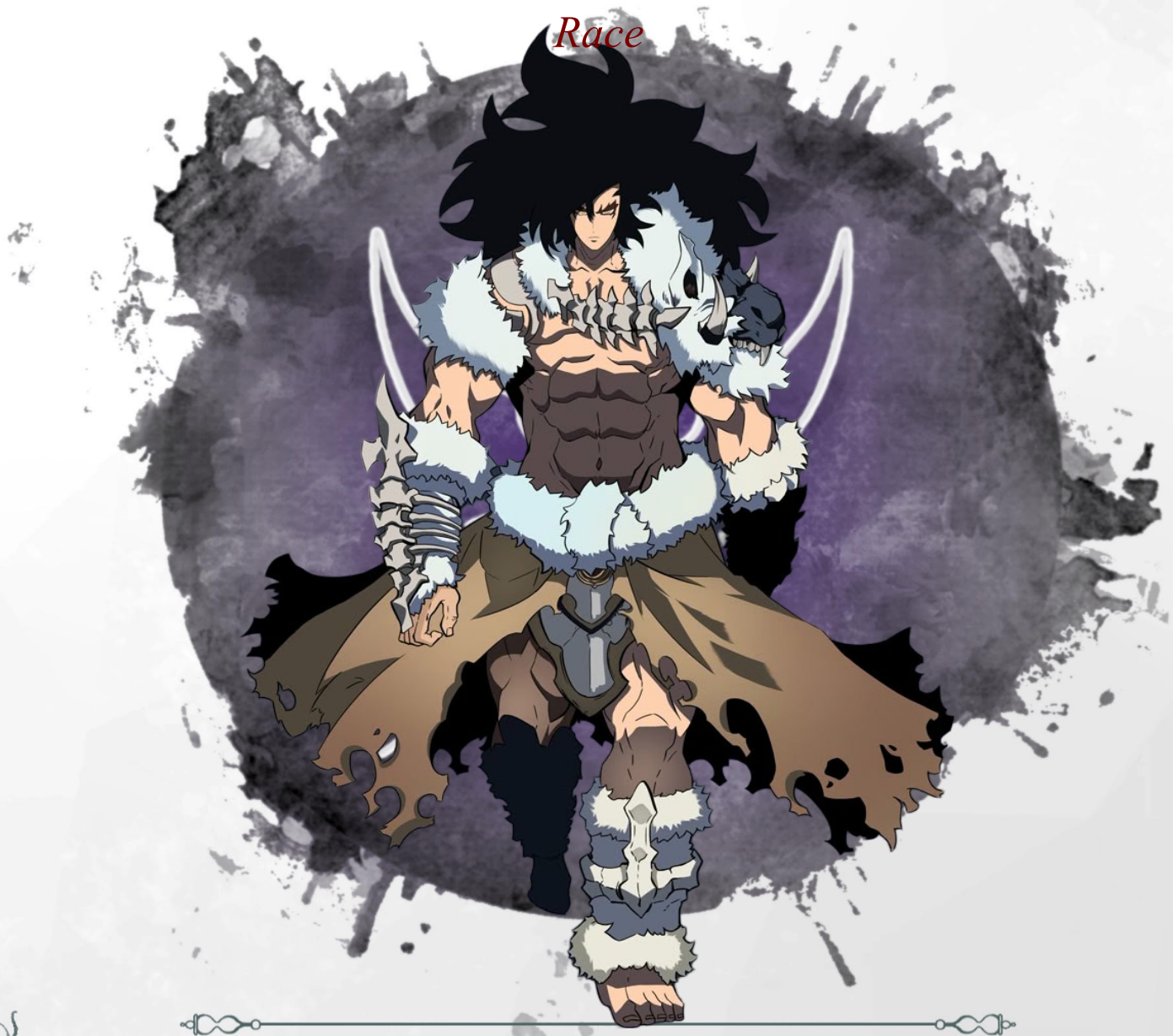
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Monarch

