



MONASTIC TRADITION

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

WAY OF THE MIND (PSI-KNIGHTS)

Practitioners of the Way of the Mind spend years exercising their control over ki. As such, they become powerful psions. Capable of defeating foes with both their fists and telekinetic powers, these remarkably humble psi-knights act as the de facto guardians of the multiverse.

BONUS PROFICIENCIES

Starting when you choose this tradition at 3rd level, you gain proficiency with energy swords (see the sidebar), which counts as a monk weapon for you. In addition, whenever you make an ability check that uses tinker's tools related to repairing or crafting an energy sword, you are considered proficient in tinker's tools and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

ENERGY SWORD TRAINING

At 3rd level, your training as a psi-knight grants you special abilities that you can use while wielding an energy sword.

Energy Deflection. If you are wielding an energy sword and you are targeted by a *magic missile* spell, a ranged weapon attack that deals force or radiant damage, or a spell that requires a ranged attack roll, you can use your reaction

to deflect the attack. When you do so, the damage you take from the attack is reduced by $1d10 +$ your Dexterity modifier + your monk level.

If you reduce the damage to 0, you can spend 1 ki point to repel the effect. The effect is reflected back at the attacker as though it originated from you, turning the attacker into the target.

Empowered Sword. You can use a bonus action on your turn to increase the power of your energy sword. When you do so, any target you hit with a melee weapon attack using your energy sword takes an extra $1d4$ radiant damage. You retain this benefit until the end of your current turn.

MIND OVER MATTER

At 3rd level, you can cast the *mage hand* spell, requiring only somatic components. When you use this feature to cast the spell, the hand is invisible.

MIND TRICKS

At 6th level, your mental powers grant you greater control over weak-willed creatures. As an action, you can spend 3 ki points to cast *suggestion*, requiring only verbal components.

KI CONNECTION

At 11th level, you can focus your mind on your ki's connection to the greater multiverse. As a bonus action, you can spend 3 ki points to cause all of your attack rolls to be made with advantage. And for the duration, your attack rolls score a critical hit on a roll of 19-20. This effect lasts for 1 minute or until you use this feature again. This feature has no effect on a magic weapon that has a bonus to attack and damage rolls.

KI TELEKINESIS

When you reach 17th level, your control over the ki surrounding all things improves. You can spend 6 ki points to cast *telekinesis*, requiring no components.

ENERGY SWORD

An energy sword is a martial melee weapon. It costs 250 gp and weighs 3 lbs. The weapon deals $1d8$ radiant damage on a hit. It has the versatile ($1d10$) property.