LOVE

A Cleric Domain

Love Domain

The Love domain focuses upon empathy, cooperation, and selflessness in the relationships we have with others. Typically, only good deities claim influence over the domain of love, though there are some gods who hold to complex portfolios including love along with beauty, passion, temptation, fertility, and darker aspects of relationships. In Eberron, those who follow the Sovereign Host, particularly Arawai or Boldrei, may focus on this domain, as might a follower of the Path of Light. In the Forgotten Realms, some worshippers of Sune might adhere to this domain, though most of her followers, like the goddess herself, focus more upon beauty than love. Followers of Ilmater may select this domain, as might those of the Maztican goddess Kiltzi, and the halfling goddess Sheela Peryroyl.

Love Domain Spells

Cleric Levels	Spells
1st	*bless*, *sanctuary*
3rd	*lesser restoration*, *warding bond*
5th	*beacon of hope*, *tongues*
7th	*aura of purity*, *locate creature*
9th	*dream*, *Rary's telepathic bond*

The Heart's Truth

At first level, you become proficient in Insight and your proficiency bonus is doubled for any ability check you make that uses it.

Touch of Encouragement

In addition, at first level, you learn the *guidance* cantrip, which doesn't count against the number of cleric cantrips you know. For you, it does not require concentration, but the spell ends if you cast it again.

Channel Divinity: The Unbreakable Bond

Starting at 2nd level, you can tie the souls of two allies together so that they act as one. As an action, present your holy symbol and choose two willing creatures within 30 feet of you that you can see. For the next minute, these two creatures can take the Help action as a bonus action as long as they help the other.

Better to Give

Starting at 6th level, when you cast a spell targeting one or more allies, you can include yourself as an additional target as well.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

Deepest Regret

At 8th level, you gain the ability to fill those who attack you with remorse. When you are hit by an attack or targeted with a harmful ability or magical effect, you can use your reaction to deal 1d8 psychic damage to the attacker. When you reach 14th level, the damage increases to 2d8.

Stronger Together

Starting at 17th level, you may choose any number of willing creatures within 60 feet that you can see. For the next minute, whenever one of those creatures is the target of an attack, another can use its reaction to move up to its speed toward that target without provoking attacks of opportunity. If the creature ends its movement within 5 feet of the target, it can trade places with the target, becoming the target of the attack and gaining advantage on all saving throws until the beginning of its next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

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