

CLERIC: LOYALTY DOMAIN

Within Arthurian myth, few traits are as heralded as loyalty. When Morgan's charms weaken ordinary men, and Mordred's work sows discord, those who can find devotion within their hearts are the ones who shall receive God's blessing. As such, clerics of the Loyalty Domain strive to ensure that the good do not lose faith and remain bonded forever.

Domain Spells

You gain domain spells at the cleric levels listed in the Loyalty Domain Spells table. See the Divine Domain class feature for how domain spells work.

Loyalty Domain Spells

1st level	<i>bless, heroism</i>
3rd level	<i>aid, zone of truth</i>
5th level	<i>mass healing word, spirit guardians</i>
7th level	<i>freedom of movement, resilient sphere</i>
9th level	<i>greater restoration, mass cure wounds</i>

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with heavy armor and shields.

In The Fray

Also starting at 1st level, your mind has become your sanctuary, helping you stave off any doubts and helping steady yourself and close to you. Whenever you cast a spell of 1st level or higher with a range of touch, you gain a bonus to your AC equal to half your Wisdom modifier rounded up (minimum of 1) until the start of your next turn.

In addition, you have advantage on saving throws against the charmed and frightened conditions.



Art by Warmtail

Channel Divinity: Stand United

Starting at 2nd level, you can use your Channel Divinity to bring people together in times of need.

As an action, you can choose a number of creatures equal to your Wisdom modifier (minimum of 1) within 60 feet. Each creature gains temporary hit points equal to your Wisdom modifier + your Proficiency bonus, and can use its reaction to move up to its full movement without triggering attacks of opportunity. When moving this way, it must end its movement closer to you than when it started moving.



Never Waver

Beginning at 6th level, your loyalty is inspiring to those around you, aiding them in pushing forth, no matter how hard the battle is. If a creature within 5 feet of you is brought to 0 hit points, you can expend your reaction to grant them healing equal to 1d6 + your Wisdom modifier. The healing increases to 2d6 when you reach the 14th level.

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

Potent Spellcasting

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

We Are One

Starting at 17th level, the loyalty of you and those around you runs deeper than blood, thus turning you all into one through an ancient ritual. At the end of a long rest, you may choose a number of creatures equal to your Wisdom modifier (minimum of 1).

All creatures now share a collective pool of hit points equal to their maximum hit points combined. This pool functions as their hit points would normally, meaning they do not lose consciousness unless the pool reaches 0 hit points. They must all make concentration checks when they take damage. Whenever an ability or effect would heal or damage multiple creatures that share the same hit point pool, the healing or damage is added separately for each creature that is affected by it.

Once you've used this ability, you can't use it again for 10 days.

