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THE QUINTESSENTIAL MONK II

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THE QUINTESSENTIAL MONK II: ADVANCED TACTICS

Patrick Younts

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INTRODUCTION

The martial artist is a staple of popular culture and has been for decades in Western society. The fighting prowess of the martial artist has been amply demonstrated in comic books, novels, film and television and many martial artists have achieved superstardom, or even cinematic immortality. In the East, martial arts popular culture has an even longer history, with famous monks, both entirely fictional and historical, taking centre stage on film for almost a century and in literature for literally millennia.

The martial artist appeals to us on multiple levels. Visually, unarmed fighting techniques are beautiful, even the most straightforward of them, for there is beauty in brutal simplicity; this means that well made martial films and shows are thrilling to watch. Beyond the visceral thrill of watching lightning fast flips, punches, kicks and throws, there is also the unspoken admiration we have for anyone who can truly claim to be a master of some skill. The best martial artists are absolutely, unswervingly dedicated to the perfection of their bodies and of their fighting skills and we, as viewers, or even martial arts practitioners, respond to that.

This book, the *Quintessential Monk II*, is designed to bring the thrill of martial arts to your d20 fantasy gaming. Using the rules presented in this book, you will be able to create characters who truly emulate the martial arts heroes of popular culture, of myth and of legend. Read on and immerse yourself in the martial arts world.

THE ADVANCED TACTICS SERIES

The Advanced Tactics series takes an advanced look at the whole range of class and racial sourcebooks from Mongoose Publishing, all designed to greatly widen a player's options for his character within the d20 games system. More than simple continuations, the second series of *Quintessential* books slot seamlessly into any fantasy-based campaign, giving advanced alternatives for characters of one class or race within the game, allowing both players and Games Masters

the chance to give mid- and high-level characters new options without overpowering or unbalancing the game as a whole. The Advanced Tactics series will not necessarily allow players to make their characters even better but they will be able to do a lot more than they ever thought possible before.

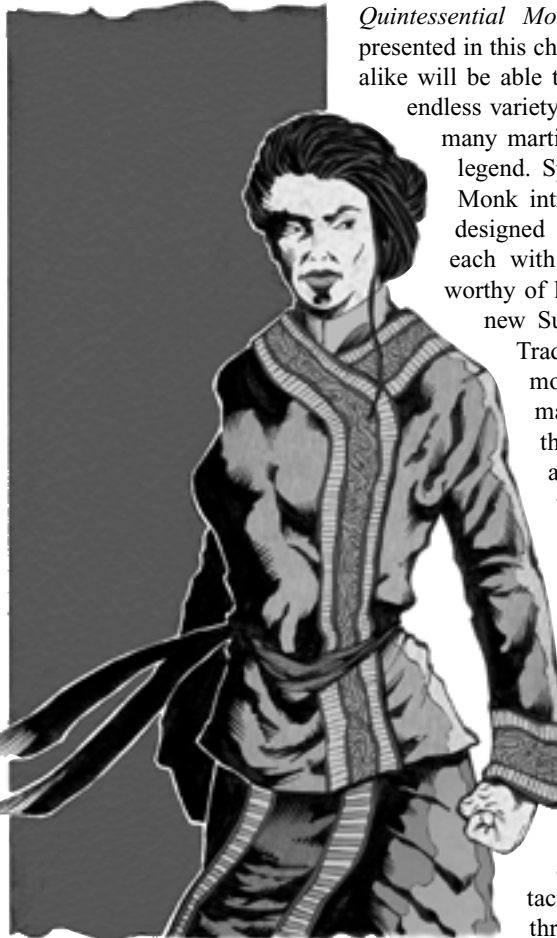
THE QUINTESSENTIAL MONK II

The *Quintessential Monk II* is the sequel to and companion piece for the *Quintessential Monk I*. In some cases, information from the previous book has been updated and redesigned to better reflect the changes made to the d20 system in the years between the publishing of that first work and this one. In no case, however, does this book presume that you have access to the previous tome, meaning you can use this book as a stand-alone item.

The book opens with Career Paths, which are thematic enhancements that will allow you to focus your martial artist's character hook with laser precision. Following that chapter is the Multiclass Monk, a thematic continuation of the Alternative Schools presented in the original *Quintessential Monk*; using the multiclass paths presented in this chapter, players and Games Masters alike will be able to create martial artists of almost endless variety, the better to replicate the many,

many martial arts archetypes of history and legend. Speaking of legends, the Legendary Monk introduces six new prestige classes designed and intended for advanced play, each with an assortment of powers truly worthy of high level heroics. After that are new Superior Tools, new Tricks of the Trade and new items for the magical monk, a collection of mundane and magical weapons which will make the monk's life much easier and an extensive assortment of new uses for his existing skills which will make his enemies' lives much, much harder. Of course,

no *Quintessential Monk* book would be complete without new martial arts feats and new abilities, so you will find secret symbols and complete martial arts styles, each composed of multiple new feats, here as well. The book closes with Surviving to Enlightenment, a long discussion of the tips and tactics essential for surviving and thriving and all levels of play.





Four Willows Weeping waited placidly as the elf prince unbuckled his sword belt, threw aside his cloak and slid out of his boots. He stood silently, watching, as his opponent dropped his armoured gauntlets, even stepping forward to help as the other man struggled to loosen the straps of his plate and chain and when he was rebuffed, merely shrugged his shoulders and stepped back again. When at last the armour fell to the ground and the prince stood before him stripped to the waist, he asked 'Are you prepared now, or do you perhaps wish to remove your pants as well?'

The prince snarled, eyes narrowing as colour flushed his pale cheeks. 'Do you know who I am?' he asked. His voice was solemn, face dark and mottled with anger and embarrassment.

'Yes', Four Willows Weeping replied. 'You are Lathanan, son of Lothlahan, who was known as the fist of the west, and grandson of Lonalath, founder of the Way of Summer Rain and famed as the woman who slew the dragon Jazax the White with a single blow from her palm. Why,' he asked, 'had you forgotten?'

The prince nodded and then, when he saw Four Willows Weeping smile and recognized the jest at his expense, shook his head vigorously. 'All you need to know, human, is that I am the new Fist of the West, and your death.'

Four Willows Weeping's smile broke into a slow lopsided grin, showing his broken teeth. 'Yes, you are the Fist of the West, in the way that a child's stick is the Sword of the King and the way that a drunken doxy is the Queen. In that way I agree, yes, you do honour your father's legacy.'

Lathanan howled, balled his fists at his side and charged, kicking out with his left foot swiftly but awkwardly. Four Willows Weeping shifted slightly and turned at the waist, moving out of the path of the blow even before it was chambered and struck.

'You did not plant your supporting foot, Fist of the West'. Four Willows Weeping reached out and tapped Lathanan with a fingertip, just below the shoulder blades. 'Your back is exposed and a real silver ape palm would have burst your heart.'

Lathanan swung his arm up and back, his left elbow whistling through the air fast enough to crack the air at its passing. It struck nothing, as Four Willows Weeping sank down into a horse stance, his thighs parallel to the ground and then swayed back at the waist, to allow Lathanan's right fist to swing harmlessly by. 'You have failed again, Lathanan', Four Willows Weeping taunted. 'Your grandmother weeps at your weakness.' He stuck out a foot, hooked it behind Lathanan's knee and pulled, dumping the elf prince onto the soft earth with a thud.

Lathanan rose swiftly, swung his feet out and up in a wide arc, rolled onto his shoulders and allowed the momentum to pop his body over and upright. Then he rose up onto one leg, raising the other so his foot was poised in front of his vitals and flared his arms wide, fingers splayed open. 'This, human,' he said, as his body swayed with effort, 'is the immortal crane, the finest technique of the Way of Summer Rain.'

Four Willows Weeping shook his head slowly, puffed out his breath and then, faster than the eye could see, exploded up and into the same stance, immobile as a statue. 'I think your grandmother's stance looked more like this.'

'Who are you', Lathanan gasped. Then he slid forward, pushed his arms back and leapt, foot lashing out with force enough to shatter steel.

Four Willows Weeping dropped, shifted into the stance of the stone toad. 'I am someone who has come to help you find your true path again.' When Lathanan's foot made contact with his chest, Four Willows Weeping's hand closed over it, twisting and hurling the elven prince to the ground. Then he stepped forward, hooked the captured foot beneath his armpit and knelt atop Lathanan. 'And the first step is helping you find humility', he said, tightening his grip on Lathanan's ankle until the tendons were stretched to the point of bursting and the elf prince screamed. 'And shame too. It is what your grandmother would have wanted.'



CAREER PATHS

The monk, more than any other class, has the potential to be the master of his own destiny. Only he has the will to perfect body and mind, only he has the potential to transcend the flesh and achieve enlightenment, to subsume his soul, his *ki*, into the ether that waits beyond thought.

The monk is more than just the sum total of his class abilities and his unarmed prowess. Even the most dedicated monk has interests beyond his steady advancement towards enlightenment. Some monks seek to perfect their physical skills, or hone their ability to fight with a blade until it functions as an extension of their body. Other monks want nothing less than to master the secret truths of the world, while others want nothing more than to tend their plants and pluck the weakness from their spirit as a gardener plucks a weed.

A monk player who wishes for his character to be more than what the *Core Rulebook I* provides should read these pages carefully, as this chapter presents Career Path options for the monk that will increase both his versatility and his roleplaying potential.

Career Paths

Career Paths are a core idea for the Quintessential II series of sourcebooks from Mongoose Publishing and provide a range of templates for each character class and race that will allow a player to plan his character's advancement following a given concept. While a Career Path focuses on the mechanics of advancement by providing a small benefit and disadvantage to the character's abilities, it also serves as a roleplaying aid to guide the character's progress and goals through his adventuring career, shortening the time spent choosing new abilities and powers during level advancement.

Any one Career Path may be applied to a character when he gains a new level. The listed benefits and disadvantages are applied; any roleplaying description modified and adjusted to take into account the template and then the character is ready to follow his chosen path. From this point forth, both the player and the Games Master should be aware of the selected Career Path and take steps to ensure the character is played accordingly. It must be stressed that Career Paths are a roleplaying tool, not simply a method to gain lots of new abilities!

FOLLOWING A MONK'S CAREER PATH

A character can tread onto a monk's Career Path at any time he gains a new level. The character *must* possess at least one level of the monk class in order to follow a monk's Career Path. In each path's description, the advancement options section describes a number of skills, feats or other choices

that serve both as a route map and a list of prerequisites for that path. The character must possess the following requirements:

- + Two skills at the requisite rank from that path's advancement options.
- + Two feats from that path's advancement options.
- + The minimum ability requirement (if any) for that path.

A character may only follow *one* path at any time. In addition, the path he has chosen must be maintained. Every time the character advances a level, he must do at least one of the following:

- + Select a new feat from the Career Path's advancement options (only available if his level advancement grants a feat).
- + Increase the ability listed as the minimum ability for that path (only available if his level advancement grants an ability increase).
- + Increase a skill from that path's advancement options. If the character is taking a monk level, he need only spend 1 point. If he is taking any other class level, he must spend 2 points, though he may split these between two different path skills if he wishes.

For example: a 5th level monk with *Str 13*, *Move Silently 8 ranks*, *Hide 8 ranks* and the *Improved Initiative* feat decides he wants to follow the *deadly venom boxer* Career Path. As he meets all of that path's requirements, he may start following the path when he next increases his level. When he reaches 6th level as a monk he must either spend one skill point on *Hide* or *Move Silently*, or select his new feat from the *deadly venom boxer's* options (meeting all the normal prerequisites for that feat). He is now a 6th level monk who follows the *deadly venom boxer* path and receives the relevant benefits and disadvantages. If he chose to advance as a barbarian instead, making him a monk 5/barbarian 1, he must either spend his one new feat from the *deadly venom boxer's* options (meeting all the normal prerequisites for that feat), or spend 2 skill points on *Hide* or *Move Silently*. In neither case can he opt to increase the path's required ability in order to maintain his dedication, though he could do so when attaining 8th level.

Note that skills and feats do not change their status regarding the character. Cross-class skills do not become class skills and he must still meet the prerequisites of a feat in the advancement options list before being able to gain it. The Career Path is more like a road map that restricts the character's freedom of choice in exchange for a benefit and a clearer sense of purpose.



The character immediately gains a benefit upon entering the Career Path but also suffers a disadvantage. Some Career Paths offer several benefits and disadvantages that a character can choose from, representing the different choices present to even the narrowest path. Only one of these benefit/disadvantage combinations is chosen in this case.

A character may voluntarily abandon a Career Path, and lose both the benefit and disadvantage immediately – this normally happens when the character is preparing to switch to a new Career Path – possibly not even a monk path. Switching paths is entirely feasible. This mostly involves time – at least six months minus the character's Intelligence modifier in months (minimum one month) between dropping the old path and gaining the new path's benefits and disadvantages. During this period, the character demonstrates how he is changing his style and philosophy through roleplay. He must still meet all the prerequisites for the new Career Path.

If the character gains a level and does not comply with at least one of the Career Path's advancement options, he is considered to have abandoned the path. He will lose the benefit (but also the disadvantage) of the chosen path, as he has allowed his top-notch skills to get rusty in favour of training in other areas. In order to regain the path, he will have to wait until he gains another level, this time complying with the path's advancement requisites, in order to walk the path and gain the benefits once more. Note that a character that has followed multiple Career Paths and then abandoned his most recent one altogether can only regain the path in this manner for the path he has most recently abandoned.

PATHS OF MARTIAL EXCELLENCE

The essential paradox of the warrior monk is this: unarmed combat is a matter of flesh, of bone, of the material. To master combat, one must indulge in the physical, must immerse oneself in anger and passion and rage. In essence, the warrior monk must give himself over to the chains that bind the spirit and *ki* energy to the weakness of mortal perception. This is why monks who travel the paths of martial excellence seek to hone their fighting skills to the point where they can transcend the need for physical confrontation entirely, defeating an opponent by crushing his will to fight before harsh words are even spoken. In doing so, they transcend flesh by mastering flesh.

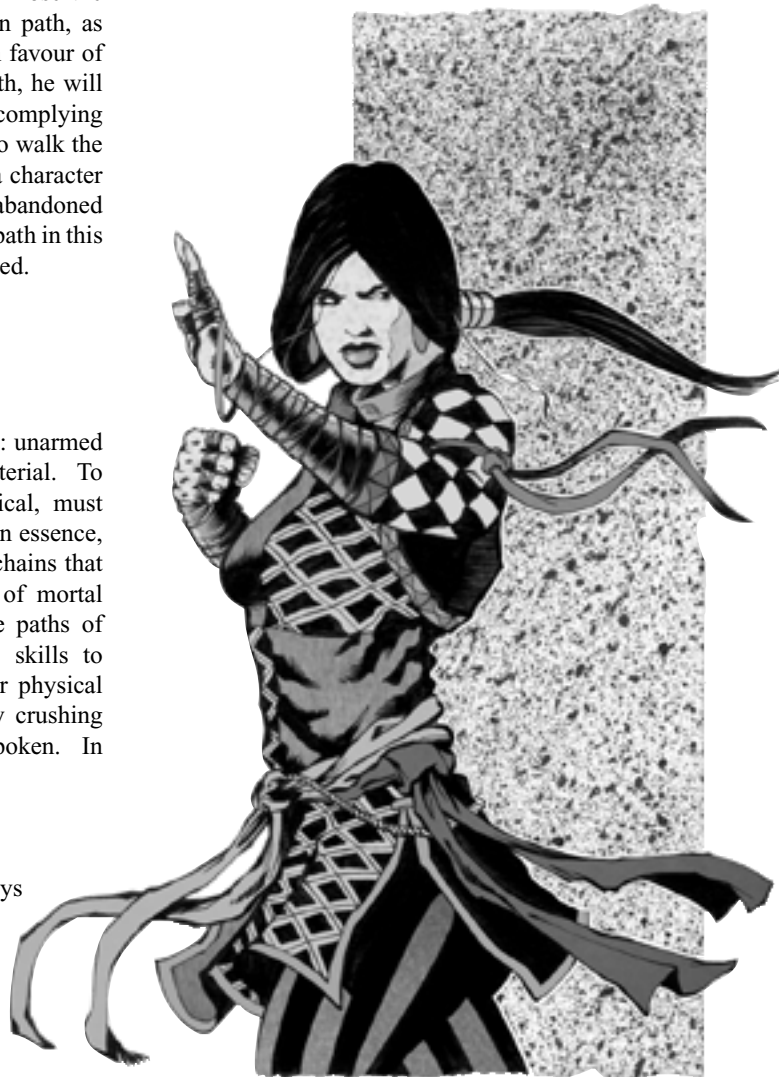
The Travelling Bravo

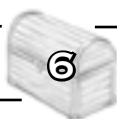
The travelling bravo is a martial artist who journeys from town to town, setting up a ring and challenging all comers. Proud of his martial arts style and equally proud of his own abilities, the bravo seeks to increase his own fame and, more importantly, increase the fame of his teacher and his school. The bravo is an archetype that has

long existed in martial arts popular culture and, indeed, in history. Martial artists, even stern monks of temples, often advertised the merits of their training this way, as there was no other method of reliably proving the effectiveness of their art.

Adventuring: The travelling bravo does not really like to adventure in the traditional sense, as he would much rather concentrate on promoting himself and his school. That said, travelling bravos have a way of becoming embroiled in the problems of whatever town or city that they set foot in, as the locals turn to the 'great hero' to solve their woes.

Roleplaying: Travelling bravos can be of any temperament and attitude, though all share a certain willingness towards solving problems with fists and feet. They also tend to be honourable and forthright, as the school they represent is judged as much by their behaviour as by their martial skill, but there are certainly travelling bravos, particularly the less talented, who are perfectly willing to cheat to achieve victory.





Advancement Options: A character follows the travelling bravo Career Path by choosing the following advancement options: Minimum Charisma 13+; Balance 5 ranks, Bluff 5 ranks, Diplomacy 5 ranks, Escape Artist 5 ranks, Intimidate 5 ranks, Perform (kata) 5 ranks, Sense Motive 5 ranks, Tumble 5 ranks; Agile, Deflect Arrow, Dodge, Improved Grapple, Improved Initiative, Leadership, Negotiator, Skill Focus (Diplomacy), Skill Focus (Knowledge (arcane)), Snatch Arrow, Weapon Focus (unarmed).

Benefits: The travelling bravo selects any one of the following benefits when he first steps upon this path.

- ✦ *Big Talker:* Travelling bravos talk a good game, know how to impress a crowd and pique their interest. So long as he continues to follow the path of the travelling bravo, the monk adds his Wisdom modifier to all Diplomacy checks. In addition, he can, once a day, reroll any one Diplomacy skill check result; the player must declare that he is re-rolling the check immediately after the first roll is made and must accept the result of the new roll, whether it is more favourable than the previous, or not.
- ✦ *Ring Psychology:* The travelling bravo is a master of Ring Psychology, knowing exactly how to act to infuriate or cow his opponent to make him careless in the early rounds of battle. In the first round of any combat, the bravo can designate a single opponent; this opponent is the target of the bravo's Ring Psychology and has fallen prey to his cunning. For the first round of battle and for the round after, the bravo adds his Charisma modifier as a circumstance bonus to attack rolls, damage rolls and to his armour class but only against the selected opponent.
- ✦ *Roar of the Crowd:* The bravo feeds off the emotions of the crowd and is strengthened by their support, or even their mockery. When the travelling bravo is fighting an unarmed combat challenge match, by himself, against one or more opponents and the match is attended by 10 or more spectators, the bravo gains a +2 morale bonus to all attack rolls and damage rolls made with his unarmed attacks, to his armour class and to all Concentration, Jump and Tumble skill checks.

Drawbacks: The travelling bravo gains one of the following drawbacks. The drawback gained is based upon the benefit the player selected.

- ✦ *All Talk:* The travelling bravo spends so much of his time perfecting his glib showmanship and putting his mind to the rhythms of the master salesman that he neglects the philosophical training of his martial art. The travelling bravo does not gain the still mind class ability for as long as he follows the path. This disadvantage corresponds to Big Talker.
- ✦ *Overly Focused:* In order to properly use Ring Psychology, the travelling bravo must concentrate fully on his intended victim. This means that he does not

have time to spare thought to defending, or attacking other opponents. The travelling bravo suffers a -2 circumstance penalty to attack and damage rolls and to his armour class against all opponents save the one he has applied Ring Psychology to. If the travelling bravo's Charisma modifier is less than two, then the circumstance penalty is equal to his Charisma modifier. This disadvantage corresponds to Ring Psychology.

- ✦ *Attention Hog:* The travelling bravo comes to crave the roar of the crowd and to depend upon it. When fewer than 10 spectators are watching him in battle, such as when he enters combat during a typical adventure, he suffers a -2 morale penalty to all attack rolls and damage rolls made with his unarmed attacks, to his armour class and to all Concentration, Jump and Tumble skill checks. This penalty lasts for one round. In the following round, the bonus decreases to -1 and in the third, it no longer applies. Attention Hog corresponds to Roar of the Crowd.

Exemplar of the Art

A monk who is trained to absolutely embody the martial principals of his style, the exemplar of the art is an unarmoured and unarmed warrior without equal – at least in dedication. Most temples have at least one exemplar of their fighting techniques and though the position is not an official one, those who live at the temple and the wise who come to visit it all acknowledge the mastery and fighting spirit the exemplar displays. The exemplar is the appointed, or self-appointed champion of his monastery or school, the one who is always first to step forward when honour or life must be protected.

Adventuring: Exemplars are reluctant to accept any adventure that will take them away from their chosen monastery, or school, unless that adventure is in direct service of it. This happens fairly often, as there is always a threat looming over most martial arts schools; old enemies and new rivalries between the exemplar's style and another are the most common threats.

Roleplaying: The exemplar is usually a strong, driven martial artist, as only the most serious and dedicated men and women can truly earn the title of master among masters. There is usually a bit of arrogance and swagger to the exemplar, though most hide it well, as it takes a certain kind of self-confidence and presumptive self-possession to proclaim oneself the defender of a martial art's reputation.

Advancement Options: A character follows the exemplar of the art Career Path by choosing the following advancement options: Minimum Wisdom 13+; Balance 5 ranks, Escape Artist 5 ranks, Intimidate 5 ranks, Jump 5 ranks, Listen 5 ranks, Perform (kata) 5 ranks, Sense Motive 5 ranks, Spot 5 ranks, Tumble 6 ranks; Any feat from the style(s) the exemplar's monastery or school teaches (see the Special Techniques chapter later in this book), Acrobatic, Agile,

Alertness, Combat Reflexes, Dodge, Endurance, Great Fortitude, Improved Critical, Improved Initiative, Improved Grapple, Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Finesse, Weapon Focus (unarmed).

Benefits: The exemplar of the art selects any one of the following benefits when he first steps upon this path.

- ✦ *Precise Strike:* The exemplar trains without rest, day in and day out. As a result, his unarmed combat skills are perfect, absolutely without flaw. Once a day per two points of Wisdom modifier, the exemplar can reroll any one unarmed attack or damage roll; the player must declare that he is re-rolling the check immediately after the first roll is made and must accept the result of the new roll, whether it is more favourable than the previous, or not.
- ✦ *Perceptive Strike:* The exemplar tests himself against other martial artists daily, the better to hone his skills in real combat. Once a day, he can add his Wisdom modifier to all unarmed attack and damage rolls made during a single round. This bonus can be applied to the exemplar's flurry of blows if he wishes. If the character already possesses a feat that allows him to add part of his Wisdom modifier to attack rolls, then the bonuses stack for that round.
- ✦ *Indomitable Champion:* The exemplar is dangerous and not just because he trains his body ruthlessly. The exemplar lives only to defend his style and his school and abjectly refuses to fail to protect the honour of either. When fighting a challenge match in direct defence of his style, or school, or when fighting within the boundaries of his school, the exemplar uses his Wisdom modifier, rather than his Constitution modifier, to determine how many bonus hit points he receives for every monk class level he possesses. Prestige classes which allow the monk to freely multiclass with the monk class also add these bonuses, as do all levels of the multiclass paths presented in this book.

Drawbacks: The exemplar of the art gains one of the following drawbacks. The drawback gained is based upon the benefit the player selected.

- ✦ *Sacrificed Enlightenment:* The exemplar trains his body and his fighting skill with such relentless dedication that he simply has no time to spend on 'frivolous' pursuits like meditation and development of his *ki*. For as long as he follows this path, the exemplar loses access to his still mind class ability and to Concentration and Knowledge (arcana) are no longer class skills. Sacrificed Enlightenment is the disadvantage for Precise Strike.
- ✦ *Giving His All:* In order to attack with killing precision, the exemplar must leave himself vulnerable to counterattack, to lure his opponent into opening his own defences. For the round during and after the use

of Perceptive Strike, the exemplar does not apply his Wisdom bonus to armour class. This disadvantage applies to Perceptive Strike.

- ✦ *Distracted:* The exemplar dislikes leaving his monastery, as he feels that doing so puts those he has chosen to protect at risk. The exemplar suffers a -1 penalty to all attack rolls when outside the boundaries of his school and not acting in direct service to his school or style. The Distracted disadvantage is the drawback for Indomitable Champion.

The Smoke Sword

Not all martial artists concentrate primarily on the development of their unarmed fighting techniques. There are entire arts dedicated to perfection of a single weapon, usually a sword but not always. The Way of the Smoke Sword is one such school. The smoke sword is a martial artist who has dedicated himself to perfecting the martial use of a single weapon, to the point where it becomes an extension of not only his body but of his spirit. The smoke sword gains his name from the fact that his weapon can no more be stopped than a wisp of smoke can; his blade dances around defences, twists and turns like embers in the wind and slides between armoured plates as smoke curls beneath a door.

Adventuring: The smoke sword enjoys adventure, as it allows him to hone his skills under realistic conditions. In the party, he is likely to take a lead role in frontline combat and will enjoy a healthy rivalry with barbarians and, especially, fighters.

Roleplaying: The smoke sword stylist is a perfectionist, never satisfied with his skills. He tests himself relentlessly, both against living opponents and against the elements; he practices drawing, slashing and sheathing between the space of raindrops falling, cuts floating cherry blossoms into quarters and then quarters the pieces and splits rocks with a single blow. His chief love is his weapon and there is no place in his heart for another.

Advancement Options: A character follows the smoke sword Career Path by choosing the following advancement options: Minimum Dexterity 13+; Balance 5 ranks, Bluff 5 ranks, Concentration 5 ranks, Escape Artist 5 ranks, Jump 5 ranks, Knowledge (arcana) 5 ranks, Perform (kata) 5 ranks, Sense Motive 5 ranks, Spot 5 ranks, Tumble 5 ranks; Must possess the Chosen Weapon feat (see Smoke Sword style in the Special Techniques chapter), Acrobatic, Blind-Fight, Combat Expertise (Improved Disarm, Improved Feint), Combat Reflexes, Deflect Arrows, Dodge (Mobility, Spring Attack), Lightning Reflexes, Weapon Finesse, Weapon Focus (chosen weapon), any style feat from the Smoke Sword school.



Benefits: The smoke sword selects any one of the following benefits when he first steps upon this path.

- ✦ *Smoke Sword:* The smoke sword has incredible skill with his chosen weapon and is able to strike the weak points in armour with astounding ease. Once a day per two points of Dexterity modifier, he can perform any attack with his weapon as a touch attack, bypassing armour, shield and natural armour bonuses entirely.
- ✦ *Between Raindrops:* The smoke sword's weapon strikes with the quickness of flame. In the first round of combat, if he uses the Quick Draw feat to draw his chosen weapon, he gains a competence bonus equal to his Dexterity modifier to his first attack roll made with that weapon. If his attack successfully strikes, then he also adds his Wisdom modifier to his damage roll. If the smoke sword possesses the Weapon Finesse feat and thus already applies his Dexterity bonus to attack rolls, the bonus is doubled.
- ✦ *Inseparable Companion:* The smoke sword's weapon is an extension of his body and cannot easily be taken from him. So long as he follows this path, he gains a bonus to resist disarm attempts equal to his Wisdom modifier. The bonuses stack with those gained from style feats. Once a day, if he has the Improved Disarm feat, he can add his Wisdom modifier to any roll made to disarm an opponent.

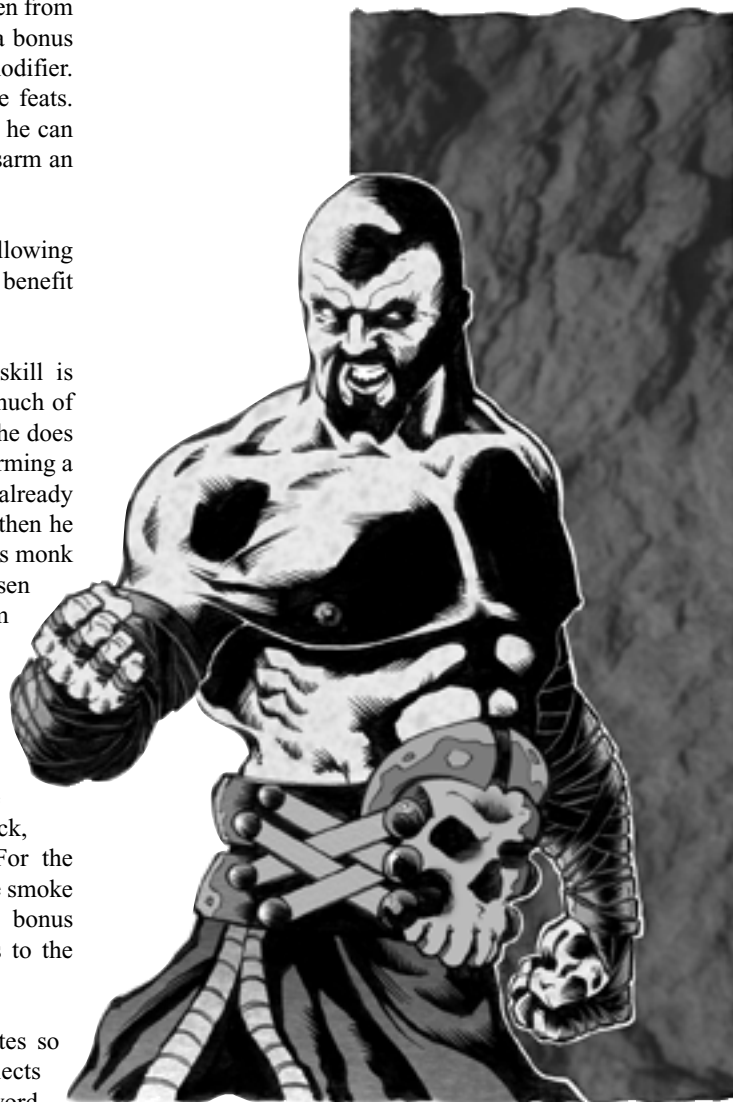
Drawbacks: The smoke sword gains one of the following drawbacks. The drawback gained is based upon the benefit the player selected.

- ✦ *Bladed Crutch:* The smoke sword's martial skill is completely focused on his weapon; without it, much of his skill is lost. So long as he follows this path, he does not lose his -2 penalty to attack rolls when performing a flurry of blows with his unarmed attacks. If he is already of a level where he does not suffer this penalty, then he regains it. In addition, the smoke sword gains his monk class armour class bonus only while his chosen weapon is in hand; he still gains his Wisdom bonus to armour class at all times, however. Bladed Crutch applies to the Smoke Sword benefit.
- ✦ *Crippled Cobra:* In order to strike with such incredible speed and killing accuracy, the smoke sword must give everything to his first attack, leaving himself vulnerable to counterattack. For the round during and the round immediately after the smoke sword uses Between Raindrops, his Dexterity bonus to armour class is halved. This penalty applies to the Between Raindrops benefit.
- ✦ *Feather Light Fists:* The smoke sword dedicates so much time training with his weapons that he neglects to perfect his unarmed attacks. The smoke sword

deals unarmed damage as though he were one size category smaller than he actually is, meaning a Medium size smoke sword deals damage as a Small size monk. A Small monk deals -1 point of damage per unarmed damage die rolled. In addition, he gains unarmed damage die increases one level later than normal - meaning he does not gain his first increase until 5th level, for example. Feather Light Fists applies to Inseparable Companion.

The Deadly Venom Boxer

The deadly venom boxer does not practice martial arts as a means of achieving enlightenment, nor does he hone his unarmed skills for the love of the training. Instead, he perfects his skills because he loves the sight of life fading from dying eyes, loves the feeling of hot blood spurting over his fingertips, loves the crack of a spine as it shatters beneath his palm. In other words, the deadly venom boxer is a vicious killer.





The deadly venom boxer never wastes his time learning techniques designed to incapacitate foes. Instead, his martial art is focused on the lightning fast kill. He travels from city to city and from monastery to monastery, challenging and killing every fighting 'master' he can find. While he is more than willing to accept payment for his kills, he would be just as happy carrying out his life's mission for free.

Adventuring: The deadly venom boxer does not really adventure in the traditional sense. Instead, he sets out with a specific purpose, a specific target in mind. That said, if he has a regular band of companions, he will partake in their adventures, either as a means of gathering funds to support his lifestyle and training, or to hone his skills. In the party, he takes much the same position as the rogue and ranger, lurking in the shadows, then striking quickly and with efficiency, then fading back into the darkness.

Roleplaying: The deadly venom boxer is ruthless and obsessed with efficiency. He is sadistic but does not revel in torture; for him, the perfect death is one which happens instantly and which cannot be defended against. He has no concept of mercy and considers those who would offer it to him weak and foolish. The deadly venom boxer is a master of pressure point attacks, using lightning fast palm strikes and fingertip blows to shatter vulnerable joints and burst internal organs. Though he does not pursue enlightenment, he may stumble upon it in his own fashion, transcending the limits of mortal strength and achieving the ultimate kill: the murder of the self.

Advancement Options: A character follows the deadly venom boxer Career Path by choosing the following advancement options: Minimum Intelligence 13+; Bluff 5 ranks, Concentration 5 ranks, Escape Artist 5, Hide 5 ranks, Jump 5 ranks, Knowledge (arcana) 5 ranks, Listen 5 ranks, Move Silently 5 ranks, Sense Motive 5 ranks, Spot 5 ranks; Any Snake Style style feat (see the Special Techniques chapter), Alertness, Blind Fight, Combat Reflexes, Dodge, Improved Critical, Improved Initiative, Stealthy, Weapon Finesse, Weapon Focus (unarmed).

Benefits: The deadly venom boxer selects any one of the following benefits when he first steps upon this path.

- ✦ *Furious Assault:* The deadly venom's boxer prefers to kill quickly and efficiently. Once a day per two points of Intelligence modifier he possesses, he can perform another extra attack, at his base attack bonus, during an unarmed flurry of blows. This means that a deadly venom boxer with the greater flurry of blows ability can make three extra attacks during an unarmed flurry.
- ✦ *Crippling Strike:* The deadly venom boxer knows precisely where to strike to deal incredible agony. While following this path, he may make a Stunning Blow attack once for every two levels he possesses in the monk class; prestige classes which allow the monk to freely multiclass with the monk class are also applied towards

this benefit, as are all class levels of the multiclass paths presented in this book. In addition, if the deadly venom boxer possesses the Quivering Palm class ability, then he can make two Quivering Palm attacks each week, rather than one.

- ✦ *Pristine Attack:* The deadly venom boxer is so skilled with pressure point attacks that he can strike critical areas of the body with effortless grace. The deadly venom boxer adds his Intelligence modifier to all rolls made to confirm a critical hit roll. Once a day, when he successfully strikes with an unarmed critical hit, he can choose to automatically deal maximum damage.

Drawbacks: The deadly venom boxer gains one of the following drawbacks. The drawback gained is based upon the benefit the player selected.

- ✦ *No Thought To Defence:* The deadly venom boxer attacks, he does not defend, knowing that if his opponent is dead, he need not worry about protecting himself. For as long as he follows this path, he does not gain the monk class armour class bonus and adds only half his Wisdom modifier to his armour class. No Thought to Defence applies to the Furious Assault benefit.
- ✦ *Weightless Palm:* The deadly venom boxer's strikes are focused on damaging his opponent's *ki* energy, rather than bruising flesh. For as long as he follows this path, the deadly venom's boxers unarmed damage dice progression is slowed by two levels. This means that the deadly venom's boxer is considered to have two fewer monk levels than he actually possesses for the purposes of determining his unarmed damage. Weightless Palm applies to the Crippling Strike benefit.
- ✦ *Spiritually Weak:* The deadly venom boxer is concerned only with finding and crushing other martial artists and spares little thought for otherworldly creatures. So long as he follows this path, the deadly venom boxer cannot use his *ki* strike abilities; this means that his unarmed attacks are not considered magic, lawful, or adamantite, nor can he make use of any feat or class ability which allows him to perform unarmed strikes as though his fists were made of an exotic material. Spiritually Weak applies to the Pristine Attack benefit.

The Iron Wall

The iron wall practices a form of martial arts which is focused around defence and training the body to accept and then ignore attacks, rather than dodge them. In battle, the iron wall stands firm against even the most fearsome opponents, relentlessly driving forward, shrugging off even the most powerful attacks, depending on his toughness to win the day.

The iron wall is a powerful martial artist, much feared by others who practice the unarmed fighting arts, because his



physicality renders their most trusted techniques worthless. The arts of the iron wall are especially popular with dwarven monks, who do not have the luxury of long graceful limbs, and has served them well in the cramped environs of their cavern homes.

Adventuring: The iron wall adventures so that he might test his durability and his training against the world's strongest opponents. He enjoys fighting both other martial artists and powerful monsters, for each has unique attacks which will push the limits of his training. The iron wall also enjoys pitting his body against natural hazards, walking naked through blizzards, or across blistering desert sands, all in the quest to perfect his body.

Roleplaying: The iron wall is confident in his abilities, almost to the point of arrogance. Though he knows he is not invulnerable, he puts on a show of feeling no pain, the better to dishearten his enemies; as part of his training, he learns to laugh at even the worst pain and ignore the debilitating effects of even the most grievous injury. Many iron wall practitioners collect pain, which is to say that they mentally record each type of injury they receive, ticking each off on a list and ever looking for a new agony to suffer and then overcome.

Advancement Options: A character follows the iron wall Career Path by choosing the following advancement options: Minimum Constitution 13+; Bluff 5 ranks, Climb 5 ranks, Concentration 5 ranks, Heal 5 ranks, Intimidate 5 ranks, Survival 5 ranks, Swim 5 ranks; Athletic, Endurance (Diehard), Great Fortitude, Improved Grapple, Iron Will, Persuasive, Self Sufficient, Skill Focus (any path skill), Toughness.

Benefits: The iron wall selects any one of the following benefits when he first steps upon this path.

- ✦ *Iron Wall:* The iron wall is a monolith of *ki* energy, his body as durable as a castle's walls. The iron wall adds his Constitution bonus to his armour class.
- ✦ *Iron Does Not Break:* The iron wall's body is unbreakable, bouncing weapons from flesh as a shield repels a sword. For a number of rounds equal to half his monk class levels, the iron wall can focus his *ki* as a free action, gaining 75% fortification; prestige classes which allow the monk to freely multiclass with the monk class are also applied towards this benefit, as are all class levels of the multiclass paths presented in this book. The iron wall need not use this benefit on consecutive rounds.
- ✦ *Self Preservation:* The iron wall's ability to recover from injury is astounding. The iron wall can heal three times his level plus three times his Wisdom modifier in hit points using his wholeness of body ability. He can only heal himself in this fashion.

Drawbacks: The iron wall gains one of the following drawbacks. The drawback gained is based upon the benefit the player selected.

- ✦ *Slow Thunder:* The iron wall's body is tough as stone and just as slow. He suffers a -1 penalty to all flurry of blows attack rolls; in essence this means that he does not lose his -1 penalty at 9th level. If he has already lost this penalty, then he regains it for as long as he remains on this path. Slow Thunder corresponds to the Iron Wall benefit.
- ✦ *A Wall Does Not Move:* The iron wall is tough but slow, moving with the rumbling gait of an elephant. The iron wall is considered to have two fewer monk levels than he actually possesses for the purposes of determining his unarmoured movement bonus. This disadvantage corresponds to the Iron Does Not Break benefit.
- ✦ *Cracks in the Wall:* The iron wall's training is focused on physical, not mental durability. For as long as he pursues this path, he does not gain the benefits of the still mind class ability. This disadvantage corresponds to the Self Preservation benefit.

Golden Fist

Martial artists who follow the path of the golden fist train their bodies to deliver amazing force with each blow. They focus their *ki* energy into mighty blows which are capable of shattering stone with a single, seemingly effortless strike and train by breaking bricks, trees and steel shields, one after the other, for years on end.

Those who follow the way of the golden fist believe very strongly in the old adage 'the best defence is a good offence,' rushing to the attack and delivering relentless combinations of punches, kicks, elbows, knee strikes and finger strikes, ruthlessly punishing their opponents into a bloody pulp.

The true strength of the golden fist's training is the way in which it allows him to blend pure physical power with his other attributes. Thanks to his muscular power, the golden fist can make exceptional use of his speed and even his enlightened wisdom in the midst of combat.

Adventures: Those who follow the way of the golden fist actively seek out adventure, the better to test their fighting skills in real combat situations. As such, they are game for any adventure which has the strong possibility of including battles against one or more powerful opponents. The golden fist has little interest in using his skills on those weaker than himself, for not only does that run counter to his martial philosophy, it does little, or nothing to hone his techniques. In the adventuring party, the golden fist is at the forefront of every battle, laying about with enormous, hammer blows and retreating only in the direst situations.

Roleplaying: The golden fist is aggressive, though not dangerously so, for he believes the path to enlightenment runs through the ends of his fists. He likes to take risks and enjoys pitting himself against opponents no one believes he has a chance of defeating. The golden fist is respectful of skilled opponents and will not kill an opponent he believes has fought with honour and courage. At the same time, the golden fist does not look down on those weaker than he, saving his scorn for those with physical power and skill but no will to fight.

Advancement Options: A character follows the golden fist Career Path by choosing the following advancement options: Minimum Strength 13+; Climb 5 ranks, Concentration 5 ranks, Intimidate 5 ranks, Jump 5 ranks, Swim 5 ranks; Athletic, Great Fortitude, Improved Grapple, Power Attack (Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder), Weapon Focus (unarmed, grappling), Any Double Hammer style feat.

Benefits: The golden fist selects any one of the following benefits when he first steps upon this path.

- ✦ *Golden Fist:* The golden fist can summon up all his *ki* energy into a single, focused blow. Once a day per point of Wisdom bonus, the golden fist can deal maximum damage with a single unarmed attack. The decision to use this ability must be made before the attack is rolled and if the attack misses, the use is wasted. This feat even maximizes damage dealt by a critical hit but does not maximize damage gained from magical sources.
- ✦ *The Raging Bull:* The golden fist attacks relentlessly and ruthlessly, hammering his opponents again and again. Once a day, when performing a flurry of blows, he adds his Wisdom modifier as a bonus to both attack and damage rolls. This benefit only applies to a flurry of blows made with unarmed attacks.
- ✦ *Shattering Blow:* The golden fist trains himself to shatter objects with ease. He subtracts his Wisdom bonus from an object's hardness when attempting to sunder.

Drawbacks: The golden fist gains one of the following drawbacks. The drawback gained is based upon the benefit the player selected.

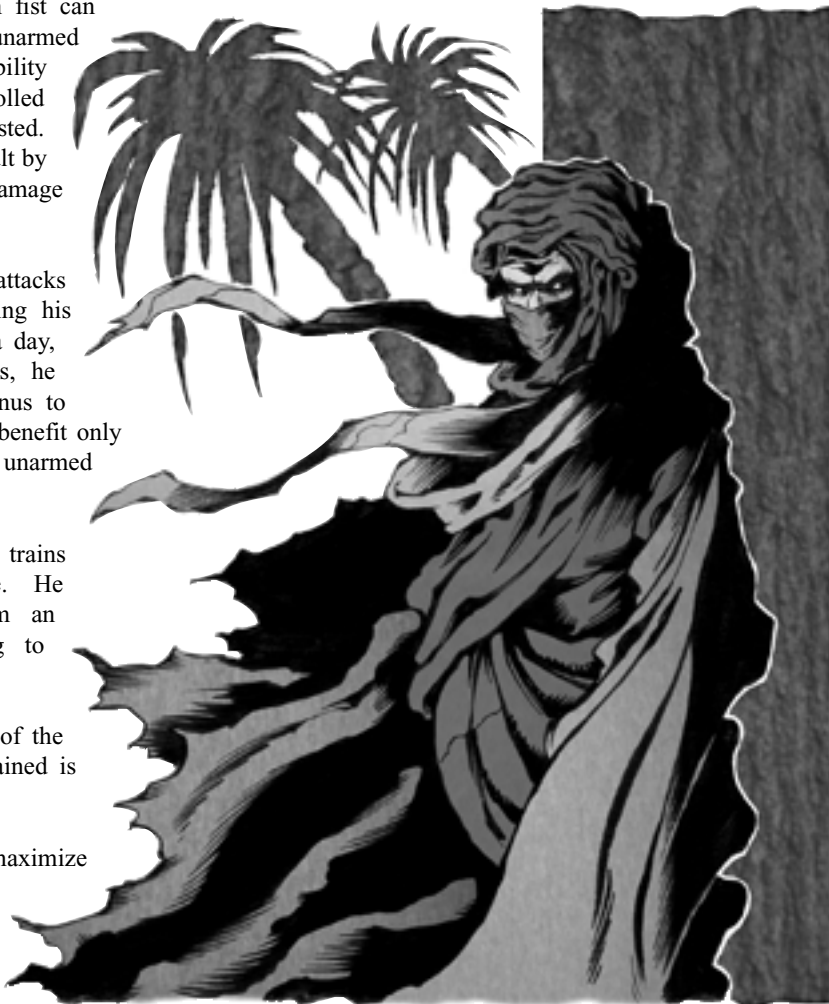
- ✦ *Overextended:* In order to focus and maximize his power, the golden fist must concentrate all his energies on attack, leaving nothing for defence. During a round in which he uses the golden fist benefit and for the

round after, the monk loses both his Wisdom bonus to armour class and his monk armour class bonus. This disadvantage corresponds to the Golden Fist benefit.

- ✦ *Pushed Beyond His Limits:* When the golden fist uses his Raging Bull ability, he is rendered fatigued for the remainder of the battle. This drawback corresponds to the Raging Bull benefit.
- ✦ *Brittle:* The golden fist learns to destroy objects but in doing so, he must neglect the development of his own defences. While he follows this path, the golden fist does not receive the monk's armour class bonus, nor does he benefit from the still mind class ability. This disadvantage corresponds to the Shattering Blow benefit.

PATHS OF ENLIGHTENED MEDITATION

Though it is all too easy to concentrate on the fighting prowess of the monk class, it is important to look beyond that and to find the true theme of the class. Enlightenment



is that theme. Every ability the monk class possesses is one-stepping stone on the path to the perfect self. The paths of enlightened meditation are for those players who wish their monk character to fully explore the idea of enlightenment, of transcendence beyond the concerns, the pains and the pleasure of mortal existence. The paths below all represent different facets of the spiritual monk, the philosopher who seeks to transcend mortality by perfecting the body and the spirit.

