

Drunken Master

Bonus Proficiencies

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

Drunken Technique

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

Tipsy Sway

Starting at 6th level, you can move in sudden, swaying ways. You gain the following benefits. **Leap to Your Feet.** When you're prone, you can stand up by spending 5 feet of movement, rather than half your speed.

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

Drunkard's Luck

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

Intoxicated Frenzy

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

Blows attack targets a different creature this turn.

Four Elements

Disciple of the Elements

When you choose this tradition at 3rd level, you learn magical disciplines that harness the power of the four elements. A discipline requires you to spend ki points each time you use it.

You know the Elemental Attunement discipline and one other elemental discipline of your choice. You learn one additional elemental discipline of your choice at 6th, 11th, and 17th level.

Whenever you learn a new elemental discipline, you can also replace one elemental discipline that you already know with a different discipline.

Casting Elemental Spells. Some elemental disciplines allow you to cast spells. See chapter 10 for the general rules of spellcasting. To cast one of these spells, you use its casting time and other rules, but you don't need to provide material components for it.

Once you reach 5th level in this class, you can spend additional ki points to increase the level of an elemental discipline spell that you cast, provided that the spell has an enhanced effect at a higher level, as Burning Hands does. The spell's level increases by 1 for each additional ki point you spend. For example, if you are a 5th-level monk and use Sweeping Cinder Strike to cast Burning Hands, you can spend 3 ki points to cast it as a 2nd-level spell (the discipline's base cost of 2 ki points plus 1).

The maximum number of ki points you can spend to cast a spell in this way (including its base ki point cost and any additional ki points you spend to increase its level) is determined by your monk level, as shown in the Spells and Ki Points table.

Spells and Ki Points

Monk Levels/ Maximum Ki Points for a Spell

5 th -8 th	3
9 th -12 th	4
13 th -16 th	5
17 th -20 th	6

Kensei

Path of the Kensei

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

- **Kensei Weapons.** Choose two types of weapons to be your kensei weapons: one melee weapon and one ranged weapon. Each of these weapons can be any simple or martial weapon that lacks the heavy and special properties. The longbow is also a valid choice. You gain proficiency with these weapons if you don't already have it. Weapons of the chosen types are monk weapons for you. Many of this tradition's features work only with your kensei weapons. When you reach 6th, 11th, and 17th level in this class, you can choose another type of weapon - either melee or ranged - to be a kensei weapon for you, following the criteria above.
- **Agile Parry.** If you make an unarmed strike as part of the Attack action on your turn and are holding a kensei weapon, you can use it to defend yourself if it is a melee weapon. You gain a +2 bonus to AC until the start of your next turn, while the weapon is in your hand and you aren't incapacitated.
- **Kensei's Shot.** You can use a bonus action on your turn to make your ranged attacks with a kensei weapon more deadly. When you do so, any target you hit with a ranged attack using a kensei weapon takes an extra 1d4 damage of the weapon's type. You retain this benefit until the end of the current turn.

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

One with the Blade

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

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

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

Sharpen the Blade

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

Unerring Accuracy

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

Long Death

Touch of Death

Starting when you choose this tradition at 3rd level, your study of death allows you to extract vitality from another creature as it nears its demise. When you reduce a creature within 5 feet of you to 0 hit points, you gain temporary

hit points equal to your Wisdom modifier + your monk level (minimum of 1 temporary hit point).

Hour of Reaping

At 6th level, you gain the ability to unsettle or terrify those around you as an action, for your soul has been touched by the shadow of death. When you take this action, each creature within 30 feet of you that can see you must succeed on a Wisdom saving throw or be frightened of you until the end of your next turn.

Mastery of Death

Beginning at 11th level, you use your familiarity with death to escape its grasp. When you are reduced to 0 hit points, you can expend 1 ki point (no action required) to have 1 hit point instead.

Touch of the Long Death

Starting at 17th level, your touch can channel the energy of death into a creature. As an action, you touch one creature within 5 feet of you, and you expend 1 to 10 ki points. The target must make a Constitution saving throw, and it takes 2d10 necrotic damage per ki point spent on a failed save, or half as much damage on a successful one.

Open Hand

Open Hand Technique

Starting when you choose this tradition at 3rd level, you can manipulate your enemy's ki when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- It must succeed on a Dexterity saving throw or be knocked prone.
- It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

Wholeness of Body

At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to three times your monk level. You must finish a long rest before you can use this feature again.

Tranquility

Beginning at 11th level, you can enter a special meditation that surrounds you with an aura of peace. At the end of a long rest, you gain the effect of a Sanctuary spell that lasts until the start of your next long rest (the spell can end early as normal). The saving throw DC for the spell equals 8 + your Wisdom modifier + your proficiency bonus.

Quivering Palm

At 17th level, you gain the ability to set up lethal vibrations in someone's body. When you hit a creature with an unarmed strike, you can spend 3 ki points to start these imperceptible vibrations, which last for a number of days equal to your monk level. The vibrations are harmless unless you use your action to end them. To do so, you and the target must be on the same plane of existence. When you use this action, the creature must make a Constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 necrotic damage.

You can have only one creature under the effect of this feature at a time. You can choose to end the vibrations harmlessly without using an action.

Shadow

Shadow Arts

Starting when you choose this tradition at 3rd level, you can use your ki to duplicate 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. Additionally,

you gain the Minor Illusion cantrip if you don't already know it.

