

SUN WUKONG, THE MONKEY KING

D&D 5th Edition Compatible

Design By Jacky Leung



Visit us at <http://deathbymage.com>

©2016-2017 Death By Mage



Sun Wukong, the Monkey King

Sun Wukong, also commonly referred to as the Monkey King, is the famous main character in the Chinese classical novel, *Journey to the West*. The legendary monkey was born from a magic stone and later acquired supernatural powers through practice.

Skilled Fighter. The Monkey King is considered a skilled fighter with immense strength, capable of holding his own against the best warriors of heaven. Accompanied at all times, the legendary Golden Staff, once used as a means to measure the oceanic depths, the artifact declare Sun Wukong its true destined user. Sun Wukong was also capable of great athletic and acrobatic feats, his hairs were able to transform into clones of himself, or into any weapon, animal, or object.

Magical Monkey. The Monkey King across various stories and tales has displayed various magical abilities and skills. His hairs possessed the ability to transform into clones of the Monkey King himself, and/or into various weapons, animals, and objects. He knew spells and incantations to control the winds and storms, to part water, he was also able to project a magic circle to ward off demons. Sun also possessed the ability to see the evil in other's hearts, but it made him rather susceptible to smoke in his eyes. He also had the ability to freeze humans, demons, and even some gods in place.

Early Life. According to legend, the Monkey King was born from a magic stone on the top of a mountain that received the powers of the gods and the earth since the beginning of time, which granted it several special properties. The stone developed a magical womb that one day bursted open to reveal a stone egg about the size of a ball. The egg took shape and form of a monkey when the wind blew on it.

This stone monkey already knew how to walk and crawl, his golden eyes shined brightly to the point that even the gods above in the heavens took note. But their envoys simply reported that an unremarkable creature was born, for all beings possessed the essences of the earth and the divine.

From his mountain home, the monkey lived like any creature, it fed itself and drank from the brooks and springs, it picked flowers and looked for fruit. He made friends with various animals that also resided within the mountain, namely the wolves, tigers, leopards, he was on good terms with the deer,

he had civil relations with the other monkeys and apes as well.

Time passed for the stone monkey, and through an act of cleverness and courage, the stone monkey became their king. In their new cave sanctuary, the stone monkey renamed himself the "Handsome Monkey King" and took to his new stone throne. He soon became an very influential entity within the various spirits and demons of the world. In his quest to find a weapon worthy of himself, he traveled to the oceans, where he acquired the Golden Staff. The legendary staff was originally a tool used to measure the depths of the oceans, for it had the ability to change its size, multiply itself, and fight according to the whims of its wielder. Upon his approach, the staff glowed and flew to its true master. This sent fear across the various the magical beings of the seas, to which the seas threw into a tantrum for the staff contained the ebb and flow of the ocean's tides. Sun Wukong defeated the four dragon-kings of the four seas and forced them to relinquish a Golden chain shirt, a phoenix-feathered cap, and cloud-walking boots. Upon his return, his new power and weapons drew attention of other beastly powers who sought to ally with him. Sun even defied death's attempt to collect his soul, he wiped his name from the "Book of Life and Death". His insolence sparked controversy with the Dragon Kings and the Kings of Hell, which ultimately led to the attention to the Heavenly Courts.

War Against the Heavens. The Jade Emperor invited Sun Wukong to Heaven, in the hope to have the monkey would cause less trouble in the order and balance of the world. Under the belief that he had received an honorable post amongst the gods in Heaven, he soon found out that he was given the charge of the lowest job in the Heavens, as the Protector of the Cloud Horses. Angered, the Monkey King rebelled, he was given a new charged and once again was treated lower than the other gods, he stole and consumed the "Peaches of Immortality", the "Pills of Longevity", and heavenly wine for the Jade Emperor.

The Monkey King's rebellion continued to the point that he defeated over 100,000 celestial warriors, including the constellations, heavenly kings, and even was on par with Heaven's best generals. It eventually required the great powers of Buddha to trick the powerful Monkey King into a bet. The Buddha imprisoned the Monkey King under the weight of a mountain bound with a magical talisman. The Monkey King remained imprisoned for nearly five centuries.

MONKEY KING

Medium fey (shapechanger), chaotic neutral

Armor Class 24 (chain mail)

Hit Points 228 (24d8 + 120)

Speed 60 ft., climb 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	24 (+7)	20 (+5)	18 (+4)	17 (+3)	17 (+3)

Saving Throws Str +14, Dex +14, Int +11

Skills Acrobatics +14, Athletics +14, Investigation +11, Persuasion +10, Sleight of Hand +14, Insight +10, Survival +10

Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Celestial, Common, Draconic, Dwarvish, Elvish, Infernal, Primordial, Sylvan

Challenge 22 (41000 XP)

Action Surge (1/day). The Monkey King, on his turn, can take one additional action on top of his regular action and a possible bonus action.

Evasion. The Monkey King's instinctive agility lets him dodge out of the way of certain area effects. When he is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Flurry Of Strikes. The Monkey King as a bonus action make two more melee weapon attacks or unarmed strikes.