Zen Gardener

In many ways, gardening is a metaphor for the monk's quest to perfect himself. As the gardener tends to his plants, pruning and plucking weeds and feeding, so too does the monk tend to his spirit, pruning desire, plucking weakness and feeding his will and his wisdom. So it is no surprise then that many martial artists choose to spend their free time tending to beautifully manicured, natural gardens. These gardens take many forms, from fields of roses, to oases of cultivated sand and carefully organized rocks, to artificial waterfalls and ponds filled with lilies.

Adventuring: Though the Zen gardener vastly prefers to remain near his garden, he has no qualms about accompanying his friends on adventures, as he sees it as his duty to the world to prune the negative elements from it. In the party, he will prefer to take an advisory role and will only enter combat when he must – if there is another option, you can be sure he will find it and push for it.

Roleplaying: The Zen gardener is a gentle spirit, at least in comparison to most martial artists. He prefers quiet and solitude and though he meditates as other monks do, he prefers to spend all his waking hours with his beloved garden.

Advancement Options: A character follows the zen gardener Career Path by choosing the following advancement options: Concentration 6 ranks, Diplomacy 6 ranks, Knowledge (arcana) 6 ranks, Knowledge (nature) 6 ranks, Profession (gardener) 6 ranks, Sense Motive 6 ranks; Alertness, Iron Will, Negotiator, Skill Focus (Concentration), Skill Focus (Knowledge (nature)), Skill Focus (Profession (gardener)).

Benefit: The Zen gardener gains the following benefit when he first steps upon this path.

- ✦ *Free of Weeds:* The Zen gardener is spiritually calm and free of spiritual weakness, for he draws much peace of mind from his gentle ways. The Zen gardener doubles his still mind class bonus, from +2 to +4. In addition, he can, once a day, reroll any Will save, or Wisdom based skill check; the player must declare that he is re-rolling the save immediately after the first roll or check is made and must accept the result of the new roll, whether it is more favourable than the previous, or not.

Drawback: The Zen gardener gains the following drawback. The drawback gained is based upon the benefit the player selected.

- ✦ *Deep Roots:* The Zen gardener's spirit moves at the pace of the world of the green and he lacks the hurried pace of other mortals. The Zen gardener gains only five feet of bonus movement each time he increases his unarmoured speed bonuses.

Walker of the Secret Paths

There is power in understanding. Thanks to his ceaseless meditation, the monk comes to understand the truths of the universe, truths he can use to effect powerful change upon the world around him. The walker of the secret paths is a monk who has dedicated himself to seeking out and finding the true nature of all things. To accomplish this goal he adventures, but more importantly, he immerses himself in the study of secret symbols, riddle poems which, when their meaning is understood, give the monk perfect understanding of some facet of the world. The walker of the secret path comes to understand many of these truths and he is feared by those who do not understand the quest for truth and respected by monks who do.

Adventuring: The walker of the secret paths enjoys adventures, because travel allows him to meditate upon new facets of the secret truths he knows. In an adventuring party, he will often take the role of supernatural advisor, because he has an astounding knowledge of all matters religious and arcane. If adventuring with a arcane or divine spellcaster, he will spend as much of his time with them as possible, trading insights and gleaning what truths he may.

Roleplaying: The walker of the secret path is usually inquisitive, driven and often very, very unhinged, at least by the standards of those who do not share his insights into the world. The walker is absolutely not mad but his mind operates on a level that few others understand, so he is prone to sudden bursts of laughter, or stony silences when he comprehends the true meaning of something in a way that others do not.

Advancement Options: A character follows the walker of the secret paths Career Path by choosing the following advancement options: Concentration 6 ranks, Knowledge (arcana) 6 ranks, Knowledge (religion) 6 ranks, Sense Motive 6 ranks, Spellcraft 6 ranks, Use Magic Device 6 ranks; Any style feat from the Ghost Fist style (see the Special Techniques chapter), Iron Will, Skill Focus (Concentration), Skill Focus (Knowledge (arcana)), Skill Focus (Knowledge (religion))

Benefit: The walker of the secret paths gains the following benefit when he first steps upon this path.

- ✦ *Master of Truth:* The walker of the secret paths knows many truths and wishes to share them with as many

people as possible. He can activate one secret truth plus one secret truth for every two monk levels he possesses; prestige classes which allow the monk to freely multiclass with the monk class are also applied towards this benefit, as are all class levels of the multiclass paths presented in this book.

Drawback: The walker of the secret paths gains the following drawback.

- ✦ *Not All There:* The walker of the secret paths is not insane. Everyone just thinks he is. The truths which he understands give him insight into things which he might not have wished to know and his spirit is disquieted by that knowledge. For as long as he treads this path, the walker loses the use of the Still Mind class ability. In addition, he suffers a penalty equal to his Wisdom modifier to all Diplomacy skill checks.

Enlightened Sage

The monk does not just study martial arts. He reads philosophy and ancient texts as well, seeking to find the ancient truths therein. The typical, well established monastery has a library which is the envy of any scholar lucky enough to see it, stacked to the rafters with ancient scrolls and tablets which not only contain the collected martial wisdom of the temple but the philosophical musings of its elders, stretching back unto the beginnings of history.

Adventuring: The enlightened sage adventures to see the world and to gain a greater understanding of the facts he learns in his endless study. He prefers adventures that do not involve constant combat and thrives in situations that involve wise and critical thinking. He enjoys the challenge of a good puzzle and lives for the chance to pit his Wisdom against riddles and conundrums of all sorts.

Roleplaying: The enlightened sage is a monk who spends as much of his time as possible studying the philosophical writings in his monastery's library, seeking to glean all the knowledge he can, in order to further his quest for enlightenment. The enlightened sage prefers information to action and is more of an expert on the history and lineage of his art than he is on its actual use.

Advancement Options: A character follows the enlightened sage Career Path by choosing the following advancement options: Appraise 6 ranks, Concentration 6 ranks, Decipher Script 6 ranks, Disable Device 6 ranks, Gather Information 6 ranks, Knowledge (arcana) 6 ranks, Knowledge (religion) 6 ranks, Knowledge (any) 6 ranks, Search 6 ranks, Sense Motive 6 ranks, Spellcraft 6 ranks; Any Circle Boxing style feat (see the Special Techniques chapter), Diligent, Investigator, Iron Will, Magical Aptitude, Nimble Fingers, Skill Focus (any advancement path skill).

Benefit: The enlightened sage gains the following benefit when he first steps upon this path.

- ✦ *Ki Guidance:* The enlightened sage's *ki* spirit is entwined with the *ki* spirit of all the enlightened monks who have crossed into the realms beyond death. He can seek their guidance as he needs and they will answer him without hesitation, or falsehood. Once a week, the enlightened monk can perform a *divination*, as the spell of the same name cast by a cleric of his monk levels plus his Wisdom modifier; prestige classes which allow the monk to freely multiclass with the monk class are also applied towards this benefit, as are all class levels of the multiclass paths presented in this book. Unlike the clerical spell, the enlightened sage's chances of receiving an accurate *divination* is a maximum of 98%.



Drawback: The enlightened sage gains the following drawback.

- ✦ *Careful Study:* The enlightened sage likes to ponder actions. He is considered and calm, not one to act quickly and so he has difficulty making rapid attacks. The enlightened scholar suffers a -2 penalty to all flurry of blows attacks, regardless of his levels in the monk class.

The Bonesetter

The study of anatomy and physiology is an important part of most martial arts. In fact, many cultures consider a martial artist to be a master only if he can heal injury as easily as cause it. In smaller cities and in the countryside, the local martial arts academy or monastery is the only source of treatment for broken bones, for illness, or for other injury. The most skilled martial artist healers are sometimes known as bonesetters and they are much respected among the peasantry.

Roleplaying: Bonesetters are compassionate, with a tendency to see themselves as community caretakers, not just doctors. They give blunt, honest and sometimes unwelcome advice on health and happiness to everyone, even their closest friends, even those who are far above them in station. Most bonesetters are reluctant to use violence if they can avoid it, as they know the pain of injury all too well. Should they find themselves forced into combat, it is very likely they will attempt to heal their opponent afterwards, if they can.

Adventuring: Most bonesetters adventure out of a sincere desire to help the sick and downtrodden. Many proactive bonesetters view tyrants and predatory monsters as simply another 'disease' of the world and consider their removal a

logical extension of their work as healers. In an adventuring party, the bonesetter prefers to hang back, fighting only when he must and concentrating on helping the wounded.

Advancement Options: A character follows the bonesetter Career Path by choosing the following advancement options: Concentration 6 ranks, Gather Information 6 ranks, Heal 6 ranks, Knowledge (arcana) 6 ranks, Heal 6 ranks, Profession (herbalist) 6 ranks; Any Snake Style style feat (see the Special Techniques chapter), Great Fortitude, Investigator, Iron Will, Self Sufficient, Skill Focus (Healing), Skill Focus (Profession (herbalist)).

Benefits: The bonesetter gains the following benefit when he first steps upon this path.

- ✦ *Gifted Healer:* The bonesetter is compassionate and dedicated to preserving the health and well being of others. When he gains the wholeness of body class ability, he can heal a total of twice his class levels plus twice his Wisdom modifier in hit points each day; prestige classes which allow the monk to freely multiclass with the monk class are also applied towards this benefit, as are all class levels of the multiclass paths presented in this book. More importantly, he can use his wholeness of body ability to heal others, as a standard action.

Drawbacks: The bonesetter gains the following drawback.

- ✦ *Reluctant Fighter:* The bonesetter finds it difficult to harm living beings. When attacking, to deal normal damage with unarmed attacks, he suffers a -2 penalty to attack rolls and his critical hit multiplier is reduced by one, to x1, meaning he does not deal extra damage on a critical hit. This drawback applies only to attacks made against living beings.

Four Willows Weeping stood perfectly still in the middle of the hall. 'I want you to attack me, Lathanan.'

'What?' Lathanan let the wooden sword drop from his fingers, chest heaving and sweat dripping from hours of training. 'You want me to do what?'

'Always questions with you, Lathanan.' Four Willows Weeping gestured dismissively and shook his head. 'You question everything and learn nothing.' He assumed a fighting stance, palms up, feet spread wide. 'I told you to attack me.'

'How, master?'

'With your fists, fool! What have I been teaching you?'

'Alright, master.' Lathanan sprang back, exhaustion forgotten. He hunched his back and balled his fists in front of his chest, just below his chin. 'I will attack with the thrashing boar fist', he shouted, feinting to the left and then stepping forward, swinging his right fist up, towards his master's chin.

But Four Willows Weeping was already moving, his head sliding left, almost imperceptibly, his right hand plunging into Lathanan's stomach, his left striking up and into his student's temple. Then he stepped back and Lathanan fell, vomiting breakfast. 'When attempting to bluff an opponent, my student, it behoves one not to tell him your technique.'

Multiclassing

The path to martial arts excellence is a long and winding one, with many branches. No two martial arts are alike, nor are any two martial artists identical. Over the course of his long adventuring career, the monk will have many opportunities to learn new skills and new powers. Some monks will even choose to broaden their studies, to learn to cast arcane spells, or divine spells if they decide to worship a divinity rather than dedicating themselves to a philosophy. Others will decide that they prefer to master unarmed combat, rather than devote themselves to enlightenment and transcendence of the physical plane. No matter their reasons, a monk who decides to wander from the path of enlightenment is irrevocably changed, though he will always be a martial artist first and foremost, he will no longer be a mortal on his way to transcendence.

This chapter presents multiclass paths designed to optimize characters that diverge from the core monk class. Since the monk has specific needs and specific abilities, each of these multiclass paths comes tailor made with new optional, variant abilities which build upon the themes of the martial artist and provide a more satisfying play experience.

Prestige Classes

One of the strengths of multiclassing is that the character may meet the prerequisites of the more exotic prestige classes. A character can break off the suggested progression or take a slightly different one in order to meet the requirements for a prestige class and then continue with his career along those lines. Many of these classes give far greater strengths than simple multiclassing as they combine different abilities into a single class level so the Games Master has the final word about what prestige classes exist in his campaign.

Epic Advancement

Note that the tables presented in this chapter are not for a complete character class, but a combination of two. A character can reach epic levels once he gains his 21st level from either class and is subject to the rules for epic characters, although they continue gaining the abilities in their appropriate class table until they reach 20th level in either class. Spellcasting monks continue to gain spells per day and spells known according to the normal table and may not purchase epic feats that demand that he be able to cast spells from the spellcasting class' maximum level because he has not reached the spellcasting class' maximum.

Variant Rules

Each of the multiclass descriptions given below have a section marked as *variant rules*. This deals with optional, specialised rules that represent how a character following multiple paths can develop abilities pertinent to both, but that are not normally represented. Some of these variant rules are simply a crossing of class skills, enabling the character to choose from a wider range of skills. Others grant entirely new abilities that develop as the two classes combine. However, there are a number of limitations that must be obeyed:

- ✦ All are subject to the Games Master's approval before being chosen.
- ✦ Each variant rule starts with the line 'Upon gaining X level'. Every variant rule is selected instead of an appropriate ability that would have been gained at either the appropriate monk level, or the appropriate alternate

Base Bonus Progression

Multiclassing can get tricky after a few levels because the class tables indicate a total bonus for each level, listing the accumulated total. To mix and match this chapter's advancement tables use the information below, listing by what amount the base bonus progresses at any given level, depending on class.

Level	Base Attack Bonus			Base Save Bonus	
	Good (Bbn, Ftr, Pal, Rgr)	Average (Brd, Clr, Drd, Mnk, Rog)	Bad (Sor, Wiz)	Good	Bad
1 st	+1	+0	+0	+2	+0
2 nd	+1	+1	+1	+1	+0
3 rd	+1	+1	+0	+0	+1
4 th	+1	+1	+1	+1	+0
5 th	+1	+0	+0	+0	+0
6 th	+1	+1	+1	+1	+1
7 th	+1	+1	+0	+0	+0
8 th	+1	+1	+1	+1	+0
9 th	+1	+0	+0	+0	+1
10 th	+1	+1	+1	+1	+0
11 th	+1	+1	+0	+0	+0
12 th	+1	+1	+1	+1	+1
13 th	+1	+0	+0	+0	+0
14 th	+1	+1	+1	+1	+0
15 th	+1	+1	+0	+0	+1
16 th	+1	+1	+1	+1	+0
17 th	+1	+0	+0	+0	+0
18 th	+1	+1	+1	+1	+1
19 th	+1	+1	+0	+0	+0
20 th	+1	+1	+1	+1	+0



(non-monk) class level. A monk may take this variant after the given level, but only if he is still able to sacrifice the necessary ability, power or skills required to gain the variant rule.

- ✦ In addition, the character must have at least one level in the alternate (non-monk) class. Occasionally more levels are needed in the alternate class; this will be specified in the text.
- ✦ Once a variant rule has been taken, it cannot be reversed later on. The ability, power or skills sacrificed to gain the variant rule is lost forever.

THE NATURAL BRAWLER (MONK/BARBARIAN)

The natural brawler is a martial artist who, though he trains as hard as any other unarmed fighter, gains his greatest strength not through denial of his stronger, emotional urges but from allowing them to bubble to the surface and encompass him in furious rage. The natural brawler is strong and tough, unafraid of bloody, physical confrontation and well equipped to handle any unarmed confrontation, including wrestling giants into submission, or tearing a dragon's head from its neck with a twist.

Strengths

The multiclass monk/barbarian enjoys a number of advantages over a single class monk, as outlined below.

- ✦ **Rage:** The primary ability of the barbarian is his rage, a potent weapon in the hands of the monk. The bonuses to Strength, Constitution and to Will saves serve the natural brawler well in the heat of battle, though he will be unable to use his more esoteric martial arts abilities while doing so. Still, an automatic +2 to hit and damage

The Lawful Barbarian

The natural brawler is the master of controlled fury, a martial artist whose carefully honed will is capable of whipping his spirit into a killing fury and unleashing it at a moment's notice but who is also able to tame that beast and keep it contained as he will. The natural brawler is not truly a barbarian, though he possesses levels in the class. Instead, he is a civilized warrior whose key energy rages like the heart of the sun.

A monk can multiclass as a barbarian and retain his lawful alignment, and continue to advance as a barbarian, so long as his total barbarian levels are no more than one higher than his total monk levels and so long as he does not select levels in an additional class or prestige class which requires a non-lawful alignment.

and two extra hit points for each level will do much to make the natural brawler a warrior truly capable of standing on the front lines of battle.

- ✦ **Fast Movement:** The fast movement bonus of the barbarian class stacks with that of the monk, meaning a low level natural brawler will have the advantage in speed over a low level single class monk, an advantage which remains until the single class monk achieves 12th level.
- ✦ **Uncanny Dodge:** The barbarian's uncanny dodge ability is not only useful but thematically appropriate for martial artists, who are renowned in legend and myth for their ability to fight dozens of foes at once without fear of being overwhelmed or struck from behind. Coupled with the monk's impressive armour class and Dexterity, this ability means the natural brawler will little fear hordes of weak creatures, or surprise attacks of any sort.
- ✦ **Hit Points:** The barbarian has the most hit points of any character class in the game. Coupled with the monk's d8 hit points, the natural brawler can expect to have hit points equivalent to a fighter or paladin, which is excellent no matter how you look at it. Add in the bonuses from rage and a natural brawler becomes a survivor to be reckoned with.
- ✦ **Base Attack Bonus:** The barbarian's base attack is equal to the highest in the game, meaning a natural brawler will have a better chance of striking more often in combat than a single class monk. This bonus truly comes into its own when the natural brawler uses his flurry of blows ability.
- ✦ **Damage Reduction:** Monks cannot wear armour but the barbarian's damage reduction is just as good, at least after a fashion. Damage reduction, coupled with the natural brawler's improved hit points and decent saves, makes the character durable beyond a single class monk's dreams.
- ✦ **Trap Sense:** At 20th level, the natural brawler will have a +3 bonus to Reflex saves and to his armour class against traps. When added to the natural brawler's fair saves, this means the natural brawler will be almost immune to the effects of traps, no matter how cunningly they are constructed.
- ✦ **Skills:** The barbarian's skill list includes several useful skills, most notably Intimidate and Survival, meaning the natural brawler will be more frightening and more capable of sustaining himself in the wilds than a single class monk will be.

Weaknesses

The multiclass monk/barbarian suffers several weaknesses when compared to his single class monk peers, as outlined below.

- ✦ **Loss Of High Level Monk Abilities:** The natural brawler does not have access to the wide breadth of useful high level monk abilities. He does not gain diamond body, diamond soul or perfect self, meaning he is much more vulnerable to magic and melee attacks. Likewise, his loss of abundant step, empty body and high distance slow fall limits the versatility of his battlefield mobility substantially and his loss of quivering palm means he is no longer the premiere spellcaster killer of the d20 system.
- ✦ **Reduced Unarmed Damage:** While the natural brawler can enhance his damage dealing capabilities with rage, he will never strike as hard as a single class monk when making unarmed attacks. He maxes out at 1d10 unarmed damage, which is only half of what a more focused monk can achieve. This means that, at high levels, his damage potential will fall slightly behind the rest of the adventuring party.
- ✦ **Reduced Speed:** The natural brawler has a maximum unarmoured speed of +40 feet, meaning he will not be able to zip around the battlefield as easily as a single classed monk. While a human monk with an unenhanced speed of 70 feet is still nothing to scoff at, his allies will not be able to count on him to close the distance to hostile spellcasters in long distance battles, which can prove a fatal weakness.
- ✦ **Reduced Saves:** The barbarian only has one good save, Fortitude, meaning a natural brawler will have only fair Reflex and Will saves, at least when compared to a single class monk. This also hampers both the evasion class ability and his ability to resist mental domination, meaning the natural brawler is not the mage killer that the single class monk is.
- ✦ **Lowered Armour Class Bonus:** The natural brawler's unarmoured bonus to armour class is only half that of a single class monk. Though this means only a two point difference at high levels, the lowered armour class will undoubtedly come back to haunt the natural brawler at some point during his career. Coupled with reduced saving throws and the natural brawler's inability to focus his ability score increases on only a few key abilities (see below), this means trouble. Fortunately, in the case of the natural brawler, the reduced armour class is mitigated somewhat by the barbarian class' hit points, uncanny dodge and damage reduction abilities.
- ✦ **Incompatible Ability Scores:** The monk class' monk important ability scores are Wisdom and Dexterity, while the Barbarian depends on Strength and Constitution.

This means that a natural brawler must have at least fair scores in four different abilities, so he will lag behind the monk, who is able to focus all ability increases on two scores. Fortunately, rage will help to mitigate this disadvantage but cannot do so entirely.

Recommended Options

The path the natural brawler takes depends largely upon his focus as a martial artist. That said, here are some recommendations to get the maximum efficiency and effectiveness from the natural brawler.

- ✦ Though the natural brawler is a powerhouse in comparison to a single class monk, his highest ability scores should continue to be Wisdom and Dexterity. A low armour class will always be an issue for the natural brawler and high scores in both abilities will do much to rectify that problem. A strong third ability score should be Strength, as a decent Strength will make up for the class' reduced unarmed damage and allow him to use feats like Power Attack and Cleave more effectively.
- ✦ The natural brawler is a physical powerhouse, his ability to enter a rage or a lightning fury (see below) easily offsetting his lower base damage when compared to a single class monk. This does not mean, however, that the natural brawler is best served going toe to toe with powerful opponents. The unique combination of abilities the natural brawler possesses serve him best when he takes the role of impromptu heavy cavalry, taking advantage of his speed to charge across the battlefield quickly, unleashing a flurry of blows against opponents for a round or two and then moving on to the next target. For this reason, it is important to optimise the natural brawler so that he can deal with opponents quickly and efficiently. Feats like Power Attack and Cleave are good choices for the natural brawler, as is Whirlwind Attack, because the uncanny dodge ability the natural brawler receives and his higher hit points will both allow him to get stuck in with groups of weaker opponents. The natural brawler already has a higher attack bonus than a single classed monk but he would still do well to maximize his attack potential, to better allow for his Power Attack and Cleave chain to come into play. For this reason, feats like Weapon Focus (unarmed) are recommended and all natural brawlers are encouraged to select Weapon Finesse, as their undoubtedly high Dexterity will give them attack bonuses high enough to make up for what they sacrifice to Power Attack. Dodge and Mobility can also be useful, as they will allow the natural brawler to charge across the battlefield without worry but Spring Attack will not be the most effective feat choice, as the natural brawler's cushion of hit points and damage reduction will negate the need for true hit and run tactics.
- ✦ In terms of skills, the natural brawler would do well to emphasise the theme of the savage warrior, a martial



The Natural Brawler

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows	Unarmed Damage	AC Bonus	Unarmoured Speed Bonus
1 st	Mnk 1	+0	+2	+2	+2	Bonus feat, flurry of blows, unarmed strike, (character feat)	-2/-2	1d6	+0	+0 ft.
2 nd	Bar 1	+1	+4	+2	+2	Fast movement, rage 1/day	-1/-1	1d6	+0	+0 ft.
3 rd	Mnk 2	+2	+5	+3	+3	Bonus feat, evasion, (character feat)	+0/+0	1d6	+0	+0 ft.
4 th	Bar 2	+3	+6	+3	+3	Uncanny dodge, (ability increase)	+1/+1	1d6	+0	+0 ft.
5 th	Mnk 3	+4	+6	+3	+3	Still mind	+2/+2	1d6	+0	+10 ft.
6 th	Bar 3	+5	+6	+4	+4	Trap sense +1, (character feat)	+3/+3	1d6	+0	+10 ft.
7 th	Mnk 4	+6/+1	+6	+5	+5	Ki strike (magic), slow fall 20 ft.	+4/+4	1d8	+0	+10 ft.
8 th	Bar 4	+7/+2	+6	+5	+5	Rage 2/day, (ability increase)	+5/+5	1d8	+0	+10 ft.
9 th	Bar 5	+8/+3	+6	+5	+5	Improved uncanny dodge, (character feat)	+6/+6/+1	1d8	+0	+10 ft.
10 th	Mnk 5	+8/+3	+6	+5	+5	Purity of body	+7/+7/+2	1d8	+1	+10 ft.
11 th	Bar 6	+9/+4	+7	+6	+6	Trap sense +2	+8/+8/+3	1d8	+1	+10 ft.
12 th	Mnk 6	+10/+5	+8	+7	+7	Bonus feat, slow fall 30 ft, (ability increase), (character feat)	+9/+9/+4	1d8	+1	+20 ft.
13 th	Bar 7	+11/+6/+1	+8	+7	+7	Damage reduction 1/-	+10/+10/+5	1d8	+1	+20 ft.
14 th	Mnk 7	+12/+7/+2	+8	+7	+7	Wholeness of body	+11/+11/+6/+1	1d8	+1	+20 ft.
15 th	Bar 8	+13/+8/+3	+9	+7	+7	Rage 3/day, (character feat)	+12/+12/+7/+2	1d8	+1	+20 ft.
16 th	Mnk 8	+14/+9/+4	+10	+8	+8	Slow fall 40 ft, (ability increase)	+13/+13/+8/+3	1d10	+1	+20 ft.
17 th	Bar 9	+15/+10/+5	+10	+9	+9	Trap sense +3	+14/+14/+9/+4	1d10	+1	+20 ft.
18 th	Mnk 9	+15/+10/+5	+10	+9	+9	Improved evasion, (character feat)	+15/+15/+10/+5	1d10	+1	+30 ft.
19 th	Bar 10	+16/+11/+6/+1	+11	+9	+9	Damage reduction 2	+16/+16/+11/+6/+1	1d10	+1	+30 ft.
20 th	Mnk 10	+17/+12/+7/+2	+12	+10	+10	Ki strike (lawful), slow fall 50 ft, (ability increase)	+17/+17/+12/+7/+2	1d10	+2	+30 ft.

artist who seeks enlightenment and strength through the development of his instincts. Climb, Jump, Listen, Move Silently, Spot and Survival are all skills to be cultivated, since they are both thematically appropriate and well suited to the natural brawler's key ability

scores. Intimidation can be valuable as well, though the natural brawler is unlikely to have a high enough Charisma score to justify taking many ranks in the skill. As with all monk characters, Concentration will be very important if the natural brawler wishes to take advantage

of many of the new skills and technique feats offered in this book, though thematically, the character can easily be focused in other directions.

- ✦ In terms of armed attacks, the natural brawler is best served by using two-handed weapons, the better to maximize his extra damage from Power Attack. Quarterstaff is a good weapon choice, as it is a very versatile weapon in the hands of a monk.
- ✦ When acquiring magical items, the natural brawler does best when outfitted with items that enhance his Wisdom, Dexterity and Strength and when wielding weapons that have secondary damage effects, like *flaming burst*.

Variant Rules

The following rules variants are intended for multiclass monk/barbarians only and reflect the special training a natural brawler might receive in the course of his adventuring career.

Mighty Fists: Upon gaining his 2nd level in the monk class, a natural brawler can select Power Attack or Endurance as his bonus feat, rather than the standard bonus feat choices. Upon achieving 6th level as a monk, he can select either Cleave or Diehard, in lieu of the normal bonus feats.

A Body of Iron and Wire: When he gains his 5th and 10th levels in the monk class, the natural brawler can instead choose to increase his damage reduction. If this option is chosen, then his damage reduction increases only once, by +1 upon gaining his 5th monk class level.

Lightning Fury: In lieu of the standard barbarian rage ability, the natural brawler can instead choose to be able to enter a lightning fury. In a lightning fury, the natural brawler lets his carefully controlled warrior's passion run free, giving him heightened reflexes and incredible speed but making him reckless and unable to use his strength to his full advantage. The natural brawler temporarily gains a +4 bonus to Dexterity and a +10 feet per round increase to his speed but suffers a -4 penalty to his Strength score. While in a lightning fury, the natural brawler suffers the same restrictions as a normal barbarian rage. A lightning fury lasts a number of rounds equal to four plus the natural brawler's Constitution modifier. At the end of the lightning fury, the natural brawler is fatigued, exactly as by a standard barbarian rage.

When the natural brawler gains his first level in the barbarian class, he must choose whether he will gain the standard barbarian rage, or lightning fury.

The Impassioned Mind: While a natural brawler is raging, he loses the benefits of the still mind class ability; as he cannot focus his will as easily as he normally would.

A Stone, Not a Leaf: The single class monk is like a leaf buffeted by wind, leaping and dodging attacks, flowing around and over force rather than confronting it head on. The barbarian, meanwhile, is as the stone, standing firm against all forces, pitting strength against strength and allowing enemies to break upon his will. The natural brawler is more the stone than the leaf. The natural brawler does not gain the monk class' armour class bonus (though he does still gain the bonus from his Wisdom score, if any), nor does he gain the evasion class ability at 2nd level. Instead, he gains evasion at 9th level, in lieu of improved evasion.

STREET PERFORMER (MONK/BARD)

The life of a travelling musician is never easy, even in a world of magic and magnificent heroism. Bandits prowl the roads, the wilderness is choked with monsters and the common folk of even the most enlightened kingdoms are suspicious of strangers. It is for this reason that most wandering minstrels and showmen have at least some facility with weapons, with armour and with spells. Unfortunately, most city guardsmen and townsfolk, even in frontier villages, take a dim view of well-armed strangers knocking on the city gate and begging leave to seek shelter and coin inside, no matter how sweetly they sing, or how expansive their knowledge of epic poetry.

So what is the wandering street performer to do? For many, the ways of unarmed combat are the answer. The street performer is an adventurer who combines a passion for entertainment with an even stronger passion for unarmed martial excellence. The street performer uses his abilities to earn both a decent wage and to achieve physical perfection. Street performers are usually less concerned with the perfection of the spiritual being than other monks are and they live their lives with gusto and passion, rather than the cool, composed detachment of their peers.

The wandering martial artist who travels from town to town and city to city, putting on demonstrations of unarmed fighting and acrobatics in exchange for food and coin has long been a tradition in eastern societies, one which has been both respected and reviled at different points in history. So too in those civilizations is there always a role for the martial arts, and artist, in the performance of more traditional theatre: kabuki, No theatre, Opera, all have been influenced by the development of armed and unarmed martial arts.

Western societies, too, have seen their share of martial artists who are performers as much as warriors. In the Middle Ages, strongmen and wrestlers plied their trade in the summer fairs, challenging all comers to best them in unarmed combat. These wrestlers were no mere thugs, they were skilled practitioners of fighting arts with centuries of history and the best of them were the equal of any fighter in the world.



The Lawful Bard

The street performer is committed to perfection of self in a way that other bards are not. While he values his freedom and does not share his fellow monk's rather severe personalities and austere lifestyles, he is still absolutely committed to maintaining a personal standard of behaviour, which few others have the dedication to pursue. His studies in performance are all grounded in this personal philosophy, meaning whatever skills he possesses as a showman come not from boundless passion and freedom of self-expression but from rigorous training and endless repetition, working the same sequence of flips and strikes again and again until it is flawless and awe inspiring.

A monk can multiclass as a bard and retain his lawful alignment, and continue to advance as a bard, so long as his total bard levels are no more than one higher than his total monk levels and so long as he does not select levels in an additional class or prestige class which requires a non-lawful alignment.

Strengths

The multiclass monk/bard enjoys a number of advantages over a single class monk, as outlined below.

- ✦ **Spells:** The chief strength of the street performer is in spell usage. Like other bards, the character dabbles in magic, though the street performer's magic is often a representation of the mastery over reality that his mastery of the self grants him. Other street performers possess bardic magic of a more traditional sort; they learn a few enchantments here and there to help them better defend themselves and to enhance the visual aspect of their performances. In any case, the bard's spell list includes many valuable enchantments, in particular *cure* spells and the various enchantments that allow the street performer to raise his attribute scores temporarily.
- ✦ As written, the street performer stops just short of gaining 4th level spells, so that he can take advantage of the monk class' greater flurry ability. Should the player wish, however, he can instead choose to select a full 10 levels of the bard class, taking a bard, rather than monk level on the occasion of his character gaining its 20th level. This allows him to take advantage of such powerful and immensely useful spells as *dimension door*, *dominate person*, *freedom of movement* and *greater invisibility*. In order for this to be a viable choice, however, his character must have a higher Charisma than most street performers will be able to afford.
- ✦ **Skills:** The monk has a decent selection of skills and a respectable amount of skill points. The bard has more. Access to the bard's skill list makes the street performer a powerhouse, a true master of many skills. With access

to the Use Magic Device skill, a street performer can disable an enemy spellcaster, rifle through his victim's gear and turn any magical devices he finds against other hapless targets. Likewise, access to all Knowledge skills means the street performer can fully develop his Knowledge (arcana), very useful when used in conjunction with the rules introduced in this book, and it goes without saying, of course, that access to the Bluff skill makes a well played street performer absolutely lethal in unarmed combat.

- ✦ **Bardic Music:** Bardic music is another strong advantage for the street performer, especially if the Games Master allows the optional multiclass rules presented below. In particular, the ability to inspire greatness will prove to be a great boon to the street performer, particularly when he finds himself in battle with very tough opponents, such as barbarians and fighters of his character level. If the optional rules below are in effect, the street performer will also benefit greatly from the variant rules *Illustrious Fist of 1,000 Harmonies* and the *Stunning Tone*, as both are very effective in battle, as they deal sonic effects and damage.
- ✦ **Bardic Knowledge:** Bardic knowledge is a useful ability for the street performer, though if the optional rules restricting its use are in effect, he will only find it helpful in certain circumstances. Still, the ability to recall obscure facts about adventuring locations, treasures and ancient opponents can be a strong one, though a street performer's Intelligence score is unlikely to be high enough to really allow him to take advantage of this ability fully.
- ✦ **Base Attack Bonus:** While the street performer's base attack bonus is not helped by his selection of bard levels, it is not truly hindered either. A high level street performer will have a base attack bonus roughly comparable to a single class monk of the same level.
- ✦ **Weapons and Armour:** The street performer gains proficiency with a few weapons that are not only useful but entirely appropriate for the skills and traditional role of the martial artist. The rapier, longsword and short sword in particular fit the image of an eastern martial artist especially well and can be very effective in his hands, particularly if he takes advantage of the *Weapon Finesse* feat.

Weaknesses

The multiclass monk/bard suffers several weaknesses when compared to his single class monk peers, as outlined below.

- ✦ **Loss Of High Level Monk Abilities:** The street performer does not have access to the wide breadth of useful high level monk abilities. He does not gain *diamond soul* or *perfect self*, meaning he is much more vulnerable to magic and melee attacks. Likewise, his

The Street Performer

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows	Unarmed Damage	AC Bonus	Unarmoured Speed Bonus
1 st	Mnk 1	+0	+2	+2	+2	Bonus feat, flurry of blows, unarmed strike, (character feat)	-2/-2	1d6	+0	+0 ft.
2 nd	Brd 1	+0	+2	+4	+4	Bardic music, bardic knowledge, fascinate, inspire courage +1	-2/-2	1d6	+0	+0 ft.
3 rd	Mnk 2	+1	+3	+5	+5	Bonus feat, evasion, (character feat)	-1/-1	1d6	+0	+0 ft.
4 th	Brd 2	+2	+3	+6	+6	(ability increase)	+0/+0	1d6	+0	+0 ft.
5 th	Mnk 3	+3	+3	+6	+6	Still mind	+1/+1	1d6	+0	+10 ft.
6 th	Brd 3	+4	+4	+6	+6	Inspire competence, (character feat)	+2/+2	1d6	+0	+10 ft.
7 th	Mnk 4	+5	+5	+7	+7	Ki strike (magic), slow fall 20 ft.	+3/+3	1d8	+0	+10 ft.
8 th	Brd 4	+6/+1	+5	+8	+8	(ability increase)	+4/+4	1d8	+0	+10 ft.
9 th	Mnk 5	+6/+1	+5	+8	+8	Purity of body, (character feat)	+5/+5	1d8	+1	+10 ft.
10 th	Brd 5	+6/+1	+5	+8	+8		+5/+5	1d8	+1	+10 ft.
11 th	Brd 6	+7/+2	+6	+8	+8	Suggestion	+6/+6/+1	1d8	+1	+10 ft.
12 th	Mnk 6	+8/+3	+7	+9	+9	Bonus feat, slow fall 30 ft, (ability increase), (character feat)	+7/+7/+2	1d8	+1	+20 ft.
13 th	Mnk 7	+9/+4	+7	+9	+9	Wholeness of body	+8/+8/+3	1d8	+1	+20 ft.
14 th	Brd 7	+10/+5	+7	+9	+9		+9/+9/+4	1d8	+1	+20 ft.
15 th	Mnk 8	+11/+6/+1	+8	+10	+10	Slow fall 40 ft, (character feat)	+10/+10/+5	1d10	+1	+20 ft.
16 th	Brd 8	+12/+7/+2	+8	+11	+11	Inspire courage +2, (ability increase)	+11/+11/+6/+1	1d8	+1	+20 ft.
17 th	Brd 9	+12/+7/+2	+9	+11	+11	Inspire greatness	+11/+11/+6/+1	1d8	+1	+20 ft.
18 th	Mnk 9	+12/+7/+2	+9	+11	+11	Improved evasion, (character feat)	+12/+12/+7/+2	1d8	+1	+30 ft.
19 th	Mnk 10	+13/+8/+3	+10	+12	+12	Ki strike (lawful), slow fall 50 ft.	+13/+13/+8/+3	1d8	+2	+20 ft.
20 th	Mnk 11	+14/+9/+4	+10	+12	+12	Diamond body, greater flurry, (ability increase)	+14/+14/+14/+9/+4	1d8	+2	+20 ft.

loss of abundant step, empty body and high distance slow fall limits the versatility of his battlefield mobility substantially and his loss of quivering palm means he is no longer the premiere spellcaster killer of the d20 system.

as single class monks when making unarmed attacks. He maxes out at 1d10 unarmed damage, which is only half of what a more focused monk can achieve. This means that, at high levels, his damage potential will fall severely behind the rest of the adventuring party.

✦ **Reduced Unarmed Damage:** While the street performer can enhance his attributes with spells and with bardic music abilities, he will never strike as hard

✦ **Reduced Speed:** The street performer has a maximum unarmoured speed of +30 feet, meaning he will not be able to zip around the battlefield as easily as a single



classed monk. While a human monk with an unenhanced speed of 60 feet is still nothing to scoff at, his allies will not be able to count on him to close the distance to hostile spellcasters in long distance battles, which can prove a fatal weakness.

- ✦ **Weakened Hit Points and Saves:** The bard class does not have the natural durability of the monk. At each level, the street performer can count on being several hit points behind a single class monk, meaning he will fall more quickly in battle. Since the monk is already comparatively hit point fragile in comparison to other melee-based combatants, this can be an extremely limiting drawback. The street performer would do well to arm himself with numerous *cure* spells before wading into battle if he wishes to see a difficult fight through to its conclusion. The bard's saves are likewise weak in comparison to the monk's, at least in terms of Fortitude. While a street performer will have slightly superior Reflex and Will saves compared to a monk, his Fortitude save will lag well behind, meaning many high level spells and powerful supernatural abilities can wipe him from the face of the Earth if he is not cautious. When combined with the loss of diamond soul, a street performer becomes but a pale imitation of the monk, at least where spells are concerned.
- ✦ **Lowered Armour Class Bonus:** The street performer's unarmoured bonus to armour class is only half that of a single class monk. Though this means only a two point difference at high levels, the lowered armour class will undoubtedly come back to haunt the street performer at some point during his career. Coupled with reduced saving throws and the street performer's inability to focus his ability score increases on only a few key abilities (see below), this means trouble.
- ✦ **Incompatible Ability Scores:** The monk is one of the least forgiving classes, in terms of assigning ability scores. While Wisdom and Dexterity are undoubtedly the most important attributes to focus on, a monk can make good use of Intelligence, Strength and Constitution as well and traditionally can afford to have a low ability score only in Charisma. Unfortunately, a street performer cannot even do that. A street performer with a poor Charisma is a street performer without useful spells and with weak bardic music ability scores. An effective street performer must have a minimum of three exceptional ability scores (Wisdom, Dexterity and Charisma) and dare not have a truly low ability score anywhere else, so as a consequence, he will not be able to match the focused power of a single class monk.

Recommended Options

- ✦ As with all monk characters, the street performer's focus should be on his Wisdom and Dexterity. Since the street performer does not even have the hit points of a single class monk, nor the cushion of the monk's armour class bonus, he needs all the defensive bonuses those two attributes can give him. The third attribute must, of course, be Charisma. A decent Charisma score will be absolutely essential
- ✦ The street performer is not well suited for direct combat, nor does his strength lie in dungeon exploration. Instead, to be used effectively, the street performer must plan his battles strategically and must endeavour to create situations where he can begin the battle having demoralized his opponents with a martial display, or at the least begin the battle with a *stunning tone*. Otherwise, he should hang back, using bardic music to improve his and his allies' abilities, then closing to deliver a quick sequence of strikes before darting back behind more durable companions.



- ✦ Skill Focus (Perform (kata)) is an excellent choice for a street performer, as it maximizes the effectiveness of his attacks. Otherwise, several of the style technique chains will serve the street performer well, particularly those which emphasise defence, or which damage his opponent's ability scores, making up for the street performer's deficiencies in attack and unarmed damage potential.
- ✦ In terms of skills, the street performer is spoiled for choice. Perform (kata) is a must, as is Concentration. Beyond that, the fact that both the bard class and the monk class include Hide and Move Silently works in the street performer's favour, as he will be able to maximize ranks in both and then further enhance them with his undoubtedly high Dexterity score.

Variant Rules

The following rules variants are intended for multiclass monk/bards only and reflect the special training a street performer might receive in the course of his adventuring career.

Perform (kata): A street performer must possess the Perform (kata) skill and must maintain it at maximum ranks. The Perform (kata) skill is fully detailed in the Tricks of the Trade chapter of this book.

Street Performer Spells

Character Level	Caster Level	Spells Per Day				Spells known			
		0	1 st	2 nd	3 rd	0	1 st	2 nd	3 rd
1 st	0	2	—	—	—	—	—	—	—
2 nd	1 st	3	0	—	—	4	—	—	—
3 rd	1 st	3	0	—	—	4	—	—	—
4 th	2 nd	3	0	—	—	5	2	—	—
5 th	2 nd	3	0	—	—	5	2	—	—
6 th	3 rd	3	1	—	—	6	3	—	—
7 th	3 rd	3	1	—	—	6	3	—	—
8 th	4 th	3	2	0	—	6	3	2	—
9 th	4 th	3	2	0	—	6	3	2	—
10 th	5 th	3	3	1	—	6	4	3	—
11 th	6 th	3	3	2	—	6	4	3	—
12 th	6 th	3	3	2	—	6	4	3	—
13 th	6 th	3	3	2	—	6	4	3	—
14 th	7 th	3	3	2	0	6	4	4	2
15 th	7 th	3	3	2	0	6	4	4	2
16 th	8 th	3	3	3	1	6	4	4	3
17 th	9 th	3	3	3	2	6	4	4	3
18 th	9 th	3	3	3	2	6	4	4	3
19 th	9 th	3	3	3	2	6	4	4	3
20 th	9 th	3	3	3	2	6	4	4	3

Martial Knowledge: A street performer is primarily concerned with knowledge of martial arts, so he does not bother to retain the snippets of knowledge that other bards catalogue obsessively. A street performer combines his monk and bard class levels when using bardic knowledge to recall relevant bits of knowledge relating to the ancient or contemporary history of martial arts, famous warriors and battles, or magic items related to martial pursuits. When making all other bardic knowledge checks, however, he adds only one half his bard class levels and his Intelligence modifier as a bonus to the check.

Martial Display: A street performer with at least three ranks in the Perform skill can perform a martial display, intimidating one or more opponents and weakening their resolve. Each creature to be intimidated with the martial display must be within 90 feet of the street performer and must be able to see him, hear him and pay attention to him. The distraction of a nearby combat or other dangers prevents the ability from working. For each three bard levels the character possesses, he can use this ability on one additional target.

To use the ability, the street performer must perform an armed or unarmed kata (a kata is a practice routine of predefined movements which contain essential techniques of the practitioner's fighting art) and make a Perform (kata) check. His check is the DC for each target creatures' Will save. Those who fail the save are shaken for a number of rounds equal to the street performer's Charisma modifier. Beings that are immune to *fear* are likewise immune to this ability. The street performer gains martial display in lieu of the *fascinate* ability.

Stunning Tone: When he gains his 1st level in the bard class, in lieu of gaining the ability to perform a countersong, the street performer instead gains the ability to *stun* opponents temporarily with a loud shout of focused *ki* energy. By spending a bardic music use, the street performer forces all within a radius of 20 feet to attempt a Fortitude save against a DC equal to 10 plus half his character level plus Charisma modifier or be *stunned* for one round, until just before his next action.

Illustrious Fist of 1,000 Harmonies: When a street performer gains his 6th level as a bard and has nine or more ranks in Perform can charge his unarmed attacks with raw sonic energy. By expending a bardic music use, the street performer deals sonic damage, rather than blunt damage, with all unarmed attacks during that round. A street performer gains this ability in lieu of the bardic music *suggestion* ability.



THE DIVINE FIST (MONK/CLERIC)

Most monks seek enlightenment through adhering to a personal philosophy that is free of divine inspiration. Some monks, however, seek something more when they send their spirit voyaging during their meditations. These monks have made contact with the divine during their personal journeys and their *ki* spirits, their souls, have been charged with divine energy.

Strengths

The multiclass monk/cleric enjoys a number of advantages over a single class monk, as outlined below.

- ✦ **Spellcasting:** The cleric class has one of the best spell lists in the d20 system, meaning the divine fist will have access to some truly excellent spells, including spells of up to 5th level. This will give him access to many potent ability enhancers, like's *bear's endurance* and *cat's grace*, as well as spells like *bless* and *heroism*, which will give him the vital bonuses to attack rolls that he will need to strike the most powerful opponents. In addition, and perhaps most valuably, the divine fist has access to the various *cure* spells, which effectively doubles or even triples his damage taking capacity, especially once he gains the ability to heal himself with wholeness of body.
- ✦ Naturally, while the divine fist can reserve all his spells for himself, to do so it to miss out on the true versatility of this multiclass. Thanks to the speed boost he gains from his monk levels and the initiative boost received from his probably high Dexterity score, the divine fist works very well as a battlefield medic and support man, zipping around the battlefield healing his allies and boosting their attack and defence capabilities.
- ✦ **Turn Undead:** The cleric gained ability to turn undead should prove very useful to the divine fist, particularly if the optional rules presented below are in effect. A divine fist who destroys an evil necromancer's skeleton or zombie bodyguard and then manoeuvres himself into position to gain attacks of opportunity against the spellcaster can win the field before anyone else even has time to react.
- ✦ **Complimentary Abilities:** The cleric's spells are all based around Wisdom, which is also the most important ability for the monk. This means that a divine fist will undoubtedly have exceptional spellcasting and armour class, for a minimum investment of level increases. When combined with the use of spells like *owl's wisdom*, the divine fist will be a character to be feared.

Weaknesses

The multiclass monk/cleric suffers several weaknesses when compared to his single class monk peers, as outlined below.

