



## PLAGUE MONK

An alchemist was looking for previously undiscovered flora deep in the heart of a forbidden cave. Within the recesses he found a beautiful garden of unparalleled beauty and vibrance, and at the center of it was a strange mushroom, with three peculiarly placed rings at the top of the mushroom.

Reaching out to this unknown fungi the alchemist felt compelled to have but a single bite of the flora. This single bite would be the unmaking of the botanist.

A single bite wracked the herbalist with pain and suffering of unimaginable magnitude. With his last breath the young man called out for a reprieve to what was assumed to be empty air.

Thus the god Nurgle, lord of disease, decay, and destruction, had chosen a champion to spread his gifts and love to the world.

### DUALITY OF LIFE AND DEATH

All disciples of Nurgle face an interesting duality to their existence: on the one hand, they wish to spread the joy and love of their sire; on the other, they know that their love is quite literally toxic.

A champion of Nurgle, has been blessed with many gifts. These gifts are supremely effective at ending life in singular beings, The secret is that in ending one life, you grant life to countless organisms in all forms.

If you need an example, simply ask the flies, that inhabit a rotting corpse. Leave a flask of milk in the sun for three days, or visit a mass grave. All of these examples show the gifts of Papa Nurgle. He loves you and will always be here when you are suffering to watch you triumph through defiance.

### DEFIANCE BORN OF DESPAIR

Nurglites are destined to suffer, but in that suffering, you will instead uncover the greatest truths of the grand multiverse. Great strength is born through enduring hardship. Nurgle doesn't afflict you with poxes and plagues because he simply wishes for you to perish. No, in fact he afflicts you with suffering so that you can know greater joy. Like any father his lessons can be harsh and cruel, but in reality, he simply wants you to grow and become strong in defiance of your suffering.

There is not a being alive or dead, that has not at one point or another felt a gift of nurgle. He is everywhere and he truly loves you. If you become strong with his gifts, and help to spread his love to the rest of the world, then he will cherish you as strongly as any father to his son. Sure, your flesh may rot, your skin peel, your wounds fester, but with Papa Nurgle, he will love you all the same. It matters not your race or creed. Just that you have the will or the strength, to push forward.

Nurgle loves us all.





## CLASS FEATURES

Once you make decide to become a Plague Monk, your entire physiology is forever altered. The following class features are alterations to the existing Monk class. If you are a Plague monk, you are not required to take the new subclass presented after the altered class features.

### PUSTULENT CARAPACE

Your skin constantly rupturing and peeling have left almost perpetual durable calluses and scars in place of what most would define skin. This feature replaces the monk's normal unarmored bonus.

Beginning at first level while you are wearing no armor and not wielding a shield, your AC equals 10 + your Constitution modifier + your Wisdom modifier. As an additional "Bonus" you gain the benefit and penalties of the Horrible Scar lingering injury detailed on page 272 of the DMG.

### IT WILL NOT DIE

Your body being locked in a continual state of decay and regeneration does have some perks. You are able to shrug off otherwise mortal wounds using your sheer willpower and unrelenting constitution. This feature replaces Deflect Missiles.

Starting at 3rd level, if damage would reduce the plague monk to 0 hitpoints, he may spend a ki point, to make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Plague Monk drops to or remains at 1 hit point instead.

### VIRULENT STRIKE

To truly be a chosen champion of Nurgle, one must learn to spread his gifts. This replaces the Stunning Strike ability.

Starting at 5th level, you can cause the natural toxins and maladies inside of a creature to flair up. When you hit another creature with a melee weapon attack, you can spend 1 ki point to perform a virulent strike. The target immediately takes 1d6 poison damage, then the target must succeed on a Constitution saving throw or be poisoned until the end of your next turn as waves of nausea wash over the victim

### DEFIANCE

Champions of Nurgle are unique in that rather than trying to avoid their fate, they actively seek it any relish the suffering. This feature replaces Evasion.

At 7th level, your gifts allow you to shrug off dangerous conditions that would cripple or kill a normal being, such as the *Moonbeam* spell, or an imp's toxic sting. When you are subjected to an effect that allows you to make a Constitution saving throw to take only half or partial damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

### MASTER OF FILTH

A disciple of Nurgle learns to share his suffering. The feature replaces the Purity of Body class feature.

At 10th level, your mastery of poxes and plagues comes in two forms. First the plague monk has advantage on all saving throws against disease and poisons, as well as resistance to poison damage. In addition when you are subjected to a disease, you may choose to remember the disease. You may only remember one disease, learning another causes you to forget the previous one.

As an action that costs 3 ki points, you may deliver a melee weapon attack that deals no damage to subject a victim to a learned disease. The disease follows all normal rules for the disease except it uses your ki save DC, and the victim may only be victim to a single disease from you at any one time.



## WAY OF PESTILENCE

Disciples of the Way of Pestilence follow a unique view on the cycle of life. They believe that for new life to begin, old life must end.

Many monks of this tradition have been afflicted by a pox or disease at one point such as leprosy. It is through that weakness that they find new strength and abilities.

When you focus your ki as a monk of pestilence, you may align yourself with the forces of death and decay, and use them according to your will.

### DISCIPLE OF PESTILENCE

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

You know the Death Attunement discipline and one other discipline of your choice, which are detailed in the "Plague Disciplines" section below. You learn one additional plague discipline of your choice at 6th, 11th, and 17th level.

Whenever you learn a new plague discipline you can also replace one plague discipline you already know with a different discipline.

**Casting Plague Spells.** Some plague disciplines allow you to cast spells. Please see pg 80 of the PHB under **Casting Elemental Spells** for specifics on how to do this.

### PLAGUE DISCIPLINES

The plague disciplines are presented in alphabetical order. If a discipline requires a level, you must be that level in this class to learn the discipline.

**Bestow Pox (11th Level Required).** You can spend 4 ki points to cast *Bestow Curse*.

**Cloudkill (17th Level Required).** You can spend 6 ki points to cast *Cloudkill*.

**Contagion (17th Level Required).** You can spend 6 ki points to cast *Contagion*.

**Corrupt the Air (11th level Required).** You can spend 4 ki points to cast *Stinking Cloud*.

**Corrupt the Earth (17th level Required).** You can spend 5 ki points to cast *Blight*

**Death Attunement.** You may spend 1 ki point to cast *Poison Spray* or *Chill Touch*.

**Feel My Pain.** You can spend 2 ki points cast *Armor of Agathys*. The damage dealt by this spell is necrotic.

**Form of Flies (11th Level Required).** You can spend 4 ki points to cast *Gaseous Form* targeting yourself.

**Gaze of Enfeeblement (6th Level Required).** You can spend 3 ki points to cast *Ray of Enfeeblement*.

**Gaze of Sickness.** You can spend 2 ki points to cast *Ray of Sickness*.

**Plague Mantle (11th Level Required).** You can spend 4 ki points to cast *Crusader's Mantle*. The damage dealt by this spell is Necrotic.

**Strike the Senses (6th Level Required).** You can spend 3 ki points to cast *Blindness/Deafness*.

**Summon the Swarm (17th Level Required).** You can spend 6 ki points to cast *Insect Plague*.

**Swarm of Loci.** You can spend 2 ki points to cast *Fog Cloud*.

**Touch of Unlife.** You can spend 2 ki points to cast *Inflict Wounds*.

