



CLERIC DOMAIN

ARTIFICE DOMAIN

The Artifice Domain focuses on holy crafts, channeling the will of the gods into miraculous creations. These priests look down on clerics of the forge as merely jumped-up blacksmiths, while they dismiss knowledge priests as insufficiently practical. An Artifice priest might spend their days preaching, and then stay up the night tinkering. While often clever, their ingenuity is so striking as to seem divinely inspired; a mortal mind would not make such leaps of logic.

Priests of the Artifice Domain may be of any alignment, most often inspired by creation for creation's sake. In the Forgotten Realms, they will most often be found worshiping Gond, though they are also common among Moradin's clergy or any of the gnomish pantheon.

ARTIFICE DOMAIN FEATURES

Cleric Level	Feature
1st	Domain Spells, Holy Crafts, Miraculous Artifice
2nd	Channel Divinity: Divine Inspiration
6th	Sacred Contraption
8th	Divine Strike (1d8)
14th	Divine Strike (2d8)
17th	Blessed Works

ARTIFICE DOMAIN SPELLS

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Cleric Level	Spells
1st	<i>color spray</i> , <i>unseen servant</i>
3rd	<i>dancing object</i> ^K , <i>shatter</i>
5th	<i>protection from energy</i> , <i>tiny servant</i>
7th	<i>repair</i> ^K , <i>summon construct</i>
9th	<i>creation</i> , <i>skill empowerment</i>

HOLY CRAFTS

At 1st level, you learn the *mending* cantrip, which counts as a cleric spell for you. You also gain proficiency with thieves' tools and two sets of artisan's tools of your choice. Anytime you make a check involving tools with which you are proficient, you may choose to use your Wisdom modifier in place of the ability you would normally use.

NOTE: CRAFTING & ARTIFICE

The Artifice Domain works particularly well in games that incorporate a robust crafting ruleset; KibblesTasty's is the author's preferred choice, linked at the bottom of this document.

MIRACULOUS ARTIFICE

At 1st level, you gain the ability to imbue any weapon with a holy blessing as a bonus action. This blessing lasts for 1 hour, and turns the weapon's damage type into your choice of acid, cold, fire, or lightning. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. Only one weapon may be affected by your Miraculous Artifice at a time.

At 6th level, any creature dealing damage with an imbued weapon may choose to reroll the weapon's damage dice and choose the higher result. Additionally, you may now choose radiant or necrotic damage when you apply the blessing.

CHANNEL DIVINITY: DIVINE INSPIRATION

Starting at 2nd level, as an action, you can use your Channel Divinity to touch a creature and grant them divine skill. For one hour, they have advantage on all crafting attempts and any ability checks involving tools.

SACRED CONTRAPTION

At 6th level, you are divinely inspired with an idea for a sacred contraption. You may spend ten minutes after completing a long rest to create a device capable of storing one of your domain spells. You choose the form and appearance of this contraption, though it always requires one hand for a creature to activate it. Any creature may cast the spell one time using the contraption, which uses your spellcasting ability and spellcasting modifier. The spell is always imbued at the highest spell level you can cast, up to 5th level. If the spell requires concentration, then the creature who uses the contraption is the one who must maintain concentration.

You may only have one Sacred Contraption at a time, and its magic expires after you complete a long rest.

DIVINE STRIKE

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 damage of the same type you last chose for your Miraculous Artifice feature. When you reach 14th level, the extra damage increases to 2d8.

BLESSED WORKS

At 17th level, creating or adjusting a Sacred Contraption now only takes you one minute. You may now create a number of Sacred Contraptions up to your Wisdom modifier per long rest, though only one may exist at a time. Once per long rest, you may remotely activate any of your Sacred Contraptions within 60 feet as a bonus action.

ARTIFICE DOMAIN QUIRKS

The following are some optional quirks for a player of this Domain to choose from.

d6 Quirk

- 1 You speak to your tools.
- 2 You prefer to clean your crafting tools with holy water.
- 3 You say a prayer for every crafter you meet.
- 4 You add pointless gears and knobs to your equipment.
- 5 You say a penance anytime one of your constructions fails.
- 6 Your holy symbol has intricate hinges and can be folded into different shapes based on your mood.

APPENDIX 1: SPELLS

DANCING OBJECT

2nd-level Transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You bring a Tiny object to life. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. The object has the following stats: HP: 20, AC: 18, Str: 4, Dex: 18. The object has an attack modifier equal to your spell attack modifier. If the object is not a weapon, it deals 1d4 + your Spellcasting modifier damage on hit. Select from bludgeoning, piercing, or slashing damage based on the nature of the item. If the object is a weapon, it deals the weapon's damage dice + your Spellcasting modifier of the weapon's damage type. The spell can only animate onehanded weapons without the special modifier this way.

As a bonus action, you can mentally command the animated object as long as it is within 60 feet of you. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.

REPAIR

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a construct or inanimate object, causing it to regain 10d6 hit points. This causes any parts or material that has broken away from the construct or object to reattach, repairing it to the condition it was in before losing those hit points.

If the construct or object's damaged state is the result of age, you can instead repair to the condition it was in 10d6 years ago, if it was previously in a better condition during that time (the condition can only improve or not change).

At Higher Levels. The hit points restored increases by 2d6 (or the years restored) for each slot above 4th.

CHANGE LOG

V0.2

- Art & Layout

V0.1

- Initial Draft!

CREDITS & REFERENCES:

- Artifice Domain created by somanyrobots
- Kibblestasty's Crafting System, which I highly recommend to accompany this subclass.
 - [Free Version](#)
 - [Kibblestasty's Patreon - Contains Paid Full Version](#)
- Dancing Object and Repair are also by KibblesTasty and can be found in his spell compendium, available via the patreon link above.
- **Art:** Saheeli, Sublime Artificer (War of the Spark) by Wesley Burt, © Wizards of the Coast LLC
- **Background Image Stains:** [/u/flamableconcrete](#), <https://watercolors.giantsoup.com/>

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