



ALTERNATE MONK



HOMEBREW

Become the Master of Martial Arts You Were Meant to Be!

ALTERNATE MONK

The young man took a deep breath and focused himself as the ogre charged forward. He thought back to his training at the monastery and prepared to counter the incoming blow. As the ogre's club struck the dirt where he had been only moments before, the young man drew upon the reservoir of spiritual power within himself and unleashed a flurry of blows upon the unsuspecting creature. Before the beast could realize what had happened, it lay motionless in the mud. Hopefully, when the ogre regained consciousness it would think twice before raiding the local homesteads.

Moving silently through the darkness of the moonless night, a squad of hobgoblin *Iron Shadows* approached the tent of the enemy general. Trained from birth as assassins, the lethal warriors slew the enemy guards without a sound. As the general stirred from sleep, his eyes widened as the hobgoblins seemed to appear from the darkness itself. He tried to call for help, but no sound came from his mouth as his life was ruthlessly snuffed out by the assassins. As quietly as they had arrived, the *Iron Shadows* disappeared into the night, another mission successfully completed.

The Grand Master stepped forward to block the pass. As her students reluctantly fled into the mountains, she studied the horde of goblins that would soon be upon her. Though she was the most powerful living Wu Jen master, even in her prime she could not hope to slay half this many foes. She dropped her cloak from her shoulders, and her tattoos glistened with elemental magic as she prepared to bring down the mountain itself down upon her. Though she would most certainly perish, the pass would be blocked, and most importantly, her students would be able to escape.

MASTERY OF BODY AND MIND

Where most warriors only seek physical perfection, monks spend their lives training both their body and mind to work together. When both aspects of themselves are mastered, a monk is able to channel the life-giving spiritual energy that dwells within themselves, their ki. Drawing upon this hidden power, these reclusive warriors are able to perform almost supernatural feats of physicality and acrobatics.

Looking always inward, monks often eschew any material possession they cannot carry on their backs, instead focusing on immaterial wealth. Whether enlightenment, happiness, challenging foes, or tests of might, all monks usually have an ideal or goal that they are constantly striving toward.

MYSTIC ASCETICISM

Often trained in hidden monasteries or by reclusive masters, monks must often give up any inheritance or titles in order to be accepted as monastic students. Some grand masters even require years of servitude and dedication to the monastery before they will even begin to train a new pupil. Once begun, a monk's training does not stop until the day they die. They are expected to spend all of their heart, mind, soul, and will in their quest to discover a more perfect self.

Even the greatest monastic masters will sometimes seek out other monasteries, entering as a novice, even in old age. The quest for perfection is never-ending, and despite great spiritual progress, the greatest view themselves as novices, eager to progress on the next step to enlightenment.



CREATING YOUR MONK

When you create your monk, consider who instructed you in the ways of martial arts, and what they had to give up in order to become a student. Were you an orphan left on the steps of a mountain monastery, raised from birth as a student of the Eternal Mountain technique? Or were you the lesser child of a noble family who gave up everything in order to learn the Shadow Arts in a quest for vengeance? Whatever the reason for your training, consider why you left a life of solitude and introspection for the dangerous life of an adventurer.

MULTICLASSING AND THE MONK

If your group uses the optional multiclassing rule, here's what you need to know if you choose to take a level in the monk class.

Ability Score Minimum. As a multiclass character, you must have at least a 13 in both Dexterity and Wisdom to take a level in this class, or to take a level in another class if you are already a monk.

Proficiencies. If monk isn't your initial class, here are the proficiencies you gain when you take your first level as a monk: simple weapons, shortswords.



THE MONK

Monk Level	Prof. Bonus	Class Features	Martial Arts	Unarmored Movement	Techniques Known
1st	+2	Martial Arts, Unarmored Defense	1d6	—	—
2nd	+2	Ki, Flurry of Blows, Unarmored Movement	1d6	+10 ft.	2
3rd	+2	Enlightened Fist, Monastic Tradition	1d6	+10 ft.	3
4th	+2	Ability Score Improvement, Slow Fall	1d6	+10 ft.	3
5th	+3	Deflect Missiles, Extra Attack	1d8	+10 ft.	4
6th	+3	Monastic Tradition Feature	1d8	+15 ft.	4
7th	+3	Evasion, Stillness of Mind	1d8	+15 ft.	5
8th	+3	Ability Score Improvement	1d8	+15 ft.	5
9th	+4	—	1d8	+15 ft.	6
10th	+4	Purity of Body	1d8	+20 ft.	6
11th	+4	Monastic Tradition Feature	1d10	+20 ft.	7
12th	+4	Ability Score Improvement	1d10	+20 ft.	7
13th	+5	—	1d10	+20 ft.	8
14th	+5	Awakened Soul	1d10	+25 ft.	8
15th	+5	Timeless Body	1d10	+25 ft.	9
16th	+5	Ability Score Improvement	1d10	+25 ft.	9
17th	+6	Monastic Tradition Feature	1d12	+25 ft.	9
18th	+6	—	1d12	+30 ft.	10
19th	+6	Ability Score Improvement	1d12	+30 ft.	10
20th	+6	Ascended Soul	1d12	+30 ft.	10

