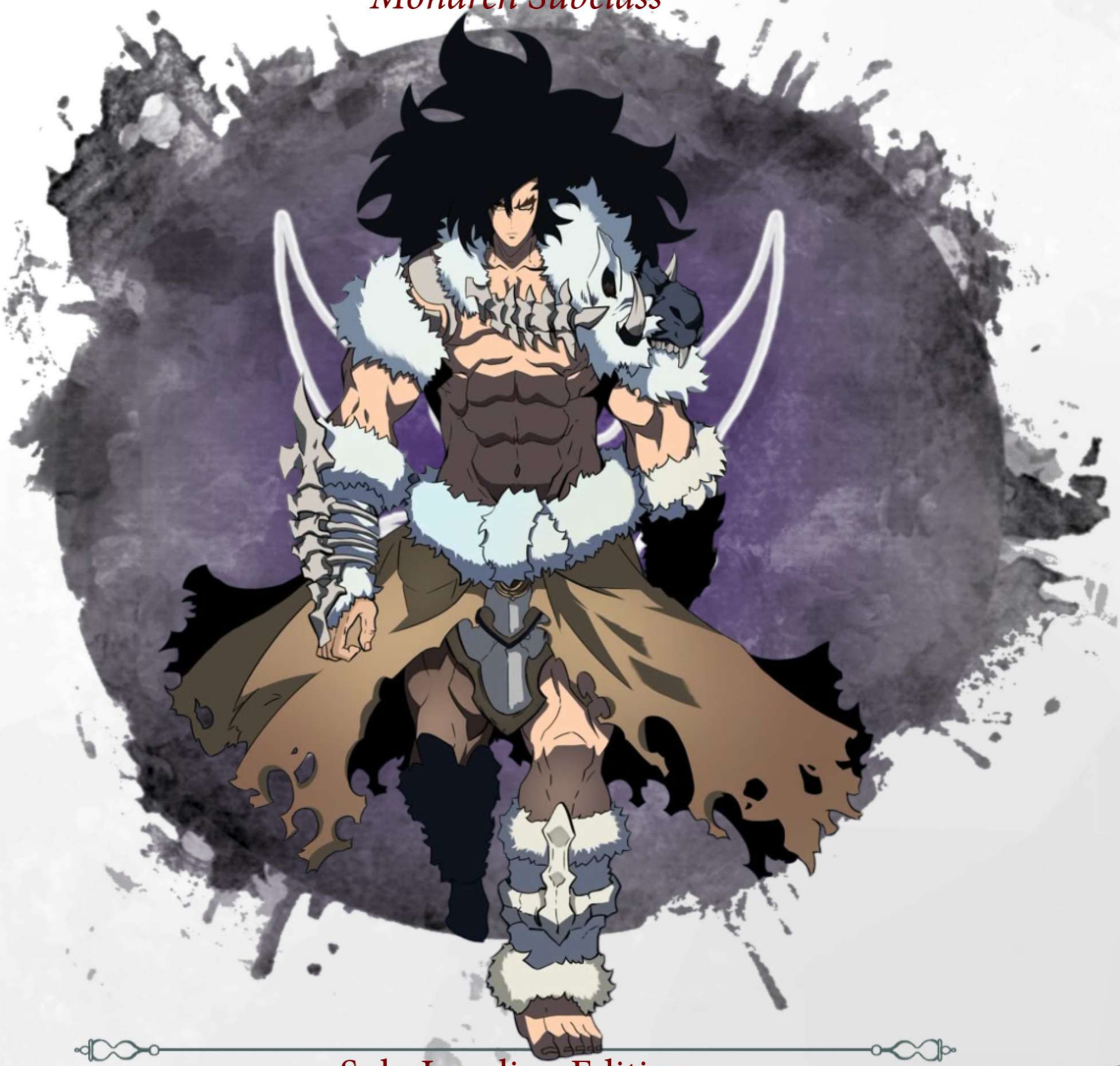
DUALINK

Monarch of Fangs

Monarch Subclass



Solo Leveling Edition

Monarch of Fangs

Predatory Sovereignty

At 1st level, your Sovereignty manifests as the law of the apex predator.

