



The Epic Monk

Level	Martial Arts	Ki	Unarmored Movement	Features
21st	1d10	21	+ 30 ft.	Grand Master (1), Ability Score Improvement
22nd	1d10	22	+ 30 ft.	Danger Sense
23rd	1d12	23	+ 30 ft.	Way of the Thousand Fists (1)
24th	1d12	24	+ 35 ft.	Be Like Water (1)
25th	1d12	25	+ 35 ft.	Grand Master (2), Ability Score Improvement
26th	1d12	26	+ 35 ft.	Be Like Water (2)
27th	1d12	27	+ 35 ft.	Monastic Tradition feature
28th	1d12	28	+ 40 ft.	Way of the Thousand Fists (2)
29th	2d6	29	+ 40 ft.	Mind and Body, Ability Score Improvement
30th	2d6	30	+ 40 ft.	Nirvana, Death Save Advantage

Ability Score Improvement

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

Alternatively, if your DM allows it, in place of an ability score improvement, you may choose either an Epic Boon (as found in the Dungeon Master’s Guide) or a Feat (as found in the Player’s Handbook).

Grand Master

You’ve become a grand master of your style, capable of learning and performing feats normally reserved to styles other than your own. Upon reaching 21st level, you learn one 6th level feature from another monastic tradition. Once you reach 25th level, you learn one 6th or 11th level feature (your choice) from another monastic tradition.

Danger Sense

At 22nd level, you gain an uncanny sense of when things nearby aren’t as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can’t be blinded, deafened or incapacitated.

One Thousand Fists

Starting at 23rd level, whenever you use your Flurry of Blows or Radiant Sun Bolt, you can make three attacks as a bonus action, rather than two. Upon reaching 28th level, this bonus increases to four attacks.

Be Like Water

Beginning at 24th level, whenever a large or smaller opponent within your reach misses you with an attack or fails to grapple you, using your reaction they become grappled by you. For the cost of 1 Ki, you may then choose to knock them prone or throw them up to 10 feet.

Additionally, starting at 26th level, whenever a creature hits you with a melee attack, you may use your reaction to take only half damage from the attack, and immediately make a single melee attack against them.

Monastic Tradition Feature

Upon reaching 27th level, you gain a feature depending on your Monastic Tradition.

Way of the Open Hand

One Finger Death Punch

You have learned the feared One Finger Death Punch technique. At 27th level, when you use the Attack action to make a melee attack, if you don’t use the Extra Attack and Flurry of Blows features, you may make a One Finger Death Punch.

Using this feature, your attack is guaranteed to connect as a critical hit and applies all effects of your Open Hand Technique, Stunning Strike and Quivering Palm features.

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

Way of Shadow

Master Opportunist

Starting at 27th level, when you would normally be able to make a melee attack using your Opportunist feature, you may instead use your Flurry of Blows for the cost of 1 Ki.

Way of the Four Elements

Elemental Affinity

Beginning at 27th level, you learn to cast *scorching ray* for the cost of 1 Ki, *lightning bolt* for the cost of 2 Ki, *fire shield* for the cost of 3 Ki and *conjure elemental* for the cost of 4 Ki.

Way of the Long Death

Touch of the Long Death

Beginning at 27th level, for the cost of 1 Ki you may use your Touch of Death feature, when an ally reduces a creature within 5 feet of you to 0 hit points.

Additionally, whenever you use your Touch of Death feature after you have reduced a creature within 5 feet of you to 0 hit points, you gain healing equal to the amount of temporary hit points gained.

Way of the Sun Soul

Corneal Burn

Upon reaching 27th level, your Sun Shield can reach brightness only surpassed by the sun itself. When your Sun Shield is up, for the cost of 2 Ki per round, hostile creature have disadvantage on any attack rolls against you. Furthermore, any hostile creatures within 10 feet of you must succeed a Constitution saving throw, or suffer a corneal burn, effectively blinding them. They can repeat the saving throw at the end of each of their turns, ending the effect on a success, and becoming immune to your Corneal Burn feature for 24 hours.

This feature is usable for a number of rounds equal to your Wisdom modifier. You regain all expended charges when you finish a long rest.

Mind and Body

Starting at 29th level, all healing effects on you are increased by 2d4. When receiving a healing effect, you can increase this bonus to 2d10 for the cost of 1 Ki. Additionally, whenever you fail a saving throw, you can expend 3 ki points to succeed instead.

Death Save Advantage

Your battle hardened physicality has made you very difficult to kill. Starting at 30th level any death saving throws you make are made with advantage.

Nirvana

Beginning at 30th level, when you roll for initiative and have no ki points remaining, you regain 8 ki points. Additionally, if you are surprised at the beginning of combat and aren’t incapacitated, you can act normally on your first turn if you expend 2 ki points as a bonus action.

