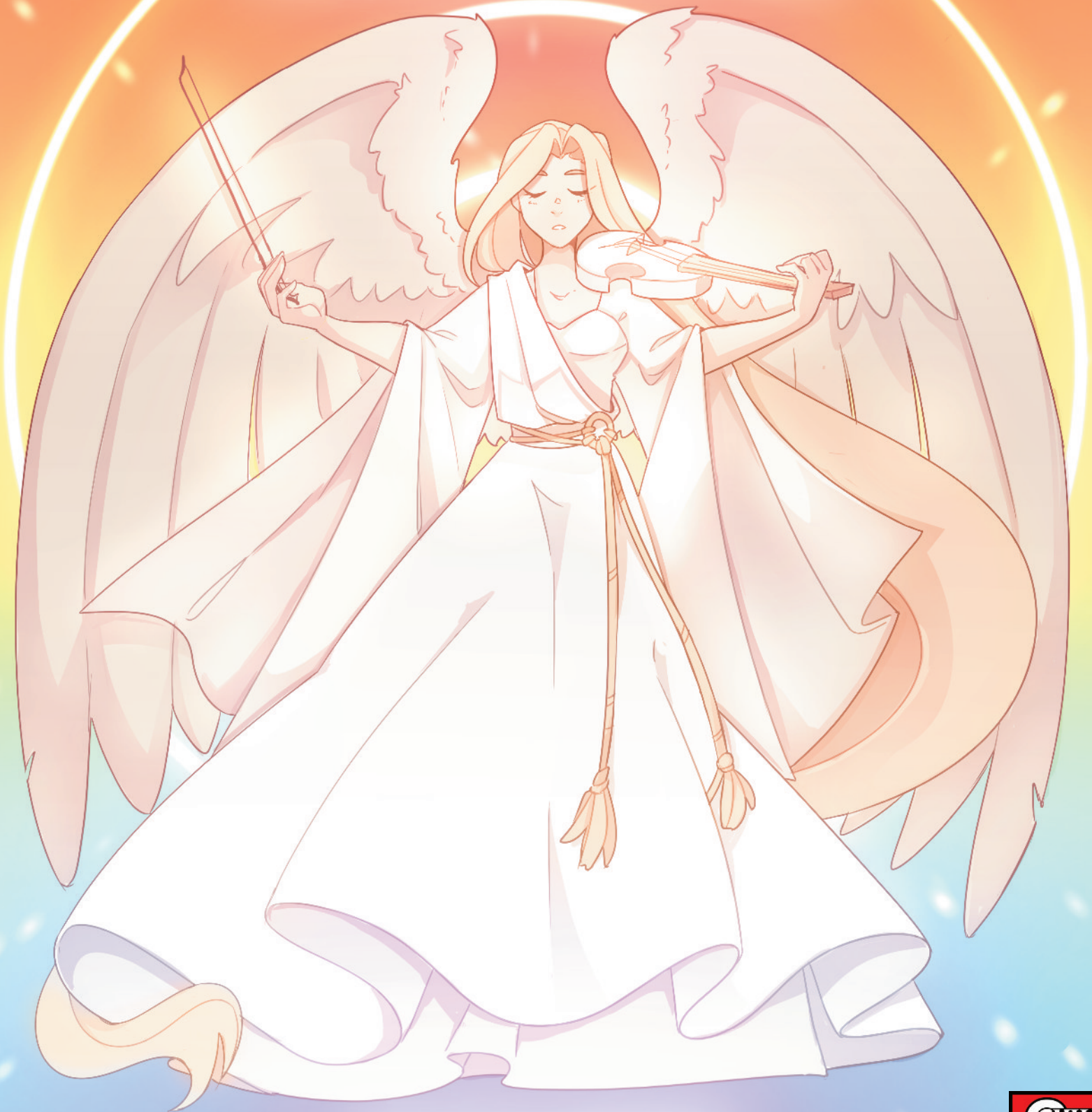


MUSIC DOMAIN

A MUSICAL SUBCLASS FOR CLERICS



BY KAI LINDER



CLERIC MUSIC DOMAIN

INTRODUCTION

Music is everywhere, a universal language, that everyone understands. Whether it's a lonely song sung at night or raucous chant in crowded tavern, music can help connect with ourselves and each other. Clerics of the Music Domain work on behalf of the gods using divine song to spread this message to any who will hear it. Almost any kind of deity can grant the powers of this domain. Some gods hold this portfolio along with others, such as Corellon Larethian, Branchala, and Olidammara, while others represent it much more specifically, like Milil and Eilistraee.

MUSIC DOMAIN SPELLS

Cleric Level	Spells
1st	<i>dissonant whispers, healing word</i>
3rd	<i>calm emotions, enthrall</i>
5th	<i>mass healing word, tongues</i>
7th	<i>aura of purity, compulsion</i>
9th	<i>dawn, legend lore</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with two musical instruments of your choice. You also gain proficiency with the Performance skill, and your proficiency bonus is doubled for any checks you make with it.

You can use musical instruments you are proficient with as a spellcasting focus for your cleric spells.

CATCHY TUNE

Also at 1st level, you can sing magically beneficial tunes that move from one creature to the next. As an action, you sing a magically catchy tune to a creature other than yourself within 30 feet of you who can hear you. That creature's mind is filled with the Catchy Tune.

Once within the next minute, the creature can add your Wisdom modifier to one ability check or saving throw it makes. The Catchy Tune then leaves their mind, and they can choose another creature other than themselves within 30 feet that can hear them. That creature's mind is filled with the Catchy Tune.

The Catchy Tune expires after it has been used a number of times equal to your proficiency bonus.

Once you use this feature, you can't use it again until you finish a long rest.

