

CIVILIZATION DOMAIN

No matter the size, settlements serve as a haven from the dangers that might lurk outside. However, that is not to say that conflicts won't arise, or that discrimination won't divide the population. Most gods of the planes want to preserve and nurture civilizations, be it from their good will, or to ensure followers and offerings.

Civilization Domain clerics are usually found serving in villages and cities, making sure they are a safe place to live. They might offer advice, act as judges, or travel the neighboring regions as healers. These clerics can also be found in positions of power, acting as counselors in big capitals, or officiating ceremonies that ensure the longevity of the kingdom.

DOMAIN SPELLS

1st-level Civilization Domain feature

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

CIVILIZATION DOMAIN SPELLS

Cleric Level	Spells
1st	Comprehend Languages, Sanctuary
3rd	Aid, Enhance Ability
5th	Fast Friends, Motivational Speech
7th	Private Sanctum, Secret Chest
9th	Skill Empowerment, Wall of Stone

VOLUNTARY WORKER

1st-level Civilization Domain feature

You gain proficiency in mason's tools and another tool of your choice. Whenever you make a check using any of these two tools, you can add your proficiency modifier twice.

HELPFUL NEIGHBOUR

1st-level Civilization Domain feature

You are always ready to lend a hand to those who need it. Whenever you cast a spell that targets one or more allied creatures, you can use the Help action as a bonus action on one of the targets of the spell. When you use the Help action in this way, it has a range of 30 feet.

CHANNEL DIVINITY: CREATE SHELTER

2nd-level Civilization Domain feature

You can use your Channel Divinity to create a shelter for the needy. As an action, choose a point of the ground you can see within 30 feet. A shelter will coalesce in that location for 1 minute.

The shelter will be a 5-foot cube structure. Although you can determine the details of its appearance, it will always have three walls with an arrow slit in each of them, and one open entrance. The shelter will stand for a minute, or until destroyed. Its AC is 10 + your Wisdom modifier, and its HP is 10 + 5 x your cleric level.

Any medium creature can occupy its space and will receive three-quarters cover while in it, except from the direction corresponding to the entrance. Additionally, the shelter will emit a blinding light in a 15-foot cone from one of its walls, creating an area of difficult terrain.

As a bonus action on each of your turns, you can change the wall that emits the cone.





COMMUNAL SPIRIT

6th-level Civilization Domain feature

Your gods have blessed you with the ability to share everyone's boons. Whenever a friendly creature makes a roll with advantage, you can use your reaction to give another friendly creature advantage on the next roll they make of the same type (attack roll, initiative, or dexterity saving throw for example) for the next minute.

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

8th-level Civilization Domain feature

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

BLESSED HAVEN

17th-level Civilization Domain feature

With the goal of aiding others better, whenever you use your Channel Divinity: Create Shelter, you gain the following additional effects:

- **Increased size:** The shelter now occupies now a 10 foot cube area, being able to fit two medium or smaller creatures, or one large creature.
- **Sacred fortress:** Creatures occupying the space of the shelter are protected by its light. They gain resistance to necrotic damage and are under the effect of *bless* while inside the shelter.
- **Purifying light:** The shelter's binding light increases in size to a 30-foot cone.

ART CREDITS

Both artworks are done by Eric Deschamps and owned by Wizards of the Coast.

CHANGELOG

1.0->1.1

- Typos and other text corrections.
- The shelter has been redefined, with the intention of having a more clear definition of it.
- Blessed Haven now offers all of the options, instead of just one.
- Examples have been added



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