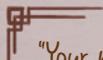


# MONK

**Optional Proficiencies.** Monks can have proficiency with the following new weapons: chakram, kusarigama, meteor hammer, nunchaku, rope dart, shuriken, and tessen.

## WAY OF THE EIGHT GATES



"Your mistake was confusing my tranquillity for pacifism. The difference between the two is a painful lesson indeed."

Monks of this order strive for meaning and perfection through mastery of the Eight Gates, internal loci of spiraling energy through which ki is channelled. By way of personal contemplation and intense training, each gate can be opened in turn, and once brought into harmony, allow for a stronger channel of ki and the ability to push one's body beyond mortal limitations. Those who follow the Way of the Eight Gates might be hermits, retreating from the chaos of the wider world and to a place of contemplative isolation. Others may be wanderers, embracing and celebrating all experiences, believing this to be the path to internal harmony. In any case, monks who walk this path eschew organised religious and spiritual practices, preferring to carve their own path of potential, freedom, and growth.

### GATE OF EARTH

*3rd-Level Way of the Eight Gates Feature*

The Gate of Earth reflects a being's strong physical and spiritual foundation. Your ki grounds your centre, fortifying your body. When you use your Patient Defense or Step of the Wind, you regain hit points equal to your Wisdom modifier (minimum of 1).

### GATE OF WATER

*3rd-Level Way of the Eight Gates Feature*

The Gate of Water reflects a being's natural ebb and flow of ki through the open gates. You have an additional number of ki points equal to your Wisdom modifier (minimum of 1).

### GATE OF AIR

*3rd-Level Way of the Eight Gates Feature*

The Gate of Air expresses a being's power of voice—the tool through which it communicates with the world. When you hit a creature with a melee attack, you can spend 1 ki point to issue a challenging roar. If the creature can hear you, it has **disadvantage** on attack rolls it makes against creatures other than you until the end of your next turn.

### GATE OF FLAME

*6th-Level Way of the Eight Gates Feature*

The Gate of Flame reflects a monk's blistering power and speed, an internal pool of coiling, frenetic energy. When you use your Flurry of Blows, you can make one additional unarmed strike as a part of that same bonus action. You can use this feature a number of times equal to your Wisdom modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

### GATE OF PRESENCE

*6th-Level Way of the Eight Gates Feature*

The Gate of Presence reflects a being's voice, social wellness, and confidence. Whenever you make a Charisma check, you gain a bonus to the check equal to your Wisdom modifier (minimum of +1).

### GATE OF SPIRIT

*11th-Level Way of the Eight Gates Feature*

The Gate of Spirit represents a being's ki flowing beyond their physical form; you have the power to share your ki with those around you. As a bonus action, you can touch one willing creature and expend 2 ki points. That creature gains temporary hit points equal to your proficiency bonus + your Wisdom modifier (minimum of 1), and it can immediately use its reaction to make a single weapon attack, take the Dodge action, or move up to its speed without provoking opportunity attacks.

### GATE OF MIND

*11th-Level Way of the Eight Gates Feature*

The Gate of Mind represents a monk's consciousness expanding beyond their physical form. You can cast the *telepathic bond* spell, requiring no components. Once you cast the spell with this feature, you can't do so again until you finish a short or long rest.

### GATE OF INFINITY

*17th-Level Way of the Eight Gates Feature*

You have reached total harmony within yourself. Your gates align and converge with your ki, opening the final gate: the Gate of Infinity.

As an action, you can spend 6 ki points to transcend to a state of apotheosis. You gain the following benefits for **1 minute**:

- Your walking speed increases by **20 feet**.
- You have a **+2 bonus** to AC.
- When you take the Attack action, you can make one additional unarmed strike as a part of that action.
- You can add your Wisdom modifier to your attack and damage rolls.