- ✦ **Loss Of High Level Monk Abilities:** The divine fist does not have access to the wide breadth of useful high level monk abilities. He does not gain diamond soul or perfect self, meaning he is much more vulnerable to magic and melee attacks. Likewise, his loss of abundant step, empty body and high distance slow fall limits the versatility of his battlefield mobility substantially and his loss of quivering palm means he is no longer the premiere spellcaster killer of the d20 system.
- ✦ **Reduced Unarmed Damage:** While the divine fist can enhance his attributes with cleric spells, he will never strike as hard as a single class monk when making unarmed attacks. The divine fist maxes out at 1d10 unarmed damage, which is only half of what a more focused monk can achieve. This means that, at high levels, the divine fist's damage potential will fall severely behind the rest of the adventuring party, unless he chooses to expend multiple spells before important combats.
- ✦ **Reduced Speed:** The divine fist has a maximum unarmoured speed of +30 feet, meaning he will not be able to zip around the battlefield as easily as a single classed monk. While a human monk with an unenhanced speed of 60 feet is still nothing to scoff at, his allies will not be able to count on him to close the distance to hostile spellcasters in long distance battles, which can prove a fatal weakness.
- ✦ **Reduced Base Attack:** While the cleric class has the same base attack bonus progression as the monk, the 1st level attack bonus of +0 will stay with the divine fist throughout his adventuring career, meaning he will never be quite as effective at hitting opponents as a single class monk.
- ✦ **Reduced Saving Throws:** The cleric receives only one good saving throw, Will, meaning the divine fist's weak Fortitude and Reflex saves will hamper him, at least in comparison to a single class monk. What is worse, the divine fist's evasion and improved evasion abilities gained from his monk levels will be seriously reduced in effectiveness.
- ✦ **Lowered Armour Class Bonus:** The divine fist's unarmoured bonus to armour class is only half that of a single class monk. Though this means only a two point difference at high levels, the lowered armour class will undoubtedly come back to haunt the divine fist at some point during his career. Coupled with reduced saving throws and the divine fist's inability to focus his ability score increases on only a few key abilities (see below), this means trouble. Judicious use of the *cat's grace* and

The Divine Fist

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows	Unarmed Damage	AC Bonus	Unarmoured Speed Bonus
1 st	Mnk 1	+0	+2	+2	+2	Bonus feat, flurry of blows, unarmed strike, (character feat)	-2/-2	1d6	+0	+0 ft.
2 nd	Clr 1	+0	+4	+2	+4	Turn or rebuke undead	-2/-2	1d6	+0	+0 ft.
3 rd	Mnk 2	+1	+5	+3	+5	Bonus feat, evasion, (character feat)	-1/-1	1d6	+0	+0 ft.
4 th	Clr 2	+2	+6	+3	+6	(ability increase)	+0/+0	1d6	+0	+0 ft.
5 th	Clr 3	+3	+6	+4	+6		+1/+1	1d6	+0	+0 ft.
6 th	Mnk 3	+4	+6	+4	+6	Still mind, (character feat)	+2/+2	1d6	+0	+10 ft.
7 th	Mnk 4	+5	+7	+5	+7	<i>Ki</i> strike (magic), slow fall 20 ft.	+3/+3	1d8	+0	+10 ft.
8 th	Clr 4	+6/+1	+8	+5	+8	(ability increase)	+4/+4	1d8	+0	+10 ft.
9 th	Mnk 5	+6/+1	+8	+5	+8	Purity of body, (character feat)	+5/+5	1d8	+1	+10 ft.
10 th	Clr 5	+6/+1	+8	+5	+8		+5/+5	1d8	+1	+10 ft.
11 th	Mnk 6	+7/+2	+9	+6	+9	Bonus feat, slow fall 30 ft.	+6/+6/+1	1d8	+1	+20 ft.
12 th	Clr 6	+8/+3	+10	+7	+10	(ability increase), (character feat)	+7/+7/+2	1d8	+1	+20 ft.
13 th	Clr 7	+9/+4	+10	+7	+10		+8/+8/+3	1d8	+1	+20 ft.
14 th	Mnk 7	+10/+5	+10	+7	+10	Wholeness of body	+9/+9/+4	1d8	+1	+20 ft.
15 th	Mnk 8	+11/+6/+1	+11	+8	+11	Slow fall 40 ft, (character feat)	+10/+10/+5	1d10	+1	+20 ft.
16 th	Clr 8	+12/+7/+2	+12	+8	+12	(ability increase)	+11/+11/+6/+1	1d10	+1	+20 ft.
17 th	Mnk 9	+12/+7/+2	+12	+8	+12	Improved evasion	+12/+12/+7/+2	1d10	+1	+30 ft.
18 th	Clr 9	+12/+7/+2	+12	+9	+12	(character feat)	+12/+12/+7/+2	1d10	+1	+30 ft.
19 th	Mnk 10	+13/+8/+3	+13	+10	+13	<i>Ki</i> strike (lawful), slow fall 50 ft, (ability increase)	+13/+13/+8/+3	1d10	+2	+30 ft.
20 th	Mnk 11	+14/+9/+4	+13	+10	+13	Diamond body, greater flurry	+14/+14/+9/+4	1d10	+2	+30 ft.

owl's wisdom spells will help mitigate this deficiency but it still exists.

which will only get worse as the character increases in level.

✦ **Reduced Skills:** The cleric's skill list is small and while it includes several useful skills, among them Concentration, Heal and Spellcraft, the cleric has precious few skill points with which to pick them up. Worse, the base monk class has some of the most demanding ability requirements of any class, meaning a typical character will not have an Intelligence score sufficient to gain many bonus skill points. This means that an divine fist will have a paucity of skills and skill ranks in comparison to a single class monk, a deficit

✦ **Divided Priorities:** Many of the cleric's spells work best when used to heal or enhance the capabilities of his allies. Conversely, the monk works best when he is able to use his unarmed attacks and special abilities to disable spellcasters, or groups of weaker opponents, clearing the way for others to strike at the heart of the enemy force. These two purposes are only somewhat compatible. Each round of a combat situation, the divine fist will have to decide which of his two important roles will have to fall by the wayside.



Divine Fist Spells

Level	Caster	Spells Per Day					
	Level	0	1 st	2 nd	3 rd	4 th	5 th
1 st	0	—	—	—	—	—	—
2 nd	1 st	3	1+1	—	—	—	—
3 rd	1 st	3	1+1	—	—	—	—
4 th	2 nd	4	2+1	—	—	—	—
5 th	3 rd	4	2+1	1+1	—	—	—
6 th	3 rd	4	2+1	1+1	—	—	—
7 th	3 rd	4	2+1	1+1	—	—	—
8 th	4 th	5	3+1	2+1	—	—	—
9 th	4 th	5	3+1	2+1	—	—	—
10 th	5 th	5	3+1	2+1	1+1	—	—
11 th	5 th	5	3+1	2+1	1+1	—	—
12 th	6 th	5	3+1	3+1	2+1	—	—
13 th	7 th	6	4+1	3+1	2+1	1+1	—
14 th	7 th	6	4+1	3+1	2+1	1+1	—
15 th	7 th	6	4+1	3+1	2+1	1+1	—
16 th	8 th	6	4+1	3+1	3+1	2+1	—
17 th	8 th	6	4+1	3+1	3+1	2+1	—
18 th	9 th	6	4+1	4+1	3+1	2+1	1+1
19 th	9 th	6	4+1	4+1	3+1	2+1	1+1
20 th	9 th	6	4+1	4+1	3+1	2+1	1+1

✦ **Incompatible Abilities:** While the ability most important to the cleric class is undoubtedly Wisdom, a divine fist that wishes to turn undead with any effectiveness must be prepared to either assign his Charisma a good starting score, or enhance it with magic items and level increases.

Recommended Options

- ✦ The divine fist's primary ability should, of course, be his Wisdom. He should do everything within his power to acquire as many Wisdom boosting items as he can and should always prepare at least one *owl's wisdom* spell.
- ✦ The divine fist cannot wear armour and for this reason he should also keep his Dexterity as high as possible, as it can spell doom for him if an enemy is able to continually disrupt his spellcasting. For this same reason, the divine fist should consider the Combat Casting feat.
- ✦ The divine fist will rely on his spells quite a bit, though mostly for healing and boosting his combat abilities. He should strongly consider the Empower Metamagic feat, as that will enable him to boost his abilities to their highest levels, once he is able to cast 4th level spells.
- ✦ The divine fist should select domains like Death, Destruction, Luck, Strength, Travel and War, as they are all very useful in combination with the monk's class abilities. Law, Good, Healing and Evil are all valuable

for their ability to boost the divine fist's limited caster level.

Variant Rules

The following rules variants are intended for multiclass monk/clerics only and reflect the special training a divine fist might receive in the course of his adventuring career.

Code of Conduct: The divine fist is as much a holy man as he is a martial artist and as such, he is bound by a code of conduct determined by his deity and his temple. A divine fist who grossly violates his code of conduct loses not only his cleric class features but his monk class abilities as well, until he atones for his misdeed.

Indomitable Will: The divine fist's will is supreme. Thanks to his dedication to perfection of the self, his spirit is strong enough to crush that of less enlightened beings. This is especially true of undead. The divine fist adds his monk levels to his cleric levels for the purposes of determining how many hit dice of undead he can effect with his turn undead ability.

Enlightened Warrior Domain: When a divine fist gains his 1st level as a cleric, he can select the Enlightened Warrior domain instead of the standard domain choices. The Enlightened Warrior domain presents a list of spells that are thematically appropriate to the legendary abilities of the ancient masters of myth and popular fiction.

Enlightened Warrior Domain
Deities: Any Lawful
Granted Power: You gain the Skill Focus (concentration) feat for free.

Enlightened Domain Spells

- 1 *True strike*
- 2 *Shatter*
- 3 *Clairaudience/clairvoyance*
- 4 *Freedom of movement*
- 5 *True seeing*
- 6 *Transformation*
- 7 *Regeneration*
- 8 *Shield of law*
- 9 *Astral projection*

ANIMAL FIST FIGHTER (MONK/DRUID)

Animals have long been held in high esteem by martial artists and there are many systems of unarmed combat which are based on the movements and fighting strategies of animals. The animal fist fighter is a martial artist who goes one step beyond that; instead of imitating the movements of

animals, he becomes them – his *ki* energy transforming his body to match the predatory instinct of his spirit.

Strengths

The multiclass monk/druid enjoys a number of advantages over a single class monk, as outlined below.

- ✦ **Wildshape:** The premier ability of the druid class is its ability to assume the form of animals. A monk who gains access to this ability will be a potent warrior indeed. Not only will he gain fearsome bonuses in combat, particularly if he is allowed to use the optional beast warrior rules provided below but he will gain incredible bonuses to both his senses and his ability to use stealth as well.
- ✦ **Spellcasting:** While the druid's spells are not equal to those of a cleric, sorcerer or wizard, they are still very powerful in the right element. At low levels, the animal fist fighter gains access to spells such as *longstrider*, *magic fang*, *bull's strength*, *bear's endurance* and *owl's wisdom*, which do much to enhance his already impressive capabilities. At higher levels, he gains access to *dispel magic*, *freedom of movement* and *stoneskin*, which give him great versatility on and off the battlefield. With careful selection of spells, the animal fist fighter can be a great asset to the entire party, or focus his spells on himself and become a true combat engine.
- ✦ **Animal Companion:** An animal companion can be a formidable ally in combat, particularly if the animal fist fighter chooses a companion who compliments his own abilities. A fast, combat worthy ally such as a wolf or a tiger can attack opponents the animal fist fighter has neutralized with his special abilities, or give the animal fist fighter the tactical strengths of flanking attacks. Alternately, the animal companion can guard the animal fist fighter's flanks when he is in the thick of battle, or occupy guards, allowing the animal fist fighter to move past defenders with ease and close on vulnerable spellcasters.
- ✦ **Nature Sense, Wild Empathy and Other Minor Abilities:** The druid class' minor abilities can be very helpful to the animal fist fighter in certain situations, particularly trackless step, which allows the animal fist fighter to move through the forest as imperceptibly as a ghost, at speeds which only the swiftest animals can match.
- ✦ **Skills:** The druid has the same number of skill points as the monk and has several useful skills, particularly Heal and Survival, on his class skill list. An animal fist fighter who puts points towards these two skills will be more self sufficient than a single class monk and will be able to guide the party through even the most difficult terrain, particularly if he selects the Track feat.

- ✦ **Complimentary Abilities:** The druid class' spells are all based around Wisdom, which is also the most important ability for the monk. This means that an animal fist fighter will undoubtedly have exceptional spellcasting and armour class, for a minimum investment of level increases. When combined with the use of spells like *owl's wisdom*, the animal fist fighter will be a character to be feared.

Weaknesses

The multiclass monk/druid suffers several weaknesses when compared to his single class monk peers, as outlined below.

- ✦ **Loss Of High Level Monk Abilities:** The animal fist fighter does not have access to the wide breadth of useful high level monk abilities. He does not gain diamond soul or perfect self, meaning he is much more vulnerable to magic and melee attacks. Likewise, his loss of abundant step, empty body and high distance slow fall limits the versatility of his battlefield mobility substantially and his loss of quivering palm means he is no longer the premiere spellcaster killer of the d20 system.
- ✦ **Reduced Unarmed Damage:** While the animal fist fighter can enhance his attributes with druid spells and with judicious use of his wildshape abilities, he will never strike as hard as single class monks when making unarmed attacks. He maxes out at 1d10 unarmed damage, which is only half of what a more focused monk can achieve. This means that, at high levels, his damage potential will fall severely behind the rest of the adventuring party.
- ✦ **Reduced Speed:** The animal fist fighter has a maximum unarmoured speed of +30 feet, meaning he will not be able to zip around the battlefield as easily as a single classed monk. While a human monk with an un-enhanced speed of 60 feet is still nothing to scoff at, his allies will not be able to count on him to close the distance to hostile spellcasters in long distance battles, which can prove a fatal weakness.
- ✦ **Reduced Base Attack:** While the druid class has the same base attack bonus progression as the monk, the 1st level attack bonus of +0 will stay with the animal fist fighter throughout his adventuring career, meaning he will never be quite as effective at hitting opponents as a single class monk.
- ✦ **Reduced Saving Throws:** The druid receives two good saving throws, meaning his Fortitude and Will saves will actually be a bit better than a single class monk's. Conversely, his weak Reflex save means that the animal fist fighter will suffer in comparison to a monk and worse; his evasion and improved evasion class abilities will be seriously reduced in effectiveness.



The Animal Fist Fighter

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows	Unarmed Damage	AC Bonus	Unarmoured Speed Bonus
1 st	Mnk 1	+0	+2	+2	+2	Bonus feat, flurry of blows, unarmed strike, (character feat)	-2/-2	1d6	+0	+0 ft.
2 nd	Drd 1	+0	+4	+2	+4	Animal companion, nature sense, woodland stride	-2/-2	1d6	+0	+0 ft.
3 rd	Mnk 2	+1	+5	+3	+5	Bonus Feat, evasion, (character feat)	-1/-1	1d6	+0	+0 ft.
4 th	Drd 2	+2	+6	+3	+6	Woodland stride, (ability increase)	+0/+0	1d6	+0	+0 ft.
5 th	Drd 3	+3	+6	+4	+6	Trackless step	+1/+1	1d6	+0	+0 ft.
6 th	Mnk 3	+4	+6	+4	+6	Still mind, (character feat)	+2/+2	1d6	+0	+10 ft.
7 th	Mnk 4	+5	+7	+5	+7	<i>Ki</i> strike (magic), slow fall 20 ft.	+3/+3	1d8	+0	+10 ft.
8 th	Drd 4	+6/+1	+8	+5	+8	Resist nature's lure, (ability increase)	+4/+4	1d8	+0	+10 ft.
9 th	Drd 5	+6/+1	+8	+5	+8	Wildshape 1/day, (character feat)	+4/+4	1d8	+0	+10 ft.
10 th	Mnk 5	+6/+1	+8	+5	+8	Purity of body	+5/+5	1d8	+1	+10 ft.
11 th	Mnk 6	+7/+2	+9	+6	+9	Bonus feat, slow fall 30 ft.	+6/+6/+1	1d8	+1	+20 ft.
12 th	Drd 6	+8/+3	+10	+7	+10	Wildshape 2/day, (ability increase), (character feat)	+7/+7/+2	1d8	+1	+20 ft.
13 th	Drd 7	+8/+3	+10	+7	+10	Wildshape 3/day	+7/+7/+2	1d8	+1	+20 ft.
14 th	Mnk 7	+9/+4	+10	+7	+10	Wholeness of body	+8/+8/+3	1d8	+1	+20 ft.
15 th	Drd 8	+10/+5	+11	+7	+11	Wildshape (Large), (character feat)	+9/+9/+4	1d8	+1	+20 ft.
16 th	Mnk 8	+11/+6/+1	+12	+8	+12	Slow fall 40 ft, (ability increase)	+10/+10/+5	1d10	+1	+20 ft.
17 th	Mnk 9	+11/+6/+1	+12	+8	+12	Improved evasion	+11/+11/+6/+1	1d10	+1	+30 ft.
18 th	Mnk 10	+12/+7/+2	+13	+9	+13	<i>Ki</i> strike (lawful), slow fall 50 ft, (character feat)	+12/+12/+7/+2	1d10	+2	+30 ft.
19 th	Mnk 11	+13/+8/+3	+13	+9	+13	Diamond body, greater flurry	+13/+13/+8/+3	1d10	+2	+30 ft.
20 th	Mnk 12	+14/+9/+4	+14	+10	+14	Abundant step, slow fall 60 ft, (ability increase)	+14/+14/+9/+4	2d6	+2	+40 ft.

✦ **Lowered Armour Class Bonus:** The animal fist fighter's unarmoured bonus to armour class is only half that of a single class monk. Though this means only a two point difference at high levels, the lowered armour class will undoubtedly come back to haunt the animal fist fighter at some point during his career. Coupled with reduced saving throws and the animal fist fighter's inability to focus his ability score increases on only a few key abilities (see below), this means trouble.

Judicious use of wildshape and the *cat's grace* spell will help mitigate this deficiency but it still exists.

Recommended Options

✦ Wisdom is the animal fist fighter's best attribute, because it boosts both his fighting ability and his spellcasting.

He should endeavour to find Wisdom boosting items as quickly as possible and should never be without at least one prepared *owl's wisdom* spell.

- ✦ When the animal fist fighter changes shape, he should avoid transforming into small, weak creatures, particularly those without limbs suitable for striking. He should consider animals like apes or bears when transforming into larger shapes.
- ✦ The animal fist fighter should conserve his wildshape transformations, as he has precious few of them until high levels. Whenever possible he should rely on his unarmed attacks, supported by his spells, against all but the most dangerous opponents.
- ✦ The animal fist fighter should strongly consider selecting the Natural Spell feat, so that he can continue to boost his unarmed fighting skills even while transformed.

Variant Rules

The following rules variants are intended for multiclass monk/druids only and reflect the special training an animal fist fighter might receive in the course of his adventuring career.

Beast Strength: Upon gaining his 5th druid level, the animal fist fighter can choose this option. In lieu of gaining the ability to fully transform into animal forms, the animal fist fighter instead gains the ability to transform his body, taking

Animal Fist Fighter Spell List

Level	Caster Level	Spells Per Day				
		0	1 st	2 nd	3 rd	4 th
1 st	0	—	—	—	—	—
2 nd	1 st	3	1	—	—	—
3 rd	1 st	3	1	—	—	—
4 th	2 nd	4	2	—	—	—
5 th	3 rd	4	2	1	—	—
6 th	3 rd	4	2	1	—	—
7 th	3 rd	4	2	1	—	—
8 th	4 th	5	3	2	—	—
9 th	5 th	5	3	2	1	—
10 th	5 th	5	3	2	1	—
11 th	5 th	5	3	2	1	—
12 th	6 th	5	3	3	2	—
13 th	7 th	6	4	3	2	1
14 th	7 th	6	4	3	2	1
15 th	8 th	6	4	3	3	2
16 th	8 th	6	4	3	3	2
17 th	8 th	6	4	3	3	2
18 th	8 th	6	4	3	3	2
19 th	8 th	6	4	3	3	2
20 th	8 th	6	4	3	3	2

on the strength and power of the animal, albeit for a short time.

When the animal fist fighter transforms in this way, he retains his own Intelligence, Wisdom and Charisma but gains the Strength, Dexterity and Constitution of a Medium size animal of his choice. He also gains the animal's Extraordinary special qualities of the animal but does not gain its Extraordinary attacks, if any. He also does not gain any alternative movement forms it may possess, such as flight. The transformation lasts for one minute per druid level. For the purposes of this ability, monk levels are considered druid levels for the purposes of determining what Hit Dice size of animal the animal fist fighter can take on the characteristics of.

While transformed, the animal fist fighter's appearance becomes more animalistic, as he takes on some of the qualities of the chosen animal. For example, an animal fist fighter who gained the beast strength of a wolf would be long and lean, with pointed ears, sharpened teeth, a dusting of fur and luminous eyes. He would not, however, be mistaken for a werewolf by any but the most ignorant.

When the animal fist fighter activates this transformation, he heals hit points as though he had rested for a full day.

Large Beast Form: Upon gaining his 8th level as a druid, the animal fist fighter can choose this option. Instead of gaining the ability to transform into a Large animal, he instead gains the ability to either alter his own size upwards by one step (from Small to Medium, or from Medium to Large size and gaining all size modifiers), or take on the ability scores and Extraordinary abilities of Large size animal, exactly as by beast strength, above. The animal fist fighter gains this ability in lieu of the ability to become a Large size animal.

TEMPLE SWORDSMAN (MONK/FIGHTER)

Some monks pass on their chance of enlightenment, feeling a greater calling towards absolute mastery of combat. Many of these martial artists take it upon themselves to guard the monasteries that gave them their start as warriors. These martial artists are temple swordsmen and it is their sworn calling to promote the ideals of their style and demonstrate its superiority through demonstrations of killing prowess.

Strengths

The multiclass monk/fighter enjoys a number of advantages over a single class monk, as outlined below.

- ✦ **Bonus Feats:** The key strength of the fighter class is its vast selection of feats and the enormous number of bonus feats it receives. This means that a temple swordsman character will have near unlimited choice when selecting feats for combat and as a result, will be able to master



at least one martial arts style completely, if the player chooses (see Fighting Styles, in the Special Techniques chapter of this book). Through careful selection of bonus feats, the temple swordsman will be able to stand up to any other warrior, all while maintaining the ability to move around the battlefield with impunity.

- ✦ **Hit Points:** The fighter class has better hit points than the monk class, meaning the temple swordsman will have the advantage in durability over a single class monk, allowing him to attack in a more direct fashion should he choose to do so.
- ✦ **Base Attack:** The fighter class enjoys the best base attack bonus progression in the d20 system, meaning a temple swordsman will hit more often than a single class monk. This advantage will show its true strength when the temple swordsman unleashes a flurry of blows, as he will rarely miss with his first attacks.
- ✦ **Weapons:** The fighter has a deep understanding of almost all weapons, meaning the temple swordsman will far surpass the single class monk in terms of armed combat. While his primary attacks will most likely be unarmed, this is still an advantage that should not be discounted.

Weaknesses

The multiclass monk/fighter suffers several weaknesses when compared to his single class monk peers, as outlined below.

- ✦ **Loss Of High Level Monk Abilities:** The temple swordsman does not have access to the wide breadth of useful high level monk abilities. He does not gain diamond body, diamond soul or perfect self, meaning he is much more vulnerable to magic and melee attacks. Likewise, his loss of abundant step, empty body and high distance slow fall limits the versatility of his battlefield mobility substantially and his loss of quivering palm means he is no longer the premiere spellcaster killer of the d20 system.
- ✦ **Reduced Unarmed Damage:** While the temple swordsman can enhance his damage dealing capabilities with various feats, he will never strike as hard as a single class monk when making unarmed attacks. He maxes out at 1d10 unarmed damage, which is only half of what a more focused monk can achieve. This means that, at high levels, his damage potential will fall slightly behind the rest of the adventuring party.
- ✦ **Reduced Speed:** The temple swordsman has a maximum unarmoured speed of +30 feet, meaning he will not be able to zip around the battlefield as easily as a single classed monk. While a human monk with

an un-enhanced speed of 60 feet is still nothing to scoff at, his allies will not be able to count on him to close the distance to hostile spellcasters in long distance battles, which can prove a fatal weakness.

- ✦ **Reduced Saving Throws:** The fighter has poor saves, excepting his Fortitude, meaning a temple swordsman will have only fair Reflex and Will saves. In comparison to a single class monk, he will be comparatively fragile against many spells which control the mind, or which target areas. The temple swordsman's reduced Reflex save also limits the effectiveness of his evasion and improved evasion class abilities, making him even more likely to be affected by Reflex based spells and spell-like abilities.
- ✦ **Reduced Skills:** The fighter has a truly abysmal skill list, the worst in the d20 system by far. This means that a temple swordsman will have a paucity of skills and skill ranks in comparison to a single class monk, a deficit which will only get worse as the character increases in level.





Temple Swordsman

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows	Unarmed Damage	AC Bonus	Unarmoured Speed Bonus
1 st	Mnk 1	+0	+2	+2	+2	Bonus feat, flurry of blows, unarmed strike, (character feat)	-2/-2	1d6	+0	+0 ft.
2 nd	Ftr 1	+1	+4	+2	+2	Bonus feat	-1/-1	1d6	+0	+0 ft.
3 rd	Mnk 2	+2	+5	+3	+3	Bonus feat, evasion, (character feat)	+0/+0	1d6	+0	+0 ft.
4 th	Ftr 2	+3	+6	+3	+3	Bonus feat, (ability increase)	+1/+1	1d6	+0	+0 ft.
5 th	Mnk 3	+4	+6	+3	+3	Still mind	+2/+2	1d6	+0	+10 ft.
6 th	Ftr 3	+5	+6	+4	+4	(character feat)	+3/+3	1d6	+0	+10 ft.
7 th	Mnk 4	+6/+1	+7	+5	+5	<i>Ki</i> strike (magic), slow fall 20 ft.	+4/+4	1d8	+0	+10 ft.
8 th	Ftr 4	+7/+2	+8	+5	+5	Bonus feat, (ability increase)	+5/+5	1d8	+0	+10 ft.
9 th	Mnk 5	+7/+2	+8	+5	+5	Purity of body, (character feat)	+6/+6/+1	1d8	+1	+10 ft.
10 th	Ftr 5	+8/+3	+8	+5	+5		+7/+7/+2	1d8	+1	+10 ft.
11 th	Mnk 6	+9/+4	+9	+6	+6	Bonus feat, slow fall 30 ft.	+8/+8/+3	1d8	+1	+20 ft.
12 th	Ftr 6	+10/+5	+10	+7	+7	Bonus feat, (ability increase), (character feat)	+9/+9/+4	1d8	+1	+20 ft.
13 th	Mnk 7	+11/+6/+1	+10	+7	+7	Wholeness of body	+10/+10/+5	1d8	+1	+20 ft.
14 th	Ftr 7	+12/+7/+2	+10	+7	+7		+11/+11/+6/+1	1d8	+1	+20 ft.
15 th	Mnk 8	+13/+8/+3	+11	+8	+8	Slow fall 40 ft, (character feat)	+12/+12/+7/+2	1d10	+1	+20 ft.
16 th	Ftr 8	+14/+9/+4	+12	+8	+8	Bonus feat, (ability increase)	+13/+13/+8/+3	1d10	+1	+20 ft.
17 th	Mnk 9	+14/+9/+4	+12	+8	+8	Improved evasion	+14/+14/+9/+4	1d10	+1	+30 ft.
18 th	Ftr 9	+15/+10/+5	+12	+9	+9	(character feat)	+15/+15/+10/+5	1d10	+1	+30 ft.
19 th	Ftr 10	+16/+11/+6/+1	+13	+9	+9	Bonus feat	+16/+16/+11/+6/+1	1d10	+1	+30 ft.
20 th	Mnk10	+17/+12/+7/+2	+14	+10	+10	<i>Ki</i> strike (lawful), slow fall 50 ft, (ability increase)	+17/+17/+12/+7/+2	1d10	+2	+30 ft.

✦ **Lowered Armour Class Bonus:** The temple swordsman's unarmoured bonus to armour class is only half that of a single class monk. Though this means only a two point difference at high levels, the lowered armour class will undoubtedly come back to haunt the temple swordsman at some point during his career. Coupled with reduced saving throws and the temple swordsman's inability to focus his ability score increases on only a few key abilities (see below), this means trouble. Unfortunately, the fighter class does not really offer an easy way of overcoming this penalty, meaning the temple swordsman's armour class is likely to lag behind almost everyone else in the adventuring party.

Recommended Options

- ✦ The temple swordsman is at his strongest when he focuses all his feat selections along one path. With his surpassing number of bonus feats, it is strongly recommended that he dedicate them all to mastery of a single style.
- ✦ The temple swordsman's ability to select a chosen weapon means he can deal tremendous amounts of damage, should he choose to focus on armed combat. Should he choose to do so, it is strongly recommended



that he master the Smoke Sword (see the Special Techniques chapter) style.

- ✦ If the temple swordsman chooses a weapon-based path, he should dedicate the majority of his treasure towards buying the most powerful weapon he can have and should load it down with damage dealing special abilities. He should also select Weapon Focus, Weapon Specialization and the Greater versions of each as quickly as possible. In addition, he should select the Improved Critical feat and apply it to his chosen weapon as quickly as possible. If he chooses to fight unarmed, all the above feat advice applies as well, though he should not forget style feats and mastery.

Variant Rules

The following rules variants are intended for multiclass monk/fighters only and reflect the special training a temple swordsman might receive in the course of his adventuring career.

Style Feats: The temple swordsman gains all style technique feats (see the Special Techniques chapter for details on styles and technique feats) as bonus feats, which may be selected whenever the character receives a bonus fighter feat.

Chosen Martial Arts Weapon: Upon achieving his 2nd fighter level, a temple swordsman can choose a single simple or martial melee weapon to qualify as a special monk weapon, meaning from that point on he can use that weapon when performing a flurry of blows. In the case of double weapons, the chosen martial weapon follows the same rules as the quarterstaff.

Greater Weapon Specialization: Upon gaining his 10th fighter level, a temple swordsman can select the Greater Weapon Specialization feat but may only apply it to his unarmed attacks, or to a special monk weapon (including his chosen martial arts weapon).

SOHEI (MONK/PALADIN)

The sohei are holy warrior monks, tasked with guarding the holiest locations of their fighting style. The sohei is an honourable warrior, with such depth of character and enlightened goodness that he gains holy power enough to stand against the most terrible of enemies.

Strengths

The multiclass monk/paladin enjoys a number of advantages over a single class monk, as outlined below.

- ✦ **Divine Grace:** The paladin is protected by a holy aura, a gift from the divine forces of good that rewards him for his tireless service and profound courage. This aura can give a sohei with a decent Charisma score a significant bonus to saving throws, meaning the sohei will still

be standing, unharmed, in the face of even the most terrifying magical assaults.

- ✦ **Smite Evil:** The paladin class' ability to smite evil can grant the sohei significant bonuses to attack and damage in the right circumstances. When coupled with a flurry of blows, the sohei can defeat an evil opponent before the opponent even has a chance to act. Smite evil is especially effective against evil spellcasters, as the sohei's speed allows him to close with and overwhelm them quickly.
- ✦ **Lay on Hands:** Both the monk and the paladin class have the ability to heal with a touch. The ability to lay on hands can keep the sohei in combat long after a single class monk would fall, or he can use his ability to heal in concert with his ability to cross the battlefield quickly to save far away allies who are nearing death.
- ✦ **Special Mount:** Though the sohei already has significant mobility on the battlefield, the benefits of an absolutely loyal animal ally are not to be dismissed. The special mount can fight at the sohei's side, protecting him from flanking opponents, or it can be directed to fight separately, allowing the sohei to effectively be in two places at once.
- ✦ **Divine Health:** The paladin class' divine health ability renders the sohei absolutely immune to even magical diseases, a significant improvement over the single class monk's immunity to natural disease.
- ✦ **Remove Disease:** While the sohei is already immune to natural diseases, thanks to his purity of body monk class ability, the paladin's remove disease ability gives him the ability to effectively share that immunity with his allies.
- ✦ **Spells:** The sohei gains very minor spellcasting abilities, allowing him at high levels of play to cast 2nd level paladin spells. Fortunately, the paladin's spell list includes several spells which will prove valuable at any level, among them *magic weapon*, *bull's strength*, *eagle's splendour* and, especially, *owl's wisdom*.
- ✦ **Turn Undead:** Though the sohei will never turn undead as well as a cleric or paladin, the ability to occasionally turn weaker undead means the character will not have to risk being paralysed by undead, which is something the single class monk must still deal with, even with his excellent saving throws.
- ✦ **Base Attack Bonus:** The paladin is a warrior class and enjoys the best base attack bonus progression in the d20 system, meaning a sohei will hit more often than a single class monk. This advantage will show its true strength when the sohei unleashes a flurry of blows, as he will rarely miss with his first attacks.



The Sohei

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows	Unarmed Damage	AC Bonus	Unarmoured Speed Bonus
1 st	Mnk1	+0	+2	+2	+2	Bonus feat, flurry of blows, unarmed strike, (character feat)	-2/-2	1d6	+0	+0 ft.
2 nd	Pal 1	+1	+4	+2	+2	Aura of good, detect evil, smite evil 1/day	-1/-1			
3 rd	Mnk 2	+2	+5	+3	+3	Bonus feat, evasion, (character feat)	+0/+0	1d6	+0	+0 ft.
4 th	Pal 2	+3	+6	+3	+3	Divine grace, lay on hands, (ability increase)	+1/+1	1d6	+0	+0 ft.
5 th	Mnk 3	+4	+6	+3	+3	Still mind	+2/+2	1d6	+0	+10 ft.
6 th	Pal 3	+5	+6	+4	+4	Aura of courage, divine health, (character increase)	+3/+3	1d6	+0	+10 ft.
7 th	Mnk 4	+6/+1	+7	+5	+5	Ki strike (magic), slow fall 20 ft.	+4/+4	1d8	+0	+10 ft.
8 th	Pal 4	+7/+2	+8	+5	+5	Turn undead, (ability increase)	+5/+5	1d8	+0	+10 ft.
9 th	Mnk 5	+7/+2	+8	+5	+5	Purity of body, (character feat)	+6/+6/+1	1d8	+1	+10 ft.
10 th	Pal 5	+8/+3	+8	+5	+5	Smite evil 2/day, special mount	+7/+7/+2	1d8	+1	+10 ft.
11 th	Mnk 6	+9/+4	+9	+6	+6	Bonus feat, slow fall 30 ft.	+8/+8/+3	1d8	+1	+20 ft.
12 th	Pal 6	+10/+5	+10	+7	+7	Remove disease 1/week, (ability increase), (character feat)	+9/+9/+4	1d8	+1	+20 ft.
13 th	Pal 7	+11/+6/+1	+10	+7	+7		+10/+10/+5	1d8	+1	+20 ft.
14 th	Pal 8	+12/+7/+2	+11	+7	+7		+11/+11/+6/+1	1d8	+1	+20 ft.
15 th	Mnk 7	+13/+8/+3	+11	+7	+7	Wholeness of body, (character feat)	+12/+12/+7/+2	1d8	+1	+20 ft.
16 th	Mnk8	+14/+9/+4	+12	+8	+8	Slow fall 40 ft, (ability increase)	+13/+13/+8/+3	1d10	+1	+20 ft.
17 th	Mnk9	+14/+9/+4	+12	+8	+8	Improved evasion	+14/+14/+9/+4	1d10	+1	+30 ft.
18 th	Pal 9	+15/+10/+5	+12	+9	+9	Remove disease 2/ week, (character feat)	+15/+15/+10/+5	1d10	+1	+30 ft.
19 th	Pal 10	+16/+11/+6/+1	+13	+9	+9	Smite evil 3/day	+16/+16/+11/+6/+1	1d10	+1	+30 ft.
20 th	Mnk 10	+17/+12/+7/+2	+14	+10	+10	Ki strike (lawful), slow fall 50 ft, (ability increase)	+17/+17/+12/+7/+2	1d10	+2	+30 ft.

✦ **Hit Points:** The paladin class has better hit points than the monk class, meaning the sohei will have the advantage in durability over a single class monk, allowing him to attack in a more direct fashion should he choose to do so.

✦ **Weapons:** The paladin is a holy warrior and as such, he has learned the ways of almost all weapons, meaning

the sohei will far surpass the single class monk in terms of armed combat familiarity. While his primary attacks will most likely be unarmed, this is still an advantage that should not be discounted.

✦ **Compatible Alignments:** Both the paladin and the monk class must be lawfully aligned. This means that the character will have no trouble reconciling his beliefs when shifting between the two classes.



Weaknesses

The multiclass monk/paladin suffers several weaknesses when compared to his single class monk peers, as outlined below.

- ✦ **Loss Of High Level Monk Abilities:** The sohei does not have access to the wide breadth of useful high level monk abilities. He does not gain diamond body, diamond soul or perfect self, meaning he is much more vulnerable to magic and melee attacks. Likewise, his loss of abundant step, empty body and high distance slow fall limits the versatility of his battlefield mobility substantially and his loss of quivering palm means he is no longer the premiere spellcaster killer of the d20 system.
- ✦ **Reduced Unarmed Damage:** While the sohei can enhance his damage dealing capabilities with various feats and with the paladin's smite ability, he will never strike as hard as a single class monk when making unarmed attacks. He maxes out at 1d10 unarmed damage, which is only half of what a more focused monk can achieve. This means that, at high levels, his damage potential will fall slightly behind the rest of the adventuring party.
- ✦ **Reduced Speed:** The sohei has a maximum unarmoured speed of +30 feet, meaning he will not be able to zip around the battlefield as easily as a single classed monk. While a human monk with an un-enhanced speed of 60 feet is still nothing to scoff at, his allies will not

be able to count on him to close the distance to hostile spellcasters in long distance battles, which can prove a fatal weakness.

- ✦ **Ability Redundancy:** Several of the paladin and monk class abilities either overlap one another, or render the other pointless. While this is only a minor drawback, it does mean that there are levels of advancement that will be essentially meaningless in terms of gained class abilities.
- ✦ **Reduced Saving Throws:** The paladin has poor saves, excepting his Fortitude, meaning a sohei will have only fair Reflex and Will saves. In comparison to a single class monk, he will be comparatively fragile against many spells which control the mind, or which target areas. The sohei's reduced Will save also limits the effectiveness of his evasion and improved evasion class abilities, making him even more likely to be affected by Reflex based spells and spell-like abilities. Fortunately, divine grace can make up for this but only if the sohei can afford a significant Charisma score.
- ✦ **Reduced Skills:** The paladin's skill list is poor, among the worst in the d20 system and he has few skill points at each level. Coupled with the sohei's inability to possess a high Intelligence score, thanks to the many other attributes he cannot afford to ignore, this means he will have a paucity of skills and skill ranks in comparison to a single class monk, a deficit which will only get worse as the character increases in level.
- ✦ **Lowered Armour Class Bonus:** The sohei's unarmoured bonus to armour class is only half that of a single class monk. Though this means only a two point difference at high levels, the lowered armour class will undoubtedly come back to haunt the sohei at some point during his career. Coupled with reduced saving throws and the sohei's inability to focus his ability score increases on only a few key abilities (see below), this means trouble. The sohei does not really have an easy way to overcome this ability, so it is likely his armour class will be weak in comparison to almost everyone else in the adventuring party and also in comparison to many opponents.
- ✦ **Incompatible Ability Scores:** The monk is one of the least forgiving classes, in terms of assigning ability scores. While Wisdom and Dexterity are undoubtedly the most important attributes to focus on, a monk can make good use of Intelligence, Strength and Constitution as well and traditionally can afford to have a low ability score only in Charisma. Unfortunately, a sohei cannot even do that. A sohei with a poor Charisma is a sohei without useful spells and with weak paladin class abilities. An effective sohei must have a minimum of three exceptional ability scores (Wisdom, Dexterity and Charisma) and dare not have a truly low ability score

Sohei Spell List

Level	Caster Level	Spells Per Day	
		1 st	2 nd
1 st	0	—	—
2 nd	1 st	—	—
3 rd	1 st	—	—
4 th	2 nd	—	—
5 th	2 nd	—	—
6 th	3 rd	—	—
7 th	3 rd	—	—
8 th	4 th	0	—
9 th	4 th	0	—
10 th	5 th	0	—
11 th	5 th	0	—
12 th	6 th	1	—
13 th	7 th	1	—
14 th	8 th	1	0
15 th	8 th	1	0
16 th	8 th	1	0
17 th	8 th	1	0
18 th	9 th	1	0
19 th	10 th	1	1
20 th	10 th	1	1

anywhere else, so as a consequence, he will not be able to match the focused power of a single class monk.

Recommended Options

- ✦ The sohei should not select a mount for its speed. If the Games Master gives him a choice in alternative mounts, he should select one that is durable and potentially very strong in combat. He should also strongly consider purchasing magical armour for his mount; though the sohei cannot benefit from it, his mount certainly can.
- ✦ The sohei has the ability to wield weapons and items that are only effective in the paladin's hands. This includes the *holy avenger sword*. For this reason, the sohei should strongly consider dedicating at least a few feats, particularly those from the Smoke Sword style, towards gaining extra skill with armed combat.
- ✦ The sohei should strongly consider finding, or purchasing an item that boosts his Charisma score. Though his saving throws will already be more than impressive, the extra boost will serve him well, particularly since he will never gain the monk's diamond soul ability.

Variant Rules

The following rules variants are intended for multiclass monk/paladins only and reflect the special training a sohei might receive in the course of his adventuring career.

Strict Adherence: In order to benefit from any of the following optional rules, the sohei must also abide by the following restriction. If the sohei performs any action which would remove his paladin class abilities, then he also loses all his monk class abilities. If he later atones for his misdeed, then he regains both paladin and monk class abilities.

Holy Warrior: Normally, neither monks nor paladins can multiclass into other classes and still advance in monk or paladin levels. A multiclass monk/paladin who follows the advancement path outlined below can freely multiclass between monk and paladin levels but only so long as he does not gain levels in any other class, or in any other prestige class, unless that class specifically permits multiclassing with either paladin or monk.

Martial Smite: A sohei adds his monk class levels to his paladin levels when determining how much damage he deals with a smite attack.

Holy Fist: Upon gaining his 10th level as a monk, the sohei's fists are considered both holy and lawful for the purposes of bypassing damage reduction.

THE TEMPLE AVENGER (MONK/RANGER)

The martial artist has many rivals, many enemies and the monastery even more. Jealous rivals, fearful dictators, ravaging dragons, all these and more have destroyed ancient temples, slain the monks inside and scattered the knowledge that was kept there to the four winds, if they did not erase it entirely. When this happens, there are inevitably a few survivors, usually young adepts who were off meditating, or training with their sifu (instructor) in seclusion. Some of these young monks give in to despair but others take it upon themselves to gain vengeance, training in the ways of the hunter and studying their foes until they know all there is to know about them. These monks are the temple avengers.

Strengths

The multiclass monk/ranger enjoys a number of advantages over a single class monk, as outlined below.

- ✦ **Favoured Enemy:** The ability to select a favoured enemy is the most powerful of the ranger class' mechanics. A temple avenger who is careful when selecting opponents who will become his favoured enemy can greatly enhance his power and versatility in combat. From a mechanical standpoint, the temple avenger is best served by applying his favoured enemy bonuses to humanoids, particularly those who produce many spellcasters, as the temple avenger will still be an exceptional mage killer. Careful application of increased favoured enemy bonuses will enable the temple avenger to more than make up for the weaker unarmed damage potential he has compared to a single class monk.
- ✦ **Combat Style:** The ranger class' combat styles can be eminently useful, though they will only truly come into their own if the optional rules presented below are used. Of the two standard styles, both two weapon fighting and archery are potentially valuable to the temple avenger, with the archery feats the more valuable of the two. A typical temple avenger will have a very high Dexterity score, meaning his skill with a bow will be considerable. Coupled with his ability to move extremely quickly and stealthily through the wilderness, not to mention his ability to track at high speeds, this means the temple avenger will be an astoundingly good sniper, able to make hit and run attacks and fade away long before his targets are able to close with him.
- ✦ **Bonus Feats:** While the ranger class' bonus feats are not particularly valuable in combat, they grant the temple avenger several useful bonuses that he would not normally have access to as a monk. The ability to track, in particular, will serve the temple avenger well, particularly when he gains access to the swift tracker ability, allowing him to track quarry at extremely high speeds without penalty. The free Endurance feat is exceptionally useful as well, since several of the style





The Temple Avenger

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows	Unarmed Damage	AC Bonus	Unarmoured Speed Bonus
1 st	Mnk 1	+0	+2	+2	+2	Bonus feat, flurry of blows, unarmed strike, (character feat)	-2/-2	1d6	+0	+0 ft.
2 nd	Rng 1	+1	+4	+4	+2	1 st Favoured enemy, Track, wild empathy	-1/-1	1d6	+0	+0 ft.
3 rd	Mnk 2	+2	+5	+5	+3	Bonus feat, evasion, (character feat)	+0/+0	1d6	+0	+0 ft.
4 th	Rng 2	+3	+6	+6	+3	Combat style, (ability increase)	+1/+1	1d6	+0	+0 ft.
5 th	Mnk 3	+4	+6	+6	+3	Still mind	+2/+2	1d6	+0	+10 ft.
6 th	Rng 3	+5	+6	+6	+4	Endurance, (character feat)	+3/+3	1d6	+0	+10 ft.
7 th	Mnk 4	+6/+1	+7	+7	+5	Ki strike (magic), slow fall 20 ft.	+4/+4	1d8	+0	+10 ft.
8 th	Rng 4	+7/+2	+8	+8	+5	Animal companion, (ability increase)	+5/+5	1d8	+0	+10 ft.
9 th	Mnk 5	+7/+2	+8	+8	+5	Purity of body, (character feat)	+6/+6/+1	1d8	+1	+10 ft.
10 th	Rng 5	+8/+3	+8	+8	+5	2 nd Favoured enemy	+7/+7/+2	1d8	+1	+10 ft.
11 th	Mnk 6	+9/+4	+9	+9	+6	Bonus feat, slow fall 30 ft.	+8/+8/+3	1d8	+1	+20 ft.
12 th	Rng 6	+10/+5	+10	+10	+7	Improved combat style, (ability increase), (character feat)	+9/+9/+4	1d8	+1	+20 ft.
13 th	Rng 7	+11/+6/+1	+10	+10	+7	Woodland stride	+10/+10/+5	1d8	+1	+20 ft.
14 th	Rng 8	+12/+7/+2	+11	+11	+7	Swift tracker	+11/+11/+6/+1	1d8	+1	+20 ft.
15 th	Mnk 7	+13/+8/+3	+11	+11	+7	Wholeness of body, (character feat)	+12/+12/+7/+2	1d8	+1	+20 ft.
16 th	Mnk 8	+14/+9/+4	+12	+12	+8	Slow fall 40 ft, (ability increase)	+13/+13/+8/+3	1d10	+1	+20 ft.
17 th	Mnk 9	+14/+9/+4	+12	+12	+8	Improved evasion	+14/+14/+9/+4	1d10	+1	+30 ft.
18 th	Rng 9	+15/+10/+5	+12	+12	+9	(character feat)	+15/+15/+10/+5	1d10	+1	+30 ft.
19 th	Rng 10	+16/+11/+6/+1	+13	+13	+9	3 rd Favoured enemy	+16/+16/+11/+6/+1	1d10	+1	+30 ft.
20 th	Mnk 10	+17/+12/+7/+2	+14	+14	+10	Ki strike (lawful), slow fall 50 ft, (ability increase)	+17/+17/+12/+7/+2	1d10	+2	+30 ft.

technique feat chains presented later in this book include Endurance as a prerequisite.

standard. Coupled with the temple avenger's excellent skill list, the character will never need fear pursuers.