CHANNEL DIVINITY: SUMMON SONG

Starting at 2nd level, you can use your Channel Divinity to weave music into a sentient form to aid you.

As an action, you present your holy symbol, and summon a living song in an unoccupied space you can see within 30 feet of you. This corporeal form uses the Living Song stat block (see next page). When you use

this feature, choose a vibe: Disrupting, Exciting, Inspiring, or Relaxing. The creature takes a vague music-enveloped form of your choice associated with the chosen vibe, which determines one of the traits in its stat block. The creature disappears after 10 minutes or when it drops to 0 hit points.

The living song is an ally to you and your companions. In combat, it shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

UNSILENCABLE

When you reach 6th level, your divine connection to music becomes unbreakable. You are immune to the deafened condition and the effects of magical silence.

POTENT SPELLCASTING

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

CELESTIAL CHORUS

At 17th level, you can call on the heavenly host to help perform a song so filled with divinity that it enralls all who hear it. As an action, you present your holy symbol and summon a choir of celestial voices to give a divine performance audible out to 30 feet. Each creature of your choice that hears the song must succeed on a Wisdom saving throw against your cleric spell save DC or be charmed by you until the end of your next turn. A charmed creature's speed drops to 0, and it is incapacitated and visibly enraptured by the performance.

On subsequent turns, you can use your action to maintain the chorus and this effect, extending its duration until the end of your next turn. The effect ends on a creature if you move more than 30 feet away from it, if the creature can't hear you, if the creature is forced to make a saving throw, or if the creature takes damage.

Once you use this feature, you can't use it again until you finish a long rest.

"Damn it, I can't get that song out of my head, I hope you're happy."

And the cleric smiled. They were indeed happy. They knew that beneath that stubborn exterior, that little spark of song would grow and lighten the sorcerer's heart. They started plucking away absentmindedly at their fiddle again, and soon noticed the sorcerer humming along.

Their smile grew, and they put bow to strings and let the two voices sing together.

LIVING SONG

Medium elemental

Armor Class 11 + your PB (natural armor)

Hit Points 1 + your Wisdom modifier + five times your cleric level (the living song has a number of Hit Dice [d8s] equal to your cleric level)

Speed 0 ft.; fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	10 (+1)	14 (+2)	16 (+3)

Damage Immunities poison

Skills Sleight of Hand +5, Stealth +5

Saving Throws Dex +1 plus PB, Cha +3 plus PB

Skills Insight +1 plus PB, Performance +3 plus PB × 2

Damage Immunities poison, thunder

Condition Immunities deafened, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses Darkvision 60 ft., passive Perception 12

Languages understands all spoken languages, communicates emotions using song

Challenge — **Proficiency Bonus (PB)** equals your bonus

Music Manifest. When the living song enters an area of magical silence for the first time on a turn, or starts its turn there, it must succeed on a DC 15 Constitution saving throw or be destroyed.

ACTIONS

Soundwave. *Ranged Weapon Attack:* your spell attack modifier to hit, reach 15 ft., one target you can see. *Hit:* 1d6 + PB thunder damage.

BONUS ACTIONS

Disrupting. The living song emits a cacophony at a creature within 15 feet that can hear it. The target must succeed on a Wisdom saving throw against your cleric spell save DC or suffer the effects of the *bane* spell until the start of the living song's next turn.

Exciting. The living song sings to a creature within 15 feet that can hear it. The target's speed increases by 10 feet until the start of the living song's next turn.

Inspiring. The living song sings to a creature within 15 feet that can hear it. The target gains your choice of either proficiency in a musical instrument of its choice for 10 minutes, or the effects of the *bless* spell until the start of the living song's next turn.

Soothing. The living song hums to a creature within 15 feet of it that can hear it, causing them to regain hit points equal to half your cleric level. This ability can be used a number of times equal to your Wisdom modifier (minimum once).

FRIENDLY FIDDLE

Wondrous item, uncommon (requires attunement)

An unbreakable fiddle that feels perfectly comfortable to hold and play, and never requires maintenance.

You have advantage on Charisma (Performance) checks made with the intent of growing closer to or befriending someone.

While holding the fiddle, you can use an action to make a Wisdom (Insight) check against a creature you can see and hear within 30 feet of you, contested by the target's Charisma (Deception) check. If you succeed, you magically learn a song the target enjoys or would like to hear, and know how to play it for the next hour. If you succeed by 5 or more, you can instead learn your choice of either the target's favourite song, or one that has particular personal meaning to them. Once you use this feature, you can't use it again until you finish a long rest.

NECKLACE OF INSTRUMENTS

Wondrous item, uncommon

This necklace holds beads of various shape and material, each bearing a small carving of an instrument. While wearing the necklace, you can use a bonus action to detach one of the beads and hum the command note, causing it to become the instrument it represents. Once the last bead is removed, the necklace becomes an ordinary braided necklace.

The necklace has two of each of the following beads:

- Drum
- Flute
- Lyre
- Viol

In addition, the necklace has 1d4 other patches. The DM chooses the patches or determines them randomly.

d12 Bead

1-3	Bamboo panpipes that cause blossoms to lazily fall around you
4-5	Tartan-patterned bagpipes
6-7	A truly ancient one-note pipe
8-9	Dwarven token that smells of stone
10-11	A brass wargong etched with a maze
12	A 10-stop pipe organ, weighing 8 tons

CREDITS

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SOUNDS OF THE MUSIC DOMAIN

At the end, remember that music is everywhere. It helps us speak to ourselves and each other, so this time I offer a song I consider to be one of my 'soul songs'. If you feel like it, please share your own soul songs with me!

Ljósið - Ólafur Arnalds:

www.youtube.com/watch?v=mYIfiQlfaas