DUALINK

Monarch of Transfiguration

Monarch Subclass



Solo Leveling Edition

Monarch of Transfiguration

There are Monarchs who rule by destruction, and Monarchs who rule by dominion. But the Monarch of Gates reigns by control. Yogumunt, the Sovereign of Infinite Passage, is not a being of flame or fury. He is a being of inevitability. Where others tear or burn, he simply opens. Every door, every pathway, every weakness, everything is a gate, and every gate leads to him. To follow a Monarch of Gates is to accept that no boundary is real. Space, distance, and even flesh become illusions. Doors waiting to be unlatched. Their reign is silent, patient, inescapable. They do not chase. They simply arrive.

Transcendent Sovereignty

Starting at 1st level, your Sovereignty manifests as dominion over passage and position. You perceive seams in reality, subtle folds of space where movement and intent converge, and learn to thread your will through them. You get the following features:

- Analytical Mind. You can use Intelligence instead of Charisma as your Sovereignty modifier for your class features and Sovereignty saving throw DCs. This choice represents a precise, calculating mastery of spatial power.
- Spatial Scholar. You gain proficiency in the Arcana and Investigation skills if you don't already have them.
- Spatial Hand. You learn the mage

hand cantrip. When you cast this spell, the spectral hand appears as a rippling distortion of space rather than a visible appendage. It counts as a Monarch spell for you.

- Expanded Domain. Your Royal Domain extends farther than that of other Monarchs. Its radius increases by 5 feet beyond the normal values shown in the Monarch class. At 15th level it becomes +10 feet. For example, at 1st level your Domain has a 15-foot radius.

Gate Spellcasting

Also at 1st level, your Sovereignty channels the latent geometry of the world into tangible magic. You gain limited spellcasting using the Sorcerer spell list, following the Paladin's Spellcasting progression for your spell slots.

Preparing and Casting Spells

You prepare the list of Monarch spells that are available for you to cast, choosing from the Wizard spell list. When you do so, choose a number of Wizard spells equal to your Intelligence modifier + your Monarch level (minimum of one spell). The spells must be of a level for which you have spell slots. For example, if you are a 5th-level Monarch of Gates, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include eight Wizard spells of 1st or 2nd level in any combination. You can change your list of prepared spells when you finish a long rest.

Preparing a new list of Monarch spells requires focused meditation on the folds of space, at least 1 minute per spell level for each spell on your list

Spellcasting Ability

Intelligence is your spellcasting ability for your Monarch of Gates spells. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a Monarch spell you cast and when making an attack roll with one. Spell Save DC = 8 + your proficiency bonus + your Intelligence modifier Spell Attack Modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting

You can cast a Monarch of Gates spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus

You can use a sigil, emblem, or fragment of a portal: an object symbolic of your dominion over space, as a spellcasting focus for your Monarch of Gates spells.

Monarch of Gates Spell List

The following spells are always prepared for you and don't count against the number of spells you can prepare.

- 3rd level: misty step, shield
- 5th level: mirror image, blur
- 9th level: counterspell, blink
- 13th level: dimension door, banishment
- 17th level: teleportation circle,

wall of force

Micro-Gates

Starting at 3rd level, you learn to open small, transient rifts in space, micro-gates, that connect distant points within your Royal Domain. These gateways serve as extensions of your reach and conduits for your Sovereignty.

Creating Micro-Gates. As a bonus action, you can create up to two micro-gates in unoccupied spaces that you can see within your Royal Domain. Each gate is a faint distortion in the air, occupying no physical space. A gate remains until the start of your next turn, until you create new gates beyond your maximum number, at which point the oldest gates collapse. You can move or recreate your gates as part of the same bonus action.

Using Micro-Gates:

- Attacks and Spells. When you make an attack or cast a spell that targets a creature, you can treat the attack or spell as originating from one of your gates rather than from your own space. You must still see either the target or the gate used for the attack.
- Line of Sight and Cover. When you make an attack or cast a spell through a gate, you ignore half and three-quarters cover for that attack or spell. You cannot target a creature that has total cover from both you and the gate.
- Melee and Reach. When making a melee attack through a gate, your reach is determined from that gate's position.

- Shared Presence. You are considered to occupy both your own space and the space of your gates for the purposes of flanking, triggering abilities that depend on proximity, and interacting with effects that reference "within your Domain."

