

Craft Domain

The craft domain celebrates all of the endeavors of the intelligent races to build, shape, create, and design, from art to engineering to technology. In many pantheons, deities of the craft domain taught the crafting arts to their followers directly, in some cases even bringing civilization with them. Clerics of the craft domain are frequently great artisans, among the very best in their chosen fields.

CRAFT DOMAIN SPELLS

Cleric Level	Spells
1st	<i>Create or Destroy Water, Detect Magic</i>
3rd	<i>Heat Metal, Magic Weapon</i>
5th	<i>Create Food and Water, Meld into Stone</i>
7th	<i>Fabricate, Stone Shape</i>
9th	<i>Creation, Legend Lore</i>

BONUS PROFICIENCIES

At 1st level, you become proficient with heavy armor, warhammers, and two sets of artisan's tools of your choice.

MASTER CRAFTER

Also at first level, you gain the ability to weave the divine energies of creation itself into your work. You add your proficiency bonus to any ability check you make to create or repair an item. If you are already proficient in a relevant tool or skill, you add your proficiency from that skill or tool as well, for a total of double your proficiency bonus.

CHANNEL DIVINITY: CRAFTER'S INSIGHT

Starting at 2nd level, you can use your Channel Divinity to tap into the divine powers of creation. As an action, you can examine an item and determine if it has any magical properties, as if using *detect magic*, and what those properties are, as if using *identify*.

CHANNEL DIVINITY: CRAFTER'S TALENT

At 6th level, you can use your Channel Divinity to create or repair items with astonishing speed, skill, or efficiency. When you make an ability check to create or repair an item, you can expend a use of your Channel Divinity feature to gain one of the following benefits:

- You have advantage on the ability check to craft or repair the item
- Crafting or repairing the item takes half as long as usual
- Crafting or repairing the item uses half as many raw materials as usual.

You can only select one of these bonuses, even if another ability would otherwise allow you to expend more than one use of your Channel Divinity at the same time.

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

SUPREME CRAFTER

Starting at 17th level, when you use your Channel Divinity to gain a bonus to an ability check to craft or repair an item using Crafter's Talent, you select two of the three benefits instead of one.