



MONASTIC TRADITION

At 3rd level, a monk gains the Monastic Tradition feature. the following Way of the Assassin tradition is available in addition to those normally offered.

WAY OF THE ASSASSIN

Assassin monks are often members of secret sects or militant fanatics who incorporate lethal fighting styles, stealth, reconnaissance, and sometimes even mystical mind-enhancing drugs to carry out clandestine missions.

PATH OF THE ASSASSIN

When you choose this tradition at 3rd level, you master the use of specialized weapons known as assassin weapons. In addition, you gain proficiency in tools that help you on your missions.

Assassin Weaponry. You gain proficiency in hand crossbows which count as monk weapons for you.

Eddy of Strikes. As part of your Flurry of Blows feature, you can make an attack with a dagger or a dart in place of either unarmed strike.

Furtive Fighter. On your turn, you can use your bonus action to spend 2 ki point and take the Hide action.

Close Quarters Fighting. You can use a bonus action on your turn to make an attack against a target in close quarters even deadlier. When you do so, any target within 5 feet of you that you hit with a melee weapon attack using your unarmed strike or monk weapon takes an extra 1d4 damage of the weapon's type. You retain this benefit until the end of the current turn.

Way of the Cobra. You gain proficiency with your choice of disguise kit, poisoner's kit or thieves' tools.

DEADLY STRIKE

At 6th level, you hone your assassin skills, becoming much more dangerous.

Mystic Assassin. Your attacks with ranged and finesse weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Cobra's Fang. When you hit a target with an unarmed strike or simple monk weapon that deals piercing or slashing damage, you can spend 1 ki point to force the target to make a Constitution saving throw against your ki save DC. On a failed saving throw, the target is poisoned for 1 minute. A target can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

ASSASSIN'S DEFENSE

At 11th level, you gain the ability to channel your ki to further protect yourself.

Deflect Weapons. You can use your Deflect Missiles feature to protect yourself from unarmed strikes and melee weapon attacks in addition to ranged weapon attacks.

If you reduce the damage of a melee weapon attack to 0, you can make a disarm attempt as part of the same reaction. Make an unarmed strike attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check (target's choice). If you win the contest, you cause no damage or other ill effects, but the attacker drops the item. You have disadvantage on the attack roll if the attacker is holding the item with two or more hands. Also, the target has advantage on its ability check if it is larger than you, or disadvantage if it is smaller.

Spell Deflection. When you are hit by a spell attack, you can use your reaction to subtract an amount of damage from the attack equal to your Wisdom modifier (minimum of 0).

DEATH BLOW

At 17th level, you master the ability to land devastating blows against your targets. When you attack and hit a creature and land a critical hit, the target takes an additional 3d6 damage of the same type. This extra damage is in addition of the normal bonus damage from a critical hit and is not doubled itself. You can only use this feature once per turn.