

EXPANDED MONKS

HOME BREW

by Soniverse Labs





MONKS

Monks are incredibly skilled warriors that have mastered martial combat through the art of harnessing a mysterious power that all creature's possess called ki. Their mastery of ki grants them supernatural speed and agility allowing them to perform incredible feats of physical and martial prowess.

MONK INITIATES

Monk initiates are the least trained of all monks as many are beginning their journey in a monstatic tradition. Most initiates can be found in monastaries where they receive tutelage in controlling their inner ki.

MONK DISCIPLES

Monk discipline have learned to fully harness their inner ki. As a result, they tend to be exceptional combatants in their specific disciplines using their superior speed and agility to outmaneuver even the strongest of opponents.

MASTER MONK

Master monks represent the pinnacle of mortal mastery of ki. They are able to use these abilities to heal themselves from the the deadliest of injuries as well as attack their opponents as incredible speeds. Due to their vast training, many master monks lead entire monastaries while the most legendary of monks seek to discover new disciplines by finding new ways to utilize their ki.

MONASTIC ORDERS

Since there are numerous ways in which monks can harness their ki, there are numerous monastic traditions that these individuals practice, each with their own unique skillset.

PHOENIX MONK

Phoenix monks have learned to use their ki to control fire. Members of these orders can often be identified by glowing tattoos of phoenixes, dragons, and open flames. This monastic tradition tends to have an explosive fighting style that unleashes a torrent of flames to punish their opponents.

TEMPEST MONK

Tempest monks have learned to use their inner ki to control the very winds itself. Their order are often identified by tattoos, clouds or wings. Their primary battle techniques rely on maneuverability and misdirection.

FROSTWIND MONK

Frostwind monks use their ki to tap into the essence of others to siphon their energy and slowing down their movement. These individuals are often adorned with various tattoos of wolves and other arctic creatures.

STORMLIGHT MONK

Monks that practice the stormlight discipline have learned to harness the power of lightning, adorning themselves with tattoos of lightning and thunderstorms. Monks of this tradition have the ability to turn themselves into lightning and shock their opponents with extreme precision.

EARTHBREAKER MONK

Monks of the earthbreaker discipline have learned to use their ki to make their bodies akin to an immovable mountain granting them incredible strength and endurance as well as the ability to control the earth around them.

TIDECALLER MONK

The tidecaller tradition enables monks to acquire absolute master of water. This ability grants them the ability to conjure weapons made of water from thin air and even have the ability to cause their body to even temporarily take the form of water.

SHADOWDANCER MONK

Shadowcallers use their ki to control their very shadows themselves. As a result, they are ideal spies and assassins as they are able to use the shadows to shroud themselves to avoid detect as well as shield themselves from harm.

ASTRAL MONK

Astral monks have learned to project their ki to create an astral avatar of themselves. This avatar can take a variety of forms but are commonly depicted as gigantic humanoid avatars with fists made of pure ki.

REAPER MONK

Reaper monks practice a special ki discipline that focuses on extracting the ki from living creatures. Such an art is often forbidden and reviled by many societies due to its ability to siphon the soul from one's very body.

SUNFIRE MONK

It is believed that sunfire monks have learned their discipline directly from the gods. As a result, they are able to unleash the flurry of strikes empowered by divine light. Because of their close connection to the divine, it is not uncommon to find these monks in many religious temples and sanctuaries.

KENSEI MONK

Kensei monks have learned to channel their ki through their weapons which grants them perfect mastery of their weapons. They are able to effortlessly transition between speed and power to overwhelm their opponent's defenses while using their rapid reflexes to deflect and parry weapon strikes from their foes.

MAGE HUNTER MONK

Magehunter monks have learned to use their ki to temporarily block a creature's connection to magic. Because of their unique talents, they are often employed as a countermeasure against spellcasters.

OPEN HAND MONK

Open hand monks focus primarily on unarmed combat by utilizing their ki to keep their foes off-balance in combat. Monks of this discipline are able to use their strikes to sweep their foes off their feet, disarm attackers, and temporarily disorient their target's senses. Some have even mastered the ability to unleash a storm of blows when surrounded striking each creature in reach.

SOULKNIFE MONK

Soulknife monks use their ki to awaken their true psionic potential. Monks of the discipline are able to use their ki to enter into their opponents' minds to exploit their fears and desires. They also possess the ability to seemingly manifest a purely psionic form to vanish from sight and to even phase through walls.

MERCY MONK

Mercy monks use their ki to tread the very boundaries of life and death. They are able to use this practice to either heal or poison the ki of another living creature. Because of this mysterious duality, these monks tend to be viewed with wonder and suspicion of their true intentions.

