DOMAIN CHANNELING; REPOSE DOMAIN)

You channel a purifying white light that temporarily halts the decay and transformation of the dead into undead.

**Prerequisite:** Cha 15, channel energy class feature, repose domain, divine caster level 3.

**Benefit:** You expend two uses of your channel energy ability to delay the transformation of a





single corpse touched into any form of undead. The body has many of its injuries repaired, and remains untouched by decay for 1 day/2 channel dice (minimum of 1 day). If the creature was slain in a manner that would cause it to rise as an undead, that transformation is delayed by the same amount of time. Likewise, any spells that would animate the creature as an undead automatically fail if cast before this effect expires. Delay corruption does not interfere with *reincarnation*, *raise dead*, or similar effects that return the creature to life.

### **DIVINE ARMOR (DOMAIN CHANNELING; PROTECTION DOMAIN)**

You can channel the power of protection, granting a target damage reduction with only a touch.

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

**Benefit:** You channel energy and touch an ally, granting them DR 5/—. This damage reduction persists for 1 hour or until it absorbs a total of 5 hp of damage per channel die. Multiple uses of this feat do not stack, however each additional use does add one hour to the duration.

### **DIVINE POTENCY (DOMAIN CHANNELING; STRENGTH DOMAIN)**

You can channel strength into your companions and yourself, increasing your capability to carry heavy loads.

**Prerequisite:** Channel energy class feature, strength domain.

**Benefit:** Instead of the normal channeling effect you may channel energy to increase the carrying capacity of you and all living creatures in a 30-foot-radius burst. Each target creature's carrying capacity doubles for 10 minutes per channel die. This does not affect the creature's actual Strength in any way, merely the amount of material it can carry with regard to encumbrance. It also has no effect on encumbrance due to armor.

**Special:** This ability partially stacks with the effects of the spell *ant haul*. If you use this ability in conjunction with *ant haul*, that creature's carrying capacity is quadrupled rather than tripled.

### **DROWNING AURA (DOMAIN CHANNELING; WATER DOMAIN)**

Creatures caught in the area of your channeling find that every breath of air feels as though it turns to water as it enters their body.

**Prerequisite:** Cha 15, channel energy class feature, water domain, divine caster level 9.

**Benefit:** You create a 15-foot-radius drowning aura that moves with you. This drowning aura persists for 1 round for every channel die. All creatures within this aura feel as if every breath of air turns to water as it enters their body, requiring a Fortitude save (DC 10 + 1/2 cleric level + Charisma modifier). Characters who fail the Fortitude save and cannot breathe water are fatigued for the duration of the effect. If a creature is already fatigued, it is instead exhausted. Moving outside the area of effect of the drowning aura terminates this effect, but such a creature is immediately fatigued again if it re-enters your aura. Once a creature has successfully saved against your drowning aura they cannot be affected by this feat for again for 24 hours.