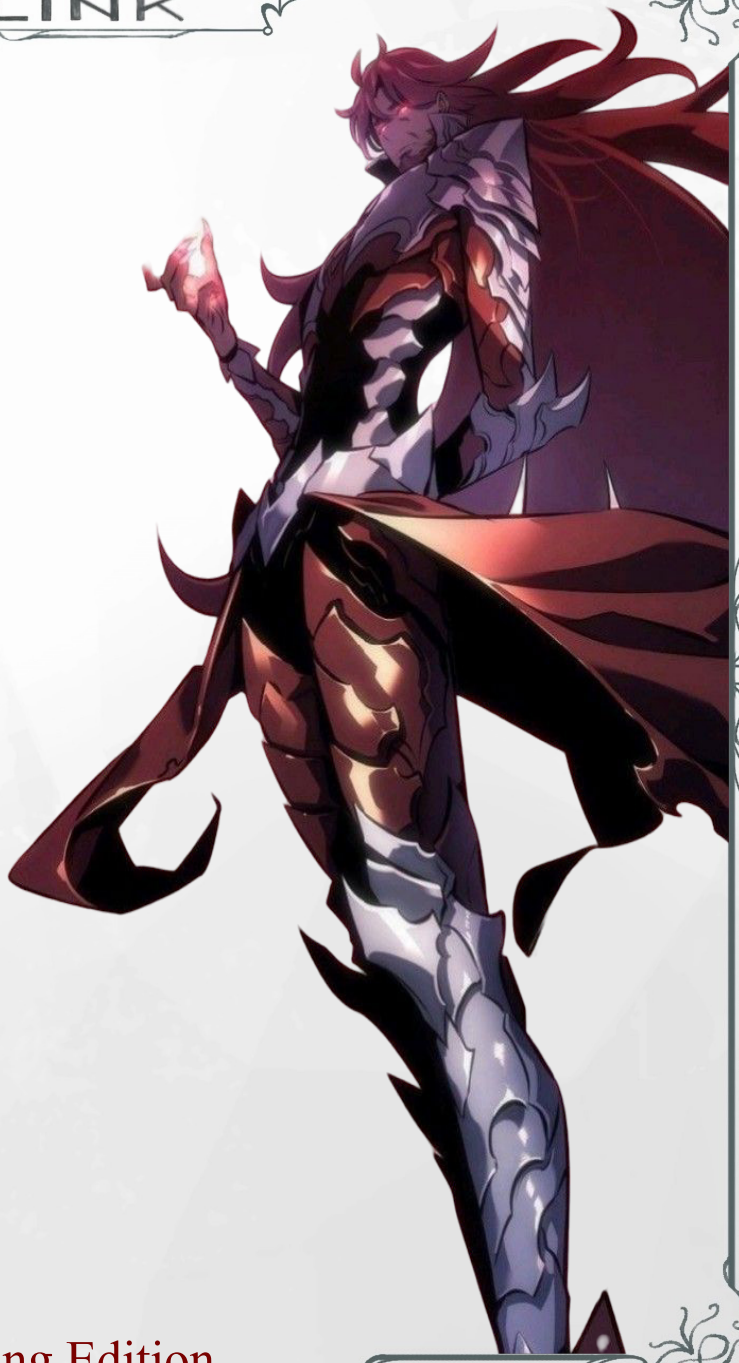
Race



Solo Leveling Edition

Monarch

The Monarchs are not born of mere blood and bone, but of command and inevitability. Their souls are fragments of something ancient and unrelenting, entities once destined to rule over vast dominions of magic, matter, or mind. Whether they were chosen by fate, forged by cosmic design, or bonded with dormant sovereignty, Monarchs carry an otherworldly presence that cannot be hidden for long. Even before awakening, something in their gaze silences rooms and stills lesser wills. Despite appearing fully humanoid, Monarchs are fundamentally different from other mortals. Some are born with their power coiled inside, sleeping beneath layers of ordinary life Others are the aftermath of forgotten rituals, incarnated as weapons or vessels.



But whatever their origin, all Monarchs are shaped by the same truth: they were not made to serve, they were made to rule.

The Echo of Authority

Even in their most mundane form, Monarchs exude influence. They speak with the rhythm of command and carry themselves as if the world were merely waiting for their touch. Most Monarchs find that others instinctively follow them, not out of friendship or logic, but a quiet, inexplicable sense that they must.

Flickers of a Forgotten Throne

Before their dominions awaken, Monarchs often dream of strange landscapes, hear whispers in unknown tongues, or feel drawn to distant ruins. Theirs is a legacy written not in memory, but in instinct.

Something ancient stirs behind their eyes, a throne that waits to be reclaimed, and a war long in motion.

Monarch Names

Monarch names tend to carry a subtle weight, often chosen for resonance more than tradition. Some are mortal names that later gained infamy. Others are titles whispered in dreams. They are meant to inspire awe, dread, or destiny.

- Male Names: Kael, Voren, Dravak, Erian, Sorn
- Female Names: Seris, Velka, Nyara, Ashryn, Thael
- Unisex Names: Solen, Arx, Malen, Zaire, Veyra

Monarch Traits

Ability Score Increase. Your Constitution score increases by 1.

Choose either Strength or Wisdom; that score increases by 1.

