

DIVINE DOMAINS

In a pantheon, every deity has influence over different aspects of mortal life and civilization, called a deity's domain. All the domains over which a deity has influence are called the deity's portfolio. For example, the portfolio of the Greek god Apollo includes the domains of Knowledge, Life, and Light. As a cleric, you choose one aspect of your deity's portfolio to emphasize, and you are granted powers related to that domain. Your choice might correspond to a particular sect dedicated to your deity. Apollo, for example, could be worshiped in one region as Phoebus ("radiant") Apollo, emphasizing his influence over the Light domain, and in a different place as Apollo Acesius ("healing"), emphasizing his association with the Life domain. Alternatively, your choice of domain could simply be a matter of personal preference, the aspect of the deity that appeals to you most.

Each domain's description gives examples of deities who have influence over that domain. Gods are included from the worlds of the Forgotten Realms, Greyhawk, Dragonlance, and Eberron campaign settings, as well as from the Celtic, Greek, Norse, and Egyptian pantheons of antiquity.



GEAR DOMAIN

Clerics who venerate the gods of machines - such as Primus, the One and Prime - are rare and secretive, promoting a divine idea of Order called the Gears of the Universe. It's not clear which events align with the Gears and which run counter to them, but Gearpriests employ constructs and magitech alike to see the Gears realized, employing the efforts of Tech Knights whenever possible to that end.

GEAR DOMAIN SPELLS

Cleric Level	Spells
1st	<i>guiding bolt, thunderwave</i>
3rd	<i>heat metal, invisibility</i>
5th	<i>protection from energy, lightning bolt</i>
7th	<i>dimension door, fabricate</i>
9th	<i>animate objects, creation</i>

TURN MACHINES

Beginning when you choose this domain at 1st level, your Turn Undead Channel Divinity and Destroy Undead features can target constructs in addition to undead.

REPAIR

At 1st level, any spell you cast that restores hit points affects constructs as it would living creatures.

CHANNEL DIVINITY: ARMOR LOCK

Beginning at 2nd level, as an action on your turn you can expend your Channel Divinity to magnetically lock a construct, suit of metal armor, or machine of any type within 30 feet of yourself for 1 minute. If this target provides no resistance, such as an unoccupied cart, the object ceases all function and any moving components become immobile. If this target would provide resistance, such as an animate construct or an occupied suit of armor, the target must make a Strength saving throw, if possible, or be rendered immobile: incapacitated and unable to move. If applicable, the target may repeat this saving throw at the end of each of its turns to end this effect early.

INHIBIT CONSTRUCT

By 6th level, when a construct attacks you, it must make an Intelligence saving throw. On a failed save, its attack misses. A creature that succeeds this save is immune to this effect for 24 hours.

COMPEL CONSTRUCT

At 6th level, you gain the ability to influence constructs. You can cast the spell *command* at will, targeting only creatures with the construct type. A creature that succeeds a save against this spell is immune to this effect for 24 hours.

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

ANTITECH FIELD

At 17th level, you can produce a field which disables technology. As an action, all technology driven by magic, including magitech armor and upgrades, within 10 feet of you fails. Constructs must make a Wisdom saving throw or be considered paralyzed for 1 minute. This field lasts for 1 minute while you concentrate on the effect. After using this ability, you cannot do so again until you complete a long rest.

AWAKEN CONSTRUCT

At 17th level, in a ritual requiring 1 hour of focus, you can awaken a humanoid-shaped construct to humanlike sentience. This ability does not work on constructs that are constructs only temporarily (such as objects affected by an *animate objects* spell).

The target construct's Intelligence, Wisdom, and Charisma scores become 10, if they are lower. The construct gains a true neutral alignment and this alignment may change by the circumstances the awakened construct finds in life. The awakened construct acts independently and may choose not to align with you if it so desires.

