DUALINK

Monarch of Shadows

Monarch Subclass



Solo Leveling Edition

Monarch of Shadows

Umbral Sovereignty

Beginning at 1st level, your Sovereignty manifests through silence, stillness, and the dominion of darkness. Wisdom becomes your Sovereignty ability for all Monarch class features. You gain proficiency in the Stealth skill. If you are already proficient in Stealth, you instead gain expertise in it. You gain darkvision out to a range of 120 feet. If you already have darkvision, its range increases to 120 feet or by 30 feet, whichever is higher.
Additionally, beginning at 11th level, your darkvision allows you to see normally in magical darkness.

While you are in dim light or darkness, you gain the following benefits:

- You can take the Hide action as a bonus action.
- You can take the Hide in dim light.
- Opportunity attacks against you are made with disadvantage.
- Your walking speed increases by 10 feet.

These benefits end immediately if you are in bright light.

Arise

Starting at 1st level, you may claim the fallen as servants beneath your throne. You can only use this feature within your Royal Domain.

When a creature within your Royal Domain is reduced to 0 hit points by you, you may attempt to extract its shadow for 1 Sovereignty Point. The

creature must have died within the last minute, and you must be within your Royal Domain at the time of the attempt. As an action, you may attempt to extract the creature's shadow. You may attempt this up to three times for the same creature. Each attempt requires a Wisdom check, to which you add your proficiency bonus. The DC equals 10 + the creature's Challenge Rating.

On a success, you extract the creature's shadow and bind it to your Sovereignty. On three failed attempts, the creature's shadow is lost to you permanently and cannot be extracted again.

Shadow Limitations

- You cannot extract a creature whose Challenge Rating exceeds half your Monarch level (rounded down).
- You may store a number of extracted shadows equal to your proficiency bonus.
- You may have a number of active shadows at one time equal to half your proficiency bonus (rounded up).

Shadow Traits

An extracted shadow retains the following from its original stat block:

- Armor Class
- Ability Scores
- Movement speeds
- Multiattack
- Non-legendary traits, actions, bonus actions, and reactions

An extracted shadow loses:

- Legendary actions
- Lair actions

- Spellcasting above 3rd level
- Recharge traits (these instead become usable once per long rest)
- Damage immunities, except immunity to necrotic damage

A shadow's hit points become 75% of its original maximum.

A shadow acts on your initiative immediately after your turn and obeys your commands without requiring an action from you.

If a shadow is reduced to 0 hit points, it dissolves into darkness and returns to your Sovereignty. It cannot be summoned again until you finish a long rest.

Summoning Shadows

As a bonus action, you may summon one stored shadow into an unoccupied space within 30 feet of you that is within your Royal Domain. This costs a number of Sovereignty points equal to half the Shadows CR.

As an action, you may instead summon a number of stored shadows up to your maximum active limit, provided you have sufficient Sovereignty to do so.

A summoned shadow remains active until:

- It is reduced to 0 hit points,
- You dismiss it as a bonus action,
- Or your Royal Domain ends.

When your Royal Domain ends, all active shadows immediately return to your Sovereignty.

Memory of the Fallen

An extracted shadow retains the memories, personality traits, and

knowledge it possessed in life, though its loyalties are rewritten by your Sovereignty. It serves you willingly and without hesitation.

A shadow may communicate information it knew in life and may assist you in recalling lore, locations, languages, or proficiencies it once possessed. At your DM's discretion, a shadow may grant advantage on an ability check if its prior life experience would reasonably aid in the task.

Fighting Style

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

- ***Archery.*** You gain a +2 bonus to attack rolls you make with ranged weapons.
- ***Blind Fighting.*** You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.
- ***Defense.*** While you are wearing armor, you gain a +1 bonus to AC.
- ***Dueling.*** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

- ***Superior Technique.*** You learn one manuever of your choice from among those available to the Battle Master archetype. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice.)
- You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.
- ***Thrown Weapon Fighting.*** You can draw a weapon that has the thrown property as part of the attack you make with the weapon.
- In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.
- ***Two-Weapon Fighting.*** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.
- ***Close Quarters Shooter.*** When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of

you. You have a +1 bonus to attack rolls on ranged attacks.

Umbral Armament

Beginning at 3rd level, your shadows no longer merely follow you, they strike with you. You gain the following properties:

Shadow Armament

As a bonus action, for 1 Sovereignty Point, you may manifest a weapon formed of condensed shadow in your hand that lasts for 1 minute. You are proficient with this weapon. It may take the form of any simple or martial melee weapon you are proficient with.

