DUALINK

Monarch of the Iron Body

Monarch Subclass



Solo Leveling Edition

Regalias and Decrees

Some Monarchs command through vision. Others, through fear. But the Monarch of the Iron Body commands through presence alone. They are not a symbol to be followed, nor a voice to be heard. They are a weight upon the world, felt in every step, every strike, every silence.

Their rule is not spoken, but endured. Forged in agony and refined by defiance, these Monarchs shape Sovereignty not through charisma, but through the indomitable will of the flesh. Their body is both fortress and weapon. Wounds close before blood spills. Their hands drag spirits from the void. Even death forgets how to claim them.

They do not kneel. They do not bargain. They withstand, and in doing so, they force the world to yield. They do not rule to be obeyed. They exist to be endured.

Unyielding Frame

At 1st level, your rule is carved into muscle and bone. Your Sovereignty is not declared through presence alone, but through endurance made manifest.

You use Constitution as your Sovereignty modifier instead of Charisma.

You gain proficiency with heavy armor and shields, and you have advantage on Strength (Athletics) checks made to grapple or shove a creature. Additionally, you can draw upon your internal reserves to mend your wounds. As a bonus

action, you may expend any number of Sovereignty points to regain hit points equal to your Constitution Modifier × the number of points spent. You may use this feature even while unconscious or incapacitated, but not if you are reduced to 0 hit points.

Iron Sovereignty

Starting at 2nd level, your will is not imposed through words, but through flesh tempered by hardship. You adopt a combat discipline that reflects your unrelenting style. Choose one fighting style from the following list:

- Defense
- Dueling
- Great Weapon Fighting
- Interception
- Protection
- Iron Grip

Iron Grip. When you hit a creature with a melee weapon attack, you can attempt to grapple it as a bonus action.

Tenets of Strength

Your Sovereignty no longer merely sustains you. It answers defiance with force.

When you expend Sovereignty, you may channel it into one of the following disciplines. You can use only one discipline per turn.

- **Bulwark:** When a creature within your Domain takes damage, you may use your reaction and expend up to a number of Sovereignty points equal to your Constitution modifier (minimum of 1). Reduce the damage taken by 5 × the number of Sovereignty

points expended.

- **Relentless Assault:** Immediately after you take the Attack action on your turn, you may expend 1 Sovereignty point to make one additional weapon attack as a bonus action.
- **Iron Resolve:** When you fail a Constitution saving throw, you may expend 1 Sovereignty point to reroll the saving throw. You must use the new result.

Sovereign Blows

Starting at 5th level, your blows are not merely physical, they are the weight of your Sovereignty made manifest. Once per turn, when you hit a creature with a melee weapon attack, you can choose to empower the strike by expending Sovereignty. You can expend up to your Constitution modifier (minimum 1) in Sovereignty points to deal additional damage. The bonus damage equals the number of points spent × your Constitution modifier, and it counts as force damage.

At 10th level, you can now use Iron Strikes on any number of attacks.

Edict of Challenge

Starting at 6th level you may force a creature to face you alone, not with words, but with the gravity of your presence. You may use your Strength modifier when making Intimidation checks.

Additionally, as a bonus action, you may mark one creature you can see within your Domain. The creature must succeed on a Wisdom saving throw against your Sovereignty DC or be marked for 1 minute. A

creature that is immune to being charmed has advantage on this saving throw.

While marked:

- The creature has disadvantage on attack rolls against creatures other than you while inside your Domain.
- If the marked creature willingly targets a creature other than you with an attack, spell, or harmful ability, it must first succeed on a Wisdom saving throw against your Sovereignty DC or the action is wasted.
- The marked creature takes force damage equal to your Constitution modifier (minimum 1) whenever it deals damage to another target while marked.

The mark ends early if you mark another creature or the creature ends a turn outside your Domain.

You can use this feature a number of times equal to your Constitution modifier (minimum once), and regain all expended uses when you finish a long rest.

Unyielding Reflex

Your body moves with relentless precision, reacting to threats before they even fully manifest. Starting at 7th level, you can take two reactions per round. You cannot take more than one reaction during the same phase of a round (e.g., you cannot interrupt two creatures' turns with separate reactions in the same instant), but you may use both across different triggers during the round.

Additionally, you can make an

opportunity attack when a creature enters your reach.

Soulshattering Strikes

Your blows no longer strike only the flesh, they break through the veil between body and soul. Starting at 9th level, your melee weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical damage. Additionally, whenever you expend Sovereignty as part of an attack, that attack deals force damage instead of its normal damage type.

Enduring Sovereignty

At 10th level, when you start your turn with fewer than half your maximum hit points and at least 1 Sovereignty point, you regain 1 Sovereignty point.

