

RESONANCE DOMAIN

Clerics of the Sonorous Order consider the sounds produced by bell-like instruments to be beautiful for their simplicity and piercing quality. Churches dedicated to this order are outfitted with various bells, chimes, gongs, or other religious instruments designed to ward off evil.

Worshippers of resonance usually follow a deity of protection or healing, though some may follow a storm god. Typical deities include Halean, Vordin, or Yllyana.

RESONANCE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>alarm, thunderwave</i>
3rd	<i>shatter, silence</i>
5th	<i>beacon of hope, revivify</i>
7th	<i>aura of purity, death ward</i>
9th	<i>destructive wave, greater restoration</i>

TOLL TAKER

When you choose this domain at 1st level, you gain proficiency with a bell instrument of your choice, such as a handbell, chimes, a cowbell, or a gong. This instrument is a spellcasting focus and holy symbol for you.

When you roll a 20 on a weapon attack against a creature, you can use your reaction to ring your bell and deal 1d6 thunder damage to it.

DIVINE RESONANCE

Also starting at 1st level, you can deliver your divine magic with the ring of your bell. When you cast a cleric spell that targets a creature using your bell as the spellcasting focus, you can change its requirements for the casting. You don't need to see your target and the target does not need to see you, provided the target can hear you and is within 60 feet of you. The target must still be within range of your spell.

You can cast a spell this way a number of times equal to your proficiency bonus, and you regain expended uses when you finish a long rest.

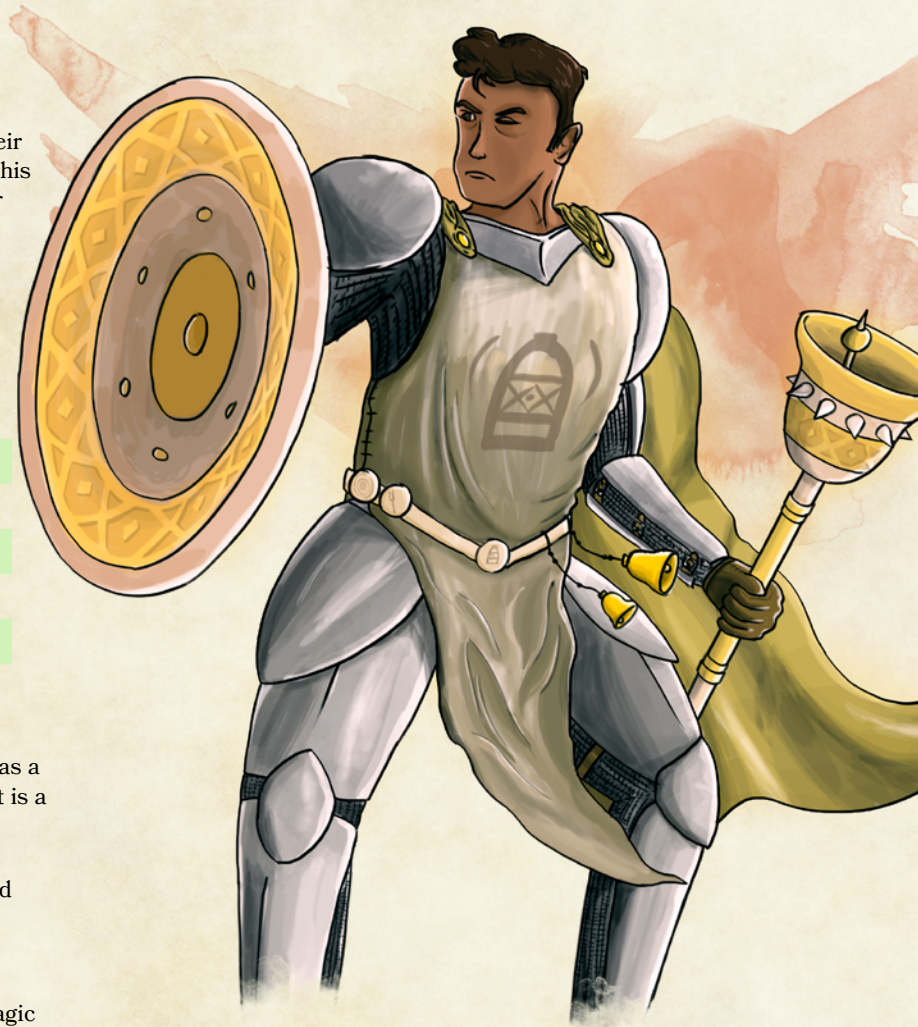
CHANNEL DIVINITY: PIERCING RING

At 2nd level, you can use your Channel Divinity to create a steady sound that calms and focuses your allies.

As an action, you strike your bell and emit a constant ringing in a 30-foot radius sphere centered on you. The sphere moves with you, and it lasts for 1 minute or until you are incapacitated or die. Creatures inside the sphere other than you are deafened to all sounds except for those you produce.

While the sphere lasts, you and allies inside it also gains the following benefits:

- Once per turn, when the creature hits a target with an attack roll, it can deal an extra 1d4 thunder damage and push it 5 feet away.
- The creature has advantage on saving throws made to resist being charmed, frightened, or poisoned.



Art Credit: [Aripockily](#)

REVERBERATING PULSE

Starting at 6th level, whenever you deal thunder damage, you can re-roll one damage die and use the new result. If this thunder damage pushes a creature, you can push it up to double the distance.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 thunder damage to the target.

When you reach 14th level, the extra damage increases to 2d8.

RING OF DISSONANCE

Starting at 17th level, when a creature within 30 feet of you makes an attack roll or casts a spell of 5th level or lower, you can use your reaction to ring your bell and emit harsh interference. If the target can hear you, it must succeed on a Wisdom saving throw against your spell save DC, or its attack or spell is wasted.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you can't use it again until you finish a long rest, unless you expend a spell slot of 5th level or higher.