MONK INITIATE

Medium Humanoid, varies

Armor Class 16 (Natural Armor)

Hit Points 39 (6d8+12)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Str +4, Dex +5

Skills Athletics +5, Acrobatics +5, Perception +5

Senses passive Perception 15

Languages Common and one language of its choice

Proficiency Bonus +2

Challenge 3 (700 xp)

Evasion When the monk initiate fails a Dexterity saving throw against a effect that deals damage, they take half damage on a failed saving throw and half as much on a success.

Ki Empowered Strikes The monk initiate attacks count as magical for the purpose of overcoming resistance.

Slow Fall When the monk initiate takes fall damage, they can choose to make a DC 10 Dexterity saving throw. On a failed saving throw, the monk takes half damage and falls prone. Upon a success, they take no damage and do not fall prone

KI DISCIPLINES

Depending on the type of discipline they practice, the monk initiative may force a creature to make a saving throw against certain effects. These abilities uses a Ki save DC which is 13.

ACTIONS

Multiattack. Monk initiate can make three unarmed strikes. The monk initiate can replace any number of unarmed strikes with a shuriken.

Unarmed strike Melee Weapon Attack: +5 to hit, 5ft., one target. **Hit:** 5(1d4+2) bludgeoning damage.

Shuriken Ranged Weapon Attack: +5 to hit, 30ft., one target. **Hit:** 6(1d4+3) slashing damage.

BONUS ACTIONS

Step of the Wind The monk initiate can use their bonus action to Dash or Disengage

Patient Strike The monk initiate can use their bonus action to Dodge

REACTIONS

Deflect Missile When the monk is hit with a ranged weapon attack, they can gain a +5 bonus to their Armor class against their next attack. If the ranged attack misses, it does not hit the monk and targets the attacker or another creature of the monk's choice within 60ft. of them instead.

MONK DISCIPLE

Medium Humanoid, varies

Armor Class 18 (Natural Armor)

Hit Points 90 (12d8+36)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	10 (+0)	18 (+4)	10 (+0)

Saving Throws Str +6, Dex +7

Skills Athletics +6, Acrobatics +7, Perception +7

Senses passive Perception 17

Languages Common and one language of its choice

Proficiency Bonus +3

Challenge 7 (2900 xp)

Evasion When the monk disciple fails a Dexterity saving throw against a effect that deals damage, they take half damage on a failed saving throw and half as much on a success.

Ki Empowered Strikes The monk disciple attacks count as magical for the purpose of overcoming resistance.

Slow Fall When the monk disciple takes fall damage, they can choose to make a DC 10 Dexterity saving throw. On a failed saving throw, the monk takes half damage and falls prone. Upon a success, they take no damage and do not fall prone

KI DISCIPLINES

Depending on the type of discipline they practice, the monk disciple may force a creature to make a saving throw against certain effects. These abilities uses a Ki save DC which is 15.

ACTIONS

Multiattack. Monk disciple can make four unarmed strikes. The monk disciple can replace any number of unarmed strikes with a shuriken.

Unarmed strike Melee Weapon Attack: +7 to hit, 5ft., one target. **Hit:** 8(1d6+4) bludgeoning damage.

Shuriken Ranged Weapon Attack: +7 to hit, 30ft., one target. **Hit:** 8(1d6+4) slashing damage.

BONUS ACTIONS

Step of the Wind The monk disciple can use their bonus action to Dash or Disengage

Patient Strike The monk disciple can use their bonus action to Dodge

REACTIONS

Deflect Missile When the monk is hit with a ranged weapon attack, they can gain a +5 bonus to their Armor class against their next attack. If the ranged attack misses, it does not hit the monk and targets the attacker or another creature of the monk's choice within 60ft. of them instead.



MASTER MONK

Medium Humanoid, varies

Armor Class 20 (Natural Armor)

Hit Points 150 (20d8+60)

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	10 (+0)	20 (+5)	10 (+0)

Saving Throws Str +9, Dex +11, Con +9, Int +6, Wis +11, Cha +6

Skills Athletics +9, Acrobatics +11, Perception +11

Senses passive Perception 21

Languages Common and one language of its choice

Proficiency Bonus +6

Challenge 17 (18000 xp)

Perfect Training The monk has advantage on Strength(Athletics) checks and Dexterity(Acrobatics) checks

Evasion When the master monk fails a saving throw against a Dexterity saving throw that deals damage, they take half damage on a failed saving throw and half as much on a success.

Ki Empowered Strikes The master monk attacks count as magical for the purpose of overcoming resistance.