When you choose this Line of Inheritance, you gain proficiency in Perception or Intimidation. If you are already proficient in both, you gain proficiency in another skill of your choice.

Your senses sharpen beyond mortal limits. You gain darkvision out to 30 feet. If you already have darkvision, its range increases by 30 feet.

Additionally, while a creature within your Royal Domain is below half its hit point maximum, you always know the direction (but not the distance) to that creature, provided it is on the same plane of existence as you.

Feral Dice

Also at 1st level, your violence feeds your Sovereignty.

You possess a pool of Feral Dice, which are d6s. You can have a number of Feral Dice equal to your Proficiency Bonus. You regain all expended Feral Dice when you finish a short or long rest.

You gain one Feral Die:

- The first time each turn you hit your Prey.
- Whenever a creature within your Royal Domain becomes frightened of you.
- Whenever you reduce a creature to 0 hit points while it is within your Royal Domain.

You lose one Feral Die at the end of any turn in combat in which you did

not make an attack against a creature.

You can expend Feral Dice in the following way:

- When you hit your Prey with an attack, you may expend one Feral Die to add it to the damage roll.

You may only expend one Feral Die per attack unless a feature states otherwise.

Your Feral Dice increase in size as your predation deepens:

- At 5th level, your Feral Dice become d8s.
- At 11th level, they become d10s.
- At 17th level, they become d12s.

"Your hunger is not passive. It must be fed."

Mark of the Prey

Also at 1st level, you designate a creature within your Domain as your chosen victim.

Once per combat, when you hit a creature within your Royal Domain with an attack, you may mark it as your Prey (no action required). You can have only one Prey at a time.

You may also mark a creature you can see within your Royal Domain as your Prey as a bonus action by expending 1 Sovereignty point.

The mark lasts for 1 minute, until you mark a different creature, or until you end your turn and the creature is outside your Royal Domain.

While a creature is marked as your Prey:

- The first time each turn you hit it with an attack, you gain one Feral Die.
- Once per turn when you make an

attack roll against your Prey, you may add one Feral Die to the roll.

- Your movement toward your Prey does not provoke opportunity attacks from that creature and ignores difficult terrain.

"The hunt is singular. The world narrows. There is only you and what must fall."

Feral Weapons

At 3rd level, your Sovereignty reshapes your body into a weapon of predation.

You gain claws and a bite, which are natural weapons. You are proficient with these natural weapons, and they use your Dextereity modifier for their attack and damage rolls.

On a hit:

- Your claws deal slashing damage equal to your Feral Die + your Dexterity modifier.
- Your bite deals piercing damage equal to your Feral Die + your Dexterity modifier.

Your Feral Die determines the base damage of these attacks and increases in size as described in your Feral Dice feature.

Feral Manifestation

Also at 3rd level, you can unleash the monstrous authority hidden beneath your flesh.

As a bonus action, you may expend 1 Sovereignty point to enter your Feral Manifestation, which lasts for 1 minute. The manifestation ends early if you are incapacitated.

While in this form:

- Your darkvision extends to 60 feet. If you already have

darkvision of 60 feet or greater, its range increases by 30 feet.

- Your walking speed increases by 10 feet while moving toward your Prey.
- You may use your Charisma modifier instead of Dexterity for your natural weapon attack and damage rolls.

Extra Attack

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

Blood Feast

At 6th level, the death you inflict feeds you.

Once per turn, when you hit your Prey with a natural weapon attack, you may expend 1 Sovereignty point to regain hit points equal to half the damage dealt by that attack (rounded down).

If your Prey is below half its hit point maximum, you instead regain hit points equal to the full damage dealt by that attack.

