DUALINK

Monarch Class

Reworked Class



Solo Leveling Edition

Monarch Class

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Level	Proficiency Bonus	Regalia Known	Decrees Known	Features
1	+2	—	—	Sovereignty, Royal Domain, Line of Inheritance (Subclass Choice)
2	+2	2	—	Regalia, Royal Presence
3	+2	2	—	Inheritance Feature
4	+2	2	—	Ability Score Improvement, Crown Decision I
5	+3	3	—	Inheritance Feature
6	+3	3	—	Inheritance Feature
7	+3	3	—	Inheritance Feature
8	+3	3	—	Ability Score Improvement, Crown Decision II
9	+4	4	—	Inheritance Feature
10	+4	4	—	Inheritance Feature
11	+4	4	1	Inheritance Feature, Decrees
12	+4	4	1	Ability Score Improvement, Crown Decision III
13	+5	5	1	Inheritance Feature
14	+5	5	1	Inheritance Feature
15	+5	5	2	Inheritance Feature
16	+5	5	2	Ability Score Improvement, Crown Devision IV
17	+6	6	2	Inheritance Feature
18	+6	6	2	Inheritance Feature
19	+6	6	2	Ability Score Improvement, Crown Decision V
20	+6	6	3	True Monarch, Godly Decree

Monarch Class

"I was not born to kneel. I was born to be knelt to."

A Monarch is not a mere warrior or spellcaster, but a living axis of power, chosen or forged to command, conquer, or redeem. Whether by divine right, ancient inheritance, or overwhelming will, a Monarch bends the world to their presence. Each Monarch manifests a Line of Inheritance, the unique source of their sovereign might, be it shadow, beast, ruin, or flame.

Yet not all Monarchs rule the same way. Some dominate through fear. Others uplift. All are marked by the same truth: when a Monarch rises, the world must respond.

You must either have the Monarch race or a Charisma score and a Strength score of 13 or higher in order to multiclass in or out of this class.

Class Features

As a Monarch, you gain the following class features.

Hit Points

- *Hit Dice:* 1d10 per Monarch level
- *Hit Points at 1st Level:* 10 + your Constitution modifier
- *Hit Points at Higher Levels:* 1d10 (or 6) + your Constitution modifier per Monarch level after 1st

Proficiencies

- *Armor:* Light armor, medium armor, shields
- *Weapons:* Simple weapons, martial weapons
- *Tools:* None
- *Saving Throws:* Strength,

Charisma

- *Skills:* Choose two from Athletics, Insight, Intimidation, History, Persuasion, or Perception

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial weapon or (b) two simple weapons
- (a) a shield or (b) a second martial weapon
- (a) scale mail or (b) leather armor
- (a) a scholar's pack, (b) a dungeoneer's pack or (c) an explorer's pack
- A sigil or artifact of your Line of Inheritance (serves as arcane focus for some features)

Sovereignty

At 1st level, you gain access to a pool of power called Sovereignty, a representation of your personal will to rule, command, and shape the world around you.

You have a number of Sovereignty points equal to your Monarch level + your Sovereign Modifier (which is Charisma, unless specified otherwise by your Line of Inheritance), to a maximum bonus of +3. For example, at 1st level, a Monarch with 16 Charisma has 4 Sovereignty points.

You regain all expended Sovereignty points when you finish a short or long rest.

Your Sovereignty fuels various features of your class and your Line of Inheritance, including abilities

tied to your Royal Domain, Regalia, and Decrees.

Royal Domain

You assert control over your surroundings through a manifestation of your inherited power: your Royal Domain.

Also at 1st level, your Domain is a 10-foot radius aura centered on you. It remains active whenever you are conscious. The size and properties of your Domain may be altered by Regalia, Inheritance Features, or Decrees.

Until then, your Domain exerts the following influence:

Imperial Pressure. Whenever a creature hostile to you starts its turn within your Domain, the first ability check or saving throw it makes before the start of its next turn is reduced by 1d4.

The radius of your Domain increases as you grow in power:

- At 5th level, it becomes a 15-foot radius
- At 9th level it becomes a 20-foot radius
- At 13th level it becomes a 25-foot radius
- At 17th level, it becomes a 30-foot radius

Line of Inheritance

Also at 1st level, you choose your Line of Inheritance, the ancestral power or sovereign dominion that defines the nature of your Monarch's rule. This inheritance shapes your Royal Domain, alters how you use Sovereignty, and grants you new abilities known as Inheritance Features.

Your Line of Inheritance determines the flavor and function of your dominion, be it one of shadows, beasts, ruin, frost, beginnings, or another legacy. Each Line offers a distinct playstyle and expands your abilities as you grow in power.