Legendary Resistance (3/day) Upon failing a saving throw, the master monk can choose to succeed. Upon using this feature, the monk can recover 60 hitpoints as they recover ki to heal their wounds.

Slow Fall When the master monk takes fall damage, they can choose to make a DC 10 Dexterity saving throw. On a failed saving throw, the monk takes half damage and falls prone. Upon a success, they take no damage and do not fall prone

KI DISCIPLINES

Depending on the type of discipline they practice, the master monk may force a creature to make a saving throw against certain effects. These abilities uses a Ki save DC which is 19.

ACTIONS

Multiattack. The master monk can make four unarmed strikes. The master monk can replace any number of unarmed strikes with a shuriken.

Unarmed strike Melee Weapon Attack: +11 to hit, 5ft., one target. **Hit:** 11(1d10+5) bludgeoning damage

Shuriken Ranged Weapon Attack: +11 to hit, 30ft., one target. **Hit:** 10(1d10+4) slashing damage.

BONUS ACTIONS

Step of the Wind The master monk can use their bonus action to Dash or Disengage

Patient Strike The master monk can use their bonus action to Dodge

REACTIONS

Deflect Missile When the master monk is hit with a ranged weapon attack, they can gain a +5 bonus to their Armor class against their next attack. If the ranged attack misses, it does not hit the monk and targets the attacker or another creature of the monk's choice within 60ft. of them instead.

LEGENDARY ACTIONS(3/TURN)

Step of the Wind(1 action) The master monk can use one of their Step of the Wind features.

Flurry of Blows(2 actions) The master monk can make two unarmed strikes against a creature within range.

Ki Pulse(3 action) The master monk can end one status condition or spell effect on themselves



PHOENIX MONK

Blazing Ki The monk can choose to deal fire damage instead of bludgeoning damage on their unarmed strikes and shuriken strikes.

Fiery Evasion Whenever the monk is forced to make a saving throw against an effect that deals fire damage, the monk takes half damage on a failed saving throw and none on a success.

ACTIONS

Phoenix Punch(Recharge 5-6) At the start of its turn, the monk can replace one of the monk's unarmed strikes to force creatures in a 20ft. cone to make a Dexterity saving throw equal to their spell save DC.

On a failed saving throw, creatures take fire damage equal to a number of d8s equal to the monk's proficiency bonus. At the start of its next turn, that creature takes this damage again.

On a successful saving throw, creatures take half damage and are otherwise unaffected.

BONUS ACTIONS

Fiery Step(Replaces Step of the Wind) The monk can use its bonus action to Dash or Disengage. When the monk leaves a space within 5ft. of a creature, it must succeed a Wisdom saving throw against the monk's Ki save DC. On a failed saving throw, creatures take 5(1d8) fire damage.

Flame Shield(Replaces Patient Defense) The monk can use its bonus action to Dodge. When the monk is grappled or hit with an melee attack while within 5ft. of the monk, it takes 5(1d8) fire damage.

REACTIONS

Redirect Flames When the monk is hit with an attack that deals fire damage, they can gain a +5 bonus to their Armor class against their next attack. If the attack misses, it does not hit the monk and targets the attacker or another creature of the monk's choice within 60ft. of them instead.

TEMPEST MONK

Roaring Ki The monk can choose to deal thunder damage instead of bludgeoning damage on their unarmed strikes and shuriken strikes.

Galeforce Evasion Whenever the monk is forced to make a saving throw against an effect that deals thunder damage, the monk takes half damage on a failed saving throw and none on a success.

ACTIONS

Thunder Strike(Recharge 5-6) At the start of its turn, the monk can replace one of the monk's unarmed strikes to force creatures in a 10ft. radius to make a Strength saving throw equal to their spell save DC.

On a failed saving throw, creatures take thunder damage equal to a number of d8s equal to the monk's proficiency bonus, pushed back 10ft, and are considered deafened until the end of its next turn.

On a successful saving throw, creatures take half damage and are otherwise unaffected.

BONUS ACTIONS

Howling Step(Replaces Step of the Wind) The monk can use its bonus action to Dash or Disengage. While using this movement, the monk gains a flying speed equal to their movement speed until the start of their next turn.

Repulsive Shield(Replaces Patient Defense) The monk can use its bonus action to Dodge. When the monk is grappled or hit with an melee attack, creatures are pushed back 10ft. from them

REACTIONS

Whirlwind Stance When the monk is hit with an attack that deals thunder damage, they can gain a +5 bonus to their Armor class against their next attack. If the attack misses, it does not hit the monk and targets the attacker or another creature of the monk's choice within 60ft. of them instead.



