

Alan Venic's Redbook

TOME OF THE MONK



**A pack of new class options for the monk
of the world's greatest role playing game**



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INTRODUCTION

The RPG is a game that promotes imagination and logical reasoning, developing creativity, interpersonal relationship, and mutual cooperation. As pioneer of this game style, D&D brings an atmosphere of mysticism and fantasy to DM and players, allowing them to create and live epic stories and adventures worthy to be told on books or even in movies.

Several memorable and epic sagas known can be revived and even take a different course in the hands of an experienced DM and dedicated players. However, the game is not about only will and storytelling. There are factors that must not be decided only by the desire of the DM or the players.

The game rules are fundamental to keep a level of coherency and logic on game tables. A player may want his character knock a huge iron door to the ground with a kick, but the success or the failure of this action is impacted by the physical strength of the character and a die roll.

The D&D 5th edition core books present the basic rules to act in an universe created by a DM or in the official campaign setting, like *Forgotten Realms*. Whereas the core rulebooks are limited in the diversification of races, classes, items, spells, feats, monsters and so on, I decide to create a pack of supplemental rulebooks to expand the options presented on the basic books.

To have better use of the supplemental rulebooks of the *AlanVenic's Redbook* line, you need the three D&D 5th edition core rulebooks: *The Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide*. In

certain moments, some features presented here, will refer a given chapter of this books, or just the book itself. When you are consult this supplemental rulebook, you should have access to the determined book to delve into the topic discussed by the given feature.

At this specific supplemental rulebook will be approached the monk class. Here we have a brief discuss of his abilities and powers, focusing on class gameplay. Additionally, are presented here new class options to players that consider the class options presented in the *Player's Handbook* doesn't fit on the concept they pictured to their characters.

You can create a monk that took an unusual combat style, and have the bow as its favorite weapon. You also could be a tattooed monk capable of channel mystical energy through your tattoos. Or you could be a monk that learn a fighting style opposed to its teachings, wearing armor for protection, and focusing your attacks in brutal force instead of agility. Or you could be a pacifist monk that trail the way of the lotus and spread words of serenity and still around the world.

At this supplemental rulebook are presented ten new monastic traditions. Certainly, one of them will fit the concept you imagine for your monk. Explore all the possibilities and have fun.

Long live to the RPG!

AlanVenic Gonçalves
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THE MONK

A man wearing simple vests and wielding nothing more than a stick wander quietly down the street. When this man entering an alley, thugs that demands him to give his possessions surround him. Keeping a countenance of peace, the man put its stick in a box and get ready to the imminent clash. When the first thug approaches, the man unleashes a punch that throw the thug far away. The other outlaws are surprised, but not intimidated enough to give up the fight against a man that even wears armor. They make this great mistake. Punches, knee blows, kicks, and halters put down the outlaws one by one. In the end, all outlaws are knocked down in the floor and the man standing unharmed with the same countenance of peace it has at the start.

A monk is a martial artist untouchable by ordinary street thieves. His fists are as lethal as any sword wielded by a skilled warrior, and its insight is its greatest trump, allowing him to access its inner energy to avoid the most attacks struck against him.

CLASS FEATURES

As a monk, you are an unmatched martial artist. Additionally, you are able to manipulate your inner energy to produce unique effects and as you become more experienced, you improves your body, mind, and spirit to supernatural levels.

UNARMORED DEFENSE

Your training is entirely focused on freedom of movements. When you are wearing no armor, you use your insight and perception to anticipate the attacks of your foes, dodging these attacks in the very moment.

MARTIAL ARTS

No other warrior is so efficacious at unarmed combat than you are. Your intense training allow you to improve your strikes until reach perfection. Your fists become weapons as deadly as any sword, and you can attack with blinding speed and peerless accuracy.

KI

Through meditation and constant practice, you are able to control the primal energy that exists inside you. You can channel this energy to produce several supernatural effects that turns you a singular martial artist.

UNARMORED MOVEMENT

When you are without impediments, you can move with an extraordinary speed. Even fast animals like horses or cheetahs have difficult to reach an experienced monk in a racing.

MONASTIC TRADITION

The choice of your monastic tradition defines the kind of monk you are, your life philosophy, and your martial art style. The way you trail at your monk career can varies widely thanks to the chosen of your tradition. In the *Player's Handbook* are presented three traditions. Here are presented ten new slopes of this class feature, bringing a huge variety for the kind of monk you want to be. The new monastic traditions are presented in the final of this brief description of the monk class features.

DEFLECT MISSILES

Your insight and perfect reaction allow you to avoid arrows and other objects thrown in your direction. If hit you with a sword is difficult, hit you with an arrow is nearly impossible.