The Lines of Inheritance available to you are detailed at the end of the class description. Your choice grants you a feature at this level and at later levels, as shown in the Inheritance Features column of the Monarch table.

Royal Presence

Your mere presence exerts a subtle pressure upon the world, noble, terrifying, or divine.

At 2nd level, you gain proficiency in Intimidation or Persuasion (your choice). In addition, whenever you make a Charisma (Intimidation or Persuasion) check, you may roll with advantage if the target has seen you use a feature that costs Sovereignty within the last 10 minutes. You can do this a number of times equal to your Charisma modifier (minimum of once), and regain all uses on a long rest.

Regalia

Your power as a Monarch begins to crystallize into unique traits and rites, fragments of authority shaped by your identity and potential. These are known as Regalia, manifestations of your dominion, refinement, or terror.

Also at 2nd level, you gain access to two Regalia of your choice. Your Regalia options are detailed at the

end of the class description. When you gain certain Monarch levels, you gain additional Regalia of your choice, as shown in the Regalia Known column of the Monarch table. A level prerequisite in a Regalia refers to your level in this class.

Additionally, when you gain a level in this class, you can choose one of the Regalia you know and replace it with another Regalia that you could learn at that level.

If a Regalia would impose a condition or prevent a creature from taking an action outright, the affected creature must always receive a saving throw, unless the Regalia explicitly states otherwise.

If multiple effects would treat a creature as being within your Domain, the creature is considered within your Domain only once, but all applicable effects may apply.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Crown Decision

"What kind of Monarch are you becoming?"

At 4th level, your understanding of sovereignty deepens. As your dominion takes root, you must choose the manner in which you rule it. This decision reflects the evolving nature of your presence

and your will, and begins to shape how others experience your power. Choose one of the following Crowns. The choice you make grants you a unique benefit and may influence future Crown Decisions and certain Regalia.

Crown of Dread

You rule through fear and imposition. Your enemies feel your presence not as a blessing, but as a looming threat that claws at their resolve.

When you reduce a creature to 0 hit points, you may immediately regain 1 expended Sovereignty point. You can use this feature a number of times equal to your proficiency bonus per long rest.

Tenet gained: *"Fear is a language. And I am its native tongue."*

Crown of Grace

You lead by inspiring those around you. Your Domain is not merely an extension of power, but a refuge of hope and defiance.

Once per long rest, when an ally within your Domain would be reduced to 0 hit points, you can use your reaction to have them drop to 1 hit point instead.

Tenet gained: *"I do not demand loyalty. I earn it."*

Crown of Duality

You walk the line between domination and inspiration: neither tyrant nor savior, but something stranger.

While a hostile creature is within your Domain, the first time each turn it takes damage from you, you may choose to treat that damage as

radiant or necrotic.
Tenet gained: *"I will be what they need, not what they expect."*

Crown Decision II

What happens when you encounter defiance?

At 8th level, your rule takes on a more defined character. You no longer simply project your presence, you shape how others move around it. Your sovereign identity sharpens, reflecting the kind of legacy you are building.
Choose one of the following Crowns, gaining the associated benefits.

Crown of Subjugation

You rule through domination and fear, not as a tyrant for cruelty's sake, but because you know control is survival.
Once per short rest, when a creature within your Domain fails a saving throw, you may expend 1 Sovereignty point to force them to reroll the saving throw with disadvantage.
Tenet gained: *"The world bends, or it breaks. Mercy is a chain that rusts in the rain of power."*

Crown of Devotion

Your allies flourish within your presence. Your Domain is a vow made manifest.
Allies within your Domain gain a bonus to saving throws equal to half your proficiency bonus (rounded down).
Tenet gained: *"I am the shield, the banner, the firelight in the dark. To serve me is to be lifted."*

Crown of Balance

You bend the boundaries between extremes, between fury and stillness, mercy and severity.

When a creature enters or starts its turn within your Domain, you may choose to impose either:

- Disadvantage on its next attack roll, or
- Advantage on the next saving throw made by that creature.

You can use this feature a number of times equal to your proficiency bonus per long rest.

Tenet gained: *"There is no purity in power, only necessity. I will wield both storm and stillness."*

By selecting a new crown you lose the previous crown you had, and it's respective features. However, the tenets remain.

Decrees

At 11th level, you unlock the authority to issue Decrees, powerful manifestations of your sovereign will that exert force upon the battlefield and those within your Domain.

You learn one Decree of your choice, which is detailed at the end of the class description. You gain additional Decrees at 15th and 20th level, as shown in the Decrees Known column of the Monarch class table.

Whenever you gain a new Decree, you may replace one Decree you know with another that you could learn at that level.

Decrees can only be used once per long rest.

