



ALTERNATE MONK



HOMEBREW

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

THE MONK

The young man took a deep breath and steadied himself as the ogre charged him. Thinking back to his training he 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 his reservoir of spiritual power and let fly a flurry of blows upon the unsuspecting beast. Before the hulking ogre realized what had happened, it lay stunned 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 assassins approached the tent of the enemy general. Trained in Martial Arts from birth, 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 dark hobgoblin assassins disappeared into the night.

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 strive for 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 within themselves, their ki. Drawing upon this hidden power, these reclusive warriors can perform supernatural physical feats.

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 they die. They put all of their heart, mind, and soul in their quest for a 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 gave 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.

EXAMPLE MONASTERIES

Name	Monastic Tradition
Disciples of the Way	Way of the Open Hand
Iron Shadow Assassins	Way of the Shadow Arts
Order of Gravekeepers	Way of the Reaper
Sacred Light Monastery	Way of Radiance
Temple of the Five Ways	Way of the Wu Jen

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

Level	PB	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.	3
3rd	+2	Monastic Tradition	1d6	+10 ft.	3
4th	+2	Ability Score Improvement	1d6	+10 ft.	3
5th	+3	Extra Attack	1d8	+10 ft.	4
6th	+3	Enlightened Fist, Monastic Tradition Feature	1d8	+15 ft.	4
7th	+3	Spirit of Tranquility	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	Evasion	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: A set of artisan's tools or a 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
- (a) a holy symbol or (b) a musical instrument

QUICK BUILD

You can make a monk quickly by using these suggestions.

First, make Dexterity your highest ability score, followed by your Constitution if you wish to focus on physical power, or your Wisdom if you wish to focus on spiritual enlightenment. Second, choose either the acolyte or the hermit background.

MARTIAL ARTS

You honed your body itself into a weapon, mastering multiple styles of deadly martial arts. For the purposes monk abilities, Martial Arts attacks are your unarmed strikes, and attacks with melee weapons without the heavy or special properties.

Beginning at 1st level, so long as you are not wearing heavy armor, wielding a shield, or wielding a heavy weapon, your Martial Arts attacks gains the benefits listed below:

- You can use your Dexterity, in place of Strength, for the attack and damage rolls or your Martial Arts attacks.
- You can make a Dexterity (Athletics) check to grapple or shove in place of the normal Strength (Athletics) check.
- 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 take the Attack action on your turn and 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

You have trained to defend yourself from deadly blows even when unarmored. Starting at 1st level, so long as you aren't wearing armor and not wielding a shield, your Armor Class equals 10 + your Dexterity modifier + your Wisdom modifier.





Ki

At 2nd level, you learn to manipulate the spiritual energy that resides within you, known as Ki. You can draw on your Ki to perform supernatural physical feats known as 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 learn 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

Techniques rely on your mastery of body and spirit, and grow in proportion to your self-control. When a Technique requires a saving throw, its saving throw DC is calculated as follows:

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

Flurry of Blows

You can draw on your spiritual power to strike with blinding speed. Starting at 2nd level, 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 same turn.

Upon reaching 11th level, you can use this feature without expending Ki if you spent a Ki Point as part of your action.

Unarmored Movement

Your pursuit of physical perfection has awakened the hidden potential of your body. At 2nd level, your speed increases by 10 feet so long as you are not wearing armor or a shield.

This speed bonus increases as you gain levels, as indicated in the Unarmored Movement column of the Monk table.

Monastic Tradition

At 3rd level, choose one of the following Monastic Traditions that best represents your training and philosophy as a monk: the Ways of the Drunken Fist, the Open Hand, Radiance, the Reaper, the Shadow Arts, the Wu Jen, or the Wuxia each of which is detailed at the end of this class.

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

Signature Techniques

Each Monastic Tradition has a list of Signature Techniques that you learn at the monk levels as noted in your Tradition's description. These Techniques don't count against your total number of Techniques Known and they cannot be replaced with other Techniques when you gain a level in this class.

Ability Score Improvement

At 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one of your ability scores by 2, or two different ability scores of your choice by 1. As normal, you can't use this feature increase one of your ability scores above 20.