ABILITY SCORE IMPROVEMENT

As a monk, are two abilities usually more important to you. At first, your Wisdom is related to most of your class features, and improves your insight and sixth sense in combat. As second, your Dexterity represents your agility and accuracy. However, you can find some feats that can expand even more your versatility, or improves the focus in some aspect you wish to exalt on your character (see chapter 6 on *Player's Handbook*).

SLOW FALL

Controlling the energy of your body, you can reduce the density of your body, consequently reducing the effects of gravity on yourself.

EXTRA ATTACK

Your speed and agility become evident when you unleash many attacks in combat. Mainly when your standard combat skill is improved through your inner energy to make a blinding flurry of punches and kicks.

STUNNING STRIKE

With a sharp blow in the weak spot of your enemy, you can make him to become daze and with no reaction for a brief moment. Enough time to finish him.

KI-EMPOWERED STRIKES

You can make your entire body a deadly weapon able to overcome even the magical protection of your foes.

EVASION

Thanks to your agility and quick-wits, you can dive in safety escaping unscathed from effects that could put you down.

STILLNESS OF MIND

In a moment of distress, you can focus and make a brief meditation to calm down your mind and spirit. Your head is completely emptied from harassments and you are ready to fight again.

PURITY OF BODY

Your body become a bulwark of resilience against some harmful effects. Your health is immaculate and you feel no effect of toxins that enter in your body.

TONGUE OF THE SUN AND MOON

When you expand your mind in an impressive way, you can understand the language of all living beings.

DIAMOND SOUL

When you reach this level of self-improvement, you become nearly untouchable. It is virtually impossible to affect you with most of mundane harmful effects, and even magical and supernatural effects seldom affect you in the expected way.

TIMELESS BODY

Your body stops to age, but your mind and spirit continue in the travel of wisdom and constant evolution. You are forever young until you get your moment to reincarnate.

EMPTY BODY

Focus your inner energy, you can access other planes of existence. You reincarnate from your material body, make a spiritual travel to get answers, and improve your mind and spirit.

PERFECT SELF

At the apex of your self-improvement, you make your inner energy to become endless. You always have a portion of your energy source.

MONASTIC TRADITIONS

At this supplemental rulebook are presented ten new monastic traditions you can choose instead of the monastic traditions presented in the *Player's Handbook*. The Way of the Devoted Monk, the Way of the Drunken Master, the Way of Lotus, the Way of Ninjutsu, the Way of Retaliation, the Way of the Sacred Fist, the Way of the Sadhaka, the Way of Steel, the Way of the Tattooed Monk, and the Way of the Zen Archer.

WAY OF THE DEVOTED MONK

The devoted monasteries are monastic orders usually located in places hard to access where only the most perseverant monks can reach. Once in the monastery, these monks are presented to the masters of vow. A group of monks represented by a single monk that doesn't make the vow of silence. This monk teaches the precepts and vows that the devoted monks can make when following this way. The life of a devoted monk is full of privations accepted by these monks as a way to prove its spiritual elevation, and purification of body and mind.

SACRED VOW

At 3rd level, when you choose this tradition, you must choose a sacred vow among the present below, and fulfill this vow rigorously.

Vow of Abstinence. You cannot consume any narcotic substance like alcohol or drugs. While you fulfill this vow, you gain resistance to poison and necrotic damage.

Vow of Chastity. You cannot have sexual intercourse or any kind of intimate contact with other person. While you fulfill this vow, you gain advantage on Charisma checks and on Intelligence saving throws.

Vow of Obedience. You must obey the orders of your superiors at the monastery of the devoted without question. While you fulfill this vow, you gain advantage on saving throws to not be charmed or frightened.

Vow of Peace. You cannot kill any living creature. While you fulfill this vow, you gain +1 bonus to AC and initiative rolls.

Vow of Poverty. Your possessions cannot be worth more than 10 gp. You can bear goods with a higher value, but with the single purpose to donate it to the poor or to your monastery. While you fulfill this vow, you recover 1 hit point each 10 minutes. You also gain advantage on saving throws to resist extreme cold effects and you need to eat only once per week.

Vow of Purity. You cannot eat meat and must be always clean. While you fulfill this vow, you gain advantage on saving throws against poison and disease. Additionally, you can speak with beasts as you share a language with them.

Vow of Silence. You cannot speak. While you fulfill this vow, you gain advantage on Wisdom checks and on Charisma saving throws.

If you intentionally breaches one of your vows, you lose the benefits of this vow until being target of a *geas* spell cast by a member of the devoted monastery or fulfill a task given by your immediate superior.