**Special:** You are immune to your own drowning aura. Selective Channel can exempt targets as usual.



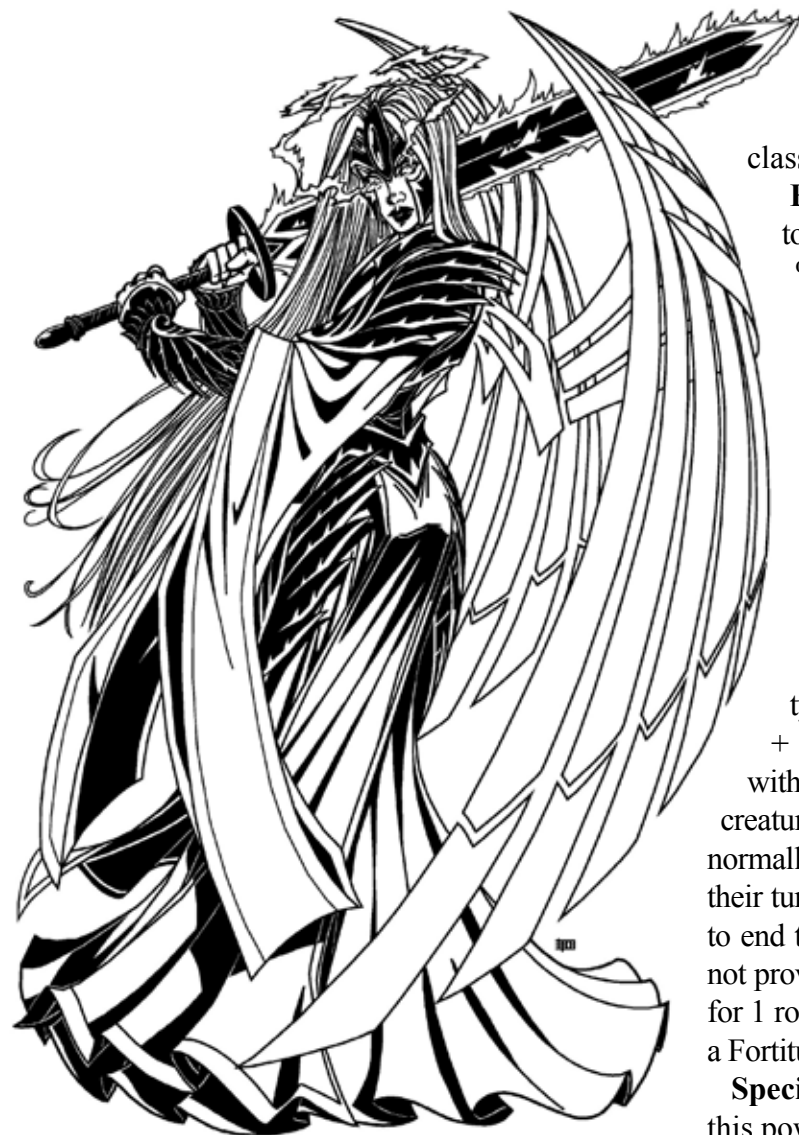
## DUAL CHANNEL

When you channel energy, you may channel two different channeling effects simultaneously, but to a reduced degree.

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

**Benefit:** You may split the total dice you roll for your channel ability into two separate effects that you are normally able to channel—Heal, harm, or even the effects of domain channeling feats. Both effects are triggered at the same time. Each affect is calculated at one less die of channeling (minimum 1 die).

**Normal:** If you channel positive energy you must choose whether to heal the living or deal damage to undead each time you channel. If you channel negative energy you must choose to deal damage to the living or to heal the undead each time you channel. Domain channeling feats replace your normal channel effect.



## FEARSOME GAZE (DOMAIN CHANNELING; GLORY DOMAIN)

By focusing the power of glory, you can gain a gaze attack that causes pain and fear in your enemies.

**Prerequisite:** Cha 15, channel energy class feature, glory domain.

**Benefit:** By expending two uses of your channel energy ability, you gain a gaze attack for 1 round per channel die. This gaze attack has a range of 30 feet, and deals hit point damage equal to  $1d6 + \text{your Charisma modifier}$ . Foes may make a Fortitude save ( $DC 10 + \text{channeling dice} + \text{your Charisma modifier}$ ) to negate this effect each round. You may focus this gaze on one creature in range per round as a standard action, in addition to creatures in range being forced to make a save against it on their own round. See the universal monster rules in the *Bestiary* for more information on gaze attacks.

**Special:** Selective Channel can exempt targets as usual.

## FORTIFY ARMOR CHANNELING (DOMAIN CHANNELING; ARTIFICE DOMAIN)

Through the power of artifice, you can temporarily increase the effectiveness of any armor (including a target's clothing) you touch.

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

**Benefit:** Touching an ally grants an effect similar to the fortification magic armor property, but the % chance of successfully negating a critical hit is 10% per channel die. This effect persists for 1 minute per channel die.

## FROST PLANTS (DOMAIN CHANNELING; PLANT DOMAIN)

You can channel energy to temporarily halt plants with a thin sheen of frost.

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

**Benefit:** You channel a short burst of cold that paralyzes and freezes creatures of the plant type in place. A Fort save ( $DC 10 + \text{channel dice} + \text{Cha modifier}$ ) negates this effect. All plants within a 30-foot-radius of you are affected. The creatures with the plant type are aware and can breathe normally, but cannot take any actions. Each round on their turn, the targets may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. This effect persists for 1 round per channel die, or until the subject makes a Fortitude save or takes fire damage.

**Special:** Plants immune to cold are unaffected by this power.



### **HAIL STRIKE (DOMAIN CHANNELING; WEATHER DOMAIN)**

When you channel energy you can call forth a storm of painful hail.

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

**Benefit:** Instead of the normal effects of channel energy, you can choose to call forth a storm of hailstones that batter creatures within a 30-foot-radius of you. These hailstones deal 1d4 points of bludgeoning damage per channel die (treated as weapon damage), with a Reflex save (DC 10 + channel dice + Cha modifier) for half damage.

The hailstones persist for some time. If channeled over stone, wood, or some other hard or smooth surface, the area of effect becomes difficult terrain for 1 round/2 channel dice (minimum 0 rounds).

**Special:** Selective Channel can be used to exempt targets from the initial hail strikes, however movement across the area of effect is still considered to be difficult terrain for everyone.

### **MANTLE OF RADIANCE (DOMAIN CHANNELING; NOBILITY DOMAIN)**

You can channel energy to make you and your allies appear to be exemplars of leadership and authority.

