

DIVINE DOMAINS

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.

PEACE DOMAIN

Clerics of peace venerate the ideal of harmony, and search for nonviolent solutions to worldly problems whenever possible. However, they are not strictly pacifists. If a situation proves too dire, or if all other options are exhausted, these clerics may use violence, especially if it protects someone in need. Gods of this domain - including Eldath, Rao, and Majere - are almost exclusively good, as are their clerics.

PEACE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>charm person, sanctuary</i>
3rd	<i>calm emotions, hold person</i>
5th	<i>protection from energy, tongues</i>
7th	<i>confusion, freedom of movement</i>
9th	<i>dominate person, dispel evil and good</i>

CENSURE EVIL

When you select this domain at 1st level, you can channel holy power from the divine planes to censure evil creatures. Your Turn Undead and Destroy Undead features also effect fey and fiends.



PACIFYING VOICE

At 1st level, you can magically speak in a booming voice, commanding attention and authority. You gain a bonus of half your proficiency bonus when you make a Persuasion check to command other creatures. This benefit stacks with your proficiency bonus if you are already proficient in Persuasion.

CHANNEL DIVINITY: PEACEBOND

Starting at 2nd level, as an action, you can pacify nearby creatures. Each creature within 30 feet of you must make a Wisdom saving throw. On a failed save, the creature's weapons and ammunition become locked in their sheaths, quivers, or holsters for 1 minute. During this time, a creature may only free their weapon with a DC 18 Strength check.

IMPEDE AGGRESSOR

At 6th level, as a reaction when a creature that you can see attacks a creature that has not yet taken a turn in combat, you can cause that attack roll to be made at disadvantage.

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

PACIFISM

Beginning at 17th level, as an action you can create an aura of pure pacifism for up to 1 minute. Each creature within 15 feet of you makes attack rolls with disadvantage. On your turn, you must spend your action maintaining this effect, otherwise it ends. After using this feature, you must complete a long rest before using it again.