Golden Monkey. The Monkey King can understand all spoken languages, moreover, any creature that can understand a language can understand what he says.

After the Monkey King consumed the peaches of immortality, he does not suffer the frailties of old age, can't be aged magically, and no longer needs food or water. He also is immune to disease and poison. As a reaction, the Monkey King can become proficient with all saving throws for 1 round. He must finish a long rest before he can use this feature again.

Improved Critical. The Monkey King's weapon attacks score a critical hit on a roll of 18-20.

Magic Weapons. The Monkey King's weapon attacks are magical.

Remarkable Athlete. The Monkey King adds a +3 bonus to any Strength, Dexterity, or Constitution ability check that he doesn't already have proficiency. In addition, when he makes a running long jump, the distance he can cover is increased by 7 feet.

Shapeshifter. The Monkey King can use his action to polymorph into any Small or Medium animal or object. Any equipment it is wearing or carrying isn't transformed. The Monkey King's tail does not transform when using this feature. He reverts back to his true form if he falls unconscious or dies.

Spider Climb. The Monkey King can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Legendary Resistance (3/day). If the Monkey King fails a saving throw, he can choose to succeed instead.

Polearm Mastery. The Monkey King's skill with his Golden Staff allows him to excel in combat. While wielding the Golden Staff, other creatures provoke an opportunity attack from him when they enter into his reach. Creatures within 5 feet of him provoke opportunity attacks even if they take the Disengage action before leaving his reach, a creature hit by this attack has their speed become 0 for the rest of the turn.

Magic Resistance. The Monkey King has advantage on saving throws against spells and magical effects.

Equipment. The Monkey King has pilfered various treasures and artifacts throughout his life and adventures, which includes the Golden Staff, the Golden Chain Mail, a Helm of Brilliance, and a pair of Winged Boots.

Spellcasting. The monkey king's spellcasting ability is Charisma (spell save DC 18). The monkey king can innately cast the following spells, requiring no material components:

At will: *Detect Evil and Good*, *Gust of Wind*, *Mirror Image*, *Wall of Water*
3/day each: *Control Winds*, *Freedom of Movement*, *Hold Monster*, *Magic Circle*

ACTIONS

Multiattack. The Monkey King can make two attacks with his Golden Staff and/or Unarmed Strikes. Alternatively, he makes two attacks with his unarmed strike and his tail.

Golden Staff. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one creature. *Hit:* 16 (2d8+7) bludgeoning damage. On hit, deals 9 (2d8) thunder damage.

Unarmed Strike. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one creature. *Hit:* 16 (2d8+7) bludgeoning damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. *Hit:* 23 (3d10+7) bludgeoning damage.

Meditative Calm (1/day). The Monkey King can concentrate and heal himself, he regains 30 hit points.

Stunning Strike (Recharge 5-6). The Monkey King channels his ki into a single strike of profound magnitude. The Monkey King makes an unarmed strike against one target within 5 feet. The target is dealt 40 (6d8+7) thunder damage and must make a DC 18 Constitution saving throw or be stunned until the end of his next turn.

REACTIONS

Improved Reach. The Monkey King can use his reaction to increase the range of his Golden Staff to a reach of 10 ft. until the end of his next turn.

LEGENDARY ACTIONS

The monkey king can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The monkey king regains spent legendary actions at the start of its turn.

Flight. The monkey king moves up to half of his flying speed.

Unarmed Strike. The monkey king makes one unarmed strike.

Shattered Earth (2 Actions). The monkey king slams the ground with a tremendous force, creating an earth tremor that extends in a 30-foot radius. Other creatures standing on the ground of that radius must succeed on a DC 23 Dexterity saving throw or fall prone.

Whirlwind Attack (2 Actions). The monkey king makes a Golden Staff attack against each creature within the weapon's reach from him.

Monkey Clones (3 Actions). The monkey king pulls some of his hairs off to create four perfect illusory duplicates of himself that last for 1 minute, or until he loses concentration (as if concentrating on a spell). The duplicates appear in an unoccupied space that he can see within 30 feet of him. As a bonus action on his turn, the monkey king can move any number of duplicates up to 30 feet to a space he can see but must be within 120 feet of the monkey king. For the duration, he can cast spells as though he were in the duplicate's space, but he must use his own senses. Additionally, when both he and his duplicates are within 5 feet of a creature that can see the duplicate, he has advantage on attack rolls against that creature.

Death By Mage:

A blog for the Official Adventures of Team BAJA, bringing epic D&D adventures of close friends being subjected to horrible terrors to the masses in a custom campaign settingcrafted by Jacky Leung for nearly ten years. In addition, the blog gives advice, inspiration, and aims to spread the love and joy of the game to everyone across the Internet!

Support Us on Patreon!

PATREON

**Interested in more content?
Visit our blog for additional content.**



Visit us at: <http://deathbymage.com>

OPEN GAME LICENSE VERSION 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1 Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. Not for resale. Permission granted to print or photocopy this document for personal use only.

2 The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3 Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4 Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5 Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6 Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7 Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8 Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9 Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11 Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson