

Day of the Windbeast



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*AN ASTRAL MONK CLASS HARNESSING
THE POWER OF MINDBEASTS*



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ON THE COVER

Through years of intense meditation, reaching out to the Astral Plane, Way of the Mindbeast Monks make contact with the primal entities that inhabit the realm of pure thought.

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Way of the Mindbeast

Way of the Mindbeast Monks follow a practice of deep meditation that sends their minds searching across the realms of pure thought to make contact with Astral entities. Once that mental link is formed, they tap the powers of the mindbeasts to gain insight into the minds of those around them and influence their vital Ki flow in subtle and potent ways.



Mental Discipline

As a disciple of the ways of the Astral Sea and realms of pure thought you rely on their intellect to navigate your world. Starting at the third level Intelligence is used to power your ki ability, saves, and unarmored defense instead of wisdom.

Mindbeast

Beginning at level 2, you make a ki-empowered strike, you may expend additional ki points to summon the powers of an astral mindbeast that you have become connected to through extensive meditation. Ki points must be expended prior to knowing whether the strike hits or not.

Garmorm: You may spend 2 Ki point to harness the power of the Garmorm. If you strike the target, they must make an Intelligence save against your Ki ability DC. On a failed save you gain an unexpended spell spot or usage and spell that the creature had, and it loses it for the duration. It cannot be a slot or level of spell that a full caster of your monk level would not be able to cast. You may now use this slot or usage to cast the spell as if you were casting it, with Intelligence as you modifier.

If the target is reduced to 0 HP by the strike, you may expend an additional Ki and have the soul of the Garmorm swallow the soul of that creature. Its mouth appears on the Garmorm wherever it is located in the astral sea, and you gain the use of all of the spells and spell slots or uses the creature had when it died. You cannot gain spell slots or cast spells using this ability that are above what a full caster could know or cast at your monk level. These slots and spells disappear at the end of your next long rest.

Astral Searcher: You can expend 2 Ki to harness the power of the Astral Searcher. The target makes an intelligence save against your Ki ability DC. On a failed roll, you gain the use of one of the creature's abilities. This can include traits like pack tactics or aggressive, racial traits like darkvision, saves, or skill proficiencies. It cannot include spellcasting, channel divinity, other magically powered abilities, or abilities that can only be used a limited number of times per rest or day (like bardic inspiration), though it can steal traits with recharge. If the trait scales over time (for instance sneak attack damage), you would gain it at the level corresponding to your Monk level. While you have the use of this trait, the target does not. They can make and intelligence

saving roll against your Ki ability DC at the end of every other turn to end the effect. It also ends if you use this ability on another target.

Intellectual Savant

Starting at the 6th level, you may communicate telepathically within 30 feet and are permanently under the effect of the detect thoughts spell.

Greater Mindbeast

Starting at the 11th level, you gain access to the following mindbeast options, that are activated by expending 3 Ki points, and have a duration of 1 minute.

Berbalang: You may cast the Speak With Dead spell at will. Since the Berbalang is casting the spell, the dead you speak to in this way do not know who you are, and therefore cannot hold animus towards you.

Astral Streaker: You may cast the Sending spell a number of times equal to your Intelligence modifier without expending a spell slot.

Psurlon: Through the Psurlon you are able to speak telepathically to creatures within 90 feet, regardless of whether you speak a common language. While this mindbeast is active, you may use a bonus action to create an effect identical to the suggestion spell that lasts for 1d6 turns on a creature you are communicating with telepathically.

Mind Palace

Starting at the 17th level, you gain immunity to psychic damage and roll with advantage on all saves against magic that would effect your mind or gain information from you against your will. Any roll that you make for an arcana,

nature, history, or religion check that is less than a 9 or less is treated as a 10.