Extra Attack

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



ENLIGHTENED FIST

Your spirit empowers your strikes. Upon reaching 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to non-magical attacks.

SPIRIT OF TRANQUILITY

Beginning at 7th level, the strength of your spirit enhances your physical and mental defenses. Whenever you make a saving throw while you are conscious you gain a bonus to your roll equal to your Wisdom modifier (minimum of +1).

Moreover, if you are charmed or frightened when you start your turn, you can choose to immediately end one condition that is currently affecting you. If you do, you cannot take an action on that turn, only your movement and bonus action.

PURITY OF BODY

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

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

EVASION

Starting at 14th 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.

TIMELESS BODY

Beginning at 15th level, you have detached yourself from the desires of the flesh. You no longer require food or water and you suffer none of the frailty of old age. Additionally, for every 10 years that pass your body ages only 1 year.

ASCENDED SOUL

You have gained such mastery over your spirit that you can meditate even while performing other actions. At 20th level, light activity, such as traveling, eating, and talking, counts as short resting for you for the purposes of regaining your Ki.

MONASTIC TRADITIONS

Choose one of the following Monastic Traditions that best represents the philosophy and training of your monk: the Ways of the Drunken Fist, the Open Hand, Radiance, the Reaper, the Shadow Arts, the Wu Jen, or the Wuxia.

ADDITIONAL MONASTIC TRADITIONS

Looking for additional subclass options? Check out the [Alternate Monk: Expanded](#) for nine additional Monastic Traditions, including the Ways of the Boulder, Ferocity, Hurricane, and the Sacred Inks!

The Alternate Monk class as presented here is also compatible with any subclass for the monk, official or homebrew, that grants subclass features at the official levels of 3rd, 6th, 11th, and 17th.



WAY OF THE DRUNKEN FIST

Where most monks are serious and contemplative, students of the Drunken Fist seek out joy wherever they go. Masters of a style that mimics the unpredictable movements of a drunk, these monks will use their considerable skills to play the fool and make others laugh, or to embarrass haughty nobles.

DRUNKEN FIST TECHNIQUES

You learn certain Techniques at the levels noted in the table below. They don't count against your number of Techniques Known and they cannot be switched upon gaining a level.

Monk Level	Technique
3rd	<i>step of the wind</i>
5th	<i>deflect missiles</i>
9th	<i>heavenly step</i>

JOVIAL PERFORMER

When you join this Monastic Tradition at 3rd level, you learn to use your martial arts to bring joy and entertainment. You gain proficiency in Performance and with brewer's supplies.

DRUNKEN STYLE

You move about battle with chaotic grace. Beginning at 3rd level, each time you hit a creature with a Martial Arts attack, your speed increases by 5 feet until the end of your turn.

In addition, when you hit a creature with a Martial Arts attack, that creature has disadvantage on any opportunity attacks it makes against you until the start of your next turn.





WAY OF THE OPEN HAND

While all monks are warriors, monks who follow the Way of the Open Hand train relentlessly, forging their bodies into deadly weapons. They do not neglect spiritual training, but disciples of the Open Hand pride themselves on their skill with martial arts, and it is exceptionally rare to see an Open Hand monk who wields a weapon other than their fists.

OPEN HAND TECHNIQUES

You learn certain Techniques at the monk levels noted in the table below. These don't count against your total number of Techniques Known. Moreover, when you gain a monk level, you can replace one Strike Technique you learned through this feature with another Strike Technique of your choice.

Monk Level	Technique
3rd	<i>empowered strike</i>
5th	<i>stunning strike</i>
9th	<i>indomitable spirit</i>

FLURRY OF FISTS

Beginning when you join this Tradition at 3rd level, if you take the Attack action and make only unarmed strikes, you can make one extra unarmed strike as part of that Attack action.

When you do so, you cannot make an additional unarmed strike with your bonus action unless you use Flurry of Blows.

EBB AND FLOW

Beginning at 6th level, you can use your the momentum of your foes against them. When a creature misses you with a melee attack, you can use one of the following reactions:

- You force it to make a Dexterity saving throw. On a failed save, it is knocked prone and has its speed reduced to 0 until the end of its turn. Creatures at least one size larger than you have advantage on their saving throw.
- You can make one unarmed strike against the creature.

