



WAY OF THE SEER

Monks of the Way of the Seer spend years training their bodies and minds to withstand the difficulties of extending their ki across dimensions. Many acolytes never achieve this goal, but for those that do, the process requires days, sometimes weeks, of uninterrupted meditation.

Those that accomplish this difficult task are ritually marked with the symbol of a third eye, and begin a pilgrimage to better understand the inner workings of the world around them while utilizing their new abilities.

It is not uncommon for monks of the Way of the Seer to take a vow of pacifism; never to interfere with the turmoils of the world.

WAY OF THE SEER FEATURES

Monk Level	Feature
3rd	Be Water, Forewarn
6th	True Heart
11th	True Mind
17th	Transcend

BE WATER

When you choose this tradition at 3rd level, you can spend a ki point after striking a creature with an Unarmed Strike to briefly divine their future, giving them disadvantage on their next attack roll against you.

Alternatively, if you spend a ki point to use Flurry of Blows, and successfully strike a single target with both attacks, Be Water takes effect against that target.

Monastery in the Sky

It is rumored that the Way of the Seer tradition originated from a race of avian humanoids that settled high atop the peaks of the Firian Mountains. It is said that they encountered a lone guru in these mountains that taught them how to open their third eye.

Many explorers have searched the mountain range for signs of the rumored monastery, but little evidence has been found of its existence.

Settlers within the mountains explain away this lack of evidence, telling stories of the avian monks having vowed never to let their abilities be used by the world for personal gain; moving their monastery to an island high above the clouds.

No evidence of the island's existence has been found.

FOREWARN

After taking this tradition at 3rd level, your ki begins to connect your mind and soul across time and possibility. You have learned to let this connection guide your movements, protecting you from incoming damage.

As a reaction upon taking damage, you can use this ability to reduce the damage taken by half. You can use this ability a number of times equal to your Wisdom modifier, a minimum of once, and regain all expended uses after a long rest.





TRUE HEART

Starting at 6th level, you have advantage on Wisdom (Insight) checks to determine whether or not someone is lying to you.

As a bonus action you can spend your ki points to target a creature within 60 feet of you that you can see. Your ki breaks through the current threads of possibility to give you insight in to the creature and all outcomes of your encounter with it.

For each ki point spent, up to a maximum of 3, you can choose one of the following three properties to learn about: Vulnerabilities, resistances, or immunities.

You learn if the target creature has any of the chosen properties, and what they are.

You can only use this ability on the target creature once per day.

Peace at a Cost

According to the Seer monks of the Kelien Monastery it is possible for a guru, a master of the Way of the Seer, to achieve a transcendent state wherein they exist in all possibilities at all times.

This is a state of being that all would-be-gurus aim to achieve; however, supposedly, due to the strain of dividing your ki in such a way, and the overwhelming sensory input of existing in such a way, the gurus that are said to have achieved this state of being are not able to break their meditation. This results in their bodies breaking down and eventually becoming naturally mummified. The monks describe it as “the ultimate Peace”.

TRUE MIND

Beginning at 11th level, as an action on your turn you can influence the mind of a single creature you can see within 5 feet of you, ending one effect on them that is causing them to be charmed or frightened.

Additionally, you’ve learned how to use your True Heart ability to create an opening to strike at a target. As a part of your True Heart ability, you can make a single attack per ki point spent against the target creature provided they are within your attack range.

TRANSCEND

At 17th level extending your ki across near-infinite possibilities has become second nature to you.

You can use your action to take a moment and center yourself, focusing on the enemies around you to strike at them through the threads of possibility. If you receive an amount of damage equal to or less than half of your maximum hit points by the start of your next turn, you can make an unarmed attack roll with advantage, adding twice your proficiency modifier, against a creature within 60 feet of you as your first attack on that turn. The creature does not have to be within melee range of you, and you do not have to have line of sight on the creature.

On a hit, you deal force damage equal to five times your monk level. If you get a critical hit on your attack roll you instantly restore a number of ki points equal to your Wisdom modifier. Once you use this ability you can not use it again until you take a long rest.



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