

Way of the Closed Book



Credits

Writing and Design: Josh Heath and Adam Ziegler

Editing: Josh Heath and Adam Ziegler

Art: Vagelio Kaliva, Dean Spencer, Milena Deneno, Mike Mutant





WAY OF THE CLOSED BOOK

A NEW ORDER

When you reach 3rd level, you commit yourself to the Order of the Closed Book. Dedication to this monastic tradition grants you features at 3rd level and again at 6th, 11th, and 17th level.

Springing forth from the Library of Lokil, the Order of the Closed Book was initially formed in honor of Alliki Nebega by the warrior Daralie to protect the library. The Order combines studious arcane learning with furious martial training. The Closed Book is symbolic of the practitioner forcefully setting aside their pursuit of knowledge to protect their brethren. However, like a real book, once closed it is easily opened again allowing the student to pick up their learning where they were interrupted.

Bonus Proficiencies

When you choose this tradition at 3rd level, you gain proficiency in the Arcana skill if you do not already have it, if you already have that proficiency, you may choose another one within the monk or wizard class list. Your martial arts technique mixes combat training with the dedicated pursuit of knowledge of a wizard. You also gain proficiency with alchemist's supplies if you do not already have it.

ORDER OF THE CLOSED BOOK SPELLCASTING

MONK LEVEL	CANTRIPS KNOWN	SPELLS KNOWN	1ST	2ND	3RD	4TH
3rd	2	3	2	-	-	-
4th	2	4	3	-	-	-
5th	2	4	3	-	-	-
6th	2	4	3	-	-	-
7th	2	5	4	2	-	-
8th	2	6	4	2	-	-
9th	2	6	4	2	-	-
10th	2	7	4	3	-	-
11th	3	8	4	3	-	-
12th	3	8	4	3	-	-
13th	3	9	4	3	2	-
14th	3	10	4	3	2	-
15th	3	10	4	3	2	-
16th	3	11	4	3	3	-
17th	3	11	4	4	3	-
18th	3	11	4	3	3	-
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

Manipulation of the Forces of Reality - Spellcasting

When you reach 3rd level, you gain the ability to cast spells from a spell book/training manual. All spells cast by initiates of this tradition have a somatic component, even if they do not normally have such a requirement.

Spell book/Training Manual

At 3rd level, you are provided a spell book/training manual containing three 1st-level wizard spells of your choice. Your spell book is the repository of the spells you know, except your cantrips, which are fixed in your mind. Spells in your spell book can only come from the evocation, transmutation, and divination schools.

Cantrips

At 3rd level you learn two cantrips of your choice from the wizard spell list. You learn another wizard cantrip of your choice at 11th level. You are limited to the evocation, transmutation, and divination schools. Casting a cantrip gained through this class counts as taking the attack action for the purposes of your martial arts and flurry of blows features.

Spell Slots

The above table shows the spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You must take at least 30 minutes every morning performing physical

movements from your spell book/training manual to memorize the spells you wish to cast.

Spellcasting Ability

Dexterity is your spellcasting ability for your spells, since you learn your spells through dedicated study of physical movements demonstrated in your training manual/spell book. You use your Dexterity whenever a spell refers to your spellcasting ability or when setting a spell save DC.

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

Spell attack modifier = your proficiency bonus + your Dexterity modifier

Ritual Casting

You can cast a spell as a ritual if that spell has the ritual tag and you have the spell in your spell book. This spell does not need to be prepared ahead of time.

Your Spell Book

Your spell book/training manual follows the same rules as a wizard for copying a spell into the spell book or replacing it. However, initiates of this monastic tradition may only copy spells with somatic components or spells taught specifically by members of this tradition who demonstrate the correct poses and gestures required for the spell to work.

Sweep and Pull of Arcane Power

Beginning at 6th level, you may spend 1 ki after you successfully hit with a cantrip to attempt a stunning strike against that foe.

Body of Pearl

At 11th level initiates into this tradition may spend 5 ki to restore one spell slot of up to 3rd level after they have completed a short rest. This may only be done once per long rest.

Close the Book

At 17th level the monk of this tradition may channel their ki into a massive display of arcane might. By spending 10 ki and slamming their spell book/training manual closed, they may cast meteor swarm. This can only be done once per long rest. The monk cannot cast spells until they have completed a long rest.