CLASS FEATURES

HIT POINTS

Hit Dice: 1d10 per monk level

Hit Points at 1st Level: 10 + your Constitution modifier.

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per monk level after 1st

PROFICIENCIES

Armor: none

Weapons: Simple weapons, shortswords

Tools: One set of artisan's tools or musical instrument

Saving Throws: Strength, Dexterity

Skills: Choose two of the following: Acrobatics, Athletics, History, Insight, Nature, Religion, and Stealth

EQUIPMENT

You start with the following equipment.

- (a) a shortsword or (b) any simple weapon
- (a) a shortbow and 20 arrows or (b) 20 darts
- (a) a dungeoneer's pack or (b) an explorer's pack

QUICK BUILD

You can make a monk quickly by using these suggestions. First, make Dexterity your highest ability score, followed by your Wisdom. Second, choose the acolyte background.

MARTIAL ARTS

Starting at 1st level, you have trained to make use of deadly Martial Arts. Martial Arts attacks include unarmed strikes, and any attack you make with a simple weapon that doesn't have the heavy or two-handed weapon property.

As long as you are not wearing any armor or wielding a shield, your Martial Arts attacks gain the following benefits:

- You can use your Dexterity modifier, in place of Strength, for your Martial Arts attack and damage rolls, and any Athletics checks you make to grapple or shove.
- You can roll your Martial Arts die in place of the normal damage of a Martial Arts attack. This die starts out as a d6 and changes as you gain monk levels, as indicated in the Martial Arts column of the Monk table above.
- When you use your Attack action to make a Martial Arts attack, you can use your bonus action on that same turn to make a single unarmed strike attack.

Some styles of Martial Arts make use of exotic weapons like nunchaku (clubs), kamas (sickles), or sai (daggers).

UNARMORED DEFENSE

Your quick reflexes allow you to defend yourself even when unarmored. Beginning at 1st level, while you are wearing no armor and not wielding a shield, your Armor Class is equal to 10 + your Dexterity modifier + your Wisdom modifier.





KI

At 2nd level, you learn to manipulate your ki, the life-giving spiritual energy that dwells within you. Drawing upon this inner reserve of ki, you can perform supernatural physical, mental, and spiritual feats known as Mystic Techniques.

KI POINTS

Your inner reserve of ki is represented by a pool of ki points. This pool has a total number of ki points equal to your monk level + your Wisdom modifier. You regain expended ki points when you finish a short or long rest, so long as you spent at least 30 minutes of that rest in spiritual meditation.

TECHNIQUES KNOWN

At 2nd level, you know three Techniques of your choice from the list at the end of this class description. The Monk table shows when you learn more Techniques of your choice. Each time you gain a monk level, you can choose a Technique you know and replace it with another Technique of your choice.

SAVING THROWS

Your Mystic Techniques draw upon your spirit, and grow in proportion to your Wisdom. If a Technique requires a saving throw, the saving throw DC is calculated as follows:

$$\text{Technique save DC} = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$$

FLURRY OF BLOWS

Starting at 2nd level, you can draw upon your ki to strike with blinding speed. When you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action on that turn.

UNARMORED MOVEMENT

Your pursuit of physical perfection and practice of meditation has unlocked the hidden potential of your body. Beginning at 2nd level, your movement speed increases by 10 feet so long as you are not wearing armor or wielding a shield.

As you gain levels in this class this bonus to your base movement speed increases as indicated in the Unarmored Movement column of the Monk table.

ENLIGHTENED FIST

Your ki empowers your strikes. Starting at 3rd level, so long as you have at least 1 ki point remaining, your unarmed strikes count as magical for the purposes of overcoming resistance and immunity to non-magical attacks.

In addition, if you spend 1 ki point or more as part of your action on your turn, you can make one unarmed strike as a bonus action before the end of your current turn.

MONASTIC TRADITION

At 3rd level, choose one of the following Monastic Traditions that best represents your training and philosophy as a monk: Way of the Open Hand, Shadow Arts, or Wu Jen.