Additionally, in a day you make something that breach one of your sacred vows, you suffer disadvantage on ability checks until you end a long rest.

EXTRA VOW

When you reach the 6th level, you can go back to the devoted monastery to make a new sacred vow. Choose a second vow from the list of sacred vows. At 12th level,

you gain a third vow, and at 18th level, you gain a fourth sacred vow.

RITUAL OF DEVOTION

Starting at 11th level, you can do a ritual with your allies to make them swear a sacred vow to you. With a ritual that takes 10 minutes, you can grant the benefits of one of your sacred vows at your choice to any willing creature that participate on the ritual. A creature that participate on the ritual gain the same benefits you gain from the chosen vow while it fulfill the vow or until it finish a long rest.

Once you use this feature, you must finish a long rest before you can use it again.

GRAND DEVOTION

At 17th level, the benefits granted by your sacred vows improves. These benefits replaces the benefits of your Sacred Vow.

Vow of Abstinence. While you fulfill this vow, you are immune to poison and necrotic damage.

Vow of Chastity. While you fulfill this vow, you gain advantage on Charisma checks and is immune to spells and effects that requires an Intelligence saving throw.

Vow of Obedience. While you fulfill this vow, you are immune to charmed and frightened conditions.

Vow of Peace. While you fulfill this vow, you gain +2 bonus to AC and initiative rolls.

Vow of Poverty. While you fulfill this vow, you recover 1 hit point each 1 minutes. You are also immune to extreme cold effects and doesn't eat or drink.

Vow of Purity. While you fulfill this vow, you are immune to poison and disease. Additionally, you can speak with beasts as you share a language with them.

Vow of Silence. While you fulfill this vow, you gain advantage on Wisdom checks and are immune to spells and effects that requires a Charisma saving throw.

WAY OF THE DRUNKEN MASTER

Some unconventional monks learn a fighting style focused on being apparently constantly drunk. The drunken masters also known as drunk pugilist, are monks that learn an unorthodox fighting style that uses the groggy state of inebriation to gain advantage. The movements of the drunken master are unpredictable, making hard to know how to hit and even more hard to know how to defend itself against the attacks apparently random struck by the drunken monk.

MASTER OF IMPROVISATION

At 3rd level, when you choose this tradition, you gain proficiency with improvised weapons. These weapons count as monk weapons to you.

DRUNKEN MASTER STYLE

Also at 3rd level, you can take new actions using your ki when you are drunk. You must use an action to ingest at least 1 quart of strong alcoholic drink like rum, sake or wine, becoming drunk while you have ki points remaining. While you are drunk, you gain advantage on Dexterity (Acrobatics) checks, but suffer disadvantage on Wisdom (Perception) checks. Additionally, you can use the following features while drunk:

Countertrip. If a creature try to knock you prone and fail, you can use your reaction to spend 1 ki point and make a unarmed attack against this creature. If you hit, in addition to cause damage, the target must be successful on a Strength saving throw or is knocked prone.

Flowing Like Water. If a creature is grappling you can use a bonus action to spend 1 ki point and make a Dexterity (Acrobatics) check to escape the grapple. If you are successful on the check, you can make an unarmed attack as part of this bonus action.

Stunning Throw. As a bonus action, you can spend 1 ki point to throw a monk weapon that cause bludgeoning damage in a creature within 20 feet of you. If you hit, the target is affected by your Stunning Strike.

DRUNKEN RECOVERY

At 6th level, you can drink alcoholic drinks to replenish your ki pool. As an action, you must drink at least half quart of strong alcoholic drink and make a DC 15 Constitution saving throw. If you are successful in this save, you recover a number of ki points equal to your Wisdom modifier (minimum of 1 point).

Once you use this feature, you must finish a short or long rest before you can use it again.

BREATH OF FIRE

When you reach the 11th level, you can unleash an extremely flammable burp. As an action, you can spend 5 ki points to expel gas in a 30-foot cone and flame it with a fire source in your hand, like a torch or candle. A creature in the area must make a Dexterity saving throw. The target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

ALWAYS DRUNK

At 17th level, you are constantly drunk and don't need to ingest alcohol anymore. You can activate your Drunken Master Style as a bonus action without need of drink. Additionally, you can use a bonus action to spend 2 ki points and activate two of your monk features among the following: Flurry of Blows, Patient Defense, Step of the Wind, Flowing Like Water, or Stunning Throw.

You can't use the same feature twice with a single bonus action this way.

WAY OF LOTUS

The Way of the Lotus is trail by monks that decide coexists in a peaceful way with the rest of the beings. The philosophy of the monk of the lotus is summarized by seek of spiritual peace and spread of serenity and tranquility around the world. You are taught to don't harm other living beings and, even when obliged to do so, you never takes life from a living being. During your training, you develops techniques to neutralize your foes without cause pain or harm, trying to solve the strife in a clean and peaceful way.

