

# FISTS OF MYRKUL

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**Carl Vandal**

**A Monk Archetype for the Forgotten Realms.**



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## NOTES

All the creatures and magic items detailed in this adventure can be found on [www.dndbeyond.com](http://www.dndbeyond.com), either in the official monster section or in homebrew. All homebrew monsters and magic items have been created by Carl Vandal.

## ABOUT THE AUTHOR:

Carl Vandal has been playing Dungeons & Dragons and other TTRPGs for over forty years. He enjoys playing and DMing and tries to create the scenarios he would like to play in himself.

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This, and other works, can be found on [www.DMsGuild.com](http://www.DMsGuild.com)

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## INTRODUCTION

“Fist of Myrkul” provides details regarding a new Monk archetype that can be used in your campaign. Although designed for use in the Forgotten Realms, the Fists can be used in any campaign setting.

## BACKGROUND

Myrkul is an ancient god, one of three former mortals who were raised to deity hood when Jergal grew weary of his divine duties and distributed his influence between them. Myrkul became the god of death and the dead and ruled over the City of the Dead for centuries until he, in turn, was slain. In time Myrkul returned, for can death itself truly ever die? Myrkul's faithful see him as the Reaper, who lays claim to souls and brings them to Kelemvor to be judged.

Myrkul is a deity of death, decay, old age, exhaustion, dusk, and autumn. He's the god of the ending of things and hopelessness, as much as Lathander is the god of beginnings and hope. Folk don't pray to Myrkul so much as dread him and blame him for aching bones and fading vision. Myrkul is thought to be passionless and uncaring even of his most devout worshippers. Those who take Myrkul as a patron tend to be morose, taciturn, and obsessed with the dead and the undead. Like many followers of Kelemvor and Jergal, priests of Myrkul serve as undertakers and typically keep their patron's identity secret.

Shrines to Myrkul or engravings of his holy symbol appear in many places where humans bury their dead, but full-fledged temples are rare. The few that exist are hallowed places where the dead from hundreds of miles around are brought for internment, even if they were not of Myrkul's faith. There is little space set aside for the living in such a location, usually a single modest shrine, but its catacombs and ossuaries are vast. In the deepest chamber of each temple rests a throne, and upon that throne sits the doomwarden — the preserved corpse of the most revered saint in the history of the temple (often its founder). Initiates to the faith are brought to kneel before a temple's doomwarden, where they must spend a night and a day fasting and meditating in complete darkness.

## THE FISTS OF MYRKUL

The Fists of Myrkul are a monastic tradition that have dedicated themselves to the worship of the god of death, Myrkul. Monks of the Fist of Myrkul are



obsessed with the meaning and mechanics of death. They study death in all its guises, alongside the priests of Myrkul. They then use this knowledge to guide their understanding of martial arts, yielding a devastating fighting style.

They use their incredible abilities to assist priests of Myrkul in spreading the word and worship of Myrkul across Faerun. They zealously defend the temples of Myrkul alongside the priests and paladins of the faith.

### Myrkul's Touch

Starting when you choose this tradition at 3rd level, your study of death allows you to inflict greater damage with your blows. When you hit a creature with an unarmed strike, you can spend 1 ki point to deal extra necrotic damage equal to one roll of your Martial Arts die + your Wisdom modifier. You can use this feature only once per turn.

### Myrkul's Visage

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.

## FIST OF MYRKUL

Level	Proficiency Bonus	Martial Arts	Ki Points	Unarmored Movement	Features
1st	+2	1d4	—	—	Unarmored Defense, Martial Arts
2nd	+2	1d4	2	+ 10 ft.	Ki, Unarmored Movement
3rd	+2	1d4	3	+ 10 ft.	Deflect Missiles, Myrkul's Touch
4th	+2	1d4	4	+ 10 ft.	Ability Score Improvement, Slow Fall
5th	+3	1d6	5	+ 10 ft.	Extra Attack, Stunning Strike
6th	+3	1d6	6	+ 15 ft.	Ki-Empowered Strikes, Myrkul's Visage
7th	+3	1d6	7	+ 15 ft.	Evasion, Stillness of Mind
8th	+3	1d6	8	+ 15 ft.	Ability Score Improvement
9th	+4	1d6	9	+ 15 ft.	Unarmored Movement Improvement
10th	+4	1d6	10	+ 20 ft.	Purity of Body
11th	+4	1d8	11	+ 20 ft.	<b>Myrkul's Blessing</b>
12th	+4	1d8	12	+ 20 ft.	Ability Score Improvement
13th	+5	1d8	13	+ 20 ft.	Tongue of the Sun and Moon
14th	+5	1d8	14	+ 25 ft.	Diamond Soul
15th	+5	1d8	15	+ 25 ft.	Timeless Body
16th	+5	1d8	16	+ 25 ft.	Ability Score Improvement
17th	+6	1d10	17	+ 25 ft.	<b>Myrkul's Embrace</b>
18th	+6	1d10	18	+ 30 ft.	Empty Body
19th	+6	1d10	19	+ 30 ft.	Ability Score Improvement
20th	+6	1d10	20	+ 30 ft.	Perfect Self

### Myrkul's Blessing

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.