The weapon deals necrotic damage instead of its normal damage type. While you are in dim light or darkness, once per turn when you hit with this weapon, you deal additional necrotic damage equal to your Wisdom modifier. The blade vanishes immediately after it hits or misses its target, returning to you hand, and it leaves no mark on its target if it deals damage.

The weapon vanishes if it leaves your grasp for more than 12 seconds (2 rounds of combat).

Ruler's Authority

You can manipulate shadows at range as an extension of your will.

As a bonus action, you may target a creature or unattended object within 30 feet that is in dim light, darkness, or within your Royal Domain.

- If targeting an object, you may move it up to 15 feet in any direction.
- If targeting a creature of Large

size or smaller, it must succeed on a Strength saving throw against your Sovereignty DC or be moved up to 10 feet in a direction of your choice.

A creature moved by this feature cannot be moved again by it until the start of your next turn. You may use this feature a number of times equal to your proficiency bonus per long rest.

Extra Attack

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

Sovereign Predator

Beginning at 6th level, you hunt in tandem with your court. When you and at least one of your active shadows are within 5 feet of the same creature, you gain the following benefits:

- You have advantage on your first attack against that creature each turn.
- Once per turn, when you hit a creature that is within 5 feet of one of your shadows, you deal additional necrotic damage equal to your proficiency bonus.

In addition, when you reduce a creature to 0 hit points, you may immediately move one active shadow up to its speed without provoking opportunity attacks.

Shadow Inventory

Beginning at 6th level, your shadow ceases to be mere absence of light. It becomes a realm. You gain access to

a pocket dimension contained within your shadow. As an action while you are not incapacitated, you may open an entrance to this space at your feet.

The Shadow Realm has the following characteristics:

- The space is a 60-foot cube.
- It is dimly lit.
- The ground appears as solid black stone.
- Your stored shadows exist within this space when not summoned.

You may:

- Store or retrieve unattended objects you are touching as an action.
- Bring up to a number of willing creatures equal to your Wisdom modifier into the space.
- Exit the space as an action.

While inside:

- Time passes normally.
- No teleportation magic functions except your own features.
- You cannot activate your Royal Domain.

If you are reduced to 0 hit points while inside, you are expelled into the nearest unoccupied space adjacent to where you entered.

You may remain inside for up to 1 hour per long rest. This duration need not be continuous.

You cannot enter this space during combat unless you expend 2 Sovereignty points, and doing so ends your Royal Domain if it is active.

Shadow Exchange

At 7th level, distance becomes

meaningless within your dominion. As a bonus action, you may expend 1 Sovereignty point to magically swap places with one of your active shadows that you can see within 60 feet. If this occurs within your Royal Domain, this exchange does not cost Sovereignty. You may also use this feature as a reaction when you are targeted by an attack, before the attack roll is made.

You can use this reaction a number of times equal to your Wisdom modifier per long rest.

Naming

Beginning at 9th level, you may bestow a true Name upon one of your shadows. During a long rest, you may choose one stored shadow to become your Named Shadow. A Named Shadow gains:

- Additional hit points equal to twice your Monarch level.
- A bonus to attack rolls equal to your proficiency bonus.
- Advantage on saving throws against being charmed, frightened, or banished.
- It returns after a short rest instead of a long rest when reduced to 0 hit points.

You may only have one Named Shadow at a time. If you Name a new shadow, the previous one loses these benefits.

Umbral Perception

Beginning at 9th level, your awareness extends through the darkness you command. As an action, you may perceive through

the senses of one active shadow you have summoned. While doing so:

- You are blinded and deafened with regard to your own senses.
- You perceive through the shadow's senses as if you occupied its space.
- You may maintain this perception for up to 10 minutes.

This effect ends early if the shadow is reduced to 0 hit points, dismissed, or moves more than 300 feet away from you.

Additionally, the maximum distance at which your active shadows may operate increases to 300 feet from you thereby granting features such as Shadow Exchange extended range.

Shadow Shroud

Beginning at 10th level, you may cloak yourself in living darkness.

As a bonus action, you wrap yourself in a mantle of shadow. While the shroud persists:

- You are considered to be in dim light for the purpose of your Monarch of Shadows features.
- You gain a +1 bonus to AC.
- You leave no visible footprints or mundane trace of movement.

The shroud lasts for 1 minute. It ends early if you are hit by an attack.

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

Scaling Duration

The duration of your Shadow Shroud increases as you gain levels in this class:

- At 13th level, the duration becomes 10 minutes.
- At 16th level, the duration becomes 1 hour.
- At 18th level, the duration becomes 8 hours.
- At 20th level, the shroud becomes permanent. It no longer has a duration limit, and it does not collapse if you are hit by an attack.

