



I bet I could be a monk if I wanted.
What? Why are you laughing?

MONK

DO NOT MISTAKE MY SILENCE FOR ACCEPTANCE OF YOUR villainy. While you blustered and threatened, I've planned four different ways to snap your neck with my bare hands.

—Ember, grand master of flowers

Monks walk a path of contradiction. They study their art as a wizard does, and like a wizard, they wear no armor and typically eschew weapons. Yet they are deadly combatants, their abilities on a par with those of a raging barbarian or a superbly trained fighter. Monks embrace this seeming contradiction, for it speaks to the core of all monastic study. By coming to know oneself completely, one learns much of the wider world.

A monk's focus on inner mastery leads many such individuals to become detached from society, more concerned with their personal experience than with happenings elsewhere. Adventuring monks are a rare breed of an already rare type of character, taking their quest for perfection beyond the walls of the monastery into the world at large.

Playing a monk character offers many intriguing opportunities to try something different. To distinguish your monk character even further, consider the options in the sections that follow.

MONASTERY

A monk studies in a monastery in preparation for a life of asceticism. Most of those who enter a monastery make it their home for the rest of their lives, with the exception of adventurers and others who have reason to leave. For those individuals, a monastery might serve as a refuge between excursions to the world or as a source of support in times of need.

What sort of place was your monastery, and where is it located? Did attending it contribute to your experience in an unusual or distinctive way?

MONASTERIES

d6 Monastery

- 1 Your monastery is carved out of a mountainside, where it looms over a treacherous pass.
- 2 Your monastery is high in the branches of an immense tree in the Feywild.
- 3 Your monastery was founded long ago by a cloud giant and is inside a cloud castle that can be reached only by flying.
- 4 Your monastery is built beside a volcanic system of hot springs, geysers, and sulfur pools. You regularly received visits from azer traders.
- 5 Your monastery was founded by gnomes and is an underground labyrinth of tunnels and rooms.
- 6 Your monastery was carved from an iceberg in the frozen reaches of the world.

MONASTIC ICON

Even in the monastic lifestyle, which eschews materialism and personal possessions, symbolism plays an important part in defining the identity of an order. Some monastic orders treat certain creatures with special regard, either because the creature is tied to the order's history or because it serves as an example of a quality the monks seek to emulate.

If your character's monastery had a special icon, you might wear a crude image of the creature somewhere inconspicuous on your clothing to serve as an identifying mark. Or perhaps your order's icon does not have a physical form but is expressed through a gesture or a posture that you adopt, and which other monks might know how to interpret.

MONASTIC ICONS

d6 Icon

- 1 **Monkey.** Quick reflexes and the ability to travel through the treetops are two of the reasons why your order admires the monkey.
- 2 **Dragon Turtle.** The monks of your seaside monastery venerate the dragon turtle, reciting ancient prayers and offering garlands of flowers to honor this living spirit of the sea.
- 3 **Ki-rin.** Your monastery sees its main purpose as watching over and protecting the land in the manner of the ki-rin.
- 4 **Owlbear.** The monks of your monastery revere a family of owlbears and have coexisted with them for generations.
- 5 **Hydra.** Your order singles out the hydra for its ability to unleash several attacks simultaneously.
- 6 **Dragon.** A dragon once laired within your monastery. Its influence remains long after its departure.



LEFT TO RIGHT: DRUNKEN MASTER, KENSEI, AND SUN SOUL

MASTER

During your studies, you were likely under the tutelage of a master who imparted to you the precepts of the order. Your master was the one most responsible for shaping your understanding of the martial arts and your attitude toward the world. What sort of person was your master, and how did your relationship with your master affect you?

MASTERS

d6 Master

- 1 Your master was a tyrant whom you had to defeat in single combat to complete your instruction.
- 2 Your master was kindly and taught you to pursue the cause of peace.
- 3 Your master was merciless in pushing you to your limits. You nearly lost an eye during one especially brutal practice session.
- 4 Your master seemed goodhearted while tutoring you, but betrayed your monastery in the end.
- 5 Your master was cold and distant. You suspect that the two of you might be related.
- 6 Your master was kind and generous, never critical of your progress. Nevertheless, you feel you never fully lived up to the expectations placed on you.

