

Monk School

(*Player's Handbook* (2014), *Xanathar's Guide to Everything* (2017))

"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 Unarmored Defense, numerous Martial Arts Labs, Flurry of Blows, and "Step of the Wind" (which is how we dress up Physical Education- Running to sound appealing to you guys.

You'll also learn to deflect missiles, fall slowly, and be patient while you're defending. Which is why multiclassing from Barbarian to Monk can cause cranial explosion.

SOPHOMORE YEAR

Second year monk students will continue their training with more martial arts, Stunning Strike (MNK 310), even more running (up walls, even), evasive attacks, and a year-long course in Purity of Body (MONK 550), which includes a monthly lemon juice fast.

JUNIOR YEAR

As if you hadn't taken enough courses already, in Junior Year, you will, of course, not only take still more martial arts and running, but you'll also have to study all the languages. All of them.

You'll also have to take Timeless Body (MNK 811), which... 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, your senior year includes a bit more martial arts, and so very much running. You'll finally conclude your training with Perfect Self (MNK 980) which, yeah 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.

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.

Your courses will include Shadow Arts (MNK 220), Cloak of Shadows (MNK 611), and Opportunism- Theory and Practice (MNK 961).

Way of the Drunken Master

(Unearthed Arcana: a Trio of Subclasses (online download, 2017), Xanathar's Guide to Everything (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.

Entering this program lays the foundation for the Drunken Technique, and your later training will include Topsy Swaying (MNK 307) and Intoxicated Frenzy (MNK 933). We swear we don't actually get drunk in this class.

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 four total electives from the Disciple of the Elements course catalog, 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, that air bent.

Way of the Kensei

(*Unearthed Arcana: Monk* (online download, 2016), *Unearthed Arcana: Revised Subclasses* (online download, 2017), *Xanathar's Guide to Everything* (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 will have to take Introduction to the Path of the Kensei (MNK 244), after which you will have to take Achieving Oneness with the Blade, Blade Sharpening (get your whetstone wheady... um, your retstone rea... whetstone whh... *delete this line in production, Gary*), and Unerring Accuracy (which is a heck of a promise).

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.

This program includes such courses as Touch of Death (MNK 266), Reaping and the Appropriate Hours for Doing So (MNK 393), and Touch of the Long Death (MNK 945).

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. We used to teach it to all the monk students, but interplanar law has gotten tighter on these things.

This program will teach you Open Hand Bitch-Slapping, and Inner Peace and Tranquility, which go together better than you think.

Way of the Sun Soul

(*Sword Coast Adventurer's Guide* (2015), *Xanathar's Guide to Everything* (2017))

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 begins with Radiant Sun Bolt- Its Production and Uses (MNK 222) and continues through Searing Arc Strikes, and Searing Sunburst Manipulation (MNK 607). Insurance fees will be added to your tuition for this class.

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?

Your groundwork is in Introduction to Tranquility (MNK 208), the only class you're encouraged to sleep through. You'll also study Healing Hands, Training as an Emissary of Peace, and Anger Management of a Gentle Soul.

NEW MONASTIC TRADITION:

Way of the Impoverished

When you enter this program, you take a Vow of Poverty. You give up all worldly possessions in exchange for your devotion to deeper thoughts and crippling debt. However, you become all the more powerful for it, because you have freed yourself from the material world or some such nonsense like that.

VOW OF POVERTY

When you enter this program at 3rd level, you have to give up all your belongings, including magic items. You may own one set of simple clothing, a bedroll, a bowl and spoon, and a single simple weapon (which may not be magic). You can, of course, have food, but you may only, at any time, possess up to 10 copper pieces. For emergencies. Your cut of the treasure is “Hey, will somebody buy me a bowl of soup when we get back to town?”

The school will let you stay in your dorm room, of course. But you can't have any posters or banners on the wall. That's just frivolous.

PURITY OF MIND

Beginning at 3rd level, so long as the conditions of your Vow of Poverty are met, your unarmed strikes are +1 magic weapons and your unarmored body has an AC of 11 (plus Dexterity bonus).

PURITY OF SPIRIT

At 7th level, so long as the conditions of your Vow of Poverty are met, your unarmed strikes become +2 magic weapons, and your unarmored body has an AC of 13 (plus Dexterity bonus).

In addition, you are not bothered by natural temperature extremes and do not need to make saving throws against the extreme cold and extreme heat environmental conditions. (You still take cold and fire damage normally)

PURITY OF SOUL

At 11th level, so long as the conditions of your Vow of Poverty are met, you can subsist on a single meal each week. Your unarmored body has an AC of 15 (plus Dexterity bonus). Your movement is never affected by difficult terrain. And you may take a single Feat for free.

PURITY OF BODY

At 17th level, so long as the conditions of your Vow of Poverty are met, your unarmed strikes become +3 magic weapons, and your unarmored body has an AC of 17 (plus Dexterity bonus). You have resistance to bludgeoning, fire, cold and lightning damage.

NEW MONASTIC TRADITION:

Way of Instant Karma

Karma is a concept stating that all the deeds we do in this life, both good and bad, will be reflected upon us in the next. It has nothing to do with some asshole breaking a carriage axle shortly after he cuts you off in traffic. But you think it does, and that's all that matters.

In fact, you're so sure that's what Karma is, you've learned to harness it this way. Instant Karma. Just add Ki points.

KARMIC JUSTIFICATION

Beginning at 3rd level, whenever you roll a natural 20 on any saving throw, you regain 1 spent Ki point.