Limitations

1. Unless a feature or Regalia states otherwise, each micro-gate is a circular opening up to 1 foot in diameter, large enough for weapon attacks, ammunition, spell effects, and Tiny objects to pass, but not large enough for a creature to move through. When a class feature or Regalia allows creatures to travel via your gates (such as features gained at later levels), the involved gates temporarily widen to a 5-foot diameter for the duration of that movement. A 5-foot gate accommodates Medium or smaller creatures; Large or larger creatures can't pass through a micro-gate unless a feature explicitly allows it.
2. You can't place a gate inside a creature or solid object, nor can you create one through magical barriers such as wall of force or similar effects. A gate that would appear in such a space fails to form.
3. Effects routed through a gate must still have a clear line of effect from the gate's space; total cover from both you and the gate prevents targeting.

Resource Interaction You can use this feature a number of times equal to your proficiency bonus per short or long rest. When you have no uses

remaining, you can still create gates by expending 1 Sovereignty Point for each activation.

Shearing Aperture

Beginning at 5th level, attacks or spells you make through your gates shear the fabric of space around their targets.

Gate Rend. The first time each turn you hit a creature with an attack or spell that originates from, or passes through, one of your gates, the target takes an additional 2d6 force damage.

Scaling Damage. This bonus damage increases to 3d6 at 11th level and to 4d6 at 17th level.

Gate Count. When you use your bonus action to create or reposition gates, you can maintain up to three active gates at a time. The number of gates you can maintain increases to four at 11th level and five at 17th level.

Gate Duration. A gate you create lasts until the start of your next turn. The lifespan of your gates increases as your control grows.

- At 5th level, a gate lasts until the end of your next turn.
- At 11th level, a gate lasts for 1 minute (no concentration required).
- At 17th level, a gate lasts for 10 minutes, or until you dismiss it (no action required).

You can never have more active gates than your maximum gate count, and creating new ones beyond that number causes the oldest gates to collapse.

Fold Step

Starting at 5th level, you learn to fold short distances through the seams of space. As a bonus action, you can expend 1 Sovereignty Point to teleport to an unoccupied space you can see within your Royal Domain. You can use this feature a number of times equal to your Intelligence modifier (minimum once). You regain all expended uses when you finish a short or long rest.

Gate Armor

Starting at 6th level, you can twist space around yourself to divert harm through your gateways. When you are hit by an attack or take damage from a spell, you can use your reaction to expend 2 Sovereignty Points and roll 2d10 + your Intelligence modifier (or Charisma modifier if you use Charisma for your Sovereignty). Reduce the damage taken by the result.

If the damage is reduced to 0, you may choose one of the following effects:

- Spatial Reversal. The attacker or effect's origin is displaced. Choose an unoccupied space within 15 feet of its current position that you can see. The attacker or effect's source teleports to that space.
- Void Fold. You vanish for an instant, reappearing in an unoccupied space of your choice within 15 feet of where you were.

You can use this feature after you see the damage roll but before damage is applied. At 11th level, the damage reduction increases to 3d10

+ your modifier, and at 17th level it increases to 4d10 + your modifier.

Regalia Reservoir

Also at 6th level, your growing command over the boundaries of your Domain grants you additional mastery of its Regalia.

- You gain one additional Regalia slot, which must be used to select a Domain Augmentation Regalia.
- You gain an additional Regalia slot at 11th level, and a third at 16th level.
- When you gain a level in this class, you can replace one of your chosen Domain Augmentation Regalia with another of your choice for which you meet the prerequisites.

Gatefold Strike

Starting at 7th level, you can collapse and reopen the seams of space in a violent instant, turning a strike into a spatial shockwave. When you take the Attack action on your turn, you can expend 2 Sovereignty Point to fold through one of your active gates and deliver a devastating blow from an unexpected direction. Before making a melee weapon attack, you may instantly teleport to an unoccupied space within 30 feet of your current position or within any of your gates. You then make the attack as part of the same action. On a hit, the attack deals an extra 2d8 force damage. The target must succeed on a Strength saving throw against your Sovereignty save DC or be pushed 10 feet away from you. The extra damage increases to 3d8

at 11th level. Overfold. You can choose to expend 3 Sovereignty Points instead of 1 to intensify the fold. When you do so, all creatures of your choice within 10 feet of the target must make the same Strength saving throw or be knocked prone and take half of the extra force damage. You can use this feature only once per turn.

