DUALINK

Regalias and Decrees

Reworked Monarch Class



Solo Leveling Edition

Regalias and Decrees

Domain Augmentation Regalia

Regalia of Perfect Centering

Your Domain holds firm. You cannot be forcibly moved or knocked prone by any effect while you are standing within your Domain, unless you choose to be. You are also immune to being knocked prone while inside your Domain.

Regalia of Lingering Authority

When you leave a space, it remains part of your Domain until the start of your next turn, trailing behind you for up to 15 feet. This effect does not persist if you teleport or leave the area instantaneously.

Regalia of Obvious Sovereignty

Your Domain becomes impossible to ignore, overwhelming attempts at concealment. You gain blindsight within your Domain radius. Additionally, creatures within your Domain have disadvantage on Dexterity (Stealth) checks.

Regalia of Sovereign Tension

Your presence disrupts those who hesitate. When a creature starts its turn in your Domain and does not move during that turn, it takes force damage equal to your Charisma modifier at the end of its turn. This damage occurs only once per creature per round.

Regalia of Sovereign Pulse

Prerequisite: 5th level

As a bonus action, you can expend 1 Sovereignty to cause your Domain to pulse with power until the start of your next turn. During this time,

enemies that enter or start their turn in your Domain take force damage equal to your Charisma modifier. You can use this Regalia a number of times per long rest equal to your Charisma modifier (minimum once).

Regalia of Irrefutable Boundary

Prerequisite: 5th level

Leaving your Domain is a challenge in itself. When a creature attempts to leave your Domain by movement, you can use your reaction to force it to make a Strength saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failure, its movement immediately ends and it cannot leave your Domain this turn.

Regalia of Inescapable Dominion

Prerequisite: 9th level

Once your Domain touches a creature, it marks them for continued suppression. When a creature leaves your Domain, you may choose to mark it for 1 minute as an action. While marked, that creature is treated as if still within your Domain for the purposes of your effects and Sovereignty abilities.

Regalia of the Crushing Radius

Prerequisite: 9th level

The outer edge of your Domain becomes a pressure field that resists escape. When a creature moves into or out of your Domain, you may expend 1 Sovereignty to force it to make a Strength saving throw. On a failed save, it takes 2d6 force damage and its movement is halved until the end of its next turn.

Regalia of Manifest Will

Prerequisite: 13th level

As an action, you can expend 2 Sovereignty to give your Domain a visible metaphysical form for 1 minute. While this effect is active, your Domain provides total cover against ranged attacks and ranged spells originating from outside it. Creatures outside your Domain cannot target those inside with ranged effects unless they can both see and be within the Domain.

Regalia of the Throne's Shadow

Prerequisite: 13th level

You leave a Sovereign echo behind, a projection of your will. As an action, you may expend 2 Sovereignty to create a Royal Shadow in a space you occupied in the last minute. The Shadow lasts for 1 minute. While the Shadow exists, your Domain originates from both you and the Shadow, and creatures within both must choose which to treat as the "real" center (this choice may affect Regalia or Decrees that target "centered" effects). The Shadow cannot move, take actions, or be destroyed, it is a projection of your authority.

Regalia of Supreme Isolation

Prerequisite: 17th level

You make the world beyond your Domain irrelevant, and invisible. As an action, you may expend 3 Sovereignty to seal your Domain from the outside world for 1 minute. Until this effect ends: Creatures inside your Domain cannot be seen, heard, or targeted by creatures outside of it. Spells and effects from

outside the Domain (including auras, class features, and magical items) have no effect on creatures within, unless their source physically enters the Domain. You must finish a long rest to use this Regalia again.

Regalia of the Writ Eternal

Prerequisite: 17th level

Your Domain becomes a law written into reality, and anything within must obey. When you activate this Regalia as an action, costing 4 Sovereignty, choose one condition from the following: blinded, poisoned or restrained. Until the end of your next turn, all creatures of your choice within your Domain are automatically affected by that condition unless they succeed on a Charisma saving throw. Even on a success, affected creatures suffer disadvantage on their next attack roll or saving throw.

