

## 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 civilized world. They still command their loyal subjects from the shadows and promise power and riches in favor 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	Unapproachable, Mighty Herald
10th	Powerful Presence
14th	Monarch's Protection

## 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 bonus before you have to finish a long rest to use it again.

## UNAPPROACHABLE

When you reach level 6, the range of your Forbiddance increases to 20 ft. and moving 1 foot towards you costs 2 feet of movement for each creature that fails its saving throw as long as it is within the range of your Forbiddance.

## 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.



*Vassal Warlock*

Artwork by Clara Fang

## POWERFUL PRESENCE

Starting at 10th level the reach of your Forbiddance is increased to 30 ft. and any hostile creature that fails its saving throw against your Forbiddance is either pushed 10 ft. away from you or falls prone (your choice).

## MONARCH'S PROTECTION

Starting at 14th level, when you take damage or fail a saving throw, you can use a reaction to evoke your monarch's protection. If you do so when you take damage, you reduce the damage by an amount equal to 10 times your warlock level. If you do so with a failed saving throw, you succeed it instead. Once you use this feature, you can't use it again until you finish a long rest.

# ELDRITCH INVOCATIONS

In the following you will find additional Eldritch Invocations to choose from when you gain Warlock levels.

## ENDURING FORBIDDANCE

*Prerequisite: The Monarch Patron*

When you use your Forbiddance you can use an action on your following turn to extend the duration of your Forbiddance until the end of your next turn (you can repeat this action). When you extend your Forbiddance, each enemy creature within the range of your Forbiddance repeats the saving throw. A creature already under the effect of your Forbiddance that succeeds the saving throw ends the effect on itself.

## HERALD'S REGALIA

*Prerequisite: 7th level, The Monarch Patron*

You can perform a 10 minute ritual to bond with a set of medium or heavy armor. You can perform this ritual as part of a short rest. Once completed this armor becomes your regalia. You are proficient wearing your regalia, even if you do not have the proficiency for it. You use your Charisma in place of Strength to determine if you qualify the Strength requirement of the armor and while wearing your regalia you can use your Charisma in place of your Dexterity to determine your AC. You can use an action to summon your regalia on your body or to stow it away in a magical pocket dimension. Only one set of armor can be your regalia at a time. If you perform this ritual your previous regalia loses its property and if it is stowed away it manifests in an empty space within 5 ft. of you.

## PROTECTED ENTOURAGE

*Prerequisite: 5th level, The Monarch Patron*

Anytime you use your Forbiddance, each ally within the area of your Forbiddance gains a bonus to saving throws equal to your proficiency bonus until the end of your next turn.

## VOICE OF POWER

You can cast the *Command* spell at 1st level at will, without expending a spell slot. When you cast this spell through this invocation and the effect on the creature ends or it successfully saves, the creature is immune to the spell if you cast it through this invocation for 1 hour.

## GREATER VOICE OF POWER

*Prerequisite: 5th level, Voice of Power*

You can cast the *Command* spell cast through your Voice of Power invocation at a level equal to your proficiency bonus without expending a spell slot.

## SCHOOL OF THE HEDGE MAGE

Whereas the conventional Wizards dedicate their early years of their arcane profession to studying the way of magic in institutions or under direct tutelage, these unconventional magic users turned their back to such traditions. Hedge Mage is a term for mages who did not undergo proper training. Truly self-taught or having learned from others of their ilk, Hedge Mages are commonly regarded as lesser wizards by their colleagues. But unbound by convention, Hedge Mages can tap into unexpected avenues of magic well worthy of respect.

### SCHOOL OF THE HEDGE MAGE FEATURES

#### Wizard Level Features

2nd	Occult Studies
6th	Improvised Spellcasting
10th	Occult Mastery
14th	Freeform Wizardry

### OCCULT STUDIES

Starting at 2nd level, your proficient self study brought you occult or unconventional magic. You learn one bard, sorcerer, or warlock cantrip, and can use and read spell scrolls that are of the bard, sorcerer and warlock spell list of a level not higher than half of your proficiency bonus (rounded up). You can additionally add these spells to your spell book, but you cannot prepare an amount of non-wizard spells in a day higher than your proficiency bonus (rounded up).

When you gain this feature and at level 3, 5, 7, and 9, you can add a bard, sorcerer, or warlock spell that you are able to cast to your spellbook.

### IMPROVISED SPELLCASTING

When you reach 6th level, Magic has become more an art than a science for you. You are not considerate towards the right form (or risks) of not formulating a spell correctly - especially if circumstance calls for the right spell at hand. You can cast a spell you have in your spellbook but not prepared by spending an additional spell slot of the same level.

### OCCULT MASTERY

Starting at 10th level, you learn two non-wizard cantrips, and you can use and read spell scrolls of any non-wizard class and of any level. You can add these spells to your spell book if their level is not higher than your proficiency bonus (rounded up).