The Monastic Tradition you choose grants you features at 3rd level, and again at 6th, 11th, and 17th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or two ability scores by 1. You cannot increase one of your ability scores above 20 using this feature.



SLOW FALL

You can be light as a feather when you move through the air. Starting at 4th level, any fall damage you take is reduced by an amount equal to five times your monk level so long as you are conscious. If you fall and reduce the fall damage you would take to 0 you can choose to land on your feet.

DEFLECT MISSILES

Also at 5th level, when you are hit by a ranged weapon attack, you can use your reaction to reduce the incoming damage by an amount equal to your Martial Arts die + your Dexterity modifier + your monk level. If you reduce the damage to 0 you can catch the projectile if you have a free hand.

If you catch the projectile, you can spend 1 ki point as part of the same reaction to make a ranged (20/60) Martial Arts attack with the projectile. You are proficient with this attack.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

EVASION

Starting at 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a black dragon's acid breath or a *lightning bolt* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

STILLNESS OF MIND

Also at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

PURITY OF BODY

At 10th level, your ki protects you against physical ailments. You are immune to all disease and the poisoned condition.

AWAKENED SOUL

Beginning at 14th level, your spirit enhances your physical and mental defenses. Whenever you make a saving throw you gain a bonus to your roll equal to your Wisdom modifier (minimum of +1). You must be conscious to gain this bonus.

Also, whenever you make a saving throw and fail, you can spend 1 ki point to reroll it and take the second result.

TIMELESS BODY

Upon reaching 15th level, your ki control has grown to such a degree that you no longer need worldly nourishment. You no longer require food nor water, you suffer none of the frailty of old age, and you cannot be aged magically. However, you still age normally and can die of old age.

ASCENDED SOUL

You have gained such mastery over your spirit that you can meditate even while performing other actions. At 20th level, you can use a bonus action to regain a number of ki points equal to your Wisdom modifier (minimum of 1 ki point).



MONASTIC TRADITIONS

Choose one of the following Monastic Traditions that best represents the training and philosophy of your Monk: Way of the Open Hand, the Way of Shadow, or the Way of the Wu Jen

WAY OF THE OPEN HAND

Monks who dedicate their lives to the Way of the Open Hand focus on mastering their physical bodies. While all monks are adept martial artists, monks of the Open Hand are warriors at heart who focus on honing their bodies into deadly weapons. It is exceptionally rare to see an Open Hand monk wielding a weapon other than their fists and feet.

DISCIPLE OF MANY FORMS

When you adopt this Tradition at 3rd level, you learn one additional Technique of your choice. This Technique doesn't count against your total number of Techniques Known.

FLURRY OF FISTS

You are able to manipulate your foes amidst your strikes. Starting at 3rd level, when you make an unarmed strike as part of your Flurry of Blows or Enlightened Fist feature, you can instead choose to make a grapple or shove attack.





EBB AND FLOW

Beginning at 6th level, you can use the momentum of your foe to exploit the weakness in their form. When a creature within your reach misses you with a melee attack, you can use your reaction to do one of the following:

- You force it to make a Dexterity saving throw. On a failed save, they are knocked prone. Creatures at least one size larger than you have advantage on this saving throw.
- You can make one unarmed strike against the creature.

EMPOWERED STRIKES

Starting at 11th level, your fists strike with the force of your unyielding will. Once per turn when you hit a creature with an unarmed strike you can deal additional damage equal to one roll of your Martial Arts die.

MASTER OF MANY FORMS

You are an expert martial artist and are able to master new techniques with ease. At 11th level, when you finish a long rest, you can replace one Mystic Technique you know with another Technique of your choice.

GRAND MASTER OF THE OPEN HAND

You are an unparalleled master of martial arts and are able to strike with overwhelming supernatural power. Beginning at 17th level, when you hit a creature with an unarmed strike, you can spend 3 ki points to empower your blow and force the creature to make a Constitution saving throw.

The creature takes 10d10 bludgeoning damage and is knocked prone on a failed save, and takes half as much damage and is not knocked prone on a successful save.

WAY OF THE SHADOW ARTS

While most practitioners of martial arts place a high value on honorable conduct and combat, those who practice the Way of Shadow exploit every weakness possible. Assassins, spies, ninja, and infiltrators, Shadow monks use the darkness to their advantage and strike only when their success is assured.

EYES OF NIGHT

You have mastered the art of fighting in darkness. When you adopt this Tradition at 3rd level, you gain darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet.

Upon reaching 6th level, your darkvision allows you to see in magical darkness. Magical darkness that you create, such as by the *darkness* spell, does not impose disadvantage on your Wisdom (Perception) checks.

