

CLERIC LOVE DOMAIN

A cleric who serves a god or goddess of love (like Aphrodite, Hathor, Giffuli, Laki, Katl, etc.), clerics of the love domain seek to bring people together, making peace and harmony instead of war. This cleric excels at utility and supportive magic, as their damage is reduced or suppressed in favor of spreading their gospel of kindness and care.

LOVE DOMAIN FEATURES/SPILLS

Clerics gain the following domain spells at the appropriate level. These are considered to be always prepared, and do not count against the number of spells known for the character.

Cleric Level Spells

1st	Charm Person, Sleep
3rd	Calm Emotions, Enthrall
5th	Beacon of Hope, Remove Curse
7th	Compulsion, Mordenkainen's Private Sanctum
9th	Dream, Greater Restoration

AFFABLE

Starting at 1st level, you gain the Friends cantrip for free. You also become proficient in one of the following skills: Animal Handling, Perform, or Persuade.

CHANNEL DIVINITY: PACIFY

Starting at 2nd level, you may use your Channel Divinity to pacify targets within range of you. As an action you present your holy symbol and evoke the love and kindness of your deity. Choose any number of humanoids or beasts within 30 feet of you: they must pass a Wisdom saving throw or they will suffer disadvantage on all attacks they make for the next minute. This effect ends if the target suffers damage or if you perform an attack of any kind during the duration.

PEACEMAKER

Starting at 6th level, your ability to influence people improves. Targets are not alerted to your use of the Friends cantrip when the spell wears off, and you may use your reaction to grant resistance to a creature within 30 feet of you to non-magical slashing, piercing, or bludgeoning damage.

BLISSFUL SLUMBER

Starting at 8th level, you increase the number of dice you roll for the Sleep spell by 2d8 (in addition to added dice for using higher level slots), and the radius of the spell is increased to 30 feet. In addition, creatures put to sleep by the spell recover 1 hit point each turn, and unconscious targets may be selected by the spell if desired. In addition, when you gain access to the Dream spell, the casting time is reduced to 1 action.

OVERWHELMING AFFECTION

Starting at 17th level, the Bless spell no longer requires concentration. In addition, whenever you cast a healing or enchantment spell, roll a d4: on a roll of a 4, the spell does not consume a spell slot. You may use this ability a number of times up to your Wisdom modifier, and are replenished upon completing a long rest.