

Monk - Way of the Unbreakable Body

These monks were confronted with the horrors that came out of the twilight. Instead of opting for passive meditation, a more deadly approach was necessary to take on the creatures of the night. Violence may not always be a solution, but for them it is the solution. Their body has been molded after this idea, an unbreakable wall to hold off the endless armies of nightmares.

Terrifying Constitution

Your body has been hardened by battles, and constant exposure to violence. Starting at 3rd level, your hit points maximum increases by 3, and subsequently increases by 1 each time you gain a level in this class. In addition you can add a bonus to your Intimidation checks equal to your Wisdom modifier.

Distracting Strike

Also at 3rd level, you learn a new way to use your ki. When an ally is being targeted by a creature within a range equal to your movement speed that you can see, you can expend 1 ki point as a reaction. You move up to your movement speed next to the creature and attack. Make an unarmed strike against the creature, on a hit the creature has disadvantage on attack roll against that ally for the rest of turn (including on the triggering attack), and you take necrotic damage (that can't be reduced in any way) equal to half the damage dealt.

Unnatural Armor

At 6th level, whenever you reduce a creature to 0 hit points, you drain their life to empower yours. You cast the *false life* spell on your self without expending a spell slot, or using material or somatic components, You cast the spell at a level equal to the creature's CR (minimum of 1, maximum of 9).

GM NOTE.

This effect always happens when you land a killing blow, whether you wish it to or not.

Crack the Shell

Starting at 11th level, you become adept at creating weaknesses in the defenses of your foes. When you attempt a stunning strike, if the creature succeeds on the saving throw, they get a -2 penalty to the next saving throw they have to make, this effect then ends.

Undying

The first time in a day that you should fall to 0 hit points, you can use your reaction to fall to 1 hit point instead and become immune to damage until the end of your next turn. In addition, this makes you fall into a state of bloodlust, for the duration your unarmed strike deal an additional 1d10 bludgeoning damage.

Once you used this ability, you gain one point of exhaustion and cannot use it again until you complete a long rest.



Item

FISTS OF THE MOUNTAIN

wondrous item (wraps), rare, requires attunement by a monk

While attuned to these wraps, your unarmed strikes are considered magical and you can add your Wisdom modifier to any Strength check or saving throw that you make.

In addition, once per long rest, you can pummel the earth below your feet, causing the ground to shatter. You cast the *erupting earth* spell, Wisdom is your spellcasting modifier for this spell.

VERY RARE VARIANT:

You gain a +2 bonus to your attack and damage rolls made with your unarmed strikes