



DIVINE DOMAIN: TECHNOLOGY

CLERIC DOMAIN OPTION

Humming an upbeat melody to himself as he works, a fastidiously-groomed male dwarf produces a small, potent flame from his hand, using it to weld two adjacent sheets of metal. He continues for an hour, humming all the while, pouring over gears and mechanical parts and assembling them, before letting loose an intense jolt of energy from a powered gauntlet onto the assembled mass. Gears churn, joints groan, and the assemblage clatters to life, small glass eyes staring upwards at their master. As the dwarf looks on expectantly, the clockwork creation focuses its lenses, and chirps, “OR-DERS, CRE-A-TOR?”

A female human dressed in a greasy tunic and slacks is occupied calibrating her crossbow. Tightening the crank and loading a bolt, she fiddles with a small device and a few wires running from the stock up to the groove in which the bolt rests. The device crackles, shooting sparks, and lightning lances and arcs through and around the head of the bolt. The human appraises her improved weapon, finds it to her liking, and promptly moves on to the next project.

“I knew I left it somewhere!” frantically exclaims a female gnome in an oversized leather welding jacket and smock, “It has to be here!” Rummaging through her supplies inevitably proving fruitless, she sighs, reaches deep within a pocket and declares loudly, “By Gond, help me

find this wrench!” Within seconds, her fingers within the pocket brush against a cold, heavy steel handle. Her eyes widen as she retrieves the exact tool she sought, a sizable wrench for use in her latest creation. “Th-thanks, Gond!” she manages to proclaim.

Science and progress are the driving force of many empires, peoples, and ideologies, and it is little wonder that many gods find the advancement of technology a suitable element for their portfolio. Gods such as Erathis, Vulcan, Gond, Murlynd, and Onatar all champion craftspeople and technology, encouraging mortals to utilize both magic and material science to improve their lives and prospects. Clerics of these gods are often craftspeople themselves, always tinkering and creating contraptions of gears and metal, glass and lightning, to perform various tasks, from improbable to impossible. A cleric of Technology can find themselves anywhere on the

alignment spectrum, depending on whom they believe technology should benefit, and what they believe the role of technology to truly be.

TECHNOLOGY DOMAIN SPELLS

Cleric Level	Spells
1st	<i>grease, shield</i>
3rd	<i>heat metal, scorching ray</i>
5th	<i>lightning arrow, lightning bolt</i>
7th	<i>dimension door, fabricate</i>
9th	<i>transportation circle, wall of force</i>

MINOR SCIENCE

At 1st level, you gain knowledge of one of the following cantrips: *mage hand*, *mending*, *produce flame*, or *shocking grasp*. Whenever you would otherwise learn a cleric cantrip after 1st level, you can instead choose a cantrip from this list. Any cantrip you choose from this feature is a cleric cantrip for you.

You also gain proficiency with hand crossbows and heavy crossbows, as well as with one set of artisan's tools or one skill from the following: Arcana, History, or Insight.

CLOCKWORK ASSISTANT

Also at 1st level, you may spend 1 hour and 10 gold pieces worth of parts building a Clockwork Assistant, a tiny mechanical creature loyal to you whose game statistics may be found on this page. This assistant acts independently of you, but it always obeys your commands. In combat, it acts on your turn, taking its actions and movement alongside your own. The assistant can't attack, but it can take other actions as normal. When your assistant drops to 0 hit points, it breaks into a pile of parts, from which you can construct another clockwork assistant with an

hour of effort.

When you cast a spell with a range of touch, your assistant can deliver the spell as if it had cast the spell. Your assistant must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your spell attack modifier for the roll.

Your assistant counts as a familiar for the purposes of the spell *find familiar*, and you may never have more than one clockwork assistant active at any one time.

