DUALINK

Monarch of Destruction

Monarch Subclass



Solo Leveling Edition

Monarch of Destruction

Cataclysmic Engine

At 1st level, your Sovereignty manifests as the accumulating ruin of dragonfire. You gain Destruction Charges. You can hold a maximum number of Charges equal to your Proficiency Bonus + your Charisma modifier. You gain 1 Destruction Charge when you deal fire damage to a creature. You can gain a maximum number of Destruction Charges per turn equal to half your Charisma modifier (rounded up). If you end your turn without dealing fire damage, you lose 1 Destruction Charge (minimum 0).

For every 2 Destruction Charges you hold:

- Your fire spells damage increases by +1 (maximum equal to your Charisma Modifier).
- At 4 or more Charges, your fire damage ignores resistance.

Draconic Infusion

Also at 1st level, your weapon strikes burn with dragonfire. When you hit with a melee weapon attack, the attack deals additional fire damage equal to 1d4.

This damage increases to 1d6 at 5th level, 1d8 at 11th level, and 1d10 at 17th level.

Additionally, you gain resistance to fire damage.

Spellcasting

By 2nd level, your draconic Sovereignty awakens true arcane power within you.

You gain the ability to cast spells drawn from the sorcerer spell list.

Spell Slots

The Monarch of Destruction spell slot progression follows the Ranger spell slot progression.

To cast one of your spells of 1st level or higher, you must expend a spell slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the sorcerer spell list.

The Spells Known column of the Ranger table shows when you learn more sorcerer spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the sorcerer spells you know and replace it with another spell from the sorcerer spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Charisma is your spellcasting ability for your Monarch spells, as your magic is born from draconic dominance and destructive will. You use your Charisma whenever a spell refers to your spellcasting ability.

- ***Spell save DC*** = 8 + your proficiency bonus + your Charisma modifier
- ***Spell attack modifier*** = your proficiency bonus + your Charisma modifier

Spellcasting Focus

You can use a weapon you are proficient with as a spellcasting focus for your Monarch spells.

Monarch of Destruction Spells

You gain certain spells at the Monarch levels listed below. These spells do not count against the number of spells you know.

- *2nd:* Burning Hands, Hellish Rebuke
- *5th:* Scorching Ray, Dragon's Breath
- *9th:* Fireball, Fear
- *13th:* Wall of Fire, Fire Shield
- *17th:* Immolation, Flame Strike

Draconic Overchannel

Also at 2nd level, you can amplify fire spells through accumulated devastation.

When you cast a spell that deals fire damage, you may expend Destruction Charges to enhance the spell. You choose the enhancement before rolling damage.

You may apply only one of the following options to a spell unless otherwise stated:

- ***Kindled Fury (1 Charge):*** Increase the spell's fire damage by 1d8.
- ***Expanding Inferno (2 Charges):*** Increase the spell's area by 5 feet (radius, length, or cone).
- ***Cataclysmic Impact (2 Charges):*** Creatures that fail their saving throw against the spell are set ablaze. A creature set ablaze takes fire damage equal to your Charisma modifier at the start of each of its turns. A creature can

end this effect early by using its action to extinguish the flames, or if it receives magical healing. A creature cannot be set ablaze more than once at a time.

- ***Scorched Earth (3 Charges):*** The spell's area becomes burning terrain until the start of your next turn. The area counts as difficult terrain for hostile creatures, and a creature that enters it or ends its turn there takes fire damage equal to your Charisma modifier.
- ***Sovereign Conflagration (4 Charges):*** If the spell targets only one creature and deals fire damage, you may choose a second creature within 30 feet of the original target. The second creature is affected by the spell as if it were also a target of the spell. It makes its own saving throw (if applicable) and takes damage separately. You cannot use this option on a spell that already targets more than one creature or affects an area.You cannot expend more Destruction Charges on a single spell than half your Charisma modifier (rounded up).

Breath of Destruction

At 3rd level, you unleash the primordial fury of dragonkind. As an action, for 1 Sovereignty Point, you exhale destructive flame in a 30-foot cone. Each creature in that area must make a Dexterity saving throw against your spell save DC. A creature takes 3d10 fire damage on a failed save, or half as much damage on a successful one.

When you use your Breath of Destruction, you may expend Destruction Charges to intensify it. You choose the enhancements before creatures roll their saving throws.

For each Destruction Charge expended, choose one of the following options:

- Increase the damage by 1d10 fire damage.
- Increase the cone's length by 5 feet.
- Push creatures that fail the saving throw up to 10 feet away from you.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Sovereign Reignition

At 3rd level, you can transform Sovereignty points into one spell slot as a bonus action on your turn. You must spend 2 Sovereignty Points per spell slot in order to create it. You can create spell slots no higher in level than 5th. Any spell slot you create with this feature vanishes when you finish a long rest.

Extra Attack

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

Draconic Resilience

At 6th level, when you have at least 2 Destruction Charges, you gain resistance to nonmagical bludgeoning, piercing, and slashing damage.

Tyrant's Momentum

At 10th level, your spells and strikes flow as one unstoppable onslaught. When you cast a spell that deals fire damage as an action, you may spend 1 Sovereignty Point to make one melee weapon attack as a bonus action. You can use this feature only once on each of your turns.

