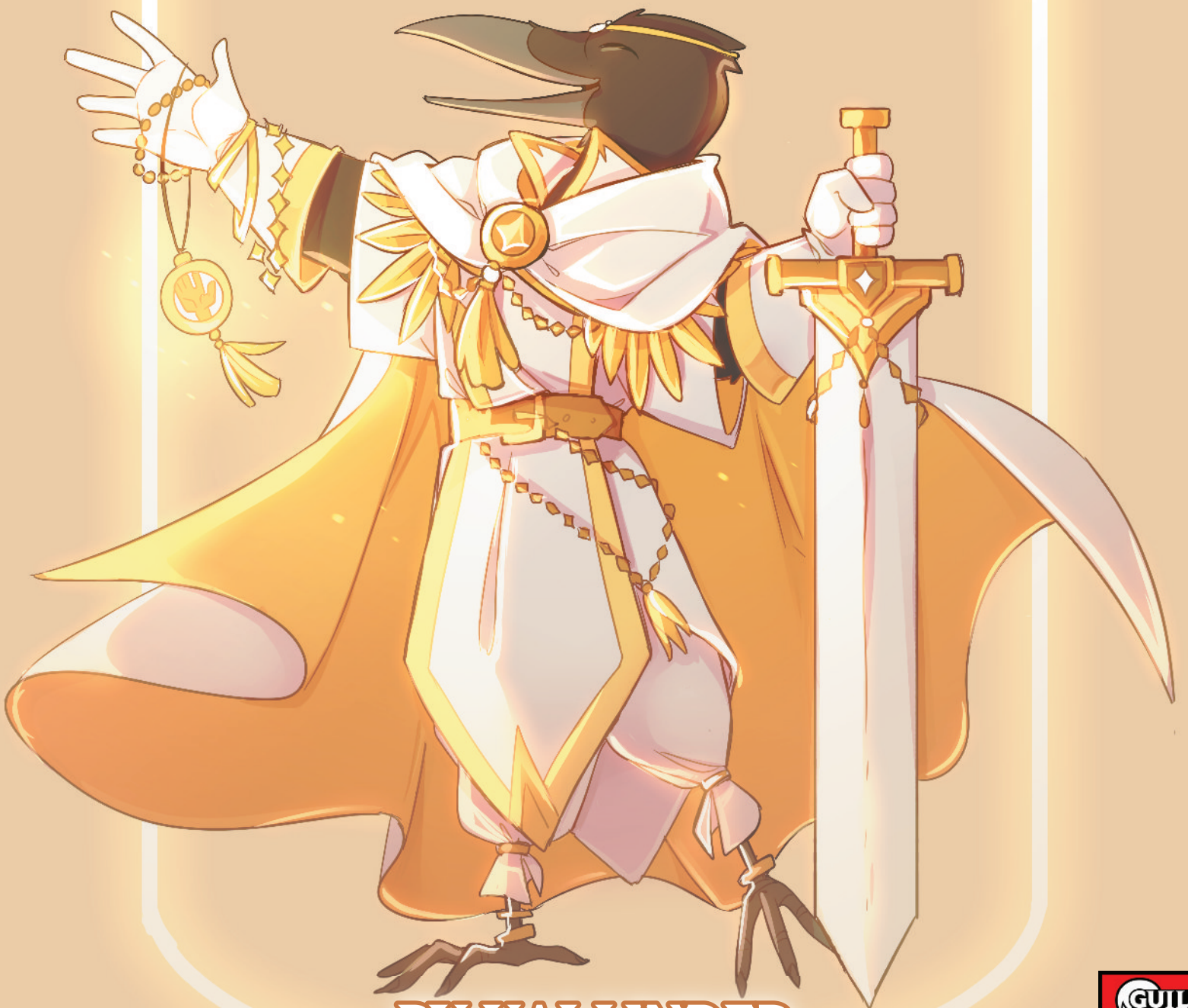


OATH OF THE CANTOR

A MUSICAL SUBCLASS FOR PALADINS



BY KAI LINDER



PALADIN OATH OF THE CANTOR

INTRODUCTION

The Oath of the Cantor sets paladins down the atypical path of freedom, creativity, and expression. These paladins, called cantors, are creators and performers of divine songs known for their inspired hymns and wondrous performances. They carry out religious rituals and services, write litanies and canticles that enter into common religious practice, and encourage healthy self-expression through creativity.