Creature Type. Humanoid.

Size. Medium.

Speed. Your base walking speed is 30 feet.

Age. Monarchs age at the same rate as humans, but their latent power often suspends or slows their aging. Many live far longer than mortals, some seemingly unchanged for centuries.

Alignment. Monarchs are drawn toward ambition, conviction, or cosmic conflict. Most tend toward Neutral alignments, though their origins can push them toward any moral path.

Awakened Senses. You have darkvision out to 60 feet. If you already have darkvision from another source, increase its range by 30 feet.

Dominion-Blessed. The essence of a vast dominion slumbers within you. You have advantage on saving throws against effects that would read your thoughts, sense your emotions, or magically discern your alignment or type. In addition, you can cast the Command spell once per long rest. Constitution is your spellcasting ability for this spell.

Sovereign Bearing. You gain proficiency in either Persuasion or Intimidation (your choice). Once per long rest, you may choose to succeed on a Charisma (Persuasion or Intimidation) check made against a creature of lower level or CR than you.

Unyielding Will. When you fail a Wisdom or Charisma saving throw, you may choose to succeed instead. Once you do so, you cannot use this trait again until you finish a long rest.

After 30 seconds (5 rounds), you gain one level of exhaustion, unless you deal damage to a creature or succeed on another saving throw before that time.

Languages. You can speak, read, and write Common and Primordial.

Born Monarch

Some Monarchs are not chosen, they are simply born with the crown already looming over their soul. The Born Monarch is a creature of inheritance and inevitability. From the moment of birth, their presence unsettles the balance of the world. Whether they are aware of it or not, others often treat them with reverence, fear, or hatred, as if destiny had already picked sides.

While most Monarchs must claw their way to dominion, the Born Monarch was forged by it.T heir soul sings in harmony with power, and the world occasionally bends to make room for their authority.

Ability Score Increase. Your Charisma score increases by 1.

Thronebound. You can add your Charisma modifier (minimum +1) to your Initiative rolls.

Inborn Authority. If a creature fails a saving throw against your Command spell given by your Dominion-Blessed feature, they are also Frightened of you until the end of your next turn.

Destined Spark. Once per long rest, when you roll a natural 20 on an ability check or saving throw, you may choose to regain the use of your Command spell, even if you've already used it.

Awakened Monarch

Not all Monarchs are born. Some are forged in fire, transformed through suffering, sacrifice, or choice. The Awakened Monarch began as something else: a mortal, a nobody, a victim. But fate intervened. They endured a moment that should have ended them… and instead, it unlocked them.

Whether through death and rebirth, contact with an ancient artifact, or sheer force of will, the Awakened Monarch did not receive their crown, they seized it. The process leaves marks: some remember flashes of forgotten realms, others feel the weight of a throne they never asked for. But all share one truth: they earned their place.

Ability Score Increase. Your Wisdom score increases by 1.

Survivor's Instinct. When you are subjected to an effect that forces you to make a saving throw to avoid damage (such as a fireball or breath weapon), you can add your Wisdom modifier (minimum +1) to that saving throw. You can use this feature a number of times equal to your proficiency bonus per long rest.

Awakening Surge. Once per long rest, when you are reduced to half your maximum hit points or fewer, you may immediately choose to do one of the following:

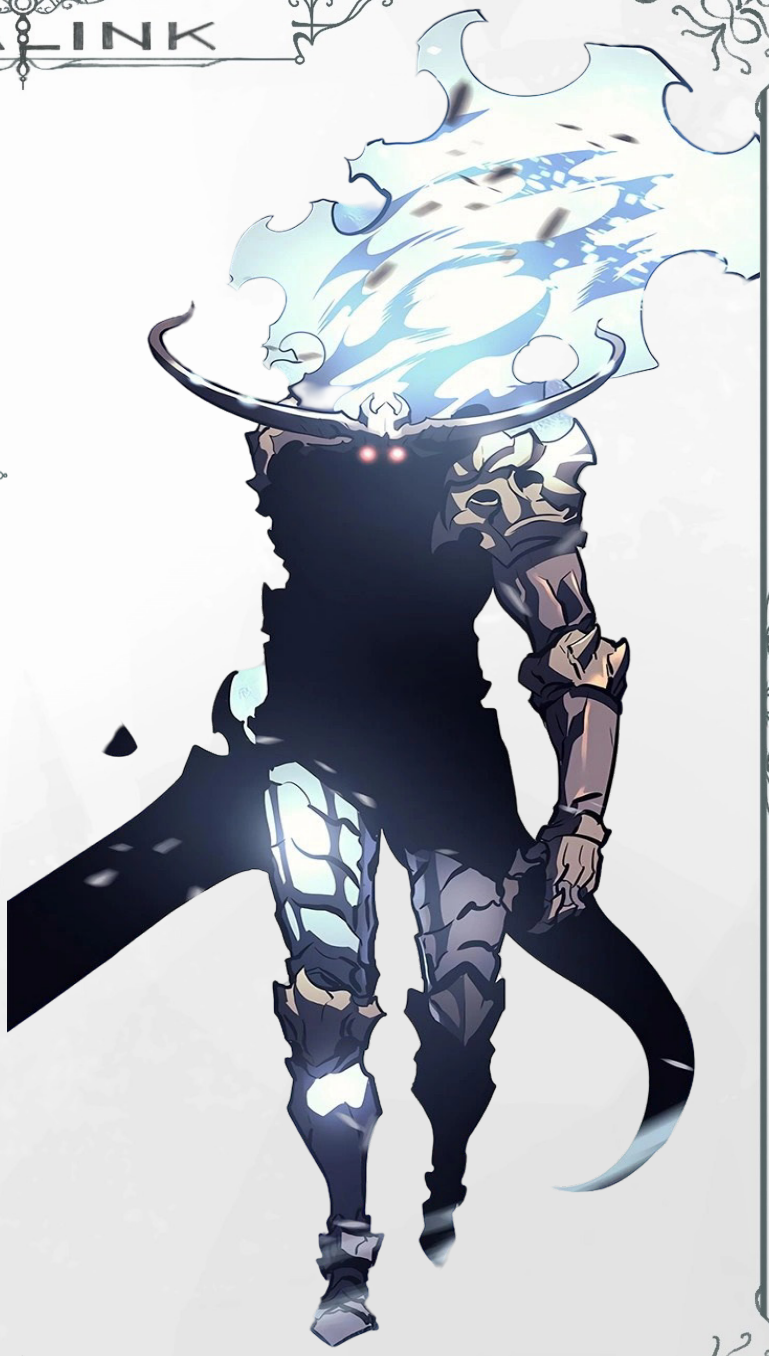
- Regain the use of your Command spell from Dominion-Blessed.
- Gain temporary hit points equal to twice your level.
- Take the Dash or Disengage action as a reaction.

Flicker of Who You Were. You gain proficiency in one skill of your choice from the following: Survival, History, Medicine, or Perception, a fragment of your past self that still clings to you.

Bound Monarch

The Bound Monarch does not walk alone. Whether through ancient ritual, failed containment, or divine punishment, their soul is chained to another, a true Monarch sealed within them. This presence is not always conscious, but it is always there: a whisper behind every thought, a shadow behind every decision.

These Monarchs are often haunted by visions, instincts they do not understand, or voices they cannot silence. Yet in times of crisis, the bound entity may stir, lending its ancient strength or demanding control.



Ability Score Increase. Your Wisdom score increases by 1.

Two Minds, One Vessel. You can reroll a failed Intelligence, Wisdom, or Charisma saving throw once per long rest. You must use the second result. When you do, describe whether it was you or the other who took control.

Inner Voice. You learn Deep Speech, the language of unknowable things. You also gain proficiency in your choice of Insight or Arcana. Once per short or long rest, when you make an ability check with the chosen skill, you can do so with advantage, guided by the whispering presence within.

Psychic Bleed. When you cast Command using your Dominion-Blessed feature, you can choose to take 1d6 psychic damage to impose disadvantage on the saving throw. This damage ignores resistance and immunity.

Engineered Monarch

The Engineered Monarch is the product of design, perhaps divine, arcane, or alien in origin. They are perfect vessels, sculpted through ritual, alchemy, or experimentation to house dominion. Some were created in laboratories, others from prophecy, and some were pieced together from fallen Monarchs' remnants. They often bear scars, physical or metaphysical, from the process.

Where others grow into their power, Engineered Monarchs are expected to wield it flawlessly. But the price of perfection is fracture: something within them is always off, humming just slightly out of sync with the rest of the world.

Ability Score Increase. Your Strength score increases by 1.

Perfect Shell. When you take damage, you can reduce the amount by an amount equal to your Constitution modifier (minimum 1). You can use this feature a number of times equal to your proficiency bonus per long rest.

Residual Protocol. When you are reduced to 0 hit points but not killed outright, you can instead drop to 1 hit point. Once you use this feature, you must finish a long rest before you can do so again.

Monarch's Blueprint. Choose one skill from the following list: Arcana, Athletics, History, or Intimidation. You gain proficiency in that skill, encoded into your being as part of your intended function.

