DUALINK

Monarch of Plague

Monarch Subclass



Solo Leveling Edition

Monarch of Plague

Sovereignty of Decay

At 1st level, you gain proficiency in the Medicine skill and with the Poisoner's Kit. If you are already proficient in Medicine, you instead gain proficiency in Nature or Investigation (your choice).

Plaguecasting

You are a full spellcaster. You use the Sorcerer spell list for your Monarch spells, in addition to the Plague Expanded Spells granted by this subclass.

Charisma is your spellcasting ability for your Monarch spells.

Spell Save DC = 8 + your proficiency bonus + your Charisma modifier

Spell Attack Modifier = your proficiency bonus + your Charisma modifier

You may use an arcane focus as a spellcasting focus for your Monarch spells.

Plague Expanded Spells

You learn additional spells when you reach certain levels in this class, as shown below. These spells count as Monarch spells for you, and they do not count against the number of Monarch spells you know.

- **1st Level:** *Ray of Sickness, Bane*
- **3rd Level:** *Blindness/Deafness, Ray of Enfeeblement*
- **5th Level:** *Bestow Curse, Stinking Cloud*
- **7th Level:** *Blight, Confusion*
- **9th Level:** *Contagion, Cloudkill*

Virulent Aura

Your Sovereignty manifests as a

creeping, supernatural contagion.
Also at 1st level, while a creature is within your Domain, the first time on each of its turns that it fails a saving throw against one of your Monarch spells, Regalias or Decrees, you can spend 1 Sovereignity to make it gain 1 Infection stack. A creature can have a maximum number of Infection stacks equal to your proficiency bonus. At the start of each of its turns, a creature with one or more Infection stacks takes necrotic damage equal to: Infection stacks × your Charisma modifier (minimum 1). Infection stacks last for 1 minute.
A creature loses all Infection stacks if it receives magical healing of 10 or more hit points from a single source. A creature that succeeds on a Constitution saving throw against your Spell Save DC at the end of its turn reduces its Infection stacks by 1.

Accelerate Decay

At 3rd level, you learn to command the pace of corruption within your Domain.
As a bonus action, you may expend 1 Sovereignty to force one creature within your Domain that has one or more Infection stacks to suffer a surge of necrotic deterioration. The target immediately takes necrotic damage equal to your Sovereignity Modifier. After taking this damage, the creature must succeed on a Constitution saving throw against your Spell Save DC or suffer one of the following effects of your choice until the end of its next turn:

- Its speed is reduced to 0.
- It has disadvantage on attack rolls.
- It cannot regain hit points.

Once you use this feature, you cannot use it again on the same creature until the start of your next turn.

Siphon Vitality

At 6th level, when a creature within your Domain takes necrotic damage from your Infection or Accelerate Decay, you may regain hit points equal to your Charisma modifier (minimum 1).

Pandemic Threshold

At 7th level, when a creature reaches its maximum Infection stacks, it becomes **Septic** until it loses at least one stack.

While Septic:

- Its speed is halved.
- It has disadvantage on Constitution saving throws.

Additionally, when a Septic creature takes Infection damage, you may spend 1 Sovereignty to force one creature within 10 feet of it to make a Constitution saving throw. On a failure, that creature gains 1 Infection stack.

Sovereign Swarm

At 10th level, you can manifest a crawling mass of diseased insects under your command.

When you cast a spell that deals poison or necrotic damage, as a bonus action, you may expend 2 Sovereignty points to summon a Swarm of Plague Insects in an unoccupied space within 30 feet of you that you can see. The swarm

uses the stat block below. It acts on your initiative, immediately after your turn, and obeys your verbal commands (no action required by you). The swarm lasts for 1 minute, until reduced to 0 hit points, or until you dismiss it (no action required). You may have only one swarm active at a time. At 15th level, you may have two swarms active at the same time.

Swarm of Plague Insects

Medium swarm of Tiny beasts, unaligned

Armor Class: 12 + your Charisma modifier
Hit Points: 5 × your Monarch level
Speed: 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
4	14	12	1	8	1
-3	+2	+1	-5	-1	-5

Damage Resistances: bludgeoning, piercing
Damage Immunities: poison
Condition Immunities: charmed, frightened, prone
Senses: blindsight 10 ft., passive Perception 9

Diseased Demise. When the swarm is reduced to 0 hit points, each creature within 5 feet of it must succeed on a Constitution saving throw against your Spell Save DC or gain 1 Infection stack.

Actions

Swarm Attack. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 2d6 necrotic damage. If the target has one or more Infection stacks, it

must succeed on a Constitution saving throw against your Spell Save DC or gain 1 additional Infection stack. The swarm cannot cause a creature to gain more than one Infection stack per turn.

Putrid Resilience

At 13th level, you gain immunity to poison damage and the poisoned condition. Additionally, you have advantage on saving throws against disease.

Plague Surge

At 14th level, when a creature dies while having Infection stacks within your Domain, you may use your reaction to cause it to erupt in diseased energy. Each creature of your choice within 10 feet must make a Constitution saving throw. On a failure, they gain 1 Infection stack and they take necrotic damage equal to your Monarch level. On a success they take half damage and gain no stacks.

You may use this feature a number of times equal to your proficiency bonus per long rest.

Apotheosis of Pestilence

At 18th level, your Sovereignty transcends mortality. Your Charisma score increases by 2, to a maximum of 22.

Additionally, your control over decay becomes absolute. While a creature with one or more Infection stacks is within your Domain:

- It cannot reduce its Infection stacks by succeeding on saving throws.
- It has disadvantage on saving throws against your Monarch

spells.

- If it drops to 0 hit points, you regain 1 Sovereignty (once per turn).