Cantors are often found at the forefronts of theology or fighting against those who would repress freedom and individualism. They use music to break both literal and metaphorical bonds in the hopes that all might be their truest selves, and sing their praises to the heavens.

TENETS OF THE CANTOR

The exact words and compositions of the Oath of the Cantor vary greatly, but cantor paladins all share these fundamental tenets.

Freedom. Freedom to be yourself is paramount. Those who restrict another's freedom must be stopped.

Creative Expression. Explore who you are and find new ways to express yourself. Help others do the same, for to hide oneself is a tragedy.

Inspiration. Be bold and inspire passion wherever you go, helping others to find their own path.

Music. Music is a gift from the gods that speaks to all souls. Sing, rejoice, and let your voice be heard.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE CANTOR SPELLS

Paladin Level	Spells
3rd	<i>shield of faith, thunderwave</i>
5th	<i>enhance ability, enthrall</i>
9th	<i>mass healing word, spirit guardians</i>
13th	<i>aura of purity, compulsion</i>
17th	<i>greater restoration, hallow</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Appeal to the Masses. As an action, you touch a creature and imbue them with fervent energy. For the next 10 minutes, that creature has advantage on checks made to perform for or speak to a gathering of at least ten people, and they can make their performance clearly audible out to 150 feet

Canticle of Faith. As a bonus action, you sing a divine hymn that creates a magical aura in a 10-foot-radius around you. You gain a bonus to your AC equal to your Charisma modifier (minimum of +1). Additionally, once per turn when a friendly creature in the aura (including you) hits a target with a melee weapon

attack, it can deal additional thunder damage equal to your Charisma modifier (minimum of 1). A deafened creature can't benefit from this effect.

Your hymn lasts for 1 minute. It ends early if you are knocked unconscious or if you end it as a bonus action.

At 18th level, this aura's range increases to 30 feet.

AURA OF PERSEVERANCE

Starting at 7th level, you and friendly creatures within 10 feet of you have resistance to thunder damage and immunity to silencing effects and the deafened condition while you are conscious.

At 18th level, this aura's range increases to 30 feet.

RESOUNDING SMITE

At 15th level you can transform your smiting into bursts of sound. When you use your Divine Smite feature, you can change the damage type to thunder damage and deal additional thunder damage to each creature within 5 feet of the target equal to your Charisma modifier (minimum of 1). Each creature that takes thunder damage from your Divine Smite must succeed on a Strength saving throw against your spell save DC or be knocked back 5 feet and fall prone.

AVATAR OF EXPRESSION

At 20th level, you can magically become an avatar of expression. As an action, you gain the following effects for 10 minutes:

- You emanate an aura of creative revelation in a 30-foot-radius. Friendly creatures in the area (including you) have advantage on Charisma saving throws and gain a number of temporary hit points at the start of your turn equal to your Charisma modifier.
- Your heart glows in a color of your choice and emits a simple song that reveals an innermost emotion, belief, or bond of your choice to all who hear it. You gain proficiency in all musical instruments and your proficiency bonus is doubled for any ability check you make using them. Additionally creatures that can see or hear your heart automatically succeed on Wisdom (Insight) checks against you.
- When a creature enters your aura for the first time on a turn, or starts its turn there, it can use an action to open itself to expression. The creature gains the second effect of this feature until your form ends, they are incapacitated, or they end it as an action.
- Melee weapon attacks you make against creatures with an Intelligence score of 4 or higher are made against the creature's passive Charisma (Deception) score instead of their AC.

This effect ends early if you are incapacitated or die. Once you use this feature, you can't use it again until you finish a long rest.

