

THE MONARCH

Ancient monarchs are powerful demigods of a bygone era. While no longer in their prime, many of them remain at the edges of the civilised world. They still command their loyal subjects from their hiding places and promise power and riches in favour of loyalty and service. Those who take this offer and swear fealty to a monarch of old are called vassals. These individuals are bestowed a shard of the monarch's regal power and are expected to use it to enforce their ruler's will.

MONARCH PATRON FEATURES

Warlock Level Features

1st	Regal Combatant, Forbiddance
6th	Aloofness, Mighty Herald
10th	Powerful Presence
14th	Untouchable Vasall

EXPANDED SPELL LIST

At 1st level, your monarch lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

MONARCH EXPANDED SPELLS

Spell Level Spells

1st	Command, Thunderwave
2nd	Spiritual Weapon, Zone of Truth
3rd	Dispel Magic, Sending
4th	Banishment, Resilient Sphere
5th	Geas, Scrying

REGAL COMBATANT

At 1st level, you gain proficiency with medium armor and shields, and when you are not wearing heavy armor, you can use your Charisma in place of Dexterity to determine your AC.

FORBIDDANCE

At 1st level, you can manifest your monarch's presence as a bonus action. Each creature of your choice within 10 ft. of yourself that can see you must make a Wisdom saving throw against your warlock spell DC. On a failure that creature has disadvantage on attack rolls while within the range of your forbiddance until the end of your next turn. You can use this feature an amount of times equal to your proficiency modifier before you have to finish a long rest to use it again.

ALOOFNESS

When you reach level 6, the range of your Forbiddance increases to 20 ft. and each creature that fails its saving throw against it must spend one additional feat when moving towards you.



Vassal Warlock

Artwork by Clara Fang

MIGHTY HERALD

When you reach level 6, your Monarch shares their health with you. Your maximum hit points are increased by 1 for each warlock level you have and you have advantage on saving throws against diseases and poisons.

POWERFUL PRESENCE

Starting at 10th level the size of forbiddance is increased to 30 ft. and when you use Forbiddance, any hostile creature of your choice in the area that fails its saving throw is pushed 10 ft. away from you.

UNTOUCHABLE VASALL

Starting at 14th level, each creature that fails its saving throw against your Forbiddance falls prone and the first time when you use Forbiddance in a combat, you are resistant to all damage until the beginning of your next turn. Additionally, you become immune to being restrained and paralyzed.