✦ **Woodland Stride:** The ability to move at full speed through any kind of wilderness terrain serves the temple avenger well and is more advantageous to him than even to a single class ranger. At 20th level, the temple avenger can move unhindered through thorn bushes or swamps at a rate of 60 feet a round, a very impressive speed by any

✦ **Swift Tracker:** When the temple avenger gains access to swift tracking, a whole new world opens up for the character. He will, eventually, be able to track quarry at a speed of 60 feet a round, without penalty, meaning he can track while moving faster than a heavy warhorse.

- ✦ **Animal Companion:** When the temple avenger reaches mid levels of play, he will enjoy the companionship of one or more animal allies. While his animal allies will never be particularly powerful, they can serve an important role in his adventures. Small animals and birds which can serve as scouts will be his best choices, as they will allow him to track even faster than he normally would and keep him alert to dangers, the better to allow his speed and ability to pass through wilderness unhindered to carry him to safety. Most temple avengers, if they are allied with a temple, will select as their companions animals that are sacred to the temple, or representative of its martial arts teachings.
- ✦ **Base Attack:** The ranger class enjoys the best base attack bonus progression in the d20 system, meaning a temple avenger will hit more often than a single class monk. This advantage will show its true strength when the temple avenger unleashes a flurry of blows, as he will rarely miss with his first attacks.
- ✦ **Skills:** The ranger's class skill list is impressive and expansive and the ranger gains a plethora of skill points each level. The ranger's skill list includes several skills that are very valuable to a martial artist, particularly Concentration, Hide, Listen, Move Silently and Spot. Due to his high number of skill points, the temple avenger need not worry about spending valuable magic items or level increases on Intelligence, as he will be able to select almost any skill he wishes at every ranger level.

Temple Avenger Spell List

Level	Caster Level	Spells Per Day	
		1 st	2 nd
1 st	0	—	—
2 nd	1 st	—	—
3 rd	1 st	—	—
4 th	2 nd	—	—
5 th	2 nd	—	—
6 th	3 rd	—	—
7 th	3 rd	—	—
8 th	4 th	0	—
9 th	4 th	0	—
10 th	5 th	0	—
11 th	5 th	0	—
12 th	6 th	1	—
13 th	7 th	1	—
14 th	8 th	1	0
15 th	8 th	1	0
16 th	8 th	1	0
17 th	8 th	1	0
18 th	9 th	1	0
19 th	10 th	1	1
20 th	10 th	1	1

- ✦ **Weapons:** The ranger has a deep understanding of almost all weapons, meaning the temple avenger will far surpass the single class monk in terms of armed combat. While his primary attacks will most likely be unarmed, this is still an advantage that should not be discounted.
- ✦ **Spells:** Though the ranger's spell list is far from impressive and though the temple avenger will not gain access to them until at least mid levels of play, this strength should not be discounted. Since Wisdom is the key ability for ranger spells, it is likely the temple avenger will have access to multiple spells of both 1st and 2nd level. Of the spells the temple avenger will have to choose from, the following may see the most use: *jump*, *longstrider*, *magic fang*, *pass without trace*, *barkskin*, *cat's grace* and *owl's wisdom*. A well-timed spell, used in conjunction with the temple avenger's ranger and monk class abilities, can prove a lethal combination.

Weaknesses

The multiclass monk/ranger suffers several weaknesses when compared to his single class monk peers, as outlined below.

- ✦ **Loss Of High Level Monk Abilities:** The temple avenger does not have access to the wide breadth of useful high level monk abilities. He does not gain diamond body, diamond soul or perfect self, meaning he is much more vulnerable to magic and melee attacks. Likewise, his loss of abundant step, empty body and high distance slow fall limits the versatility of his battlefield mobility substantially and his loss of quivering palm means he is no longer the premiere spellcaster killer of the d20 system.
- ✦ **Reduced Unarmed Damage:** While the temple avenger can enhance his damage dealing capabilities with various feats, he will never strike as hard as a single class monk when making unarmed attacks. He maxes out at 1d10 unarmed damage, which is only half of what a more focused monk can achieve. This means that, at high levels, his damage potential will fall slightly behind the rest of the adventuring party.
- ✦ **Reduced Speed:** The temple avenger has a maximum unarmoured speed of +30 feet, meaning he will not be able to zip around the battlefield as easily as a single classed monk. While a human monk with an unenhanced speed of 60 feet is still nothing to scoff at, his allies will not be able to count on him to close the distance to hostile spellcasters in long distance battles, which can prove a fatal weakness.
- ✦ **Reduced Saving Throws:** The ranger has a poor Will save, meaning a temple avenger will have only fair Will saves. In comparison to a single class monk, he will be fragile against many spells that control the mind. The temple avenger's reduced Will save weakens his ability



to shake off mind affecting spells, meaning he will not be as good a mage killer as a single class monk.

- ✦ **Limited Ranger Ability Effectiveness:** The ranger is truly one of those classes that improves by level. The ranger's primary ability, favoured enemy, only really comes into its own and high levels and the ranger does not master his combat style until 11th level, one level after the temple avenger progression stops. Likewise, the ranger's animal companion is very weak until the ranger hits higher levels. While the combination of monk and ranger abilities is still powerful, the temple avenger will not truly come into his own until high levels, when his favoured enemy bonuses have had a chance to mature.



THE NINJA (MONK/ROGUE)

The ninja is the silent killer, the bogeyman of Japanese fantasy and a favourite of martial arts enthusiasts, young and old. The ninja lives in the quiet corners of our collective imagination, the symbol of all that is dangerous in the night. He is the living shadow, the devil in black.

The ninja represents almost the perfect blending of classes, with abilities that balance and complement one another to an exceptional degree. The monk/rogue will prove, in play, to be one of the most effective multiclassed at any level.

Strengths

The multiclass monk/rogue enjoys a number of advantages over a single class monk, as outlined below.

- ✦ **Sneak Attack:** The primary ability of the rogue class is sneak attacking. Coupled with the high number of attacks gained from flurry of blows and the monk class' astounding mobility, the ninja will be able to deliver powerful sneak attacks with absolute impunity, meaning he will be a potent offensive force on the battlefield. By the time the ninja reaches high levels of play, he will be virtually guaranteed of striking with multiple 5d6 + unarmed damage attacks per round.

Variant Rules

The following rules variants are intended for multiclass monk/rangers only and reflect the special training a temple avenger might receive in the course of his adventuring career.

Combat Style: In addition to the standard two combat styles the temple avenger can choose from, the character can also select from this third path.

- ✦ Upon gaining his 2nd level as a ranger, the temple avenger is considered to have the Dodge feat, even if he does not meet the normal prerequisites for possessing that feat. This ability only works while he is wearing light or no armour.
- ✦ Upon gaining his 6th level as a ranger, the temple avenger is considered to possess the Mobility feat, even if he does not meet the prerequisites for possessing that feat. As before, the benefits only apply while he is wearing light or no armour.

Favoured Strike: When striking a favoured enemy with Stunning Fist or any style technique feat which requires a save, the temple avenger adds his favoured enemy bonus to the save DC.

- ✦ **Skills:** The rogue class has the best skill list in the game, bar none, and couples that with the highest number of skill points at each level. Even better, the rogue's skill list and the monk's skill list each contain what will prove to be the ninja's most critical skills: Hide and Move Silently. Coupled with the ninja's undoubtedly high Dexterity score, the character will be unsurpassed in the arena of stealthy combat. In addition, many of the rogue's other good skills are based off Wisdom, which a ninja is likely to have in abundance, thanks to the monk class' reliance on that ability.

If there is a downside to the rogues' skill list, it is the fact that the rogue does not count Concentration or Knowledge (arcana) among his class skills. This weakness, however, is more than made up for by his abundance of skill points; a ninja who wishes to maximize his ranks in both skills can easily do this by sacrificing two skill points to each at each level.

- ✦ **Evasion:** Both the rogue and monk classes receive the evasion ability very early. Using the optional rule

The Ninja

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows	Unarmed Damage	AC Bonus	Unarmoured Speed Bonus
1 st	Mnk 1	+0	+2	+2	+2	Bonus feat, flurry of blows, unarmed strike, (character feat)	-2/-2	1d6	+0	+0 ft.
2 nd	Rog 1	+0	+2	+4	+2	Sneak attack +1d6, trapfinding	-2/-2	1d6	+0	+0 ft.
3 rd	Mnk 2	+1	+3	+5	+3	Bonus feat, evasion, (character feat)	-1/-1	1d6	+0	+0 ft.
4 th	Rog 2	+2	+3	+6	+3	Improved evasion, (ability increase)	+0/+0	1d6	+0	+0 ft.
5 th	Rog 3	+3	+4	+6	+4	Sneak attack +1d6, trap sense	+1/+1	1d6	+0	+0 ft.
6 th	Mnk 3	+4	+4	+6	+4	Still mind, (character feat)	+2/+2	1d6	+0	+10 ft.
7 th	Mnk 4	+5	+5	+7	+5	Ki strike (magic), slow fall 20 ft.	+3/+3	1d8	+0	+10 ft.
8 th	Rog 4	+6/+1	+5	+8	+5	Uncanny dodge, (ability increase)	+4/+4	1d8	+0	+10 ft.
9 th	Rog 5	+6/+1	+5	+8	+5	Sneak attack +3d6, (character feat)	+4/+4	1d8	+0	+10 ft.
10 th	Mnk 5	+6/+1	+5	+8	+5	Purity of body	+5/+5	1d8	+1	+10 ft.
11 th	Mnk 6	+7/+2	+6	+9	+6	Bonus feat, slow fall 30 ft.	+6/+6/+1	1d8	+1	+20 ft.
12 th	Rog 6	+8/+3	+7	+10	+7	Trap sense +2, (ability increase), (character feat)	+7/+7/+2	1d8	+1	+20 ft.
13 th	Rog 7	+9/+4	+7	+10	+7	Sneak attack +4d6	+8/+8/+3	1d8	+1	+20 ft.
14 th	Mnk 7	+10/+5	+7	+10	+7	Wholeness of body	+9/+9/+4	1d8	+1	+20 ft.
15 th	Rog 8	+11/+6/+1	+7	+11	+7	Improved uncanny dodge, (character feat)	+10/+10/+5	1d8	+1	+20 ft.
16 th	Mnk 8	+12/+7/+2	+8	+12	+8	Slow fall 40 ft, (ability increase)	+11/+11/+6/+1	1d10	+1	+20 ft.
17 th	Rog 9	+12/+7/+2	+9	+12	+9	Sneak attack +5d6, trap sense +3	+11/+11/+6/+1	1d10	+1	+20 ft.
18 th	Rog 10	+13/+8/+3	+9	+13	+9	Special ability, (character feat)	+12/+12/+7/+2	1d10	+1	+20 ft.
19 th	Mnk 9	+13/+8/+3	+9	+13	+9		+13/+13/+8/+3	1d10	+1	+30 ft.
20 th	Mnk 10	+14/+9/+4	+10	+14	+10	Ki strike (lawful), slow fall 50 ft, (ability increase)	+14/+14/+9/+4	1d10	+2	+30 ft.

presented below, this means that the ninja gains access to improved evasion long before any other class does. Coupled with the ninja's outstanding Reflex save, the character will be almost untouchable.

will need to reach high levels before he can make full use of this ability. Still, it is there and should not be discounted.

✦ **Uncanny Dodge:** The uncanny dodge ability is an excellent way to replicate the martial artist's ability to confront multiple foes simultaneously, without worry of being overwhelmed. The downside is that the ninja

✦ **Special Ability:** When the ninja reaches the final stages of his development as an adventurer, he will gain access to a single rogue special ability. *Crippling Strike* and *Opportunist* are both the most useful and most appropriate special abilities for the ninja.



- ✦ **Complimentary Ability Scores:** Dexterity is by far the most important ability score for the rogue, which meshes nicely with the monk's own dependence upon a high Dexterity. This means that the ninja will not have to worry about elevating multiple ability scores and as a result, he will be able to focus all his magic items and level-based ability increases towards his Wisdom and Dexterity.

Weaknesses

The multiclass monk/rogue suffers several weaknesses when compared to his single class monk peers, as outlined below.

- ✦ **Loss Of High Level Monk Abilities:** The ninja does not have access to the wide breadth of useful high level monk abilities. He does not gain diamond body, diamond soul or perfect self, meaning he is much more vulnerable to magic and melee attacks. Likewise, his loss of abundant step, empty body and high distance slow fall limits the versatility of his battlefield mobility substantially and his loss of quivering palm means he is no longer the premiere spellcaster killer of the d20 system.
- ✦ **Reduced Unarmed Damage:** While the ninja can enhance his damage dealing capabilities with various feats, he will never strike as hard as a single class monk when making unarmed attacks. He maxes out at 1d10 unarmed damage, which is only half of what a more focused monk can achieve. This means that, at high levels, his damage potential will fall slightly behind the rest of the adventuring party.
- ✦ **Reduced Speed:** The ninja has a maximum unarmoured speed of +30 feet, meaning he will not be able to zip around the battlefield as easily as a single classed monk. While a human monk with an un-enhanced speed of 60 feet is still nothing to scoff at, his allies will not be able to count on him to close the distance to hostile spellcasters in long distance battles, which can prove a fatal weakness.
- ✦ **Weakened Hit Points:** The rogue class does not have the natural durability of the monk. At each level, the ninja can count on being several hit points behind a single class monk, meaning he will fall more quickly in battle. Since the monk is already comparatively hit point fragile in comparison to other melee-based combatants, this can be an extremely limiting drawback.
- ✦ **Reduced Saving Throws:** The rogue has poor Fortitude and Will saves, meaning a ninja will have only fair Fortitude and Will saves. In comparison to a single class monk, he will be fragile against many spells which control the mind, or which devastate the body. The ninja's reduced Will save weakens his ability to shake off mind affecting spells, meaning he will not be as good a mage killer as a single class monk.

- ✦ **Reduced Base Attack:** While the rogue class has the same base attack bonus progression as the monk, the 1st level attack bonus of +0 will stay with the ninja throughout his adventuring career, meaning he will never be quite as effective at hitting opponents as a single class monk.

Recommended Options

- ✦ The ninja absolutely must maximize his ranks in Hide and Move Silently. As soon as he is able, he should find, steal, or buy a *ring of invisibility*, as that will render him practically unstoppable.
- ✦ A party which includes a ninja is not likely to include a rogue, so the ninja and his party will be well served if the character purchases many ranks in Disable Device, Open Lock, Listen and Spot.
- ✦ Improved Initiative is an excellent feat for the ninja, since he absolutely must be able to sneak attack if he wishes to be an effective combatant. Likewise the Bluff skill and the Stunning Fist feat. Together, these feats and skills will virtually assure the ninja can sneak attack whenever and whoever he wishes.
- ✦ The Snake Fist and Smoke Sword styles (see the Special Techniques chapter) are good choices for the ninja.

Variant Rules

The following rules variants are intended for multiclass monk/rogues only and reflect the special training a ninja might receive in the course of his adventuring career.

Improved Evasion: When a ninja gains 2nd level in both the monk and rogue classes, he automatically gains the improved evasion class ability. If he later decides to select the improved evasion option for his rogue special ability, he instead gains a permanent +2 bonus to his Reflex save bonus.

Signs and Symbols: Upon gaining his 10th level in the rogue class, when the ninja gains access to a rogue special ability, he can choose to learn two level one secret symbols (see the Special Techniques chapter for details on martial symbols). These symbols do not count against the number of secret symbols he can learn.

Sneak Attack: Upon gaining 4th level as a monk, in lieu of gaining *ki* strike (magic, lawful), the ninja can instead elect to improve his sneak attack damage. He adds 1d6 to his sneak attack damage but only when he attacks using unarmed attacks. If he chooses this option, then upon gaining his 10th monk level, the extra 1d6 of sneak attack damage also applies to his armed attacks.

KI CHANNELLER (MONK/SORCERER)

Most martial artists seek enlightenment and find only transcendence for the body and the spirit, an immortality, of sorts, which transforms flesh into a state of perfection. Some monks – a precious few – find something more, a deeper transcendence which allows them to alter *ki* itself, to shape and twist it and express it as their dreams and their natures lead them. These monks are the *ki* channellers and theirs is a rare and wondrous gift indeed.

Strengths

The multiclass monk/sorcerer enjoys a number of advantages over a single class monk, as outlined below.

- ✦ **Spells:** Spells, spells, spells. Spells are the appetizer, the main course and the dessert for the sorcerer and so it is for the *ki* channeller as well. As a multiclass, the *ki* channeller literally lives and dies on the strength of his spell choices. For the *ki* channeller, the best spells are undoubtedly those which boost his combat abilities and which raise his defences.

The *ki* channeller is not well served by selecting direct damage spells, or other spells that are designed to aid his allies, summon monsters, or summon objects. His best spell choices will either lower his opponent's defences or raise his own ability to attack and to defend against attacks. When spellcasting, the *ki* channeller must be selfish and is well served by using his spells on himself alone. In addition, he should prepare for his fights ahead of time whenever possible, casting spells immediately before kicking in the door, or hanging back and enhancing himself with one to two enhancement spells before moving in to help his allies.

- ✦ **Familiar:** The sorcerer's sole other class ability is his familiar. A *ki* channeller's familiar will be an important weapon in his arsenal, though it will never be as powerful as other spellcasters' familiars. The *ki* channeller is best served by selecting a familiar that shores up his lowered saving throws, such as the rat or weasel.

Weaknesses

The multiclass monk/sorcerer suffers several weaknesses when compared to his single class monk peers, as outlined below.

- ✦ **Loss Of High Level Monk Abilities:** The *ki* channeller does not have access to the wide breadth of useful high level monk abilities. He does not gain diamond body, diamond soul or perfect self, meaning he is much more vulnerable to magic and melee attacks. Likewise, his loss of abundant step, empty body and high distance slow fall limits the versatility of his battlefield mobility substantially and his loss of quivering palm means he

is no longer the premiere spellcaster killer of the d20 system.

- ✦ **Reduced Unarmed Damage:** While the *ki* channeller can enhance his damage dealing capabilities with various spells, he will never strike as hard as a single class monk when making unarmed attacks. He maxes out at 1d10 unarmed damage, which is only half of what a more focused monk can achieve. This means that, at high levels, his damage potential will fall slightly behind the rest of the adventuring party.
- ✦ **Reduced Speed:** The *ki* channeller has a maximum unarmoured speed of +30 feet, meaning he will not be able to zip around the battlefield as easily as a single classed monk. While a human monk with an unenhanced speed of 60 feet is still nothing to scoff at, his allies will not be able to count on him to close the distance to hostile spellcasters in long distance battles, which can prove a fatal weakness.
- ✦ **Weakened Hit Points:** The sorcerer class has abysmal hit points. At each level, the *ki* channeller can count on being several many points behind a single class monk, meaning he will fall much more quickly in battle. Since the monk is already comparatively hit point fragile in comparison to other melee-based combatants, this can be an extremely limiting drawback. A *ki* channeller would do very well to avoid open melee combat whenever he can, only entering the fray after judicious use of spell enhancements.
- ✦ **Reduced Saving Throws:** The sorcerer has poor Fortitude and Reflex saves, meaning a *ki* channeller will have only fair Fortitude and Reflex saves. In comparison to a single class monk, he will be fragile against many area affect spells, or which devastate the body. The *ki* channeller's reduced Reflex save also hampers the effectiveness of his evasion and improved evasion class abilities.
- ✦ **Reduced Base Attack:** The sorcerer 'enjoys' the worst base attack bonus progression in the game, meaning even a high level *ki* channeller will have difficulty striking in melee combat if he has not boosted his abilities with spells beforehand.
- ✦ **Reduced Skills:** The sorcerer's skill list is poor, among the worst in the d20 system and he has few skill points at each level. Coupled with the *ki* channeller's inability to possess a high Intelligence score, thanks to the many other attributes he cannot afford to ignore, this means he will have a paucity of skills and skill ranks in comparison to a single class monk, a deficit which will only get worse as the character increases in level. Fortunately, at least, the sorcerer's skill list includes both Concentration and Knowledge (arcana), which are very important skills for the martial artist.





The Ki Channeller

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows	Unarmed Damage	AC Bonus	Unarmoured Speed Bonus
1 st	Mnk 1	+0	+2	+2	+2	Bonus feat, flurry of blows, unarmed strike, (character feat)	-2/-2	1d6	+0	+0 ft.
2 nd	Sor 1	+0	+2	+2	+4	Summon familiar	-2/-2	1d6	+0	+0 ft.
3 rd	Mnk 2	+1	+3	+3	+5	Bonus feat, evasion, (character feat)	-1/-1	1d6	+0	+0 ft.
4 th	Sor 2	+2	+3	+3	+6	(ability increase)	+0/+0	1d6	+0	+0 ft.
5 th	Sor 3	+2	+4	+4	+6		+0/+0	1d6	+0	+0 ft.
6 th	Mnk 3	+3	+4	+4	+6	Still mind, (character feat)	+1/+1	1d6	+0	+10 ft.
7 th	Sor 4	+4	+4	+4	+7		+2/+2	1d6	+0	+10 ft.
8 th	Sor 5	+4	+4	+4	+7	(ability increase)	+2/+2	1d6	+0	+10 ft.
9 th	Mnk 4	+5	+5	+5	+8	Ki strike (magic), slow fall 20 ft, (character feat)	+3/+3	1d8	+0	+10 ft.
10 th	Mnk 5	+5	+5	+5	+8	Purity of body	+4/+4	1d8	+1	+10 ft.
11 th	Sor 6	+6/+1	+6	+6	+9		+5/+5	1d8	+1	+10 ft.
12 th	Sor 7	+6/+1	+6	+6	+9	(ability increase), (character feat)	+5/+5	1d8	+1	+10 ft.
13 th	Mnk 6	+7/+2	+7	+7	+10	Bonus feat, slow fall 30 ft.	+6/+6/+1	1d8	+1	+20 ft.
14 th	Sor 8	+8/+3	+7	+7	+11		+7/+7/+2	1d8	+1	+20 ft.
15 th	Sor 9	+8/+3	+7	+7	+11	(character feat)	+7/+7/+2	1d8	+1	+20 ft.
16 th	Mnk 7	+9/+4	+7	+7	+11	Wholeness of body, (ability increase)	+8/+8/+3	1d8	+1	+20 ft.
17 th	Mnk 8	+10/+5	+8	+8	+12	Slow fall 40 ft.	+9/+9/+4	1d10	+1	+20 ft.
18 th	Sor 10	+11/+6/+1	+8	+8	+13	(character feat)	+10/+10/+5	1d10	+1	+20 ft.
19 th	Mnk 9	+11/+6/+1	+8	+8	+13	Improved evasion	+11/+11/+6/+1	1d10	+1	+30 ft.
20 th	Mnk10	+12/+7/+2	+9	+9	+14	Ki strike (lawful), slow fall 50 ft, (ability increase)	+12/+12/+7/+2	1d10	+2	+30 ft.

✦ **Lowered Armour Class Bonus:** The *ki* channeller's unarmoured bonus to armour class is only half that of a single class monk. Though this means only a two point difference at high levels, the lowered armour class will undoubtedly come back to haunt the *ki* channeller at some point during his career. Coupled with reduced saving throws and the *ki* channeller's inability to focus his ability score increases on only a few key abilities (see below), this means trouble. The *ki* channeller does not really have an easy way to overcome this ability, so it is likely his armour class will be weak in comparison to almost everyone else in the adventuring party and also in comparison to many opponents.

✦ **Incompatible Ability Scores:** The monk is one of the least forgiving classes, in terms of assigning ability scores. While Wisdom and Dexterity are undoubtedly the most important attributes to focus on, a monk can make good use of Intelligence, Strength and

Constitution as well and traditionally can afford to have a low ability score only in Charisma. Unfortunately, a *ki* channeller cannot even do that. A *ki* channeller with a poor Charisma is a *ki* channeller with horrible spellcasting abilities, which is intolerable from the standpoint of character effectiveness. An effective *ki* channeller must have a minimum of three exceptional ability scores (Wisdom, Dexterity and Charisma) and dare not have a truly low ability score anywhere else, so as a consequence, he will not be able to match the focused power of a single class monk.

Recommended Options

✦ The *ki* channeller lives and dies by his spells. The best spells for the *ki* channeller are, by level:

0 level – *daze, detect magic, flare, read magic, touch of fatigue*

- 1st level – *chill touch, mage armour, magic weapon, shocking grasp, sleep, true strike*
- 2nd level – *bear's endurance, cat's grace, daze monster, eagle's splendour, invisibility, owl's wisdom*
- 3rd level – *displacement, haste, heroism, hold person, keen edge, slow, vampiric touch*
- 4th level – *crushing despair, greater invisibility, polymorph, stonewall*
- 5th level – *hold monster, teleport, waves of fatigue*

- ✦ The *ki* channeller should select the Combat Casting feat as soon as he is able, as that feat will be an essential part of his close range fighting and casting style. Otherwise, the *ki* channeller might wish to select the Ghost Fist style (see the Special Techniques chapter), as that combat style's feats should prove helpful to him.
- ✦ The *ki* channeller should find, buy or enchant a Charisma enhancing item as quickly as possible, as that will be the only thing which both keeps his spell DCs competitive and allows him to keep pace with more dedicated spellcasters for total numbers of spells.

Variant Rules

The following rules variants are intended for multiclass monk/sorcerers only and reflect the special training a *ki* channeller might receive in the course of his adventuring career.

Ki Channeller Spells

Character Level	Caster Level	Spells Per Day					
		0	1 st	2 nd	3 rd	4 th	5 th
1 st	0	—	—	—	—	—	—
2 nd	1 st	5	3	—	—	—	—
3 rd	1 st	5	3	—	—	—	—
4 th	2 nd	6	4	—	—	—	—
5 th	3 rd	6	5	—	—	—	—
6 th	3 rd	6	5	—	—	—	—
7 th	4 th	6	6	3	—	—	—
8 th	5 th	6	6	4	—	—	—
9 th	5 th	6	6	4	—	—	—
10 th	5 th	6	6	4	—	—	—
11 th	6 th	6	6	5	3	—	—
12 th	7 th	6	6	6	4	—	—
13 th	7 th	6	6	6	4	—	—
14 th	8 th	6	6	6	5	3	—
15 th	9 th	6	6	6	6	4	—
16 th	9 th	6	6	6	6	4	—
17 th	9 th	6	6	6	6	4	—
18 th	10 th	6	6	6	6	5	3
19 th	10 th	6	6	6	6	5	3
20 th	10 th	6	6	6	6	5	3

Enlightened Bond: The *ki* channeller's familiar is not just his follower and pet, it is his companion and guide on the road to perfect enlightenment. As such, he has a strong bond with it, a bond that transcends the limitations of his sorcerous ability. The *ki* channeller adds one half his monk levels to his sorcerer levels when determining his familiar's regular and special, level-based abilities.

Enlightened Sorcery: Upon gaining his 1st monk class level, he can decide to gain this special ability. In lieu of gaining slow fall and his monk armour class bonus, a *ki* channeller can instead choose two spells of each level, which he can cast at a higher caster level. For those two spells of each level alone, he adds one half his monk levels (rounded down) to his sorcerer levels for the purposes of determining all spell effects.

Master of Body, Master of Reality: Upon gaining his 1st monk class level, he can decide to gain this special ability. In lieu of gaining bonus monk feats and the evasion and improved evasion abilities, the *ki* channeller instead casts the following spells as though they were under the effect of the Extended Spell feat (though the casting time is not increased): *bear's endurance, bull's strength, cat's grace, eagle's splendour, fox's cunning* and *owl's wisdom*.

Keen Eyed Strike: Upon gaining 1st level as a sorcerer, the *ki* channeller must select *true strike* as one of his known spells. The *true strike* spell functions slightly differently for the *ki* channeller than it does for other spellcasters: in addition to its normal function, the spell automatically divides its bonus when the *ki* channeller makes a flurry of blows attack after casting it. The spell's total bonus is divided evenly among each attack in the flurry, with excess points applying to the first attack in the flurry. So, a *ki* channeller whose flurry of blows is two attacks gains a +10 bonus to each, while a *ki* channeller whose flurry is three attacks would gain a +8 bonus to the first attack and a +6 bonus to each of the other attacks.

ENLIGHTENED WIZARD (MONK/WIZARD)

The enlightened wizard is not satisfied with mastery of *ki*. He seeks power, true power to change the world. So he learned and, in time, came to understand that magic and *ki* are one.

The enlightened wizard is a martial artist who blends *ki* energy and arcane magic to accomplish feats that even the most skilled monks cannot. What he sacrifices in unarmed combat skill and arcane mastery, he more than makes up for with versatility.

Strengths

The multiclass monk/wizard enjoys a number of advantages over a single class monk, as outlined below.



- ✦ **Spells:** The primary ability of the wizard is, of course, his spells. Through the use of spells, the enlightened wizard will be able to enhance his physical and mental abilities, allowing him to overcome his lowered damage and attack potential and, just as importantly, allow him to enhance his allies and counteract opposing spellcasters through more direct means than punches, kicks and chokes.
- ✦ **Bonus Feats:** During the course of his adventuring career, the enlightened wizard will gain Scribe Scroll as a free feat, as well as two bonus metamagic or item creation feats of his choice. Both item creation and Metamagic feats will serve the enlightened wizard well, though both have their restrictions. The downside to selecting item creation feats is that the enlightened wizard will never have the spells, or caster levels to create truly powerful items, so he will be limited to lower powered but still useful items. Likewise, Metamagic feats are hampered by the fact the enlightened wizard will only be able to cast spells of up to 5th level, meaning he will only be able to enhance low level spells. Still Spell and Silent Spell are two of the better choices for enlightened wizards, as they require only the commitment of a single spell level and both allow the character to cast spells without giving away the fact that he is a spellcaster.

- ✦ **Familiar:** Thanks to his wizard levels, the enlightened wizard gains the aid of a familiar. An enlightened wizard's familiar will be an important weapon in his arsenal, though it will never be as powerful as other spellcaster's familiars. The enlightened wizard is best served by selecting a familiar which shores up his lowered saving throws, such as the rat or weasel.

Weaknesses

The multiclass monk/wizard suffers several weaknesses when compared to his single class monk peers, as outlined below.

- ✦ **Loss Of High Level Monk Abilities:** The enlightened wizard does not have access to the wide breadth of useful high level monk abilities. He does not gain diamond body, diamond soul or perfect self, meaning he is much more vulnerable to magic and melee attacks. Likewise, his loss of abundant step, empty body and high distance slow fall limits the versatility of his battlefield

mobility substantially and his loss of quivering palm means he is no longer the premiere spellcaster killer of the d20 system.

- ✦ **Reduced Unarmed Damage:** While the enlightened wizard can enhance his damage dealing capabilities with various spells, he will never strike as hard as a single class monk when making unarmed attacks. He maxes out at 1d10 unarmed damage, which is only half of what a more focused monk can achieve. This means that, at high levels, his damage potential will fall slightly behind the rest of the adventuring party.
- ✦ **Reduced Speed:** The enlightened wizard has a maximum unarmoured speed of +30 feet, meaning he will not be able to zip around the battlefield as easily as a single classed monk. While a human monk with an un-enhanced speed of 60 feet is still nothing to scoff at, his allies will not be able to count on him to close the distance to hostile spellcasters in long distance battles, which can prove a fatal weakness.
- ✦ **Weakened Hit Points:** The wizard class has abysmal hit points. At each level, the enlightened wizard can count on being several many points behind a single class monk, meaning he will fall much more quickly in battle. Since the monk is already comparatively hit point

fragile in comparison to other melee-based combatants, this can be an extremely limiting drawback. An enlightened wizard would do very well to avoid open melee combat whenever he can, only entering the fray after judicious use of spell enhancements.

- ✦ **Reduced Saving Throws:** The wizard has poor Fortitude and Reflex saves, meaning an enlightened wizard will have only fair Fortitude and Reflex saves. In comparison to a single class monk, he will be fragile against many area affect spells, or which devastate the body. The enlightened wizard's reduced Reflex save also hampers the effectiveness of his evasion and improved evasion class abilities.

- ✦ **Reduced Base Attack:** The wizard's base attack bonus progression is among the worst in the game,



The Enlightened Wizard

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows	Unarmed Damage	AC Bonus	Unarmoured Speed Bonus
1 st	Mnk 1	+0	+2	+2	+2	Bonus feat, flurry of blows, unarmed strike, (character feat)	-2/-2	1d6	+0	+0 ft.
2 nd	Wiz 1	+0	+2	+2	+4	Summon familiar, Scribe Scroll	-2/-2	1d6	+0	+0 ft.
3 rd	Mnk 2	+1	+3	+3	+5	Bonus feat, evasion, (character feat)	-1/-1	1d6	+0	+0 ft.
4 th	Wiz 2	+2	+3	+3	+6	(ability increase)	+0/+0	1d6	+0	+0 ft.
5 th	Wiz 3	+2	+4	+4	+6		+0/+0	1d6	+0	+0 ft.
6 th	Mnk 3	+3	+4	+4	+6	Still mind, (character feat)	+1/+1	1d6	+0	+10 ft.
7 th	Wiz 4	+4	+4	+4	+7		+2/+2	1d6	+0	+10 ft.
8 th	Wiz 5	+4	+4	+4	+7	Bonus feat, (ability increase)	+2/+2	1d6	+0	+10 ft.
9 th	Mnk 4	+5	+5	+5	+8	Ki strike (magic), slow fall 20 ft, (character feat)	+3/+3	1d8	+0	+10 ft.
10 th	Mnk 5	+5	+5	+5	+8	Purity of body	+4/+4	1d8	+1	+10 ft.
11 th	Wiz 6	+6/+1	+6	+6	+9		+5/+5	1d8	+1	+10 ft.
12 th	Wiz 7	+6/+1	+6	+6	+9	(ability increase), (character feat)	+5/+5	1d8	+1	+10 ft.
13 th	Mnk 6	+7/+2	+7	+7	+10	Bonus feat, slow fall 30 ft.	+6/+6/+1	1d8	+1	+20 ft.
14 th	Wiz 8	+8/+3	+7	+7	+11		+7/+7/+2	1d8	+1	+20 ft.
15 th	Wiz 9	+8/+3	+7	+7	+11	(character feat)	+7/+7/+2	1d8	+1	+20 ft.
16 th	Mnk 7	+9/+4	+7	+7	+11	Wholeness of body, (ability increase)	+8/+8/+3	1d8	+1	+20 ft.
17 th	Mnk 8	+10/+5	+8	+8	+12	Slow fall 40 ft.	+9/+9/+4	1d10	+1	+20 ft.
18 th	Wiz 10	+11/+6/+1	+8	+8	+13	Bonus feat, (character feat)	+10/+10/+5	1d10	+1	+20 ft.
19 th	Mnk 9	+11/+6/+1	+8	+8	+13	Improved evasion	+11/+11/+6/+1	1d10	+1	+30 ft.
20 th	Mnk 10	+12/+7/+2	+9	+9	+14	Ki strike (lawful), slow fall 50 ft, (ability increase)	+12/+12/+7/+2	1d10	+2	+30 ft.

meaning even a high level enlightened wizard will have difficulty striking in melee combat if he has not boosted his abilities with spells beforehand.

- ✦ **Reduced Skills:** The wizard's skill list is poor and he has few skill points at each level. Fortunately, the enlightened wizard requires a high Intelligence score in order to cast spells effectively, boosting the amount of skill points available and the wizard's skill list includes both Concentration and Knowledge (arcana), which are very important skills for the martial artist.
- ✦ **Lowered Armour Class Bonus:** The enlightened wizard's unarmoured bonus to armour class is only half that of a single class monk. Though this means only a two point difference at high levels, the lowered

armour class will undoubtedly come back to haunt the enlightened wizard at some point during his career. Coupled with reduced saving throws and the enlightened wizard's inability to focus his ability score increases on only a few key abilities (see below), this means trouble. The enlightened wizard does not really have an easy way to overcome this disability, so it is likely his armour class will be weak in comparison to almost everyone else in the adventuring party and also in comparison to many opponents.

- ✦ **Incompatible Ability Scores:** The monk is one of the least forgiving classes, in terms of assigning ability scores. While Wisdom and Dexterity are undoubtedly the most important attributes to focus on, a monk can make good use of Intelligence, Strength and Constitution



as well and traditionally can afford to have a low ability score only in Charisma. Unfortunately, a monk does not normally need to enhance his Intelligence the way a single class wizard does. If he wishes for his spells to be effective at all, however, he must dedicate magic items and level increases towards raising his intellect.

Recommended Options

- ✦ The enlightened wizard can make use of almost any spell but he is best served by ensuring that his spell book includes ability enhancement spells, particularly *fox's cunning* and *owl's wisdom*, spells which increase his attack potential, like *true strike* and *heroism*, and spells which counteract opposing spellcasters, like *dispel magic*. The enlightened wizard is not well served with spells that deal direct damage, like *fireball*, because his caster level will not allow him to deal substantial damage with them until very high levels, by which time more focused spellcasters will be able to unleash magics that are far superior to it.

As a general rule, the enlightened wizard should also not select spells that have all or nothing effects, or those which apply only to opponents. There are two reasons for this. First, the save DCs of the enlightened wizard's spells are not likely to be high enough to worry most opponents of the appropriate challenge rating, and second, the enlightened wizard's ability to overcome his enemy's spell resistance will be compromised by his

low caster level. *Dispel magic* is the exception to this rule; though the enlightened wizard's caster level will still be low, it behoves every spellcaster to have it in his repertoire, particularly if the campaign features frequent multiclassed opponents.

- ✦ Since his Intelligence will be one of his most significant attributes, the enlightened wizard might wish to consider the Snake Fist style to boost his unarmed abilities (see the Special Techniques chapter). Alternatively, should he choose many touch spells, he might wish to pursue the Ghost Fist style.
- ✦ The enlightened wizard should find, buy or enchant an Intelligence enhancing item as quickly as possible, as that will be the only thing which both keeps his spell DCs competitive and allows him to keep pace with more dedicated spellcasters for total numbers of spells.

Variant Rules

The following rules variants are intended for multiclass monk/wizards only and reflect the special training an enlightened wizard might receive in the course of his adventuring career.

Bonus Feats: In lieu of gaining the normal bonus monk feats, an enlightened wizard can instead gain bonus Metamagic feats if he wishes. When the enlightened wizard gains his 2nd and 6th level in the monk class, he can select any Metamagic feat that the wizard can select as a bonus feat. The decision to accept this alternative ability must be made at 1st level and an enlightened wizard who selects it does not gain the 1st level monk bonus feat.

Secret Paths of Enlightenment: While the enlightened wizard learns his spells as other wizards do, his mastery of self allows him access to abilities beyond their understanding. Rather than gain bonus feats as a wizard or monk, the enlightened wizard can instead use the bonus feats he receives at 1st, 2nd and 6th level as a monk, and 5th and 10th level as a wizard to learn a martial symbol. Martial symbols learned in this fashion do not count against the total number of martial symbols the character may learn. The decision to gain this alternative ability must be made at 1st level. Secret paths to enlightenment cannot be selected in conjunction with the bonus feats ability listed above. The enlightened wizard can have one or the other, not both.

Enlightenment Guides the River's Flow: The enlightened wizard's *ki* energy is so well developed that he can use it to focus and direct his spells. In exchange for the flurry of blows, evasion and improved evasion class abilities, the enlightened wizard can use his Wisdom, not his Intelligence score when determining how many bonus spells he receives and one half his Wisdom score, instead of his Intelligence, when determining the save DCs of his spells.

The Enlightened Wizard's Spells

Level	Caster Level	Spells Per Day					
		0	1 st	2 nd	3 rd	4 th	5 th
1 st	0	—	—	—	—	—	—
2 nd	1 st	3	1	—	—	—	—
3 rd	1 st	3	1	—	—	—	—
4 th	2 nd	4	2	—	—	—	—
5 th	3 rd	4	2	1	—	—	—
6 th	3 rd	4	2	1	—	—	—
7 th	4 th	4	3	2	—	—	—
8 th	5 th	4	3	2	1	—	—
9 th	5 th	4	3	2	1	—	—
10 th	5 th	4	3	2	1	—	—
11 th	6 th	4	3	3	2	—	—
12 th	7 th	4	4	3	2	1	—
13 th	7 th	4	4	3	2	1	—
14 th	8 th	4	4	3	3	2	—
15 th	9 th	4	4	4	3	2	1
16 th	9 th	4	4	4	3	2	1
17 th	9 th	4	4	4	3	2	1
18 th	10 th	4	4	4	3	3	2
19 th	10 th	4	4	4	3	3	2
20 th	10 th	4	4	4	3	3	2

THE LEGENDARY MONK

There are many ways in which a monk can express his personal philosophy and there are many different ways in which he can focus his skills. The prestige classes offered in this chapter represent just a small part of the wide spectrum of martial arts and are drawn from all manner of pop culture and legendary sources. Within you will find athletes the equal of any who competed in ancient Greece, enlightened masters whose mastery of *ki* allows them to part the curtains of time and wandering knights errant who wield blades of pure *ki* fire.

This chapter presents five new prestige classes specifically designed for monks of 10th level and above. While, in many cases, multiclass monks can and will thrive when taking on one of these classes, they are designed to be accessible to single class monks, to ensure maximum utility.

Every prestige class in this chapter allows the monk to take levels while still advancing as a monk. It is strongly recommended that the Games Master not remove this benefit.

MASTER OF THE SECRET FIST

Some monks spend their lives in search of perfect enlightenment and view martial arts only as a useful means towards that end. For them, being able to defend oneself is as nothing compared to the fighting art's ability to hone the body and test the spirit.

The master of the secret fist does not share this belief. For him, enlightenment is a secondary concern, if he thinks about it at all. Instead, the master of the secret fist's calling is absolute mastery of the fighting arts; he wishes to understand every facet of unarmed combat and trains his body and fighting spirit mercilessly. To train himself and better his skills, he subjects himself to a punishing regimen, smashing his fists and feet against trees, stones and marble columns, plunging his hands into barrels full of hot sand and glass, meditating under frigid waterfalls in the dead of winter, fighting a dozen or more opponents at once and allowing his fellow monks to beat on him with clubs, fists and feet for hours at a time.

As a result of his training, the master of the secret fist is hard, hard as any mortal can be. He is also the undisputed master of unarmed combat, with a deep understanding of multiple martial arts styles. At high levels, the master of the secret fist

is like a demon in human skin, able to outfight and outlast any common brawler and match a dedicated fighter blow for blow.

Non-player character masters of the secret fist can usually be found training in a monastery, or dominating the local fighting circuit in a major city. They might occasionally be found journeying from one school to another, as part of their eternal quest to understand literally everything about unarmed combat. In any case, if the adventuring party includes a martial artist of worth, then the master of the secret fist is sure to challenge him to combat, the better to absorb any new techniques he might find. If the battle is a good one, the master of the secret fist might even pass on some of his own techniques to his opponent, or even take him under his wing and introduce him to a whole new world of unarmed excellence.

Hit Die: d8

Requirements

In order to qualify for the master of the secret fist prestige class, the character must meet or exceed all the following requirements.

Base Attack Bonus: +7

Skills: Concentration 7 ranks, Spot 13 ranks, Tumble 13 ranks

Feats: Any four style feats, from one or more martial arts styles, Weapon Finesse

Alignment: Any lawful

Special: Must possess the flurry of blows ability

The Epic Master of the Secret Fist

Hit Die: d8.

Skill Points Per Level: 4 + Int modifier.

Hard: Every four epic levels, the epic master gains the benefits of his Hard class ability.

Style Feats: At every even level, the epic master of the secret fist gains a bonus style feat.

Bonus Feats: At every 4th epic level, the epic master of the secret fist gains a bonus feat.

Monk Abilities: The epic master of the secret fist's monk based armour class bonus and unarmoured speed bonus improve as normal for an epic level monk.



Epic Levels

Some of these classes may take a character beyond 20th level, indeed, many are actually designed to do so! When a character gains his 21st level, whether from a single class or any combination of multiclassing and prestige classes, he becomes an epic character as detailed in *Core Rulebook II*, at which point some of his characteristics change slightly.

The character can reach 21st level while in the middle of taking one of the prestige classes in this book, in which case he follows these rules:

- ✦ Ignore the prestige class' base attack bonus and all base save bonuses; use the progression in the epic advancement table below using the total character level instead of any individual class level. These are epic bonuses that do not grant additional attacks (in the case of the base attack bonus).
- ✦ Continue to gain the class features of each level attained in both the prestige class and any previous core class until they reach their maximum (5th or 10th for prestige classes, 20th for core classes).
- ✦ Prestige classes with 5 levels stop there and the character must gain new levels from other classes.

- ✦ Core classes and prestige classes with 10 levels may continue advancing beyond their maximum, using the progression information found in *Core Rulebook II* for core classes, and the epic progression text box in the description of each prestige class in this book. 10 level prestige classes may only be advanced beyond 10th level if the character's total character level is 20th or higher.
- ✦ Character feats and ability increases are gained normally at every level divisible by 3 for feats and any level divisible by 4 for ability increases.

Epic Advancement

Character Level	Epic Attack Bonus	Epic Save Bonus
21 st	+1	+0
22 nd	+1	+1
23 rd	+2	+1
24 th	+2	+2
25 th	+3	+2
26 th	+3	+3
27 th	+4	+3
28 th	+4	+4
29 th	+5	+4
30 th	+5	+5

Class Skills

The master of the secret fist's class skills (and the relevant abilities) are: Balance (Dex), Bluff (Cha), Concentration (Con), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Perform (Cha), Sense Motive (Wis), Spot (Wis) and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the master of the secret fist.

Weapon and Armour Proficiencies: The master of the secret fist gains no new proficiencies with weapons, nor does he gain proficiency with armour or with shields. Remember that a master of the secret fist loses his monk class' AC bonus, flurry of blows ability and fast movement when wearing armour or carrying a shield. A master of the secret fist does not lose these abilities when carrying a medium or heavy load, however, as they are well used to carrying heavy loads.

Monk Abilities: The master of the secret fist still gains some of the abilities of the monk class as he advances in

level, the legacy of his tireless physical training regimen. His master of the secret fist class levels stack with his monk class levels for the purposing of determining his progress in unarmed damage, armour class bonus, wholeness of body ability and unarmoured speed bonus. In addition, his flurry of blows ability continues to improve.

Greater Flurry (Ex): The master of the secret fist is the consummate master of unarmed combat. At 1st level, he gains the greater flurry ability, exactly as by the 11th level monk class ability. If the master of the secret fist already possesses the greater flurry of blows ability, then he instead gains a +2 bonus to attack rolls made with the first blow in the flurry.

