

Akhamet

ERRATA

Try as we might, there are often small things that avoid our best scrutiny.

CLERIC DOMAINS

ARTIFICE DOMAIN

The Artifice Domain appear in "[Rhym Campaign Setting](#)"

Clerics dedicated to divinities with this domain are associated with crafting and engineering. Its priests are involved whenever local authorities and aristocrats need advice in important engineering projects.

Clerics with the artifice domain add the following spells to their list at the appropriate level.

Cleric Lvl	Spells
1 st	<i>detect magic, identify</i>
3 rd	<i>enhance ability, magic weapon</i>
5 th	<i>counterspell, dispel magic</i>
7 th	<i>fabricate, stoneshape</i>
9 th	<i>animate object, creation</i>

1st level - Master Craftsman You have advantage on Intelligence-based checks to analyze or understand complex devices, plans, or structures.

You are also proficient with any one toolset of your choice.

2nd level - Channel Divinity: Tool mastery You may expend your channel divinity to become proficient with one set of tools. You remain proficient until you complete a short rest. If you are already proficient, double your proficiency bonus.

6th level - Weapon Enhancement You may expend your channel divinity to fill a weapon you wield with divine power. When imbued, your weapon deals an additional 1d6 radiant damage, and lasts for ten minutes or until someone else picks up the weapon.

At 14th level, this damage increases to 2d6.

8th level - Gremlins You may spend your action to negate one type of damage resistance of a construct. You may also turn one type of damage immunity from a construct to damage resistance.

At 14th level you can negate one type of damage immunity.

17th level - Master Craftsman You may create magic items. You can create a single item chosen from Magic Item Tables A or B from the DMG. It takes you one week to create the item, and you may only use this ability once per month.

STRIFE DOMAIN

The Strife domain appears in "[Service is Eternal](#)"

Clerics with this domain have a greater affinity with the darker side of trickery, reveling in creating chaos.

Cleric Lvl	Spells
1 st	<i>compelled duel, dissonant whispers</i>
3 rd	<i>detect thoughts, suggestion</i>
5 th	<i>fear, nondetection</i>
7 th	<i>confusion, greater invisibility</i>
9 th	<i>dominate monster, hold monster</i>

1st level - Bonus Proficiencies You are proficient in the Deception skill.

1st level - Twist Tongue As an action, you can touch a creature and give it disadvantage on its next Charisma-based skill check.

2nd level - Channel Divinity: Minor Strife After a creature fails a saving throw from any enchantment spell you cast you have advantage on Charisma ability or skill check against that creature for the next 10 minutes.

6th level - Shield of lies Whenever you are the target of an enchantment spell or effect, you may use your channel divinity to gain advantage on the saving throw.

8th level - Liar, Liar You may add your Wisdom modifier to any spell dealing force or psychic damage.

17th level - Lies and shadows You may cast *major image* (as a 6th level spell) or *programmed illusion* without expending a spell slot or providing the material component. You regain use of this ability when you complete a long or short rest.