BRAND OF MERCY

At 3rd level, when you choose this tradition, you learn to unleash attacks on nonlethal spots, knocking out your foes without risk of killing them. When you make an unarmed attack against a hostile creature and the damage deal is enough to drop the target hit points to 0, you can drop the target hit point to 1 instead, but the target is unconscious for 1 hour.

Additionally, as a bonus action, you can spend 1 ki point to touch a unconscious creature that you can see and target it with the brand of mercy for 1 hour. While a creature is branded this way, it recover double of the hit points when is target of an effect that recover hit points. However, the target suffer disadvantage on Wisdom saving throws against effects produced by you.

A creature cannot be target of your Brand of Mercy again until it finish a long rest.

APPEASER TOUCH

Also at 3rd level, you can pacify an opponent you touch. When you hit a creature with an unarmed attack, you can spend 2 ki points to pacify the target. This attacks doesn't cause damage, but the target must be successful in a Wisdom saving throw or is pacified for 1 minute. A pacified creature cant take actions. The target can make a new saving throw at the end of each of its turns, ending the pacify effect with a successful save. The effect also end if the target suffer damage.

A creature immune to the charmed condition is also immune to your Appeaser Touch.

HEALING TOUCH

Starting at 6th level, you can recover the wounds of a creature that you touch or you can smite evil creture with radiant light. As an action, you can spend 2 ki points to touch a living creature that you can see. The target recover a number of hit points equal to 1d8 + your Wisdom modifier.

Alternatively, when you hit an undead or a fiend with an unarmed attack, you can use a bonus action to spend 1 ki point and cause 2d8 extra radiant damage to the target.

You can spend extra ki points to improve this effect. For each ki point you spend, you heal 1d8 extra hit points to a living creature you touch, or cause 1d8 extra radiant damage to an undead or fiend you hit.

LOTUS STANCE

At 11th level, you learn to meditate in a stance that inspire perfection of body and spirit. When you finish a short rest, you can spend 4 ki point to unleash a burst of renewal energy in a 10-foot-radius centered on you. Any living creature friendly to you in the area recover a number of hit points equal to 2d4 + your Wisdom modifier.

Alternatively, you can recover 1 level of exhaustion of each living creature in the area.

TOUCH OF REDEMPTION

At 17th level, you can open the mind of the foes you face to the path of true. When you make an attack that knock a living creature unconscious, you can spend 5 ki points to charm the target. The target must make a Wisdom saving throw at the start of its next turn. If the creature fail the save, it become charmed by you for 24 hours or until you or your companions do anything harmful to it. The charmed creature regards you as a friend and will follow you, helping as best as it can.

WAY OF NINJUTSU

The monks that trail the Way of Ninjutsu learn the secret techniques of the ninjas. To become a ninja, foremost the monk need to be accepted in a secret clan of ninjas. After being accepted in a clan, the monk learn techniques that improves its stealth, and learn assassination techniques too. This makes the ninja a very skilled killer capable to enter in any place without being noticed and eliminate its target in a clear and fast way, leaving the place after someone realize what just happen.

ART OF NINJUTSU

At 3rd level, when you join a secret clan of ninjas, you add the following weapons to your monk weapons: katana (longsword), kodachi (scimitar), fukiya (blowgun), and naginata (glaive). You are proficient with these weapons, and with the poisoner's kit.

SUDDEN STRIKE

Also at 3rd level, you become able to unleash a deadly strike when you got your enemy unwarned. When you use a monk weapon to attack a creature that cannot see you or is surprised, you add 1d8 extra damage to the first attack that you hit on this target.

The extra damage from your Sudden Strike increase by 1d8 for each three levels of monk you have (2d8 at 6th level, 3d8 at 9th level, 4d8 at 12th level, 5d8 at 15th level, and 6d8 at 18th level).

NINJUTSU TECHNIQUES

At 6th level, you learn techniques that makes your infiltration and evasion easier. You can use the following abilities spending ki points.

Fast Climb. As an action, you can spend 1 ki point to gain climb speed equal to your walking speed until the end of your next turn.

Smoke Bomb. As a bonus action, you can spend 2 ki points to throw a smoke bomb on your feet creating a smoke cloud in the space occupied by you and in all adjacent spaces until the end of your turn. During this time, you gain the benefits of the *invisibility* spell. The smoke creates a heavily obscured area, but you suffer no penalty to your sight when you are inside the area of your own smoke bomb.

Uncanny Perception. As a bonus action, you can spend 3 ki points to gain blindsight out to a range of 10 feet.

