



LOVE DOMAIN



FURIEL V. LUNA

A domain for clerics that worship through love
for the world's greatest roleplaying game

CLERIC

DIVINE DOMAIN

LOVE DOMAIN

Clerics of this domain worship their deity with the ultimate power, love, whether that practice is physical, emotional, by themselves or with others. Their magic draws from the intimate connection with their deity and they use it to champion the ideals of love overcoming all.

Clerics of the Love Domain preside over sacred unions, marriages, and other bonding customs, as well as nurture the bonds of friendship and camaraderie. Their divine blessings bolster and protect allies in battle through these deep ties and enkindle flames of passion to enchant their allies and confound their foes.

LOVE DOMAIN FEATURES

Cleric Level Feature

1st	Love Domain Spells, Foundations of Love
2nd	Channel Divinity: Devoted Cherishment
6th	Sacrificial Cherishment
8th	Beloved Spellcasting
17th	Love's Glory

LOVE DOMAIN SPELLS

You gain spells in this domain at the cleric levels listed in the love domain spells table.

Additionally, your link to the divine allows you to learn spells from the enchantment school. When your Spellcasting feature lets you learn or replace a cleric cantrip or a cleric spell of 1st level or higher, you can choose the new cantrip or spell from the enchantment school list or the cleric spell list.

You must otherwise obey all the restrictions for selecting the cantrip or spell, and it becomes a cleric cantrip or cleric spell for you.

LOVE DOMAIN SPELLS TABLE

Cleric Level Spells

1st	<i>Heroism, Hex</i>
3rd	<i>Enthrall, Suggestion</i>
5th	<i>Catnap, Enemies Abound</i>
7th	<i>Charm Monster, Confusion</i>
9th	<i>Dominate Person, Modify Memory</i>

FOUNDATIONS OF LOVE

When you choose this domain at 1st level, you gain proficiency with the Persuasion skill and you learn the *friends* and *mind sliver* cantrips. These cantrips counts as cleric cantrips for you, but they do not count against your number of cleric cantrips known.

CHANNEL DIVINITY: DEVOTED CHERISHMENT

Starting at 2nd level, you can use your Channel Divinity to concentrate on a creature you touch with your holy symbol and empower them with the passion you have for your deity until your concentration ends.

The creature touched is immune to being charmed and gains a bonus to its attacks and damage rolls as well as to their ability checks and saving throws. The bonus is equal to your Wisdom modifier.

While concentrating on the creature, you cannot take any attack actions during your Devoted Cherishment or your concentration and its effects will end.

SACRIFICIAL CHERISHMENT

Starting at 6th level, while you channel your love for the divine through your Devoted Cherishment, if the creature you are concentrating on is attacked at any point, you can take all the damage and effects instead of the creature hit as long as you have the hit points and your concentration is not broken. You take the damage as force damage.

If you drop down to 0 hit points from taking the creature's damage, you instead drop to 1 hit point and your concentration ends.

BELOVED SPELLCASTING

At 8th level, when you make a spell attack with an action, you can then use a bonus action to cast a cantrip.

Additionally, once per day, you can expend a 4th-level spell slot or higher to channel your deity's love directly and regain one use of your Channel Divinity.

LOVE'S GLORY

At 17th level, as an action, you can create an aura of pure love that extends 30 feet from you in all directions for turns equal to your proficiency bonus.

For the duration, you and your allies within the aura are immune to all damage dealt by other creatures (their attacks, spells, and other effects) as long as you and your allies do not attack or damage any creature by any means. If you or your allies do damage any creature while inside your aura, the benefit and your aura end.

You can use this feature once per long rest.