Sovereign of the Black Heart

Beginning at 11th level, your existence is sustained by shadow itself. You gain resistance to necrotic damage. Additionally, your hit point maximum cannot be reduced by non-artifact magical effects. If an effect would reduce your hit point maximum, you instead reduce it by half the amount (rounded down). If your hit point maximum is reduced, it returns to normal when you finish a long rest.

Shadow Infiltration

At 11th level, your shadows no longer merely follow, they hide where light cannot reach. As a bonus action, you may command one stored shadow to merge with the shadow of a creature you can see within 60 feet. The target creature must be in dim light, darkness, or within your Royal Domain. The infiltrating shadow becomes imperceptible and cannot be targeted or harmed while merged in this way.

While merged:

- The shadow does not count against your active shadow limit.

- You may use Umbral Perception to perceive through the infiltrating shadow.
- You may use Shadow Exchange to appear in the target's Shadow.
- The shadow may remain merged for up to 24 hours.

The merge ends early if the creature enters bright light for 1 continuous minute, it departs for more than 300 feet away from you or you dismiss the shadow (no action required),

You may have only one infiltrating shadow at a time.

Court of Names

At level 13th, you may now have two Named Shadows at a time. Additionally, one of your Named Shadows becomes your Commander.

While your Commander is active:

- As a bonus action, you may command it to direct your forces.
- Choose up to a number of active shadows equal to your Wisdom modifier.
- Each chosen shadow may use its reaction to make one weapon attack.

This ability costs 2 Sovereignty points.

Arm the Faithful

Starting at 14th level, your Named Shadows may attune to magic items as if they were creatures. A Named Shadow can be attuned to a maximum of two magic items at a time.

If a Named Shadow is reduced to 0 hit points, it remains attuned to its

items, and the items return with it to your Sovereignty.

If you lose a Named Shadow permanently, any items it was attuned to immediately fall to the ground in an unoccupied space within your Royal Domain.

Shadow Sacrifice

At 15th level, when you are reduced to 0 hit points, you may choose to sacrifice one active shadow that is within your Royal Domain. No action required. The chosen shadow is destroyed permanently and cannot be restored except by a wish spell. You instead drop to 1 hit point and may immediately move up to half your speed without provoking opportunity attacks. Once you use this feature, you cannot do so again until you finish a long rest.

Sovereignty Without Distance

Beginning at 17th level, distance holds no meaning where your shadow has touched. Your mastery of darkness transcends mortal boundaries. The range limitations of the following features are removed, provided the target shadow or host creature is on the same plane of existence as you:

- Umbral Perception
- Shadow Infiltration
- Shadow Exchange

You may now perceive through, merge into, or exchange places with your shadows anywhere on the same plane, regardless of distance.

Additionally, when you use Shadow Exchange across a distance greater

than 300 feet, you must expend 2 Sovereignty points instead of 1.

Eternal Sovereignty

At 18th level, your Wisdom score increases by 2, and your maximum for this score becomes 22.

Regalias

Regalia of Lingering Gloom

Prerequisite: Monarch of Shadows

Creatures that start their turn within 5 feet of one of your active shadows treat the area within 5 feet of that shadow as dim light.

Regalia of Devouring Strike

Prerequisite: Monarch of Shadows, 5th level

Once per turn when you deal necrotic damage, you regain hit points equal to your Wisdom modifier (minimum 1).

Regalia of Encroaching Dread

Prerequisite: Monarch of Shadows, 5th level

When a creature is within 5 feet of one of your active shadows, its speed is reduced by 10 feet until the start of its next turn. If it is within 5 feet of two or more of your shadows, it has disadvantage on opportunity attacks.

Regalia of Umbral Transposition

Prerequisite: Monarch of Shadows, 5th level

While you are in dim light, darkness, or within your Royal Domain, you may expend 1 Sovereignty point as a bonus action to teleport up to 30 feet to an unoccupied space that is also in dim light or darkness and that you can see.

If you teleport to a space within 5 feet of a creature, you may make one weapon attack against that creature as part of the same bonus action.

Regalia of Watchful Gloom

Prerequisite: Monarch of Shadows, 9th level

When you use Umbral Perception, you may perceive through the chosen shadow without becoming blinded or deafened to your own senses, though you have disadvantage on Perception checks made through your own senses while doing so.