MONASTIC TRADITIONS

At 3rd level, a monk gains the Monastic Tradition feature. The following options are available to a monk, in addition to those offered in the *Player's Handbook*: the Way of the Drunken Master, the Way of the Kensei, and the Way of the Sun Soul.

WAY OF THE DRUNKEN MASTER

The Way of the Drunken Master teaches its students to move with the jerky, unpredictable movements of a drunkard. A drunken master sways, tottering on unsteady feet, to present what seems like an incompetent combatant who proves frustrating to engage. The drunken master's erratic stumbles conceal a carefully executed dance of blocks, parries, advances, attacks, and retreats.

A drunken master often enjoys playing the fool to bring gladness to the despondent or to demonstrate humility to the arrogant, but when battle is joined, the drunken master can be a maddening, masterful foe.

WAY OF THE DRUNKEN MASTER FEATURES

Monk Level	Feature
3rd	Bonus Proficiencies, Drunken Technique
6th	Tipsy Sway
11th	Drunkard's Luck
17th	Intoxicated Frenzy



BONUS PROFICIENCIES

When you choose this tradition at 3rd level, you gain proficiency in the Performance skill if you don't already have it. Your martial arts technique mixes combat training with the precision of a dancer and the antics of a jester. You also gain proficiency with brewer's supplies if you don't already have it.

DRUNKEN TECHNIQUE

At 3rd level, you learn how to twist and turn quickly as part of your Flurry of Blows. Whenever you use Flurry of Blows, you gain the benefit of the Disengage action, and your walking speed increases by 10 feet until the end of the current turn.

TIPSY SWAY

Starting at 6th level, you can move in sudden, swaying ways. You gain the following benefits.

Leap to Your Feet. When you're prone, you can stand up by spending 5 feet of movement, rather than half your speed.

Redirect Attack. When a creature misses you with a melee attack roll, you can spend 1 ki point as a reaction to cause that attack to hit one creature of your choice, other than the attacker, that you can see within 5 feet of you.

DRUNKARD'S LUCK

Starting at 11th level, you always seem to get a lucky bounce at the right moment. When you make an ability check, an attack roll, or a saving throw and have disadvantage on the roll, you can spend 2 ki points to cancel the disadvantage for that roll.

INTOXICATED FRENZY

At 17th level, you gain the ability to make an overwhelming number of attacks against a group of enemies. When you use your Flurry of Blows, you can make up to three additional attacks with it (up to a total of five Flurry of Blows attacks), provided that each Flurry of Blows attack targets a different creature this turn.

WAY OF THE KENSEI

Monks of the Way of the Kensei train relentlessly with their weapons, to the point where the weapon becomes an extension of the body. Founded on a mastery of sword fighting, the tradition has expanded to include many different weapons.

A kensei sees a weapon in much the same way a calligrapher or painter regards a pen or brush. Whatever the weapon, the kensei views it as a tool used to express the beauty and precision of the martial arts. That such mastery makes a kensei a peerless warrior is but a side effect of intense devotion, practice, and study.

WAY OF THE KENSEI FEATURES

Monk Level	Feature
3rd	Path of the Kensei (2 weapons)
6th	One with the Blade, Path of the Kensei (3 weapons)
11th	Sharpen the Blade, Path of the Kensei (4 weapons)
17th	Unerring Accuracy, Path of the Kensei (5 weapons)

PATH OF THE KENSEI

When you choose this tradition at 3rd level, your special martial arts training leads you to master the use of certain weapons. This path also includes instruction in the deft strokes of calligraphy or painting. You gain the following benefits.

Kensei Weapons. Choose two types of weapons to be your kensei weapons: one melee weapon and one ranged weapon. Each of these weapons can be any simple or martial weapon that lacks the heavy and special properties. The longbow is also a valid choice. You gain proficiency with these weapons if you don't already have it. Weapons of the chosen types are monk weapons for you. Many of this tradition's features work only with your kensei weapons. When you reach 6th, 11th, and 17th level in this class, you can choose another type of weapon—either melee or ranged—to be a kensei weapon for you, following the criteria above.