STEALTH MASTER

When you reach the 11th level, you become a master on occult arts. You gain advantage on Dexterity (Stealth) checks and you cannot be tracked by nonmagical means. From now on, when you use your Smoke Bomb you can spend 2 extra ki points to increase the duration of your bomb until the end of your next turn. During this time, you gain the benefits of the *greater invisibility* spell while you remain inside the area occupied by the smoke.

GHOST STEP

At 17th level, you become able to use your inner energy to access the Ethereal Plane for a short time. As an action, you can spend 5 ki points to assume an incorporeal shape for 1 minute. While in this shape, you gain the following features:

- Is hard to see you. A creature must be successful in a DC 20 Wisdom (Perception) check at the start of its turn to see you.
- You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks, and to poison damage.
- You are immune to the grappled, paralyzed, petrified, prone, and restrained conditions.
- You can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object.
- You can use only magical weapons to attack creatures on the Material Plane. You can attack creatures on the Ethereal Plane as normal.

Once you use this feature, you must finish a long rest before you can use it again.

WAY OF RETALIATION

The best defense is the counterattack. This is the philosophy taught to the retaliators, the monks that trail the Way of Retaliation. Wait until the very moment when your opponent makes an attack and opens its guards. At this moment, the retaliator makes its true strike. The attacks of the retaliator take advantage of the swing of its enemy to knock him down, disarm him, or push him off a cliff to certain death.

MASTER RETALIATOR

At 3rd level, when you choose this tradition, you learn to use your inner energy in response to the actions of your enemies.

Counterstrike. When a creature within 5 feet of you that you can see makes a melee attack against you, you can use your reaction to spend 1 ki point and make an unarmed attack or an attack using a monk weapon against this creature. If you hit, the target suffers disadvantage on the attack roll that triggers this maneuver.

Escape Step. When a creature you can see makes a ranged attack against you, you can spend 1 ki point to move up to 10 feet. The creature suffers disadvantage on its attack roll during your movement.

Redirect Attack. You can make another creature be the target of an attack aimed at you. When you are the target of an attack and another hostile creature different from the attacker is within 5 feet of you, you can use your reaction to spend 1 ki point and make this creature be the target of the attack instead of you.

READY REACTION

At 6th level, you can get ready to make multiple reactions in a single round. At your turn, you can abdicate to use your action and your bonus action. Until the start of your next turn, you can take up to four reactions.

You can't take more than one reaction in a turn of a given creature.

MANEUVER OPPORTUNITY

When you reach the 11th level, whenever you hit a creature with an attack of opportunity, you can start the maneuver Grappling or Shoving a Creature against this creature.

Additionally, you can try to disarm the creature you hit by making an Athletics check (using Strength or Dexterity at your choice) contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, the target drops an object wielded in the ground at its space.

REACTION SURGE

At 17th level, at the start of your turn, you can spend 3 ki points to act freely in this round. Until the start of your next turn, you can intercalate your actions between the turns of other creatures. For example, you can move 10 feet and start the Attack action to make an attack against a creature. During the turn of this creature, you can move 10 feet and attack another target, using your second attack from your Attack action. At the turn of the next creature, you can use your bonus action to make a flurry of blows and move 20 feet, to finally make an attack of opportunity using your reaction in the turn of another creature.

WAY OF THE SACRED FIST

The Way of the Sacred Fist is made up of monks indoctrinated in some kind of religious sect. They worship a specific god, or a group of deities with a similar alignment. During its meditations and prayers, these monks gain the ability to channel divine energy through its bodies, using its inner mystical energy as a tool to access its faith.

Like a cleric or paladin, a sacred fist can lose its spellcasting ability if acts against the dogmas of the gods its monastery worship, although is very difficult it happen since the sacred fist has a bigger picture of worshipping than both previews classes.

SPELLCASTING

When you reach 3rd level, you augment your versatility with the ability to cast spells. See chapter 10 for general rules of spellcasting and chapter 11 for the cleric spell list.

Cantrips. You learn one cantrip of your choice from the cleric spell list, and the cantrip *sacred flame*. You learn an additional cleric cantrip of your choice at 10th level.

Spell Slots. The Sacred Fist Spellcasting table show how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *shield* and have a 1st-level and a 2nd-level spell slot available, you can cast *shield* using either slot.

