DUALINK

# Monarch of Beginning

*Monarch Subclass*



Solo Leveling Edition

# Monarch of Beginning

## Sovereign of the First Breath

The moment battle begins bends toward your will.

When you choose this Line of Inheritance, at 1st level, you choose Strength or Wisdom to be your Sovereignty ability for this subclass. This choice cannot be changed later. You use your chosen Sovereignty ability modifier in place of your Dexterity modifier when rolling initiative.

Additionally, you gain proficiency with heavy armor if you do not already have it.

## First Cause

Also at 1st level, when you hit a creature that has not yet taken its first turn in this combat, you can spend 1 Sovereignty point to affect it with the following: Marked by the Beginning. The mark lasts for 1 minute, until you mark a different creature, or until the creature drops to 0 hit points. You can have only one creature Marked by the Beginning at a time. While a creature is Marked:

- The first time each turn you hit it, you deal additional force damage equal to your Sovereignty modifier.
- Each time you deal this additional damage, increase the bonus by 1, to a maximum bonus equal to your Proficiency Bonus.
- The creature has disadvantage on opportunity attacks against you.

The additional damage bonus resets to its base value when the mark

ends.

## Seize the Moment

The beginning of battle bends to your will.

At 2nd level, when you roll initiative, you may choose one creature you can see. You can swap your initiative count with that creature at the cost of 1 Sovereignity Point. You cannot use this feature if you are surprised.

## King of Giants

Your Sovereignty manifests as overwhelming physical dominance.

At 3rd level, when you take damage from a creature you can see that is Maked by the Beginning, you may use your reaction and expend 1 Sovereignty to reduce the damage by 1d10 + your Sovereignty modifier. You gain temporary hit points equal to half the damage reduced (minimum of 1). These temporary hit points last until the start of your next turn. If this reduces the damage to 0, you may immediately make one weapon attack against the triggering creature as part of the same reaction, provided it is within your reach or weapon range. This attack does not consume additional Sovereignty.

Additionally, your carrying capacity is doubled, and you have advantage on Strength (Athletics) checks made to grapple or shove a creature.

## Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## Titanic Manifestation

Beginning at 6th level, you can manifest the overwhelming presence of the First Titan. As a bonus action, you may expend 2 Sovereignty to increase your size by one category (to a maximum of Huge) for 1 minute.

While enlarged in this way:

- Your reach increases by 5 feet.
- You have advantage on Strength checks and Strength saving throws.
- You count as one size larger when determining what creatures you can grapple or shove.
- Once per turn, when you hit a creature with a melee weapon attack, you may push it up to 10 feet away from you.
- At the start of each of your turns, you gain temporary hit points equal to your Proficiency Bonus

This transformation ends early if you drop to 0 hit points or become unconscious. You can also end this effect early (no action required).

## Pledge of Trust

Your word binds the beginning of truth itself.

At 7th level, as an action, you may expend 2 Sovereignty to invoke a Pledge of Trust upon a creature you can see within 30 feet.

The target must willingly accept the oath, or it has no effect.

If accepted, for the next 10 minutes:

- The creature cannot knowingly speak a lie to you.
- If the creature attempts to deceive you, it must succeed on a Charisma saving throw against your Sovereignty DC. On a

failure, the words fail to leave its mouth.

- You have advantage on Wisdom (Insight) checks against the creature for the duration.

A creature that breaks this oath takes psychic damage equal to twice your Sovereignty modifier and the oath immediately ends.

Once you use this feature successfully, you cannot use it again until you finish a short or long rest.

## Sovereign Accretion

Your mass does not merely endure, it accumulates. At 7th leve, when you gain temporary hit points from one of your Monarch of Beginning features, you may add those temporary hit points to any temporary hit points you currently have instead of replacing them. The total temporary hit points you can have at one time from this feature cannot exceed twice your Monarch level.

## Titanic Sovereignty

Your dominion over mass deepens. At 9th level, while you are enlarged by your Titanic Manifestation feature, you gain resistance to bludgeoning, piercing, and slashing damage from creatures that are smaller than you.

Additionally, when a creature smaller than you hits you with a melee attack while you are enlarged, you may push it up to 5 feet away from you (no action required). A creature can be pushed this way only once per turn.

## Ability Score Improvement

When you reach 10th 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. When you gain this Ability Score Improvement, if you increase your Strength or Wisdom, your Sovereignty maximum increases by 1.

