DUALINK

Monarch of Frost

Monarch Subclass



Solo Leveling Edition

Monarch of Frost

Some Monarchs burn. Others roar. But the Monarch of Frost simply waits.

They do not need to conquer by force, nor inspire with glory. Their reign creeps in, silent, absolute, like the first snow upon a battlefield.

Their Sovereignty is not loud, but eternal. Not destruction, but suspension. Not fire, but forgetting.

To follow a Monarch of Frost is to march into stillness. To oppose one is to feel your breath seize, your blade slow, your hope crystallize and shatter. These Monarchs do not win by striking first. They win because, in time, all things stop.

Where they walk, the world grows quiet. Where they rule, time itself freezes. Their reign is not passionate. It is permanent.

Frozen Sovereignty

When you adopt this Line of Inheritance at 1st level, your Sovereignty crystallizes into arcane dominion. Your rule does not command armies. It commands entropy.

Spellcasting

You gain the ability to cast spells.

- You use the Sorcerer spell list.
- Your spellcasting progression follows the Sorcerer Spellcasting table.
- Charisma is your spellcasting ability for this Subclass.

Frostbound Spells

You gain the following spells at the listed Monarch levels.

These spells are always known and

do not count against your spells known.

- *1st level:* Armor of Agathys, Ice Knife
- *3rd level:* Snilloc's Snowball Swarm, Mirror Image
- *5th level:* Sleet Storm, Elemental Weapon (ice only)
- *7th level:* Wall of Ice, Ice Storm
- *9th level:* Cone of Cold, Otiluke's Freezing Sphere

Whenever you gain a Monarch level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an evocation or illusion spell from the sorcerer or warlock spell list.

Glacial Core

Also at 1st level, your Sovereignty hardens into black ice. You gain resistance to cold damage. Additionally, when you cast a spell that deals cold damage, the area affected by that spell is considered part of your Domain until the start of your next turn. If the spell affects a single creature, that creature's space is considered part of your Domain for the duration.

Frigid Ascendancy

Beginning at 3rd level, your Sovereignty manifests as creeping frost that settles upon those who trespass within your Domain. When a creature is affected by a spell or feature that deals cold damage while it is within your Domain, that creature gains one **Chill** stack.

Chill stacks impose the following effects:

- **1 Stack.** The creature's speed is reduced by 10 feet.
- **2 Stacks.** The creature has disadvantage on Dexterity saving throws.
- **3 Stacks.** The creature is restrained until the start of its next turn. After this effect ends, the creature's Chill stacks are reduced to 1.

A creature can gain no more than one Chill stack from a single spell.
A creature immune to cold damage is immune to Chill.
At the end of a creature's turn, it loses one Chill stack unless it is within your Domain.

Absolute Winter

Starting at 6th level, your magic bends toward inevitable frost.
When you cast a spell that deals damage, you can change one of its damage types to cold damage for 1 Sovereignity Point.

- If the spell deals multiple damage types, you choose one of those types to replace with cold damage.
- If the spell already deals cold damage, you instead add your Charisma modifier to one damage roll of the spell.

When a spell's damage is changed to cold damage using this feature, it is considered cold damage for the purpose of your Chill feature.
You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Crown of the Frozen Court

At 7th level, your dominion crystallizes into deeper expressions of winter.

You gain one additional Regalia of your choice from the Monarch of Frost Regalia list.

The Regalia gained from this feature must be chosen from the Monarch of Frost Regalia options.

At 12th level, you gain a second additional Frost Regalia.

These Regalia do not count against the number of Regalia you would normally know from the Monarch class. If a Frost Regalia has a level prerequisite, you must meet that prerequisite to select it.

Frozen Spell Geometry

Starting at 10th level, your spells do not simply erupt, they settle, refract, and linger within your Domain.

When you cast a spell that deals cold damage while your Domain is active, you can spend 2 Sovereignity Points to apply one of the following effects. You can apply only one effect per turn.

- *Lingering Frost:* The area affected by the spell becomes difficult terrain for hostile creatures until the start of your next turn. If the spell did not affect an area, choose a 10-foot-radius space centered on a creature damaged by the spell. A hostile creature that starts its turn in this frost-covered area gains one Chill stack.
- *Refracted Shard:* When a creature fails its saving throw against the spell, you can cause freezing

shards to lash outward. A different creature, that was not affected by the spell, of your choice within 10 feet of the original target takes cold damage equal to half the damage dealt to the initial creature (rounded down).

