



MUSIC DOMAIN
CLERIC

CLERIC SUBCLASSES

A CONDUIT FOR THE DIVINE, CLERICS HARNESS THEIR faith and intuitive sense of a deity's wishes to channel powerful magic. These miraculous spells are capable of helping friends and harming foes, calling forth healing arias and radiant flames alike. Not all who are devoted to the gods are capable of achieving such feats, as these powers are reserved for only those chosen to fulfill a greater purpose. As a result, clerics rely on their connection to a deity rather than years of rigorous study. Fueled by divine purpose, clerics depend on a mixture of combat training and heavenly magic to thwart the forces that resist the will of their deity.

MUSIC DOMAIN

The Music domain focuses on the healing and inspiring qualities of music, and its adherents often find purpose as choral leaders or hymn writers. The instinctive qualities of dance, frisson, and rhythm are all linked to the qualities of this domain. And, since virtually

all faiths rely on music to spread their message, clerics of this domain find most deities willing to listen to their prayers.

MUSIC DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Music Domain Spells table. See the Divine Domain class feature for how domain spells work.

MUSIC DOMAIN SPELLS

Cleric Level	Spells
1st	<i>healing word, thunderwave</i>
3rd	<i>enthrall, shatter</i>
5th	<i>mass healing word, slow</i>
7th	<i>compulsion, freedom of movement</i>
9th	<i>dominate person, mass cure wounds</i>

MUSICAL ACOLYTE

When you choose this domain at 1st level, you also gain two cantrips of your choice from the bard spell list and proficiency with two instruments of your choice. You can change any of these cantrips or proficiencies whenever you finish a long rest, or as an action by expending a spell slot of 1st level or higher. These cantrips are considered to be cleric cantrips for you. Furthermore, you can use any instrument you're proficient with as a holy symbol, and whenever you make a Charisma check using an instrument, you can add your Wisdom modifier to the total.

INSPIRING SPELLS

Also at 1st level, whenever you cast a cleric spell that targets one or more creatures, you can choose to grant each target a bonus to one ability check, attack roll, or saving throw of its choice that it makes before the end of your next turn; this bonus is equal to the spell's level.

CHANNEL DIVINITY: HOLY SONG

Starting at 2nd level, you can use your Channel Divinity as an action to invoke a holy swell of music, which magically echoes around you for 1 minute, until you're incapacitated, or until you end the effect (no action required). As part of this action, and as an action on each of your subsequent turns for the duration, you can use one of the following options.

Song of Action. Choose a number of creatures up to your Wisdom modifier (a minimum of one) within 30 feet of you that can hear you. Each creature's speed is increased by 10 feet until the start of your next turn. Then, choose one of those creatures that isn't yourself: that creature gains an additional action on its next turn that can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

Song of Protection. Choose a number of creatures up to your Wisdom modifier (a minimum of one) within 30 feet of you that can hear you. Each creature gains a number of temporary hit points equal to 1d10 + half your cleric level (rounded up).

TEMPO SHIFT

By 6th level, your mastery over musical cadence extends to your healing words. Whenever you cast a cleric spell with a verbal component and restore hit points to a creature, that creature can immediately use its reaction to move up to half its speed without provoking opportunity attacks.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

MASTER CONDUCTOR

By 17th level, you can concentrate on two different cleric spells at the same time, provided at least one of them is from your domain spell list. If you're forced to make a Constitution saving throw to maintain your concentration, you make only one save for both spells: on a failed save, your concentration ends on both spells.

In addition, you can expend one use of your Channel Divinity using an action, or as part of the action to use your Song of Action or Song of Protection, to cast the *irresistible dance* spell. The spell is considered a cleric spell for you when cast in this way. The target of the spell must be able to hear you.

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