OPEN HAND STRIKE

Starting at 11th level, your fists strike with enough force to disrupt the flow of your foe's Ki. When you score a critical hit with an unarmed strike, the target has disadvantage on any saving throw you force it to make as part of that attack.

MASTER OF MANY FORMS

You are able to master new Techniques with ease. Beginning at 11th level, whenever you finish a long rest, you can replace one of the Techniques you know with another Technique of your choice that you meet the prerequisites for.

GRAND MASTER OF THE OPEN HAND

You are an unparalleled master of unarmed martial arts and are able to strike with wondrous speed and overwhelming power. At 17th level, you gain the following benefits:

- When you use Flurry of Blows you can make three unarmed strikes as part of that bonus action.
- When you use Flurry of Fists you make two additional unarmed strikes as part of that action instead of one.
- When you use Ebb and Flow to make an unarmed strike against a creature, you can make two unarmed strikes.

UNPREDICTABLE SWAY

Your erratic movements have become more complicated and unpredictable. At 6th level, you gain the following benefits:

- When you are prone you can stand up without expending movement, rather than expending half your movement.
- When a creature misses you with a melee attack, you can use your reaction to spend 1 Ki Point and force it to attack another creature of your choice within 5 feet of you.

CHAOTIC LUCK

You have an almost comical way of turning your misfortunes on their head. Starting at 11th level, when you make an attack roll, ability check, or saving throw with disadvantage, you can spend 2 Ki Points to cancel the disadvantage on that roll.

DRUNKARD'S FRENZY

You flit and fly about the battlefield with unparalleled chaos. Beginning at 17th level, when you take the Attack action on your turn, you can make a Martial Arts attack against each creature you move past on that turn, even if the number of attacks you make exceeds your normal limit.



WAY OF RADIANCE

Legends tell of wandering sages that channel bursts of light from within their bodies. These students of Radiance have such fine control over their spirit that they can assault others with radiant blasts of Ki. These luminous warriors travel the land promoting harmony and justice amongst all peoples.

RADIANT TECHNIQUES

You learn certain Techniques at the levels noted in the table below. They don't count against your number of Techniques Known and they cannot be switched upon gaining a level.

Monk Level	Technique
3rd	<i>mystic healing</i>
5th	<i>seeking strike</i>
9th	<i>aura sight</i>

RADIANT BOLT

When you join this Tradition at 3rd level, you can focus your Ki into bolts of searing light. When you make an unarmed strike, you can replace the attack with a Radiant Bolt.

Radiant Bolts are ranged Martial Arts attacks with a range of (30/90). You are considered proficient with them, you use your Dexterity for their attack and damage rolls, and on hit they deal radiant damage equal to your Martial Arts die.

SEARING BLAST

Starting at 6th level, you can create searing blasts of radiant Ki. As a bonus action, you can force creatures in an adjacent 15-foot cone to make a Dexterity saving throw. Creatures take radiant damage equal to three rolls of your Martial Arts die on a failed save, and half as much on a successful one.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest. If you have no uses remaining, you can spend 1 Ki Point to use it again.

LUMINOUS BURST

Your spirit brims with burning radiance that you can channel to purify the world. Beginning at 11th level, you can use your action to cast the *fireball* spell. When you use this feature to cast this spell it deals radiant damage instead of fire damage.

You can expend Ki Points as part of this action to empower your Luminous Burst. For each Ki Point you spend, up to a maximum of 3, it deals an additional 1d6 radiant damage.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest. If you have no uses remaining, you can spend 3 Ki Points to use it again.

GRAND MASTER OF RADIANCE

Your radiant spirit can stand against the greatest powers of darkness. At 17th level, you gain the following benefits:

- You gain a flying speed equal to your movement speed.
- You become wreathed in light. You shed bright sunlight in a 30-foot radius and dim sunlight for 30 feet beyond that. You can extinguish or restore the light as a bonus action.
- The radiant damage of your Radiant Bolt, Searing Blast, and Luminous Burst all count as true sunlight.
- You are immune to radiant damage and being blinded.