- *Suspended Moment:* When a creature fails its saving throw against a spell you cast that deals cold damage while your Domain is active, you can delay the spell's effect on that creature. Instead of resolving immediately, the spell's effects on that creature occur at the start of its next turn. Until then, the creature is restrained.

You can use Frozen Spell Geometry a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Sovereign of the Shattered Veil

Beginning at 14th level, your winter erodes even elemental certainty. A creature that has at least one Chill stack loses resistance to cold damage. If a creature with at least one Chill stack is immune to cold damage, it is instead resistant to cold damage.

These effects last while the creature has at least one Chill stack. Additionally, when a creature becomes restrained by your Chill feature, it takes cold damage equal to your Charisma modifier.

Absolute Zero

At 18th level, you no longer wield the cold, you are the cold. Your

Sovereignty crystallizes into a state of unfeeling perfection, where even the concept of resistance bends to your presence.

- Your Charisma score increases by 2, to a maximum of 22.
- You become immune to cold damage.

"You have become the axis of entropy."

Regalias

Regalia of Frigid Pulse

Prerequisite: Monarch of the Frost subclass

Your Sovereignty reacts to pain not with weakness, but with punishing frost. When you are reduced to half your maximum hit points or lower for the first time in an encounter, you may release a Frigid Pulse as a reaction. Each creature of your choice within your Domain must make a Constitution saving throw against your Sovereignty DC. On a failure, they take cold damage equal to your Sovereignty modifier + Proficiency Bonus. On a success, they take half damage. You can use this feature once per long rest.

Regalia of Rimelaced Blades

Prerequisite: Monarch of the Frost subclass

Your weapon becomes an extension of your frozen will. Once per turn, when you hit a creature with a melee weapon attack, you deal an additional 1d8 cold damage. You may only apply one stack of chill with this Regalia per turn.

Regalia of Frozen Trail

Prerequisite: 5th level, Monarch of the Frost subclass

Your movement leaves behind a streak of treacherous ice and spectral momentum. When you move during your turn, you may choose to leave behind a trail of black ice in each space you pass through. Until the start of your next turn, this trail is difficult terrain for enemies. The first enemy to move through it must make a Dexterity saving throw or be knocked prone. Allies who move along your trail of black ice have their movement speed doubled.

Regalia of Chill Surge

Prerequisite: 5th level, Monarch of the Frost subclass

You can collapse accumulated Chill into a devastating sovereign burst. As a bonus action, choose one creature within your Domain that has at least 2 stacks of Chill. Remove all stacks of Chill from that creature. For each stack removed the target takes 2d8 cold damage and it must make a Constitution saving throw or be pushed 5 feet per stack removed.

If this damage reduces the creature to 0 hit points, it explodes in a burst of freezing energy, dealing the same total damage to all creatures within 10 feet of it (Constitution save for half). Alternatively, you may expend 1 Sovereignty point to create the burst of freezing energy.

Regalia of Frostwoven Barrier

Prerequisite: 5th level, Monarch of the Frost subclass

Your Sovereignty reinforces your form with threads of living ice, lacing spellcasting with resilience.

When you cast a spell that deals cold damage, you gain temporary hit points equal to your Sovereignty modifier + the spell's level. These temporary hit points last until the start of your next turn.

Regalia of the Shivering Edge

Prerequisite: 7th level, Monarch of Frost subclass, Regalia of Rimelaced Blades

Your weapon dances with mirrored precision, guided by the frozen cadence of Sovereignty. When you take the Attack action on your turn and hit with a melee weapon attack, you may spend 1 Sovereignity Points to make one additional melee weapon attack as part of that same action. This second attack also benefits from Rimelaced Blades.

Regalia of Glacial Echo

Prerequisite: 7th level, Monarch of Frost

Frost answers to itself; your spells leave frozen residue in the air. Once per turn, when you hit a creature with a spell that deals cold damage, you may create a Glacial Echo: a floating shard of Sovereign ice that orbits you until the start of your next turn. When a creature moves within 5 feet of you, you may detonate a Glacial Echo as a free action to deal 2d6 cold damage to them.