You can benefit from this feature only once per turn.

Predator's Reflex

At 7th level, your body moves before thought.

You can take two reactions per round, but only one per turn, following the normal rules for reactions.

Additionally, you gain the following reaction options while your Prey is within your Royal Domain:

- Pounce. When your Prey moves within your Domain, you may use your reaction to move up to

half your speed toward it. This movement does not provoke opportunity attacks from your Prey.

- Savage Intercept. When your Prey makes an attack against a creature other than you, you may use your reaction to make one weapon attack or Bite attack against your Prey.
- Terrifying Snarl. When your Prey hits a creature with an attack, you may use your reaction to force it to make a Wisdom saving throw against your Sovereignty DC. On a failure, the creature is frightened of you until the end of its next turn. On a success, the creature's speed is reduced by 10 feet until the end of its next turn.

All reactions cost 1 Sovereignty point to use.

Relentless Hunt

At 9th level, death only sharpens your focus.

When you reduce a creature to 0 hit points within your Royal Domain, you may immediately choose a new creature you can see within your Domain to become your Prey (no action required).

Additionally, you may move up to your speed without provoking opportunity attacks.

If you end this movement within 5 feet of your new Prey, you gain one Feral Die.

You can use this feature once per turn.

Blood Frenzy

At 10th level, your Sovereignty erupts when your flesh is torn.

While you are below half your hit point maximum, you are in a state of Blood Frenzy.

While in Blood Frenzy:

- Your speed increases by 10 feet.
- When you expend a Feral Die, you roll it twice and use the higher result.
- When you hit your Prey with an attack, you deal additional damage equal to your Sovereignty modifier.

Blood Frenzy ends immediately if you are no longer below half your hit point maximum.

Focused Slaughter

At 11th level, your assault against your chosen victim becomes relentless.

When you take the Attack action on your turn and target your Prey with at least one attack, you can make one additional melee attack against your Prey as part of the same action. This feature costs 1 Sovereignty Point.

This additional attack must target your Prey.

Sovereign Predator

At 13th level, your fangs pierce even that which defies steel.

While a creature is marked as your Prey:

- Your natural weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks.
- When you deal damage to your Prey with a natural weapon, you ignore temporary hit points it has.

Apex Frenzy

At 14th level, your Blood Frenzy

reaches its perfected state.

While you are in Blood Frenzy:

- You ignore difficult terrain.
- Your weapon attacks and natural weapon attacks score a critical hit on a roll of 19 or 20 against your Prey.
- When you reduce a creature to 0 hit points, you may immediately make one Bite attack against another creature within your reach.

This Bite attack does not require the target to be your Prey.

Final Judgment

At 15th level, when blood and fear entwine, the hunt ends. When your Prey is frightened of you and has hit points equal to or fewer than your Proficiency Bonus multiplied by the maximum value of your Feral Die, you may use your action and expend 3 Sovereignty points to force it to make a Constitution saving throw against your Sovereignty DC.

On a failed save, the creature is reduced to 0 hit points.

On a successful save, the creature takes necrotic damage equal to two of your Feral Dice and gains one level of exhaustion.

This level of exhaustion lasts only while the creature remains frightened of you and is removed immediately if the frightened condition ends.

A creature that succeeds on this saving throw is immune to your Final Judgment for 24 hours.

Sovereign of the Endless Hunt

At 17th level, you embody the law of

predation.

As an action, for 3 Sovereignty points, you may assume your Apex Form for 1 minute. Once you use this feature, you cannot do so again until you finish a long rest.

While in this form:

- Your Royal Domain radius increases by 10 feet.
- You are always considered to be in Blood Frenzy.
- You no longer lose Feral Dice for ending your turn without attacking.
- You have no maximum number of Feral Dice.
- When you reduce a creature to 0 hit points, you immediately gain 2 Feral Dice and may mark another creature you can see within your Domain as your Prey (no action required).

