

DIVINE DOMAIN: CIVILIZATION

CLERIC DOMAIN OPTION

Looking out upon a riotous crowd, literal torches and pitchforks in hand, a male human clad in noble regalia scowls. He considers that the rabble are clearly dissidents drummed up by his rivals, ignorant of the sinister plans of their puppet-masters. Innocent still, though, and thus deserving of mercy. This fact in mind, he opens the doors of his estate and descends with measured pace to a step just above the front of the mob. Clearing his throat, he begins to speak, weaving his calming words with the divine power of Zilchus, his lord. Gradually, the crowd lays their implements down, their minds soothed by the human's calming power.

Dragging a full bag of loot from a particularly lavish dungeon, a female halfling wearing armored finery groans. She knows full well transporting her treasure back to the nearest town is impractical, at best, and at worst will outright be the death of her. Plopping the satchel down, she scrambles to the top of it, drops to one knee, and utters a silent prayer to Erathis. As she calmly waits praying, a merchant caravan slowly, reliably comes into view out of a nearby forest thicket. A small grin spreads across her face, as she makes a mental note to tithe a healthy portion of her takings.

Narrowing her eyes, a crimson-scaled female dragonborn wearing loose, heavy mail with a long spear at her side surveys the situation. In



two days' time, the orc horde will be upon the valley, sweeping hundreds of soldiers through the peaceful farming village at its heart. Her every instinct tells her that the town is utterly indefensible, that her time would be better served evacuating the villagers, saving lives over property. Still, the townsfolk refuse to budge; This is their way of life, they claim, and they will die protecting it. The dragonborn sighs, and focuses her will, channelling the holy might of her god to raise yet another wall of stone from the earth itself, partially encircling the village. If this is as it must be, she thinks, civilization deserves a fighting chance.

Mortals, by their very nature, band together for collective power and protection, and build



enormous cities and civilizations as testaments to the concepts and ideals they hold dear. Many gods value the protection and flourishing of civilizations and their constituent peoples, and they empower their clerics to build, trade, and connect amongst disparate peoples. Such gods can range from Amaunator, Erathis, or the Sovereign Host of Eberron to dread Asmodeus and other similar gods of tyranny. Typically these gods are lawful in bent, but neutral gods of civilization are not entirely unheard of.

CIVILIZATION DOMAIN SPELLS

Cleric Level	Spells
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1st	<i>heroism, identify</i>
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3rd	<i>calm emotions, find steed</i>
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5th	<i>Leomund's tiny hut, tongues</i>
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7th	<i>fabricate, Leomund's secret chest</i>
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9th	<i>passwall, wall of stone</i>
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BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons, heavy armor, and one type of artisan's tools.

CITY RUNNING

Also at 1st level, whenever you begin your turn standing on ground that has been constructed (a dirt path, a thatch roof, temple ruins), you may Dash as a bonus action on your turn. If you do, climbing does not cost additional movement and you have advantage on Athletics, Acrobatics, and Dexterity checks made during that turn.

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.

CHANNEL DIVINITY: BASTION

Starting at 2nd level, you can use your Channel Divinity to conjure a towering monument to the might of civilization. As an action, choose a point within 30 feet of you, that is not within 120 feet of another summoned monument. A monument made of stone 15 feet tall with a base measuring 5 feet by 5 feet, with 25 hit points and an AC of 17 rises from the ground in that location, if there is enough room to accommodate it. If not, the monument does not appear, and a use of your Channel Divinity is still expended. Creatures occupying the same space as this monument when it is summoned are moved to the closest available free space. This monument lasts for

one minute or until it is destroyed, after which it crumbles to rubble.

While it stands, this monument exudes an aura for a distance equal to 5 feet times your Wisdom modifier (minimum 5 feet, maximum 15 feet). Hostile beasts, monstrosities, fey, and chaotic fiends are repulsed by this aura, and must successfully make a Wisdom saving throw against your spell save DC each turn they wish to move into the aura. Such creatures must also attempt this save if they start their turn within the aura, and if they fail they must use their movement to leave the aura by the shortest possible route. Attacks by such creatures made against those within the aura have disadvantage, and humanoids within the aura have advantage on saves against spells and abilities used by these creatures.

In addition, while within the aura you have advantage on History and Religion checks.

At 6th level, you may use this Channel Divinity as an hour-long ritual. If you do, the monument you summon has an indefinite duration rather than one minute. Once you have performed this ritual, you may not do so again until you complete a long rest.

FRUITS OF CIVILIZATION

Beginning at 6th level, your ties to the concept of society allow you to find merchants in the strangest of places.

As an action, you may utter a prayer to your god. Within the next hour, regardless of how unlikely the circumstance, you will encounter a merchant carrying an amount of currency approximately equal to 100 gp times your

Wisdom modifier (minimum 100 gp). This merchant is willing to buy and trade goods, and almost always has something for sale related in some way to your current circumstances.

If the merchant is mistreated by you or your allies (threatening, robbing, murdering, scamming, et al), this ability will fail to work in the future, until you undertake a quest of penance in the name of your god.

Once you have used this ability, you may not use it again until you have completed a long rest.

DIVINE STRIKE

At 8th level, you can infuse your weapon with the strength of the social order. 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 force damage. When you reach 14th level, the extra damage increases to 2d8.

DRUMBEAT OF PROGRESS

At 17th level, the vestiges of civilization that you create through your divine magic grow significantly in size.

If you choose, monuments created by your Channel Divinity: Bastion may be sized with a base of 10 feet by 10 feet, and be 30 feet tall, with an aura extending out 30 feet. A single casting of *fabricate* creates an amount of material equal to two typical castings. The radius of *Leomund's tiny hut* doubles, and you create twice as many panels with *wall of stone*. When cast, *passwall* may be made to have a permanent duration.

Additionally, any merchants summoned through your Fruits of Civilization feature have three times as much currency on-hand.

CREDITS:

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