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

**Benefit:** You bestow an aura of authority upon yourself and a number of targets equal to your Charisma bonus. This aura grants each of you a morale bonus to all Cha-based skill checks equal to +1 for every two channel dice. This bonus lasts for 10 minutes.

### **PHANTOM FLANKER (DOMAIN CHANNELING; TRICKERY DOMAIN)**

You can choose to channel to create a phantasmal ally to flank with.

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

**Benefit:** Channeling energy creates a shimmering phantasmal ally that remains with you for 1 round/channel die. This phantasmal ally is harmless, however, anytime you engage an enemy in melee combat your opponent must make a Will save. If your opponent fails his save, he'll perceive the phantasmal ally as a serious enough threat to grant you the benefits of flanking that opponent. If an opponent makes the save, he is immune to any phantom flanker you create for 24 hours. This is considered a mind-affecting illusion effect.

### **SHADOW CHANNELING (DOMAIN CHANNELING; DARKNESS DOMAIN)**

You can use your channeling ability to draw out and deepen the shadows darkening an area.

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

**Benefit:** You reduce the level of light in the area affected by your channeling by one step (bright to normal, normal to dim, and so on). This effect lasts for 1 minute/channel die. You may sacrifice a die of channeling to lower the light level by two steps. This is treated as a darkness spell with a spell level equal to your channeling dice for purposes of its interaction with light spells.

**Special:** Selective Channel cannot be used to exclude targets from this darkness effect.

### **SHAPE CHANNEL**

You can alter the area of effect of a channel power, changing it from a 30-foot-radius burst effect to a line or cone.

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

**Benefit:** When you channel energy (to heal, harm, or some other channel energy effect you have access



to), you may choose to make it a 40-foot cone or 60-foot line rather than a 30-foot-radius burst. This feat has no effect on channel energy abilities that are not a 30-foot-radius burst. This does not alter any aspect of the channel energy ability other than its shape.

### **SKIRMISH BURST (DOMAIN CHANNELING; WAR DOMAIN)**

When you channel energy you can call forth a swirling, violent legion of your deity's favored weapon.

**Prerequisite:** Cha 13, Channel energy class feature, war domain, divine caster level 2.

**Benefit:** When you channel energy, you may choose to make an attack roll against all creatures in range. This attack roll has an attack bonus of your base attack bonus plus your Wisdom modifier. Any creature hit by this attack takes weapon damage equal to 1d4 per channeling die, of a type matching damage dealt by your deity's favored weapon (bludgeoning, piercing or slashing). You are unaffected by this channel damage.



**Special:** You may use the Selective Channeling feat to exclude targets as usual.

### **SUBDUE BEASTS (DOMAIN CHANNELING; ANIMAL DOMAIN)**

You can channel energy to painlessly weaken and subdue hostile beasts.

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

**Benefit:** You may choose to inflict nonlethal damage to creatures of the animal type instead of the damage usually caused by channeling energy. Furthermore, any animal that fails its save for half damage becomes fatigued until all the damage dealt is healed.

**Special:** You may use the Selective Channeling feat to exclude targets as usual.

### **SUDDEN TRUCE (DOMAIN CHANNELING; CHARM DOMAIN)**

You can exert a sudden burst that causes nearby creatures to cease hostile actions.

**Prerequisite:** Cha 13, Channel energy class feature, charm domain.

**Benefit:** You may expend two uses of channel energy to emit a 30-foot-radius burst of raw emotion that temporarily shifts a humanoid's attitude by one step (for example, hostile targets become unfriendly, indifferent targets become friendly) for 1 round/channel die. A Will save (DC 10 + channel dice + Cha modifier) negates this effect. If you or an ally take any hostile actions, this effect immediately ends for all affected targets.

**Special:** You may use the Selective Channeling feat to exclude targets as usual.

### **SUNLIGHT (DOMAIN CHANNELING; SUN DOMAIN)**

You can focus your turning energy into a focused ray of bright light that is especially harmful to undead.

**Prerequisite:** Cha 15, Channel energy class feature, sun domain.

**Benefit:** When you channel positive energy to harm undead, any undead that fails its save is bathed in radiant light for a number of rounds equal to your channeling dice. Such undead radiate light as a torch, and suffer a -2 penalty to AC and saves for this duration. Unlike most domain channeling, this effect takes place in addition to the normal effect of channeling positive energy to harm undead.



**Special:** You may combine this feat with the effects of Channel Smite, causing a foe hit with a channeled smite to also suffer this effect.

### **SUPPRESSIVE CHANNELING (DOMAIN CHANNELING; MAGIC DOMAIN)**

Your channel a disruptive magical energy and temporarily suppress a magical effect on a target.