FROSTWIND MONK

Frozen Ki The monk can choose to deal cold damage instead of bludgeoning damage on their unarmed strikes and shuriken strikes.

Arctic Evasion Whenever the monk is forced to make a saving throw against an effect that deals cold damage, the monk takes half damage on a failed saving throw and none on a success.

BONUS ACTIONS

Frozen Dash(Replaces Step of the Wind) The monk can use its bonus action to Dash or Disengage. When the monk leaves a space within 5ft. of a creature, it must succeed a Dexterity saving throw against the monk's Ki save DC. On a failed saving throw, that creature falls prone

Blizzard Shield(Replaces Patient Defense) The monk can use its bonus action to Dodge. When the monk is grappled or hit with an melee attack while within 5ft. of the monk, its movement speed is reduced by 10ft.

Boreal Sweep(Recharge 5-6) At the start of its turn, the monk can replace one of the monk's unarmed strikes to force creatures in a 20ft. cone to make a Constitution saving throw equal to their spell save DC.

On a failed saving throw, creatures take cold damage equal to a number of d8s equal to the monk's proficiency bonus and are restrained until the end of its next turn.

On a successful saving throw, creatures take half damage and are otherwise unaffected.

REACTIONS

Ice Mirror When the monk is hit with an attack that deals cold damage, they can gain a +5 bonus to their Armor class against their next attack. If the attack misses, it does not hit the monk and targets the attacker or another creature of the monk's choice within 60ft. of them instead.

STORMLIGHT MONK

Stormy Ki The monk can choose to deal lightning damage instead of bludgeoning damage on their unarmed strikes and shuriken strikes.

Lightning Evasion Whenever the monk is forced to make a saving throw against an effect that deals lightning damage, the monk takes half damage on a failed saving throw and none on a success.

ACTIONS

Shockwave Strike(Recharge 5-6) At the start of its turn, the monk can replace one of the monk's unarmed strikes to force creatures of its choice in a 30ft. radius to make a Dexterity saving throw.

On a failed saving throw, creatures take lightning damage equal to a number of d8s equal to the monk's proficiency bonus and is paralyzed until the end of its next turn.

On a successful saving throw, creatures take half damage and are otherwise unaffected.

BONUS ACTIONS

Volt Blink(Replaces Step of the Wind) The monk can use its bonus action to teleport to a spot that it can see within 30ft.

Static Shield(Replaces Patient Defense) The monk can use its bonus action to Dodge. When the monk is grappled or hit with an melee attack while within 5ft. of the monk, that creature cannot take reactions until the end of its next turn.

REACTIONS

Storm Channel When the monk is hit with an attack that deals lightning damage, they can gain a +5 bonus to their Armor class against their next attack. If the attack misses, it does not hit the monk and targets the attacker or another creature of the monk's choice within 60ft. of them instead.



EARTHBREAKER MONK

Earthen Ki The monk's unarmed strikes and shuriken strikes deal double damage to buildings and objects. Their strikes also count as adamantine, silvered, or similar enhancements for the purpose of overcoming resistance.

Mountain Stance Whenever the monk is forced to make a Strength or Constitution saving throw against an effect that deals damage, the monk takes half damage on a failed saving throw and none on a success.

ACTIONS

Stonebreaking Fist(Recharge 5-6) At the start of its turn, the monk can replace one of the monk's unarmed strikes to force creatures of its choice in a 30ft. radius to make a Strength saving throw.

On a failed saving throw, creatures take bludgeoning damage equal to a number of d8s equal to the monk's proficiency bonus and are knocked prone

On a successful saving throw, creatures take half damage and are otherwise unaffected.

BONUS ACTIONS

Stone Climb(Replaces Step of the Wind) The monk can use its bonus action to Dash or Disengage. When the monk uses this feature, their movement is unaffected by difficult terrain and they can climb difficult surfaces without needing to make an ability check until the start of their next turn.

Earthen Shield(Replaces Patient Defense) The monk can use its bonus action to Dodge. For the duration of this effect, the monk gains resistance to bludgeoning, piercing, and slashing damage.

REACTIONS

Shrapnel Storm When the monk is hit with a ranged weapon attack, they can gain a +5 bonus to their Armor class against their next attack. If the ranged attack misses, it does not hit the monk and the monk can choose to make a ranged weapon attack to hit all creatures within 10ft. of it.

TIDECALLER MONK

Turbulent Ki The monk can choose to deal acid damage instead of bludgeoning damage on their unarmed strikes and shuriken strikes.

Aqueous Evasion Whenever the monk is forced to make a saving throw against an effect that deals acid damage, the monk takes half damage on a failed saving throw and none on a success.