Hard (Ex): The master of the secret fist is hard. He takes full strength punches and kicks without blinking and blocks sword blades with his shins. At 1st level, he does not roll for his hit points. Instead, he automatically gains eight hit points, as well as any hit points gained from having a substantial Constitution score. At 5th level and then again at 9th, he gains this same benefit, automatically adding eight hit points to his total, without rolling.

Style Feats: The master of the secret fist's only goal in life is to absolutely master all facets of unarmed combat. To accomplish this, he relentlessly trains and also seeks out the

Master of the Secret Fist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+2	+2	Greater Flurry, Hard
2 nd	+1	+3	+3	+3	Style Feat
3 rd	+2	+3	+3	+3	Mind Over Body
4 th	+3	+4	+4	+4	Style Feat
5 th	+3	+4	+4	+4	Hard, Break Rhythm
6 th	+4	+5	+5	+5	Style Feat
7 th	+5	+5	+5	+5	Overwhelming Flurry, Timeless Body
8 th	+6	+6	+6	+6	Style Feat
9 th	+6	+6	+6	+6	Hard
10 th	+7	+7	+7	+7	Warrior's Enlightenment, Style Feat

best practitioners of other styles, to learn from them and to eventually best them in honourable combat. Over the course of his adventures, the master of the secret fist comes to possess more knowledge of the fighting arts than any other martial artist. At 2nd level, he gains any one style technique feat for free. At 4th, 6th, 8th and 10th level, he gains more free style technique feats but must apply them to the same style he chose at 2nd level, unless he has already mastered that style, in which case he can select a new style to study. By combining free feats with the feats he gains as part of normal character advancement, the master of the secret fist can potentially master two complete styles, or even more if he chooses styles with few feats. The master of the secret fist can only choose those feats that he meets the requirements for. See the Special Techniques chapter for more information about Style Feats.

Mind Over Body: The master of the secret fist refuses to be limited by the weakness of the flesh. When he reaches the point where his body cannot endure more pain, where it shrinks away from any more training, from any more abuse, it is then that he discards his dependence on the flesh and becomes a being of pure will and *ki* energy. Beginning at 3rd level, the master of the secret fist adds either his Constitution bonus or half of his Wisdom modifier, whichever is higher, to his hit points at each level. This increase, if there is one, is retroactive and applies to all his character levels, not just his levels in this prestige class.

Break Rhythm: Martial artists fight in set patterns, even the most skilled ones. A master of the secret fist can recognize those rhythms and anticipate his opponent's next move. At 5th level a master of the secret fist gains an insight bonus equal to his class level to all Bluff checks when feinting in combat.

Overwhelming Flurry: Thanks to his relentless training, the master of the secret fist is able to strike opponents again and again with ease, brushing past their defences as though they were not even there. At 7th level, the master of the secret fist can, once a day per two class levels, unleash an overwhelming flurry, giving him a third extra attack at his full attack bonus.

Timeless Body: Upon achieving 7th level as a master of the secret fist, the character no longer takes penalties to his ability scores for aging and cannot be magically aged. Bonuses still accrue and the character still dies of old age when the time is right.

Warrior's Enlightenment: When the master of the secret fist reaches 10th level, he attains enlightenment, a consummate mastery of his flesh and his fighting spirit. He transcends the concept of mortal limits and becomes a veritable avatar of battle prowess. The master of the secret fist gains damage reduction 3/- and his unarmed attacks now bypass damage reduction completely.

THE OLYMPIAN

Martial artist are superlative athletes. In olden days, wrestlers made a good living travelling from faire to faire, wrestling all comers in exchange for money, or food and goods. These wrestlers were justly respected for both their skill and for their prodigious athleticism, which they would display to adoring crowds by performing feats of strength, like lifting enormous barrels, or wrestling large farm animals.

The Olympian is a prestige class intended to model the larger than life, mythic qualities associated with the athletes of old. The class is focused around physical excellence, rather than spiritual enlightenment, meaning as a monk advances through the class, he will gain raw power and athleticism, rather than quasi-mystical powers. At the highest levels of play, when the character has reached the final levels of the prestige class, he will be capable of exploits on par with Marathon, or Hercules, an absolute paragon of sport whose exploits will live on for generations.

The monk is perhaps the class best suited to the role of the Olympian. With their phenomenal speed and natural proficiency with unarmed combat, they will be almost unbeatable in any contest of speed and a strong contender in any unarmed combat competition.

Non-player character Olympians will be famed throughout the land, their accomplishments sung of and spoken of in admiring tones anywhere common folk gather. Many older Olympians will have retired and opened schools for athletic training and the canny ones will have grown powerful and wealthy managing stables of skilled warriors and competitors. Most Olympians are only too happy to take on pupils, though they will only accept students who demonstrate both phenomenal natural ability and



The Epic Olympian

Hit Die: d10.

Skill Points at Each Level: 2 + Int modifier.

Heart of the Champion: At every other level, the epic Olympian gains an additional use of this ability.

Master Athlete: At every other level, the epic Olympian's skill bonuses increase by one.

Feats of Prowess: At every third class level, the epic Olympian gains another use of this ability.

Bonus Feats: The epic Olympian gains a bonus feat every four epic levels.

Monk Abilities: The epic Olympian's monk based armour class bonus and unarmoured speed bonus improve as normal for an epic level monk.

unquenchable will to succeed and, more importantly, to win.

Hit Die: d10.

Requirements

In order to qualify for the Olympian prestige class, the character must meet or exceed all of the following requirements.

Flurry of Blows Attack Bonus: +2/+2.

Base Speed Bonus: +20 feet or better.

Skills: Any two of the following at 13+ ranks, the third at +7: Jump, Swim, Tumble.

Feats: Endurance, Run, plus any one of the following: Agile, Athletic.

Special: Before the character can become an Olympian, he must enter and win at least one athletic competition.

Class Skills

The Olympian's class skills (and the relevant abilities) are: Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Swim (Str) and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

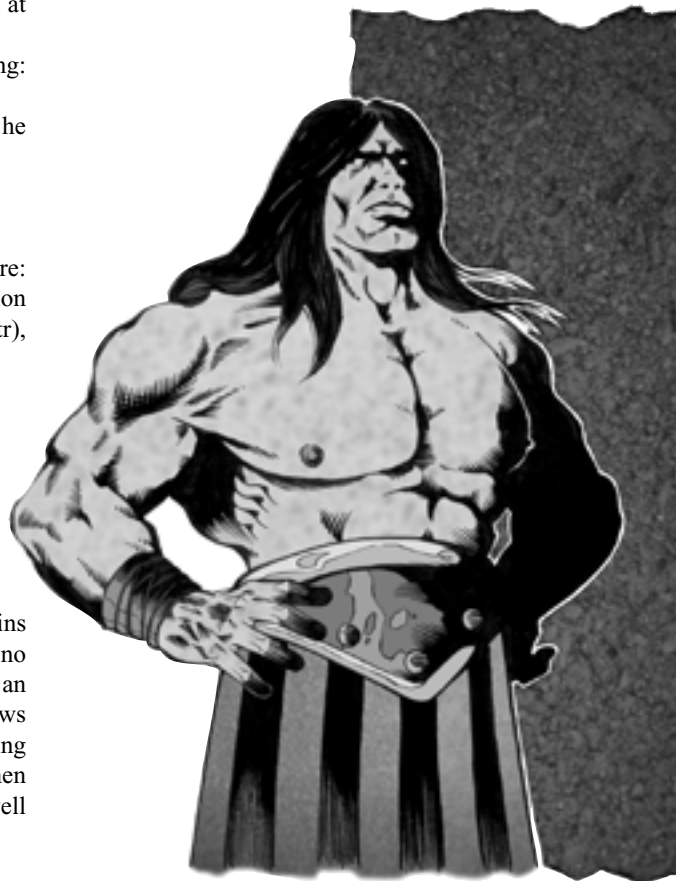
All the following are class features of the Olympian prestige class.

Weapon and Armour Proficiencies: The Olympian gains proficiency with the discus and the cestus but gains no proficiency with armour or with shields. Remember that an Olympian loses his monk class' AC bonus, flurry of blows ability and fast movement when wearing armour or carrying a shield. An Olympian does not lose these abilities when carrying a medium or heavy load, however, as they are well used to carrying heavy loads.

Monk Abilities: The athlete still gains some of the abilities of the monk class as he advances in level, the legacy of his tireless physical training regimen. His Olympian levels stack with his monk class levels for the purposing of determining his progress in unarmed damage, armour class bonus and unarmoured speed bonus. In addition, his flurry of blows ability continues to improve, though he does not gain the greater flurry ability unless and until he gains his 11th level in the monk class.

Master Athlete (Ex): The Olympian represents the zenith of athletic prowess. Any feat of sport, no matter how Herculean, is within his capability to accomplish. This is not merely an extension of his impressive physicality; Olympians train for hours each day, pushing themselves until the difficult becomes easy and the impossible just requires a bit more effort. Beginning at 1st level, the Olympian begins to master all aspects of athleticism, gaining a +1 per class level bonus to all Balance, Climb, Jump, Swim and Tumble skill checks.

Heart of a Champion (Ex): The Olympian has earned his position at the pinnacle of athletic achievement and not only because he is physically gifted and well trained. The Olympian's spirit is an indomitable titan, a tower of iron will which cannot be brought down by ill fortune. Beginning at 1st level, the Olympian gains the heart of a champion, allowing him to overcome poor luck, to snatch victory from the jaws of defeat and earn himself a place in legend.





The Olympian

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+2	+2	Master athlete, heart of a champion 1/day
2 nd	+1	+3	+3	+3	Tireless Heart
3 rd	+2	+3	+3	+3	Heart of a champion 2/day
4 th	+3	+4	+4	+4	Bonus feat prowess
5 th	+3	+4	+4	+4	Heart of champion 3/day
6 th	+4	+5	+5	+5	Bonus feat
7 th	+5	+5	+5	+5	Heart of a champion 4/day
8 th	+6	+6	+6	+6	<i>Feats of prowess</i>
9 th	+6	+6	+6	+6	Heart of a champion 5/day
10 th	+7	+7	+7	+7	Consummate physical prowess

Once a day, the Olympian can choose to resolve any of the following actions as though he had rolled a 20 on his die roll: unarmed attack rolls, saving throws, or Balance, Climb, Jump, Swim, or Tumble skill checks. For the purposes of attack rolls, only the first attack in the round is automatically considered a 20 and the Olympian must still roll to confirm critical hits as normal and also rolls damage for the attack as normal. The decision to use the heart of the champion ability must be made before the roll would normally be attempted.

At 3rd level and at every odd level after that, the Olympian can use heart of a champion an additional time per day. Heart of a champion can only be applied to a single roll each action, meaning if the Olympian has already used the ability to automatically roll a 20 for an attack, he cannot apply it later to a saving throw or skill check.

Bonus Feat: The Olympian gains bonus feats at 4th level and at 6th level. He can select from any of the following feats: any Earth Dragon Wrestling or Double Hammer style feat, Acrobatic, Agile, Athletic, Blind Fight, Combat Reflexes, Dichard, Great Fortitude, Iron Will, Lightning Reflexes, Power Attack (Cleave, Great Cleave, Improved Bull Rush), Toughness.

Tireless Heart (Ex): The Olympian does not know the meaning of surrender, nor does he feel the effects of pain and exhaustion. Beginning at 2nd level, the Olympian is rendered immune to the effects of *nausea*, *stunning* and *fear*, whether it be caused by magic or otherwise. In addition, his bonus to Fortitude saves from his Endurance feat increases to +8.

Feats of Prowess (Sp): The Olympian is capable of superhuman feats of power and endurance. At 8th level he gains the ability to, once a day per three class levels, affect

himself as by the spells *bull's strength* and *bear's endurance* as by a sorcerer of his Olympian and monk levels combined. Both effects occur simultaneously.

Consummate Physical Prowess (Ex): The Olympian's training has reached its zenith. When he attains 10th level, he may permanently increase any two of the following abilities by two points: Constitution, Dexterity, or Strength. This bonus is a natural increase, as a result of his training and so does not count against his maximum increase to those scores via spells like *wish*.

THE ENLIGHTENED ONE

All monks pursue enlightenment but few ever reach it. The journey to perfection of the self and of the spirit is extraordinarily difficult and fraught with pitfalls for the weak but well intentioned. It is for this reason those monks who do reach enlightenment are so revered by their fellows.

The enlightened one is a monk who is fast approaching the state of perfect understanding. He is already as one with the world, his soul and his *ki* energy entwined with the rhythms of the natural order in ways that the less wise cannot hope to comprehend. Enlightened ones are the stuff of legend in the martial arts world, exemplars of what can be accomplished through hard work and dedication. Despite the reverence they receive, enlightened masters are humble, as they must be; pride is the greatest stumbling block towards enlightenment and enlightened ones have long since divested themselves of all such weaknesses.

The average enlightened one is quiet and humble, slow to offence and even slower to anger. It cannot even be said that enlightened ones feel anger; instead, they use force exactly when it is necessary, never attacking before the perfect moment and never with malicious intent. Enlightened ones do not have enemies. Instead, they have obstacles and an enlightened one always overcomes his obstacles with quiet self-assurance, never with anger.

Most enlightened ones prefer to live apart from civilization, the better to hone their *ki* spirit with extended bouts of meditation. They have an appreciation for natural beauty,

The Epic Enlightened One

Hit Die: d6.

Skill Points at Each Level: 6 + Int modifier.

Wisdom of the Elders: The epic enlightened one can use this ability once every other epic level.

Secret Symbols: The epic enlightened one learns another secret symbol at levels 25 and 30.

Bonus Feats: The epic enlightened one gains a new bonus feat every four class levels.

Monk Abilities: The epic enlightened one's monk based armour class bonus and unarmoured speed bonus improve as normal for an epic level monk.



but to the enlightened one all nature is beautiful and so enlightened ones are as likely to be found in a swamp as they are to be found in the depths of a sylvan forest.

Non-player character enlightened ones often serve as gurus and spiritual advisors to a small, dedicated group of students. They will happily accept new students if they deem them worthy and do not discriminate based on alignment; an evil being who has achieved absolute purity of purpose is as close to enlightenment as the most merciful, good hearted martial artist.

Hit Die: d6.

Requirements

In order to qualify for the enlightened one prestige class, the character must meet or exceed all the following requirements.

Base Will Save: +7.

Skills: Concentration 13 ranks, Knowledge (arcana) 13 ranks, Knowledge (religion) 13 ranks.

Feats: Iron Will, Skill Focus (concentration), Skill Focus (Knowledge (arcana or religion)).

Alignment: Any lawful.

Special: Must possess the still mind class ability.

Class Skills

The class skills of the enlightened one (and the relevant abilities) are: Balance (Dex), Climb (Str), Concentration (Wis), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Heal (Wis), Knowledge (arcana, religion) (Int), Listen (Wis), Profession (Int), Sense Motive (Wis), Spot (Wis), Swim (Str) and Tumble (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

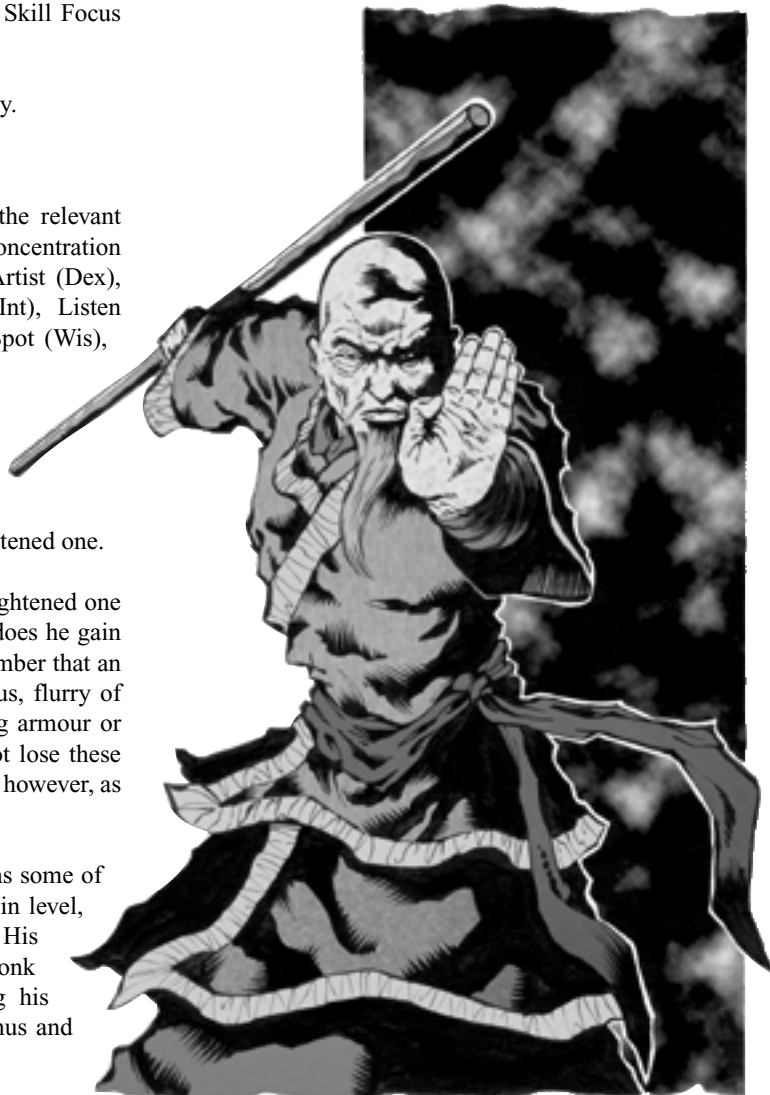
All the following are class features of the enlightened one.

Weapon and Armour Proficiencies: The enlightened one gains no new proficiencies with weapons, nor does he gain proficiency with armour or with shields. Remember that an enlightened one loses his monk class' AC bonus, flurry of blows ability and fast movement when wearing armour or carrying a shield. An enlightened one does not lose these abilities when carrying a medium or heavy load, however, as they are well used to carrying heavy loads.

Monk Abilities: The enlightened one still gains some of the abilities of the monk class as he advances in level, the legacy of his enlightened understanding. His enlightened one class levels stack with his monk class levels for the purposing of determining his progress in unarmed damage, armour class bonus and unarmoured speed bonus.

Wisdom of the Elders (Ex): The enlightened one has spent so long in contemplation of perfection that he has achieved a state of enlightened wisdom that few others can match. His insights into the truths of the world are supreme and he has wisdom enough to act at precisely the right moment and in precisely the right fashion. In addition, the truths he knows are many and varied and so he has no need of intellect and book knowledge. At 1st level and again at every odd class level, the enlightened one may select a single skill from his class skill list; this skill is now adjusted by his Wisdom modifier, rather than the normal ability modifier. If the enlightened one selects a skill that is already modified by Wisdom, then his Wisdom modifier to that skill is increased by 50%.

Circular Thought (Ex): The enlightened one does not count on his reflexes to react to events, instead he anticipates them and acts before those events occur, making him appear to move with lightning quickness. Beginning at 2nd level, the enlightened one retains his Dexterity modifier to armour class even when caught flat-footed or attacked by an invisible opponent.



At 5th level, he can no longer be flanked, denying a rogue the ability to sneak attack while flanking. An attacker with four or more rogue levels than the enlightened one has monk and enlightened one levels combined can still flank and sneak attack.

Self Sustenance (Su): The enlightened one is sustained by pure *ki* energy and has transcended such concepts as hunger and thirst. At 3rd level, the enlightened one no longer needs to eat, sleep or breathe. He gains a bonus equal to his Wisdom against all spells and spell-like effects that pertain to drowning, sleep, starvation or dehydration.

Secret Symbols (Su): The enlightened one understands better than anyone else the secret truths of the world. At 4th level and again at 6th he gains knowledge of a level one secret symbol. He need not roll to learn this secret truth, as it comes to him in a sudden moment of transcendent wisdom. These secret truths do not count against the total number of secret symbols he can learn.

Tongue of the Sun and Moon (Ex): At 5th level, the enlightened one comes to know that all beings are as one being, gaining the ability to speak with any living creature.

Perfect Self (Ex): At 7th level, the enlightened one achieves perfect enlightenment. He is now treated as an Outsider, rather than as a humanoid, for the purposes of spells and spell-like effects. Additionally, he gains damage reduction 10/magic, which allows him to ignore and instantly regenerate the first 10 points of damage from any attack made by a non-magical weapon, or by any natural attack made by a creature that does not have similar damage reduction. Unlike other Outsiders, the enlightened one can still be brought back from the dead as though he were a humanoid.

Timeless Body (Su): After achieving enlightenment, the enlightened one comes to realize that time is an ocean, not a line and that his youth and his old age are as one. The enlightened one no longer takes penalties to his ability scores for aging and cannot be magically aged. Any penalties the enlightened one has already accrued are reversed, though he retains any bonuses for aging. The enlightened one still passes on when his time of the mortal plane is through, however.

Free From the Cycle (Su): At 9th level, the enlightened one's lifespan is increased by his Wisdom modifier x 50 in years. The extra years are applied to his current age category.

Transcendent Realization (Ex): At 10th level, the enlightened one achieves a second enlightenment, peering beyond the veil of reality to the place where beings of pure *ki* spirit reside. He immediately gains a +2 inherent bonus to his Wisdom score.

The Enlightened One

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1 st	+0	+2	+2	+2	Wisdom of the elders
2 nd	+1	+3	+3	+3	Circular thought
3 rd	+2	+3	+3	+3	Self sustenance
4 th	+3	+4	+4	+4	Secret symbols
5 th	+3	+4	+4	+4	Tongue of the sun and moon, circular thought
6 th	+4	+5	+5	+5	Secret symbols
7 th	+5	+5	+5	+5	Perfect self
8 th	+6	+6	+6	+6	Timeless body
9 th	+6	+6	+6	+6	Free from the cycle
10 th	+7	+7	+7	+7	Transcendent realization

THE WITCHKILLER

Sometimes, the powers that be look down from on high and take pity upon the world. They gift a portion of their power to a worthy mortal, raising him up and quickening his spirit so that he becomes more than he ever dreamed possible, a weapon for ultimate good who will stand against the tide of darkness and turn back its power.

The witchkiller knows no peace, no rest and no happiness. He must ever be on guard against the machinations of dark beings and he must never hesitate to throw himself into battle against demons, vampires, liches, mummies, werewolves, devils and, especially, witches. The witchkiller rarely lives for long; even though he is blessed with incredible unarmed fighting ability and though he commands potent supernatural powers, the forces of evil magic are ruthless, legion and relentless in their attack. Few witchkillers live to see their mid twenties and those that do are sombre, haunted by their failures and the atrocities they have witnessed and prone to long bouts of melancholy silence, which they claim is meditation but is really just a deep disconnection from the mortal world.

Non-player character witchkillers are extremely rare, both because few mortals are worthy of the calling and because their opponents are among some of the most lethal beings in existence so their life expectancy is therefore somewhat short. Should the adventuring party happen upon a witchkiller going about his mission, he will most likely snub them but may seek out their help if they prove themselves both capable and inherently good hearted. Experienced non-player characters might also take a fledgling witchkiller under their wing and though they will be a detached instructor and advisor at best, they will still do what they can, if for no other reason than to ensure they do not have to bury yet another of their peers.

Hit Die: d8.



Requirements

In order to qualify for the witchkiller prestige class, the character must meet or exceed all the following requirements.

Base Attack Bonus: +7.

Skills: Hide 13 ranks, Knowledge (arcana) 13 ranks.

Feats: Iron Will, Skill Focus (Knowledge (arcana)).

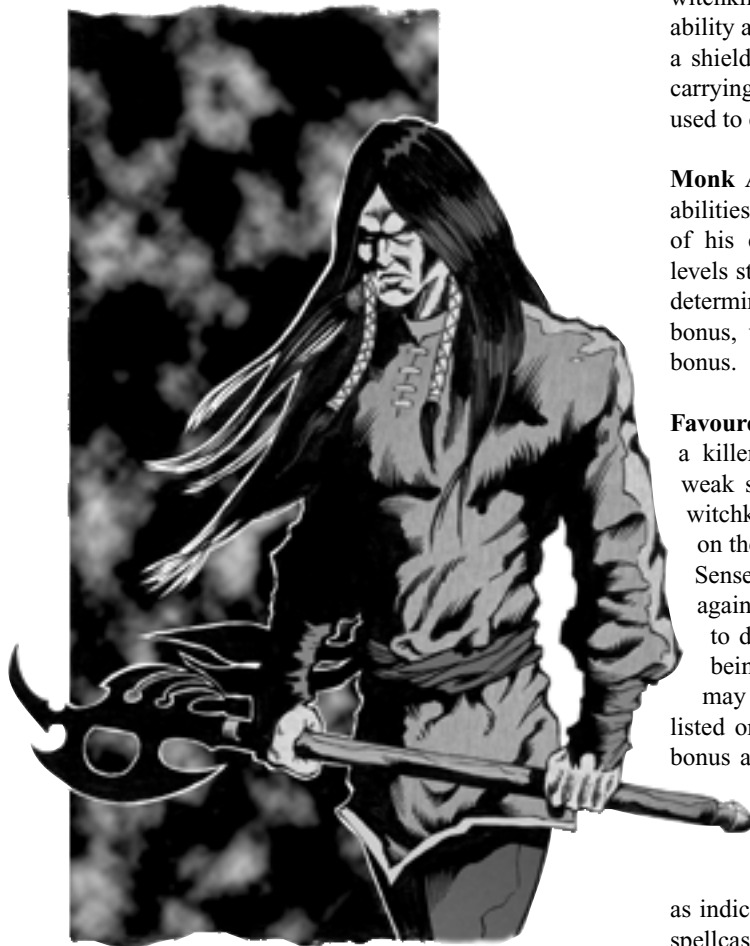
Alignment: Any lawful.

Special: Must possess the *ki* strike ability and must have slain an evil spellcaster or undead in single combat using only his unarmed attacks.

Class Skills

The class skills of the witchkiller (and the relevant abilities) are: Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Wis), Craft (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidation (Cha), Knowledge (arcana, religion) (Int), Listen (Wis), Move Silently (Dex), Search (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Swim (Str) and Tumble (Dex).

Skill Points at Each Level: 6 + Int modifier.



The Epic Witchkiller

Hit Die: d8.

Skill Points at Each Level: 6 + Int modifier.

Favoured Enemy: The epic witchkiller gains a new favoured enemy, and increases one of his favoured enemy bonuses by +2, every third epic level.

Diamond Soul: The epic witchkiller's spell resistance is equal to 10 + his level + his Wisdom modifier as normal.

Reflective Soul: The epic witchkiller gains a new use of this ability every five epic class levels.

Monk Abilities: The epic witchkiller's monk based armour class bonus and unarmoured speed bonus improve as normal for an epic level monk.

Bonus Feats: The epic witchkiller gains a bonus feat every five epic levels.

Class Features

All the following are class features of the witchkiller.

Weapon and Armour Proficiencies: The witchkiller gains no new proficiencies with weapons, nor does he gain proficiency with armour or with shields. Remember that a witchkiller loses his monk class' AC bonus, flurry of blows ability and fast movement when wearing armour or carrying a shield. A witchkiller does not lose these abilities when carrying a medium or heavy load, however, as they are well used to carrying heavy loads.

Monk Abilities: The witchkiller still gains some of the abilities of the monk class as he advances in level, the legacy of his enlightened understanding. His witchkiller class levels stack with his monk class levels for the purposing of determining his progress in unarmed damage, armour class bonus, wholeness of body ability and unarmoured speed bonus.

Favoured Enemy: The witchkiller is a tireless foe to evil, a killer with a natural instinct for finding his enemy's weak spots and destroying them utterly. At 1st level, the witchkiller may select a type of creature from those given on the table below. He gains a +2 bonus to Bluff, Listen, Sense Motive and Spot checks when using these skills against beings of that type. Likewise, he gains a +2 bonus to damage rolls with his unarmed attacks against such beings. At 3rd level, 6th level and 9th level, the witchkiller may select an additional favoured enemy from those listed on the table. In addition, at each such interval, the bonus against any one favoured enemy (including the one just selected) increases by two.

If the witchkiller chooses outsiders as a favoured enemy, he must also choose an associated subtype, as indicated on the table. When selecting arcane or divine spellcaster as a favoured enemy, the bonus can be applied to any evil being who has levels in a spellcasting class; spell-

Witchkiller Favoured Enemies

Type	Examples
Arcane Spellcaster (Evil)	Human Sorcerer
Divine Spellcaster (Evil)	Drow Cleric
Outsider (Chaotic)	Demon
Outsider (Evil)	Devil
Outsider (Lawful)	Formian
Undead	Vampire

like abilities do not count for the purposes of this favoured enemy.

Favoured enemy bonuses gained from advancing as a witchkiller stack with those gained from the ranger class ability of the same name, so that a monk ranger multiclass character with a +4 favoured enemy bonus against undead could increase his bonus to +6 when gaining his 1st witchkiller level. If the character's ranger favoured enemy bonuses have been applied towards a creature not on the witchkiller's list, then the witchkiller bonuses cannot be applied to that creature.

Diamond Soul (Su): The witchkiller faces evil spellcasters and powerful undead with spell-like abilities with depressing regularity. To survive, he must harden himself to evil influences and direct his *ki* energy towards resisting destructive spells. Beginning at 2nd level, the witchkiller gains spell resistance equal to 10 + his witchkiller and monk levels combined, exactly as the monk class ability of the same name.

Witchkiller Fist (Ex): The witchkiller prefers to fight unarmed, trusting in his fists to defeat undead, demons and witches of all sorts. It is fortunate then that the powers that be have seen fit to give him the ability to harm any evil creature, regardless of its defences. At 4th level, the witchkiller's *ki* strike is considered to have any special properties necessary to pierce a favoured enemy's damage reduction. At 8th level, his witchkiller fist improves and the

The Witchkiller

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1 st	+0	+2	+2	+2	Favoured enemy
2 nd	+1	+3	+3	+3	Diamond soul
3 rd	+2	+3	+3	+3	Favoured enemy
4 th	+3	+4	+4	+4	Witchkiller fist
5 th	+3	+4	+4	+4	Magic shroud
6 th	+4	+5	+5	+5	Favoured enemy
7 th	+5	+5	+5	+5	Improved diamond soul
8 th	+6	+6	+6	+6	
9 th	+6	+6	+6	+6	Favoured enemy
10 th	+7	+7	+7	+7	Reflective soul

witchkiller can now pierce an evil being's damage reduction, whether it is a favoured enemy or not.

Magic Shroud (Sp): The witchkiller is the bane of spellcasters, capable of using his *ki* energy to protect his friends, or to cut his enemies off from their magic. At 5th level, the witchkiller can, once a day per five class levels, push his diamond body class ability to any one being within a radius of 10 feet + 10 feet per point of Wisdom modifier. This shrouding is instantaneous but can be resisted with a Will save against DC 10 + the witchkiller's class level; when used against a favoured enemy, the save DC is increased by the witchkiller's favoured enemy bonus + half his Wisdom modifier. The spell resistance gained is equal to the witchkiller's own. An enemy who has been successfully shrouded must succeed at a caster check to overcome the spell resistance if it wishes to cast a spell upon itself, or use a magical item such as a potion. Magic shroud can be maintained for a maximum number of rounds equal to the witchkiller's class levels.

When the witchkiller gains the improved diamond body ability, the power of his magic shroud increases to match it. Magic shroud is a spell-like ability.

Improved Diamond Soul (Su): After years of fighting evil spellcasters, the witchkiller's *ki* adapts to protect him, forming an impenetrable barrier between him and hostile magic. At 7th level, his spell resistance gained via diamond body is now equal to 10 + his character levels + his Wisdom modifier.

Reflective Soul (Su): At 10th level, the witchkiller gains the ability to slay his foes with their own supernatural powers. Once a day, when the witchkiller successfully resists a spell or spell-like ability with his improved diamond soul ability, he can reflect the spell back on its caster, as by the *spell turning* spell cast by a sorcerer of his witchkiller plus his monk levels combined. The spell can be of any level but can only be reflected if it directly targeted the witchkiller; area effect spells cannot be reflected. Reflective soul is effective against spells delivered via touch attack as well. When used to reflect the spells of a favoured enemy, the DC the enemy must save against is increased by the witchkiller's favoured enemy bonus.

THE KI SWORDSMAN

Ki energy is all around, pooling in the still, silent places of the world and churning like a waterfall through city streets, firing the passions of the living and guiding them along the pathways of fate. Most mortals know nothing of *ki*, though they feel its effects every day, when they laugh, when they cry, when they raise their fists in anger, even when they take a breath.

Monks and martial artists are aware of *ki* and they use it to strengthen their spirits and bodies but even they tap only a small part of the potential of *ki* energy. Not so for the *ki*



The Epic Ki Swordsman

Hit Die: d8.

Skill Points at Each Level: 4 + Int modifier.

Ki Sword: The epic *ki* swordsman's *ki* sword gains a +1 enhancement bonus every two levels, to a maximum bonus of +10.

Ki Boost: Epic levels stack with non-epic levels for the purposes of how many rounds the epic *ki* swordsman can use this ability.

Ki Shield: Epic levels stack with non-epic levels for the purposes of how many rounds the epic *ki* swordsman can use this ability.

Ki Shard: Epic levels stack with non-epic levels for the purposes of how many rounds the epic *ki* swordsman can use this ability.

Monk Abilities: The epic *ki* swordsman's monk based armour class bonus and unarmoured speed bonus improve as normal for an epic level monk.

Bonus Feats: The epic *ki* swordsman gains a bonus feat every five epic levels.

swordsman. The *ki* swordsman is a living *ki* battery, a monk who learned to fully open himself to the power of *ki* energy. In a sense, he is a contemporary of the enlightened one, save that his mastery of *ki* is focused not on spiritual evolution but on more earthy expressions.

The *ki* swordsman has the ability to temporarily supercharge his body with *ki*, gaining speed, grace and power. His most potent, and most famous power is his ability to channel *ki* energy through his hands and create a weapon of pure energy, one with the power to ignore armour and cut through flesh with ease.

Most *ki* swordsmen are good hearted, because their understanding of *ki* gives them great sympathy for the sanctity of life. Many become knights errant, using their abilities to protect the helpless from those who would exploit or kill them, while others settle down in one community and assume the mantle of guardian and shepherd. Those few evil or selfish *ki* swordsmen are much feared, as there are few who can match their power; good and evil *ki* swordsmen are the deadliest of enemies and hunt one another whenever and wherever they can.

Non-player character *ki* swordsmen can usually be found wandering the quiet roads of civilization, ever on the hunt for adventure. Good aligned *ki* swordsmen will be very welcoming to monks, or other *ki* swordsmen, while those who are evilly aligned will attempt to destroy their peers on sight.

Hit Die: d8.

Requirements

In order to qualify for the *ki* swordsman prestige class, the character must meet or exceed all the following requirements.

Base Attack Bonus: +7.

Skills: Concentration 13 ranks, Tumble 13 ranks.

Feats: Combat Reflexes, Weapon Finesse, Weapon Focus (unarmed).

Alignment: Any lawful.

Special: Must have the *ki* strike class ability.

Class Skills

The *ki* swordsman's class skills (and the relevant abilities) are: Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Wis), Craft (Int), Escape Artist (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidation (Cha), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str) and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the *ki* swordsman prestige class.

Weapon and Armour Proficiencies: The *ki* swordsman gains no new proficiencies with weapons, nor does he gain proficiency with armour or with shields. Remember that a *ki* swordsman loses his monk class' AC bonus, flurry of blows ability and fast movement when wearing armour or carrying a shield. A *ki* swordsman does not lose these abilities when carrying a medium or heavy load, however, as they are well used to carrying heavy loads.

Monk Abilities: The *ki* swordsman still gains some of the abilities of the monk class as he advances in level, the legacy of his enlightened understanding. His *ki* swordsman class

The Ki Swordsman

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1 st	+0	+2	+2	+2	<i>Ki</i> sword
2 nd	+1	+3	+3	+3	Uncanny dodge
3 rd	+2	+3	+3	+3	<i>Ki</i> boost
4 th	+3	+4	+4	+4	Unstoppable <i>ki</i>
5 th	+3	+4	+4	+4	Improved Uncanny Dodge
6 th	+4	+5	+5	+5	<i>Ki</i> shield
7 th	+5	+5	+5	+5	Timeless body
8 th	+6	+6	+6	+6	<i>Ki</i> speed
9 th	+6	+6	+6	+6	<i>Ki</i> shards
10 th	+7	+7	+7	+7	Perfect body

levels stack with his monk class levels for the purposing of determining his progress in unarmed damage, armour class bonus, slow fall and unarmoured speed bonus.

Ki Sword: The *ki* swordsman's most famous ability, and his most important, is his *ki* sword. A *ki* sword is an expression of pure *ki* energy, a blade of brilliant light (in the colour of the character's choice), which erupts from his hand as a free action whenever he desires it. The *ki* sword has several bonuses, all of which increase over time.

- ✦ At 1st level, the *ki* sword deals damage as a +2 *shortsword*.
- ✦ At 2nd level, it gains the *keen* ability.
- ✦ At 4th level, the sword's bonus increases to +3.
- ✦ At 5th level, the sword deals damage as a +3 *longsword*, although it is wielded as if it were short sword with respect to ease of use. (In other words, the *ki* sword appears to be a longsword, and deals longsword damage, but the *ki* swordsman feels and reacts as if the weapon were a short sword).
- ✦ At 6th level, the sword's bonus increases to +4.
- ✦ At 8th level, the sword gains the *brilliant energy* special ability. Note that the blade is composed of pure *ki* energy, which is far more potent than the magical energy that a *brilliant energy* blade is normally composed from. The sword can affect undead, constructs and objects normally. In all other respects, the blade is treated exactly the same as a magical weapon with the *brilliant energy* ability (see *Core Rulebook II*).
- ✦ At 9th level, the sword deals damage as a +4 *keen, brilliant energy greatsword* although it is wielded as if it were short sword with respect to ease of use. (In other words, the *ki* sword appears to be a greatsword, and deals greatsword damage, but the *ki* swordsman feels and reacts as if the weapon were a short sword).
- ✦ At 10th level, the sword's attack and damage bonus increases to +5.

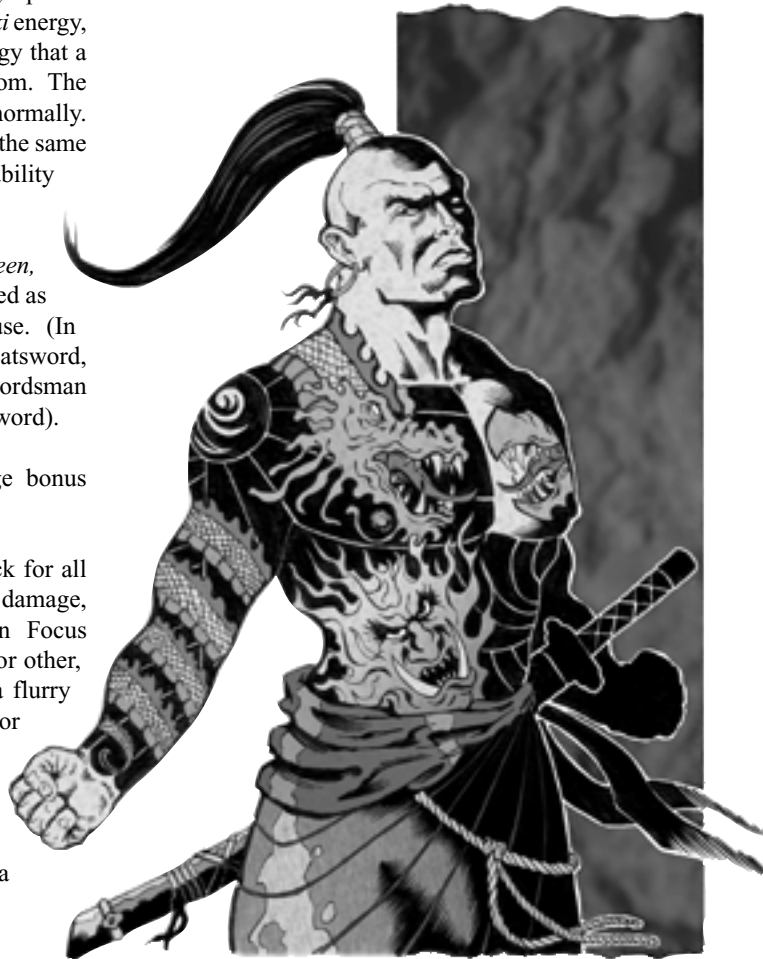
The *ki* sword is considered to be an unarmed attack for all intents and purposes, save that it deals slashing damage, meaning the *ki* swordsman applies his Weapon Focus (unarmed) bonus to it, can channel stunning blow or other, similar abilities through it and can also perform a flurry of blows with it. A *ki* sword cannot be broken or disarmed but can be dispelled; the sword's caster level is equal to the character's *ki* swordsman and monk levels combined. Once dispelled the *ki* sword cannot be summoned for 24 hours minus the monk's level. The *ki* sword is considered to be a Light weapon.

Uncanny Dodge (Ex): The *ki* swordsman is so fast on his feet, his reflexes so superb, that he can react to danger before his senses would normally allow him to do so. He retains his Dexterity modifier to armour class, even if he is caught flat-footed or struck by an invisible attacker. He still loses his Dexterity modifier to armour class if he is held immobile, however.

Ki Boost (Sp): The *ki* swordsman has the ability to channel *ki* energy into his limbs, enabling him to act with a speed that defies description. Beginning at 3rd level, the *ki* swordsman can enhance his speed as by the *haste* spell cast by a sorcerer of his *ki* swordsman and monk levels combined. He can enhance himself in this way for a total number of rounds equal to his *ki* swordsman levels but these rounds need not be consecutive.

Unstoppable Ki (Ex): The *ki* swordsman has an absolute mastery of his body's *ki* energy and can alter it as he sees fit. Beginning at 4th level, the *ki* swordsman's unarmed attacks are considered to have whatever properties are required to pierce an opponent's damage reduction. Since his *ki* sword is considered an extension of his unarmed attacks, it benefits from this ability as well.

Improved Uncanny Dodge (Ex): At 5th level and above, the *ki* swordsman can no longer be flanked, because his



movements are so fast that he can react to opponents on either side of his as quickly as he can react to a single attacker. This defence denies a rogue the ability to sneak attack the *ki* swordsman by flanking him, unless the rogue has at least four more rogue levels than the *ki* swordsman has *ki* swordsman and monk levels combined.

Ki Shield (Su): The *ki* swordsman does not just use his *ki* energy for attack. To protect himself against those who would do him harm, the *ki* swordsman can project his *ki* energy as an aura around him, protecting him as by a *mage armour* spell cast by a sorcerer of his swordsman and monk class levels combined. He can do this for a maximum of rounds per day equal to his *ki* swordsman and monk class levels combined but these rounds need not be consecutive. The *ki* swordsman can activate his *ki* shield as a free action on his turn.

Timeless Body (Ex): Upon attaining 7th level as a *ki* swordsman, the character's body is suffused with *ki* energy so much that it resists the hands of time and allows him to fight with vigour well into his dotage. The *ki* swordsman no longer takes penalties to his ability scores for aging and cannot be magically aged. Any penalties the *ki* swordsman has already accrued are reversed, though he retains any bonuses for aging. The *ki* swordsman still passes on when his time of the mortal plane is through, however.

Ki Speed (Ex): The *ki* swordsman moves with a speed that beggars belief. At 8th level, his unarmoured speed increases

by 10 feet a round. This unarmoured speed bonus stacks with the monk class' unarmoured speed bonus.

Ki Shards (Sp): When the *ki* swordsman gains this level of mastery over his *ki*, he gains the ability to project his *ki* energy as shards of pure force. Once a day per class level, he can fire a *ki* shard, a ranged attack made using his unarmed base attack bonus, including bonuses from Weapon Finesse and Weapon Focus (unarmed). He can fire multiple *ki* shards each round and can flurry with his *ki* shards attack. The *ki* shards deal 1d10 points of damage each and are considered to be extensions of his *ki* sword, meaning they have the appropriate enhancement bonus to attack and damage and are also considered to be *brilliant energy* weapons. They are not, however, considered *keen* weapons. The *ki* swordsman cannot use his *ki* sword ability during any round in which he fired one or more *ki* shards, nor may he use *ki* shards if he has already attacked with his *ki* sword.

Perfect Self (Su): At 10th level, the *ki* swordsman's body becomes pure *ki* energy. He is now treated as an Outsider, rather than as a humanoid, for the purposes of spells and spell-like effects. Additionally, he gains damage reduction 10/magic, which allows him to ignore and instantly regenerate the first 10 points of damage from any attack made by a non-magical weapon, or by any natural attack made by a creature that does not have similar damage reduction. Unlike other Outsiders, the *ki* swordsman can still be brought back from the dead as though he were a humanoid.

From down here, Lathanan noted, the sky seemed very peaceful. He tried to hold onto that thought but the searing agony in his chest, his back, his everywhere, made it difficult. He heard laughter, booming laughter, rolling out above him and then Four Willows Weeping was standing above him, shaking his head so quickly that he moved in a blur.

No... wait. Lathanan let his swollen right eye drift closed and Four Willows Weeping melted into focus. That was a relief, Lathanan thought.

'And', Four Willows Weeping asked.

'He is very strong master. Stronger than me.' Lathanan wiggled a loose tooth with his tongue.

'Yes, it appears that way.'

'He is very skilled, master. More skilled than I.' Lathanan spit blood.

'Of that, my student, there can be no doubt.' Four Willows Weeping extended a hand and Lathanan took it gratefully, staggering to his feet.

'Then why am I fighting him?' Lathanan staggered sideways, leaning on his master for support. *'Do you wish me dead?'*

Four Willows Weeping stepped aside, propping his student up with one finger. 'The lion does not learn to kill by eating rabbits.'

Lathanan drew in a deep breath, wincing as his ribs shifted. Then he staggered forward, fists out in the blind man's stance. 'But the question is master', he said over his shoulder. 'Does the rabbit really learn anything by being eaten?'

Superior Tools

The martial artist is largely self-sufficient. He studies unarmed fighting so that he does not have to outfit himself in clumsy, heavy armour, or depend on tools to defend himself. Despite this, there are times when a well considered, well used tool can help the monk achieve his goals faster and more easily.

Of course, the nature of the martial artist's specialized training and his focus on the perfection of body and mind means the equipment that can help him the most is very specialized and often quite exotic. For example, while a monk can make decent use of a longsword, it is not built to take advantage of his particular expression of fighting prowess and while a monk can, if he wishes, gird himself in plate mail, he must do so at the cost of the abilities he trained so hard to develop.

In this chapter a whole host of new tools are introduced, tools which are specifically designed with the monk and the martial artist in mind. There are new and exotic weapons, perfect for use with the monk's esoteric combat style, there are new armours that are designed to protect the monk without impeding his movement and there are new items, which will help him achieve the tranquillity he needs to reach enlightenment.

There are other, darker things here as well, new drugs and toxins which enhance the martial artist's body and fighting skills, at considerable cost to his spirit and to his health. Dangerous in the extreme, these drugs are an open secret in the martial arts world, a tool that few admit to using but many do.

This chapter builds upon the chapter of the same name in the *Quintessential Monk I* and revises some of the items found therein to reflect the changes in the revised d20 system. In all cases, these new versions of those items are intended to replace the old.