Sovereignty Flow Regalia

Regalia of the Seizing Hand

Your power feeds on defeat. When a creature is reduced to 0 hit points within your Domain, you regain 1 Sovereignty point (max once per turn).

Regalia of Measured Rule

You expend your Sovereignty with focus and control. The first feature you use that costs Sovereignty each combat costs 1 less (minimum 1). You regain this benefit when you finish a short or long rest.

Regalia of Reserve Authority

Prerequisite: 5th level

You can draw upon deeper reserves when your will is strained. When

you roll initiative and have no Sovereignty remaining, you regain 2 Sovereignty points.

Regalia of Layered Decree

Prerequisite: 9th level

Once per long rest, when you use a Sovereignty feature that targets only one creature, you may choose one additional target within your Domain.

Royal Bearing Regalia

Regalia of the Throne Unseen

You carry your throne with you, even if it cannot be seen. While within your Domain, you are considered one size category larger for the purpose of being pushed, shoved, or targeted by creatures who are frightened of you. You may also choose to hover 1 inch above the ground while within your Domain

Regalia of Announced Presence

Prerequisite: 5th level

When you arrive, the world shifts to recognize it. When you roll initiative, you may expend 1 Sovereignty to choose one: All creatures within your Domain at that moment must succeed on a Wisdom saving throw or be shaken (disadvantage on their first attack roll). One ally within your Domain gains advantage on their initiative roll.

Regalia of Resounding Decree

Prerequisite: 9th level

Your voice carries power that breaks silence and hesitation. When you speak while within your Domain, all creatures within it hear you clearly, regardless of deafness, magical

silence, or cover. Once per long rest, you may expend 2 Sovereignty to speak a one-word command (as the command spell, no verbal component needed) to every creature within your Domain.

Regalia of Cloaked Majesty

Prerequisite: 13th level

You can become unknowable even as your presence intensifies. As a bonus action, for 1 minute, creatures that see or hear you cannot recognize your identity unless they succeed on an Intelligence saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failure, they cannot recall your face, voice, name, or title during or after the effect unless prompted by magic. Alternatively, this effect ends early if you attack a creature or cast a Decree.

Regalia of Reverent Silence

Prerequisite: 17th level

Even gods fall silent when you speak. Once per long rest, as an action, you may expend 4 Sovereignty to invoke Total Sovereignty until the start of your next turn. During this time, no creature within your Domain (other than you) can speak, cast spells with verbal components, or activate class features or items that require speech or vocalization. This effect bypasses effects that allow speech in magical silence.

Decrees

Kneel.

Your authority cannot be ignored. As an action, you issue a decree of

subjugation. Each creature of your choice within your Domain must succeed on a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or fall prone and become unable to stand until the start of your next turn. On a successful save, a creature is unaffected but must spend an additional 5 feet of movement when standing or moving during its next turn. Creatures immune to the frightened condition make this saving throw with advantage.

Silence.

Even gods hush when you command stillness. As a bonus action, you issue a decree of silence. Until the end of your next turn, no creature within your Domain (except you) can speak, cast spells with verbal components, or activate magic items that require a command word. This effect overrides any spell or feature that allows speech in magical silence.

Obey.

Your voice compels immediate action. As a bonus action, choose one creature within your Domain that can hear you. It must succeed on a Charisma saving throw or immediately use its reaction to take an action of your choice from the following: Drop prone, Disengage, Move up to half speed, Make a weapon attack against a target of your choice. If it has no reaction remaining, the Decree has no effect but is still expended.

Expand.

The world bends outward to match

the shape of your will. As a bonus action, your Domain doubles in radius for 1d4 - 1 rounds (minimum of 1). This expansion does not stack with other effects that increase your Domain size. Once this Decree ends, your Domain returns to its normal radius. You may use this Decree once per short or long rest without penalty. If you use this Decree again before completing a rest, you do so at cost: you immediately gain 1 level of exhaustion for each additional use.