ACTIONS

Hydro Lash(Recharge 5-6) At the start of its turn, the monk can replace one of the monk's unarmed strikes to force creatures of its choice in a 20ft. radius to make a Strength saving throw.

On a failed saving throw, creatures take acid damage equal to a number of d8s equal to the monk's proficiency bonus and are pulled 10ft. towards the monk

On a successful saving throw, creatures take half damage and are otherwise unaffected.

BONUS ACTIONS

Water Stance(Replaces Step of the Wind) The monk can use its bonus action to Dash or Disengage. The monk can move through the space of another creature or a space small enough for a Tiny creature without expending any additional movement until the start of its next turn.

Bubble Shield(Replaces Patient Defense) The monk can use its bonus action to Dodge. For the duration of this effect, the monk gains 10 temporary hitpoints until the start of its next turn.

REACTIONS

Tide Dance When the monk is hit with an attack that deals acid damage, they can gain a +5 bonus to their Armor class against their next attack. If the attack misses, it does not hit the monk and targets the attacker or another creature of the monk's choice within 60ft. of them instead.

SHADOWDANCER MONK

Gloom Sight The monk's vision is not obscured by magical darkness.

Shadow Cloak While the monk is in darkness, it counts as invisible to creature's that rely on sight to perceive it.

Shadow Evasion While in dim light or darkness, whenever the monk is forced to make a saving throw against an effect that deals damage and only affects the monk (excluding area of effects), the monk takes half damage on a failed saving throw and none on a success.

ACTIONS

Summon Shadows(Recharge 5-6) The monk can replace one of its unarmed strikes to conjure a cloud of magical darkness in a 30ft. radius around a spot the monk can see within with 60ft. of them that lasts until the end of its next turn.

BONUS ACTIONS

Shadow Stealth While in dim light or darkness, the monk can use its bonus action to Hide.

REACTIONS

Shadow Shield When the monk takes damage, it can use reaction to take half damage instead.

ASTRAL MONK

Astral Form At the start of the monk's turns, it regains 10 temporary hitpoints at the start of its turns if the monk has at least 1 hitpoint and is not incapacitated..

Astral Strikes The monks unarmed strike have an increased reach of 5ft.

Astral Shroud When the monk hits a creature with an attack, that creature suffers disadvantage on attack rolls against all creatures other than the kami.

Astral Ward Whenever the monk is forced to make a Wisdom saving throw that deals damage, the monk takes half damage on a failed saving throw and none on a success.

Powerful Build The monk counts as one size larger for the purposes of pushing, shoving, carrying, lifting, and wielding weapons.

REAPER MONK

Gloom Sight The monk's vision is not obscured by magical darkness.

Ki Stealer While the monk reduces a creature to 0 hitpoints, that creature is instantly killed and the monk gains 10 temporary hitpoints.

Undying Ki Upon dropping to 0 hitpoints, the monk can make a Wisdom saving throw equal to half the damage dealt(minimum 10). On a successful saving throw, the monk regains 1 hitpoint.

ACTIONS

Death Strike(Recharge 5-6) At the start of its turn, the monk can replace one of the monk's unarmed strikes to force one creature it can touch to make a Constitution saving throw.

On a failed saving throw, that creature takes necrotic damage equal to a number of d8s equal to the monk's proficiency bonus and its hitpoint maximum is reduced by this amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

On a successful saving throw, creatures take half damage and are otherwise unaffected.



SUNFIRE MONK

Luminous Ki The monk can choose to deal radiant damage instead of bludgeoning damage on their unarmed strikes and shuriken strikes.

Light Bender Whenever the monk is forced to make a saving throw against an effect that deals radiant damage, the monk takes half damage on a failed saving throw and none on a success.

ACTIONS

Sunburst(Recharge 5-6) At the start of its turn, the monk can replace one of the monk's unarmed strikes to force creatures in a 10ft. radius around a spot it can see in 60ft. to make a Constitution saving throw equal to their spell save DC.

On a failed saving throw, creatures take radiant damage equal to a number of d8s equal to the monk's proficiency bonus and cannot benefit from half or three fourths cover, or being hidden from being invisible until the start of its next turn.

On a successful saving throw, creatures take half damage and are otherwise unaffected.

BONUS ACTIONS

Dazzling Step(Replacing Step of the Wind) The monk can use its bonus action to Dash or Disengage. When the monk leaves a space within 5ft. of a creature, that creature must succeed a Constitution saving throw against the monk's Ki save DC. On a failed saving throw, that creature is blinded until the end of its next turn.