Sensory Link

Starting at 10th level, your mastery of spatial folds allows your micro-gates to persist longer and act as extensions of your perception. While at least one gate is active, you can use your action to focus your awareness through it. Until the start of your next turn, you can see and hear from that gate's space as though you were there. During this time you are deafened and blinded to your own surroundings. This sensory focus requires your concentration, as if concentrating on a spell. It functions even through non-magical barriers but not through wall of force or similar effects.

Recursive Passage

Starting at 10th level, you can weave your gates together into a single, recursive network of space. Your micro-gates become connected to one another. A creature you choose that starts its turn within 5 feet of one gate can expend 5 feet of movement to teleport to an unoccupied space within 5 feet of another of your gates. You can allow up to two creatures to use this teleportation each round at no cost.

Each additional creature that uses it requires you to expend 1 Sovereignty Point. A creature can use this teleportation only once per turn. Moving through a gate in this way does not provoke opportunity attacks.

Sovereign Transposition

Starting at 11th level, you can bend the geometry of space so that a single action occurs in more than one place.

When you make an attack roll or cast a spell that targets only one creature and originates from one of your gates, you can expend 2 Sovereignty Points to duplicate the effect through a second active gate, as such:

- Choose a different target within range and line of sight of that second gate.
- Use the same attack-roll or saving-throw results for both targets.
- Each target takes its own damage or effects separately.
- If both targets are the same creature, it takes the effect only once but suffers extra damage equal to your Intelligence modifier.

You can use this feature only once per turn.

Grand Aperture

Starting at 13th level, your Sovereignty expands into the realm of true dimensional mastery. You learn to open immense, stable gates of willpower, Grand Apertures, that channel magic beyond mortal spellcasting.

When you gain this feature, choose one 5th-level spell from the Sorcerer spell list.

You can cast the chosen spell once without expending a spell slot, and you regain the ability to do so when you finish a long rest. When you cast a spell using this feature, it counts as a Monarch spell for you, and you use your Sovereignty save DC and Sovereignty attack modifier.

Evolving Apertures

Your mastery over these monumental gates grows as your power increases:

- At 15th level, you can instead choose and cast a 6th-level spell.
- At 17th level, you can instead choose and cast a 7th-level spell.

Each time you gain a level in this class, you can replace your chosen spell with another of the same level for which you have access.

Harmonic Flow

Starting at 14th level, you have resistance to force damage, and you are immune to any effect that would teleport, banish, or forcibly move you against your will.

Blind Gate Placement

Starting at 17th level, your perception of space extends beyond sight or surface understanding. You can sense and fold through unseen locations, opening gates by intuition alone. When you create or reposition your micro-gates, you can place one or more gates in spaces you cannot see but that are within your Royal Domain or up to 10 feet beyond it for each Sovereignty Point you expend.

When you do so, make an Intelligence (Arcana) check to locate the intended space. The DC equals 10 + (the number of feet beyond your Domain ÷ 10) (rounded down).

- Success. The gate opens exactly where you intended.
- Failure by 5 or less. The gate opens in a nearby unoccupied space of the DM's choice.
- Failure by 6 or more. The gate fails to form, and the Sovereignty Points are wasted.

You can't place a blind gate inside a creature or solid object. If a blind gate would appear within solid matter, it fails to form and immediately collapses. At your DM's discretion, a particularly precise check (beating the DC by 5 or more) may reveal partial details of the area around the blind gate, such as approximate lighting, sound, or the presence of creatures, as though glimpsed through the distortion.

Great Gate Ascendant

At 18th level, your Sovereignty transcends mortal boundaries, and your mind becomes the still axis around which space itself turns.

- Your Intelligence score increases by 2, to a maximum of 22.
- You gain immunity to force damage.
- While you stand within your Royal Domain, your presence stabilizes reality. Spells or effects that create extradimensional spaces or portals within your Domain require you to grant

permission as a reaction, or they immediately fizzle.

Regalias

All Monarch of Gates regalias are considered Domain Augmentation regalias.

Regalia of Twisting Edge

Prerequisite: Monarch of Gates subclass

Your strikes leave fractures in space as they pass. Once per turn, when you make a melee or ranged attack, you can briefly fold through your own gates to reposition. Immediately before or after the attack, you can spend 1 Sovereignity Point, teleport up to 10 feet to an unoccupied space you can see. This movement does not provoke opportunity attacks. You can use this Regalia's teleportation a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short or long rest.

