

DIVINE DOMAIN

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.

LOVE DOMAIN

Love is something that almost all humanoids experience at some point in their lives. As such, it is no surprise that many cultures have deities dedicated to it. Aphrodite, Sune, Myhriss, Sheela Peryroyl, Eilistraee, Freya, Hanali Celanil and Branchala all include love, romance and beauty in their portfolios—and most are widely worshiped by people hoping to find new love or strengthen existing relationships.

Clerics of love make it their lives' missions to spread the joy of romance far and wide. They officiate weddings, arrange dates, and counsel those who have lost sight of what made them fall in love in the first place, all in the hopes that more people will be able to experience the wonder of true love.

LOVE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>charm person, cupid's arrow</i>
3rd	<i>calm emotions, enthrall</i>
5th	<i>beacon of hope, phantasmal beauty</i>
7th	<i>aura of purity, charm monster</i>
9th	<i>dominate person, raise dead</i>

ROMANTIC

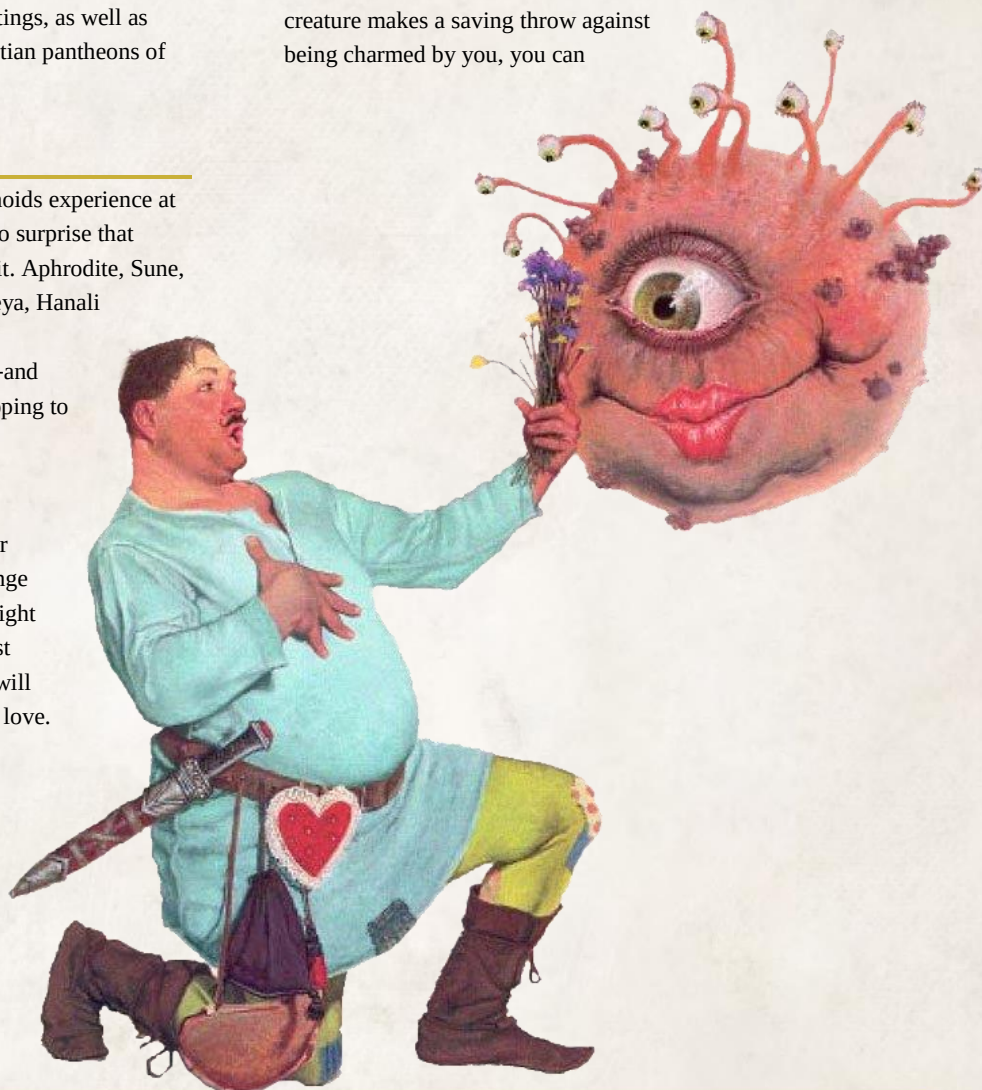
When you choose this domain at 1st level, you gain the friends cantrip, if you don't already know it. It counts as a cleric spell for you. You also gain proficiency in Persuasion.

BLESSING OF THE CHARMER

Also at 1st level, you can use your action to touch a willing creature other than yourself to give it advantage on Charisma (Persuasion) checks. This blessing lasts for 1 hour or until you use this feature again.

CHANNEL DIVINITY: MATCHMAKER

Starting at 2nd level, whenever a creature makes a saving throw against being charmed by you, you can



use your Channel Divinity to impose disadvantage on its saving throw. Additionally, you can choose for the target to instead be charmed by a willing creature you can see within 60 feet of you (other than the original target).

POWER OF LOVE

By 6th level, you are such an icon of love and beauty that you can enrapture almost anyone. Your spells and abilities ignore immunity to the charmed condition.

POTENT SPELLCASTING

At 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

CAPTIVATE

When you reach 17th level, any creature that is charmed by you suffers the following penalties in addition to the normal effects of the charmed condition:

- It cannot willingly move further away from you or lose sight of you.
- It treats your friends as if they are its friends.
- It has disadvantage on Wisdom (Perception) checks to perceive anything but you.



NEW SPELLS

The following spells are available to clerics of Love.

CUPID'S ARROW

1st-level enchantment

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you make a ranged weapon attack during the spell's duration, the piece of ammunition or the weapon itself (if it is a thrown weapon), is imbued with a magical enchantment. Make the attack roll as normal. The target takes the weapon's normal damage on a hit, but they do not experience any pain. Instead, the target must make a Wisdom saving throw or be subject to the effects of a *Philter of Love* (DMG 184).

The piece of ammunition or weapon then returns to its normal form.

PHANTASMAL BEAUTY

3rd-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You tap into the dreams of a creature you can see within range and create an illusory manifestation of its darkest desires, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target becomes incapacitated and unable to move for the duration. In addition, it has disadvantage on all Wisdom (Perception) checks it makes. The target can repeat its saving throw against this spell when it takes damage, ending the spell on a success.