SHADOW ARTS

Also starting at 3rd level, you can draw upon your ki to produce the effects of certain spells. As an action, you can spend 2 ki points to cast *darkness*, *darkvision*, *pass without trace*, or *silence*, without providing material components.

Also, you have advantage on Dexterity (Stealth) checks you make to hide while you are obscured by darkness.

SHADOW STEP

You can move through the darkness virtually undetected. Beginning when you reach 6th level, you can step from one shadow into another. When you are in dim light or darkness, you can use your bonus action to teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You then have advantage on the first melee attack you make before the end of the turn.

CLOAK OF SHADOWS

You have become one with your greatest ally, darkness itself. Starting at 11th level, when you are in an area of dim light or darkness, you can use your action to become invisible. You remain invisible until you make an attack, cast a spell, or are in an area of bright light.

While invisible, you can make an opportunity attack as a reaction when when a creature moves within your reach.

GRAND MASTER OF SHADOWS

You are an unquestioned master of the Shadow Arts. Upon reaching 17th level, the spells you can produce with your Shadow Arts feature have their ki point cost reduced by 1.

You also learn to use advanced Shadow Art Techniques only available to grand masters. As an action on your turn, you can expend 4 ki points to cast the *greater invisibility* or *shadow of moil* spells, targeting only yourself, and without requiring the material components.

OTHER MONASTIC TRADITIONS?

The Monastic Traditions here are alternate versions of the options in the *Player's Handbook* for the monk. The Alternate Monk is compatible with all official Monastic Traditions from *Xanathar's Guide to Everything* and *Tasha's Cauldron of Everything*.





WAY OF THE WU JEN

Rather than focus inward, some monks seek balance between themselves and the forces of nature. Known as Wu Jens, these warriors augment their martial arts with the power of the four elements; air, earth, fire, and water. Using their ki, they can produce overwhelming feats of elemental power.

DISCIPLE OF THE ELEMENTS

When you adopt this Tradition at 3rd level, you learn ancient Elemental Techniques that allow you cast spells. Spells you learn through these Techniques can be cast by expending the amount of ki points detailed in the table below. Any spell you cast with ki points doesn't require material components.

The maximum amount of ki points you can expend at one time to cast a spell is equal to your proficiency bonus.

Spell Level	Ki Point Cost	Spell Level	Ki Point Cost
Cantrip	0	3rd	4
1st	1	4th	5
2nd	2	5th	6

You learn two Elemental Techniques of your choice from the list at the end of this subclass. These Techniques don't count against your total number of Techniques Known and you can only replace them with Elemental Techniques.

Whenever you are able to learn a new Technique, you can select from the Techniques available to monks, or from the Elemental Techniques at the end of this subclass.

You learn one additional Elemental Technique of your choice when you reach 6th, 11th, and 17th level in this class. The Techniques you learn at these levels don't count against your total number of Techniques Known and you can only replace them with other Elemental Techniques.

Wu Jen spells are from the *Players Handbook*, *Xanathar's Guide to Everything**, and *Tasha's Cauldron of Everything***.

ELEMENTAL TECHNIQUES

Listed below are the Techniques available to Wu Jen monks. You can learn each Technique multiple times, learning two spells from the list each time. You must meet the prerequisite monk level listed in the Monk Level column to learn a spell.

CRASHING WAVE TECHNIQUE

Disciples of elemental water can freeze their foes with bitter ice and strike with the ferocity of a tsunami. The first time you learn this Technique you learn the *shape water** cantrip.

Monk Level Spell

3rd	<i>armor of frost, fog cloud</i>
6th	<i>hold person, misty step</i>
11th	<i>tidal wave*, sleet storm</i>
14th	<i>control water, watery sphere*</i>
17th	<i>cone of cold, maelstrom*</i>

FOUR WINDS TECHNIQUE

Disciples of elemental air can buffet their foes with powerful winds and strike with the ferocity of a raging storm. The first time you learn this Technique you learn the *gust** cantrip.

Monk Level Spell

3rd	<i>gust of wind, thunderwave</i>
6th	<i>shatter, warding wind*</i>
11th	<i>fly, lightning bolt</i>
14th	<i>freedom of movement, storm sphere*</i>
17th	<i>arcane hand, control winds*</i>

ETERNAL MOUNTAIN TECHNIQUE

Disciples of elemental earth crush their foes with powerful force and strike with the fury of an earthquake. The first time you learn this Technique you learn the *mold earth** cantrip.

