* **2nd Level – Domain of Control:**
  + Reality bending aura range: 30 ft (DNS)
  + You can manifest your will while at 60 hit points or below now (DNS)
  + You have an acute mastery over your form that offers you a heightened degree of control over your own body. Upon completing a long rest, you may choose one of your ability scores. Until the end of your next long rest, the chosen ability score is increased to 30 and cannot be reduced by effects from non-divine sources.
  + You are now suffused with divine Aether. While you have access to this level of this Arte, the benefits of your divine Aether are extended as follows:
    - Your roll bonus increases to up to +3 (DNS); additionally, you may – at will – choose to subtract up to 3 from the roll instead
    - Whenever a creature of a non-divine nature, damages you, you may decrease the damage taken by 5 (to a minimum of 0)
    - You cannot be sensed or detected by Divination magic or similar effects from non-divine sources
    - You gain immunity to disease, poison, and curses from non-divine sources
    - At the start of your turn, if you have at least half your hit point maximum, you regain 5 hit points
  + At this stage, you have achieved enough of a degree of godhood where you can consciously and acutely exert your will over a specific domain. Upon first gaining this level of this Arte, choose one of the following domains: Arcana, Forge, Grave, Knowledge, Life, Light, Nature, Order, Peace, Tempest, Trickery, Twilight, and War. You gain the benefits for your chosen domain as listed below. Additionally, you may perform a 10-hour long meditative ritual to change your chosen domain.
    - **Arcana:** Upon gaining this domain, choose any 5 spells, each of 7th-level or below. While commanding this domain, you may cast each of the 5 chosen spells up to twice per long rest at no cost; additionally, if you have spell slots of the appropriate level, you may cast the chosen spells normally. Whenever you switch to a new domain, you may change the chosen spells when you switch back to this one.
    - **Forge:** As an action, you can temporarily bolster and upgrade up to 10 Large or smaller objects you can see. While bolstered, an object gains 50 additional hit points and resistance to all damage. On top of those benefits, upgraded armor gains a +2 bonus to its AC, an upgraded weapon gains a +2 bonus to attack and damage rolls, and an upgraded tool gains a +2 bonus to ability checks made with it. These bonuses are on top of all others the object possesses. The benefits last until you complete a long rest and, after taking this action, you cannot do so again until you complete a long rest.
    - **Grave:** As an action, you can name and resurrect a creature you are familiar with that’s been dead no longer than 10 days and didn’t die of old age. The creature immediately regains all its hit points, loses any poisoning or disease, and feels fully rested and refreshed. The named creature’s body is fully repaired – even rebuilding the body if the creature lost it. After taking this action, you cannot do so again for 10 days, even if you switch to another domain; however, during this period, while you have the Grave domain active, you can cast the Heal and Harm spells twice per long rest at no cost. When cast in this manner, any damage or healing from the spell is doubled.
    - **Knowledge:** Upon gaining this domain, name a specific object, location, or creature. The DM gives you 5 useful facts about the chosen item. Additionally, until you switch to a different domain, you gain proficiency and expertise in 5 skills, weapons, armors, tools, or languages of your choice. Whenever you switch to a new domain, you may choose new proficiencies and a new item to learn about when you switch back to this one.
    - **Life:** While commanding this domain, your hit point maximum is increased by 50 points. Additionally, you have a pool 500 points of healing you may disseminate. As an action, you may choose a creature you can see and heal it, deducting the amount you heal it from your pool. Your pool only fully refreshes after you complete 3 long rests, even if you switch to another domain.
    - **Light:** While commanding this domain, you continually emit 500 ft of bright light and 500 ft of dim light; however, only creatures you willingly choose can perceive this light; additionally, whenever you deal damage to a creature within the radius of this light – whether it can see it or not – you may cause the creature to take an additional 6d10 radiant damage.
    - **Nature:** While commanding this domain, you can naturally communicate with plants and animals; though, this does not confer any special degree of intelligence upon plants and animals you communicate with; additionally, as a baseline, a plant or animal (including Plant-type and Beast-type creature) sees you as a friendly creature unless you harm it or any of its companions. Finally, as an action, you can force any number of Plant-type/Beast-type creatures you can see to make a Wisdom saving throw (DC = 12 + your proficiency bonus + your highest ability score modifier). On a failed save, a creature is charmed by you until you fall unconscious, die, bring harm to it or its companions, or switch domains.
    - **Order:** While commanding this domain, you can fully verbally communicate with any creature if it knows at least 1 language (you don’t have to share a language); additionally, you can cause your voice to boom up to five times louder at will. Finally, you can cast the *Command* spell at will (DC = 12 + your proficiency bonus + your highest ability score modifier) – still using*Stale Spell* rules – and, once per short rest, you may cast *Command* as a free action on your turn.
    - **Peace:** As a reaction to a creature attempting to attack you, target you with a spell, or otherwise target you with a harmful effect, you may force the creature to make a Charisma saving throw (DC = 12 + your proficiency bonus + your highest ability score modifier). On a failed save, the creature becomes charmed by you until the end of its turn and changes the target of its assailment. If there is no valid other target in range, the attempt fails – expending anything normally expended. Additionally, you may add your Charisma modifier to your total AC as well as all your saving throws (even if it is already added).
    - **Tempest:** You gain 200 ft of fly speed and whenever you use this fly speed and move within 5 feet of a creature or object that isn’t being worn or carried, you may cause it to take 3d6 thunder damage from the force of your flight; a creature or object can only take this damage once during a turn. You also gain immunity to thunder and lightning damage. Finally, you can naturally sense upcoming weather and can cast *Control Weather* at will once up to twice per long rest.
    - **Trickery:** While commanding this domain, you speed increases by 60 ft. Additionally, as a bonus action, you can turn invisible until you attack, cast a spell, or use an otherwise harmful ability. As part of this bonus action, you may also create an illusory double of yourself within your space and move it up to your speed. The double disappears when your invisibility ends; however, it is a perfect illusion of yourself, even holding up to tactile inspection. Only a creature that either cannot be fooled by illusions or possesses Truesight can see through it.
    - **Twilight:** While commanding this domain, you have darkvision as far as you can see (this darkvision can also permeate magical darkness as well as see in color while in darkness). Additionally, as a bonus action, you can confer protection upon a creature you can see (including yourself). The chosen creature immediately gains 50 temporary hit points; additionally, until the end of its next turn, it gains resistance to all damage.
    - **War:** Once per turn, whenever you hit a creature or object that isn’t being worn or carried with an attack, you may double the total damage of your attack. If the targeted creature takes 50 or more total damage from the attack, it also must succeed on a Strength saving throw (DC = 12 + your proficiency bonus + your highest ability score modifier) or be knocked prone. You may immediately target a creature knocked prone by this ability with another attack (no action or reaction required).