WAY OF THE REAPER

While most monasteries teach their students to live their life to its full potential, some are obsessed with the taking of life. One such order is the Way of the Reaper. These monks are experts at snuffing out the lives of other mortals and they learn to use deathly ki to fuel their own martial power.

REAPER TECHNIQUES

You learn certain Techniques at the levels noted in the table below. They don't count against your number of Techniques Known and they cannot be switched upon gaining a level.

Monk Level	Technique
3rd	<i>crippling strike</i>
5th	<i>slowing strike</i>
9th	<i>indomitable spirit</i>

FRIGHTFUL TOUCH

When you join this Tradition at 3rd level, you learn to infect other's Ki with fear. When you hit a creature with a Martial Arts attack, you can force it to make a Wisdom saving throw or be frightened of you until the start of your next turn.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest. If you have no uses remaining, you can spend 1 Ki Point to use it again.

NECROTIC SPIRIT

Your obsession with death infects every part of you; body, mind, and soul. At 3rd level, you gain the following benefits:

- You can cause your unarmed strikes to deal necrotic damage in place of the normal bludgeoning damage.
- You are resistant to necrotic damage.
- When you are forced to make a saving throw to resist being frightened you have advantage on your roll.

SINISTER VITALITY

Beginning at 6th level, you can shroud yourself with necrotic vitality. As a bonus action, you can grant yourself temporary hit points equal to your Wisdom modifier (minimum of 1).

While these temporary hit points last, you are resistant to non-magical bludgeoning, piercing, and slashing damage.

ARMOR OF THE GRAVE

You have become so familiar with death that you can resist its grasp when it comes for you. Starting at 11th level, when you are reduced to 0 hit points but not killed outright, you can expend 1 Ki Point to fall to 1 hit point instead of 0.

Each additional time you use this feature before you complete a long rest you must spend 1 additional Ki Point.

GRAND MASTER OF DEATH

Beginning at 17th level, you can channel deathly Ki through your touch. When you take the Attack action, you can touch a creature in place of one of your attacks and spend up to 10 Ki Points. The target must make a Constitution saving throw. A creature takes 2d10 necrotic damage per each Ki Point you spent on a failed save, and half as much on a successful save.

Creatures that are frightened of you has disadvantage on their Constitution saving throw.



Left to Right: Shadow Monk, Radiant Monk, and Reaper



WAY OF THE SHADOW ARTS

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

SHADOW TECHNIQUES

You learn certain Techniques at the levels noted in the table below. They don't count against your number of Techniques Known and they cannot be switched upon gaining a level.

Monk Level	Technique
3rd	<i>slow fall</i>
5th	<i>gentling touch</i>
9th	<i>heavenly step</i>

EYES OF NIGHT

When you join this Tradition at 3rd level, the darkness itself becomes your ally. You gain darkvision out to a range of 60 feet. If you already have darkvision, it increases by 30 feet.

In addition, you have advantage on any Dexterity (Stealth) checks you make while you are in dim light or darkness.

SHADOW ARTS

Starting at 3rd level, you can draw forth inky tendrils of your shadowy Ki to reproduce the effects of certain spells. As an action, you can cast the following spells without providing a spell slot or their material components: *darkness*, *darkvision*, *pass without trace*, or *silence*. You can see through magical darkness produced by the effects of any spell you cast.

You can cast each of these spells once, and you regain the ability to cast them when you finish a long rest. You can cast these spells an additional time by spending 2 Ki Points.

SHADOW STEP

You move as an undetected shadow through the darkness. Beginning at 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. After teleporting in this way, you have advantage on the first Martial Arts attack you make before the end of that turn.

CLOAK OF SHADOWS

Starting at 11th level, you can become one with the darkness. When you are in an area of dim light or darkness, you can use an action to become invisible. You remain invisible until you attack, cast a spell, or move into an area of bright light.

Moreover, if you are invisible, you can make opportunity attacks as a reaction when a creature moves into your reach. Opportunity attacks only end your invisibility if you hit your target. If the opportunity attack misses, you remain invisible.