Decrees are not spells, are not

magical effects unless otherwise stated, and cannot be countered or dispelled unless a feature explicitly allows it.

Crown Decision III

What happens when your rule is no longer questioned?

At 12th level, your sovereign identity is no longer a rising ideal, it is a presence with consequence. The battles you wage, the loyalty you inspire, and the fear you sow all echo into the future.

Choose one of the following Crowns, gaining the associated benefits.

Crown of Chains

You have become the embodiment of control, not merely a ruler of people, but of fate itself. Those who defy you are not merely punished. They are bound by the weight of your legacy.

Once per turn, when a hostile creature within your Domain fails a saving throw, its movement speed is reduced to 0 until the start of its next turn.

Tenet gained: *"My will does not fade. It lingers in silence, and binds in memory."*

Crown of Sanctuary

Your Domain is no longer just protection, it is tradition, a sacred space where the ideals of your reign are remembered and reborn. Those who stand with you are elevated by something far greater than might.

Allies within your Domain have resistance to the first instance of damage they take each round.

Tenet gained: *"My light outlives me.*

So long as one carries it, I remain."

Crown of Paradox

You are neither tyrant nor savior, you are the paradox of power: ever-shifting, impossible to define, eternal in mystery. You leave behind a riddle of rulership that no one can solve.

Once per long rest, when you use a Decree, you may invert its primary effect, transforming a harmful Decree into a beneficial one, or vice versa, at your discretion.

Tenet gained: *"Let them debate who I was. The world I shaped is all the truth they'll ever need."*

By selecting a new crown you lose the previous crown you had, and it's respective features. However, the tenets remain.

Crown Decision IV

What legacy will your rule leave behind?

At 16th level, your reign no longer requires proof. Your presence, your voice, your symbol, they precede you. Armies tremble, allies endure, and your legend walks ahead of your feet.

Choose one of the following Crowns, gaining the associated benefits.

Crown of Iron Echoes

You are no longer feared because of what you do, you are feared because of what you are. Your very presence conjures surrender.

Hostile creatures within your Domain have disadvantage on the first attack roll they make each turn.

Tenet gained: *"They broke spears. I*

did not bend."

Crown of the Living Vow

To your allies, you are no longer simply a ruler, you are a symbol. A promise. A reason to endure.

While within your Domain, attacks against your allies are made with disadvantage, and your allies have advantage on saving throws. This benefit does not apply to you.

Tenet gained: *"So long as I draw breath, none shall fall alone."*

Crown of Divergence

Your reign fractures expectation. Some call it madness, others brilliance. But none can predict you, and that is what terrifies them most.

When you use a Sovereignty feature that targets a single creature, you may choose one additional target within your Domain to be affected as well.

You can use this feature a number of times equal to your proficiency bonus per long rest.

Tenet gained: *"I am what cannot be planned for. What cannot be prepared against."*

By selecting a new crown you lose the previous crown you had, and it's respective features. However, the tenets remain.

Crown Decision V

How would you like to be remembered?

At 18th level, your journey as a Monarch reaches its culmination. You no longer wear a Crown, you become it. You are no longer seen as a ruler defined by individual moments or choices, but by the full weight of your legacy.

Choose one of the following Crown Legacies, gaining all four Crown features from that lineage (Crown Decisions I through IV). These features are always active and do not require Crown selection or switching. Your tenets are fulfilled. Your story is complete.

Crown of the Unyielding One

You are remembered not for compassion or terror, but for your sheer permanence. You are the Monarch who stood while others fell, a force that could not be stopped, only endured.

You gain the benefits of:

- Crown of Dread
- Crown of Subjugation
- Crown of Chains
- Crown of Iron Echoes

Tenet fulfilled: *"They do not flee my sword. They flee my name."*

Crown of the Undying One

You are not remembered because you demanded loyalty, but because you became a symbol too luminous to fade. You are a legend carried in others, burning bright beyond your own death.

You gain the benefits of:

- Crown of Grace
- Crown of Devotion
- Crown of Sanctuary
- Crown of the Living Vow

Tenet fulfilled: *"They lit their torches with my final breath."*

Crown of the Nameless One

You chose to be remembered not through identity, but through mystery. You are the Monarch who cannot be defined, the riddle the world can never solve.

You gain the benefits of:[

- Crown of Duality
- Crown of Balance
- Crown of Paradox
- Crown of Divergence

Tenet fulfilled: *"They will speak of me. But never in unison."*

Godly Decree

At 20th level, you no longer carry a Crown, you are the Crown. Your presence no longer shapes the battlefield; it defines it. You are legend, symbol, force, and fate. You are the True Monarch.

You immediately gain access to a Godly Decree, a singular, world-altering expression of your Sovereignty. You may find those listed at the end of the class.

