

LOVE DOMAIN CLERIC

A cleric who serves a god or goddess of love (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. This means *Sleep* actually becomes one of your most heavily used spells, as it reduces the action economy of the enemy without forcing a saving throw if you don't do damage to your foes.

You should talk with the rest of your party before selecting this subclass, as you are rewarded for intentionally taking yourself out of the damage aspect of combat. You have strong control/support abilities, but you lack damage options.

LOVE DOMAIN SPELLS

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.

Class Level	Feature
1st	<i>Charm Person, Sleep</i>
3rd	<i>Calm Emotions, Enthral</i>
5th	<i>Beacon of Hope, Remove Curse</i>
7th	<i>Compulsion, Private Sanctum</i>
9th	<i>Dream, Greater Restoration</i>

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 loving kindness of your deity. Choose any number of humanoids or beasts within 30 feet of you: they must pass a Charisma saving throw or they suffer disadvantage on all attacks they make for 1 minute. This effect ends if the target suffers damage or if you perform the Attack action 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 for that spell 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.