GRAND MASTER OF SHADOWS

You are an unrivaled practitioner of the Shadow Arts, and you have unlocked abilities that are only able to be used by a true Grand Master of Shadow. Upon reaching 17th level, your Way of the Shadow Arts features gain the following benefits:

- You can cast the spells you gained from Shadow Arts an unlimited amount of times without expending Ki Points.
- The range of your Shadow Step increases to 120 feet.
- You can use your Cloak of Shadows as a bonus action.
- As an action, you can cast *greater invisibility* or *shadow of moil*, targeting only yourself, without expending a spell slot or material components. You can cast each spell once, and you regain the ability to cast it when you finish a long rest. If you have already cast one of these spells, you can cast it an additional time by spending 4 Ki Points.



WAY OF THE WU JEN

Rather than focus inward, some monks attune themselves to the forces of nature. Known as Wu Jens, these primal sages augment their skills with the power of the five elements; Air, Earth, Fire, Water, and Wood. Through meditation, they can learn to channel their Ki into displays of elemental power.

DISCIPLE OF THE ELEMENTS

When you join this Monastic Tradition at 3rd level, you learn ancient monastic arts that allow you cast spells.

Spell Slots. The Wu Jen Spellcasting table shows how many spell slots you have, and the level of those slots. All of your spell slots are the same level. To cast a Wu Jen spell of 1st-level or higher, you must expend a spell slot. You use the spell's casting time and other rules, but your body becomes the spellcasting focus for these spells, and you don't need to provide any material components. You regain all expended Wu Jen spell slots when you finish a short or long rest.

Spells Known of 1st-Level and Higher. You learn two 1st-level spells of your choice from the Wu Jen spell list at the end of this Tradition. The Spells Known column of the Wu Jen Spellcasting table shows when you learn more Wu Jen spells. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level.

When you gain a level, you can choose a Wu Jen spell you know and replace it with another spell from the Wu Jen spell list, which must be of a level for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your Wu Jen spells, so you use your Wisdom whenever a spell refers to your spellcasting ability, when setting a saving throw DC, and when making a spell attack roll.

Spell save DC = 8 + your proficiency bonus
+ your Wisdom modifier

Spell attack modifier = your proficiency bonus
+ your Wisdom modifier

ELEMENTAL ATTUNEMENT

Also at 3rd level, you can learn to control the five elements in minor ways. When you learn a Wu Jen spell, you also learn the elemental cantrip that corresponds with the element of that spell: Air (*gust*), Earth (*mold earth*), Fire (*control flames*), Water (*shape water*), Wood (*thorn whip*). Wisdom is your spellcasting ability for any cantrip you learn this way.

If you replace all of your Wu Jen spells of a certain element you also lose the ability to cast the corresponding cantrip.

FIST OF THE FIVE WAYS

You can empower your fists with the five elements. Starting at 6th level, when you hit a creature with an unarmed strike, you can choose for your unarmed strike to deal elemental damage that corresponds to the element of a Wu Jen spell you know, instead of bludgeoning damage: Air (thunder), Earth (piercing), Fire (fire), Water (cold), or Wood (poison).

Also, when you use your action to cast a Wu Jen spell, you can make one Martial Arts attack as a bonus action.

SPIRITUAL FLOW

You weave your martial arts with magic. Beginning at 11th level, when you cast a Wu Jen spell with a casting time of 1 action, you can spend 2 Ki Points to cast it as a bonus action.



WU JEN SPELLCASTING

Monk Level	Spells Known	Spell Slots	Slot Level
3rd	2	1	1st
4th	2	2	1st
5th	3	2	1st
6th	3	2	1st
7th	4	2	2nd
8th	4	2	2nd
9th	5	2	2nd
10th	5	2	2nd
11th	5	2	2nd
12th	5	2	2nd
13th	6	2	3rd
14th	6	2	3rd
15th	6	2	3rd
16th	6	2	3rd
17th	7	2	3rd
18th	7	2	3rd
19th	7	2	4th
20th	7	2	4th



GRAND MASTER OF THE FIVE ELEMENTS

Beginning at 17th level, you can use an action to assume an Elemental Form for 1 minute. This form ends early if you are incapacitated or you use a bonus action to end it. Once you use this feature you must finish a long rest before you can use it again. If you have no uses remaining, you can expend 6 Ki Points to use your Elemental Form again.