When you gain this feature and at level 11 and 13, you can add a non-wizard spell to your spell book that you are able to cast to your spellbook.

### FREEFORM WIZARDRY

Starting at 14th level, you have become so efficient with your own style of note taking and spell preparation that your own speed of preparing spells exceeds the speed of conventional mages by far. You can spend 10 minutes of uninterrupted work to cram and to exchange a prepared a spell in your spellbook for another one of equal level. Whenever you finish a short rest, you can exchange a number of prepared spells equal to your Intelligence modifier (minimum of 1) +1.



*Hedge Mage Wizard*  
Artwork by  
Clara Fang

## OATH OF REPENTANCE

The Oath of Repentance is taken by those with honest intentions of leaving behind their life of evil. Paved with blood and sacrifice, the Oath of Repentance is the beginning of a journey of atonement. Those who swear this Oath do so knowing that they will most likely meet their end on the road ahead and considering that possibility a worthy price for the evil they committed.

### TENETS OF REPENTANCE

**Compensation.** You owe the world a debt for the evil you committed that must be repaid, no matter the cost.

**Responsibility.** History cannot be undone and you will not run from the consequences of your past vile deeds.

**Sacrifice.** Self-sacrifice is your proof to the world that your change is not mere lip service.

**Self Control.** Never again will you fall prey to the temptations that led you to wickedness.

**OATH OF REPENTANCE FEATURES**  
**Paladin Level Features**

3rd	Redirect Burden, Repentance Strike
7th	Mark of Penance
15th	Repenter's Reward
20th	Form of Redemption

**OATH SPELLS**

You gain oath spells at the paladin levels listed.

**OATH OF REPENTANCE SPELLS**  
**Paladin Level Spells**

3rd	Guiding Bolt, Sanctuary
5th	Silence, Warding Bond
9th	Dispel Magic, Life Transference
13th	Death Ward, Fabricate
17th	Dispel Evil and Good, Hallow

**CHANNEL DIVINITY**

**Redirect Burden**

Starting at 2nd level, you can use your Channel Divinity to take the burdens of others upon yourself. As a bonus action you can touch a creature that was blinded, charmed, deafened, paralyzed, petrified, poisoned or stunned within the past day. The condition is transferred to yourself. Any effects that go along with the condition do affect you, as if you were the original target of the effect.

**Repenter's Strike**

Starting at 2nd level, when you deal damage with a melee weapon, you can use Channel Divinity to deal an additional 1d8 + your Charisma modifier radiant damage. Another creature within 30 ft. of you can regain hit points equal to the total radiant damage dealt by your attack.

**MARK OF PENANCE**

Starting at 7th level, you can use a bonus action to place a mark of penance on yourself until the beginning of your next turn. While you are marked, each enemy creature within 10 ft. of yourself that can see you has disadvantage on attack rolls targeting creatures other than you. When an enemy creature within 10 ft. of you hits you with an attack, the mark is consumed and the attack's damage is reduced by an amount equal to your Charisma modifier (minimum 1).

At 18th level, the range of your mark increases to 30 feet.

**REPENTER'S REWARD**

Starting at 15th level, anytime you heal another creature with your Lay on Hands feature or with a Repentance Strike, you regain hit points equal to half the hit points healed. Any hit points that would heal you over your maximum hit points this way are converted into temporary hit points, which fade at the end of your next turn.

**FORM OF REDEMPTION**

At 20th level, as an action, you can complete your path to absolution and take the form of pure good, a version of yourself who never fell from the righteous path. This transformation lasts for 1 minute and within this form you gain the following benefits:

- When you enter this form you regain all of your missing hit points.
- You no longer require to use a bonus action to mark yourself with your mark of penance. Instead you manifest a 30 foot-radius aura of penance. Any enemy creature within the aura who can see you has disadvantage on attack rolls targeting creatures other than you.
- Anytime a creature within your aura of penance deals damage to you, you reduce the damage by an amount equal to your Charisma modifier (minimum 1) and you can choose to deal 10 radiant damage to the triggering creature.

Once you use this feature you can't use it again until you finish a long rest.



*Oath of Repentance Paladin*  
 Artwork by Clara Fang

## MY OTHER WORKS

If you like my work, consider checking out my other freely available works:

[Horrors of the Dark](#) - A complete bestiary fan adaptation of Red Hook Studio's *Darkest Dungeon*

[Bloodstained Notes - A Hunter's Bestiary](#) - A complete bestiary fan adaptation of From Software's *Bloodborne*

[Unbound Monsters: Urban Nightmare Fey](#) - A collection of city dwelling fey given as a free sample of my patreon exclusive monsters

*Tuz's Fearsome Foes* - A set of unique foes designed to be the centerpiece of a one shot monster hunt, or a longer story, such as the notorious [Rat Pile](#), or [Gemhide, the White Bulette](#).

## GUEST ARTIST - CLARA FANG



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