The cantor paladin smiled and began to sing. Holy words danced from his tongue, words of praise, full of faith, his voice swelling with power. He shimmered, and a gentle orange light began to glow from his chest as he raised his face to the heavens, exultant. His song told of insecurity, of smallness, of being lost. And now his heart sang of purpose, of being raised by his god to higher purpose, a realisation of himself and a newborn confidence to carry to those who didn't lack it. The cantor was an open book, his soul bared, and all who heard it knew him, felt the touch of genuine expression. In turn, the crowd's hearts began to glow with a rainbow of emotion, their songs filling the courtyard.

MAGIC ITEMS

PSALMS OF EPHRAEL

Wondrous item, very rare (requires attunement by a cleric or paladin)

This thick hymn book is bound in electrum plating etched with seven stylized wings. When found, the book contains the following spells, which are class spells for you while you are attuned to the book: *blinding smite, earthquake, fly, sunbeam, wall of light.*

While holding the hymn book, you can use it as a spellcasting focus for your cleric or paladin spells.

The book has 3 charges, and it regains 1d3 expended charges daily at dawn. You can use the charges in the following ways while holding it:

- If you spend 1 minute studying the book, you can expend 1 charge to replace one of your prepared spells with a different spell in the book.
- When you are hit by an attack, you can use your reaction and expend 1 charge to create a blinding flash of light. The attacking creature must make a DC 15 Constitution saving throw. On a failure, its attack misses you.
- You can use a bonus action and expend 2 charge to sing an empowered psalm of focus. The song lasts for 1 minute or until you speak, are incapacitated, or silenced, or end it (no action required). While singing this psalm, your concentration on cleric or paladin spells can't be broken by damage.

QUICK NOTATION SCROLL

Wondrous item, common

This scroll of paper has been enchanted to be able to hear and transcribe music. As an action, you can unfurl the scroll and speak its command word, causing it to automatically transcribe one song you can hear into musical notation for the instrument of your choice. The notation can also include the lyrics that are being sung, if any, in the language they are being sung.

One scroll is long enough to hold approximately 10 minutes worth of music.

TRAVELLER'S HYMNAL

Wondrous item, uncommon (requires attunement by a cleric or paladin)

While holding this leather-bound hymn book, you can use it as a spellcasting focus for your cleric or paladin spells, and you gain a +1 bonus to spell attack rolls and to the saving throw DCs of your spells.

In addition, when you use your Channel Divinity feature, you regain your lowest level expended spell slot of 3rd level or lower.

VOICE CASTER

Wondrous item, rare (requires attunement)

Voice casters are scarves or other lengths of cloth that have been imbued with vocal magic and are used to manipulate the wearer's voice. This scarf can be pulled up to cover your mouth or back down as a free action. The *voice caster* has 3 charges, and it regains 1d3 charges daily at dawn. You can use the charges in the following ways while the scarf is covering your mouth:

- As a bonus action, you cause your normal speaking voice to originate from anywhere you can see within 60 feet of you.
- When you cast a spell that has a verbal component, you can spend 1 charge to amplify it. If the spell has a range of touch, its range becomes 30 feet. If it has a range of 5 feet or more, its range is doubled.
- As an action, you can spend 3 charges to sing a magically enchanting song. Each humanoid of your choice within 100 feet of you that can hear the song must succeed on a DC 14 Wisdom saving throw or be charmed by you until the song ends, the *voice caster* is removed, or you are incapacitated. You must take a bonus action on your subsequent turns to continue singing. While charmed in this way, a creature must move towards you on its turn by the most direct route that won't cause direct damage (such as stepping off a cliff). It can repeat the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on a success.

CREDITS

Cover Art: Kredinca (Twitter: [@Lost_Krendel](#))

Cover Layout: Bethany Bracken
(Twitter: [@BethanyDnD](#))

SOUNDS OF THE CANTOR

Cantors are people who sing liturgical music of various kinds, such as hymns, prayer calls, and worship, which often contain excerpts from holy texts. However, religious music is as broad as music itself, from gospel to metal. Here's some examples:

Litany: <https://www.youtube.com/watch?v=jb23Z5X3uhA>

Gospel: <https://www.youtube.com/watch?v=ihGHItBuBBI>

Chr. Worship: <https://www.youtube.com/watch?v=J3iB30gCqAc>

Azan: <https://www.youtube.com/watch?v=zBNUdeWw-wE>