

## HERO CLASS - GRIMZIM'S VARIANT



# MONK

### FATE SYMBOL



### VITALITY



### COURAGE



### DICE POOL

+1 D10, +1 FD

### STARTING GEAR

Style of the Monkey, Adventurer's Gear

### ADVANCED HERO CARDS

Alone in the Orchard,  
Diminish, Jaws of the  
Stalker, Rice Paper Walk,  
Stubborn Stone



he held her Stance, unmoving. Her muscles taut with unreleased energy. Yet, inside her mind was calm. Her body would obey her. Would this be the day she beat him?

Across from her, Sifu stared through her. He didn't move. She closed her eyes and lets the fight unfold before her...

She would start in Plum Blossom.

He would be on her before she was fully collected, attacking fiercely. She would dodge and parry...

She would have to roll away from him, letting the flow of her motion guide her energy back to him. Alone in the Orchard. Her Chi would race toward him. The power of her attack sweeping along the ground... she would finally have him.

But no... he would take a half-step back and pivot. Her Chi would fade right in front of him. The ease of his evade would make her angry, and drive her back to Tiger Fist.

She would attack. It would be reckless, but she wouldn't care. She would attack with abandon. Jaws of the Stalker. Dance under the Moon. Tiger's Teeth.

Her fists would hit nothing. After a slight shift of his weight, he would drop her.

She opened her eyes. She dared not look at him. She only felt burning shame. She would be defeated... again.

She raised her eyes to her Sifu. He looks at her with great interest. She relaxes, stands, and bows. She turns to walk away.

His words are calm, but with authority unmistakable, "Why do you leave? We have not sparred."

She doesn't turn back to him, "We did. I saw it all. I lost. Always."

She is surprised when his hand touches her shoulder. When he speaks it is not with anger but with great happiness, "Let me tell you of the Six Harmonies..."

*The wise win before the fight, while the ignorant fight to win*

- Zhuge Liang, The Way of the General

## PLAYING THE MONK

The Monk is a combat centered hero. It has a modicum of healing and buffing, but the Monk is designed for combat. The Monk is a very powerful single-target damage dealer but requires careful planning. His main resource, **Chi**, is limited and thus must be used wisely. It can be utilized to empower almost all the Monk's abilities - not only to increase his attacks but also to gain enhanced movement and defensive capabilities.

The Monk also makes use of special **Stance** cards. Until these cards are cleared they provide special bonuses to the Monk. Stance cards also have the **Stacked** keyword, usually allowing to play another hero card on them. When the Monk has the right combination of **Stance**, Hero Cards as well as enough **Chi** he is really amazing.

### CHI

The Monk uses a special resource called **Chi** to increase the effectiveness of his hero cards. The Monk has a **Chi Pool** of 5 - he can store up to 5 **Chi**. At the beginning of a play session, the Monk starts with 5 **Chi**. **Chi** is spent to empower hero cards. Many card can benefit from spending **Chi**: attack cards may gain special effects like causing the Prone status effect to targets or increased damage. Defensive cards may gain increased bonuses for defense when spending **Chi**.

At the beginning of each Hero Cycle the Monk automatically regains 1 **Chi** so it has to be used wisely.

## FIST WEAPONS

The Monks weapons are limited to his fists. The Monk's Primary&Secondary item is always a fist weapon. Upgraded fist weapons are available and it is recommended that the Monk can "find" new fist weapons just like other heroes find new equipment (imagine that all his training unlock these new fighting styles). Another possible way is to grant the Monk upgraded fist weapons as he progresses from Novice to Journeyman.

## ARMOR & HELM ITEMS

The Monk is a very nimble and quick hero. He can not only move exceptionally fast but is also very hard to hit due many abilities that increase the TN for enemies to hit him. To balance that fact, the Monk **cannot** wear leather or better armor and helm items. Have a look at the depicted item to define if it falls under that category or not.





## TRICKY CARDS

### THE BEGINNING OF HARMONY

This card allows the Monk to bring back an already played Stance card from his discard pile. As each Stance card is only available once in the Monks hero deck it is crucial to remember what Stance cards have already been played in order to get the most out of *The Beginning of Harmony*.



**Iron Skin:** This is a defensive **Stance**. It is an awesome way to counter enemies attacking you as you can search your discard pile for any **Interrupt** card and play it on this **Stance**. In addition, you also ignore the 1 damage during the Darkness Cycle. Combined with an **Interrupt** card like *Stubborn Stone* and spending 2 **Chi** greatly increases the chances of survival for the Monk.

## STANCES

The Monk uses three **Stances** at Novice rank: *Tiger Fist*, *Plum Blossom* and *Iron Skin*. The Monk only gains the benefits of the last **Stance** card played and each **Stance** provides a unique bonus to the Monk. All Stance cards come with the **Stacked** keyword and allow to play one other hero card of a certain type on them.

**Tiger Fist:** This is an offensive melee **Stance**. While this **Stance** is in play, all **Attack** cards gain -2 TN. Combined with an Attack card like *Last Blossom of Spring* allows the Monk to easily hit high-defense enemies with ease. In addition, a single **Attack** card can be played on this **Stance**.

**Plum Blossom:** This **Stance** grants the Monk enhanced movement. Not only is his base move increased by 1, all **Move** cards played also gain +1 MP. If the Monk spends **Chi** on a *Hustle* card he is able to move 4 squares just from the card. In addition, a single Move card can be played on this **Stance**.



## COMBO & STACKED

The Monk uses several concepts that exist in the Myth base game heroes. His **Stances** have the **Stacked** keyword and allow to play one other hero card on them.

The Monk also uses the **Combo** keyword. For the Monk to maximize his attacks, it is important to have the Monk play all his cards involved in a **Combo** at once. Like the Brigand, the Monk resolves all the **Combo** cards played before the Darkness activates. The darkness cycle does not interrupt a **Combo** until all cards in the **Combo** are resolved.

## DIMINISH

When the Monk plays *Diminish*, he reduces his Threat by 3 and can spend up to 2 **Chi** to reduce his Threat by a further 2 for each **Chi** spent. As *Diminish* is an **Interrupt** card it can be used to receive the first activation of monsters, then play *Diminish* and send the next activation to another hero. If the player understands the darkness cycle's activation order and what is going to happen, the *Diminish* card allows the party to control the monsters even more.

## CARD SYNERGY

### ALONE IN THE ORCHARD + KIAI + LAST BLOSSOM OF SPRING

*Alone in the Orchard* allows the Monk to move 2 squares and perform an attack. Then, playing the *Kiai* card is a great way to increase the damage of *Last Blossom of Spring*. This combination can deal up to 7 damage when spending 4 **Chi** and for an additional 1 **Chi** it would allow the Monk to even move 3 squares before making his attacks.