TOOLS OF WAR

Though many monks would prefer to avoid conflict, using their martial arts skills only to hone their bodies and spirits, it is a sad fact of life that battle cannot always be avoided, no matter how hard you try. Monks are wise enough to recognize this and so they have designed many weapons with which to defend themselves from those who would see them dead.

The new weapons introduced in this chapter are specifically designed to serve the needs of monks. They are inspired by authentic martial weapons and are drawn from all locations and from all time periods. While they can, of course, be used by any adventuring character that is willing to devote the time necessary to learn them, they are intended primarily

for the monks and martial artists of the campaign world. It is advised that the Games Master restrict their use, at least at first, to the inhabitants of martial temples and fighting academies.

Some of the weapons presented here are revised versions of weapons first introduced in the *Quintessential Monk I*. There are other weapons from the original book to be found here as well, unchanged from before but presented so that those who do not have access to the older tome can equip their characters with the most iconic martial arts weapons. Of course, no section on martial arts weapons would be complete without some all new implements of death, so those will be found here in abundance as well.

Twin Weapons

A concept first introduced in the *Quintessential Monk I*, twin weapons are weapons specifically designed to be used as a pair, rather than singly. Twin weapons are, regardless of weight and size, considered Light weapons for the purposes of two weapon fighting. Twin weapons are identified as such in the text of the weapon.

New Weapons

The following weapons are either new to the d20 system, or revised from how they first appeared in the *Quintessential Monk I*.

Ankle Razors: Certain kick oriented martial arts, like the real world fighting style capoeira, teach their practitioners to wield foot razors, which are thin strips of sharpened metal tied around the ankle using bits of cloth. While these ankle razors are not especially devastating when used in combat, they do allow the practitioner to slash and cut without need of larger, more cumbersome weapons. They are also easily concealed, meaning the martial artist can travel armed in areas where weapons are normally forbidden. A martial artist, or any character, gains a +4 circumstance bonus to Sleight of Hand checks made to conceal ankle razors.

Ankle razors can be used in one of two fashions, either as weapons in their own right, or as tools which allow the martial artist to deal slashing damage which his kicks. If used as a weapon, they deal damage as listed on the New Monk Weapons table, below. If used in the second fashion, they do not add damage to the attack but the martial artist can choose to deal slashing, rather than bludgeoning damage with his unarmed attacks. Ankle razors can be enchanted as normal but any bonuses apply only when they are used as independent weapons, not to change the monk's unarmed attacks to slashing damage. Though they are already Light weapons, ankle razors are intended to be used in pairs, so they are twin weapons.



Demon's Head Boot: The demon's head boot is a small weight that is built to fit over the toes of a shoe or boot. Its name comes from the fanciful, leering demon head design that often decorates it. Martial artists who wear the demon's head boot can strike with incredible force and can catch their opponents by surprise, as few expect the force of a kick backed by heavy steel; the first attack made with a demon's head boot gains a +2 circumstance bonus to both attack and damage. A martial artist can wear two demon's head boots, one on each foot, but only the first attack gains the circumstance bonus.

Fighting Gauntlets: Fighting gauntlets are heavy, fingerless leather gloves, reinforced with iron studs on the knuckles and long strips of steel plate that run along the top of the hand and over the forearm. Fighting gauntlets can be used in two ways in combat. If the monk wishes, he can use them as special monk weapons, dealing damage by striking with the reinforced knuckles. Alternatively, he can use the reinforced steel forearm guards as impromptu shields, using them to block attacks from one opponent; when used in this fashion, the monk cannot attack with the gauntlets but gains a +1 deflection bonus to his armour class against a single opponent he designates at the beginning of his turn.

A monk wearing fighting gauntlets gains a +4 circumstance bonus to oppose disarm checks, as the gauntlets are not easily removed. Fighting gauntlets can be enchanted as weapons but cannot be given armour or shield bonuses and are not considered armour for the purposes of the monk's special class abilities. Fighting gauntlets are twin weapons.

Fighting Hat: Many martial artists wear a wide brimmed straw hat, the better to protect themselves from the searing heat of the sun. The fighting hat is a variation of this hat, made from rattan instead of straw and lined by a razor

sharp band of steel. The fighting hat can be thrown a short distance, making it an excellent surprise attack weapon. When thrown for the first time in a battle, the wielder gains a +2 circumstance bonus to his attack roll.

Iron Fan: An iron fan is a fan made with sharpened spines of reinforced steel. The silk which covers it is likewise reinforced, so as not to be destroyed in combat. Iron fan attacks are made by slashing with the spines of the fan, or by closing the fan and thrusting at the vitals in the manner of a blunt dagger. Practitioners learn to distract their opponents by snapping the fan open and shut and by wielding it in quick, impressive flourishes; an iron fan adds a +4 competence bonus to all Bluff attempts made to feint in combat. It is considered a special monk weapon.

Iron Jug: Drunken fist boxers fight best when they are armed with a ready supply of stiff drink. Unfortunately, glass and clay shatter easily and more than one would be drunken master has seen his career, and his life, end with the breaking of his jug of wine. Thus: the iron jug. An iron jug is a reinforced, well-balanced jug which is both a weapon and a convenient carrier of potent drink. Though it is heavy, the drunken boxers who wield it know how to block and strike with the jug to good effect. An iron jug is capable of carrying two portions of alcohol (see the drunken boxing style in the Special Techniques chapter for details). A monk who practices the drunken boxing style can use an iron jug as a special monk weapon, allowing him to perform acrobatic flurries with this most unusual of weapons.

Judge's Pen: The judge's pen is a relatively rare weapon, one that is known to only a few martial arts styles. The judge's pen is a forearm length metal rod tipped by a flared point in the shape of a calligraphy brush's tip. The judge's pen is hollow and can contain a single dose of injected

New Weapons

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>Light Melee</i>							
Ankle razors	5gp	1d3	1d4	19-20(x2)	—	—	Slashing
Fighting Gauntlets	6gp	1d4	1d6	x3	—	2 lb.	Bludgeoning
Iron Fan	10gp	1d3	1d4	19-20(x2)	10 ft.	1 lb.	Slashing or Bludgeoning
Judge's Pen	5gp	1d3	1d4	19-20(x2)	—	1 lb.	Piercing
Meteor Hammer	5gp	1d4	1d6	x3	—	1 lb.	Bludgeoning
Yo-Yo	3gp	1d3	1d4	19-20(x2)	10 ft.	½ lb.	Bludgeoning or Slashing
Demon's Head Boot	3gp	1d3	1d4	19-20(x2)	—	—	Bludgeoning
<i>One-Handed</i>							
Iron Jug	5gp	1d6	1d8	x3	—	6 lb.	Bludgeoning
Melon Hammers	5gp	1d6	1d8	x3	—	5 lb.	Bludgeoning
Weighted Sash	2gp	1d6	1d6	x3	—	1 lb.	Bludgeoning
<i>Two-Handed</i>							
Nine Dragon Trident	45gp	1d8	1d10	x3	—	10 lb.	Slashing or piercing
<i>Ranged Weapon</i>							
Fighting Hat	10gp	1d4	1d6	19-20(x2)	20 ft.	1 lb.	Slashing

poison; on a successful critical hit, the poison floods into the target's body.

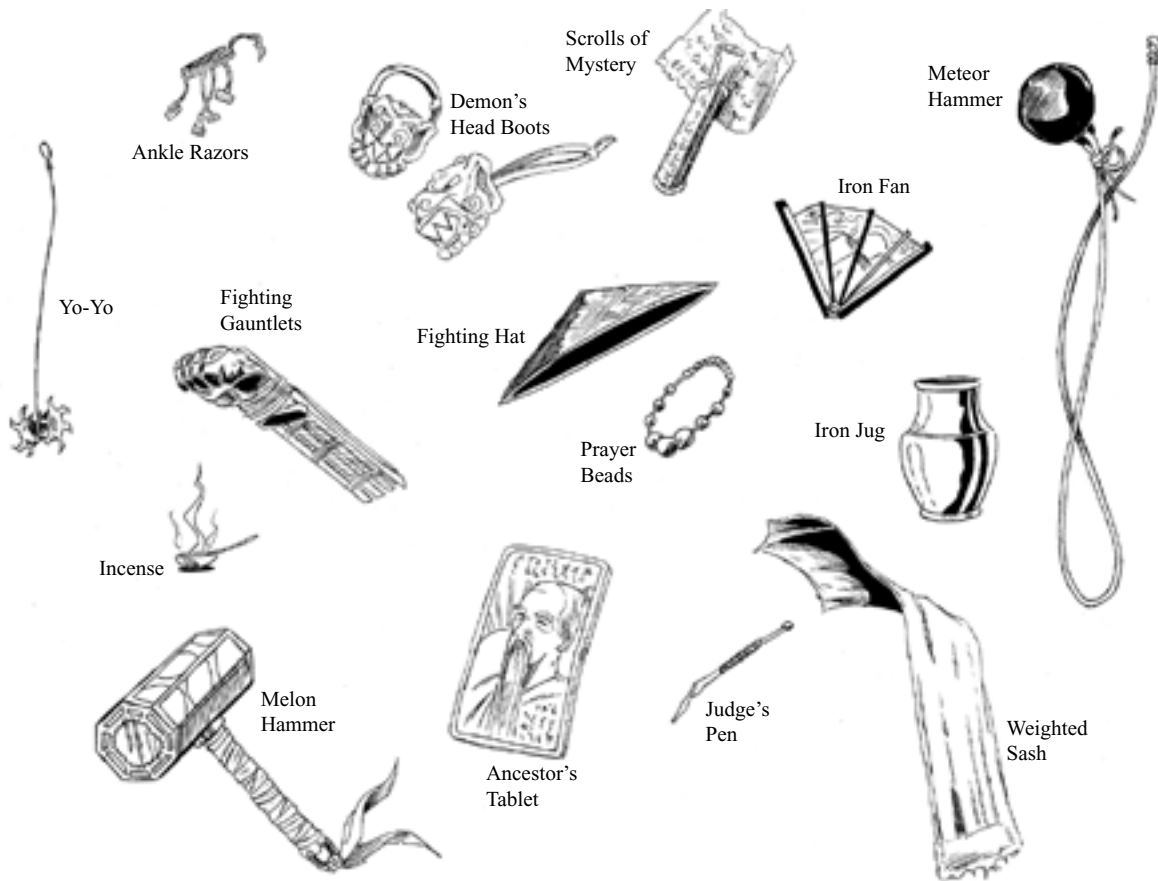
Melon Hammers: Melon hammers are short-handled weapons topped by enormous, octagonal, steel heads. Perfect for smashing through even the heaviest armour, they are almost always wielded by physically powerful martial artists. Melon hammers impose a -2 circumstance penalty to attack rolls for any wielder with less than 13 strength. They are considered to be twin weapons.

Meteor Hammer: A meteor hammer is a solid metal ball attached to a 15-foot length of rope. The wielder attacks by shooting the ball out with a punch or kick and then pulling it back in one smooth motion, powering his strikes by curling around his elbow, neck, back, legs and arms. A martial artist who is proficient with the meteor hammer threatens a 10-foot radius area and can attack freely anywhere within that area. The meteor hammer is a special monk weapon, meaning the monk can use it with his flurry of blows. Using the meteor hammer effectively requires absolute concentration, however, and though his body and limbs twist and turn constantly, the monk cannot move far while wielding, lest he throw off his rhythm; the wielder can only attack using a full attack action, meaning he may take no more than a five foot step in any round in which he wishes to use the meteor hammer. A variant of the meteor hammer, called the rope dart, exists and deals piercing rather than bludgeoning damage. A meteor hammer is a Light weapon and can be used with the Weapon Finesse feat.

Nine Dragon Trident: The nine dragon trident is a true monstrosity of a weapon, a long-handled instrument topped by a veritable forest of points and curved blades made for slashing. The nine dragon trident is incredibly difficult to master but can be deadly in the right hands. A nine dragon trident adds a +2 bonus to both trip and disarm attempts, as its many points hook and seize at weapons, clothing and flesh with equal ease.

Weighted Sash: Many martial artists wear a belt sash, which both keeps their internal organs cushioned and signifies their school affiliation and rank. Long ago, some wise martial artist realized that these belts could be weighted and reinforced with lengths of wire and small metal plates, turning them into effective weapons. Weighted sashes are snapped like whips, punishing targets with lightning quick strikes. A weighted sash is also a very effective tripping weapon; when attempting a trip, the monk gains a +4 bonus to his roll and can drop the weighted sash rather than risk being tripped on a failed attempt. Weighted sashes are also very easily concealed, adding a +4 circumstance bonus to Sleight of Hand checks made to hide them.

Yo-Yo: Strange as it may seem, that famous 'child's toy', the yo-yo, started out as an exotic but very effective weapon. When used in battle the yo-yo, which is often sharpened or studded with bits of sharpened glass, is thrown at the victim and then retracted quickly, or spun around the wielder's head and then sent slashing down in a wide arc. Though it seems a silly device, it can be deadly when used by a skilled martial



artist. The yo-yo adds a +2 bonus to all trip attempts and if two yo-yos are wielded simultaneously, the bonuses stack.

TOOLS OF DEFENCE

Monks are not much for armour, as it restricts their movement and seriously limits their special class abilities. Nonetheless, there are a few specialised types of armour that are constructed with the special needs and restrictions of the monk in mind. Rare and usually expensive, these armours will likely more than justify their cost when the monk finds himself locked in life or death struggle.

Since these armours are designed for monks, they do not restrict his class abilities as other armours do. By the same token, since these armours are designed for monks, they often do not function as standard armour; instead, they offer other protections to the monks who wear them, as detailed under the description of each, below.

Remember that a monk does not begin the game with proficiency in any sort of armour. A monk who does not possess the Armour Proficiency (light) feat, or who has not gained the ability to wear light armour from multiclassing, suffers all the normal penalties to his flurry of blows, armour class bonus and unarmoured speed bonus.

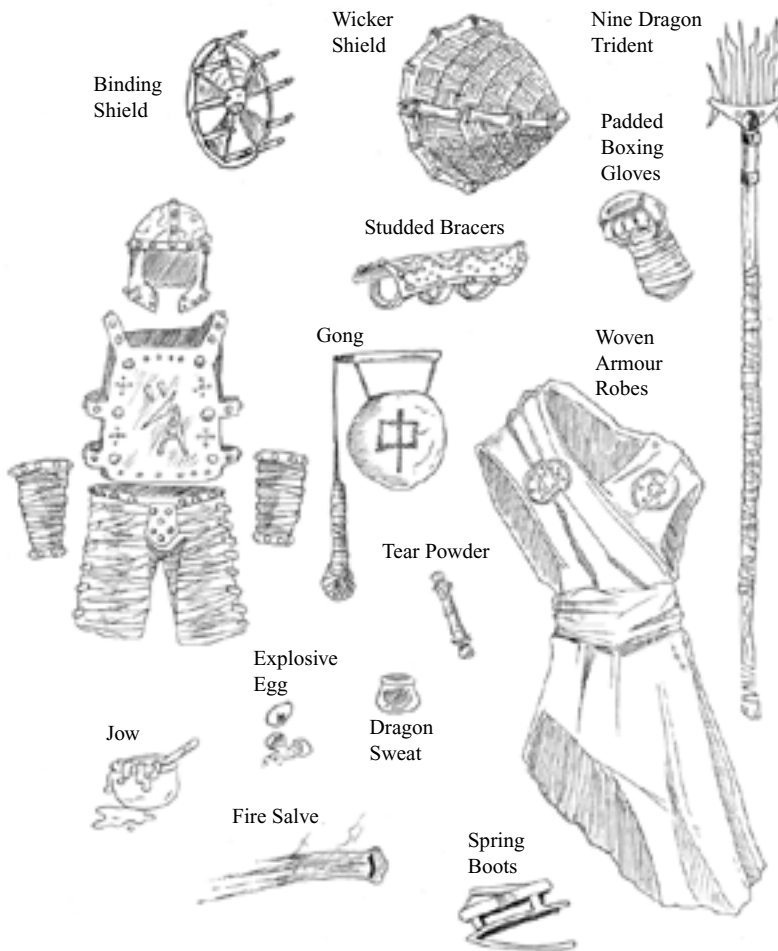
Binding Shield: A binding shield is a small, round shield equipped with several short, reinforced prongs around the edges. While it can be used as a normal shield, its true strength comes into play when the martial artist allows an opponent to strike his shield, twists so as to catch the weapon on the prongs and then attempts to disarm him. To use the shield in this fashion, the monk must ready an action against a melee attack; if he does this, then he can immediately attempt a disarm manoeuvre with a +2 competence bonus to his roll. If the attack is part of a charge, then the bonus is increased to +4. A monk armed with a binding shield gains a +4 bonus to checks made to oppose disarm attempts made against him. In order to gain any of the benefits of this shield, a monk must have both proficiency in shields and the Exotic Shield Proficiency (binding shield) feat.

Leather Wrestling Armour: Leather wrestling armour is a suit of reinforced, ceremonial studded leather which is part of the traditional costume of several grappling based styles of martial arts. It consists of thick leggings, a leather skullcap that extends down around the jaw and a heavy vest of leather in which many large metal studs are set. A monk who wears leather wrestling armour loses his monk armour class bonus, ability to flurry and unarmoured speed bonuses as normal.

Martial artists wear this leather armour almost exclusively for the purpose of competing in traditional grappling events. When worn, it provides a +2 bonus to armour class and a +4 circumstance bonus to all opposed grappling checks. In addition, the wearer gains a +2 circumstance bonus to all saves against vitals strike and chokehold grappling actions, as the armour is specifically designed and reinforced so as to protect against these attacks.

Studded Bracers: Studded bracers are forearm length wrist guards made of heavy leather studded with bits of steel. They are very useful for martial artists, as they offer great protection against accidental injuries suffered when attempting to Deflect Arrows. A martial artist who wears a set of studded bracers gains a +2 deflection bonus to his Reflex save for the purposes of using the Deflect Arrows feat. Studded bracers cannot be worn in conjunction with fighting gauntlets and cannot be imbued with armour or shield enhancements.

Wicker Shield: Woven wicker shields are extremely lightweight, steeply rounded shields made of interwoven lengths of rattan or bamboo. A common sight on many battlefields, use of the wicker shield is also taught at some few martial arts schools, where practitioners learn to combine low stances and tumbling footwork with the protection the shield offers. In order to reach the point where carrying a wicker shield



Exotic Shield Proficiency

Choose an exotic shield, such as a binding shield or a wicker shield. You are trained to use that type of exotic shield in combat.

Prerequisites: Shield Proficiency, Dex 13+.

Benefits: You can use an exotic shield without losing your monk armour class bonus, ability to flurry, or unarmoured speed bonuses. In addition, you can make use of any special properties the shield may possess.

Normal: A monk who uses a shield loses his monk armour class bonus, ability to flurry and unarmoured speed bonuses.

does not impair their unarmed fighting ability, martial arts must train relentlessly for years. A monk can wield a wicker shield, and only a wicker shield, and not suffer the penalties for using armour or a shield but must possess the Shield Proficiency feat (or gain proficiency with shields through multiclassing) and also select the Exotic Shield Proficiency (wicker shield) feat. A monk who has both of these required feats also gains a +2 competence bonus to Tumble checks made to pass through threatened areas while armed with his shield. A wicker shield counts as a small wooden shield when used by other classes.

Woven Armour Robes: Monks cannot wear armour, as it interferes with their ability to fight and move effectively. They can, however, weave thin, flexible strips of metal into their fighting robes, offering them some small measure of protection without damaging their fighting prowess. Woven armour robes add a +1 armour bonus to the monk's armour class but cannot be imbued with armour enhancements. Woven armour robes are also easily destroyed; after any battle in which the monk is damaged by a weapon attack, his woven armour robes are rendered useless and must be replaced or repaired. A Craft (armour) skill check against a DC 10 is needed to repair the robes.

TOOLS OF ADVENTURE

Adventuring monks require specialized tools that their monastery and school bound peers do not. The following items are intended for use by adventuring monks and represent some of the more unique devices that martial artists make use of during their quests.

Dragon Sweat: Dragon sweat is a rare and expensive oil which is the bane of grapplers everywhere. Taking its name from the disciples on an infamous, and now destroyed, Earth Dragon wrestling school who used it so liberally it would literally sweat from their pores, dragon sweat makes flesh slick and difficult to grasp, granting the wearer a +4 circumstance bonus to opposed grapple checks and Escape Artist checks to escape being grappled or pinned. If remains effective for one hour after application. The chemicals used to create dragon sweat have a slightly toxic effect on the body, causing the heart rate to surge and the body to dehydrate quickly; the wearer suffers a -1 circumstance penalty to all Fortitude saves while dragon sweat is effective and for another hour after that. Multiple applications of the oil have cumulative penalties to the wearer's Fortitude save but do not increase his circumstance bonus to grapple checks.

Explosive Egg: An explosive egg is a hollow eggshell that has been filled with a volatile mixture of chemicals that explode upon sharp impact. To use an explosive egg, the wielder throws it, using the rules for grenade weapons listed in *Core Rulebook II*. When the egg breaks, the powder explodes in a flash; anyone within a 10-foot radius of the blast must attempt both a Reflex save (DC 12) and a Fortitude save (DC 10). Those who succeed at both save are unaffected. Those who fail their Reflex save are temporarily blinded by stinging particles and are *dazzled* for one round, or until they use a move action to wash out their eyes. Those who fail their Fortitude save are *deafened* for one round. Those within the radius of effect are considered to have concealment for one round, as the contents of the egg billow up in a dark cloud.

An explosive egg is very fragile. Each time the bearer of an egg is struck in combat, there is a 20% chance that the egg explodes. If it does, then the effects are as above, save that the bearer suffers a -4 circumstance penalty to both saves.

Fire Salve: Fire salve is a semi-toxic salve made from sticky pitch and the essence of certain plants and herbs. To use the salve, the monk smears it across the palm of his hand and then delivers it to his opponent with an open hand strike. Anyone whose exposed flesh comes into contact with fire salve must attempt a Fortitude save (DC 12) or succumb to burning and itching; victims who fail to save are sickened for 1d4 rounds.

Armour and Shields

Item	Cost	Armour Bonus	Maximum Dex Bonus	Armour Check Penalty	Spell Failure	Weight
Binding Shield	20gp	+1	—	-1	5%	5 lb.
Leather Wrestling Armour	50gp	+3	+5	-1	15%	25 lb.
Studded Bracers	10gp	—	—	—	5%	1 lb.
Wicker Shield	2gp	+1	—	-1	5%	3 lb.
Woven Armour Robes	5gp	+1	+8	—	5%	5 lb.



Victims who are wearing medium or heavy armour gain a +2 circumstance bonus to their save, as their flesh is protected somewhat by the armour. In order to use fire salve safely, the monk must either wear thick gloves, or cover his hands with protective oils before applying the salve. Fire salve remains effective for only one round after application and must be delivered to the target before then, lest it be rendered useless.

Jow: Jow is a traditional herbal treatment made from a precise mixture of normally toxic herbs. When rubbed into the skin, it provides relief from the aches and pains of both adventuring and physical training. An application of jow cures one additional hit point after a full day's rest and also instantly removes the negative effects of *fatigued*. An *exhausted* character that uses an application of jow becomes *fatigued* instead.

Padded Boxing Gloves: Boxing gloves are cotton and rag stuffed canvas or leather gloves which are intended to blunt the impact of unarmed strikes. They are used almost exclusively in organized boxing tournaments and fairs, or when conducting nonlethal challenge matches between rival schools or students. A character wearing padded boxing gloves can only deal nonlethal damage with an unarmed attack and cannot use *ki* strike or quivering palm while so equipped. To the wearer's advantage, however, he gains a +4 armour class bonus when fighting defensively, rather than a +2. Padded gloves do not count as armour for the purposes of the monk's special abilities. A spellcaster wearing padded gloves cannot cast spells that require somatic components.

Spring Boots: Spring boots are nothing more than light boots which have been built with a small, outward curved piece of wood at the bottom. This curved stick bends as weight is put upon it and then snaps back as the foot rises, giving extra bounce that is helpful in jumping. Unfortunately, the boots are also a bit clumsy. The wearer of spring boots gains a +4 circumstance bonus to all Jump checks and suffers a -2 circumstance penalty to Move Silently checks.

Tear Powder: Tear powder is a simple mixture of powders which is generally stored in a small tube roughly the size of a river reed. To use tear powder, the martial artist breaks the tube in half and then swings his arm in a wide, swift arc, dispersing the powder into the air as a cone shaped burst. All within the radius of effect must attempt a Fortitude save

(DC 12) or be *dazzled* for two rounds. The wielder must also attempt a save but gains a +2 circumstance bonus to his roll.

TOOLS OF ENLIGHTENMENT

The monk's life is not all adventure and conflict – far from it. The monk is equally, if not more concerned with his quest for perfect enlightenment. Generally, the monk begins this quest equipped with nothing but his own determined will to succeed but there are a few items which can help him, should he choose to use them.

Ancestor's Tablet: An ancestor's tablet is a small wooden or metal plate upon which is carved a likeness of a revered ancestor of the monk's monastery, or fighting academy. After an hour's meditation upon the tablet and with a successful Concentration check (DC 20), the monk gains insight into the nature of the world; once a day, he can add a +2 insight bonus into any one attack roll or Wisdom based skill check. No matter how many ancestor tablets the monk owns, or how long he meditates, he receives the bonus only once each day.

Gong: Most martial arts schools and monasteries have one or more gongs, usually placed at the front of the martial arts training hall. The gong is rung to begin the training and to end it and is sometimes rhythmically struck to set the pace for kata work. When a gong is struck to accompany the performance of a kata, the monk gains a +4 circumstance bonus to their Perform (kata) skill checks.

Incense: Most monks burn incense as a meditative aid, allowing their thoughts to drift away with each inhalation and exhalation of the sweet smell of incense smoke. If a monk burns incense for 10 minutes before attempting to enter a meditative state, he gains a +2 circumstance bonus to his Concentration check.

Prayer Beads: Monks generally carry prayer beads, the better to signify their holy beliefs. Prayer beads serve another function as well; an aid to meditation. A monk who spends 10 minutes contemplating and counting his prayer beads before attempting to enter a meditative state gains a +2 circumstance bonus to his Concentration check. This bonus stacks with that gained from burning incense.

Scrolls of Mystery: Scrolls of mystery contain the accumulated knowledge of the monk's martial order and is the key to his education on the path of enlightenment. The scrolls contain much wisdom, usually hidden in the form of koans, riddle-like sayings whose meanings are meant to be puzzled out over years of careful study and meditation. A monk who spends an hour in careful study over his scrolls of mystery gains a +2 insight bonus to any one Knowledge (arcana) skill check made that day.

Tools of Adventure

Item	Cost	Weight
Dragon Sweat	20gp	—
Explosive Egg	10gp	—
Fire Salve	20gp	—
Jow	15gp	—
Padded Boxing Gloves	10gp	2 lb.
Spring Boots	20gp	2 lb.
Tear Powder	15gp	1 lb.

Tools of Enlightenment

Item	Cost	Weight
Ancestor's Tablet	100 gp	1 lb.
Gong	50 gp	20 lb.
Incense	2 gp	—
Prayer Beads	5 gp	1 lb.
Scrolls of Mystery	25 gp	1 lb.

DRUGS

Ideally, a martial artist should depend only on himself – on his well-trained body and on his focused spirit. Of course, even a fantasy world is far from ideal and so many martial artists turn to powerful chemicals to artificially boost their skills and their body's natural abilities, trading hard work and accomplishment for easy, dramatic results. Other martial artists turn to as a result of the teachings of their school; many monasteries and schools are actually home to cults, which seek to control their members through dependencies and promises of quick power. Finally, there are those monks who use alcohol to achieve a state of inebriated enlightenment, to lubricate their bodies and their *ki*; these monks are the drunken masters and they are both infamous and highly respected.

In this section of the Tools of the Trade, we introduce new, performance-enhancing drugs, chemicals modelled after some of the concoctions used by the martial artists of real world history. Of course, many of those chemicals did nothing but make the imbibers sick, actually lower his ability to fight, or kill him outright – but here, within the context of a game full of magic and miracles, these drugs actually work as advertised. Each of the drugs presented below enhancing the monk's abilities in some way, by boosting his Strength or reaction time, by deadening the pain of injury or toughening

the skin, or by awakening his *ki* spirit and senses, sparking within him the fire of false enlightenment.

Of course, soaking the body and spirit with chemicals is rarely a good idea and this is especially true with the powerful, body chemistry altering drugs presented here. All the performance-enhancing drugs presented in this chapter have a negative effect on the user and some have more than one, though the exact nature of the negative effect varies from substance to substance. In some cases, the negative effect occurs simultaneously with the positive, representing drugs that temporarily alter the body's chemistry but do not have long term negative effects. The negative effects of other drugs show up only after the positive effects have worn off, representing drugs that are closely akin to poisons. Some drugs have both simultaneous and post-dose negative effects and these are universally the most toxic and dangerous drugs.

For the most part, the negative effects of drugs are only temporary but in some cases there is a potential for permanent damage with long-term use. Another danger of performance enhancing drugs is long-term addiction. Some of the drugs listed in this chapter have addiction thresholds, the more potent the drug, the lower the threshold; those who use addictive drugs a number of times equal to or greater than the addiction threshold can potentially develop dependencies; dependant users must partake of the drug regularly, or suffer serious withdrawal symptoms.

All the negative and positive effects of each performance-enhancing drug are listed below.

Special Notice: Neither the author nor *Mongoose Publishing* condone the use or abuse of illegal substances. The drugs are listed below only in the interests of presenting

Performance Drugs and Diamond Body

At 11th level, when the monk gains the diamond body class ability, he is rendered completely immune to the effects of poisons. This can be dealt with in one of two ways. First, if the Games Master wishes, he can rule that the martial artist can no longer be affected, either positively or negatively, by the performance-enhancing drugs listed here. If this option is in effect, then high level martial artists are also freed from any addictions they may have upon reaching 11th level. This is a perfectly acceptable decision to make, as it plays up the image of the monk as a larger than life heroes and forces high level martial artists to depend on their own skills, rather than chemicals, to succeed.

On the downside, ruling that high level monks cannot indulge in performance enhancing drugs limits your storytelling possibilities somewhat, as it eliminates the possibility for adventures centred around freeing an elder monk from the decades long addiction which prevents him from achieving enlightenment, or those which feature, for example, highly skilled, hashish addicted cultist-assassins. Ruling that performance drugs cannot affect high level monks also severely limits the ability for players and Games Masters to create drunken boxers, a very, very popular martial artist concept which has been featured in dozens of films and figures prominently in martial arts culture. If you do not wish for this to occur, then you can rule that drugs presented here exist precisely because they still affect martial artists of higher level. Alternately, you might wish to rule that martial artists who were exposed to these drugs early in their adventuring career have had their body chemistry and spirit permanently altered, giving the toxins in these drugs a pathway into their system. In specific regards to alcohol, it is easy enough to rule that those who practice drunken boxing have specifically trained themselves to still react to the effects of drink, or that their *ki* and spirit is stimulated by the influx of alcohol, reacting as it did when the body was still capable of succumbing.



a more complete picture of martial arts pop culture. The use of drugs, both for recreation and for the honing and boosting of a martial artist's skill has long been a feature in film and story and so it deserves discussion within the context of the game. Again, the rules below are in no way intended to advocate the use of illegal drugs for any purpose.

Black Wine

Black wine is a dark crimson in colour, so dark that it appears pitch black in all but the brightest light. Made from roses, fermented plum juice and several mildly toxic plants (many of which are also used to make jow), black wine deadens sensation and renders the drinker somewhat immune to both pain and pleasure. It is enjoyed in many brothels, for those who drink of it boast of increased sexual stamina and is also a popular drink among martial artists, particularly those who practice drunken boxing or who engage in the many wrestling matches and fighting tournaments which occur in gambling halls and the parlours of the decadently wealthy. Black wine is of halfling invention and was originally used to give halfling vagabonds the ability to endure long periods of hard travel; halfling caravans are still the primary supplier of black wine alcohol.

Positive Effect: Black wine deadens nerve endings, decreasing the sensations of both pain and pleasure. Those who imbibe a draught of black wine gain damage reduction 2/- and also benefit from a +2 circumstance bonus to all Fortitude saves against *stunning* and any spell or spell-like ability that deals direct damage, such as *fireball*. Those who imbibe two draughts of black wine gain damage reduction 3/- and a +3 circumstance bonus to saves. Additional draughts have no effect.

Negative Effect: Black wine deadens sensation but also dulls the imbiber's wits and reactions. Those who imbibe a single draught suffer a -2 circumstance penalty to their Dexterity and a -2 circumstance penalty to their Will saves. Those who imbibe a second draught suffer a -2 penalty to their Wisdom score; the -2 penalty to Will saves stacks with the Wisdom penalty.

Duration: Both the positive and negative effects of black wine last for one hour. Those who imbibe a second draught retain the -2 circumstance penalty to Will saves for an additional four hours after the other effects have worn off.

Addiction: Black wine is no more addictive than regular alcohol and follows the rules for alcohol addiction presented later in this book.

Cost: 50 gold pieces per draught. Halflings who purchase black wine from a halfling caravan pay only 10 gold pieces per draught.

Golden Crane's Wing

Golden Crane's Wing is an extraordinarily rare drug found only in the Enlightened Kingdom of the Golden Crane. Made from the pollen and juice extract of a lotus plant that grows only on a single pond in the heart of the kingdom, the secret of the drug's creation is jealously guarded by eunuch warrior monks. A fine, golden powder, the Crane's Wing is imbibed either by being forcefully inhaled through the nose, or diffused into water and drunk. In any case, it is so rare that it is known to only a few and used by even fewer, as most temple monks consider it a false path on the road to enlightenment.

Positive Effect: Golden Crane's Wing expands the mind, opens it to new possibilities. Those who partake of it claim that they can hear the secret language of the universe and communicate with all those who have already ascended to enlightenment. Golden Crane's Wing grants the imbiber a +4 competence bonus to their Wisdom score, will all the associated benefits.

Negative Effect: For all that it opens the mind to new vistas, it also dampens the spirit and makes both the intellect and the body sluggish. For the duration of the heightened state of enlightenment, the imbiber suffers a -2 penalty to both Intelligence and Dexterity, cannot attempt a flurry of blows and suffers a 20 foot per round reduction in their movement rate (minimum 10 feet per round). Once the primary effects of the drug wear off, the imbiber is left both physically sickened and emotionally drained; the character is *fatigued*, though only for four hours.

Duration: The positive and primary negative effects of Golden Crane's Wing last for four hours. The secondary negative effects of the drug begin when the primary effects end and last for an additional four hours.

Addiction: Golden Crane's Wing is enormously addictive, with those who drink it physically needing to regain the false enlightenment the pollen provides. After only a single dose of Golden Crane's Wing, the imbiber must attempt a Will save (DC 20) or become addicted; the saving throw to resist addiction is made after the positive effects of the drug have worn off, during the time when the secondary negative effects are still felt, meaning the imbiber suffers a -2 circumstance penalty to his save. Those who succumb to addiction face two problems. First, they must partake of at least one dose of the drug each day, or be *sickened* until they do. Second, the positive effects of the drug are reduced for addicts; they gain only half the normal positive effects of Golden Crane's Wing. An addict who goes a full week without a dose can attempt another Will save (DC 20); if the save is successful, he has broken the addiction but will automatically become addicted again should he ever imbibe the drug (no save allowed).

Cost: 200 gold pieces per dose.

Lotus Nectar

Lotus nectar is a liquid drug made from the essence of lotuses that have been grown in soil enriched by the decomposing bodies of enlightened monks (those who reached 20th level). Obviously, the special conditions necessary to grow it, as well as the incredible rarity of enlightened monks, makes lotus nectar rare and prized. The drug is almost entirely restricted to the members of a few martial arts cults, though the elders of those cults sometimes offer it in trade to other monasteries, or attempt to sway promising young martial artists to their beliefs by 'gifting' it to them. The use of lotus nectar is frowned upon by almost all monks, as it is considered dishonourable to partake of the essence of the long dead enlightened without their permission; it is, in effect, a form of vampirism in the view of most honourable monks. Despite this and despite the repeated efforts of several monasteries to see all lotus nectar destroyed, it still spreads like a cancer through the less savoury portions of the martial world.

Those who partake of lotus nectar do so by slicing open their palms, pouring the liquid in the open wounds and then pressing their hands together in prayer position. Those who regularly use lotus nectar smell vaguely of cinnamon and have silver and golden flecks of energy floating in their irises.

Positive Effect: Lotus nectar is a powerful *ki* stimulant, one that floods the imbiber's body with the lingering sprit energy of long dead, enlightened monks. Those who imbibe it gain all the following benefits. Their still mind class ability, if they possess it, increases in strength, from a +2 bonus to a +4 bonus. They gain a +2 insight bonus to all Wisdom based skill checks and their unarmed attacks are considered to be +1 magical weapons for the purposes of attack and damage rolls. Finally, if they possess the diamond soul class ability, then they gain a +4 holy bonus to their spell resistance.

Negative Effect: Lotus nectar is infused with the spiritual energy of the long dead. This energy calls out for release and a return to the perfect void and the imbiber's body listens. While under the effects of lotus nectar, the imbiber suffers a -2 penalty to his Constitution score and an additional -2 penalty to all saves versus death effects.

Duration: The effects of lotus nectar last for a total of four hours. The -2 penalty to saves against death effects lasts an additional two hours.

Addiction: Lotus nectar is extraordinarily addictive. Those who imbibe even a single dose of lotus nectar must succeed at a Will save (DC 23) or become addicted. Those who succumb to addiction must partake of lotus nectar each day or be *sickened*. If a second day passes without imbibing, the addict is *nauseated*. The *nausea* persists for a full week after that, unless the addict partakes of the nectar; after one week has passed, the addict can attempt another Will save (DC 23) and if it succeeds, he is no longer fully addicted. From that

point on, he must attempt a Will save (DC 20) once a week, or relapse, becoming *sickened* until he has had a dose.

Cost: 250 gold pieces per dose.

Special: For those who do not have *ki* abilities, as monks do, lotus nectar is nothing more than an especially lethal ingested, magical poison. Those who fail a Fortitude save (DC 23) upon imbibing the lotus nectar suffer 1d4 points of primary and secondary, temporary Constitution damage. Those who would be poisoned by lotus blossom are immune to its addictive properties.

Red Fire

Red fire is a powerful stimulant that ignites the blood and the spirit, turning those who partake of it into furious bundles of nervous energy and aggression. Made from the leaves and blossoms of a red tinted plant that grows in the depths of many temperate forests, red fire is well known amongst the savage orc tribes, as well as in many monasteries and training halls. To partake of it, the imbiber burns it in a hookah and inhales the smoke, allowing it to pour down their throat and settle in the belly and the dan tien, the centre of the body where *ki* energy is generated. Within moments, the imbiber's eyes turn pure crimson and his heart flares to life, beating at three times normal speed.



Red fire is popular with underground pit fighters and promoters, as it guarantees a bloody, enthusiastic spectacle for the crowd.

Positive Effect: Red fire ignites passionate rage and speed. Those who imbibe of the blossoms and leaves gain a +2 circumstance bonus to their initiative, to their Reflex saves and to their attack rolls when making a flurry of blows. They also benefit from a 10 foot per round increase in their base speed, a bonus which stacks with gained from the monk's unarmoured speed bonuses, or the barbarian's fast movement.

Negative Effect: Red fire causes the metabolism and the pulse to quicken to very unhealthy levels. Those who smoke red fire suffer a -2 circumstance penalty to their Constitution score. In addition, their blood is thinned and they bleed one hit point a round every time they receive a wound; the effects of multiple wounds are cumulative and last for 5 rounds, or until staunched with a Heal check. When the effects of the drug wear off, the imbiber is *exhausted* for one hour and *fatigued* for another hour. Imbibing a second dose of red fire forces the imbiber to succeed at a Fortitude save (DC 15) or fall unconscious from an overdose. If the check is successful then the duration of the positive and negative effects of red fire is tripled.

Duration: The effects of red fire last for one hour.

Addiction: Red fire is moderately addictive. After a total of 10 doses of red fire have been imbibed, the character must succeed at a Will save (DC 15), or succumb to addiction. If the save is successful, then nothing happens but the DC of the next save is increased by one. If the save is failed, then the imbiber is addicted and is *sickened* if he goes more than a day between doses.

Cost: 100 gold pieces per dose.

Seven Immortal's Inspiration

Seven immortals wine is a ridiculously potent alcohol made from distilled, fermented rice and infused with herbs that give it slightly narcotic properties. Sickly sweet smelling and thick and sticky as molasses, seven immortal's wine is drunk for pleasure by only the most dedicated hedonists and those who are so accustomed to alcohol that they cannot get drunk any other way.

Drunken boxers use seven immortal's inspiration to quickly achieve the state of drunkenness they need to make the most of their abilities and are so linked with it that the drug takes its name from the legendary inventors of the style.

Positive Effect: Seven immortal's inspiration is so potent that a single draught is equal in strength to three draughts of regular wine. In addition, seven immortal's inspiration fills the imbiber with a sense of daring and a feeling that he

is capable of amazing feats; the drinker gains a +2 morale bonus to all Tumble skill checks.

Negative Effect: The imbiber suffers all the normal effects for imbibing three draughts of wine. In addition, the especially potent nature of seven immortal's inspiration lingers in the body for much longer than normal. The imbiber suffers hangover penalties for twice as long as normal.

Duration: The positive effects of seven immortal's inspiration last as long as is typical for three draughts of wine. See the Special Techniques chapter for details.

Addiction: Seven immortal's inspiration is moderately addictive. After a total of five draughts have been swallowed, the imbiber must begin making a Fortitude save (DC 15) each time he takes a draught. If the save is successful, nothing happens but if the save is failed, the imbiber becomes addicted to seven immortal's inspiration. An addict must drink at least one draught each day, or be *sickened* until he drinks his fill.

Cost: 50 gold pieces per draught.

'What is the secret of enlightenment, master,' Lathanan asked, from his perch high atop the plum flower poles.

Four Willows Weeping, without looking, leapt straight up into the air and then landed cross-legged on the narrowest of the poles. 'Consider,' he said, extending a finger towards his student, 'the plight of the wise man.' Then he pushed.

Lathanan maintained his posture for a moment, swaying and then regaining his feet. He smiled cockily, the crooked grin he had picked up from years in his master's presence. Then he fell, howling, to crash like a discarded doll on the grass below.

Four Willows Weeping leaned back, flipped and fell, still cross-legged, to land in a perfect handstand at Lathanan's side.

After a time, Lathanan stirred and sat up on his haunches. 'I have considered, master, and still do not understand what you mean. What is the plight of the wise man?'

'To be burdened with a student who talks too much and thinks too little.' Four Willows Weeping stood, brushing off his breeches and shirt. 'The secret of enlightenment is that it is scared of loud voices. Concentrate on your training, not your talking and all knowledge will lay itself at your feet.'

THE MAGIC OF ENLIGHTENMENT

The monk has less need of magical accoutrements than other adventuring classes do – which is good, because it means he is more free to select those items he wants to have, rather than having to spend time and money collecting items he must have to survive.

The downside of the monk's freedom from magical gear is that fact that precious little of it is designed with his interests in mind. Though magical weapons abound, most of them are blunt instruments of war, built more for the brute strength of the barbarian and the studied tactics of the heavily armed fighter than for the refined, esoteric combat techniques of the monk. Magical armour, another mainstay of treasure hordes, is even more useless, since the monk who dons it loses some of his most useful class abilities.

In order to win the game of magic acquisition, the monk and the monk's player have got to be smart, they have to plan ahead and they have to be willing to spend money to get results. It is fortunate, then, that this chapter of the *Quintessential Monk II* exists.

The Magic of Enlightenment is divided into two sections. In the first section, we will lay out strategies for acquiring and getting the most out of the monk's magic items. There will be discussion of general strategies at every level of play and, just as importantly, a listing of existing magical items from the *Core Rulebook II* that will be of great benefit to the monk. Using this guide, players and Games Masters will be able to equip their monks and martial artists in a manner that befits a hero on a relentless quest for greatness and perfect enlightenment.

In the second section of this chapter, you will be introduced to a whole collection of new magic items that will be of great interest for monks. There are new magical weapons, new enhancements for magic weapons and armour and many new wondrous items that build upon the themes of the monk class and the themes of martial arts popular culture. In other words, an entire arsenal awaits.

MAGIC ITEM STRATEGIES

The monk class has many strengths, chief among them its many and varied supernatural abilities. The monk class' abilities replicate the effects of a diverse assortment of magic items, from magical weapons to armour, to *cloaks of protection*. Unfortunately, the monk's class abilities do not replicate strong magical items. When he gets the ability to strike with his open hand creatures which can only be affected by magic weapons, he gains no bonus, meaning that while he can hit a supernatural being, he cannot match

the damage potential of a warrior armed with a simple *+1 longword*. Likewise, while the monk's class based armour class bonus is good, its benefits are stretched out across so many levels that the monk will find himself yearning for a *ring of protection*; and, of course, it goes without saying that his armour bonus cannot hope to match the fighter's luxury in stacking magical armour and shield bonuses.

The lesson here is that the monk only appears to be able to operate independently of magic items. The monk can reap serious benefit from careful selection of magic items at all levels of play. In the following sections, we will discuss the role of magic in the monk's adventures at low, mid and high levels or play and also address what different levels of magic in a campaign will mean for the monk.

Low Magic Campaigns

Many Games Masters prefer to run a campaign in which magic features less prominently than is presumed in the *Core Rulebooks*, usually because they either wish to better emulate sword and sorcery fiction, or because they are uncomfortable with the raw power that magic wealthy, high level characters wield. In any case, whatever the reason it is done, running a low magic campaign fundamentally alters the balance of power in a d20 fantasy game. It is fortunate, then, that the monk prospers the most and suffers the least, in a low magic campaign.

There are several reasons for this. In a well run low magic campaign, the opponents the adventuring party faces will not require magic items to strike. This means that the monk will be able to strike his foes with impunity. Going hand in hand with this is an effective increase in the monk's potential damage, at least in comparison to other classes. One of the major reasons that high level monks fall behind in dealing damage is that other classes have better access to enhancements with which to boost the power of their weapons; when this advantage is restricted, or stripped away entirely by the limiting of magic items, the high level monk's ability to deal 20 points of damage with any unarmed attack elevates him to the forefront of melee damage potential. To continue along this vein, the restricting of magical armour and shields means the monk will hit more often, making it far more likely that he will hit with his entire flurry of blows attack sequence.

In a low level magic campaign, the monk's terrific saving throw bonuses give him a real advantage as well, since spellcasters will not have easy access to ability score boosting magical items. This means that the high level monk will be virtually guaranteed of succeeding at his saving throws against spells and spell-like abilities.



Thanks to all these advantages, monks in a low magic campaign are free to spend their hard won gold on exotic magic items – assuming they can find them, of course. If he can acquire them, items which boost the monk's Wisdom and Dexterity will be absolutely invaluable, not because he needs them but because they will make him the king of the battlefield, in a very real sense. Wisdom and Dexterity boosting items will send the monk's saving throws, armour class and attack bonuses through the roof, raising them to the point where it will prove difficult for enemies to avoid his attacks, or touch him in combat.