Displacement Mantle

Prerequisite: Monarch of Gates subclass

Your body flickers in and out of alignment with reality, momentarily blurring through folded space. When you are targeted by an attack, you can use your reaction to expend 1 Sovereignty Point to distort your image until the start of your next turn. For the duration, attack rolls against you have disadvantage, and you have advantage on Dexterity saving throws. The effect ends early if you take damage from an attack that had advantage, or if you become

incapacitated.

Regalia of Dimensional Traverse

Prerequisite: 5th level, Monarch of Gates subclass

You learn to open a stable, large-scale fold of space for instant relocation. As an action, you can expend 2 Sovereignty Points to teleport yourself and up to one willing creature within 500 feet to an unoccupied space you can see. You must see your destination or know it well enough to visualize it precisely. You cannot use this ability to travel to another plane of existence. Once you use this Regalia, you can't do so again until you finish a short or long rest, unless you expend an additional 4 Sovereignty Points to use it again.

Regalia of the Vestibule

Prerequisite: 9th level, Monarch of Gates subclass

You can fold a portion of reality into a stable pocket space, your personal Vestibule. As an action, you can expend 2 Sovereignty Points to open a shimmering gate in an unoccupied space within 10 feet of you. The gate leads to a demiplane 30 feet on each side, dimly lit and breathable. ☒ The space is featureless but safe from environmental effects and hostile creatures. ☒ You can bring willing creatures with you (up to eight Medium or smaller) or store unattended objects. ☒ The gate remains open while you are within 30 feet of it. You can maintain the Vestibule by expending 1 Sovereignty Point per minute, up to 10 minutes. If the gate or you move

farther than 30 feet from one another, the connection closes. At 13th level, the space expands to 60 feet on each side, and you can rest inside it safely as if under Leomund's tiny hut without spending additional Sovereignty Points.

Regalia of Gate Mirror

Prerequisite: 9th level, Monarch of Gates subclass

When a creature hits you with a melee attack, you can use your reaction to open a mirrored gate between you and the blow. The attack's energy rebounds through the fold. The attacker takes force damage equal to the damage it dealt to you. Once you use this Regalia, you can't use it again until you finish a short or long rest, unless you expend 2 Sovereignty Points to activate it again.

Regalia of Spatial Reservoir

Prerequisite: 9th level, Monarch of Gates subclass

You learn to seal fragments of magic within temporary folds of space, allowing you to delay their release. When you cast a spell of 1st through 3rd level, you can expend 2 Sovereignty Points to store the spell instead of casting it immediately. The spell is suspended in a Spatial Reservoir, a micro-gate that remains stable even if your normal gates would expire.

- The stored spell remains for up to 10 minutes (regardless of your normal gate duration) and requires your concentration, as though you were concentrating

on the spell.

- The Spatial Reservoir does not count against your number of active gates.
- You can have only one spell stored at a time.

At any time before the duration expires, you can use your bonus action to release the spell from the Reservoir. The spell originates from any of your active gates, using the same spell slot and parameters you chose when storing it.

If your concentration ends or the 10 minutes pass, the stored spell dissipates harmlessly.

Regalia of Horizon Break

Prerequisite: 13th level, Monarch of Gates subclass

You impose your will on the boundaries of your Domain, forbidding movement that you do not permit. As a bonus action, you can expend 3 Sovereignty Points to activate a Spatial Barrier for 1 minute. While active, when a creature or effect attempts to teleport, plane shift, or otherwise move extradimensionally into, out of, or within your Domain, the creature must make a Charisma saving throw against your Sovereignty save DC. On a failure, the teleportation fails and any expended resources are wasted. On a success, the effect functions normally, but you may use your reaction to redirect the destination to any unoccupied space you can see within 60 feet of the original point. While this Regalia is active, you and your allies cannot be

forcibly teleported or banished against your will. Once you use this Regalia, you can't use it again until you finish a short or long rest, unless you expend an additional 5 Sovereignty Points to reactivate it.

Regalia of the Vestibular Lock

Prerequisite: 13th level, Monarch of Gates subclass; requires the Regalia of the Vestibule

You weaponize your personal demiplane, transforming it into a temporary prison.

When a creature you can see within 30 feet fails a Charisma saving throw against your Sovereignty save DC, you can expend 3 Sovereignty Points as a reaction to banish it into your Vestibule for up to 1 round.