REACTIONS

Sun Mirror When the monk is hit with an attack that deals radiant damage, they can gain a +5 bonus to their Armor class against their next attack. If the attack misses, it does not hit the monk and targets the attacker or another creature of the monk's choice within 60ft. of them instead.

KENSEI

Blade Storm When the monk has advantage on an attack roll, they can make one additional katana or longbow strike as part of that action.

Killing Blow The monk can deal a critical hit on an 19-20. Upon dealing a critical hit

ACTIONS

Katana Melee Weapon Attack: the monk's Dexterity modifier + the monk's proficiency bonus to hit, 5ft., one target. Hit: (1d8+ the monk's Dexterity modifier) piercing damage


Longbow Ranged Weapon Attack: the monk's Dexterity modifier + the monk's proficiency bonus to hit, 150/600ft., one target. Hit: (1d8+ the monk's Dexterity modifier) piercing damage

BONUS ACTIONS

Wind Strike(Replaces Step of the Wind) The monk can use their bonus action to Dash or Disengage. Upon using this feature, the monk can make one weapon attack as part of this action

REACTIONS

Deflective Parry When the monk is hit with a melee weapon attack, they can gain a +5 bonus to their Armor class against their next attack. If the ranged attack misses, it does not hit the monk and targets the attacker or another creature of the monk's choice within 60ft. of them instead.



MAGE HUNTER: DEFLECTING PALM

Disruptive Ki Creatures hit by the monk's attacks have disadvantage on saving throws to maintain concentration

Magic Resistance The monk has advantage on saving throws against spell effects.

Magic Ward Whenever the monk is forced to make a saving throw against a spell effect that deals damage, the monk takes half damage on a failed saving throw and none on a success.

ACTIONS

Spell Break(Recharge 5-6) At the start of its turn, the monk can replace one of the monk's unarmed strikes to force a creature it touches to make a Charisma saving throw against its Ki DC.

On a failed saving throw, creatures becomes magically unstable for one minute. If that creature concentrates on a spell, is under a spell effect, or casts a spell during the duration, that creature takes force damage equal to a number of d8s equal to the level of the spell effect (minimum of 1) and that spell effect automatically ends and fails. This effect ends after one minute, if it ends or dismisses a spell effect, or if this feature is used again on this creature.

On a successful saving throw, creatures are unaffected.

BONUS ACTIONS

Patient Ward(Replaces Patient Defense) The monk can use their bonus action to Dodge. Upon using this feature, spell attacks against the monk has disadvantage.

REACTIONS

Magic Deflection When the monk is hit with a spell attack, they can gain a +5 bonus to their Armor class against their next attack. If the attack misses, it does not hit the monk and targets the attacker or another creature of the monk's choice within 60ft. of them instead.