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

**Benefit:** Your channeled energy suppresses one ongoing spell that has been cast on a creature or object within 30 feet of you. Similar to a targeted *dispel magic*, you make a dispel check (1d20 + your caster level) and compare that to the active spell with the highest caster level (DC = 11 + the spell's caster level). If successful, that spell's effects cease for 1 round/channel die. If the dispel check fails, compare the same result to the spell with the next highest caster level. Repeat until you have suppressed one spell affecting the target, or you have failed to suppress every spell.

A suppressed spell duration continues to progress even while its effects are suppressed.

### **TOUCH OF RUIN (DOMAIN CHANNELING; DESTRUCTION DOMAIN)**

You may focus the power of your channeled energy into a destructive nimbus around your hand.

**Prerequisite:** Cha 15, channel energy class feature, destruction domain.

**Benefit:** You are able to corrode, rust, or otherwise decay an inanimate item with a touch. With a successful touch attack, you may roll your channeling dice and deal the total as damage to a construct or object, which has its hardness against this attack reduced by 10 (to a minimum hardness of 0). An attended object, any magic object, or any construct can attempt a Reflex save to negate this effect.

**Special:** You can combine this feat with Channel Smite.

### **TREMOR CHANNELING (DOMAIN CHANNELING; EARTH DOMAIN)**

When standing on earth or stone you can use your channel energy ability to create a small localized series of tremors that can knock foes to the ground.

**Prerequisite:** Cha 15, channel energy class feature, earth domain.

**Benefit:** You are able to use channel energy to cause natural stone and earth to shudder within a 30-foot-radius of you. All creatures in this area of effect (except yourself) must make a Reflex save (DC 10 + channel dice + Cha modifier) each round or fall prone. These quakes persist for 1 round/2 channel dice (minimum 1 round). Any creature that enters this area of effect while it persists must also make the Reflex save. If you move from the spot where you used this ability, the quakes immediately end.

**Special:** You cannot affect this feat with Selective Channeling.



### **VIGOR (DOMAIN CHANNELING; HEALING DOMAIN)**

You can accelerate the healing of living creatures within the area of your channel positive energy burst.

**Prerequisite:** Cha 13, channel (positive) energy class feature, healing domain.

**Benefit:** Instead of the normal effect of channeling positive energy, you may instead grant all living creatures within a 30-foot-radius of you fast healing 4 for 1 round/channel die.

**Special:** You may use the Selective Channeling feat to exclude targets as usual.

### **WAVE OF MADNESS (DOMAIN CHANNELING; MADNESS DOMAIN)**

Your channel energy can damage the judgment of those it affects, driving some to a brief period of hallucinations.

**Prerequisite:** Cha 15, channel energy class feature, madness domain, divine caster level 3.

**Benefit:** You are able to affect the minds of those within the normal burst radius of your channel ability. Instead of normal damage, your channeling inflicts a penalty on affected creatures' Will saves and to any Wisdom-based skill checks and the save DCs of their Wisdom-based spells and abilities. This penalty is equal to -1 per 2 dice of channeling (minimum -1). Creatures may attempt a Will save (DC 10 + channel dice + Cha modifier) to negate this effect. The penalty lasts for 1 round per channel die.

**Special:** You may exclude targets normally with the Selective Channeling feat. You may use this feat in conjunction with the Channel Smite feat.

### **WILD FAVOR (DOMAIN CHANNELING; CHAOS DOMAIN)**

In an anarchic burst, chaotic creatures gain a bonus while lawful aligned creatures suffer a penalty.

**Prerequisite:** Cha 13, channel energy class feature, chaos domain, divine caster level 3.

**Benefit:** All chaotic-aligned creatures within 30 feet of you gain a +1 luck bonus to attack rolls and all lawful creatures suffer a -1 penalty to attack rolls. These bonuses and penalties apply to the first attack roll, saving throw or skill check each character makes each round, for one round per channeling die.

**Special:** You may use the Selective Channeling feat to exclude targets as usual.

### **ZONE OF DECAY (DOMAIN CHANNELING; DEATH DOMAIN)**

The wounds of targets in the channeled area begin to blacken and fester.

**Prerequisite:** Cha 13, channel (negative) energy class feature, death domain.

**Benefit:** In response to your channeled energy, all living creatures within a 30-foot-radius of you that gain bleed damage equal to 2 points per channel die. A successful Fortitude save (DC 10 + channel dice + Cha modifier) reduces this to 1 point of bleed per channel die.

**Special:** You may use the Selective Channeling feat to exclude targets as usual. If you use this feat with Channel Smite, your strike inflicts 2 points of bleed damage or 1 point if your target successfully saves.



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