While in your Elemental Form you gain the benefits listed below, so long as you know one Wu Jen spell of the corresponding element.

Air. You gain a flying speed of 60 feet.

Earth. You are resistant to all non-magical bludgeoning, piercing, and slashing damage.

Fire. Any creature that hits you with a melee attack takes fire damage equal to your Martial Arts die.

Water. Critical hits against you become normal hits, and opportunity attacks against you have disadvantage.

Wood. You gain temporary hit points equal to your Wisdom modifier (minimum of 1) at the start of each of your turns.

WU JEN SPELL LIST

Below are the spells available to Wu Jen monks, organized by spell level. They are from the *Player's Handbook*, *Xanathar's Guide to Everything*, and *Tasha's Cauldron of Everything*.

The spells listed below have also been assigned one of the five Wu Jen elements: Air^A, Earth^E, Fire^F, Water^W, or Wood^D.

1ST-LEVEL

absorb elements^E
armor of frost^W
burning hands^F
create or destroy water^W
earth tremor^E
ensnaring strike^D
entangle^D
fog cloud^A
frost fingers^W
hellish rebuke^F
ice knife^W
sanctuary^E
thunderwave^A

2ND-LEVEL

barkskin^D
dust devil^A
earthbind^E
earthen grasp^E
flaming sphere^F
flameblade^F
gust of wind^A
hold person^W
levitate^A
misty step^W
scorching ray^F
shatter^A
snowball swarm^W
spike growth^D
warding wind^A

3RD-LEVEL

call lightning^A
erupting earth^E
fireball^F
fly^A
gaseous form^A
lighting bolt^A
meld into stone^E
minute meteors^F
plant growth^D
sleet storm^W
speak with plants^D
thunder step^A
tidal wave^W
wall of sand^E
wall of water^W
wind wall^A

4TH-LEVEL

control water^W
fire shield^F
freedom of movement^A
grasping vine^D
guardian of nature (tree)^D
ice storm^W
resilient sphere^E
stone shape^E
stoneskin^E
storm sphere^A
wall of fire^F
watery sphere^W

WAY OF THE WUXIA

While all monks are able to wield weapons, those who follow the Way of Wuxia dedicate their lives to mastery with martial weapons. These warriors are known for their extreme focus, and are always looking for progressively stronger warriors to challenge and test their skill with the weapons of war.

WUXIA TECHNIQUES

You learn certain Techniques at the levels noted in the table below. They don't count against your number of Techniques Known and they cannot be switched upon gaining a level.

Monk Level	Technique
3rd	<i>patient defense</i>
5th	<i>unyielding perseverance</i>
9th	<i>heavenly step</i>

STUDENT OF STEEL

When you join this Tradition at 3rd level, you dedicate your life to the mastery of your chosen weapons. You choose one melee weapon without the heavy or special properties, and one ranged weapon to become your Wuxia Weapons. If you were not already, you gain proficiency with these weapons, and they qualify for your Martial Arts attacks. You choose an additional Wuxia Weapon at 6th, 11th, and 17th levels.

As a reaction while you are wielding one of your Wuxia Weapons and a creature you can see hits you with a melee attack, you can add your Wisdom modifier (minimum of +1) to your Armor Class until the beginning of your next turn.

WUXIA AND THE KATANA

Wuxia monks often choose a Katana as a Wuxia weapon. They are martial weapons with the finesse property that deal 2d4 slashing damage on hit.



KI-INFUSED WEAPONS

You have learned to channel your Ki through your weapons. Starting at 6th level, you gain the following benefits:

- Wuxia Weapons are magical for the sake of overcoming resistance and immunity to non-magical attacks.
- Once per turn, when you hit a creature with a Wuxia Weapon attack, you can spend 1 Ki Point to deal extra damage to the target equal to your Martial Arts die.
- When you spend a Ki Point as part of your action you can make one attack with a Wuxia Weapon as a bonus action.