While imprisoned:

- The creature is incapacitated and remains in your demiplane.
- At the start of your next turn, or if you lose concentration, the creature reappears in the space it left (or the nearest unoccupied space).

If you or the creature destroys the gate leading to the Vestibule, the effect ends immediately.

Regalia of Infinite Loop

Prerequisite: 17th level, Monarch of Gates subclass

You can widen your gates to titanic proportions and permanently link two of them into a continuous fold of space.

As a bonus action, choose two active micro-gates you control and expend 3 Sovereignty Points to connect and enlarge them. For the next 10 minutes, these gates expand

to 20 feet wide and 20 feet high, forming a visible circular aperture bordered by faint ripples of light. While linked, the gates function as a single shared space:

- Any creature that enters one gate emerges from the other, appearing in an unoccupied space within 5 feet of it. The gate can accommodate creatures of Huge size or smaller.
- Movement through the loop costs 5 feet of movement and does not provoke opportunity attacks.
- Attacks, spells, and effects can freely pass through either gate as if the two connected spaces were adjacent.
- The connected gates remain anchored for the full duration even if you move or open new gates elsewhere. You can maintain only one Infinite Loop at a time. Creating another ends the previous one immediately.

Regalia of the Microcosm

Prerequisite: 17th level, Monarch of Gates subclass; requires Regalia of the Vestibular Lock

Your command over inner dimensions reaches its zenith, allowing you to reshape your Vestibule into a self-sustaining world, a permanent demiplane bound to your Sovereignty.

When you awaken this Regalia, you expend 4 Sovereignty Points to transform your Vestibule into the Microcosm, a pocket world that exists independent of your physical presence.

- The Microcosm exists

permanently and does not vanish if you close its gate, fall unconscious, or leave the plane. It remains linked to your soul and endures until you die, at which point all creatures and objects within are expelled harmlessly into the nearest unoccupied spaces surrounding where your gate last existed.

- The Microcosm measures 200 feet long, 200 feet wide, and 100 feet high. Within stands a magnificent Sovereign Mansion, a structure shaped by your will, beautifully furnished and illuminated. The mansion provides food, water, and comfort for up to 100 creatures at a time.
- Time and weather do not affect the Microcosm. Creatures inside age and rest normally but are protected from all external effects unless you will otherwise. Divination magic cannot perceive inside the space without your permission.
- You may use your action to invite or banish any creature within 30 feet of your gate. Willing creatures can live there indefinitely. Banishment is absolute; unwilling creatures can't resist being expelled if you name them directly.
- You can open or close an entrance to your Microcosm as an action, creating a 10-foot-wide, 10-foot-high portal that remains until you close it or leave the area. Only one entrance can exist at a time.

You can maintain only one Microcosm. Creating a new one immediately replaces the previous space and everything within it.

Decrees

Extend

Prerequisite: Monarch of Gates subclass

Your word stretches the boundaries of your Sovereignty beyond mortal limits. As an action, you may utter the word Extend. When you do, the fabric of your Royal Domain expands and clarifies under your command. For 1 minute, the radius of your Royal Domain doubles, and all existing features, Regalia, and gates within it adjust to the new size. When the effect ends, your Domain returns to its normal dimensions, closing gates that would lie beyond its natural border. While this Decree is active, you can place or target your micro-gates anywhere within the doubled radius, even beyond obstructions or total cover, provided the destination lies within your line of sight. Once you use this Decree, you can't use it again until you finish a short or long rest, unless you expend 4 Sovereignty Points to use it again.

Godly Decree

Connect

Prerequisite: Monarch of Gates subclass

At 20th level, your command no longer opens doors; it connects worlds. When you speak the word "Connect," your Sovereignty links all space you can perceive into a single continuum.

As an action, you open the Infinite Gate, creating luminous arcs of folded space that bridge every location you can see. Choose any number of creatures of your choice within your line of sight. Each creature instantly teleports to any unoccupied space you can see within that same line of sight. You may divide their destinations freely.

- Until the start of your next turn, all allied creatures affected by this ability have advantage on attack rolls made within your Domain, and all enemies that appear within 30 feet of the Infinite Gate have disadvantage on saving throws against your spells and Sovereignty features.
- For 1 minute afterward, so long as you maintain concentration, the world around you hums with residual power: your movement and reach are considered to extend anywhere within your line of sight for the purpose of casting Monarch spells or using gates.