SACRED FIST SPELLCASTING

Monk Level	Cantrips Known	Spells Known	–Spell Slots per Spell Level–			
			1st	2nd	3rd	4th
3rd	1	3	2	–	–	–
4th	1	4	3	–	–	–
5th	1	4	3	–	–	–
6th	1	4	3	–	–	–
7th	1	5	4	2	–	–
8th	1	6	4	2	–	–
9th	1	6	4	2	–	–
10th	2	7	4	3	–	–
11th	2	8	4	3	–	–
12th	2	8	4	3	–	–
13th	2	9	4	3	2	–
14th	2	10	4	3	2	–
15th	2	10	4	3	2	–
16th	2	11	4	3	3	–
17th	2	11	4	3	3	–
18th	2	11	4	3	3	–
19th	2	12	4	3	3	1
20th	2	13	4	3	3	1

Spells Known of 1st-Level and Higher. You know three 1st-level cleric spells of your choice, two of which you must choose from the divine domain spell list of the divine domains you chose with your Sacred Domains.

The Spells Known column of the Sacred Fist Spellcasting table shows when you learn more cleric spells of 1st level or higher. For instance, when you reach 7th level in this class, you learn one new spell of 1st or 2nd level. Each of these spells must be in the divine domain spell list of the domains you chose with your Sacred Domains. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can be any spell from the cleric spell list.

Whenever you gain a level in this class, you can replace one of your cleric spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots, and it must be in the divine domain spell list of a divine domain you chose with your Sacred Domains, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since you learn spells through devotion. You use Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

SACRED DOMAINS

At 3rd level, you must choose two among the Divine Domains available for cleric (see *Player's Handbook*). You must choose the spells from the spell list table of the domains you choose as your spells known. You gain no other feature granted by the chosen divine domains through this feature.

INNER DIVINE ENERGY

Also at 3rd level, you gain the ability to use your inner mystical energy together with your divine energy. As a bonus action, you can spend ki points to cast a spell using a higher spell slot. For each 2 ki points you spend, you consider the spell slot expended to cast the spell as 1 level higher, up to the maximum of 4th level.

FIST OF SACRED FLAMES

Starting at 6th level, you can spend 1 ki point to channel your divine energy through your fists. When you spend ki points to use your Flurry of Blows, you can spend 1 extra ki point to cast the *sacred flame* cantrip through the first unarmed attack you hit. The target suffer disadvantage on its saving throw against this cantrip when you cast it this way.

FLURRY OF SACRED FLAMES

At 11th level, you improves the fist of sacred flames technique. When you spend ki point to use your Flurry of Blows, you can spend 2 extra ki points to cast the *sacred flame* cantrip through both unarmed attacks you make using your bonus action. Each attack that hit an enemy, unleash the effect of the cantrip on the creature, and it has disadvantage on both saving throws against the effects of the cantrips casted this way.

INNER ARMOR

Starting at 17th level, you gain the ability to use your ki together with your divine energy to create an intangible protection around you. If you are wearing no armor and not wielding a shield, as an action, you can spend 3 ki points and expend a spell slot of your choice. During 1 minute, you gain a bonus to your AC equal to the spell slot expended. Additionally, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks for the duration.

WAY OF THE SADHAKA

Some monks can achieve spiritual evolution through meditation and constant focus. The monks that follow the Way of the Sadhaka trail a path of inner peace and persistent meditation. They can make impressive feats when finish spiritual mantras, or when are fully focused on its spirit. When achieve full spiritual evolution, a sadhaka can reach the nirvana, gaining a complete sense of the world surrounding it and of all worlds that exists on the multiverse.

Although theses monks being religious devotees, they don't follow any specific god but a spiritual doctrine.

MANTRA OF POWER

At 3rd level, when you choose this tradition, you learn how to make mantras. During a rest, you can focus to make mantras that allow you to access new spiritual levels. When you finish a short or a long rest, you can reallocate a portion of your inner energy to gain one of the following benefits:

- You can roll a d4 and add the number rolled to any ability check you make. The ki points maximum of your ki pool is reduced by 3 points.
- You can add 1d4 extra damage to your damage rolls with unarmed attack or with monk weapons. The ki points maximum of your ki pool is reduced by 5 points.
- You can roll a d4 and add the number rolled to any saving throw you make. The ki points maximum of your ki pool is reduced by 7 points.
- You can roll a d4 and add the number rolled to any attack roll with unarmed attacks or with monk weapons you make. The ki points maximum of your ki pool is reduced by 7 points.
- You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. The ki points maximum of your ki pool is reduced by 9 points.
- You gain resistance to damage from spells. The ki points maximum of your ki pool is reduced by 9 points.

You maintain the chosen benefit as long as you are wearing no armor and not wielding a shield. This benefit remains until you finish a short or long rest, when you can choose another benefit.

INNER AKASHA

Starting at 6th level, you can amplify your inner strength through the universal quintessential energy. Whenever you finish a long rest, roll a d6. You can add the number rolled to the ki points maximum your ki pool can have. You keeps this amount until finish a long rest.