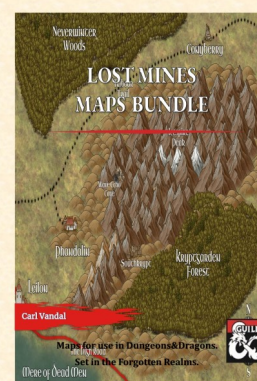
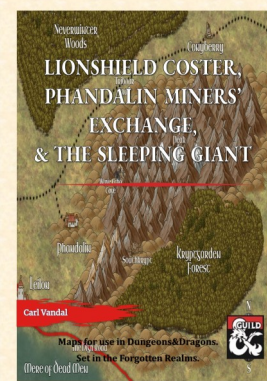
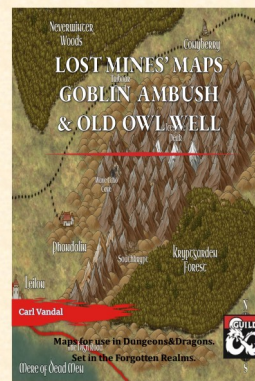
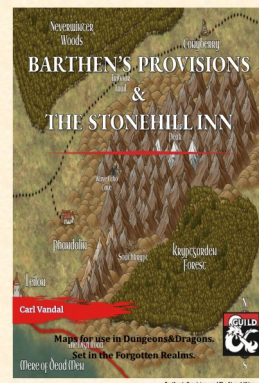
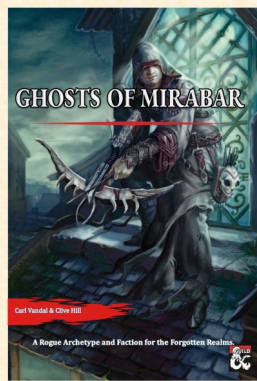
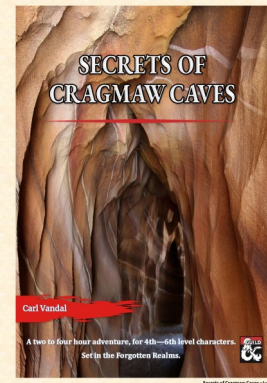
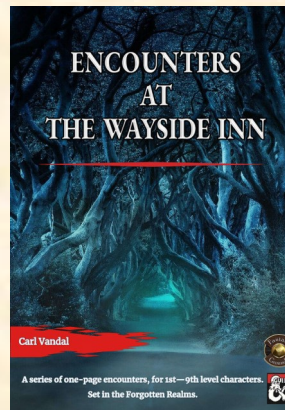
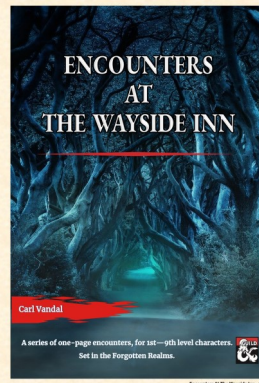
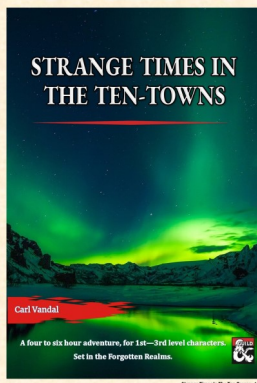
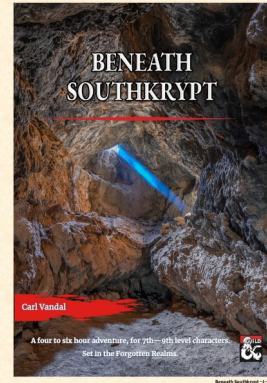
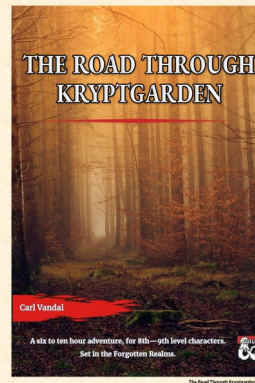
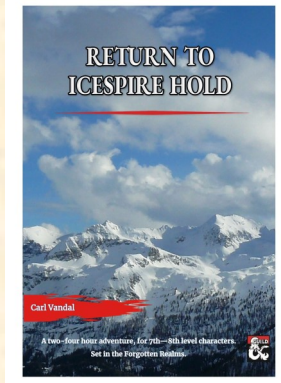
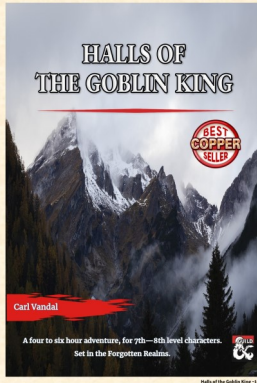
### Myrkul's Embrace

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.



# MY OTHER WORKS



This, and other works, can be found on [www.DMGuild.com](http://www.DMGuild.com)

# FISTS OF MYRKUL

A unique Monk Archetype for use  
in the Forgotten Realms.

Serving Myrkul, the god of death,  
the Fists act as temple guardians,  
priestly protectors, and the  
striking palm of the faith.

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