OPEN HAND

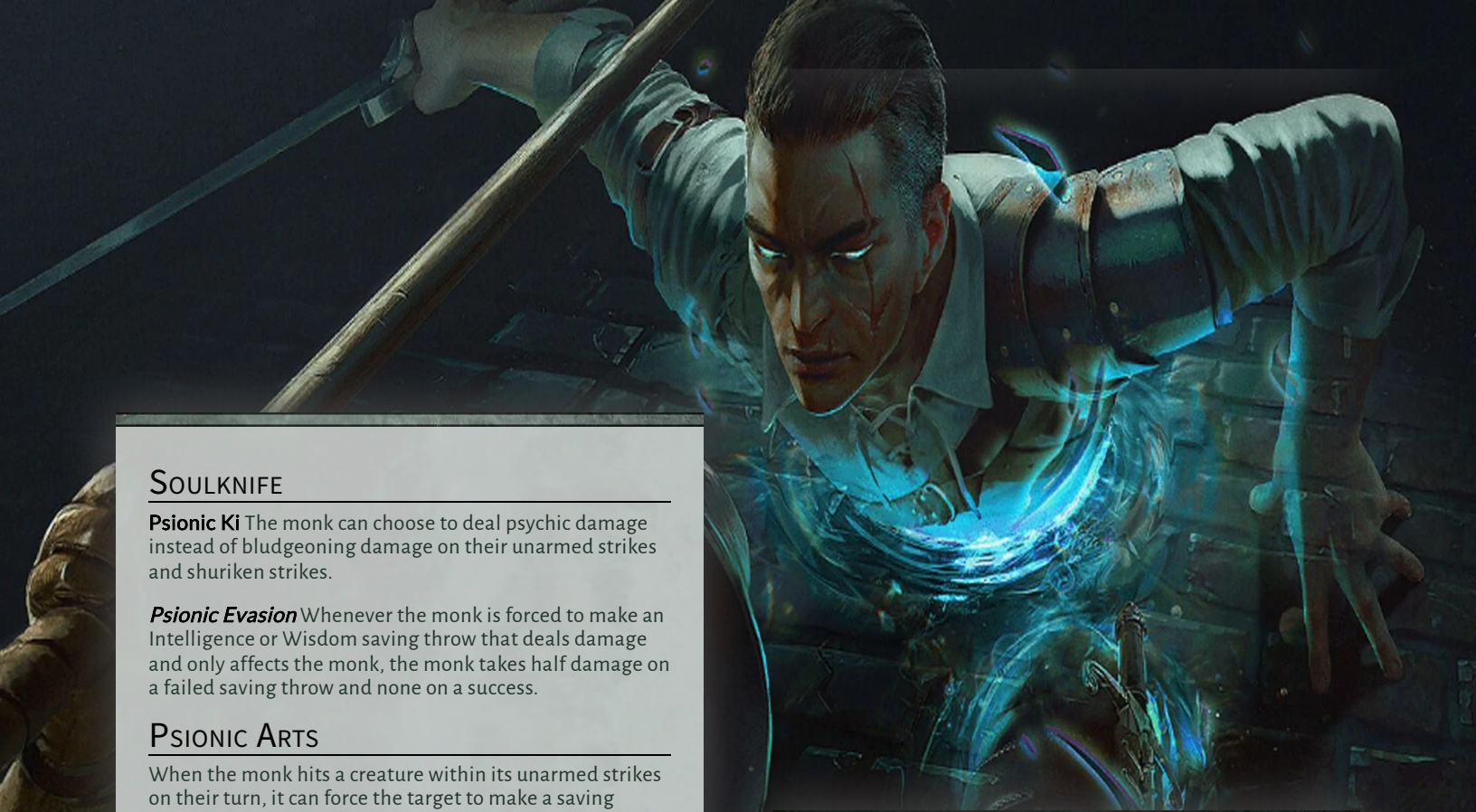
MARTIAL ARTS

When the monk hits a creature within its unarmed strikes on their turn, it can force the target to make a saving throw against the monk's Ki save DC one of the following effects. A creature can only be affected by a Martial Arts feature once on a turn.

- **Disarming Blow** The target must succeed a Strength saving throw. On a failed saving throw, that creature drops whatever it is holding
- **Rapid Blow** The target must succeed a Constitution saving throw. On a failed saving throw, that creature cannot take reactions until the end of its next turn.
- **Crippling Blow** The target must succeed a Constitution saving throw. On a failed saving throw, that creature's movement speed is reduced to 0.
- **Hammering Blow** The target must succeed a Strength saving throw. On a failed saving throw, that creature is pushed back 10ft. and knocked prone.
- **Disorienting Blow** The target must succeed a Constitution saving throw. On a failed saving throw, that creature's suffers disadvantage on attack rolls until the start of its next turn.

ACTIONS

Thousand Fist Technique(Recharge 5-6) At the start of its turn, the monk can use its multiattack on all creatures within 5ft. of it. Upon using this feature, the monk can only make unarmed strikes.



SOULKNIFE

Psionic Ki The monk can choose to deal psychic damage instead of bludgeoning damage on their unarmed strikes and shuriken strikes.

Psionic Evasion Whenever the monk is forced to make an Intelligence or Wisdom saving throw that deals damage and only affects the monk, the monk takes half damage on a failed saving throw and none on a success.

PSIONIC ARTS

When the monk hits a creature within its unarmed strikes on their turn, it can force the target to make a saving throw against the monk's Ki save DC one of the following effects. A creature can only be affected by a Martial Arts feature once on a turn.

Terrifying Blow The target must succeed a Wisdom saving throw. On a failed saving throw, that creature is considered frightened by the monk until the end of its next turn.

Enthralling Blow The target must succeed a Wisdom saving throw. On a failed saving throw, that creature is considered charmed by the monk until the end of its next turn.

Rippling Blow(Recharge 5-6) At the start of its turn, the monk can replace one of the monk's unarmed strikes to force creatures in a 10ft. radius around it to make a Wisdom saving throw equal to their spell save DC.

On a failed saving throw, creatures take psychic damage equal to a number of d8s equal to the monk's proficiency bonus and is stunned until the end of its next turn.

On a successful saving throw, creatures take half damage and are otherwise unaffected.

BONUS ACTIONS

Psionic Form(Replaces Step of Wind) The monk can use their bonus action to Dash and Disengage. Until the start of its next turn, monk can move through other creatures and objects as if they were difficult terrain. It cannot end its turn in another creature's space.