When you reach certain levels, you can roll a superior die with this feature. 1d8 at 10th level, 1d10 at 14th level, and 1d12 at 18th level.

STEADFAST CONCENTRATION

At 11th level, you can focus your spirit and body in an awesome way. When you roll a Hit Die to recover hit points during a short rest, you recover a number of extra hit points equal to half your monk level.

Additionally, you can activate and sustain two different benefits from your Mantra of Power simultaneously. When you reach the 20th level, you can activate and sustain three different benefits from your Mantra of Power simultaneously.

REACH THE NIRVANA

At 17th level, you reach the state of complete freedom at your spiritual seek. You can spend 8 ki points to cast the *foresight* spell, or you can spend 6 ki points to cast the *mind blank* spell without needing material components. You can cast such spells only on yourself, and the duration of each spell is 1 hour.

WAY OF STEEL

Unlike any other monk, a martial artist that trail the Way of the Steel doesn't counts on agility and speed on combat. Instead, this monk learns to protect itself as the traditional warriors, and counts on brutal strength to knock its enemies down. You are known as iron monk, developing techniques and trailing a path entirely different from the path you trail in the start of your career.

BONUS PROFICIENCIES

At 3rd level, when you choose this tradition, you follow a path entirely different from other monastic traditions. You gain proficiency with light and medium armor.

IRON MONK TECHNIQUES

Also at 3rd level, you develops different techniques from traditional monk techniques when you use your ki in combat. While wearing an armor, you can add your Wisdom or Dexterity modifier (whichever is higher) to the base AC granted by the armor (maximum of +2 to medium armor). Additionally, you can use your monk features while wearing armor, except the Flurry of Blows, Patient Defense, and Step of the Wind. The following abilities replace the abilities you can't use:

Iron Fist. As a bonus action, you can spend 1 ki point to focus your energy in a single powerful blow. When you take the Attack action, you abdicates of any extra attack to make a single unarmed attack or a single attack with a monk weapon. You can roll three extra weapon damage dice if you hit. At 5th level, you roll four extra weapon damage dice if you hit.

Armored Defense. As a bonus action, you can spend 1 ki point to gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks until the start of your next turn.

Mountain Stance. As a bonus action, you can spend 1 ki point to gain advantage on Strength checks and on Strength saving throws until the start of your next turn. Additionally, when you shove a creature, you can push it up to 10 feet of you, if you win the contest.

STRIKE OF UTTER BRUTALITY

At 6th level, when you use your Iron Fist, you can spend 2 extra ki points to make a powerful blow that is potentially deadly. You gain advantage on this attack roll and it score a critical hit on a roll of 18–20.

SAVAGE DISARM

Starting at 11th level, you learn a combat technique that surprises your enemies. When you take the Attack action, you can spend 2 ki point to make a disarm attack instead of cause damage. If you hit, the creature must make a Strength saving throw. If the target fail the save, you takes a weapon it is wielding. If the target succeed, it suffer disadvantage on attack rolls with the weapon you try to disarm until the start of your next turn.

DEVASTATING COUNTERATTACK

At 17th level, you learn to counterattack with mighty vigor using all your strength without care about accuracy. When a creature within 5 feet of you hit you with a melee attack, you can use your reaction to spend 3 ki point and use your Iron Fist against it. You suffer a -5 penalty on this attack roll, but it is a critical hit if you hit.

WAY OF THE TATTOOED MONK

A monk that trail the Way of the Tattooed Monk discover how to enchant with mystical power the tattoos it draw. Such tattoos are not just paintings to the monks that bear them. These tattoos are full of meaning and mysticism. A tattooed monk usually worship nature and the lush natural and supernatural creatures existent.

TATTOOIST EXPERT

At 3rd level, when you choose this tradition, you can draw tattoos with great skill. You gain proficiency with painter's supplies and calligrapher's supplies. Using these tools, you can draw tattoos appropriated to store mystical power. Each tattoo need a session of 8 hour to be finished and 100 gp expended with inks and mystical materials.

MYSTICAL TATTOO

Also at 3rd level, you can awaken the mystical power in the tattoos you bear. Awake a tattoo require 1 hour of meditation and you cannot awake another tattoo until you finish a long rest. Initially, you can awake two of your tattoos. Each tattoo let you use your ki in a new way, as describe bellow. Activate these abilities require no action by you, but you can do so only once per turn.

Dragon. You can spend 1 ki point to gain fly speed equal to your walking speed until the end of your turn. If you finish your movement up in the air, you fall slowly on the ground without harm.