Regalias

Regalia of Lingering Miasma

Prerequisite: Monarch of the Plagues subclass

When a creature within your Domain loses its last Infection stack, it takes necrotic damage equal to your Charisma modifier.

Additionally, when you reduce a creature to 0 hit points while it has Infection stacks, you gain temporary hit points equal to your proficiency bonus.

Regalia of Putrid Authority

Prerequisite: Monarch of the Plagues subclass

You are immune to disease.

Additionally, when a creature within your Domain succeeds on a saving throw against your Infection, you may use your reaction to force it to reroll the saving throw. The creature must use the new result. You may use this feature a number of times equal to your proficiency bonus per long rest.

Regalia of Crawling Veil

Prerequisite: Monarch of the Plagues subclass

While you have at least 1 Sovereignty point remaining, you gain the following benefits:

- You have advantage on Constitution saving throws to maintain concentration.
- Creatures with one or more Infection stacks have disadvantage on opportunity

attacks against you.

Regalia of Septic Momentum

Prerequisite: 5th level, Monarch of the Plagues subclass

When you use Accelerate Decay on a creature at its maximum Infection stacks, you may choose to consume all its Infection stacks. If you do, the target takes additional necrotic damage equal to twice your Charisma modifier per stack consumed.

Regalia of Withering Dominion

Prerequisite: 5th level, Monarch of the Plagues subclass

Your Domain becomes heavy with unseen contagion. While your Domain is active, hostile creatures treat the area within it as difficult terrain if they have one or more Infection stacks.

Regalia of Suffocating Haze

Prerequisite: 5th level, Monarch of the Plagues subclass

Your Domain becomes lightly obscured to hostile creatures. Creatures with one or more Infection stacks have disadvantage on Perception checks made within your Domain. Additionally, ranged attack rolls against you made by infected creatures are made at disadvantage while they are within your Domain.

Regalia of Corrupt Circulation

Prerequisite: 5th level, Monarch of the Plagues subclass

When a creature within your Domain gains an Infection stack, you may move up to 10 feet without provoking opportunity attacks. You may use this feature once per turn.

Regalia of Crawling Dominion

Prerequisite: 7th level, Monarch of the Plagues subclass

While a Septic creature is within your Domain, it cannot benefit from invisibility and its movement speed cannot be increased. Additionally, when a Septic creature attempts to teleport, it must succeed on a Constitution saving throw against your Spell Save DC or the teleport fails and it gains 1 Infection stack.

Regalia of Symbiotic Majesty

Prerequisite: 10th level, Monarch of the Plagues subclass

While you have at least one active Swarm of Plague Insects, you gain:

- Resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- Advantage on Constitution saving throws.

If both swarms are active (at 15th level), this resistance applies to magical bludgeoning, piercing, and slashing damage as well.

Regalia of Devouring Carapace

Prerequisite: 10th level, Monarch of the Plagues subclass

While you have an active Swarm of Plague Insects, you gain half cover against ranged attacks. Additionally, when you take damage while within your Domain, you may use your reaction to cause your swarm to take the damage instead provided it is within your Domain as well. You may use this reaction a number of times equal to your proficiency bonus per long rest.

Regalia of Crawling Convergence

Prerequisite: 10th level, Monarch of

the Plagues subclass
When a creature within your Domain reaches maximum Infection stacks, you may immediately move your swarm up to its speed toward that creature without provoking opportunity attacks. If the swarm ends this movement within 5 feet of that creature, it may immediately make one attack. You may use this feature once per turn.

Regalia of Endless Contagion

Prerequisite: 13th level, Monarch of the Plagues subclass
When a creature within your Domain fails a saving throw against Infection, you regain 1 Sovereignty. You may regain Sovereignty in this way only once per turn.

Regalia of Sovereign Parasite

Prerequisite: 13th level, Monarch of the Plagues subclass
When you use Accelerate Decay on a Septic creature, you may choose to expend 2 Sovereignty instead of 1. If you do, the creature must make a Constitution saving throw. On a failure, it is stunned until the end of its next turn. You may use this feature once per long rest.

Regalia of Terminal Bloom

Prerequisite: 17th level, Monarch of the Plagues subclass
When a creature within your Domain reaches its maximum Infection stacks, you may choose to trigger a Terminal Bloom. The creature must make a Constitution saving throw against your Spell Save DC.
On a failure:

- It takes necrotic damage equal to 10 × your Charisma modifier.
- It is restrained until the end of its next turn.
- Its Infection stacks cannot be reduced until the end of your next turn.

On a success it takes half damage and is not restrained. Once you use this feature, you cannot do so again until you finish a long rest.

Regalia of Devouring Legion

Prerequisite: 17th level, Monarch of the Plagues subclass

When you summon a Swarm of Plague Insects, you may choose to expend 3 Sovereignty instead of 1. If you do:

- You summon two swarms instead of one.
- The swarms gain advantage on attack rolls.
- When a swarm hits a Septic creature, it deals an additional 2d6 necrotic damage.

You may use this enhanced summoning once per long rest.

Decree

Rot

Prerequisite: Monarch of the Plagues subclass

As a bonus action, you designate one creature you can see within your Domain that has one or more Infection stacks. The creature must make a Constitution saving throw against your Sovereignty DC. On a failure, its Infection stacks immediately increase to their maximum, becoming Scepti,c and it takes necrotic damage equal to 5 × your Charisma modifier. On a

success, it gains 1 Infection stack, and it takes half the necrotic damage.

If the target was already at maximum Infection stacks and fails the saving throw, it instead takes necrotic damage equal to 10 × your Charisma modifier on a failed save.

