

TECHNOLOGY DOMAIN - V.1

Technology is a new form of magic that uses the rules of the natural world to perform miracles, and brings increasing amounts of power into the hands of commoners. Many gods fear what this technology might do, the fear of revolution and the upheaval of society causes many gods to smash and destroy anything more technological than a simple machine. Unfortunately for those gods, nothing seems to be stopping innovation and a new goddess has been born to watch over and cultivate technology in all its forms.

TECHNOLOGY DOMAIN SPELLS

Cleric Level Spells

1st	<i>grease, unseen servant</i>
3rd	<i>knock, repair damage*</i>
5th	<i>leomund's tiny hut, tiny servant</i>
7th	<i>conjure minor elementals, fabricate</i>
9th	<i>animate objects, uplift*</i>

If a spell's name is followed by an asterisk (*), the spell is introduced at the end of the subclass New Spells section.

BONUS PROFICIENCIES

1st-level Technology Domain feature

Starting at 1st level, you gain proficiency with firearms and with tinker's tools. Your proficiency is doubled for any ability check you make that uses tinker's tools.

HAIL OF BULLETS

1st-level Technology Domain feature

Also at 1st level, you can augment the power of firearms. When a creature you can see within 30 feet of you is hit by a firearm, you can use your reaction to cause the creature to make a Strength saving throw. On a fail, the target is pushed back 5 feet as you cause the bullet to impact with even greater force. The distance you can push them back increases to 10 feet when you reach 5th level in this class and to 15 feet when you reach 13th level in this class. This movement does not provoke attacks of opportunity.

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.

CHANNEL DIVINITY: CHARM MACHINES

2nd-level Technology Domain feature

Starting at 2nd level, you can use your Channel Divinity to control constructs and elementals.

As an action, you present your holy symbol and invoke the name of your deity. Each construct or elemental that can see you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is charmed by you for 1 minute or until it takes damage. While it is charmed by you, it is friendly to you and other creatures you designate.

EXPLOSIVE SHOT

6th-level Technology Domain feature

Starting at 6th level, when you use your Hail of Bullets feature, you can add your Wisdom modifier to the damage rolled against the target.

DIVINE STRIKE

8th-level Technology Domain feature

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

MASTER OF MACHINES

17th-level Technology Domain feature

At 17th level, you gain the ability to command constructs and elementals. While creatures are charmed by your Charm Machines feature, you can take a bonus action on your turn to verbally command what each of those creatures will do on its next turn.

NEW SPELLS

Spell are presented in alphabetical order.

REPAIR DAMAGE

2nd-level transmutation

Class: Artificer, Technology Domain

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

This spell repairs large breaks and broken objects you touch, such as shattered pipes, a split wooden beam, crumbling walls, or a broken cart axle. As long as the break or tear is no larger than 2 feet in any dimension, you repair it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object. It can repair an item, even if it is missing large pieces like a sewer pipe that is missing 1 foot of pipes, though it creates a simple version of what is missing and the material matches whatever material the rest of the object is made from. It can not be used on valuable or rare metals, like gold, mithral or similar metals per the DM's discretion.

If you attempt to repair a construct, it can repair physical damage on the construct but can not restore a construct to life if it is destroyed. A construct you touch regains 1d10 + your spellcasting ability modifier. This spell has no effect on living creatures.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d10 for each slot level above 1st and the largest dimension repaired increases by 1 foot.

UPLIFT

5th-level transmutation

Class: Artificer, Technology Domain

Casting Time: 8 hours

Range: Touch

Components: V, S, M (elemental power shard worth at least 1,000 gp, which the spell consumes)

Duration: Instantaneous

After spending the casting time building and creating a mechanical object, you touch the elemental power shard to the object. The target gains sentience and uses the Uplifted Construct stat block below. The uplifted construct is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the uplifted creature chooses whether to remain friendly to you, based on how you treated it while it was charmed.

You can decide what form the construct takes.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the creature assumes the higher level for that casting wherever it uses the spell's level in its stat block. The cost of the material component increases by 100 gp for each spell slot level above 5th.

UPLIFTED CONSTRUCT

Medium construct, neutral

Armor Class 11 + the level of the spell (natural armor)

Hit Points equal the construct's Constitution modifier + your spellcasting ability modifier + ten times the spell's level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	10 (+0)	7 (-2)	7 (-2)

Damage Immunities Poison

Condition Immunities Poisoned

Senses darkvision 60 ft., passive Perception 8

Languages One language known by its creator

Disintegration. If the construct dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

Actions

Multiattack. The construct makes a number of attacks equal to half the spell's level (rounded down).

Slam. *Melee Weapon Attack:* +4 + half the spell's level to hit (rounded down), reach 5 ft., one target. Hit: 1d10 + 4 + half the spell's level bludgeoning damage.



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ULISSES
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