

The Way of Dim Mak



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*A MONK SUBCLASS HARNESSING
THE POWER OF KI CONDUITS*



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ON THE COVER

Among many societies, Dim Mak Monks like Kalizzen Reygar claim right of place as the premier providers of non-lethal protection and enforcement to municipalities and noble families.

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The Way of Dim Mak

Dim Mak Monks dedicate themselves to the study of the paths by which Ki energy flows through the body – and the key flow points where this flow can be disrupted to control an opponent. Their unique martial arts technique targets these Ki conduits, allowing them to manipulate the energies surging within their foes and leverage them to their advantage.



Somatic Secrets

Starting at level three, you gain proficiency in the medicine skill, or gain expertise in medicine if you already have proficiency in the skill.

Dim Mak Strikes

Starting at level 3, Monks following the way of Dim Mak tradition learn two Dim Mak Strikes of their choice, and learn an additional strike of their choice at 7th, 10th, and 15th level.

Dim Mak strikes can be used in place of any unarmed strike. However, they are not regular unarmed blows – rather, they are precisely configured finger strikes to Ki flow points on their target's body. Unless stated in the description, they do no damage and instead produce a specific Ki manipulation effect. Dim Mak strikes are made as an attack roll against a target's dexterity save roll, causing their effect on a hit. The contested attack is made with disadvantage against targets wearing breastplates or half or full plate. They have no effect on creatures without a nervous system.

You can undo the effect of any Dim Mak strike by using the same technique on the target that caused the effect.

Way of Pain: Striking this flow point triggers a wave of debilitating pain. On a success, your strike hits and does your martial arts die bludgeoning damage plus 3 psychic damage. If you expend Ki, you deal an additional 1d8 psychic damage for each point expended, up to a maximum of 3.

Path of Alacrity: Striking this flow point manipulates physical speed and dexterity. On a success, your target's speed is halved and they suffer a -2 penalty to AC and dexterity saves until the end of your next turn. By expending 1 Ki point, the effect lasts for one minute and the target cannot use reactions and can only use an action or bonus action on their turn and can't make more than one attack. By expending 3 Ki points the effect lasts for one hour.

Fount of Vigor: Striking this flow point saps a target's strength. On a success, your target has disadvantage on strength-based attack rolls and saving throws until the end of your next turn and deals half damage on strength-based attacks. By expending 1 Ki point, the effect lasts for one minute. By expending 3 Ki points the effect lasts for one hour, and the target's Strength score drops by four and they lose the

benefit of any strength-based or related abilities, feats, or class features.

Conduit of Wellbeing: Striking this flow point triggers nausea. On a success, your target becomes nauseous and suffers the poisoned condition until the end of your next turn. By expending 1 Ki point, the effect lasts for one minute and the target must make a DC 11 constitution saving throw any time they take an action. On a failed save, they spend their action retching instead. By expending 3 Ki points the effect lasts for 1 hour, and the constitution saving throw DC becomes 13.

Wellspring of Temerity: Striking this flow point incites fear. On a success, your target becomes afraid of you until the end of your next turn. By expending 1 Ki point, the effect lasts for one minute and target becomes afraid of your allies as well. They can use an action to make a wisdom saving throw against your Ki Ability DC to end this condition. By expending 3 Ki points the effect lasts for twenty minutes, and the target is afraid of all other creatures.

Touch of the Occluded Mind: Striking this flow saps a target's mental fortitude. On a success, the target has disadvantage on skills checks until the end of your next turn. By expending 1 Ki the effect lasts 1 minute and the target also suffers disadvantage in all intelligence, charisma, or wisdom based rolls, including saving rolls. By expending 3 Ki, the effect lasts 1 hour, and anyone rolling against the target's spell DC does so with advantage.

Course of Amity: Striking this flow manipulates a target's attitudes towards those around them. On a success the target has an overwhelming sense of wellbeing flood through them and is charmed by you until the

end of your next turn unless you or one of your allies attacks it or are otherwise hostile. By expending one Ki they remain charmed for 1 minute. By expending 3 Ki, the effect lasts 1 hour, and you may make 1 suggestion as per the suggest spell.

Provenance of Focus: Striking this flow point disrupts a target's powers of concentration. On a success, your target's concentration is broken. By expending 1 Ki point, they additionally have disadvantage on any constitution saving rolls to maintain concentration for one minute. By expending 3 Ki points the target automatically loses concentration upon taking any damage for one hour.

Seat of Vision: Striking this flow point interferes with a target's sight. On a success, your target is blinded until the end of your next turn. By expending 1 Ki point, the effect lasts for one minute. The target may use an action to make a DC 11 Constitution save to end this condition. By expending 3 Ki points the effect lasts for one hour and the save DC is raised to 16.

Origin of Speech: Striking this flow point interferes with a target's powers of hearing and speech. On a success, your target is rendered deaf and unable to speak until the end of your next turn. By expending 1 Ki point, the effect lasts for one minute. At the beginning of its turn, a target can make a DC 11 constitution save to end this condition. The time is extended by 2 minutes and the spell DC is increased by 1 for each Ki spent.

Nexus of Apathy: Striking this flow point erodes a target's motivation. On a success, your target takes no actions and neither notices or remembers anything until the end of your next

turn unless they are shaken, yelled at, or take damage. You may extend this effect for 2 minutes per Ki point you expend.

Healing Touch

You learn the secret of the Ki flow point that governs health and vitality. Beginning at level 6, you may use a Dim Mak strike to heal 1d10 HP for each Ki point expended or expend 3 Ki points to remove a condition as per the lesser restoration spell.

Hand of the Viper

Your mastery of the flow of Ki has enhanced your defensive reflexes. Starting at level 11, if an opponent misses you with an attack, you may use your reaction to make a Dim Mak Strike.

Touch of Oblivion

At level 17, you are entrusted with the greatest secret of your monastic tradition – the touch of oblivion – a legendary Dim Mak strike that leaves its victims completely paralyzed. On a hit, the target makes a wisdom save against your Ki ability DC. On a failed save, they are paralyzed for a number of hours equal to the number of Ki points expended, with a minimum of 3. On a success they fall prone and cannot get up for a number of minutes equal to the number of ki points expended.