Rise.

Your will does not permit surrender, even to death. As an action, choose up to three creatures within your Domain that are at 0 hit points. Each of them immediately stabilizes and regains 1 hit point. Creatures restored in this way do not regain consciousness if they are under a sleep or unconscious condition from another source unless otherwise specified.

Reveal.

None may hide truth in your presence. As a bonus action, you declare a decree of revelation. Until the end of your next turn: Creatures within your Domain cannot speak falsehoods unless they succeed a Charisma saving throw. You gain advantage on all Insight and Persuasion checks against creatures within the Domain. Illusions and magical disguises within the Domain must make a Charisma saving throw or be suppressed for the duration.

I Command the Turn.

Level Prerequisite: 15th
You seize the flow of action. Time itself falters to obey you. As a bonus action, choose up to three creatures within your Domain. They must succeed on a Charisma saving throw or each suffer the following: Lose their reaction until the end of your next turn Cannot ready actions They act last in the initiative order (as if their initiative score is 0). On a successful save, they act normally but cannot take bonus actions during their next turn.

No Escape.

Level Prerequisite: 15th
There is no outside. There is only your reach. As an action, your Domain becomes sealed until the end of your next turn.During this time: No creature can teleport, phase shift, plane shift, or otherwise leave the Domain unless it succeeds a Charisma saving throw. Creatures attempting to escape via such methods still take 4d10 force damage even on a success. Allies are unaffected unless you choose otherwise.

No.

Level Prerequisite: 15th
A single word. A rejection of fate itself. As a reaction, when a creature within your Domain casts a spell, activates a class feature, uses a magic item, or triggers a legendary action, you may issue this Decree to attempt to negate that effect. If the effect is a spell of 5th level or lower, it is automatically negated, and the resource used is wasted. If the spell is of 6th level or higher, or the effect

is a non-spell ability, you must make a Charisma check (DC = 10 + the ability's level or CR/2). On a success, the effect is negated. On a failure, nothing happens. Once you use this Decree successfully, you must finish a short rest before using it again.

Godly Decrees

Submit.

Your name is no longer a warning. It is law. All creatures of your choice within your Domain immediately fall prone and are considered frightened of you for 1 minute. While frightened in this way, they cannot move, cannot take reactions, and automatically fail any ability check made to contest your presence (e.g., grapple, shove, escape). This condition ends early only if they are reduced to 0 HP or leave your Domain.

Endure.

Your will sustains all, not in defiance of death, but in denial of it. You and up to two allies of your choice within your Domain immediately regain half their maximum hit points. For the next 1d4 -1 rounds (minimum of 1), any ally within your Domain who drops to 0 hit points instead remains conscious with 1 hit point and is granted temporary hit points equal to your Charisma modifier at the start of each of their turns. No creature can benefit from this more than once.

Invert.

Order is a suggestion. You erase and rewrite cause and effect. Choose up to six targets within your Domain.

For each: If they are an enemy, you may immediately recast their last used ability or spell against them, as if you had cast it. If they are an ally, you may undo the last source of damage or condition that affected them within the last round.

Begin Again.

You return the world to the moment before you permitted the mistake. The battlefield reverts to its state at the start of the last round, undoing all movement, damage, deaths, or spellcasting performed since then. You are the only one aware that this change occurred.

Vanish.

You remove what should not be. Choose one creature or construct within your Domain that you can see and that has a CR equal to or lower than your level – 2. That creature is immediately banished to a location of your choosing, such as a distant realm, void space, sealed demi-plane, or prison of Sovereignty. If you name no destination, the creature is instead phased out of existence, returning only if you permit it or it is restored by a 9th-level spell or Wish. After using this Decree, your Domain becomes suppressed for 1d4 rounds.