DUALINK

Domain Expansion Vol. II

It speaks to me...



I am both lost and found, wholly myself for the first time.

JJK Edition

Domain Expansion

Prerequisite: Simple Domain, Cursed Energy Manipulation, Level 12

The Domain Expansion creates a 30-foot radius sphere centered on you. Within this sphere, depending on your class (check below) you impose certain effects.

Your spells and attacks within the domain automatically hit, a number of times equal to your proficiency bonus, bypassing the need for attack rolls. If you hit multiple creatures with an attack or a spell, this counts as additional hits. This does not apply to spells or effects requiring a saving throw.

Enemy creatures within the domain at the start of their turn must make a Charisma saving throw against your spell save DC (for non-spellcasters, your DC is 8 + your proficiency bonus + your Constitution modifier). On a failed save, they are either restrained until the start of their next turn or take 4d10 necrotic damage (your choice).

Upon the domain's end, you suffer two levels of exhaustion, reflecting the immense concentration and energy required to maintain such a powerful domain. The Domain Expansion lasts for 1 minute or until you're incapacitated.

Monk

Domain of the Flowing River

The Monk and their allies' movement speeds are doubled within the domain, and attacks of opportunity against them are made with disadvantage. The Monk can use their reaction to redirect an attack from an enemy within the domain to another creature within the domain.





Paladin

Domain of the Sacred Oath

Enemies within the domain cannot lie (unless they pass a Wisdom Saving Throw against the Paladin's Spell Save DC) and suffer disadvantage on saving throws against being frightened or charmed by the Paladin's abilities. Once per domain, the Paladin can use an action to emit a radiant burst that heals allies for 5d8 HP and damages foes within the domain for 5d8 Radiant Damage.

Ranger

Domain of the Hunter's Mark

The Ranger can mark an additional enemy as their favored enemy, and attacks against favored enemies within the domain ignore cover and have advantage. The Ranger and allies can track enemies within the domain as if they had perfect knowledge of their location.





Rogue

Domain of the Shadow's Veil

The Rogue and it's allies become heavily obscured to enemies within the domain. The Rogue can use a bonus action to teleport to any location within the domain and gains advantage on the first attack made after teleporting.

Sorcerer

Domain of Arcane Might

The Sorcerer's spells cast within the domain ignore resistance to their damage type, and enemies in the domain have disadvantage on saving throws against the Sorcerer's spells. The Sorcerer can change the damage type of their spells to another type as a bonus action on their turn.





Warlock

Domain of the Eldritch Pact

Enemies within the domain suffer disadvantage on saving throws against the Warlock's spells and abilities. Once per turn, when the Warlock deals damage to a creature in the domain with a spell, they can drain life equal to their Charisma modifier from the target, healing themselves.

Wizard

Domain of the Arcanist's Dominion

The Wizard can choose a number of creatures equal to their Intelligence modifier at the start of the Domain Expansion; these creatures are barred from entering the domain or are expelled if they are inside. They can attempt to reenter the domain using a skill check for a stat that the Wizard decides against the Wizard's Spell Save DC. The Wizard's spells can be cast as if they were one spell slot level higher without using a higher-level slot.