CLOCKWORK ASSISTANT

Tiny construct, lawful neutral

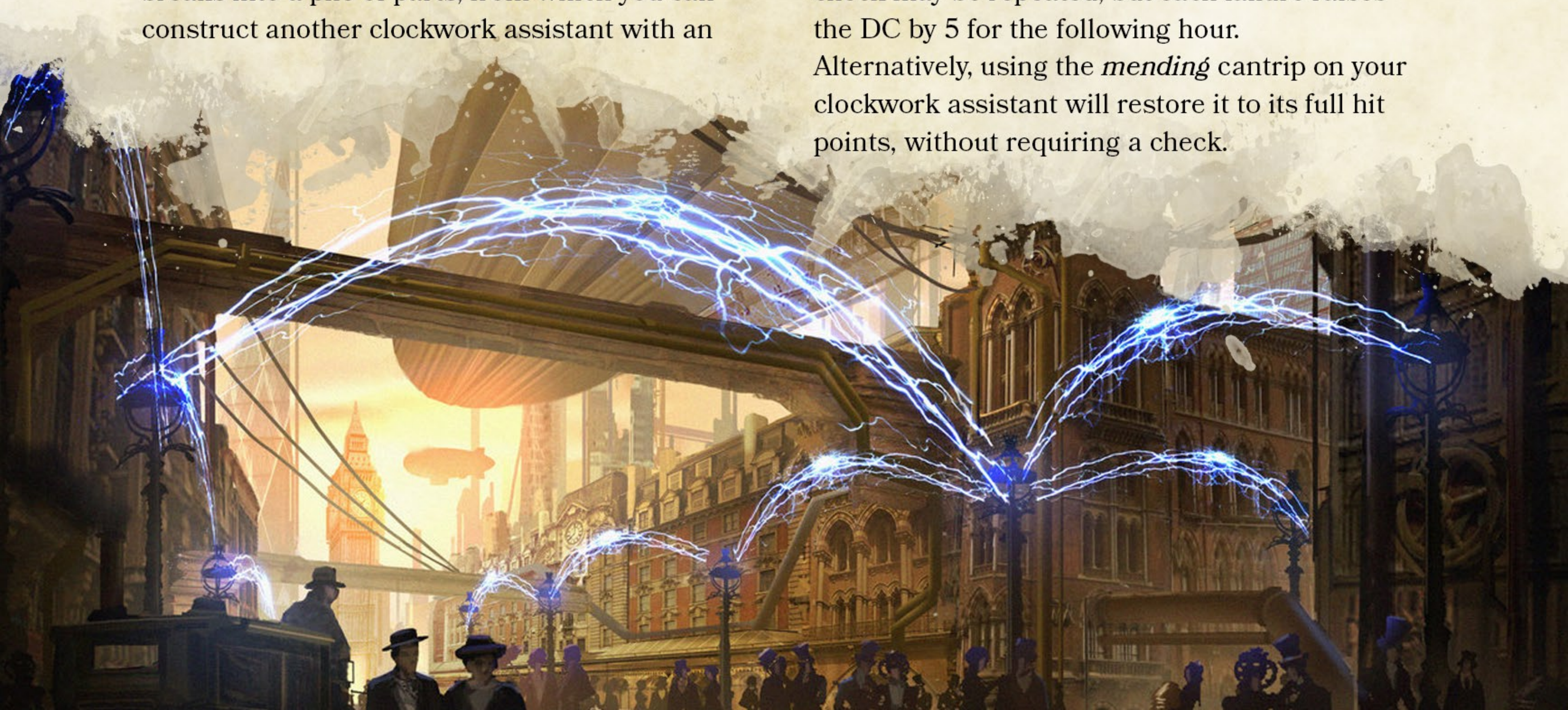
Armor Class 11
Hit Points 6 (2d4+1)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	12 (+1)	14 (+2)	9 (-1)	7 (-2)

Skills Athletics +2, Insight +1, Perception +1
Senses passive Perception 11
Languages Common
Challenge 0 (10 XP)

Heavy Lifting. The clockwork assistant can carry 150 pounds of equipment, and can push, pull, drag or lift 200 pounds of weight, if these values would be greater than the usual amounts provided by the assistant's size and Strength score.

If your clockwork assistant is damaged, you can attempt to fully heal its hit points by spending one minute repairing it. Make a Wisdom check, adding your proficiency bonus if using a pertinent set of artisan's tools with which you are proficient, against a DC of 10. If successful, your companion's hit points are fully healed. This check may be repeated, but each failure raises the DC by 5 for the following hour. Alternatively, using the *mending* cantrip on your clockwork assistant will restore it to its full hit points, without requiring a check.



CHANNEL DIVINITY: DIVINE TOOLBOX

Beginning at 2nd level, you can reach into a pocket, pack, or satchel and use your Channel Divinity and an object interaction to retrieve one of the following items:

artisan's tools (one set)

abacus

ball bearings (bag of 1,000)

bottle, small glass

caltrops (bag of 20)

chalk, a piece of

crossbow bolts (bundle of 20)

crowbar

hammer

hunting trap

lantern (any variety)

lock, with key

magnifying glass

mirror, steel

oil, small jar filled with 1 pint

paper, five sheets

portable ram

rope, 50 feet of hempen

The item materializes by the will of your god, and lasts until you take a short or long rest. You may freely share this item with whomever you please, but any attempts to sell this item or exchange it for favors or currency will cause your god to immediately revoke the item, dissipating it from existence.