Regalia of Binding Gloom

Prerequisite: Monarch of Shadows, 9th level

As an action, you may expend 1 Sovereignty point to target a creature within 60 feet whose shadow you can perceive. The creature must succeed on a Strength or Dexterity saving throw (its choice) against your Sovereignty DC or suffer the following effects until the start of your next turn:

- Its speed becomes 0.
- It cannot benefit from teleportation.
- It has disadvantage on the next attack roll it makes.

A creature that succeeds on this saving throw is immune to this effect until the end of your next turn.

Regalia of Severed Radiance

Prerequisite: Monarch of Shadows, 9th level

As a bonus action, you may expend

1 Sovereignty point to extinguish nonmagical light sources within your Royal Domain.

Magical light created by a spell of 3rd level or lower within your Royal Domain is suppressed until the end of your next turn.

Regalia of Grasping Dominion

Prerequisite: Monarch of Shadows, 9th level

Your authority over shadow manifests as binding force.

When you use Ruler's Authority to move a creature and it fails its saving throw, you may choose to forgo the movement and instead attempt to bind it in shadow.

The target must succeed on a Strength saving throw against your Sovereignty DC or become Grappled by shadow until the start of your next turn.

The creature may use its action to repeat the saving throw, ending the effect on a success.

Regalia of the Endless Vault

Prerequisite: Monarch of Shadows, 9th level

Your Shadow Inventory deepens into a true sovereign treasury. The total capacity of your Shadow Inventory is doubled. Additionally, when you use a bonus action to retrieve an item during combat, you may instead retrieve two items, provided both are light or one-handed.

Regalia of Dread Formation

Prerequisite: Monarch of Shadows, 13th level

When a creature is within 5 feet of two or more of your active shadows, it has disadvantage on saving throws against your Bind the Shadow feature.

Regalia of Undying Court

Prerequisite: Monarch of Shadows, 13th level

When a Named Shadow is reduced to 0 hit points within your Royal Domain, you may expend 1 Sovereignty point to instead reduce it to 1 hit point, once per long rest.

Regalia of Shadow Split

Prerequisite: Monarch of Shadows, 13th level

When you take the Attack action, you may expend 1 Sovereignty point to cause one of your active shadows within 60 feet to mirror your assault.

You make one additional weapon attack from the shadow's space. This attack uses your attack bonus and deals necrotic damage instead of its normal type.

Regalia of Shared Dominion

Prerequisite: Monarch of Shadows, 13th level

While a Named Shadow is within 10 feet of you, you may use your reaction to cause that shadow to take damage in your place.

Regalia of the Sovereign Reflection

Prerequisite: Monarch of Shadows, 13th level

As an action, you may expend 2 Sovereignty points to manifest a Shadow Copy of yourself in an

unoccupied space within 30 feet that is in dim light, darkness, or within your Royal Domain.

The copy lasts for 1 minute, until reduced to 0 hit points, or until you dismiss it (no action required). You may have only one copy at a time, and once you create it, you cannot do so again until you finish a long rest. The Shadow Copy has half your current hit points and uses your Armor Class, ability scores, and saving throws. It acts immediately after your turn and can take the Attack action (one attack only), Dash, Disengage, or Help. The copy cannot use Regalias, Decrees, or expend Sovereignty. Its weapon attacks deal necrotic damage instead of their normal type, and it is immune to charm, frighten, and mind-control effects. There is no discernible difference between you and the copy through nonmagical means.

Regalia of Boundless Court

Prerequisite: Monarch of Shadows, 17th level

Your maximum number of active shadows increases by 1.

Additionally, when you summon a shadow, it gains temporary hit points equal to your Wisdom modifier + your proficiency bonus

Decree

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Arise

When you invoke this Decree, your Royal Domain flares with sovereign darkness.

Choose this Decree while your

Royal Domain is active. For the next minute, the shadows of the fallen answer your command.

When you cast this Decree, each creature that:

- Died within your Royal Domain during the last minute,
- Whose Challenge Rating does not exceed your normal extraction limit,
- And whose shadow was not successfully extracted or permanently lost,

immediately rises as an Unbound Shadow under your control.

An Unbound Shadow:

- Appears in the space where the creature died or the nearest unoccupied space within your Royal Domain.
- Has 1 hit point.
- Retains its movement speeds and non-legendary actions.
- Loses all limited-use abilities, spellcasting, and recharge features.
- Is immune to necrotic damage.

Unbound Shadows act on your initiative immediately after your turn and obey your commands without requiring an action.

An Unbound Shadow is unstable and is destroyed at the end of the Decree's duration or when reduced to 0 hit points.

Creatures that die within your Royal Domain after this Decree is invoked do not rise through this effect.

When the duration ends, all Unbound Shadows dissolve and cannot be extracted afterward.