Shadow Step

At 6th level, you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action you can 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

By 11th level, you have learned to become one with the shadows. 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.

Opportunist

At 17th level, you can exploit a creature's momentary distraction when it is hit by an attack. Whenever a creature within 5 feet of you is hit by an attack made by a creature other than you, you can use your reaction to make a melee attack against that creature.

Soul Knife (UA)

Soul Knives

Starting when you choose this tradition at 3rd level, you can use your psionic energy to manifest blades that disrupt your foes' minds. Your unarmed strikes deal your choice of psychic, piercing, slashing, or bludgeoning damage each time you hit.

In addition, you can use a bonus action to increase the reach of your unarmed strikes by 30 feet until the end of your turn.

Psychic Slash

At 3rd level, when you channel ki into your attacks you augment your soul knives to inflict devastating psionic blows.

Whenever you hit a creature with one of the attacks granted by your Flurry of Blows and that attack inflicts psychic damage, you can impose one of the following effects on the target:

Life Drain. You gain temporary hit points equal to half the damage your attack deals.

Invoke Terror. The target must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn.

Invoke Wrath. The target suffers disadvantage on all attack rolls against targets other than you until the end of your next turn.

Astral Slide. You teleport the target up to 10 feet to a destination you can see.

Synaptic Overload. The target gains vulnerability to psychic damage until the end of your next turn.

Aura Sight

At 6th level, you gain the ability to perceive the auras of other creatures.

As an action, select a creature that you can see. That creature makes a Wisdom saving throw, though it has no knowledge that you forced it to attempt this saving throw. On a failed save, you learn if the creature shares any aspects of its alignment with you, its current hit points, and its current attitude and intentions toward you or one other creature, object, or location of your choice. In addition, for the next 24 hours or until you use this ability again, you can use an action to determine the creature's distance and direction from you.

If a creature succeeds on its saving throw against this ability, you cannot use this ability against that creature again until you complete a long rest.

Spectral Blades

At 11th level, you can cause your blades to phase through physical objects and defenses. Once during your turn, you can choose to forego one unarmed strike in place of forcing a creature within the reach of that attack to

make a Dexterity saving throw against your ki save DC. On a failed saving throw, the creature takes psychic damage equal to that of your unarmed strike, or half that damage if it succeeds.

Psychic Form

At 17th level, you can transform your physical body into the same psychic energy that comprises your soul knives. As a bonus action, you assume a psychic form, which grants the following benefits:

- You have resistance to all damage.
- You have a fly speed of 30 feet.
- You can move through other creatures and objects as if they were difficult terrain. You take 5 force damage if you end your turn inside an object.

This benefit lasts for 1 minute. You cannot use it again until you complete a long rest.

Sun Soul

Radiant Sun Bolt

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

You gain a new attack option that you can use with the Attack action. This special attack is a ranged spell attack with a range of 30 feet.

You are proficient with it, and you add your Dexterity modifier to its attack and damage rolls. Its damage is radiant, and its damage die is a d4. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.

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

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

Searing Arc Strike

At 6th level, you gain the ability to channel your ki into searing waves of energy.

Immediately after you take the Attack action on your turn, you can spend 2 ki points to cast the Burning Hands spell as a bonus action.

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

Searing Sunburst

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

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

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

Sun Shield

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

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

Tranquility (UA)

Path of Tranquility

When you choose this tradition at 3rd level, you can become an island of calm in even the most chaotic of situations. With this feature, you can cast the Sanctuary spell on yourself, no material component required, and it lasts up to 8 hours. Its saving throw DC equals 8 + your proficiency bonus + your Wisdom modifier. A creature that succeeds on the save is immune to this effect for 1 hour.

Once you cast the spell in this way, you can't do so again for 1 minute.

Healing Hands

Your mystical touch can heal wounds. Starting at 3rd level, you have a pool of magical healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your monk level × 10.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in the pool.

Instead of healing the creature, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Healing Hands, expending hit points separately for each one.

When you use your Flurry of Blows, you can replace one of the unarmed strikes with a use of this feature.

This feature has no effect on undead and constructs.

Emissary of Peace

At 6th level, you gain the ability to diffuse violent situations. Whenever you make a Charisma check to calm violent emotions or to counsel peace, you have advantage on the roll. You must make this entreaty in good faith; it doesn't apply if proficiency in the Deception or Intimidation skill applies to your check.

You also gain proficiency in the Performance or Persuasion skill (choose one).

Douse the Flames of War

At 11th level, you gain the ability to temporarily extinguish a creature's violent impulses. As an action, you can touch a creature, and it must make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Wisdom modifier. The target automatically succeeds if it's missing any of its hit points. If the target fails the save, it can't attack for 1 minute. During that time, it also can't cast spells that deal damage or that force someone to make a saving throw.

This effect ends if the target is attacked, takes damage, or is forced to make a saving throw or if the target witnesses any of those things happening to its allies.

Anger of a Gentle Soul

At 17th level, you gain the ability to visit vengeance on someone who fells others. If you see a creature reduce another creature to 0 hit points, you can use your reaction to grant yourself a bonus to all damage rolls against the aggressor until the end of your next turn. The bonus equals your monk level.

Once you use this ability, you can't use it again until you finish a short or long rest.