Monk Level Spell

3rd	<i>earth tremor*, sanctuary</i>
6th	<i>earthen grasp*, spike growth</i>
11th	<i>erupting earth*, meld into stone</i>
14th	<i>resilient sphere, stone shape</i>
17th	<i>transmute rock, wall of stone</i>

RAGING INFERNO TECHNIQUE

Disciples of elemental fire can buffet their foes with intense flame and strike with the heat of a volcano. The first time you learn this Technique you learn the *control flames** cantrip.

Monk Level Spell

3rd	<i>burning hands, hellish rebuke</i>
6th	<i>flaming sphere, scorching ray</i>
11th	<i>fireball, minute meteors*</i>
14th	<i>fire shield (warm only), wall of fire</i>
17th	<i>flame strike, immolation*</i>



MYSTIC TECHNIQUES

Below are the Mystic Techniques available to the monk. Each time you gain a level in this class, you can replace one Mystic Technique you know with another Technique of your choice.

If a Mystic Technique has a monk level prerequisite you can learn it at the same time you meet the prerequisite.

ARRESTING STRIKE

When you hit a creature with a melee Martial Arts attack, you can spend 1 ki point and force them to make a Constitution saving throw. On a failed save, their speed is reduced by an amount of feet equal to five times your Wisdom modifier (minimum of 5 feet) until the start of your next turn.

CRIPPLING STRIKE

When you hit a creature with a melee Martial Arts attack, you can spend 1 ki point to assault their senses and force them to make a Constitution saving throw. On a failed save, they are blinded, deafened, or muted (your choice) until the start of your next turn. A muted creature cannot produce any sound.

EMPOWERED STRIKE

When you hit a creature with a melee Martial Arts attack, you can spend 1 ki point to force them to make a Strength saving throw. On a failed save, the target is either knocked prone or knocked back 15 feet in a straight line (your choice).

KI-INFUSED WEAPON

At the end of a short or long rest, you can focus your ki on a weapon you touch, allowing you to use it for Martial Arts attacks until the end of your next short or long rest.

You must be proficient with the weapon you choose, and it cannot have the two-handed or heavy properties.

PATIENT DEFENSE

You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

QUICKENED HEALING

As an action, you can spend 2 ki points to regain hit points equal to your Martial Arts die + your Wisdom modifier.

STEP OF THE WIND

You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn. Your jump distance is also doubled for the remainder of that turn.

DISRUPTING STRIKE

Prerequisite: 5th level monk

When you hit a creature with a melee Martial Arts attack, you can spend 1 ki point to interfere with the flow of their ki. The target must succeed on a Wisdom saving throw or be slowed, suffering the effects below until the start of your next turn.

- Their speed is halved and they cannot take reactions.
- They can only use their action or bonus action, not both.
- Regardless of the it's abilities, it can't make more than one

SEEKING STRIKE

Prerequisite: 5th level monk

When you miss with a Martial Arts attack, you can spend up to 3 ki points to increase your attack roll by 2 for each ki point you spend, potentially turning the miss into a hit.

STUNNING STRIKE

Prerequisite: 5th level monk

When you hit a creature with a melee Martial Arts attack, you can spend 1 ki point to strike your foe with deadly force. The target must succeed on a Constitution saving throw or be stunned until the start of your next turn.

HEAVENLY STEP

Prerequisite: 9th level monk

You gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

INDOMITABLE SPIRIT

Prerequisite: 9th level monk

Whenever you make an Athletics check you gain a bonus to your roll equal to your Wisdom modifier (minimum of 1).

SPIRIT OF TRANQUILITY

Prerequisite: 13th level monk

Your ki exudes an aura of peace. At the end of a long rest, you gain the effects of *sanctuary*, which that lasts until the start of your next long rest. The spell can end early as normal.

TONGUE OF SUN AND MOON

Prerequisite: 13th level monk

You learn to touch the ki of other minds so that you understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

EMPTY BODY

Prerequisite: 18th level monk

As an action, you can spend 4 ki points to become invisible for 1 minute. While invisible in this way, you gain resistance to all damage except for force damage.

You can also spend 8 ki points to cast *astral projection*, without needing material components. When you do so, you target only yourself and can't take other creatures with you.

QUIVERING PALM

Prerequisite: 18th level monk

When you hit a creature with a melee Martial Arts attack, you can spend 5 ki points to infuse their spirit with imperceptible vibrations, which last for a maximum number of days equal to your monk level. So long as you and the creature are on the same plane of existence, you can use your action to end these vibrations and force the target to make a Constitution saving throw. It is reduced to 0 hit points on a failed save and takes 10d10 necrotic damage on a successful one.

You can have only one creature under the effect of this feature at a time and using this feature on another target harmlessly ends the effects on any other creatures.



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