KARMIC RETRIBUTION

Also starting at 3rd level, as a reaction when you take damage, you may spend 1 Ki point per damage die. If you do, the creature who dealt the damage to you suffers 1d6 damage per Ki point spent. You must spend Ki points equal to the dice of the attack; you cannot spend fewer or more.

This damage is of the same type as the damage done to you (bludgeoning, slashing, fire, etc.), and seems to come from ill luck. A vase may fall off a shelf onto a club-wielding assailant, doing an unusual amount of blunt damage, or a stray lightning bolt from an otherwise clear sky may strike a mage hitting you with a *shocking grasp*.

You can only use this ability if the source of the damage is a creature or person. You can't retaliate against environmental damage or falling, for instance, nor can you retaliate against traps (yet). (However, the DM may decide that you can use retribution on whoever built the damned trap; you just won't be there to see it.)

THE TRAP THING WE ELUDED TO EARLIER

At 6th level and beyond, machines that inconvenience you may malfunction. When you are subject to a trap that isn't automatically disabled when set off, you may use your reaction to spend a Ki point and roll a d20. Add your proficiency bonus and your wisdom bonus to this roll. If it beats the DC to disable the trap, the trap becomes damaged in some manner, rendering it useless.

Note that you must have previously set off the trap to use this ability. You can't disable a trap in this manner if you haven't suffered from it.

IMPROVED KARMIC RETRIBUTION

Starting at 11th level, when you use Karmic Retribution, if the damage you are reacting to also caused a condition, the target of your retribution must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your wisdom bonus). If they fail, they suffer the same condition you did. If the damage caused multiple conditions, select one to afflict the target.

In addition, you may use your reaction to get retribution for a non-damaging spell that affects you. You must spend 1 Ki point per level of the spell; the caster must make a wisdom saving throw (DC 8 + your proficiency + Wisdom bonus), or suffer the same effect. If the spell is cast at higher than its normal level, it counts as the higher level. The maximum level of spell you can affect is equal to half your level, rounded down.

FINAL RETRIBUTION

Beginning at 17th level, when you suffer a blow that reduces you to 0, even if it kills you instantly, you may spend 10 ki to force the attacker who fell you to make a wisdom saving throw (DC = 8 + your proficiency

bonus + your wisdom bonus), or roll on the *reincarnate* table. No, not that one. The 1st edition AD&D Druid-version reincarnation table. The one with badgers and stags on it. If they fail the save, they are immediately polymorphed into whatever the result of the roll is.

If you (nor your DM) have the AD&D Player's Handbook, I'm sure you can find the table online somewhere.

NEW MONASTIC TRADITION:

Way of the Tiny Dancer

Everybody has that one friend. You know the one. The guy who's roughly the size of a superhero action figure but can leap hundreds of times his height. The sort of gal who can stretch out and relax on your shoulder and use your neck as a back rest while you're walking, but if it came to it, could outrun you twice over. That buddy who thinks of pixies as "that big dude over there", but can punch an ogre unconscious. You know those guys...

Honestly, I have no idea what's going on here.

BONUS EXPERTISE

When you enter this tradition at 3rd level, you gain expertise in Acrobatics and Athletics (whether you were already proficient or not) and can add double your proficiency bonus when making Acrobatics and Athletics checks.

SIZE PREREQUISITE

This tradition cannot be entered by characters who are size Large or larger.

COMPACT AWESOME I

When you enter this tradition at 3rd level, you become size Small. If you are size Medium, your weight is halved, and you stand between 3 and 4 feet tall. If you are already size Small (such as a Halfling or Gnome), you are noticeably smaller than you had been, but you don't change size categories.

Regardless of this, your movement speed, the distance you can jump, and the damage of your unarmed strikes are the same as if you were regular-sized. Your Dexterity and your Dexterity maximum increase by 1.

Difficult to target: You gain a +1 bonus to your AC and to Dexterity saving throws, due to being hard to draw a bead on, and because you move quickly and suddenly. You *are* a dancer, after all.

COMPACT AWESOME II

At 6th level, your size becomes Tiny. If you are size Small, your weight is halved and you stand between 1 and 2 feet tall. If you were already size Tiny, you are noticeably smaller, but you don't change size categories.

Again, your movement speed, jumping distance, and unarmed strike damage are the same as if you were regular-sized. Your Dexterity and your Dexterity maximum increase by 1.

Your bonus to AC and Dexterity saving throws increases to +2.

DANCER FOR MONEY

Not only are you a tiny dancer, you're a dancer for money. At 6th level, you'll do what they want yo... wait. *hum, hum, hum...* Okay, I'm confusing two songs. Never mind.

I CAN FIT IN THERE

Beginning at 6th level, you always have advantage to Hide checks, unless the searcher is specifically looking for a person your size.

COMPACT AWESOME III

At 11th level, your size decreases to about 6". Your weight is less than 10 lbs. If this was 3rd edition, you'd be size Diminutive, but never mind, this isn't 3rd edition.

Your movement, jumping distance, and unarmed strike damage are the same as if you were regular-sized. You look like you're zooming across the ground because you're so tiny and quick, and you seem to be leaping miles at a stretch.

Your bonus to AC and Dexterity saving throws increases to +3. Your Dexterity and your Dexterity maximum increase by 1.

LIKE LOOKING FOR A CONTACT LENS

Beginning at 11th level, you always have advantage in making Stealth checks to sneak past someone, unless they are specifically looking for an itty bitty person.

ULTIMATE COMPACT AWESOME

Beginning at 17th level, you stand between one and three inches tall. Your weight is less than a pound. If this was 3rd edition, you'd be size Fine.

Your movement, jumping distance, and unarmed strike damage are the same as if you were regular-sized. Your Dexterity and your Dexterity maximum increase by 1.