Draconic Ascendance

Starting at 11th level, you can partially manifest the true form of the King of Dragons.

As a bonus action, you may expend 2 Sovereignty points to assume your Draconic Ascendance for 1 minute. The transformation ends early if you are incapacitated.

While in this form:

- You gain a flying speed of 30 feet. You cannot use this flying speed while wearing heavy armor.
- Your weapon attacks deal additional fire damage equal to your Charisma modifier.
- When you use Breath of Destruction, you may expend 1 additional Destruction Charge without counting against your normal limit.
- Creatures of your choice that start their turn within 10 feet of you must succeed on a Wisdom saving throw against your spell save DC or have disadvantage on the next attack roll they make before the start of their next turn.

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

Sovereign Inferno

Beginning at 14th level, when you

have 4 or more Destruction Charges, creatures immune to fire instead treat it as resistance.

Spiritual Body Manifestation

At 16th level, you can assume the form of a colossal dragon for 1 minute. As an action, you transform. This transformation ends early if you are incapacitated. Once you use this feature, you cannot use it again until you finish a long rest. You retain your hit points, class features, proficiencies, and spellcasting while transformed. While in this form:

- Your size becomes Huge.
- Your flying speed becomes 80 feet and you can hover.
- Your reach increases to 10 feet.
- You gain a Bite and Claw natural weapon:

Bite. Melee Weapon Attack: reach 10 ft., one target. Hit: 2d10 piercing damage + your fire die.
Claw. Melee Weapon Attack: reach 10 ft., one target. Hit: 1d10 slashing damage + your fire die.

- When you take the Attack action, you can make three attacks total: one with your Bite and two with your Claws. This replaces your normal Extra Attack while in this form.
- Your Breath of Destruction increases to 6d10 fire damage while transformed.
- You gain immunity to fire damage.

Crown of the Worldburner

At 18th level, your draconic will eclipses mortal limitation. Your Charisma score increases by 2, to a

maximum of 22.

Regalias

Regalia of Smoldering Dominion

Prerequisite: Monarch of Destruction

While you have at least 1 Destruction Charge, creatures that start their turn within your Royal Domain take fire damage equal to your proficiency bonus (once per turn per creature).

Regalia of Lingering Embers

Prerequisite: Monarch of Destruction

Creatures that are set Ablaze within your Royal Domain have disadvantage on the next saving throw they make before the end of their next turn.

Regalia of Tyrant's Combustion

Prerequisite: Monarch of Destruction, 5th level

When you reduce a creature to 0 hit points with fire damage, you regain 1 Sovereignty point.

Regalia of Expanding Furnace

Prerequisite: Monarch of Destruction, 5th level

Your Royal Domain is considered lightly obscured by heat distortion for hostile creatures while you have 3 or more Destruction Charges. Additionally, hostile creatures treat the ground within your Domain as difficult terrain if they are Ablaze.

Regalia of Ashen Ruin

Prerequisite: Monarch of Destruction, 5th level

When a creature within your Royal Domain drops to 0 hit points from fire damage, it explodes in flame. Each creature within 10 feet must make a Dexterity saving throw or take fire damage equal to your fire

die × 2.

Regalia of Dragon's Dread

Prerequisite: Monarch of Destruction, 9th level

When a creature within your Royal Domain fails a saving throw against one of your fire spells, it must succeed on a Wisdom saving throw or become frightened of you until the end of its next turn.

Regalia of Sovereign Incineration

Prerequisite: Monarch of Destruction, 13th level

When you deal fire damage to a creature that is Ablaze, you deal additional fire damage equal to your Charisma modifier.

Regalia of Sovereign Incineration

Prerequisite: Monarch of Destruction, 13th level

When you deal fire damage to a creature that is Ablaze, you deal additional fire damage equal to your Charisma modifier.

Regalia of Unquenchable Will

Prerequisite: Monarch of Destruction, 13th level

While you have 4 or more Destruction Charges, you have advantage on saving throws against spells and magical effects.

Regalia of the World Pyre

Prerequisite: Monarch of Destruction, 17th level

While in your Spiritual Body Manifestation, creatures that start their turn within your Royal Domain take fire damage equal to twice your Charisma modifier. This replaces Smoldering Dominion if you have both.

Decree

Incinerate

As a bonus action, you invoke this Decree upon a creature within your Royal Domain. For 1 minute, the target becomes Condemned.

While Condemned:

- Whenever you deal fire damage to the target, you store half of that fire damage (rounded down).
- You can store a maximum amount of damage equal to twice your Monarch level.

As a bonus action on a subsequent turn, you may detonate the stored flames.

The target takes fire damage equal to the stored amount.

When you detonate the flames, the Decree ends.

If the Decree ends before detonation, the stored damage is lost.

We did not know it was him at first. The air simply thickened, hot enough to sting the lungs, and then he descended, silent, immense, inevitable. He did not roar. He only looked at us, and men began to burn where they stood, fire blooming through steel as if it had always belonged there. Our arrows turned to ash before touching him. I ran. Not from pain, but from certainty. He stood untouched at the center of the inferno, wings casting shadows through the smoke. The fire did not rage; it obeyed. He did not chase us. He did not need to. He did not burn us in anger. He burned us because we were there, and that was enough.