Fang Perfection

At 18th level, your body becomes the perfected instrument of Sovereignty.

Your Sovereignty ability score increases by 2, to a maximum of 22.

Regalias

Regalia of Crippling Dread

Prerequisite: Monarch of the Fangs subclass

Your Domain gnaws at resolve. When a creature within your Royal Domain fails a saving throw after applying your 1d4 penalty, you gain 1 Feral Die (once per turn).

Regalia of Sanguine Instinct

Prerequisite: Monarch of the Fangs subclass

Your senses sharpen to detect weakness.

You gain blindsight out to 10 feet, but only to perceive creatures that are not constructs or undead.
Additionally, when a creature within your Royal Domain falls below half its hit point maximum, you gain 1 Feral Die (once per turn).

Regalia of the Unseen Stalker

You move like a shadow before the kill.
You gain proficiency in Stealth. If you are already proficient, you instead gain expertise in Stealth.

Regalia of the Scarlet Howl

Prerequisite: Monarch of the Fangs subclass

As an action, you unleash a predatory howl.
Creatures of your choice within your Royal Domain must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn.
Once you use this feature, you cannot use it again until you finish a short or long rest.

Regalia of Lingering Dread

Prerequisite: 5th level, Monarch of the Fangs subclass

When a creature succeeds on a saving throw against being frightened by you, its speed is reduced by half until the end of its next turn.

Regalia of the Predator's Pounce

Prerequisite: 9th level, Monarch of the Fangs subclass

When you move at least 20 feet straight toward your Prey and hit it with a melee attack on the same turn, you may expend 1 Feral Die to knock it prone.

Regalia of Sanguine Momentum

Prerequisite: 9th level, Monarch of the Fangs subclass

When you reduce your Prey to 0 hit points, you regain 1 Sovereignty point.

Regalia of the Dreaded Name

Prerequisite: 9th level, Monarch of the Fangs subclass

Your reputation spreads before you. When you enter a settlement where you have killed a powerful creature, rumors of your deeds circulate within 1 hour.

You gain advantage on Charisma (Intimidation) checks made in that settlement for 24 hours.

Regalia of Predatory Sovereignty

Prerequisite: 13th level, Monarch of the Fangs subclass

When your Prey attempts to leave your Royal Domain, it must succeed on a Wisdom saving throw against your Sovereignty DC or its speed becomes 0 until the end of its turn.

Regalia of the Blood Moon Trail

Prerequisite: 13th level, Monarch of the Fangs subclass

You can follow a creature's trail even across unnatural means. You have advantage on checks made to track creatures that have teleported, used magical disguise, or shapechanged within the last 24 hours.

Regalia of the Crimson Threshold

Prerequisite: 13th level, Monarch of the Fangs subclass

When your Prey falls below half its hit point maximum, it has disadvantage on the first saving throw it makes against one of your

abilities.

Regalia of Territorial Dominion

Prerequisite: 13th level, Monarch of the Fangs subclass

Your Royal Domain becomes difficult terrain for hostile creatures that are frightened of you.

Regalia of Endless Pursuit

Prerequisite: 17th level, Monarch of the Fangs subclass

While in your Apex Form, your movement speed increases by 20 feet, and you may move through the space of creatures smaller than you.

Regalia of the Fang Crown

Prerequisite: 17th level, Monarch of the Fangs subclass

Once per long rest, when you reduce your Prey to 0 hit points, you may immediately use Final Judgment against another creature within your Royal Domain without expending Sovereignty.

Decree

Bleed

Prerequisite: Monarch of the Fangs subclass

As a bonus action, you invoke this Decree upon your Prey. For 1 minute Whenever you deal damage to your Prey, you regain hit points equal to half the damage dealt. This healing cannot exceed your Monarch level per turn.

At 15th level, while this Decree is active, the first time each turn you deal damage to your Prey, its hit point maximum is reduced by an amount equal to the damage dealt. This reduction lasts until the end of the Decree.