

Divine Ruler Strategist Title



3rd Level: Divine Ordinance

The wrath of the divine heavens enforce the laws you create. When you finish a long rest, you can create a Divine Ordinance, a law that all must follow or they will suffer the wrath or forgiveness of your divine rule. There are two parts to each Divine Ordinance, Laws and Judgments. When creating your Divine Ordinance, you must pick one Law and one Judgment from the list below.

Divine Ordinance Laws

Laws	Description
Arson	If a creature that deals Fire damage on their turn can receive a Judgment..
Dark Arts	If a creature that deals Necrotic damage on their turn can receive a Judgment.
Disobedience	If a creature succeeds against a spell saving throw caused by you or an allied creature the creature can receive a Judgment.
Concealment	If a creature that takes the Hide action, turns Invisible, or conceals themselves in darkness, they can receive a Judgment.
Magic	If a creature starts their turn concentrating on a spell they can receive a Judgment.
Murder	If a creature reduces another creature to 0 hit points can receive a Judgment.

Resistance	If a creature that takes damage they are resistant to can receive a Judgment.
Theft	If a creature uses a Magic action to use a Magic Item they can receive a Judgment.
Treason	If a creature that hits you with an attack roll can receive a Judgment.

Divine Ordinance Judgments

Judgments	Description
Imprisonment	Creatures who commit a crime must make a Charisma saving throw with a DC equal to 8 + a roll of your Objective Dice. On a failure the creature is Restrained until the end of their next turn.
Reformation	Creatures who commit a crime are healed a number of hit points equal to a roll of your Objective Dice.
Punishment	Creatures who commit a crime suffer an amount of Radiant damage equal to a roll of your Objective Dice.

When you see a creature disobey the Law established by your Divine Ordinance, you may use your reaction to apply your Judgment. You can have two different instances of Divine Ordinance active once you reach 11th level in this class. The two Divine Ordinance can not be for the same Law but can have the same Judgment.

When you finish a Long Rest, your currently active Divine Ordinances end.

6th Level: Governance

As a Divine Ruler, you were blessed with the right to rule, but you must choose how you rule. You can choose from the two different styles of Governance listed below. Once you pick your Governance you can not change it out until you gain another level in the class.

Conqueror.

You rule through power and dominance. When you roll your Objective Dice on an effect that is targeting a hostile creature, you can choose to forgo adding your Objective Dice to your Strategy DC to instead apply the same effect and roll of the Objective Dice to an additional creature you can see within 60 ft.

Monarch:

You rule through diplomacy and control. When you roll your Objective Dice on an effect that is targeting an allied creature, you can forgo adding your Objective Dice to your Grand Strategy DC to instead give the same effect to yourself as well.

10th Level: Heavens Throne

As an action, you call down your Throne from the heavens, amplifying your divine ability to rule over others. You can sit or stand up from your Throne as a free action on your turn. While sitting in your Throne your movement is reduced to 0 ft and you can not be knocked prone or have your movement increased or reduced. Additionally, while in your Throne you gain the following benefits.

- The Throne has a Flying Speed of 30 ft and can Hover.
- The Throne provides Half Cover
- Your Help action gains an additional 60 ft of range.
- You can use your Divine Ordinance reaction once per turn without expending a reaction.

The Throne's benefits last for 10 minutes, after which it descends back to the ground and no longer provides any benefits while you are sitting in it. The Throne can not be destroyed and is not affected by anti-magic fields.

You can only call upon the Throne once per long rest. You can also use this feature as a Grand Strategy. On a failed Grand Strategy roll, your Throne appears but has no flying speed.

15th Level: Word is Law

Your authority is absolute. When you roll Initiative, you can change one of your Divine Ordinances out with a new Law and Judgment. You can only use this feature once per Long Rest.

20th Level: Kingdom of Divine Rule

No man, beast, or monster can escape your Divine Rule. When you use your Heavens Throne feature, you have a 300 ft emanation around your Throne that is designated as your Kingdom. You are aware of the exact location of any creature within your Kingdom even if they are Hidden or Invisible. Any creature within your Kingdom that breaks a Law declared by your Divine Ordinance can be affected by a Judgment, even if you can't see them. Additionally, any creature who attempts to leave the area of your Kingdom must make a Charisma Saving throw equal to 8 + your Intelligence Modifier + Proficiency Bonus. On a failure, their movement is reduced to 0 and they remain within the border of your Kingdom.

When a creature within your Kingdom breaks a Law declared by one of your Divine Ordinances, they are marked as a Criminal, even if you do use your Reaction to inflict a Judgment on them. When one of your Judgments is used on a Criminal, the Judgment has enhanced effects. The enhanced effects are listed on the table below.

Enhanced Punishment	Description
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Imprisonment	Creatures who commit a crime must make a Charisma saving throw with a DC equal to 8 + a roll of your Objective Dice. On a failure, the creature is affected by the <i>Banishment</i> spell. The <i>Banishment</i> always transports the creature to your own personal prison demi-plane. The creature is released after 1 minute, even if they are not native to the material plane. You do not hold Concentration on this effect.
Reformation	Creatures who commit a crime are healed a number of hit points equal to a roll of your Objective Dice. If the creature is Bloodied, the amount of healing received is doubled.
Punishment	Creatures who commit a crime suffer an amount of Radiant damage equal to a roll of your Objective Dice. For each 4 rolled on your Objective Dice, you can roll an additional 1d4.

Once a Criminal is affected by a Judgement, they lose the Criminal status. The status also ends when your Heavens Throne effect ends, or if they exit the area of your Kingdom. Once a creature has the Criminal condition, the condition can not be reapplied until they complete a Long Rest.