



WAY OF THE GATEKEEPER

A MONASTIC TRADITIONS OF SPELLCASTING MONKS WHO TELEPORT AROUND THE BATTLEFIELD AND CONJURE EXTRAPLANAR CREATURES TO FIGHT FOR THEM.



THE WAY OF THE GATEKEEPER

MONASTIC TRADITION

Monks who follow this tradition tap into their inner strength to gain access to the various planes of existence. By channelling their ki through an arcane focus, these monks can traverse points on their own plane, conjure or banish creatures to their side, or even traverse to entire other planes of existence themselves.

However, because their magical power comes from within, this ability is inherently risky and can easily leave the monk tired and defenseless, with little ki to spend to defend themselves.

SPELLCASTING

Drawing upon your own energy, you learn to cast spells. See chapter 10 of the Player's Handbook for the general rules of Spellcasting and the end of this document for the Way of the Gatekeeper spell list.

SPILLS THROUGH KI

A Gatekeeper uses their own energy to cast spells. To cast a spell, you expend a number of ki points. Unlike normal uses for ki points, you do not recover ki points spent this way until you finish a long rest.

KI COST AND MONK LEVEL REQUIRED

Spell Level	Ki Cost	Monk Level
1st	2	3rd
2nd	3	6th
3rd	5	9th
4th	6	14th
5th	7	17th

PREPARING AND CASTING SPELLS

You prepare the list of gatekeeper Spells that are available for you to cast, choosing from the gatekeeper spell list. When you do so, choose a number of gatekeeper Spells equal to your Wisdom modifier + 1/3 your monk level (minimum of one spell). The Spells must be of a level you are allowed to cast.

You can also change your list of prepared Spells when you finish a Long Rest. Preparing a new list of gatekeeper Spells requires time spent in meditation: at least 1 minute per Spell Level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your Spellcasting ability for your gatekeeper Spells. You use your Wisdom whenever a spell refers to your Spellcasting ability. In addition, you use your Wisdom modifier when Setting the saving throw DC for a gatekeeper 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

SPELLCASTING FOCUS

You can use an arcane focus (see "Equipment") as a Spellcasting focus for your gatekeeper Spells.

PLANAR NEGOTIATOR

You have come into your role as a bridge between worlds. Upon reaching 6th level, you can understand creatures the motives and have greater influence over creatures from other planes.

You have advantage on persuasion (charisma) and insight (wisdom) checks with any creature originating from another plane as well as advantage on intelligence checks that are related to planar studies. In addition, you have advantage on any check made to determine or learn information that is related to the planes or planar travel.

PERIPHERAL SIGHT

Monks of this tradition are in tune with the natural balance of the planes. Once you reach 11th level, you can spend one minute in meditation to gain an extraplanar sense.

After one minute, you can see 60ft into the ethereal plane and can sense extraplanar creatures and portals up to one mile away for as long as you remain motionless. This gives you a vague sense of direction and distance not an exact location.

You may not move, must have your eyes closed, and cannot take any actions while in this state.

Once you use this feature once, you may not use it again until you finish a short rest.

TRAVELER OF THE PLANES

You have grown familiar enough with the planes to traverse them at will. However, this travel takes a heavy toll on you. At 17th level you may take a level of exhaustion to cast planeshift once per long rest.

GATEKEEPER SPELL LIST

LEVEL 1

Alarm
Arms of Hadar
Dissonant Whispers
Find Familiar
Identify
Protection from Evil and Good
Sanctuary
Shield
Unseen Servant

LEVEL 2

Blur
Darkvision
Find Steed
Hold Person
Misty Step
Rope Trick
See Invisibility
Shadow Blade

LEVEL 3

Blink
Conjure Animals
Leomund's Tiny Hut
Phantom Steed
Sending
Summon Lesser Demon
Thunder Step

LEVEL 4

Banishment
Conjure Minor Elemental
Conjure Woodland Beings
Dimension Door
Faithful Hound
Summon Greater Demon

LEVEL 5

Banishing Smite
Conjure Elemental
Contact other Plane
Far Step
Planar Binding
Teleportation Circle

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CHANGELOG

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