Fortified Spirit

At 13th level, your body is no longer just hardened, it is unshakable. You gain proficiency in Constitution saving throws.

Undying Will

At 14th level, your body refuses the command of death. Where others fall, you stand not by miracle, but by a will that will not break. When you are reduced to 0 hit points, as a reaction, you may choose to drop to 1 hit point instead. This occurs immediately after the damage is taken, and you do not fall unconscious. You may also immediately use The Unyielding Frame as part of the same reaction. Once you use Undying Will, you can't do so again until you finish a long rest.

Spiritual Body Manifestation

At 17th level, you no longer simply rule through force, you become it. Your Sovereignty bursts through the shell of your body, transforming you into a towering figure of unrelenting presence and spiritual mass. As an action, you may unleash your Spiritual Body Manifestation, which lasts for 1 minute or until you fall unconscious. You can use this feature once per long rest.

While transformed, you gain the following benefits:

- You have resistance to all bludgeoning, piercing, and slashing damage, including from magical weapons.
- Your Royal Domain expands by 10 feet.
- You are immune to being grappled, paralyzed, and knocked prone.
- All features that cost Sovereignty cost 1 less.
- When you hit a creature with an opportunity attack, its speed becomes 0 until the end of its turn.

Physiological Perfection

At 18th level, your flesh has become legend, tempered beyond mortality. Your Constitution score increases by 2, to a maximum of 22.

Regalia

Regalia of Retaliation

Prerequisite: Monarch of the Iron Body subclass

Your body responds before thought, your will flaring in the face of loss. When an ally within your Domain drops to 0 hit points or suffers a

critical hit, you may immediately use your reaction to make a single melee weapon attack against the attacker.

Regalia of Purged Flesh

Prerequisite: 5th level, Monarch of the Iron Body subclass

Your body is not a cage, but a bastion. As a bonus action, you may end one condition currently affecting you. This condition must be one that a lesser restoration spell could normally end. You can use this feature once per long rest, or you may expend 3 Sovereignty points to use it again before finishing a long rest.

Regalia of Crushing Weight

Prerequisite: 5th level, Monarch of the Iron Body subclass

Each of your Sovereign Blows becomes a judgment pronounced by force. When you hit a creature with an empowered Sovereign Blow, you may force it to make a Strength saving throw (DC = 8 + your proficiency bonus + your Constitution modifier). On a failed save, the creature is knocked prone. You can apply this effect once per turn and only to one creature.

Regalia of Anchored Flesh

Prerequisite: 7th level, Monarch of the Iron Body subclass

You are the immovable core of your Domain. You cannot be forcibly moved, pushed, or banished against your will unless you choose to fail the saving throw. In addition, if you do not move on your turn, your next strike before the end of your next turn deals an additional 1d10

damage.

Regalia of Sovereign Blows

Prerequisite: 7th level, Monarch of the Iron Body subclass

Your force is not spent on a single foe. When you hit a creature with a Sovereign Blow, you may choose another creature within your reach and within your Domain. That creature takes the same damage as the original target. You can use this feature a number of times per long rest equal to your Constitution modifier (minimum of once).

Regalia of Blood for Blood

Prerequisite: 10th level, Monarch of the Iron Body subclass

Your pain is the whetstone that sharpens your wrath. While you are below half your maximum hit points, your melee weapon attacks deal additional damage equal to your Constitution modifier.

Regalia of Frozen Command

Prerequisite: 13th level, Monarch of the Iron Body subclass

Your mark is a sentence carved in stillness. When you apply Mark of the Iron Body to a creature, it must succeed on a Constitution saving throw against your Sovereignity DC or become paralyzed until the end of its next turn. Once you use this feature, you can’t do so again until you finish a long rest.

Regalia of Soul Pressure

Prerequisite: 13th level, Monarch of the Iron Body subclass

The weight of your presence crushes even the soul. When you activate your Domain, you may choose one creature within it. That creature

must succeed on a Wisdom saving throw against your Sovereignity DC or suffer disadvantage on saving throws against your abilities until the start of your next turn and take 2d6 psychic damage.

Regalia of the Iron Eidolon

Prerequisite: 17th level, Monarch of the Iron Body subclass

The moment your body transforms, the world learns what it means to bow. When you activate your Spiritual Body Manifestation, you may spend 3 Sovereignty points to do so as a bonus action instead of an action. If you do, you gain resistance to all damage for the duration of the transformation.

Decrees

Endure

You will not fall, not yet. You brace against the storm and become stone that bleeds. As bonus action, you gain 1d4 stacks of Endurance, which last for 1 minute or until expended. While you have at least one stack, whenever you take damage, you instead take 1 point of damage, and lose one stack. If you have this Decree at 15th level, the die becomes a d6. At 20th level, it becomes a d8.