

THE MONK

WAY OF THE MYSTIC FORCE

v1.0



A NEW MONK SUBCLASS
FOR 5E DUNGEONS AND DRAGONS



WAY OF THE MYSTIC FORCE

The mystical energy known as ki is just one of many types of energy that permeate through the universe. All living beings contain it, though only some have undergone the training necessary to control it. But a mystical energy flows between and around all things. You understand this, and your control of your own ki allows you to tap into this all-encompassing force as well. You can manipulate this energy to various effects, such as levitating objects with telekinesis or even coalescing your ki into a blade of pure energy.

The Way of the Mystic Force is traditionally one of serenity and tranquility; though practitioners train for combat and utilize their skills in battle, they do so to protect others and defend peace. Despite this, individuals who use their powers for evil are not unheard of, and one must maintain vigilance in order to avoid falling to these darker urges.

MYSTIC DISCIPLE

When you choose this tradition at 3rd level, you gain proficiency in longswords, and they are considered monk weapons for you.

Additionally, you gain the ability to finely manipulate the energy field that exists between all things, using your ki to create various effects. You can use an action to telekinetically manipulate an object within 30 feet of you, and you can move the object 30 feet at a time as part of your action. You can't manipulate objects weighing more than 10 pounds, and can only manipulate one object at a time. An object immediately falls when you stop controlling it, or if it moves more than 30 feet away from you. You can use this telekinesis to manipulate the object in simple ways. For example, you can open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial.

MYSTICAL ARTS

Starting at 3rd level, your control over the mystic force allows you to duplicate the effects of certain spells. As an action, you can spend ki points to cast the spells *catapult*, *detect thoughts*, *levitate*, *suggestion*, or *thunderwave* without providing verbal or material components. The number of ki points you must spend to cast a spell is equal to the spell's level.

Once you reach 17th level in this class you can also cast *telekinesis* as a mystical art spell.

Casting Mystical Spells. See chapter 10 of the *Player's Handbook* 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 verbal or material components for it.

Once you reach 5th level in this class, you can spend additional ki points to increase the level of a mystical art spell that you cast, provided that the spell has an enhanced effect at a higher level, as *catapult* 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 cast *catapult*, you can spend 2 ki points to cast it as a 2nd-level spell (the spell's base cost of 1 ki point plus 1). The maximum number of ki points that 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
5th-8th	3
9th-12th	4
13th-16th	5
17th-20th	6

KI SABER

At 6th level, as an action you can spend 1 ki point to generate a longsword of luminous energy in your free hand. The weapon is a monk weapon for you, and it deals force damage in place of its normal damage. You can dismiss the weapon for free at any time on your turn. It disappears early if you are knocked unconscious or if the weapon ever leaves your hand.

GREATER DISCIPLINE

At 11th level, when you use *Mystical Arts* to duplicate the effects of a spell, you can spend 1 or more ki points at the time you cast the spell to increase its range. The spell's range increases by 10 feet for each additional ki point spent.

Additionally, while you are concentrating on a spell, before it would end as a result of reaching its max duration, you can spend a number of ki points equal to the spell's level to extend the duration. The additional duration is equal to the spell's normal duration.

Spending ki points with this feature counts against the maximum number of ki points you can spend on a spell for your level.

MEDITATION

At 17th level, as an action you can enter a meditative state. While in this trance you are incapacitated and restrained, though you remain aware of your surroundings as normal. You can remain in this state for as long as you wish.

Meditating in this way allows you to calm your mind and heal your body. For every minute you spend meditating, you can spend 1 hit die to regain hit points as if you had taken a short rest.

You can end the trance as a free action on subsequent turns any time after you've entered it. When you do, you can spend 1 ki point to grant yourself the effects of the *foresight* spell until the beginning of your next turn. You can spend an additional ki point at the start of that turn, and on subsequent turns, to cause this effect to persist until the beginning of the next turn. You can extend the duration in this way a maximum number of times equal to your Wisdom modifier.

You can use this feature as many times as you like, but once you grant yourself the effects of the *foresight* spell you cannot do so again until you finish a long rest.

Inspired by the universe brought to life by George Lucas.
In remembrance of those no longer with us; Carrie Fisher, Peter Mayhew, Kenny Baker,
Christopher Lee, and the many others who have transformed into the force.



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