SPIRIT BLADE

You can channel finely honed Ki along the length of your weapons. Starting at 11th level, you can use a bonus action to infuse 1 to 3 Ki Points into a Wuxia Weapon you are holding, increasing its attack and damage bonuses by 1 for each Ki Point you infused. This bonus lasts for 1 minute or until you infuse Ki into another weapon. You cannot use this feature to increase a weapon's attack and damage above +3.

GRAND MASTER OF WUXIA

You are an unquestioned master of the armaments of war. Beginning at 17th level, once per turn when you miss with an attack with a Wuxia Weapon, you can re-roll your attack roll.

TECHNIQUES

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

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

ARRESTING STRIKE

When you hit a creature with a melee Martial Arts attack, you can spend 1 Ki Point and force the target to make a Dexterity saving throw. On a failed save, the creature's speed is reduced to zero until the beginning of your next turn.

When you reach 11th level in this class, you can use this technique once per turn without expending a Ki Point.

CRIPPLING STRIKE

When you hit a creature with a melee Martial Arts attack, you can spend 1 Ki Point to cripple its senses and force the target to make a Constitution saving throw. On a failed save, the creature is either blinded, deafened, or cannot speak (your choice) until the beginning of your next turn.

When you reach 11th level in this class, you can use this technique once per turn without expending a Ki Point.

EMPOWERED STRIKE

When you hit a creature with a melee Martial Arts attack, you can spend 1 Ki Point and force the target to make a Strength saving throw. On a failed save, the target is knocked back in a straight line a number of feet equal to five times your Wisdom modifier (minimum of 5 feet), where it falls prone. Creatures that are at least once size larger than you have advantage on their Strength saving throw to resist this effect.

When you reach 11th level in this class, you can use this technique once per turn without expending a Ki Point.

MYSTIC HEALING

You can use your Ki to stimulate natural healing. As an action, you can spend 1 Ki Point to regain hit points equal to one roll of your Martial Arts die + your Wisdom modifier.

PATIENT DEFENSE

You quiet your spirit, entering a defensive stance to better defend against incoming blows. You can spend 1 Ki Point to take the Dodge action as a bonus action on your turn.

SLOW FALL

You move through the air as light as a feather. Any falling damage you would take is reduced by an amount equal to five times your monk level, so long as you are conscious.

If you reduce the fall damage to 0 you land on your feet.

STEP OF THE WIND

You move with the speed of the wind. You can take the Dash or Disengage action as a bonus action. When you do so, your jump distance is doubled until the end of your current turn.



DEFLECT MISSILE

Prerequisite: 5th level monk

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

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

Starting at 11th level, you can spend 1 Ki Point as part of this reaction to deflect spells that require an attack roll.

GENTLING TOUCH

Prerequisite: 5th level monk

In place of an attack, you can expend 1 Ki Point and touch a creature, and manipulate their Ki to put them to sleep. Roll your Martial Arts die five times. If the target's remaining hit points are less than or equal to the amount you rolled, they fall unconscious for 10 minutes. They wake up if they take damage or another creature uses an action to wake them.

You can expend additional Ki to increase the number of Martial Arts dice you roll for this technique. For each extra Ki Point you spend you can roll two more Martial Arts dice.

SEEKING STRIKE

Prerequisite: 5th level monk

Your spirit will guide your strikes when your body fails. When you miss with a Martial Arts attack, you can spend 1 Ki Point to re-roll your attack. You must use the new result.

SLOWING STRIKE

Prerequisite: 5th level monk

When you hit a creature with a melee Martial Arts attack, you can spend 1 Ki Point to interrupt their Ki flow, forcing the target to make a Charisma saving throw. On a failed save, the creature suffers the effects of the *slow* spell until the start of your next turn. You do not need to concentrate on this effect.

STUNNING STRIKE

Prerequisite: 5th level monk

When you hit a creature with a Martial Arts attack, you can spend 1 Ki Point to strike them with deadly force, forcing the target to make a Constitution saving throw. On a failed save, the creature is stunned until the beginning of your next turn.

