



The Monk Major

Monk School

(*Player's Handbook* (2014))

"The secret to true insight is to find your Ki..."

--Ember, senior Human Monk

"Did you check under the couch cushions? That's where I usually find mine."

--Gimble, junior Gnome Bard

Welcome to Sigil Prep's Danica Maupoissant School of Monkly Meditation, so named because really, name another Monk with any notoriety. And that's just the point. You could study Monk in some isolated monastery where you only hang out with other monks, who are all stick-in-the-muds whose minds are stuck in their insights and who wouldn't know excitement if it blew up in their faces. Or you could go to a school full of outgoing, friendly people. Where *you* can be the stick-in-the-mud.

All Monk students have to choose a monastic tradition to follow before their second semester. This will set the path of whether you can kill with your bare hands. Or big whips you make out of water. Try doing that, Friar Tuck!

FRESHMAN YEAR

First year Monk students are required to take the following courses, in addition to basic weapons and academic electives:

Defense While Unarmored (MNK 100)

Martial Arts Lab 4 (MNK 102)

Ki Channeling Theory (MNK 110)

Flurry of Blows (MNK 120)

Patient Defense (MNK 121)

Step of the Wind (MNK 122)- This is a fancy way to spell "running," innit?

Running Really Fast (MNK 130)

Missile Deflection (MNK 202)

Slow Falling (MNK 215)

SOPHOMORE YEAR

Second year monk students are required to take the following:

Extra Attacking (MNK 302)

Stunning Strike (MNK 310)

Martial Arts Lab 6 (MNK 318)

Ki Empowering of Unarmed Combat (MNK 311)

Running Really, Really Fast (MNK 330)

Evading Attacks (MNK 420)

Stillness of Mind (MNK 431)

Running Even Really Faster (MNK 515)

Running Vertically (MNK 516)

Purity of Body (MNK 550)- You should really drink a lemon juice fast once a month or so.

JUNIOR YEAR

As if you hadn't taken enough course already, in Junior Year, you must take the following:

Martial Arts Lab 8 (MNK 606)

Advanced All the Languages, Just... All of Them... of the Sun and Moon (MNK 717)

Running Just, Like, Crazy Fast (MNK 731)

Diamond Soul (MNK 725)

Timeless Body (MNK 811)- Yeah, even a lemon juice fast isn't going to make you immortal. This one's going to be tough.

SENIOR YEAR

If you survived this long, to graduate, you need to take the following:

Martial Arts Lab 10 (MNK 901)

Empty Body (MNK 903)

So Very Fast Running (MNK 912)

Perfect Self (MNK 980)- That is... a lot of lemon juice.

Upon completion, you are awarded the Bachelor of Kung-Fu Fighting degree. You are now officially fast as lightning, and a little bit frightening.

Ember Emberl

(Human Monk, senior)

Ember is somewhat reserved and stoic, and spends a lot of time espousing various philosophical views related to her spiritual insights and meditations, but down deep, she just really wants people to ask her to go places with them. Parties and shopping. Whatever. Somewhere. It'd be nice.

But she makes such a big deal about how such things aren't important to her, people tend to take her at her word, and let her stay home to meditate. She's lonely. But she's really good at meditating.

(Ember is based on a portrait character from Player's Handbook (2000; 2003); property of WotC)

Monk Career Paths

Monk Traditions are an important part of not just how you operate as an adventurer, but are a fundamental part of your core beliefs. Whether you believe in smacking people with an open hand or turning fire into snake fangs, that's up to you.

Way of Shadow

(Player's Handbook (2014))

In this program, we'll teach you stealth to the point that you actually start to blend with the shadows. Literally. And teleportation. Nothing is more stealthy than not actually being there for a second.

You must take the following courses when you enroll in this path:

Shadow Arts (WOS 220)

Shadow Stepping (WOS 300)

Cloak of Shadows (WOS 611)

Opportunism- Theory and Practice (WOS 901)

Way of the Drunken Master

(Unearthed Arcana: a Trio of Subclasses (online download, 2017))

The secret here is to act drunk without actually *being* drunk. It's misdirection, you see. It's probably better if you aren't drunk, in fact. If you're really looking for a class where you drink beer, you may be looking for "Way of the Drunkard Master". That's down the hall.

This program adds the following to your major requirements:

Drunken Technique (DRM 206)

Tipsy Swaying (DRM 307)

Gaining Drunkard's Luck (DRM 611)

Intoxicated Frenzy (DRM 901)

Way of the Four Elements

(Player's Handbook (2014))

Learn to bend the... wait, let's not use the word "bend". Learn to control the elements through use of your Ki, in a bending-like manner. Hone those skills over time. Perhaps with some friends, and maybe an enemy who eventually finds himself conflicted and ends up coming to terms with you, and then flash forward to a few generations later and another Monk of the Four Elements whose adventures are still pretty good, but not as well received as yours.

That could totally happen.

Whatever the case, you'll be required to take the following courses:

Four total electives from the Disciple of the Elements department, from which you can learn to control wind, breathe winter, shoot fire from your hands, or a number of other feats based on the elements. Oddly, most of the best ones are Air. Not suspicious at all.

Way of the Kensei

(*Unearthed Arcana: Monk* (online download, 2016), *Unearthed Arcana: Revised Subclasses* (online download, 2017))

When one thinks of monks, one thinks of striking with the open fist. However, it has long been proven that it is better to strike with the open sword. We can help you with that. And. *And!* Your weapon is considered magic at 6th level. Although, if you don't have a magic weapon by 6th level anyway, you're failing at adventurer.

