

# City domain

The City domain is concerned with the citizenry, commerce, traffic, and even architecture of modern civilization. In the eyes of a cleric of the city, the center of modern life is a sense and spirit of community, and the gravest enemies of the city are those who seek to harm the common weal of its citizens.

New spells introduced for the City domain are marked with an asterisk and detailed in the “New Spells” chapter. For all other spells, see the Player’s Handbook.

### City Domain Spells

#### Cleric Level Spells

1st comprehend languages, remote access\*

3rd find vehicle\*, heat metal

5th lightning bolt, protection from ballistics\*

7th locate creature, synchronicity\*

9th commune with the city\*, shutdown\*

#### Bonus Cantrip

When you choose this domain at 1st level, you gain the on/off cantrip (see “New Spells”) in addition to your chosen cantrips.

#### Bonus Proficiencies

Also starting at 1st level, you gain proficiency with sidearms and proficiency with vehicles

(land).

#### Heart of the City

From 1st level, you are able to tap into the spirit of community found in the city. While

Developed by Tiago Cristiano [kristianotiago@gmail.com] 8

you are within any city, you can gain advantage on a single Charisma (Deception, Intimidation, or Persuasion) check, and you are considered proficient in the appropriate skill. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a long rest.

#### Channel Divinity: Spirits of the City

Starting at 2nd level, you can use your Channel Divinity to call on the city for aid.

As an action, you present your holy symbol, and any city utility within 30 feet of you either works perfectly or shuts down entirely for 1 minute (your choice).

Additionally, each hostile creature within 30 feet of you must make a Charisma saving throw. On a failed save, the creature is knocked prone or restrained (your choice) by hazards such as entangling wires, highpressure water erupting from fire hydrants, pavement collapsing to unseen potholes, and so on. A restrained creature can escape by making a successful Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC.

This effect is entirely local and affects only utilities within 30 feet of you. Determination of what utilities are available within range and how the physical effects of those utilities

manifest are left to the GM.

#### Block Watch

Starting at 6th level, your awareness while in the city extends preternaturally. While in an urban environment, you are considered proficient in the Insight and Perception skills, and you add double your proficiency bonus to Wisdom (Insight) and Wisdom (Perception) checks, instead of your normal proficiency bonus.

#### Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with psychic energy borrowed from the citizens of your city. 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 psychic damage to the target. When you reach 14th level, the extra psychic damage increases to 2d8.

#### Express Transit

At 17th level, you can use mass transit routes to transport instantaneously to other points in the city. Starting from a bus stop, train station, subway stop, or other suitable mass transit site within the city, you can teleport to any other similar transit stop within the city, as if you had cast a teleport spell whose destination is a permanent teleportation circle you know. Once you use this feature, you must finish a short or long rest before using it again.

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