If the monk ends its turn inside an object, it is immediately shunted to the nearest unoccupied space that it can occupy and takes 1d10 force damage for every 5ft. shunted.

Psionic Shroud(Replaces Patient Defense) The monk can use their bonus action to Dodge. Until the start of its next turn, the monk is considered to be invisible.

MERCY

Merciless When the monk takes the Attack action against a creature that is blinded, deafened, exhausted, paralyzed, poisoned, or stunned, that monk can make one additional unarmed strike as part of its action.

Poisonous Ki The monk can choose to deal poison damage instead of bludgeoning damage on their unarmed strikes and shuriken strikes.

Regenerative Ki At the start of each of the monk's turn, it can end one of the following conditions: blinded, deafened, exhausted, poisoned, paralyzed, or stunned as long as the monk has at least 1 hitpoint and is not incapacitated.

Touch of Death When the monk hits a creature within its unarmed strikes on their turn, it can force the target to make a Constitution saving throw against the monk's Ki save DC. On a failed saving throw, that creature is poisoned until the end of its next turn.

Creature's poisoned in this manner cannot recover hitpoints for the duration of this effect.

A creature can only be affected by a Martial Arts feature once on a turn.

ACTIONS

Touch of Life(Recharge 5-6) At the start of its turn, the monk can replace one of the monk's unarmed strikes to cause a creature the monk can touch to regain a number of hitpoints equal to a number of d8s equal to the monk's proficiency bonus. This feature can also end any of the following status conditions: blinded, deafened, exhausted, poisoned, paralyzed, or stunned.



D8 Plot Hook Monastic Motives

Example

1	Disciplined Force	Due to their extensive training and considerable martial prowess, it is not uncommon for monastic orders to be employed as a elite mercenary force. Although some orders devote themselves to a specific cause, some have been known to be hired to anyone with enough coin.	A small regiment of hobgoblin kensei and shadowdancers have been tasked to infiltrate behind enemy lines to single handedly take a fortified outpost. Whereas a siege could result in enormous casualties, a small but elite group of warriors could easily slip behind their fortifications and eliminate the defenders.
2	Divine Monastery	Some monastic orders have claim to acquire their traditions from powerful otherworldly entities. As a result, their monasteries not only serve as a training ground for new recruits but also as temple to worship that entity.	An order of sunfire monks actively seek to convert new followers to the god of light. Only through devotion to this entity can one find true peace and stability for their inner ki.
3	Ki Discovery	Some monks seek to further enlighten themselves in their mastery of ki and often dedicate their entire lives to attaining such ascension.	A master monk and his top students have delved into an ancient tomb to uncover the secrets of immortality that could be possessed by pushing the limits of the tradition of Long Death.
4	Monastic Guardians	Many monastic orders not only view their abilities as a gift to be shared, but as a necessary duty for the preservation of their way of life or even civilization itself.	Several monastic orders have taught hundreds of members the various arts of elemental ki. These disciplines are to prepare members of the order for the inevitable incursions from the Elemental Planes that occur at the start of every century.
5	Rival Traditions	Although many monastic orders tend to be relatively reclusive, especially in regards to one another, some have forged long lasting rivalries. Some are merely competitive in nature while others can prove to be quite violent, often fueled by an ancient feud from the past.	An order of mercy monks have dedicated their monasteries to stopping members of a secretive clan of reaper monks who are bent on using their ability to acquire immortality through undeath.
6	Rogue Disciples	Sometimes, monks can be banished from their monastic orders due to a violation of their order's ideals. Depending on the nature of their offense, members of the monastic order may even attempt to hunt down this individual to put them on trial or even put them to death. A lot of times, these rogue individuals have been known to be called ronins.	A small group of ronins have been fleeing their order for the past few months as they have been accused of treason. However, their only transgression was discovering the order's true allegiance to a gith warlord bent on conquering the Material Plane creating a secretive order of soulknife assassins.
7	Tradition of Lethality	Certain monastic orders use their reclusive nature to their advantage to create an enigmatic circle of killers and assassins. As a result, only the most talented of individuals are able to be accepted into their ranks.	A secretive order of magehunter monks have been secretly employed by a ruling emperor to capture any form of spellcasting ability. This emperor believes magic is too dangerous to be left unchecked without strict supervision and uses magehunter monks as a countermeasure.
8	Trial of Worth	Due to their extensive understanding of ki, many monastic orders believe that such discipline can be used to determine ones individual grit and determination (even if they do not possess mastery of ki arts).	A legendary adventurer guild founded by a master monk of the open hand discipline will not recruit new members unless they prove themselves worthy in a trial of combat.

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