

DIVINE DOMAIN

In a pantheon, every deity has influence over different aspects of mortal life and civilization, called a deity's domain. All the domains over which a deity has influence are called the deity's portfolio. For example, the portfolio of the Greek god Apollo includes the domains of Knowledge, Life, and Light. As a cleric, you choose one aspect of your deity's portfolio to emphasize, and you are granted powers related to that domain. Your choice might correspond to a particular sect dedicated to your deity. Apollo, for example, could be worshiped in one region as Phoebus ("radiant") Apollo, emphasizing his influence over the Light domain, and in a different place as Apollo Acesius ("healing"), emphasizing his association with the Life domain. Alternatively, your choice of domain could simply be a matter of personal preference, the aspect of the deity that appeals to you most.

Each domain's description gives examples of deities who have influence over that domain. Gods are included from the worlds of the Forgotten Realms, Greyhawk, Dragonlance, and Eberron campaign settings, as well as from the Celtic, Greek, Norse, and Egyptian pantheons of antiquity.

GOSPEL DOMAIN

In most of the world's religions, music is used as a way of praising, honoring or currying favour from the Gods. Hymns, chants and litanies are a recurring theme in the rituals of many different faiths. Thus, it is not uncommon for a cleric to devote themselves to holy music, and gospel clerics can be found in temples throughout the land.

GOSPEL DOMAIN SPELLS

Cleric Level	Spells
1st	<i>bless, shield of faith</i>
3rd	<i>enthrall, prayer of healing</i>
5th	<i>spirit guardians, tongues</i>
7th	<i>aura of purity, dominate beast</i>
9th	<i>commune, dispel evil and good</i>

ARMOR OF THE FAITHFUL

When you choose this domain at 1st level, your AC equals 10 + your Dexterity modifier + your Wisdom modifier, as long as you are wearing your sacred vestments.

CHORISTER

At 1st level, your voice is so powerful that you can still speak and perform verbal spell components in areas of magical silence.



CHANNEL DIVINITY: JOYOUS PRAISE

Starting at 2nd level, you can use your Channel Divinity to infuse those around you with positive feeling.

As an action, you present your holy symbol and lead your allies in prayerful song. For the next minute, each friendly creature within 30 feet of you can use your Wisdom modifier instead of their own for any Wisdom check or saving throw they are required to make.

CHANNEL DIVINITY: FAITH HEALING

At 6th level, you can use your Channel Divinity to cleanse the sick.

As an action, you present your holy symbol and evoke purifying energy in a 30-foot radius around yourself. All creatures in that area are cured of the poisoned condition and one disease, should they be afflicted with any.

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

ENSEMBLE OF ANGELS

At 17th level, when you cast a spell with a verbal component, you can have up to 9 friendly creatures join you in performing the spell. These creatures must each have proficiency with at least one musical instrument, must spend the entire casting time concentrating on the spell, and cannot take actions other than to contribute to the spell. For each creature that joins you, the total casting time is reduced by 1 minute and the spell is cast as though from a higher level spell slot (maximum 3 slots higher, 9th level.)