The least important magic items for a monk to acquire in a low magic campaign are magical weapons. Since the power of his unarmed attacks will be sufficiently boosted in comparison to other classes, he will not need the aid of enhancements to keep his damage even with other warrior classes. Instead, the monk should concentrate his efforts on gaining access to items like *rings of invisibility*, which will be even more effective than normal in world where there is no easy access to items, which overcome invisibility.

High Magic Campaigns

In a high magic game, meaning one in which magic items are even more common than they are in default *Core Rulebooks*, the monk and the martial artist are in serious trouble. Though the monk's player will likely be able to cherry pick the item he wants, so too will his opponents be optimally equipped – and the monk is at a serious disadvantage in a magic item arms race.

The major issue facing the monk in high magic games, particularly when the game reaches high levels of play, is stacking bonuses. While he can boost his ability scores through magic items and use magical weapons to boost this attack bonus even more, it will prove very difficult for him to compete with the warrior class' stacked armour and shield bonuses, or with the combination of spells and armour class boosting items the spellcasters enjoy. Likewise, though the monk is likely to have a high armour class bonus, thanks to items that increase his Dexterity and Wisdom, warriors will have the advantage in base attack bonus, magical enhancements to their weapons and Strength boosters.

Damage is another area where the monk will fall short. His capacity to deal damage with his bare hands will still be decent but unexceptional next to the barbarian's raw, magic weapon enhanced power, or the fighter's combination of feats and magic weapons. The monk's damage potential will be hindered in another way as well; in a high magic campaign, it is likely that many of the opponents' the monk faces will have damage reduction which can only be overcome by exotic materials which the monk's *ki* strike ability will not be able to compensate for. This means that he will have to rely on weapons with magical enhancements, rendering his unarmed attacks somewhat useless.

The monk's saves will be weakened, at least in the greater scheme of things. While the monk will undoubtedly still have the highest saving throw bonus, the presence of ability boosting items will allow well designed spellcasters to boost their save DCs to almost impossible to overcome levels. In effect, a high level monk's saves will be little better than a fighter's; regardless of how few points the save is missed by, a failed saving throw is still a failed saving throw.

Even the monk's speed and movement based special abilities will seem comparatively weaker in a high magic campaign. Items which grant the ability to fly will negate the advantages the monk's unarmoured speed gives him and items like *boots of striding and springing* will allow mid level characters to challenge monks of equivalent level in movement.

In a high magic campaign, the monk cannot afford to diversify his magic items, even though he could easily do so. Instead, if the monk wishes to stay competitive with other adventurers and with the humanoid enemies he will face, then he must focus all his item acquisitions along one path. It is recommended that the monk follow the rogue's example, selecting items that will help him catch opponents by surprise, so that his lower base attack bonus will not have to overcome their Dexterity enhanced armour classes. Items that dispel magic, or even one which negate magic entirely, will also prove highly useful; if the monk can negate an opponent's magic, then his own non-supernatural abilities will put him at a serious advantage.

Low Level (1st – 6th) Magic Items

Regardless of the level of play, the sorts of items that will prove most helpful to the monk remain the same; only the power of the item will change. The following three sections discuss magic items which can be found in *Core Rulebook II* and are written presuming that the monk player will have the ability to commission magic items to suit his needs, as is the default assumption of d20 fantasy gaming.

Low Level Magic Weapon Enhancements: The monk is best served by seeking out magical variants of his special monk weapons, so that he can use them in conjunction with his flurry of blows abilities. Of course, the exotic nature of most special monk weapons means the monk must be prepared and willing to pay for spellcasters to create items for him, since he is not very likely to find enchanted siangham in a treasure pile. At low levels, the monk's empty hand and weapon damage are likely to be equal, so the monk can afford to focus on enhancements that give his weapons abilities other than raw damage bonuses. *Ghost touch* weapons are good choices, as the monk will find it impossible to touch incorporeal creatures with unarmed attacks. *Keen* weapons are another outstanding choice for low level monks, as his ability to flurry will give him greater odds of achieving a critical hit each round. Finally, the *throwing* enhancement is a good fit with the monk, as it allows him to deal damage upon tougher opponents at a distance and then close to finish them, preserving his relatively low hit

points. Though it might seem a good choice, the *ki focus* enhancement is one which can be avoided at low levels, as the monk will not have many *ki* based abilities of note at low levels; even monks with Stunning Fist may wish to forgo this enhancement, since their unarmed attacks deal comparable damage, there is no reason to attempt to stun an opponent with their weapon.

In regards to specific weapons, the low level monk is not exactly spoiled for choice, unless the Games Master is inclined to create monk special weapon versions of the items in *Core Rulebook II*. That said, the *javelin of lightning* should prove useful, though expensive, as it allows the monk to deal significant damage on a foe without having to come within reach of melee attack. The *dagger of venom* is useful in the latter stages of low level play, though a monk who possesses one will have few other items, if any. The advantage of the dagger is that it allows the monk to instantly reduce his opponent's hit points to the level where a flurry will prove sufficient to slay them.

Ability Boosting Items: Regardless of level, no monk should ever be without ability boosting items. *Gloves of Dexterity* and *periapts of Wisdom* are absolutely essential for the monk, since they function for him as magical armour, saving throw boosters and magical weapons all in one. Which of the two is more important depends on the focus of the monk character; thanks to his class abilities, both add equally to his armour class, meaning other factors will have to be taken into consideration. A *periapt of Wisdom* gives a monk increases to his spell resistance, to his quivering palm ability and to his Stunning Fist, if he has it, while *gloves of Dexterity* are primarily useful because of the incredible boost they give a martial artist with Weapon Finesse (unarmed) to his attack rolls. Ideally, the monk should be equipped with both items as soon as possible, since both will be essential to his viability as a character. A monk who has the luxury of access to a third ability increasing item should select either an *amulet of health* or a *belt of giant Strength*; the latter is especially useful for monks who specialise in grappling. Since the nature of ability boosting items does not change as the monk increases in level, the advice given here applies to mid level and high level play as well.

Amulet of Mighty Fists: A monk who wishes to concentrate on his unarmed damage, rather than equip himself with magic items, must locate or commission an *amulet of mighty fists* as soon as possible and then upgrade its power as soon as he is able. The key advantage of the *amulet* is that it will free up some of the monk's money, since he will not have to purchase magical weapons to keep up with other warriors, or to be able to harm powerful creatures. The chief downside to this item is the fact that the monk cannot apply weapon enhancements to it. At high levels, when a monk has more than enough money to buy anything he wants, he should possess both an *amulet of mighty fists* and one or more magical weapons. The advice given here applies at both mid and high levels of play as well, so it will not be repeated below.

Boots of Elvenkind: *Boots of elvenkind* are an excellent magic item for monks who wish to focus on ambush tactics. When the bonuses of the *boots* are combined with the monk's impressive Dexterity (which should by now be boosted by *gloves of Dexterity* +2) the monk will likely have bonuses to his Move Silently score in the range of +15 – 19, counting his skill ranks. A score of this level will not easily be overcome with Listen skill checks, meaning the monk will be able to attack from surprise with relative impunity.

Bracers of Armour: *Bracers of armour* are a comparatively inexpensive and solid option for the low level monk. If he has already acquired ability boosting items, he should consider investing in a pair of these, as at low levels they will allow him to have an armour class higher than almost anyone else in his party.

Mid Level (7th – 12th) Magic Items

Mid Level Magic Weapon Enhancements: At mid levels, the monk should begin strongly considering enhancements that boost his weapon's damage potential – both because his unarmed attacks will have reached impressive power and because the opponents he fights will have comparatively large hit point totals. *Frost* and *thundering*, in particular, are good choices, as both create energies that most opponents do not have innate defences against. At this level, the monk is encouraged to only enhance his weapon with the +1 enhancement versions of these elemental attacks, to allow him to make his weapons more versatile. At this level of play, a *defending* weapon can be an excellent choice, as it is now that the monk will begin to feel the pinch of his opponent's escalating attack and damage capacity. At mid levels, the *ki focus* option becomes more viable, since the monk will now be able to channel both magic and lawful energy into his weapon. A *keen* weapon will again prove its value at this level, since the monk will be able to launch three attacks with reasonable bonuses using his flurry of blows ability. It is not recommended that the monk select the *axiomatic* ability, unless the campaign features many, many chaotic opponents, since his ability to channel lawful energy with his *ki* strike will make his unarmed attacks the best choice against such foes.

For preconstructed, specific weapons found in *Core Rulebook II*, both the mid level and high level monk will find no weapon especially useful, unless they are multiclassed, or practice a fighting style which grants them proficiency with a sword, axe or mace. Players of mid level monks are encouraged to peruse the new weapons presented here, if they wish to properly equip their character.

Boots, Winged: *Winged boots* will prove very useful to a mid level monk, as they will give him the ability to use unarmed attacks against flying opponents, who become increasingly more common as he advances in level.



Cloak of Displacement: At mid levels, the monk should begin to fear his opponent's ability to deal massive damage upon him. Unfortunately, it is now when the monk also begins to require opportunities to flurry in order to hold his own in combat. With the *minor cloak of displacement* he can solve both problems. Since the *cloak* gives the monk a 20% chance to avoid any blow, this means he will be effectively immune to one in five attacks, effectively increasing his hit points by 20%.

Eyes of Doom: Though seemingly an odd choice of magic item for a monk, *eyes of doom* can do much to turn the odds in battle to the monk's favour, since it targets the weakest saving throw of any warrior he faces and also reduces their attack and damage potential.

Gauntlet of Rust: The wonderful thing about the *gauntlet of rust* is that it enables the monk to effectively shred his opponent's armour, or strip him of his weapon, the better to leave him at the mercy of the monk's unarmed attacks. The best time to use this item is, of course, from ambush, since the targets he is mostly likely to use it against – fighters and heavily armoured clerics and paladins – are unlikely to be able to Spot his ambush, especially if the monk is equipped with items that boost his Hide skill.

Scabbard of Keen Edges: A multiclass monk/fighter, or a monk who practices one of the blade focused fighting styles introduced in this book should strongly consider acquiring a *scabbard of keen edges*, as with his ability to flurry, his chances of scoring a critical hit with a special monk weapon will be greatly improved.

Tome of Understanding, Manual of Quickness in Action: These two items, which grant permanent inherent bonuses to the monk's Wisdom and Dexterity, respectively, are absolutely outstanding magical items for the monk, since he will gain more from them than almost any other class, since they will increase his armour class, his attack bonuses and his ability to devastate his opponents with his supernatural, *ki* based abilities.

High Level (13th – 20th) Magic Items

High Level Magic Weapon Enhancements: At high levels, when the monk has money to burn and his pick of enhancement options, the old standbys of previous levels will still be his workhorse choices. *Ki strike*, *keen* and weapons which deal elemental damage will be lethal in his hands, the former because he can channel so many *ki* powers and the latter because his flurry of blows will allow him to deal monstrous damage with a series of lucky rolls. By no means, however, should the monk's player overlook the more powerful enhancement bonuses. *Brilliant energy* is an outstanding enhancement that seems almost tailor made for the monk, since it will allow him to instantly bypass one

of his chief weaknesses, his inability to overcome stacked magical armour and shield bonuses. *Dancing* is another fantastic choice, since it frees up the monk to use his unarmed attacks with impunity; a monk armed with such a weapon can have a full eight attacks in a round, allowing him to defeat even the highest hit point opponents. The *speed* enhancement is another fine choice for the monk, giving his flurry even greater potency and the *vorpal* enhancement can, when combined with flurry, make the monk an assassin without peer. A word of caution in regards to *vorpal* weapons is in order, though unless the monk has significant bonuses to his base attack, it may prove difficult for him to overcome the armour class bonuses of those foes he most desperately needs to kill with a single blow, meaning this enhancement bonus could well prove useless to a monk who is not combat optimised.

In regards to specific weapons, the high level monk will find nothing of use in the *Core Rulebook II* and is highly encouraged to search for, or commission the construction of the items found in this book.

Eyes of Charming: *Eyes of charming* are a marvellous item for those monks who prefer to defeat opponents without killing them, since it strikes warriors in their worst save category.

Helm of Telepathy: The key advantage to owning a *helm of telepathy* is that it reinforces the image of the monk as a wise man. Using a *helm of telepathy*, the monk will be able to project the illusion of being all knowing and all seeing. Ultimately, this is a relatively frivolous item, despite its power, but one the monk's player should consider, presuming that he has already outfitted his monk with powerful weapons and ability enhancing items, of course.

Horn of Blasting: The *horn of blasting* works magnificently in the hands of a monk, since it can, with one blast, reduce the hit points of a horde of powerful creatures to the point where the monk's flurry has a realistic chance of slaying them. In addition, since it deals sonic damage, the monk can be assured of affecting all but the rarest of creatures.

Robe of Blending: *Robes of blending* are a very useful item for high level monks who prefer to attack from ambush. With the +10 competence bonus the *robe* provides, the monk's Hide score will be more than high enough to allow him to attack warrior classes and spellcasters with impunity, since neither group has access to Spot as a class skill. This will give the monk the critical advantage of a surprise round in which to close with his opponents and prepare to unleash a flurry of blows.

NEW MAGIC ITEMS

While, as shown in the previous section, the monk can gain great benefit from many of the magic items presented in *Core Rulebook II*, the fact remains that there are precious few magic items which directly address the abilities of the monk class, nor the themes of the films, myths and legends which inspired it. In this section, you will find a veritable treasure trove of magical items that are specifically designed to appeal to monk characters and to take advantage of their special abilities.

There are new weapons and weapon enhancements and, just as importantly, there are wondrous items based on the themes and focus of the monk and the world of martial arts. There are also updated versions of items first introduced in the *Quintessential Monk I*, revised and updated to correspond to the rules modifications that have taken place since it was published.

Shield Special Abilities

Rare indeed is the monk who wears armour or bears a shield, since so few of either allows the monk to protect himself while still giving him the ability to use his most vital class abilities. Still, there are a few specialized shields designed with the martial artist in mind, so it is only natural that there would be shield special abilities created to strengthen them.

Returning: A shield enhanced with this special ability returns to the wielder when thrown, exactly as by the weapon special ability of the same name. Only bucklers, light shields and wicker shields can be given this special ability and only if they already possess the *throwing* special ability. A *returning* shield flies through the air back to the wielder, returning just before the wielder's next action and is ready to use that turn.

Catching a *returning* shield is a free action. If the thrower cannot catch it, or if he has moved since throwing it, the shield drops to the ground in the square from which it was thrown.

Moderate Transmutation; CL 7th; Craft Magic Arms and Armour, *telekinesis*; Price +1 bonus

Throwing: A shield enhanced with this special ability can be thrown in combat, exactly as by the weapon special ability of the same name and dealing damage as by a shield

bash. Only bucklers, light shields and wicker shields can be given this special ability.

Faint conjuration; CL 5th; Craft Magic Arms and Armour, *magic stone*; Price +1 bonus

Tumbling: A *tumbling* shield has a sweeping curve and feels slightly flexible to the touch. The *tumbling* special ability adds a +10 competence bonus to Tumble skill checks but only if the wielder is proficient with shields.

Moderate conjuration; CL 5th; Craft Magic Arms and Armour, *jump*; Price +1 bonus

Weightless: A 'weightless' item weighs as much as a feather, allowing the wielder to manipulate his arms as though nothing were there. A monk using a *weightless* shield does not lose his monk abilities but only if he is proficient with shields.

Moderate abjuration; CL 5th; Craft Magic Arms and Armour, *levitation*; Price +2 bonus

Specific Armour and Shields

There are very few magical types of armour and shields made for martial artists, because they are rarely trained in the use of either.

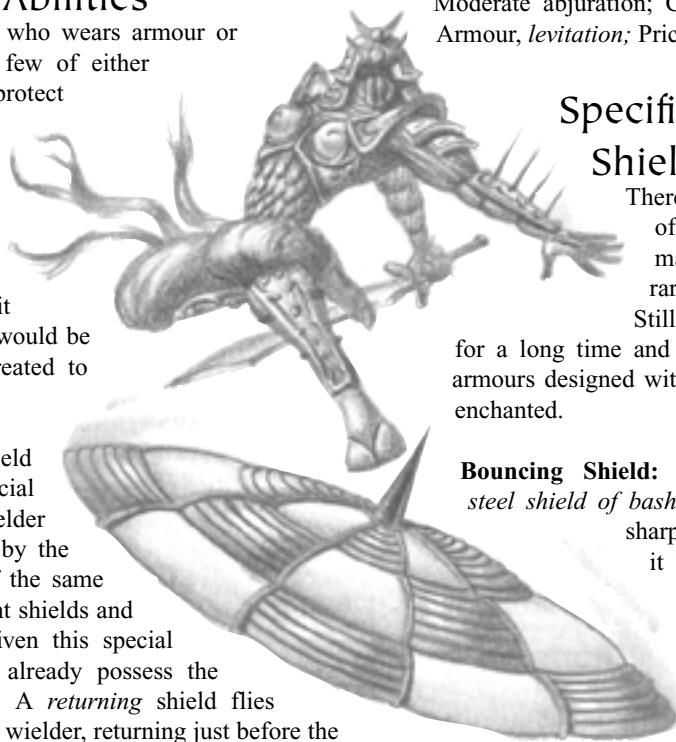
Still, the martial arts have existed for a long time and so a few magical shields and armours designed with the monk in mind have been enchanted.

Bouncing Shield: This +1 *weightless, small steel shield of bashing, throwing and returning* is sharpened along its edges, allowing it to deal 1d6 points of damage when used to make a ranged attack. It can be used to great effect by monks, as it affords them moderate protection without removing their class abilities. Once a day,

the wielder can activate the shield's *true strike* ability, granting a +20 insight bonus to his next attack roll. A monk with shield proficiency and the Improved Shield Bash feat can wield it as a special monk weapon, allowing him to bash with it in a flurry of blows.

Moderate transmutation; CL 12th; Craft Magic Arms and Armour, *bull's strength, magic stone, telekinesis*; Price 45,000 gold pieces

Crippler Armour: This magical suit of +2 *leather wrestling armour* is of sinister aspect and ancient design. Made of the thick, cured hide of a young black dragon



and studded with fragments of metal taken from a melted-down iron golem, the *crippler armour* is an exceptionally dangerous item in the hands of a monk skilled in grappling. *Crippler armour* adds a +5 competence bonus to all opposed grapples checks and can, once a day, be commanded to secrete acid; any being grappled by the wearer of the armour suffers 5d6 points of acid damage (Fortitude save (DC 15) for half damage); a being pinned by the wearer gains no save and suffers full damage.

Moderate conjuration; CL 10th; Craft Magic Arms and Armour, *acid arrow*, *web*; Price 30,000 gold pieces

Weapon Special Abilities

Though the monk is primarily an unarmed fighter, he is wise enough to know that sometimes a weapon is necessary and more than skilled enough to use them when he must. The following weapon special abilities are specifically designed with the monk class in mind.

Blunted: A *blunted* weapon is not actually dull and retains its killing edge. It is specifically enchanted, however, to deal only nonlethal damage on a successful attack. A weapon enchanted with this special ability deals no extra damage, beyond its enhancement bonus, but its critical multiplier is increased by one. A *blunted* weapon transforms any other special ability applied to it to nonlethal damage only, meaning a *flaming burst* special ability applied to it would deal only nonlethal damage. *Blunted* weapons cannot be imbued with special abilities that cause instant death, such as the *vorpal* ability, nor may it be imbued with the *wounding* ability.

Weak conjuration; CL 5th; Craft Magic Arms and Armour, *cure light wounds*; Price +1 bonus

Blossom Cutter: A weapon with the *blossom cutter* special ability is especially effective against archers, as it grants its wielder the ability to Deflect Arrows, as by the feat of the same name. Each time an arrow is fired at the wielder, the *blossom cutter* automatically attempts to deflect it. The roll to deflect is made using the wielder's base Reflex save, modified by the weapon's enhancement bonus, against a DC equal to 20 + the projectile's enhancement bonus. If

the arrow is successfully deflected, then the *blossom cutter* will continue to attempt to deflect further arrows, though the DC to deflect is increased by a cumulative +1 for each arrow deflected during that round. As soon as the *blossom cutter* fails to block an arrow, it stops attempting to block further arrows during that round but will return to life in the following round. Only bludgeoning and slashing weapons can be imbued with this special ability.

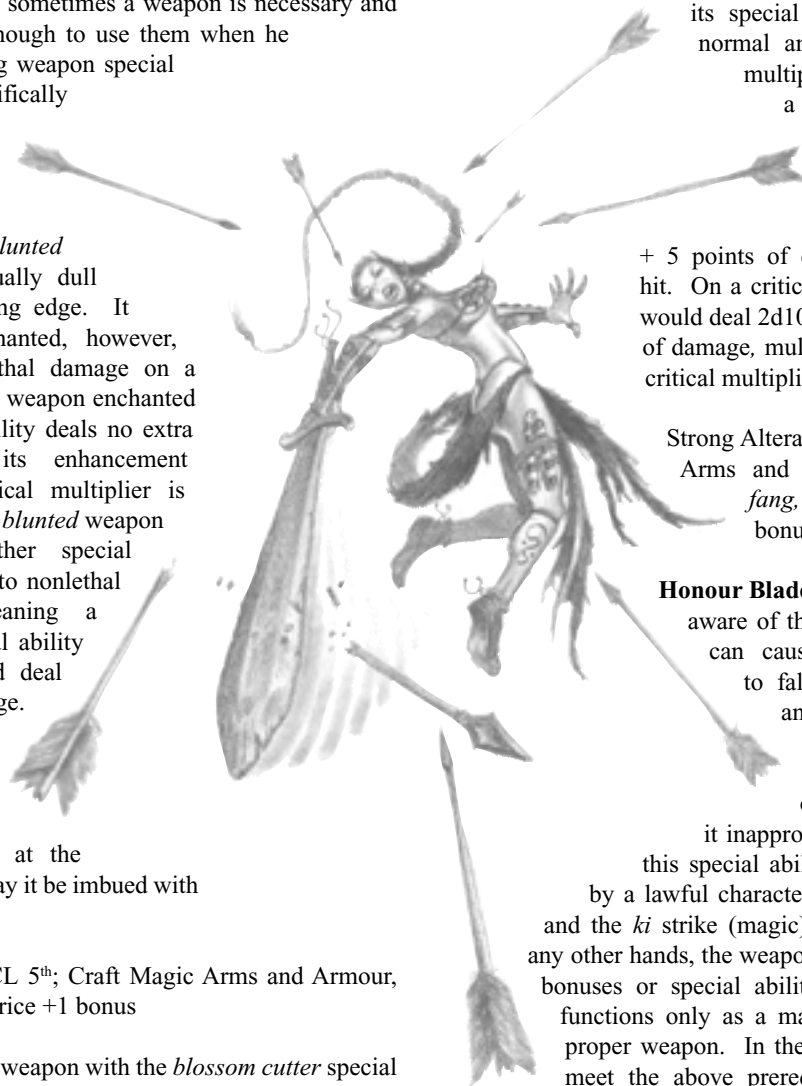
Moderate abjuration; CL 8th; Craft Magic Arms and Armour, *cat's grace*; Price +2 bonus

Enlightened: An *enlightened* weapon has a *ki* spirit all its own and is a strong ally to the martial artist who wields it. On a successful critical hit, an *enlightened* weapon deals damage as by the wielder's unarmed damage but adds all its special abilities to the roll as normal and uses its own critical multiplier. So, for example, a +5 *enlightened kama of thundering* in the hands of a 20th level monk would normally deal 1d6 + 5 points of damage on a successful hit. On a critical hit, that same weapon would deal 2d10 + 5 + 1d8 (sonic) points of damage, multiplied x2 for the kama's critical multiplier.

Strong Alteration; CL 5th; Craft Magic Arms and Armour, *greater magic fang*, *keen edge*; Price +2 bonus

Honour Blade: Martial artists are very aware of the damage their weapons can cause if they are allowed to fall into the wrong hands and so they take care to ensure that no one can dishonour their name, or their blade, by using it inappropriately. A weapon with this special ability can only be wielded by a lawful character with a Wisdom of 15+ and the *ki strike* (magic) monk class ability. In any other hands, the weapon loses any enhancement bonuses or special abilities it may possess and functions only as a masterwork version of the proper weapon. In the hands of one who does meet the above prerequisites, the *honourable* weapon grants a +4 competence bonus to all rolls to oppose disarm attempts.

Weak divination; CL 5th; Craft Magic Arms and Armour, *detect alignment*, *zone of truth*; Price +1 bonus



Martially Attuned: A *martially attuned* weapon resonates with the *ki* energy of its wielder, becoming light as a feather in his hands and moving with the currents of his martial will. A *martially attuned* weapon is considered a special monk weapon when wielded by a monk, regardless of how large it is. A monk is automatically considered proficient with a *martially attuned* weapon, regardless of what type of weapon it is. Only melee weapons can possess this special ability.

Moderate Transmutation; CL 8th; Craft Magic Arms and Armour, *magic fang*, *heroism*; Price +2 bonus.

Specific Weapons

Magical weapons that are intended for use by monks are versatile, rather than overwhelmingly powerful, as monks appreciate a weapon that can serve as many purposes as their unarmed strikes and class abilities.

Chi Staff: A *chi staff* appears to be nothing more than a two-foot length of dark hardwood when found and in the hands of any being which does not have the *ki* strike ability, it functions only as a masterwork club. In the hands of a martial artist with the *ki* strike ability, however, its true strength is revealed. When grasped in both hands, two-foot long lengths of shimmering energy erupt from each end. In this form, the weapon functions as a +2 *enlightened quarterstaff of shocking burst*. Once a day, the *chi staff* can be thrown, transforming into a *lightning bolt* that deals 5d6 damage, as the spell of the same name.

Moderate evocation; CL 8th; Craft Magic Arms and Armour, *magic fang*, *lightning bolt*; Price 72,000 gold pieces.

Staff of Many Guises: The *staff of many guises* is a +4 *quarterstaff*. As a standard action, the wielder can tug on the ends of the staff, transforming it into two +1 *martially attuned clubs*. With a snap, and another standard action, the *clubs* split and become +1 *defending nunchaku* or blades snap out and the item becomes +1 *keen kama*. At any point, the wielder can touch the edges of the separated weapons together and reform them into the *quarterstaff*.

Strong Transmutation; CL 12th; Craft Magic Arms and Armour, *magic fang*, *keen edge*, *mage armour*; Price 64,000 gold pieces.

Iron Flute of the Seven Immortals: The *iron flute of the seven immortals* functions as a +2 *martially attuned club of blossom cutting*. Once a day, the wielder of the *iron flute* can instantly gain the benefits of 3 draughts strength drunkenness, without needing to touch alcohol and without suffering negative penalties for drunkenness. Once a week, the *iron flute* can be made to *dance*, as by the *dancing* special ability.

Moderate Transmutation; CL 12th; Craft Magic Arms and Armour, *protection from arrows*, *touch of idiocy*; Price 45,000 gold pieces

Wondrous Items

Life for a monk is not all about fighting and conflict. In fact, though they know how to kill with ease, most monks and martial artists would like nothing better than to be left alone to develop their *ki* and pursue enlightenment. So it is only natural that monks would desire and possess items that are designed for purposes other than killing. The following wondrous items are designed with the themes of the monk character in mind and should prove useful to him in a variety of situations.

Bottle of Insight: Drunken boxers find truth in the bottom of a bottle, or so they say. This magic item proves that saying true. The *bottle of insight* is a glass wine bottle, unremarkable save for the fact that it is stopped with a cork of purest jade and is wholly unbreakable. The *bottle of insight* automatically transforms any liquid poured into it into strong wine, enough to provide the owner with four draughts worth of drink. Once a day, by imbibing a draught, the owner can affect himself as though by the spells *cat's grace* and *owl's wisdom*.

Weak transmutation; CL 5th; Craft Wondrous Item, *cat's grace*, *owl's wisdom*, *purify food and water*; Price 2,000 gold pieces.

Bowl of Alms: In order to ensure that they remain humble, monks venture forth from their monasteries to beg for alms, disguising their true power and enlightened state when doing so. The *bowl of alms*, which appears as nothing more than a crude, wooden bowl, is of great worth to any monk who is lucky enough to possess one. The *bowl of alms* can cast *disguise self* at will, though it will only transform the owner into a pauper. In addition, once a day, the *bowl* can protect the owner as by the spell *sanctuary*, allowing him to beg without fear of having to injure those unwise enough to wish to rob or bully him.

Weak Illusion and weak abjuration; CL 5th; Craft Wondrous Item, *disguise self*, *sanctuary*; Price 1,000 gold pieces.

Cricket Cage of Enlightened Discourse: The cricket is a symbol of good luck in many eastern cultures and many martial artists enjoy keeping crickets as pets, the better to while away the lonely hours not spent training and meditating. The *cricket cage of enlightened discourse* is a powerful, exotic magical item which transforms any cricket placed inside into something much more valuable than any pet: a spiritual advisor. Once a week, by meditating upon the cage and its occupant for one hour, the monk enters a state of enlightened openness, his *ki* energy making contact with the spirit of universal truth and giving him the ability to seek answers from it, as by the *contact other plane* spell. For the purposes of gaining answers, the spirit of universal truth is





considered to be a greater deity. The monk does not risk having his Charisma or Intelligence score damaged when contacting the spirit of universal truth.

The *cricket cage of enlightened discourse* appears as a humble wicker cage when found but when a living cricket is placed within, the *cage* immediately transforms into a wonder of ivory, jade and gold. When the cricket is removed, or dies, the *cage* reverts to its original state. Should the cricket be killed by negligence on the part of its owner, the *cage* will not function until the monk receives *atonement*.

Strong Divination; CL 12th; Craft Wondrous Item, *contact other plane*; Price 50,000 gold pieces

Gong of Enlightenment: The *gong of enlightenment* is a magical gong made from a pristine piece of brass inlaid with jade and ivory. Once a day, when the *gong* is struck, it grants all within a 50-foot radius a +10 insight bonus to their next Concentration or Knowledge (arcana) skill check.

Moderate Divination; CL 8th; Craft Wondrous Item, *owl's wisdom*; Price 15,000 gold pieces

Gong of Enlightenment, Greater: The *greater gong of enlightenment* functions as the *gong of enlightenment*, save that it can be struck twice each day. The first time, it grants a +15 insight bonus to Concentration or Knowledge (arcana) skill checks and the second time it grants a +10 insight bonus.

Strong Divination; CL 12th; Craft Wondrous Item, *owl's wisdom*; Price 30,000 gold pieces

Gong, War: The *gong of war* is a powerful magical item which is found in most large monasteries and well established martial arts training halls. It is rarely sounded, for its powers are many and potent. Once a day, the *gong of war* can be sounded to produce one of the following effects:

✦ All monks of the temple or school in which the *gong* is placed are affected as by the *greater heroism* spell.

✦ All monks of the temple or school in which the *gong* is placed are affected as by the *haste* spell.

✦ All monks of the temple or school in which the *gong* is placed are affected as by the spells *greater magic fang* and *displacement*.

In addition to one of these effects, when the *gong* is struck all living beings within 100 feet who are not monks of the temple or school are must save versus *fear*, as by the spell of the same name.

Strong Transformation; CL 15th; Craft Wondrous Item, *displacement*, *fear*, *greater heroism*, *greater magic fang*, *haste*; Price 90,000 gold pieces

Hell Money: *Hell money* is ceremonial bits of paper money that are burned in order to gain luck and to appease deceased ancestors and monastery elders. Always found in large bundles, when it is burned, the one who burned it gains a +2 luck bonus to any one attack roll, skill check, or saving throw made that day. A character gains no further bonus for burning any more than one bundle of *Hell money* a day.

Weak Divination; CL 5th; Craft Wondrous Item, *guidance*; Price 200 gold pieces

Power Talisman: A *power talisman* appears to be nothing more than an iron coin attached to a length of thin iron chain. The *talisman* is emblazoned with a pair of crossed fists, which glow faintly when the item is worn. A *power talisman* can be enchanted to hold any magical weapon special ability bonus, with the maximum equivalent bonus the item can hold varying by the strength of the *power talisman's* enchantment. The *power talisman* grants its wielder the ability to use the special ability it contains with his unarmed attacks but does not confer it to any weapon the wearer wields.

Moderate Evocation; CL 6th; Craft Wondrous Item, *greater magic fang*; Price 6,000 gold pieces (+1), 26,000 gold pieces (+2), 58,000 gold pieces (+3), 100,000 gold pieces (+4).

TRICKS OF THE TRADE

The martial arts world is diverse beyond belief and there is no way that any single martial artist, no matter how long he may live, no matter how hard he trains, can ever learn everything there is to know about the art of unarmed combat. Still, there is no harm in trying to learn as much as possible, for the martial artist who masters a thousand techniques can still be caught unawares. The best martial artists are those whose sleeves are filled with a trick for every situation – and it must be said that most monks have very, very large sleeves.

DIRTY TRICKS AND COMBAT OPTIONS

Monks are expert combatants, more than skilled enough to take on almost any opponent. This does not mean, however, that they are averse to using dirty tricks to give themselves the advantage. This section introduces new combat options for monk characters, as well as revising and representing options first described in the *Quintessential Monk I*.

New Grappling Options

Many martial artists are expert grapplers, with years of experience developing and practicing moves which finish a battle quickly and easily. These new options are intended for monks, meaning only with Games Master approval can other characters use them.

Chokehold: A monk who has pinned an opponent for one round can, if he successfully maintains the pin, attempt to choke his opponent into unconsciousness. With a successful grapple check, he restricts the flow of blood and air to the opponent's brain by compressing the throat and arteries of the neck, forcing the victim to attempt a Fortitude save (DC 10). If the save is failed, the opponent is rendered unconscious and drops to 0 hit points. If the save is successful, then the opponent remains conscious. The monk can attempt to choke more than once a round, with each cumulative successful grapple check in a round increasing the DC of the Fortitude save by one. If the monk successfully continues to pin an opponent who did not succumb to the choke hold in the previous round, he can continue to attempt to choke, with the cumulative increases to the Fortitude save DC carrying over into the new round. If the grapple check to apply the choke is failed, or if the opponent escapes from the pin, then the cumulative increases to the Fortitude save are lost.

Once an opponent has passed into unconsciousness as a result of the chokehold, the monk can continue to apply the choke. In the round immediately following unconsciousness, the victim falls to –1 hit points and the round after that, if the choke is not broken or released, the victim suffocates.

Fireman's Carry: With a quick, sweeping motion, a martial artist can scoop an opponent up and lift them over his head, allowing him to move at his normal speed while grappling. In order to perform this action, the monk must win an opposed grapple check, with a –4 penalty to his roll. Performing this action requires a standard action, can only be done if the monk is only grappling one opponent and only if the opponent is of the monk's size, or smaller.

Joint Lock: By manipulating his opponent's limb into a position where it is rendered immobile, the monk can apply a joint lock. A joint lock can only be applied to a pinned opponent and requires a successful grapple check with a –4 penalty. If the check is successful, then the opponent is considered helpless. On the opponent's turn, they can attempt to escape with an opposed grapple check, though they now suffer the –4 penalty to the check, or use the Escape Artist skill with a –4 circumstance penalty. A joint lock cannot be applied to creatures that are immune to critical hits, as it depends on precise application of pain.

Octopus Lock: A monk, and only a monk, can attempt to pin more than one opponent he is engaged in a grapple with. To perform an octopus lock, the monk must successfully pin one opponent, with a –4 penalty to his grapple check. If he is successful, then he has pinned his opponent's body using only his legs, a complex lock which requires years of training to pull off successfully. The monk is then free to attempt another pin action against a second grappled opponent, with the same –4 penalty. If that check succeeds, then the monk has pinned his second opponent; if the second check fails, then the second opponent is still grappled but the first has escaped and is no longer considered grappled. While pinning more than one opponent, the monk rolls all grapple checks with a –4 penalty.

Sprawl: A monk, and only a monk, can automatically sprawl when an opponent pins them. To sprawl, the monk allows himself to be taken to the ground but controls his fall in such a way that he makes it difficult for his opponent to seize and control either his limbs or his centre of gravity. To perform a sprawl, the monk attempts an Escape Artist skill check as a free action, with the DC equal to the opponent's grapple check. If the check is successful, then the monk is still pinned but he suffers only a –2 penalty to his armour class against attacks from other opponents and gains a +4 circumstance bonus to his own grapple checks or Escape Artist attempts to win free of the pin.

A sprawl is performed instead of the opposed grapple check made to resist a pin, so it is best used by monks who know they have little chance of overcoming an opponent's grapple check.



Throw: You can throw your opponent with a successful grapple check. The opponent falls prone in any adjacent square and suffers normal, not nonlethal damage; a monk who throws an opponent deals his unarmed damage. You can also attempt to throw the opponent to any square within a 10-foot radius of you, although doing so requires you to succeed at another grapple check with a -4 penalty to your roll. If you win that grapple check the opponent lands prone and is damaged as above but if the check is failed then the opponent pulls free as you initiate the throw and is no longer considered grappled.

Instead of accepting the penalty to his grapple check, a monk can instead perform a sacrifice throw, launching both him and his opponent to the ground in any hex within a 10-foot radius. If the monk chooses to do this and succeeds at his grapple check, then both he and his opponent fall prone in the desired hex. The victim of the throw suffers damage as listed above but the monk is not injured. A sacrifice throw ends the grapple.

Vitals Strike: With a successful grapple check at a -4 penalty, a monk can head butt his grappled opponent, or gouge his eyes, or crush his genitalia, or otherwise punish a fragile, vital part of the body. The attack deals half the normal amount of unarmed damage and forces the opponent to attempt a saving throw against a DC equal to $10 +$ half the monk's level. On a successful save, the victim is unaffected

but if the save is failed, the victim is *sickened* for one round, suffering a -2 penalty to all grappling checks until they recover. A vitals strike can be attempted multiple times each round but can only affect the victim once.

Dirty Tricks

The monk is the master of the unseen strike, the crippling blow and the merciless tactic. The following dirty tricks are part of the curriculum of most martial arts schools; even those that profess to teach honourable combat.

Strangulation: Strangulation is similar to the chokehold grappling manoeuvre but involves the use of a weapon, making it much more lethal. To strangle a victim, the monk wraps a length of wire, rope, or cloth around the victim's throat, sealing it and preventing the flow of oxygen to the brain. To strangle an opponent, the attacker enters into a grapple by first succeeding with a normal, not touch attack and then succeeding with an opposed grapple check. An opponent who is surprised suffers a -4 penalty to their grapple check to resist being strangled. If the attacker wins the check, they have successfully wound their strangling weapon around the victim's throat. The victim must immediately succeed at a Fortitude save (DC 12). Failure to save means the victim is rendered unconscious with 0 hit points and begins to strangle. If the victim successfully saves, then they are not rendered unconscious. The attacker can continue to apply the strangle hold, with each successful grapple check increasing the DC of the save by one.

The victim is not considered pinned while being choked in this fashion but is grappled. The victim can attempt to escape from the strangling grapple as normal but suffers a -4 circumstance penalty to all grapple and Escape Artist skill checks.

Stunning Clap: A monk with the quivering palm ability can cause his hand to resonate at a frequency which causes potentially lethal vibrations in a victim's body... but that is not the only way he can use this most deadly of abilities. Once a week, in lieu of harming a specific opponent, a monk can smash his hands together with terrible force, allowing his *ki* energy to radiate outwards in a 50-foot cone. All living beings within the area of effect must save against a DC of 10 plus half the monk's level plus his Wisdom modifier or be *paralysed* for one round as sympathetic vibrations lock their muscles. When the paralysis ends, victims are dazed for an additional round. Those who successfully save are unaffected.



NEW SKILL USES

The monk has what might be termed a quietly effective skill list. The skills he possesses can be formidable, especially when used in clever combinations. Yet, his skill list is easily overlooked, outshined by the vast number of interesting and powerful abilities he gains at every class level. With this section of the Tricks of the Trade chapter, we intend to change that. The new skill uses below are inspired by the feats and accomplishments of the martial artists of myth, legend, popular media and the real world. The new rules presented below will provide the martial artists with quite an eclectic mix of new and diverse tricks, tricks that he can unleash to amazing effect on and off the battlefield. For the most part, the new rules introduced below are intended to be used only by monks and by multiclass martial artists, so only with the express permission of the Games Master can members of other classes use any of the monk-only new skill uses presented below.

Be warned that the skill uses presented below are often either quite powerful, or quite exotic by the standards of the skills presented in *Core Rulebook I*. This is an intentional design decision, made for two reasons: First, the *Advanced Tactics* line is intended to extend the abilities and options of the d20 character classes to the ultimate, giving players and Games Masters options which they might otherwise never have imagined for their characters. Second, this book is intended as much to expand the horizons of high level monks as much as possible, boosting their power to levels befitting the heroes of legend. The Games Master is well within his rights to restrict some, or all of the following new skill uses to higher level monks only, with 10th level as the recommended level for gaining access to these new skill uses. Of course, the Games Master can choose to introduce them before, or after this point, as the DC check requirements of many of these skill uses will make it difficult for low level monks to accomplish them with any regularity.

Balance

Use Balance to keep your footing during an earthquake, or to walk on a tightrope without failing, or to resist the mightiest efforts of giants to move you from your chosen position.

New Use: *Light Step* – Many martial artists train their body equilibrium so well they can shift their weight entirely into one portion of their upper body, allowing them to stand, effectively weightless, on objects as fragile as eggshells, as bendable as the thinnest tree branches and as pliant as water. Using light step, a monk, and only a monk, can shift his weight in this fashion, allowing him to move across water, or stand, unmoving, on the very tip of a tree. The DC to perform such a feat varies, as outlined below and is based upon the object to be stood upon's sturdiness and pliancy. In the case of all save water, the DCs listed below should be added to the DCs for narrow surfaces found under the description of the Balance skill found in the skills chapter of

Core Rulebook I. The DCs for moving across water listed below are whole and complete in themselves.

Light Step DC

Object	DC
Less than 2" thick	+10
Less than 1" thick	+15
Paper thickness	+20
Eggshell	+25
Calm water	55
Heavy current	60
Stormy seas	65

So, using the table above in conjunction with the one found in *Core Rulebook I*, the DC to balance or move across a 1" thick and wide tree branch would be 35, while balancing on top of an actual eggshell would be DC 45. The DCs for balancing on water assume the monk is moving at half his full movement rate and represents the monk skimming the surface of the liquid to be crossed. If the monk wishes to move less than half his normal movement rate, then the DC of the check is increased by five and if he wishes to actually stand motionless upon water, then the DC is increased by 10.

A monk can use this skill use to move across liquid surfaces other than water as well, though he risks serious harm to himself in the doing. Monks are subject to normal contact damage for crossing dangerous surfaces, such as acid, rivers of poison, or molten rock, though they gain a +2 circumstance bonus to any save they are required to make.

A monk can use light step to move across liquid surfaces for a maximum number of rounds equal to half his class level, rounding down. If he has not crossed the liquid by that point, he loses his equilibrium control and plunges into the liquid.

New Use: *Bend Like the Reed* – Even the strongest, most straightforward and brutal martial artists know that the best way to resist an opponent is not always brute force versus brute force. Instead, monks know that the best way to defeat a strong opponent is very often to yield to him, to bend before his fury as the reed bows to the wind. A monk can use Balance as a free action to attempt to negate any advantages in size, Strength, or momentum an opponent attempting to perform a bull's rush on him may possess. In order to successfully perform bend like the reed, the monk must succeed at a Balance check against a DC equal to 15 + the opponent's Strength modifier + size modifier, if any. If the check is successful, then the monk has successfully turned his opponent's force against him; the opponent loses any bonuses to his Strength check from size bonuses, Strength modifier or charging. By increasing the DC of the check to 25 + the opponent's Strength modifier + size modifier, the monk can truly turn his opponent's own Strength against



him; when making opposed Strength checks, the monk gains either the total of his own Strength + size modifier, or his opponent's Strength modifier + size modifier + charging bonus (if any), whichever is the higher.

New Use: *Cat Stance* – The cat stance and other, similar stances found in almost all martial arts, is intended to allow the monk to maintain his balance and mobility while also offering some protection against trips and sweep attacks intended to take him off his feet. In the cat stance, the martial artist balances almost all his weight on his back leg, while his front leg is bent at a sharp angle, the tips of the toes just barely making contact with the earth. When an opponent attempts to trip or sweep the monk, he can just raise his foot and step over the attack. A monk, and only a monk character, can make a Balance check as a free action when an opponent attempts to trip him, with the DC of the check equal to 15 + the opponent's Strength modifier + size modifier. If the check succeeds, then the opponent adds no size or Strength modifiers to his trip attempt but if the check fails, the monk suffers a –2 circumstance penalty to his own Strength or Dexterity check to resist being tripped.

Synergy: Characters with five or more ranks in the Move Silently skill gain a +2 bonus to all attempts to use light step, as they are well practised in moving with light footfalls.

Climb

Use the Climb skill when scaling a wall, to reach a window high upon a wizard's tower, or to climb out of a pit trap before starvation sets in.

New Use: *Brace Between Walls* – A character can, with a successful Climb skill check, brace himself on two parallel surfaces using only his feet, freeing up his hands for other work. Typically, this technique is used when a monk, or other character wishes to catch an enemy by surprise, standing suspended high above them and then swinging down, so their head and arms are pointed at the ground and they can attack their unprepared victim.

In order for the Climb skill to be used in this fashion, there must be two roughly flat, parallel objects within five feet of one another and the monk must have at least five feet of room in front of him, to allow his body to swing forward and down. Typically, this means that the monk will be scaling and bracing himself between two walls of a hallway, though forests of close growth, or rows of marble columns are another possibility. In any case, the monk scales the parallel objects as normal, reducing the DC of the Climb check by 10 (per the modifier for climbing while braced against opposite walls in the *Core Rulebook I*). Assuming the Climb check is successful, he can stand upright and maintain his position using only his feet and the strength of his legs.

As a move action and with a successful Climb check against the same DC as for climbing the surface, the monk can allow his body to swing forward and down, so that he hangs

suspended upside down. The character can attack while in the position, or perform other actions, such as spellcasting, but may not move, except to pull himself back upright, using only the strength in his back; doing this is a move action which provokes an attack of opportunity.

Each round the character remains suspended, he must make a Climb check against the appropriate DC to keep from falling. Assuming the check succeeds, the character can act as he wishes, unleashing a full attack sequence or even a flurry of blows. Using a supernatural ability which requires an action, or casting a spell, or using a spell-like ability, forces the character to make another Concentration check against a base DC of 10 plus spell level, or +5 for supernatural abilities. On a failed check, the action cannot be performed and the character must succeed at a Climb check to keep from falling. If the character is struck in combat, he must also succeed at a Concentration check, as above.

While braced between walls in this fashion, the monk's opponents lose their Dexterity modifier to armour class. The monk retains his Dexterity modifier and is not considered flat-footed.

A character who attempts to Hide while braced upright between walls gains a +2 circumstance bonus to his Hide skill check, as most beings do not instinctively think to look above their heads when looking for ambushes.