AURA SIGHT

Prerequisite: 9th level monk

You can reach out with your Ki to sense your surroundings. You gain blindsight with a range of 10 feet. Within that range, you can see anything that isn't behind total cover, even if you are blinded or in darkness. You can see invisible creatures in that range, unless the creature successfully hides from you.

As you gain levels in this class the range of this blindsight increases; at 13th level (20 feet) and 18th level (40 feet).

HEAVENLY STEP

Prerequisite: 9th level monk

You can move along vertical surfaces, across liquids, and upside down on ceilings without falling during the move.

If you end your movement on a vertical surface, liquid, or upside down on a ceiling, you can spend 1 Ki Point to remain in place without falling until the beginning of your next turn.

INDOMITABLE SPIRIT

Prerequisite: 9th level monk

You can augment your physical abilities with spiritual power. When you make a Strength (Athletics) or Dexterity (Athletics) check you can spend 1 Ki Point to add your Wisdom modifier (minimum of +1) to your roll. You can use this Technique after your roll, but before you know if you succeed or fail.

ARMOR OF THE ASCETIC

Prerequisite: 13th level monk

You exude an aura of peace. At the end of a short or long rest, you gain the effects of *sanctuary*, which lasts until the start of your next short or long rest. This spell ends early as normal.

ENLIGHTENED INTEGRITY

Prerequisite: 13th level monk

Your sense of self and strength of your will are unshakable. You are immune to the charmed and frightened conditions.

MANTLE OF COURTESY

Prerequisite: 13th level monk

You gain proficiency in Persuasion and it becomes a Wisdom based skill for you. When you make a Wisdom (Persuasion) check you can treat a roll of 9 or lower on the d20 as a 10.

TONGUE OF SUN AND MOON

Prerequisite: 13th level monk

You can touch the Ki of other minds and communicate with any creature that speaks language. Creatures that speak no languages can communicate and understand simple ideas.

EMPTY BODY

Prerequisite: 18th level monk

As a bonus action on your turn, 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, forcing the creature 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 save.

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.

MASTER EVEN MORE TECHNIQUES!

Want more mystical or supernatural Techniques for your Alternate Monk? Make sure to check out the [Alternate Monk: Expanded](#), a free supplement for the Alternate Monk that includes a multitude of additional Techniques for your monk to master and nine more Monastic Traditions to choose from!



LICENSE

OPEN GAME License Version 1.0a The following text is the property of Wizards of the Coast, LLC. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, License, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, Spells, enchantments, personalities, teams, personas, likenesses and Special abilities; places, locations, environments, creatures, Equipment, magical or supernatural Abilities or Effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the OPEN Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to Identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or Conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive License with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original Creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a Challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, LLC.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE





THE ALTERNATE MONK

Become the master of Martial Arts that you were meant to be with this alternate take on the Monk class for 5e! Includes twenty-two Techniques and seven revised Monastic Traditions.

Version 2.0.0 - Created by [/u/laserllama](#)

Artist Credits:

Covers - [Yongjae Choi - the Ancient Way](#)

Page 1 - [Piotr Dura - Island MTG Art](#)

Page 3 - [Willian Murray - Ojutai Exemplars](#)

Page 4 - [M. Villeneuve - Academy Journey](#)

Page 5 - [Chase Stone - Singing Bell Strike](#)

Page 7, Left - [G. Opalinski - Ninja of New Moon](#)

Page 7, Mid - [Zara Alfonso - Imperial Subduer](#)

Page 7, Right - [Josu Hernaiz - Zur the Enchanter](#)

Page 8 - [Chris Rallis - Flusterstorm](#)

Page 9 - [C. Balanescu - Wanderer's Intervention](#)

Page 10 - [Sam Burley - Abandoned Mire](#)

Expanded Options for the Alternate Monk, including additional Techniques and nine Monastic Traditions can be [Found Here!](#)

Additional *Laserllama* Homebrew content can be found for free on [GM Binder](#).

Like what you see? Support me on [Patreon](#) for access to an exclusive Monastic Tradition!

Way of the Infernal Warrior