At 6th level, if you have access to and proficiency in the proper tools, you may make any of these items in an hour-long ritual that consumes the item's gold cost worth of materials. Used in this way, this ability does not consume a use of channel divinity, the item may be sold, and the item's duration is permanent.

CHANNEL DIVINITY: TRANSFORM

Starting at 6th level, when a clockwork assistant you control is within 100 feet of you, you can use your Channel Divinity to imbue it with the divine power of technology as an action, transforming it into a more useful form. Your assistant grows to Small size, gains 10 maximum and current hit points, and receives two of the following properties of your choice:

Armored. Heavy armored plating is bolted onto the outside of your assistant, increasing its AC to 15.

Combat-Ready. You transform your assistant to augment it for combat. Your assistant gains a

A WORLD WITHOUT SCIENCE

Gods of Technology are not present in every setting, though Technology clerics can be (with your DM's approval, of course).

Perhaps you follow ancient, forgotten gods of a bygone technological society, or perhaps you use science to epitomize another god's domain, unorthodox as that may be. As examples, a god of Life could approve of making the inanimate animate, or a War god could empower you to create an endless supply of mechanical combatants, while a Tempest god would likely smile on life forged from steel and lightning.

Stranger still, perhaps your cleric follows no god, but espouses worship of the concept of scientific reason. Whether or not such concepts would work or fit within a setting is up to your DM, however, and a cleric without a god is a contentious (if not outright non-existent) thing in any setting.

melee weapon attack, which makes attack rolls with your Wisdom modifier and proficiency bonus, rather than its own statistics. This attack deals 1d6 plus your Wisdom modifier slashing, piercing, or bludgeoning damage (choose when you pick this property). Your assistant still may not use their action to attack, but you may expend a bonus action on its behalf to have it attack on your turn.

Large. Your clockwork assistant grows even more massive than usual, and is considered Large size. The assistant gains a Constitution score of 14, and has 10 additional maximum and current hit points. If the assistant has an attack, it does an additional 1d6 damage.

Mount. Your assistant becomes more swift and streamlined, perhaps with a saddle or open cockpit, and may be ridden if it is at least one size category larger than its rider. The assistant's land movement speed becomes 60 feet, and it gains a Strength score of 14.

Rockets. Rockets deploy from your clockwork assistant, giving it a flying speed equal to double its land movement speed.

Shield. A reflective shield engulfs your assistant. It gains 20 temporary hit points, and has advantage on Dexterity saving throws for as long as it has temporary hit points from this feature. If your assistant also has the Mount property and you are riding it, you may cause any damage that you yourself would take to first be subtracted from this total, before taking damage yourself from any remainder.

This transformation lasts for one hour, after which your clockwork assistant assumes its usual form.

At 11th level, you may choose three properties off this list when transforming your assistant. At 17th level, you may choose four properties.

A TECHNOLOGICAL PICK-ME-UP

Without the Mount property, your clockwork assistant is still able to pick up and carry you or any other creature, as long as the weight is within what the assistant can carry. However, such transportation is incredibly awkward, and a non-mount assistant moves at half its normal movement speed while carrying a creature.

In such circumstances, your assistant is also unable to use any flight speed it may possess.

SCIENTIFIC ACCURACY

At 8th level, you gain the ability to augment your spells and ranged strikes with a little technological know-how. Once on each of your turns when you hit a creature with a ranged weapon attack, you can cause the attack to deal an extra 1d8 lightning damage. When you reach 14th level, the extra damage increases to 2d8.

In addition, when you succeed on a ranged spell attack with a cleric cantrip or successfully deliver a cleric cantrip with a range of touch from your clockwork assistant, add your Wisdom modifier to any damage it deals.

SIMULACRA

Starting at 17th level, you learn the spells *simulacrum* and *clone*, which are always prepared and count as domain spells for you. Creatures created by *simulacrum* are constructs made of metallic parts rather than illusions crafted of ice and snow.

Additionally, you may have up to two clockwork assistants active at once, though you still may only have one transformed at any one time.

CREDITS:

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Visit **WALROCK HOMEBREW** for more!

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