When you enroll in this program, you add the following to your major requirements:

Introduction to the Path of the Kensei (KSI 201)

Achieving Oneness with the Blade (KSI 307)

Blade Sharpening (KSI 607)

Unerring Accuracy (KSI 903)

Way of the Long Death

(*Sword Coast Adventurer's Guide* (2015))

Most people make you die by killing you, but students of the Way of the Long Death kill you by making you die. No blunt trauma or open wounds for them, no sir. It's just raw death, channeled by deathness.

When you enroll in this program, you must add the following courses:

Touch of Death (WLD 203)

Reaping and the Appropriate Hours for Doing So (WLD 303)

Mastery of Death (WLD 610)

Touch of the Long Death (WLD 914)

Way of the Open Hand

(*Player's Handbook* (2014))

This is now the only legal way to learn the Quivering Palm technique. You must apply for and receive a license before you can be accepted. There is a thorough background check and a psychological exam required before you can even turn in the application. You won't be turned down for any of that, we just like to have the paperwork in order.

The following courses are required, in addition to your standard Monk requirements:

Open Hand Bitch-Slapping (WHO 201)

Wholeness of Body (WHO 307)

Inner Peace and Tranquility (WHO 611)
Quivering Palm (WHO 907)

Way of the Sun Soul

(Sword Coast Adventurer's Guide (2015))

Just as light can convert to heat, so too can your Ki convert to light. Just toss light around everywhere, like a human Roman candle. You may not be the smartest guy in your dorm, but you can be the brightest.

This program requires the following in addition to your Monk requirements:

Radiant Sun Bolt, Production and Use (WSS 216)
Searing Arc Strike (WSS 306)
Searing Sunburst (WSS 607)- Insurance fees will be added to your tuition for this class
Sun Shield, Production and Use (WSS 950)

Way of Tranquility

(Unearthed Arcana: Monk (online download, 2016))

Night-time cough syrup. That's the way to tranquility. Or you can study a path of non-violence, peace, and healing. If you want to be *that guy*. Soaking up experience points other people earned. Frickin' pacifists. Why are you even *in* the dungeon?

The following requirements are needed for this program:

Introduction to Tranquility (TRQ 201)- the only class you're encouraged to sleep through
Healing Hands (TRQ 203)
Emissary of Peace Training (TRQ 306)
Dousing the Flames of War (TRQ 611)
Anger Management of a Gentle Soul (TRQ 910)

Way of the Morphing Ranger

We need teenagers with attitude! Or twenty-somethings, probably. Twenty-somethings with... actually, "discipline" would probably be better. We need twenty-somethings with discipline to form the core of the Morphing Ranger style of martial arts. It's cheesy and over-the-top, and you have to wear bright primary colors, but you also get a cut of the merchandising.

Unlike other Monk traditions that are learned through insight and hard training, you probably stumbled across your Morphing Ranger abilities when a giant floating head or a weird monkey guy in the forest bestowed them upon you. You were probably supposed to stick around. There's four other guys in different colored suits wondering why the hell you aren't there.

TRANSFORMATION SEQUENCE

When you take this ability at 3rd level, you gain the ability to transform into your Sentai form. By spending 2 Ki points, you initiate the Transformation Sequence. This requires a Ki Focus, which is often a coin or wrist-thingy of some sort, but can be practically anything. The Transformation takes a full round and can be your only action the turn you activate it. This often involves flashes of light, upbeat theme music, and possibly spinning around while defying gravity.

After the transformation, you are donning a colorful outfit which offers +1 to your AC. It is not considered armor, and the AC bonus is in addition to any armor bonus you may have. The outfit appears regardless of where you last left it. When you roll a critical hit with any attack, you do an additional +1d4 damage from Unnecessary Explosions. The transformation lasts 1 minute. You may, if you choose, still be in your Morphing Ranger outfit afterward, but you no longer have the benefits of the Transformation.

DRAMATIC LEAP

At 6th level and afterward, while Transformed, you gain a +4 bonus to Acrobatics rolls used to leap. When you land, Unnecessary Explosions occur, and all creatures within 5 feet of your landing spots that are your size or smaller are knocked prone.

POWER UP

At 11th level, increase either your STR or DEX by +2 (maximum 20), and select one feat. Further, in your Transformation, you do +1d8 damage on a critical hit due to Unnecessary Explosions instead of 1d4. Your unarmed strikes critically hit on 19-20.

Your Transformation form has new shoulder pads or a ridge on the helmet or something so everyone knows you've powered up.

FIGHTING ON THEIR LEVEL

Beginning at level 17, while in your transformed state and facing a size Huge opponent, you may spend 6 Ki points to grow to size Huge. Your STR increases to 22, and the bonus to critical hits due to Unnecessary Explosions increases to +2d6.

If you are fighting a size Gargantuan opponent, you may spend 10 Ki points to grow to size Gargantuan. Your STR increases to 24, and the bonus to critical hits due to Unnecessary Explosions increases to +2d10.

In both cases, once there are no opponents of the stated size, you shrink back to your normal size. You also shrink to normal size if your Transformation Sequence ends.

Monk Faculty

Danica Maupoissant [department head]

(Human Monk, Professor of Advanced Ki Techniques)

Professor Maupoissant (technically “Danica Bonaduce,” but she uses her maiden name for teaching) is a small, slight woman of good humor whom you might not expect to be a deadly hand-to-hand fighter. However, she can be quite formidable, and student would do well to avoid being a jerk to her.

Perhaps more dangerous than her deadly fists of kung-fu, however, is her barbed tongue. She is a sharp-witted insult artist, and has sent more than a few student to the burn ward.

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