Heron. You can spend 1 ki point to gain advantage on Dexterity checks and Dexterity saving throws until the start of your next turn.

Monkey. You can spend 1 ki point to gain climb speed equal to your walking speed until the end of your turn. Additionally, you gain advantage on Dexterity (Acrobatics) checks for the duration.

Oak. You can spend 1 ki point to gain advantage on Constitution checks and Constitution saving throws until the start of your next turn.

Phoenix. When you hit a creature with an unarmed attack, you can spend 1 ki point to cause 1d6 extra fire damage.

Snake. You can spend 1 ki point to make an unarmed attack that cause piercing damage instead of bludgeoning damage. If you hit, the target must make a Constitution saving throw or be poisoned for 1 minute. The poisoned target can make a new saving throw at the end of its turns, finishing the poisoned condition with a successful save.

Tiger. When you hit a creature with an unarmed attack, you can spend 1 ki point to knock it prone. You must make a Dexterity (Acrobatics) or Strength (Athletics) check, your choice, contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, the target is knocked prone.

TATTOO OF POWER

At 6th level, your tattoos gives you permanent benefits. You gain the benefits related to each tattoo you bear.

Dragon. You gain advantage on Wisdom saving throws against being frightened.

Heron. You can make a Dexterity (Acrobatics) check instead of a Strength (Athletics) check to jump.

Monkey. You can make a Dexterity (Acrobatics) check instead of a Strength (Athletics) check to climb.

Oak. You gain advantage on Strength (Athletics) checks against being pushed or knocked prone.

Phoenix. You gain advantage on Dexterity saving throws against spells and effects that cause fire damage.

Snake. You gain advantage on Constitution saving throws against poison.

Tiger. You gain advantage on Wisdom (Perception) checks that rely on smell.

EXTRA AWAKEN

When you reach the 11th level, you can awake the dormant power of a third tattoo you bear. Choose a tattoo option different from the tattoos you already has awoken described on your Mystical Tattoo.

At 18th level, you can awake a fourth tattoo among the options available on your Mystical Tattoo.

DISINCARNATE TATTOO

At 17th level, you can use your inner energy to unchain the power stored on a mystical tattoo of yours in a burst of energy. As an action, you can spend 5 ki points and choose one of your tattoos to unchain it. Any hostile creature within 30 feet of you must make a Dexterity saving throw. A creature takes 10d8 force damage on a fail save and is push 10 feet away from you. On a successful save, a target takes half as much damage and is not push away from you. The powers of the chosen tattoo become dormant and you lose its benefits.

You can awake the same tattoo or a different one through the ritual described on your Mystical Tattoo.

Once you use this feature, you must finish a short or long rest before you can use it again.

WAY OF THE ZEN ARCHER

Some monks seek become one with a weapon entirely different from the weapons they usually use – the bow. These monks are known as zen archers and they master the art of bow when mystically bond themselves to their bows, becoming able to channel their inner energy through it. A zen archer is able to foresee the course of its arrows and to make powerful shots capable of knock down the most powerful foes.

ZEN ARCHERY STYLE

At 3rd level, when you choose this tradition, you gain proficiency with longbow and shortbow. These weapons count as monk weapons for you.

Additionally, you suffer no penalty on ranged attack rolls with a bow while a hostile creature is within 5 feet of you.

ONE WITH THE BOW

Also at 3rd level, you learn to become one with your bow and can spend your inner energy to make feats with it.

Flurry of Arrows. Immediately after you take the Attack action with a bow on your turn, you can spend 1 ki point and make an attack with the same bow as a bonus action.

Intuitive Aim. As a bonus action, you can spend 1 ki point to gain advantage on your ranged attack with a bow until the end of your turn.

True Shot. As a bonus action, you can spend 1 ki point to ignore half cover or three-quarters cover you target can have.

STUNNING SHOT

At 6th level, you can shot powerful arrows able to stun your foes. When you make a ranged attack using a bow against a creature, you can spend 1 ki point to try to stun the target. If you hit, the target must be successful in a Constitution saving throw or be stunned until the end of your next turn.

THREATENING BOW

Starting at 11th level, you starts to threat an area with your bow same way you do with a melee weapon. While you are wielding a bow, you threat an area of 20 feet of you. If a creature you can see, within 20 feet of you move away from your threat area, you can use your reaction to make an attack of opportunity with the bow you are wielding against the creature.

ONE WITH THE TARGET

At 17th level, whenever you hit a critical hit with a ranged attack using a bow, this attack cause the maximum damage possible. Additionally, as a bonus action, you can spend 5 ki points to make your ranged attacks with a bow score a critical hit on a roll of 18–20 for 1 minute.