Agile Parry. If you make an unarmed strike as part of the Attack action on your turn and are holding a kensei weapon, you can use it to defend yourself if it is a melee weapon. You gain a +2 bonus to AC until the start of your next turn, while the weapon is in your hand and you aren't incapacitated.

Kensei's Shot. You can use a bonus action on your turn to make your ranged attacks with a kensei weapon more deadly. When you do so, any target you hit with a ranged attack using a kensei weapon takes an extra 1d4 damage of the weapon's type. You retain this benefit until the end of the current turn.

Way of the Brush. You gain proficiency with your choice of calligrapher's supplies or painter's supplies.

ONE WITH THE BLADE

At 6th level, you extend your ki into your kensei weapons, granting you the following benefits.



Why did the samurai cross the road? ... Now you say "Why?" ... Okay, here's the joke part. I kensei. Get it? What? Why aren't you laughing? The joke is solid gold, and my delivery was perfect. Maybe you didn't get it because you're stupid.



Magic Kensei Weapons. Your attacks with your kensei weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Deft Strike. When you hit a target with a kensei weapon, you can spend 1 ki point to cause the weapon to deal extra damage to the target equal to your Martial Arts die. You can use this feature only once on each of your turns.

SHARPEN THE BLADE

At 11th level, you gain the ability to augment your weapons further with your ki. As a bonus action, you can expend up to 3 ki points to grant one kensei weapon you touch a bonus to attack and damage rolls when you attack with it. The bonus equals the number of ki points you spent. This bonus lasts for 1 minute or until you use this feature again. This feature has no effect on a magic weapon that already has a bonus to attack and damage rolls.

UNERRING ACCURACY

At 17th level, your mastery of weapons grants you extraordinary accuracy. If you miss with an attack roll using a monk weapon on your turn, you can reroll it. You can use this feature only once on each of your turns.

WAY OF THE SUN SOUL

Monks of the Way of the Sun Soul learn to channel their life energy into searing bolts of light. They teach that meditation can unlock the ability to unleash the indomitable light shed by the soul of every living creature.

WAY OF THE SUN SOUL FEATURES

Monk Level	Feature
3rd	Radiant Sun Bolt
6th	Searing Arc Strike
11th	Searing Sunburst
17th	Sun Shield

RADIANT SUN BOLT

Starting when you choose this tradition at 3rd level, you can hurl searing bolts of magical radiance.

You gain a new attack option that you can use with the Attack action. This special attack is a ranged spell attack with a range of 30 feet. You are proficient with it, and you add your Dexterity modifier to its attack and damage rolls. Its damage is radiant, and its damage die is a d4. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.

When you take the Attack action on your turn and use this special attack as part of it, you can spend 1 ki point to make the special attack twice as a bonus action.

When you gain the Extra Attack feature, this special attack can be used for any of the attacks you make as part of the Attack action.

SEARING ARC STRIKE

At 6th level, you gain the ability to channel your ki into searing waves of energy. Immediately after you take the Attack action on your turn, you can spend 2 ki points to cast the *burning hands* spell as a bonus action.

You can spend additional ki points to cast *burning hands* as a higher-level spell. Each additional ki point you spend increases the spell's level by 1. The maximum number of ki points (2 plus any additional points) that you can spend on the spell equals half your monk level.

SEARING SUNBURST

At 11th level, you gain the ability to create an orb of light that erupts into a devastating explosion. As an action, you magically create an orb and hurl it at a point you choose within 150 feet, where it erupts into a sphere of radiant light for a brief but deadly instant.

Each creature in that 20-foot-radius sphere must succeed on a Constitution saving throw or take 2d6 radiant damage. A creature doesn't need to make the save if the creature is behind total cover that is opaque.

You can increase the sphere's damage by spending ki points. Each point you spend, to a maximum of 3, increases the damage by 2d6.

SUN SHIELD

At 17th level, you become wreathed in a luminous, magical aura. You shed bright light in a 30-foot radius and dim light for an additional 30 feet. You can extinguish or restore the light as a bonus action.

If a creature hits you with a melee attack while this light shines, you can use your reaction to deal radiant damage to the creature. The radiant damage equals 5 + your Wisdom modifier.

So you have this soul, but you can't see it or touch it. And when you die, this invisible thing leaves your body and goes to a place you can't see. And you people think I'm crazy.

