

MONASTIC TRADITIONS

Three traditions of monastic pursuit are common in the monasteries scattered across the multiverse. Most monasteries practice one tradition exclusively, but a few honor the many traditions and instruct each monk according to his or her aptitude and interest. All traditions rely on the same basic techniques, diverging as the student grows more adept. Thus, a monk need choose a tradition only upon reaching 3rd level.

ENLIGHTENED FIST

Monks of the Way of the Enlightened Fist combine a rigorous discipline of academic and religious study with physical development training. For these monks, the metaphysical perfection of the body is incomplete without perfect religious wisdom as well. Thus, they implement the practice of magic, channeled through ki, with their normal unarmed fighting styles, resulting in a phenomenal blend of blinding speed and devastating magic.

ENLIGHTENED FIST SPELLCASTING

Monk Level	Spells Known	Slot Level
3rd	3	1st
4th	4	1st
5th	4	1st
6th	4	1st
7th	5	2nd
8th	6	2nd
9th	6	2nd
10th	7	2nd
11th	8	2nd
12th	8	2nd
13th	9	3rd
14th	10	3rd
15th	10	3rd
16th	11	3rd
17th	11	3rd
18th	11	3rd
19th	12	4th
20th	13	4th

KI MAGIC

Through your studies and meditations, you have learned to cast arcane magic by focusing your ki.

Ki Points. In lieu of spell slots, you cast your spells by focusing your ki. The Ki to Spell Slots table shows the ki point cost of casting a spell of a certain level. The highest spell level you can cast is indicated in the Highest Level column of the Enlightened Fist Spellcasting table.

Spells Known of 1st Level or Higher. You know three 1st-level wizard spells of your choice. The Spells Known column of the Enlightened Fist Spellcasting table shows when you learn more wizard spells of 1st level or higher, and the Highest Level column indicates the highest spell level you can learn.

Book of Wisdom. Through your education, you have compiled a tome of arcane magic known as a Book of Wisdom. Choose two 1st-level spells that have the ritual tag from any class's spell list. With your Book of Wisdom in hand, you can cast these spells as rituals. You can only cast these spells as rituals, unless you've learned them by some other means.

If you find another ritual spell on your travels, you can add it to your Book of Wisdom if its level is equal to or less than half your monk level (rounded up). For each level of the spell, transcribing the spell takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

Spellcasting Ability. Wisdom is your spellcasting ability for your wizard spells. The power of your spells comes from the focused power of your ki. You use your Wisdom whenever a wizard spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

KI TO SPELL SLOTS

Spell Slot Level	Ki Point Cost
1st	2
2nd	4
3rd	5
4th	7



FIST OF ENERGY

Starting at 3rd level, when you hit a creature with one of the attacks granted by your Flurry of Blows, you can change the damage type to cold, fire, or lightning.

KI SURGE

At 6th level, you can use your action to tap into a deep well of ki, regaining a number of expended ki points equal to your proficiency bonus. After using this ability, you must complete a long rest before using it again.

ARCANE SIGHT

By 11th level, you can innately detect magical auras. You can cast the spell *detect magic* as a bonus action without expending a spell slot.

STUNNING BLAST

Starting at 17th level, when you deliver a stunning strike, you can also cast a spell of 3rd level or lower targeting the same creature as a bonus action, provided the spell has a casting time of 1 action or lower.