## Crushing Accumulation

At 13th level, your amassed vitality can be converted into overwhelming force. Once per turn, when you hit a creature with a weapon attack, you may expend any number of your temporary hit points to deal additional force damage equal to the number of temporary hit points expended. This feature costs 1 Sovereignity Point.

You cannot use this feature if you have no temporary hit points.

## Primordial Colossus

Your mastery over ancient mass deepens into true colossus might. At 14th level, when you activate your Titanic Manifestation feature, you gain temporary hit points equal to your Monarch level. These temporary hit points last for the duration of Titanic Manifestation. Additionally, while enlarged by Titanic Manifestation, the damage reduction from your King of Giants feature becomes 1d12 + your Sovereignty modifier.

## Expanding Dominion

At 15th level, your sovereignty expands with your mass. While you are enlarged beyond your normal size, the radius of your Domain

increases by 10 feet for each size category you are larger than your normal size.

## Relentless Beginning

Beginning at 17th level, you can attack three times, instead of twice, whenever you take the Attack action on your turn. Additionally, you may use your Crushing Accumulation feature on each of your weapon attacks, rather than only once per round. You must still expend temporary hit points separately for each attack.

## Absolute Beginning

Your Sovereignty has reached its primordial apex. Your Sovereignty ability score increases by 2, to a maximum of 22. Additionally, when you roll initiative and are not surprised, you may immediately activate your Titanic Manifestation feature without expending Sovereignty.

## Regalias

### Regalia of Sovereign Weight

*Prerequisite: Monarch of the Beginning*

While you have temporary hit points, your weapon attacks count as magical for the purpose of overcoming resistance and immunity.

### Regalia of the First Step

*Prerequisite: Monarch of the Beginning*

When you roll initiative, you may move up to half your speed without provoking opportunity attacks. If you end this movement adjacent to a creature, that creature cannot take reactions until the start of its turn.

### Regalia of Inexorable Entry

*Prerequisite: Monarch of the Beginning*

When a hostile creature enters your Royal Domain for the first time on a turn, its speed is reduced by 10 feet until the end of its turn.

### Regalia of Sovereign Reprisal

*Prerequisite: Monarch of the Beginning, 5th level*

When you reduce damage to 0 using King of Giants and make the retaliatory attack, the attack deals additional force damage equal to your Sovereignty modifier.

### Regalia of Sovereign Pursuit

*Prerequisite: Monarch of the Beginning, 5th level*

When a creature Marked by the Beginning leaves your Royal Domain, you may use your reaction to move up to your speed toward it. This movement does not provoke opportunity attacks.

### Regalia of Colossal Momentum

*Prerequisite: Monarch of the Beginning, 7th level*

When you push a creature using Titanic Manifestation, you may immediately move up to 10 feet without provoking opportunity attacks.

### Regalia of Gathering Mass

*Prerequisite: Monarch of the Beginning, 7th level*

When you gain temporary hit points from one of your Monarch features, increase the amount gained by your Proficiency Bonus.

### Regalia of Primordial Authority

*Prerequisite: Monarch of the Beginning, 10th level*

Creatures that roll initiative while inside your Royal Domain have disadvantage on the roll.

### Regalia of Inevitable Strike

*Prerequisite: Monarch of the Beginning, 13th level*

When you deal additional force damage from your First Cause feature, you gain temporary hit points equal to half the additional force damage dealt (rounded up). If the creature had not yet taken its first turn in combat when this damage was dealt, you instead gain temporary hit points equal to the full amount of the additional force damage.

### Regalia of Absolute Pressure

*Prerequisite: Monarch of the Beginning, 17th level*

While inside your Royal Domain, hostile creatures treat the area as warped by your presence. At the start of each hostile creature's turn inside your Royal Domain, it must succeed on a Strength saving throw against your Sovereignty DC or be pulled up to 5 feet straight toward you. A creature that succeeds on this saving throw is immune to this effect until the start of its next turn. If you are enlarged by Titanic Manifestation, the distance pulled increases to 10 feet.

### Regalia of Sovereign Gravity

*Prerequisite: Monarch of the Beginning, 17th level*

Hostile creatures inside your Royal Domain treat the area as difficult terrain if they are smaller than you.

# Decree

## Absolute Beginning

*Prerequisite: Monarch of the Beginning*

You seize the opening exchange. As a bonus action, choose up to three creatures within your Royal Domain. Each must succeed on a Charisma saving throw against your Sovereignty DC or suffer the following until the end of your next turn:

- The creature loses its reaction.
- It cannot ready actions.
- It acts immediately after you in the initiative order this round.

On a successful save, the creature acts normally but cannot take bonus actions during its next turn.