Regalia of Hollow Ice

Prerequisite: 7th level, Monarch of Frost

You've learned to preserve life through freezing stillness, including your own.

Once per long rest, when you are

reduced to 0 hit points, you can spend 2 Sovereignity Points to instead be placed in a state of Frozen Suspension where you become incapacitated, immune to damage, and unconscious for 1 round. At the start of your next turn, you return to 1 HP and immediately gain the benefits of Frostwoven Barrier, as if used for a 3rd-level spell, if you have it.

Regalia of Iced Horizon

Prerequisite: 7th level, Monarch of Frost

While a creature is within your Domain, attack rolls made against targets more than 30 feet away are made with disadvantage. This does not apply to you or your allies.

Regalia of the Glacial Armament

Prerequisite: 10th level, Monarch of Frost

You summon a floating weapon of pure, enchanted ice, a silent extension of your Sovereignty. As an action, you may expend 3 Sovereignty points, you conjure a spectral ice weapon that hovers near you. It lasts for 1 minute, functions as the spell Spiritual Weapon, and uses your Sovereignty modifier to attack and damage. On a hit, it deals 1d8 + your Sovereignty modifier cold damage. The weapon acts on your turn and uses your Sovereignty DC for attack rolls.

At 17th level, you may summon two such weapons.

Regalia of the Frozen Gate

Prerequisite: 10th level, Monarch of Frost

Your Sovereignty allows you to

carve a pathway through stillness itself. As an action, you may expend 2 Sovereignty points to open a Frozen Gate between two unoccupied spaces you can see, each located within twice the radius of your Domain. Until the end of your next turn, you and your allies may teleport between the two gates freely as part of any movement. You may only have one gate active at a time.

Regalia of Black Ice Bloom

Prerequisite: 10th level, Monarch of Frost

You lace your battlefield with invisible frost mines that root the uncareful. When you cast a spell that deals cold damage, you may spend 1 Sovereignty point to place a Black Ice Bloom in any space the spell passes through or originates from. The bloom lasts until the start of your next turn. The first creature to enter that space or start their turn there must succeed on a Dexterity saving throw against your Sovereignty DC or take 2d8 cold damage and become restrained by ice until the end of their turn. You may create a number of Black Ice Blooms per activation equal to your Sovereignty Modifier, paying the cost for each.

Regalia of Temporal Frost

Prerequisite: 13th level, Monarch of Frost

Your Domain seizes even the flow of magic, freezing velocity and intention alike. Whenever a ranged spell or projectile passes through your Domain, roll a d6. On a 5–6, you may spend 2 Sovereignty

points to freeze in time the spell or attack until the start of the originator's next turn.

Regalia of Glacial Oath

Prerequisite: 17th level, Monarch of Frost

You mark a point in time, and revert to it in silence. Once per long rest, as an action, you may expend 4 Sovereignty points to declare a Glacial Oath, locking your current state in frozen memory. Until the start of your next turn, if you would take damage that reduces you below half HP, you instead revert to your previous hit point total, condition state, and location (if unchanged). This does not prevent death if reduced to 0.

Regalia of the White Crown

Prerequisite: 17th level, Monarch of Frost

You have ascended to an echelon of Sovereignty where time, ice, and death blur. You may call upon an ancient spell known only to Monarchs of your bloodline. Choose one 6th or 7th level spell from the Sorcerer spell list that deals cold damage, freezes, restrains, or slows. It becomes a spell you know that does not count against the maximum number of spells you know, and once per long rest, you can cast this spell at its base level without expending a spell slot.

Decrees

Stasis

"Time halts for all but the Sovereign."

As a bonus action, you unleash a pulse of glacial Sovereignty that freezes the moment itself. Choose

one creature you can see within your Domain. The target must succeed on a Charisma saving throw against your Sovereignty DC or become frozen in time until the end of your next turn. While under this effect, the target:

- Cannot take actions, bonus actions, reactions, or movement.
- Cannot perceive or interact with other creatures.
- Is immune to damage and conditions.

When the effect ends, the creature gains 2 Chill stacks. On a success, the target suffers 1 stack of Chill and their speed is halved until the end of their next turn.

At 15th level, you may target two creatures. At 20th level, a frozen creature is no longer immune to damage while under this effect.