New Use: *Climb Giant* – A character can use the Climb skill to attempt to 'scale' an opponent of Huge, Gargantuan or Colossal size, gaining great advantages in combat when doing so. In order to scale a creature of this size, the character must enter within a square it occupies, automatically provoking an attack of opportunity (in addition to attacks of opportunity provoked by moving through the area the creature threatens). If an attack of opportunity is successful, then the character is pushed back five feet and knocked prone. If the attack of opportunity misses, then the character can attempt a Climb skill check to shimmy up one of the creature's limbs. The DC of the Climb check varies; the difficulty for climbing a roughly human shaped creature like a giant is generally equivalent to attempting to scale an uneven surface with narrow handholds, or base DC 20. DCs are lowered and raised from that base line as appropriate for how rough the skin or fur of the creature to be climbed is. A dragon, for example, is covered with scales, making it loosely equivalent to a rough natural rock surface, or DC 15. In all cases, the base DC is increased by +5, to represent the movement of the creature being climbed.

A character moves at one-quarter normal speed while climbing, as is usual and also loses his Dexterity modifier to armour class while doing so. If struck by the climbed creature while scaling it, the character must succeed at a Climb check against a DC equal the original Climb DC + half the damage suffered. Failure means the character falls off the creature and lands prone at its feet in the same square.



While climbing a creature in this fashion, the character can attack using a one-handed Light weapon and the climbed creature loses its Dexterity modifier against the character's attacks. Alternately, the climber or the climbed being can initiate a grapple without provoking an attack of opportunity. Once a grapple is entered by either party, the character is considered grappled and is no longer considered to be climbing the larger creature.

Special: Small size characters can only brace between walls that are parallel and within three feet of one another, while Large size creatures can brace themselves between parallel walls separated by no more than 10 feet and no less than five feet.

Concentration

A monk uses Concentration to remain calm in the face of incredible danger, to resist distractions from the outside world during his long bouts of meditation, or to ignore the fiery agony of wounds taken in combat. Concentration is one of the monk's key skills and a high rank in this skill is the key to achieving final enlightenment.

New Use: *Walking Meditation* – A monk who has mastered the art of meditating without moving can also enter a meditative state that allows him to speak, to observe the world around him and to move and fight as normal. This state of enlightened awareness, at once travelling the earth and the realms of the mind and spirit, is known as the art of walking meditation.

To enter a state of walking meditation, the monk must succeed at a Concentration check (DC 30). If his check fails, then his mind is in too much turmoil to permit him to drop into the realm of quiet reflection but if it is successful, then he has entered the correct meditative state, gaining all the following bonuses and penalties.

While within a state of walking meditation, the monk's mind opens and expands, flowing out along the currents of ether and over the physical world. As a result of this expanded state of consciousness, the monk's senses are greatly heightened, because he perceives time as a vast ocean, in which all events past and future are laid out before him, rather than in a linear fashion, as others do. As a result of this, the monk adds his Wisdom modifier to his initiative checks, for as long as he is in his walking meditation state.

Further, the monk's meditative calm strengthens his mind against outside influences, for his conscious mind has become far too vast to be easily bound. The monk gains a +2 bonus to all saves against mind-affecting spells and spell-like effects, a bonus that stacks with that gained from feats, or from the still mind class ability.

In addition, while in a walking meditative state, the monk does not become exhausted, as his *ki* energy is fed by the ambient universal energy that is all around him. He is immune to the effects of *fatigue* and *exhaustion* while in a state of walking meditation and to spells that cause either status condition.

Finally, while performing a walking meditation, the monk is considered to be resting, for the purposes of healing and rest before spell preparation. He gains all the benefits listed for meditation, above.

While within a walking meditative state, the monk strides purposefully but cannot move as quickly as normal, lest hurriedness set his mind on the path to uncertainty. While in a state of walking meditation, the monk loses half his unarmoured speed bonus, rounding down, and cannot run. In addition, he cannot use his greater flurry of blows ability while performing a walking meditation; should he choose to do so, the meditative state immediately ends.



If the monk is struck in combat while in his meditative state, then he must immediately succeed at a Concentration check against a DC equal to 15 + the damage dealt, or the walking meditation ends. Other distractions can potentially force the monk out of his meditative state as well; to avoid leaving his meditative state, he must succeed at another Concentration skill check against DC 30. While within a walking meditation state, the monk can interact with the world around him as normal, though his speech will be slow and very considered.

Entering a state of walking meditation requires 10 minutes of preparation time and can only be attempted if the monk is fully rested. A monk can undertake a walking meditation only once each day and can remain in the meditative state for a maximum of one hour per two monk class levels he possesses, plus one hour for every two points of his Wisdom modifier. At the end of that time, the meditative state ends and cannot be begun again until the monk has rested for a minimum of eight hours. If the monk chooses to end his meditative state before that time, or if he is injured or distracted and cannot maintain it, he cannot re-enter it until after resting, as above.

New Use: *Meditation* – All monks and most martial artists meditate, both as a way of recovering from the rigours of their intense physical workouts and as a means of pursuing ultimate enlightenment. When a monk meditates, he lets his conscious mind slumber, while his unconscious spirit and his *ki* energy roam ancient paths, seeking out the truths of those who came before and studying the teachings of his school. Though initially, entering a meditative state requires long periods of preparation, by the time a martial artist is ready to test his skills in the outside world, meditating is as simple a matter as breathing.

A monk character, and only a monk character, can enter a period of meditation instead of sleep. When meditating instead of sleeping, a monk character need only rest four hours to be completely rested; this allows him to recover one hit point per character level, or prepare spells if he is multiclassed as a spellcaster. A monk who meditates a full eight uninterrupted hours recovers two hit points per character level and a monk who meditates for a full day and a night recovers three hit points per character level.

New Use: *Activate Secret Symbol* – A monk who possesses knowledge of secret symbols must succeed at a Concentration check each time he wishes to activate one. The base DC of the Concentration check is 20, + 5 for each symbol beyond the first to be activated. If the check is successful, then the secret symbol(s) are activated as normal. If the check fails, then the secret symbols are not activated and the monk loses the use of them for that day. If the monk is struck and damaged while activating secret symbols, then he must succeed at another Concentration check against the original DC plus damage suffered. The rules for using secret symbols are presented in the Special Techniques chapter.

Synergy: A character with five or more ranks in the Knowledge (arcana) skill gains a +2 bonus to all attempts to activate secret symbols.

Special: A monk who possesses the Endurance feat can remain in his meditative state for two hours longer than normal.

Heal

Use the Heal skill to preserve an injured ally's life, to help your fellow adventurers recover more quickly from wounds, or to delay the ravaging effects of poison.

New Use: *Disgorgement Fist* – The monk knows how to attack with precision accuracy, striking pressure points and vital areas of the body with the exacting skill of the surgeon. A monk character, and only a monk character, can use unarmed attacks in combination with his knowledge of healing to strike the diaphragm with incredible force, forcing his targets to disgorge the contents of their stomachs and lungs in a convulsive gasp.

The monk can use this ability in one of two ways, either to save his allies from the negative effects of ingested and inhaled poisons, or to injure his opponents. When using disgorgement fist to negate poison, the monk must dedicate a standard action to centring himself and preparing his target to receive the blow and then must strike them with an unarmed attack using his palm. While centring himself, the monk must make a Heal check against a DC equal to either 15, or the save DC of the poison which affected the target, whichever is higher; if he succeeds, then he has a chance to force the poison out but if he fails, he will not know it until after the unarmed blow is struck. Once the Heal check is attempted, the monk must strike his ally in the area between the stomach and chest; the blow must be precise and so the monk must successfully strike his target. If the target is willing to receive the blow, then the attack roll is made as though the monk were striking a flat-footed target. If the target is not willing, then the monk must succeed with a normal attack roll. If the attack roll is successful, then the targeted creature instantly disgorges the contents of their stomach and exhales their breath in a long gasp; the target is *nauseated* for one full round. If the target creature wishes to resist the effect, then they must succeed at a Fortitude save against a DC equal to 10 plus half the monk's ranks in the Heal skill plus his Wisdom modifier.

If the monk succeeded at his earlier Heal check, then the target instantly and harmlessly vomits or breathes out whatever non-magical ingested or inhaled poisons and toxins are within their body instantly. If the Heal check failed, then the target is *nauseated* as normal but does not expel the poisons.

In order for this technique to be effective, the monk must perform it after the target has ingested or inhaled poison but before the saving throw against the secondary effects of the



poison is attempted. If it is performed successfully, then the victim will not need to save against secondary effects, as the poison is cleared from their system before it can do any more harm. Disgorge fist does nothing to reverse any negative initial effects of poison, it only prevents secondary damage. A blow using disgorge fist deals no damage.

The monk can also use disgorge fist to *nauseate* opponents, by striking them in the vitals with an open palm attack or with his knuckles. In order to use disgorge fist in this way, the monk uses a standard action to analyse his opponent and must attempt a Heal check (DC 15). After the check is made, the monk must make a pinpoint strike on his opponent; in order to have a chance of succeeding, the monk must focus all his effort on the target pressure point and so cannot defend himself adequately, meaning the disgorge fist provokes an attack of opportunity from the targeted opponent. If the monk is struck by the opponent's attack of opportunity, he must succeed at a Concentration check (DC 10 plus damage) or lose the ability to perform the disgorge fist. If the monk succeeds at his attack roll, then the victim must attempt a Fortitude save against a DC of 10 + half the monk's ranks in the Heal skill + his Wisdom modifier. If the save is successful, then the opponent suffers no ill effects but if the save is failed, then the opponent is *nauseated* for one full round, with the condition ending at the start of the monk's next turn.

New Use: *Draw Poison* – This is a new skill option suitable for any character. The effects of poison can be insidious, even deadly to the victim and so it is unfortunate that so many animals in the world have the ability to inject poison through the use of fangs or stingers. Healers long ago

learned that it was possible to suck or draw poison from a fresh wound, preserving the victim from the most harmful, toxic effects. With a successful Heal skill check against a DC equal to the saving throw DC of the injected poison, a character can suck the poison from his own wounds, or from the wounds of another. If the save is successful, then the poison is drawn out and the victim need not save against the secondary effects of the poison, if any. If the Heal check is unsuccessful, then not only does the victim have to save against the poison's secondary effects, but the one who attempted to draw the poison forth must save as well, or succumb to the poison's initial effects. The healer's saving throw is made with a +4 circumstance bonus and if it is successful, the healer suffers no ill effects and need not save against secondary damage. If the save is failed, then the healer suffers the poison's initial effect and must also save against its secondary effects one minute later, with a +4 bonus to his save. In order for this skill use to have any effect at all, it must be applied before the victim is required to save versus secondary effects. This skill use requires a

full round to complete – one standard action to prepare the wound and a move action to draw forth the poison. Draw poison can only be used to treat non-magical injected poisons.

Try Again: Neither disgorge fist nor draw poison can be tried again, as the healer will not know whether his attempt was successful until the time when the victim must attempt his secondary save against the poison's effects have passed.

Special: A healer's kit does not add a +2 circumstance bonus to Heal checks when attempting a disgorge fist but does apply to attempts to draw poison.

Jump

Use the Jump skill to cross a yawning chasm, to leap from the ground and grab the lip of a high stone wall, or to vault across a table.

New Use: *Ki Spring* – The martial artist is the absolute master of his body's physical capabilities and is so well-trained that he can push *ki* energy into any limb, allowing him to maximize the effectiveness of his movements. A monk character, and only a monk character, can leap from a standing position across large distances as easily as he does with a running start. Normally when using the Jump skill, the DC of the check is doubled when the manoeuvre is begun from a standing position, meaning the check DC to jump 10 feet from a standing position would be 20, rather than 10. Instead of doing this, the monk can if he wishes gather his



ki energy into his legs as a move action and then perform the Jump as a second move action; if he does this, the DC of the standing Jump check is increased by only 1.5 times the standard DC, rather than doubled.

The monk can also use his *ki* energy to leap straight up from a standing position. By focusing his full energies as a move action, the monk can perform a high jump from a standing position with an increase to check DC of only 1.5 times the base.

A monk can focus his *ki* as a move action at the end of one round and then attempt his Jump check as the first action on the following round but must succeed at a Concentration check to retain his *ki* focus if he is injured before the Jump is attempted.

New Use: *Leaping Crane* – Normally, when a high jump is successfully attempted, the jumper is left holding onto the ledge, or the branch that he leapt up to grab and must pull himself onto the object with a Climb check and a move action. The monk, however, has powerful legs and more than enough control to simply bound to the top of the object he wishes to scale. By increasing the DC of his Jump check to five times the height of the jump, rather than four times, instead of grabbing the edge and having to pull himself up, forgoing the need for another move action and a Climb check. Leaping crane can be used in conjunction with a *ki* spring to allow the monk to leap onto a high wall from a standing position, which will give the monk a considerable advantage over other characters.

New Use: *Sideways Jump* – Normally, a Jump check can only be attempted if the character wishes to leap forward, upward, or down. A monk character, however, has such incredible

balance and leaping ability that he can move sideways with a Jump check almost as easily as he moves forward. The monk can jump sideways while moving forward, allowing him to quickly shift position to gain the element of surprise, to dodge out of the way of hidden dangers or to use a running start to give him the ability to vault sideways from a castle wall to a tower window.

When performing a sideways long jump, the DC of the check is increased by 1.5 times, rounding up. If the check is successful to monk can use the momentum of his forward movement to propel him up to 90 degrees to the left or to the right of the direction of his movement. So, for example, a monk who wishes to leap from a rafter to another parallel rafter 30 feet to his left can, with a 20-foot running start and a successful Jump skill check (DC 45), (30 x 1.5), leap 90 degrees sideways and land on the other rafter.

Note: There is no need for a monk to attempt to jump sideways while standing in a prone position, as it is assumed he can simply turn to face the direction he wishes to jump. For the same reason, there is no need to include options for jumping backwards, as the monk can simply turn 180 degrees and jump that direction.

New Use: *Leaping Kick* – The martial artist is a skilled unarmed fighter whose years of intense training have strengthened his muscles to the maximum of human potential. This incredible development allows him to strike with the force of a hammer, both with his fists and with his kicks. Most martial arts also teach the practitioner to coil his body and spring forwards, upwards or backwards with ease, allowing them to dance out of the way of incoming blows or delivering a jumping kick or knee strike of staggering power. The monk who has developed his Jump skill can

New Option: Monkey Scramble

A common stunt in most martial arts films and modern literature is the scaling of a high wall by bouncing between it and another parallel or perpendicular object, such as when Jackie Chan runs up the corner of a wall. Using this option, the monks of your campaign world can perform this stunt too, allowing you to better emulate martial arts fiction in your game.

If the monk wishes to perform a high jump to reach the top of a wall or other object, the DC of the jump is three times the height of the jump in feet, rather than four times (if using leaping crane, the DC is four times the height, rather than five), but only so long as the object is within five feet of another, parallel inanimate object of roughly the same height. The parallel objects do not have to be of the same type, meaning the monk can gain this bonus when monkey scrambling between two adjacent columns. Alternately, the monk can perform the same manoeuvre between two perpendicular objects but only if those objects are touching one another, such as at the junction between two building walls. On a failed Jump skill check when attempting a monkey scramble, the monk falls and will take damage if he does not possess the slow fall class ability.

When performing this action, the monk leaps back and forth between the object he wishes to scale and the object perpendicular or parallel to it, bouncing like a monkey in an incredible display of acrobatic talent.

The monkey scramble is similar mechanically to the Climb skill but it differs in that it can only be used to scale relatively small heights, meaning this option will not replace the need for the Climb skill.

use it to enhance the power of one of his unarmed attacks, as follows.

In order to use a leaping kick, the monk must perform a long jump as a move action and must land in the square adjacent to the target and closest to the monk, tracing a straight-line path. In order to perform the leaping kick, there must also be no objects or beings between the monk and his target. If these conditions are met, then the monk who succeeds at his Jump skill check can make a single unarmed attack upon the target as a standard attack action, gaining a bonus to attack equal to +1 for every full 10 feet of distance travelled and +1 to damage for every five feet travelled. So, for example, a monk who successfully leaps 20 feet and kicks his target would gain a +2 to attack and +4 to damage. For every 5 full points by which the Jump check succeeds, the monk adds an additional +1 to both his attack and damage rolls. At the end of the leaping kick manoeuvre, the monk is adjacent to his target and his turn ends.

For example: a 20th level monk with 23 ranks in the Jump skill and the ability to move 90 feet each round has a total Jump check modifier of 47 (23 ranks + 4 for each 10 feet of movement per round beyond 30). The character's player decides to have the monk perform a leaping kick to strike an opponent 20 feet away and rolls a 10, for a total Jump check result of 57, more than enough to succeed. The monk gains a +9 to his attack roll and a +11 to his damage roll when making his unarmed strike on the target.

New Use: *Long and High Jump* – Normally, when a character makes a Jump check, he must either decide to jump for height, or for distance, not both, meaning it is difficult for a character to leap across a pit and onto the top of a low hanging wall. Using this optional new use, however, it is possible for a character to both leap forward and upwards.

When performing a long and high jump, the DC of the check is equal to the sum total of the standard DCs for distance to be leapt and height to be reached. So, for example, a monk who wishes to leap across a 20-foot gap and grab the edge of a four-foot high stone wall on the other side would have to succeed against a total DC equal to 20 + 16, or 36. Likewise, to leap across a five-foot gap and grab a branch six feet above the character's head would require a successful Jump check against a DC of 5 + 24, or 29.

Performing a long and high jump counts as two move actions, meaning a character that successfully grabs hold of the ledge on the other side of his jump must wait until his next action to pull himself up. A long and high jump can be performed from a standing position but the DC of the check is doubled as normal, so it will be a nearly impossible manoeuvre for all



but the skilled adventurers. A monk can gain the benefits of *ki* spring (above) when performing the long and high jump but only if he has focused his *ki* energy as a move action in the previous round. A monk can also combine a long and high jump with leaping crane, modifying the DC of the high jump as normal. So, for example, a monk who wished to leap across a 20-foot gap and land atop a four-foot high stone wall would need to succeed at a Jump check against a DC of 40.

Failure to successfully complete a long and high jump can be disastrous. On a failed Jump check, the character lands directly at the foot of the high object he was attempting to grab; if the character was leaping across a chasm, this means he will fall, potentially to his death.

Synergy: A monk with five or more ranks in the Climb skill gains a +2 synergy bonus to Jump skill checks when performing a leaping crane high jump to leap onto an overhead object, as he quickly pulls himself up and over the object with lightning fast motions of his hands and feet.

Knowledge (arcana)

Use the Knowledge (arcana) skill to recall the details of an ancient mystery, to interpret mystical symbols of an ancient



martial arts order, or to recognize the fighting techniques of an opponent.

New Use: *Learn Secret Symbol* – A monk who wishes to learn a secret symbol must first analyse and understand its mysteries and its hidden meaning. The exact method of learning a secret symbol is discussed in the Special Techniques chapter but it always involves a Knowledge (arcana) skill check. The base DC of the check is equal to 15 plus 5 per level of the secret symbol. With a successful skill check, the monk adds the secret symbol to his list of known symbols. If the Knowledge (arcana) skill check is failed, then the character is not enlightened as to the symbol's meaning; he does not add it to his list of known secret symbols and may not attempt to learn the same symbol until he has advanced one level in the monk class and added at least one rank to his Knowledge (arcana) skill.

New Use: *Identify Secret Symbol* – The secret symbol which represents a given concept can be traced many ways but all those ways are merely representations of the one, enlightening truth that symbol represents. When a monk witnesses another martial artist using a secret symbol, he can attempt a Knowledge (arcana) skill check as a free action; if the check is successful, he correctly identifies the nature and properties of any symbols being used. If the check fails, then he does not recognize the symbol, even if it is one he already knows. If the check is failed by five or more points, then the monk wrongly identifies the symbol as a different secret symbol.

New Use: *Analyse Fighting Style* – A monk, and only a monk, can attempt to analyse the fighting techniques of another martial artist or warrior and thereby gain an understanding of what skills they possess and tricks they know. With a successful Knowledge (arcana) skill check opposed by either the target's Bluff check, or a d20 roll plus the subject's levels in the monk, fighter, paladin, ranger or barbarian classes, the monk learns the character's total levels in the above classes and gains a rough understanding of the combat feats the character possesses. In addition, if the target subject is a monk with style feats, the character learns which style the opponent is studying and knows how far along the path to mastery the opponent has gone.

The monk gains only a general understanding of the subject's abilities when using this skill, not a thorough rundown. For example, he does not know the exact breakdown of classes the target possesses but would learn that the character has 10 total levels in the warrior classes. Likewise, he does not gain exact information regarding the subject's feat selection; instead, he learns that the opponent 'seems capable of killing multiple opponents with one blow' (Power Attack, Cleave and Great Cleave), or that the subject is a monk who has 'mastered the Snake Fist style completely'.

Special: A monk gains a +2 insight bonus to Knowledge (arcana) skill checks made to identify a secret symbol which the monk himself knows.

Perform

Use the Perform skill to rouse a crowd to anger, to bring them to tears with an impeccably sung aria, or to communicate to the them the sorrow of mortal life through the reading of a dramatic poem.

New Use: *Perform Kata* – Almost all martial arts teach their practitioners kata, or linked sets of movements that teach specific techniques and strategies of the style. Kata are one method by which teachers ensure that the knowledge they pass down will not be lost, nor, just as importantly, taught incorrectly. Some martial arts styles have only a handful of kata (also known as forms), while other styles teach dozens, or even hundreds, each just slightly different from the others. Neither method is the 'correct' method and the number of kata taught at a school is not the sole measure, or even the most important one for determining the depth of its teachings.

Since almost all styles teach at least a few kata, all characters skilled enough in the martial arts to be able to have even one level of the monk class are likely to know several different kata, which he will undoubtedly practice every day. As a result, the monk will be quite skilled in the performance of his kata, his movements sleek and perfect, his stances and strikes impeccable. Some martial artists, though, take their kata one step further. They drill themselves to a fanatical degree, pushing, pushing, pushing the limits of their body and their spirit until their kata are perfect as the divine and beautiful as the sunrise on the first day of spring. While martial artists who develop their kata to this level are not better fighters than other monks, they appear more skilled to laymen. With a successful Perform skill check, the character can earn a wage exactly as by the normal rules for the Perform skill.

Synergy: A character with at least five ranks in the Tumble skill gains a +2 bonus to all Perform (kata) skill checks. A multiclass monk/bard can use Perform (kata) to activate some of his bardic music abilities, as explained in the Multiclassing chapter of this book.

Sense Motive

Use Sense Motive to determine whether or not you are being lied to, whether a friend is being influenced by magical forces or to understand the subtext in a conversation.

New Use: *Pierce Disguise* – A monk can use his ability to read body language to see through a disguise and identify the being within. When the monk passes a disguised subject, he can automatically attempt a Sense Motive skill check, opposed by the disguised being's Bluff check. If the monk's check succeeds, he senses that something is false about the disguised being's movements; perhaps he notices the rolling gait of a lifelong sailor beneath the flowing silks of a noblewoman's dress, or senses the nervousness of a young woman disguised in the garb of a male soldier, or notices that an 'old woman's' gaze is too sharp, too clear eyed for

her apparent age. In any case, the monk can, if he wishes, immediately attempt a Spot check, with the DC set by the subject's Disguise check, to pierce the disguise fully.

Try Again: No. A monk who fails to read what his opponent's body tells, or who fails to sense something unnatural in another's disguise, will not know that his reading is incorrect, or that his instincts and training have failed him.

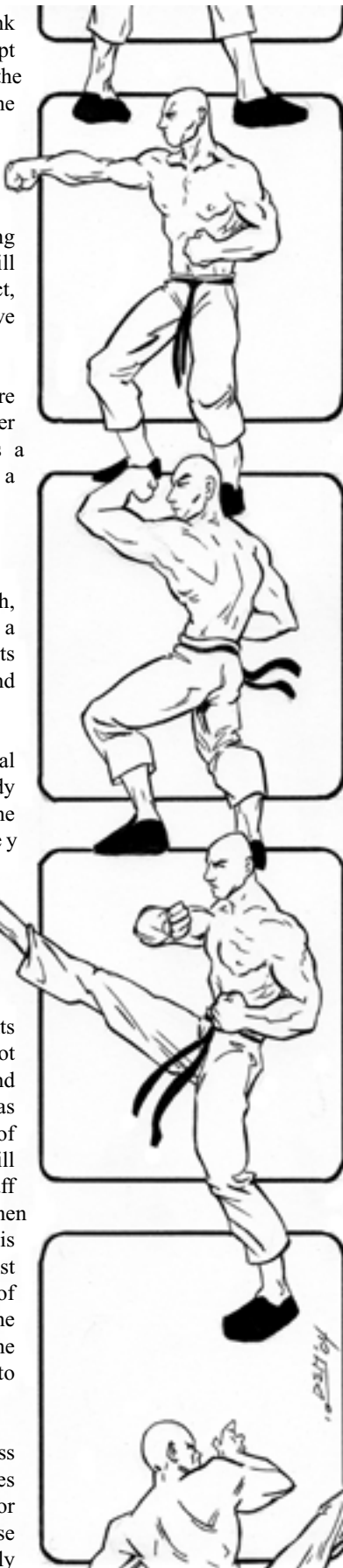
Synergy: A monk with five or more ranks in the Bluff skill knows another faker when he sees one and gains a +2 bonus to all attempts to pierce a disguise.

Spot

Use the Spot skill to detect an ambush, to see through a disguise, to follow a flying bird with your eyes as it darts through the forest, or to read lips and translate body language.

New Use: *Read Tell* – Martial artists are trained to read body language, to interpret and analyse the smallest movement so that they understand other's intentions as well as they know their own. A monk, and only a monk, can read the signals of another humanoid being's body language and use that information to react to his opponent's movements before they are even made. To use Spot in this fashion, the monk must spend a full minute studying the subject as they go about their tasks. At the end of this time, the monk makes a Spot skill check opposed by his subject's Bluff check. If the check is successful, then the monk gains a +1 insight bonus to his armour class and all attack rolls against that one opponent, for the duration of a single combat. If the subject is the only opponent the monk faces, then the monk also gains a +1 insight bonus to his initiative check.

If the read tell check is failed by less than five points, then the monk receives no bonuses. If the check fails by five or more, then the monk has gained a false reading and will react inappropriately



to his opponent's actions; the monk suffers a –1 penalty to his armour class and to his attack rolls when in combat with that specific opponent and if engaged in solo combat, suffers a –1 penalty to his initiative check as well.

Fighters, as the absolute masters of combat, know how to disguise their movements and rarely act the same way twice, the better to keep their opponents from guessing their intentions. The fighter, and only the fighter, opposes the monk's Spot check with the results of a d20 roll plus his fighter class levels.

Martial artists are only trained to read the body language of those like themselves, so the movements of more monstrous creatures are beyond their ability to interpret. A monk can only use this skill use to attempt to read the body language of humanoids. If the monk is a monstrous creature, then he can only use this skill to read the tell of beings of his creature type.

Synergy: A monk with five or more ranks in the Sense Motive skill gains a +2 bonus to all attempts to read an opponent's tell.

Tumble

Use the Tumble skill to roll, flip, do cartwheels and otherwise contort and twist your body. Tumblers are difficult to touch in battle and can frustrate their opponents no end.

New Use: *Tumbling Leaf* – Using his Tumble skill a martial artist can make it very difficult for opponents to strike him with ranged attacks, by twisting, turning and contorting his body and by performing standing cartwheels, handsprings, sudden ducks and leaps. As a move action and with a successful Tumble check (DC 15), the monk can Tumble in place, gaining a bonus to his armour class equal to 2 + 1 for every five points by which his check result exceeded the DC. The monk can move at full speed while using tumbling leaf but to do so requires another move action; while using tumbling leaf, he cannot also attempt to tumble through occupied squares or tumble to avoid attacks of opportunity provoked by moving past opponents. While performing tumbling leaf, the monk can attack using a standard action as normal. The benefits of tumbling leaf stack with those gained from fighting



defensively as a standard action and also with those gained by the Combat Expertise feat.

New Use: *Dragon Wraps the Pole* – The martial artist learns early that he must never allow himself to be unwillingly knocked to the ground by an opponent and that if he is, he must never remain there if he can help it. Martial artists and monks taught a number of techniques for rising from a prone position without exposing their vitals to attack, so a martial artist can use the Tumble skill to attempt to stand without provoking an attack of opportunity. When using this particular technique, which starts from a flat on the back position, the monk spins his legs in a wide arc around him, then brings them together, rolls up onto one shoulder, plants his hands and pushes straight up with his hands, allowing his feet to kick up and over, so that he launches into air like an arrow and lands balanced on his feet, ready to resume the fight. Performed successfully, the manoeuvre is so swift that the user is safe from attack and does not provoke an attack of opportunity when rising from the prone position. On a failed

Tumble skill check, the character still rises from prone but is subject to an attack of opportunity as normal. The DC of the check is 15 and dragon wraps the pole requires a move action.

New Use: *Avoid Trample* – With a successful Tumble check against a DC of 15 plus half a trampling creature's base attack bonus, a monk can Tumble out of the way of a trample attack. If the check is successful, then the monk does not leave his square but manages to twist and flip out of the way of the trampling creature's feet and body, suffering no damage. If the check is failed, then the monk does not receive a Reflex save to suffer only half damage from the trample attack.

Synergy: A monk with five or more ranks in the Balance skill gains a +2 bonus to all tumbling leaf Tumble checks. A monk with five or more ranks in the Escape Artist skill gains a +2 bonus to all attempts to avoid trampling using the Tumble skill.

After he drained his fourth tankard, Lathanan finally felt confident enough to address the strongman. 'Does your master treat you well?'

The strongman recoiled, his fat face pinched and red. 'My what?'

'Your master.' Lathanan put his hands together and gave a monk bow, swaying drunkenly. 'You know. The one who teaches you how to fight. Your... master.'

The strongman slammed his fist so hard on the bench that trenchers and tankers went flying in every direction. Then he stood, towering over Lathanan. 'I am no man's slave, boy!'

Lathanan stood too, to mollify his drinking companion. He opened his mouth to call for another round. And that was when the punching started...

'Master,' Lathanan said later, while his hand soaked in soothing, herb infused water, 'did you know there are martial artists who do not call their master, 'master?'

Four Willows Weeping stroked his long beard absently. 'Of course. Some are teachers, some are known as sifu, some are just known by their names. It is just a word, Lathanan. Is that what caused all this?'

Lathanan nodded. 'Yes, master.' He paused, considered for a moment, and then asked, 'Master? Do they do as we do? These other martial artists, I mean? Do they fetch water for their 'sifu'? Do they scrub their teacher's stockings and wash his chamber pot?'

'Some few do, yes. But no, most do not.'

'Master', Lathanan said and then stopped, thinking hard about how to ask his next question. Finally, he just blurted it out. 'Master? Is their way superior? Do you work me hard for no reason?'

Four Willows Weeping sat silent and still for a very long while, so long that Lathanan began to sweat and then to panic. At last, he burst out laughing, a hoarse, braying howl that went on and on and on, then stopped as quickly as it had begun. He gathered his breath. 'I answer your question with another. Did you win the fight?'

'Yes, master. I did.'

'Then you have answered your own question. Now come, there are chamber pots to scrub.'

Special Techniques

The martial arts have existed for millennia and have been practiced in every corner of the world. So it is only logical that in that time many exotic, secret techniques have been invented and developed over the course of centuries. Of course, many of these so called 'secrets' have proven to be nothing but snake oil and mumbo jumbo hokum but some few have proven to be of actual value.

This chapter introduces two new special techniques that are available to members of the monk character class. The first is secret symbols, riddles that enlighten those who study them and contain secret truths of the universe. The second are fighting styles, linked sets of feats that represent a specific style of unarmed or armed combat. These fighting styles will serve to make each monk a unique character, with a style of fighting all his own.

SECRET SYMBOLS

In their eternal quest for enlightenment, monks have stumbled upon many of the great, secret truths of the universe. The elder monks who discovered these secrets decided, in their wisdom, to preserve such knowledge for generations still to come but chose to disguise them, as easy truths are but false stepping-stones along the path to enlightenment. Thus, the secret symbols were created.

Forms

Secret symbols come in many forms. Most are disguised in the form of koans: short riddles which reveal keys to enlightenment when their true meanings are uncovered. Koans are maddeningly difficult to puzzle out and even the most enlightened and wise martial artist must meditate upon them for years before truly understanding even one. Fortunately, a secret symbol koan does not have to be fully understood to be used; there is power in knowing that you know nothing.

As wise men have said, there are many paths to any truth and so it is with secret symbols. Each martial arts school that teaches a secret symbol will have its own koan to represent that secret truth, one which may be wholly unfamiliar to anyone outside that school of belief.

Each symbol is also represented by one or more symbols made with the hand. These symbols, which vary from school to school just as the koans do, are performed as a form of meditation, to open the martial artist's *ki* energy and focus it in the appropriate manner.

Not all truths are equal, at least not in a way that mortals can conceive. Each secret symbol has a level, which represents how difficult the truth is to learn, accept and maintain in the mind and in the *ki* spirit. The higher the level, the more powerful the truth.

Learning Secret Symbols

Secret symbols are well guarded by those who know them, though not because of jealousy. Instead, secret symbols are kept hidden because there are few capable of understanding them and because even those with the capacity to do so risk being destroyed by truths they are not prepared to accept.

To learn a secret symbol, a monk must first either find a teacher willing to impart the information to him, or discover it on his own, usually by finding the lost works of an enlightened monk hidden in some forgotten tomb or treasure chamber.

If a teacher or lost work is found, then the monk can begin the arduous study and meditation necessary to begin to understand the symbol. In order to learn a symbol, the monk must spend two weeks in solitude, meditating and preparing his mind to receive the symbol's truth. Once that time has passed, the monk must succeed at a Knowledge (arcana) skill check. The DC of the check is equal to 15 plus 5 per level of the secret symbol. If this skill check is successful, then the monk has interpreted enough of the truth to gain its power and can use the symbol as described below.

If the check is failed, then not only has the monk failed to comprehend the truth, he is shattered by it. He must immediately attempt a Will save against a DC of 15 plus 5 per level of the symbol. If he succeeds, he suffers two points of temporary Wisdom damage. If the save is failed, he suffers 2 + 1d8 points of temporary Wisdom damage.

A monk can learn a maximum number of symbol levels equal to one plus half his Wisdom modifier (rounding down). Each level of a symbol counts as one symbol, so a level three symbol can only be learned by a monk with a Wisdom of 14 or greater and counts as three symbol levels.

Once a secret symbol is comprehended, it can never be forgotten. A monk cannot divest himself of a secret symbol for any reason.

Only monks and multiclass monks can learn secret symbols. With the Games Master's permission, other characters can learn secret symbols but can never know more than one level one symbol. A legendary form is considered a level one secret symbol for the purposes of how many secret symbols and legendary forms a monk can learn.

Using Secret Symbols

To use a secret symbol, the monk must perform all the hand movements required to channel his *ki* in the proper direction. This requires a move action. Once this is done, the secret symbol is activated. If the monk is struck while activating his secret symbol, he must succeed at a Concentration check



(DC 10 + damage suffered + five per symbol level), or lose the symbol. Losing a symbol counts against his total number of secret symbol uses for the day.

A monk can use only a limited number of secret symbols each day. He can activate one secret symbol each day plus one symbol for every four monk levels he possesses; for the purposes of this limit, any prestige class which continues progression of the monk's unarmed attacks, armour class bonus and unarmoured speed bonus is considered a monk level, as is any class level taken as part of one of the multiclass paths presented in this book. He can activate the same symbol multiple times if he wishes but each use counts as one against his daily total.

Combining Secret Symbols

A monk can activate more than one symbol simultaneously, with each symbol activated counting against his total number of secret symbol uses for the day. Activating two symbols simultaneously requires only a move action, while combining three or more requires one full round. In the case of combining symbols which each transform the monk's unarmed damage to a particular elemental type, then the attacks are considered to be of both types, though no extra damage is dealt.

A monk can combine a maximum of one symbol plus one symbol per three points of Wisdom modifier he possesses.

LEVEL ONE SECRET SYMBOLS

The level one secret symbols that a martial artist can learn are described below. Each is a powerful truth of the elements, not to be used lightly. Each of the elements below has two expressions, a physical expression and a philosophical expression. The physical expression represents the way the element affects the world, while the philosophical expression represents the way the universal element affects the spirit and the *ki*. Each elemental expression is considered a separate level symbol and a martial artist who gains knowledge of a level one secret symbol learns either the physical, or the philosophical expression.

Water

Cool, dark, mysterious and ever-changing, water is the element of thought and of adaptation. Water changes to fit its environment, it flows and transforms, here pounding with crushing force and there caressing with gentle currents.

Physical Expression: Upon activating this expression, the monk gains elemental resistance (cold) equal to half his monk levels, for a number of rounds equal to his Wisdom modifier; for the purposes of this expression, any prestige

class which continues progression of the monk's unarmed attacks, armour class bonus and unarmoured speed bonus is considered a monk level, as is any class level taken as part of one of the multiclass paths presented in this book.

In addition, when the monk activates this expression, his *ki* spirit is supercharged with elemental water, the power to adapt and transform. For a number of rounds equal to his Wisdom modifier, his unarmed attacks are considered to have any properties necessary to pierce an opponent's damage reduction.

Philosophical Expression: Water is the vessel for creativity and sensitivity. Those who understand its nature are also blessed with an understanding of the nature of mortals. For a number of minutes equal to his Wisdom modifier, a martial artist who activates this expression gains the power to *detect thoughts*, as the spell of the same name cast by a sorcerer equal to his monk levels; for the purposes of this expression, any prestige class which continues progression of the monk's unarmed attacks, armour class bonus and unarmoured speed bonus is considered a monk level, as is any class level taken as part of one of the multiclass paths presented in this book.

Unlike the *detect thoughts* spell, the monk is not stunned if he encounters an Intelligence 10 points higher than his own; instead, he is stunned if he encounters an Intelligence 10 points higher than his Wisdom score.



Earth

Earth is solid and dependable. It is eternal and its transformations are measured by the passage of eons. Earth is the fertile birthplace and mother to all mortal life.

Physical Expression: Upon activating this expression, the monk gains elemental resistance (acid) equal to half his monk levels, for a number of rounds equal to his Wisdom modifier; for the purposes of this expression, any prestige class which continues progression of the monk's unarmed attacks, armour class bonus and unarmoured speed bonus is considered a monk level, as is any class level taken as part of one of the multiclass paths presented in this book.

In addition, when the monk activates this expression, his *ki* spirit is supercharged with elemental earth, the power to resist and to preserve. For a number of rounds equal to his Wisdom modifier, the monk regains a number of hit points equal to his Wisdom modifier.

Philosophical Expression: Earth is the vessel for dependability and careful thought. Those who understand its nature can be counted upon to keep a cool head in all situations and to help others maintain their composure. When the monk activates this expression, all within a radius equal to 10-foot per point of his Wisdom modifier (centred on the monk) must attempt a Will save or be pacified by ponderous thought, as though affected by a *calm emotions* spell cast by a cleric of his monk levels; for the purposes of this expression, any prestige class which continues progression of the monk's unarmed attacks, armour class bonus and unarmoured speed bonus is considered a monk level, as is any class level taken as part of one of the multiclass paths presented in this book. The DC of the save is equal to 10 + half his monk levels.

The monk can maintain this expression for up to his Wisdom modifier in rounds.

Fire

Fire is creativity, it is passion, it is joy and anger and brilliance. Fire overwhelms, it consumes and it illuminates. Destruction and creation, smoke and light, love and hate. Fire... is contradiction.

Physical Expression: Upon activating this expression, the monk gains elemental resistance (fire) equal to half his monk levels, for a number of rounds equal to his Wisdom modifier; for the purposes of this expression, any prestige class which continues progression of the monk's unarmed attacks, armour class bonus and unarmoured speed bonus is considered a monk level, as is any class level taken as part of one of the multiclass paths presented in this book.

In addition, when the monk activates this expression, his *ki* spirit is supercharged with elemental fire, the power to consume and destroy. In the round immediately following the activation of this expression, the monk's limbs burst into

flames, which does not harm him but gives him the ability to burn with a touch; for the duration of the round, all his unarmed attacks are resolved as touch attacks. During this round, he deals unarmed damage as normal but this damage is considered to be magical fire damage, meaning it will deal extra damage against beings vulnerable to fire and less damage against creatures which are resistant, or immune to fire.

Philosophical Expression: Fire is the vessel for strong emotion and for creativity. Those who understand it are natural leaders, capable of evoking grand passions in all around them, or instilling bleak despair. When the monk activates this expression, all allies within a radius equal to 10 foot per point of Wisdom modifier (centred on the monk) are affected as by the *good hope* spell cast by a bard of his monk levels. Simultaneously, all opponents within the same radius of effect must attempt a Will save (DC 10 plus half monk levels), or be affected as by the *crushing despair* spell cast by a bard of the monk's monk levels; for the purposes of this expression, any prestige class which continues progression of the monk's unarmed attacks, armour class bonus and unarmoured speed bonus is considered a monk level, as is any class level taken as part of one of the multiclass paths presented in this book. The effects of this expression last for a number of rounds equal to half the monk's Wisdom modifier.

Wood

Wood is birth and death, the cycle of beginning and ending. It springs from the earth, touches the sky, fuels fire, drinks of water and then returns to the void, to replenish and nurture of itself, until the cycle begins anew.

Physical Expression: Wood takes its nutrition from the dead, enriched soil around it, growing strong on nutrients leached from the mouldering remains of animals, leaves and the waste of insects and worms. Upon activating this expression, the monk gains the *deathwatch* ability, as the spell of the same name, for a number of rounds equal to his monk level. In addition, he gains the *death knell* ability (Will save DC 10 plus half monk levels) for an equal number of rounds. In both cases, any prestige class which continues progression of the monk's unarmed attacks, armour class bonus and unarmoured speed bonus is considered a monk level, as is any class level taken as part of one of the multiclass paths presented in this book.

Unlike the *deathwatch* and *death knell* spells, this ability is not evil, it is just an expression of the cycle of life and inevitable death.

Philosophical Expression: Wood is birth and death, an inevitable beginning from an inevitable ending from an inevitable beginning. Upon activating this expression, the monk gains temporary hit points equal to the damage he deals to a single opponent. The effects of this expression last for a number of rounds equal to half the monk's Wisdom modifier.



Air

Air is wanderlust and fickle choice. It is exuberance and movement. Air gives voice to dreams and to aspiration. Air is also the storm; it lashes the world, a blending of water and fire, transformation and fury.

Physical Expression: Upon activating this expression, the monk gains elemental resistance (electrical) equal to half his monk levels, for a number of rounds equal to his Wisdom modifier; for the purposes of this expression, any prestige class which continues progression of the monk's unarmed attacks, armour class bonus and unarmoured speed bonus is considered a monk level, as is any class level taken as part of one of the multiclass paths presented in this book.

In addition, when this expression is activated, the monk is surrounded by a corona of electricity, which arcs between his fingers, down his legs and into the earth. This electrical energy does not harm him but gives him the ability to shock with a touch; for the duration of the first round, all his unarmed attacks are resolved as touch attacks. During this round, he deals unarmed damage as normal but this damage is considered to be magical electrical damage, meaning it will deal extra damage against beings vulnerable to electricity and less damage against creatures which are resistant, or immune to electricity.

Philosophical Expression: Air is the foundation of movement and sudden inspiration for change. It is intellect ruled by whim. Those who know its truth are possessed of changeling moods and sudden bursts of insight. Upon activating this expression, the monk gains an insight bonus equal to his Wisdom modifier to all Intelligence based skill checks for a number of minutes equal to his Wisdom modifier.

Metal

Metal is strong and powerful, it is uncompromising and unbreakable. Metal overcomes through persistence and might, never yielding, ever-tireless.

Physical Expression: Upon activating this expression, the monk gains damage reduction/– equal to half his Wisdom modifier, for an equal number of rounds.

In addition, while this expression is active, the monk's unarmed attacks are considered to possess any properties related to metal that are necessary to pierce an opponent's damage reduction. So, for example, the monk's fists would be considered silvered, or cold iron, as appropriate.

Philosophical Expression: Metal is stubborn and resolute. It will bend but will not break. Those who understand its truth are much the same. Upon activating this expression, the monk gains absolute immunity to all forms of fear. For a number of rounds equal to his Wisdom modifier, all allies within a radius equal to 10 feet per point of his Wisdom

modifier gain a +4 morale bonus to their own saves against *fear* effects.

LEVEL TWO SECRET SYMBOLS

Level two secret symbols are more esoteric in nature. They do not speak truths about the nature of the elements and the physical world. Instead, they speak of the nature of the soul and of *ki*.

The Stepping Stone

Distance is an illusion; time a construct of conscious thought. The monk who understands this truth is bound by neither. Upon activating this secret symbol, the monk is *hasted*, as by the spell *haste*, for a number of rounds equal to half his Wisdom modifier. For the purposes of this secret symbol, all granted bonuses are considered insight bonuses, meaning the monk's unarmoured base speed is increased by 30 feet per round.

The Comforting Veil

The monk understands that reality is but an illusion and gains the power to change that illusion to suit his own purposes. Each round, for a number of rounds equal to half his Wisdom modifier, the monk can create a *minor illusion*, as the spell of the same name cast by a sorcerer of his monk levels; for the purposes of this expression, any prestige class which continues progression of the monk's unarmed attacks, armour class bonus and unarmoured speed bonus is considered a monk level, as is any class level taken as part of one of the multiclass paths presented in this book. These images can be created as a free action at the beginning of the monk's turn (the first occurs instantly upon activation of this symbol) and last a number of rounds, without concentration, equal to the monk's Wisdom modifier.

LEVEL THREE SECRET SYMBOL

There is but one highest truth, and few who are capable of learning it. Those who do are counted as among the most enlightened beings in existence, set above the constraints of mere reality.

The Void

The void is not an element. It is an absence of elements, of thought, of belief, of consciousness. The void is what the enlightened martial artist strives for in his meditation, a state of existence without conscious thought, without identity – a state where individual and all become one, the universe.

The secret of the void is extraordinarily powerful. When uttered, the monk becomes one with thought, acting without

consciousness and gaining all the following benefits, for one round per two points of Wisdom modifier:

- ✦ He is rendered immune to mind-affecting spells and spell-like effects.
- ✦ He adds his Wisdom modifier to his initiative.
- ✦ He substitutes his Wisdom modifier for his Strength modifier when rolling attack and damage die with his unarmed attacks.
- ✦ He adds his Wisdom modifier, instead of the normal ability modifier, to all skill checks and saving throws.

When the void expression ends, the monk is *exhausted*.

FIGHTING STYLES

Every martial artist practices one or more styles of martial arts. Styles are basically organized curriculums of unarmed or armed combat techniques based around a unified concept, like grappling, or spear combat, or attacks to vital pressure points, or attacks modelled after the fighting instincts of animals. While all fighting styles share certain characteristics – a punch is a punch and a kick is a kick, no matter what the art chooses to name it, no matter how the martial artist delivers it to his opponent – each style embraces a specific theory of fighting, teaches its practitioners to defend themselves with specific techniques and presents its curriculum in a unique fashion.

While monks can and do learn multiple fighting styles, they almost always choose one style to focus on, as most fighting arts have extensive curriculums which can only be learned to completion after intense effort and dedication. Mastering a style of unarmed or armed combat earns a monk incredible respect, not only from other practitioners of his style but also from learned students of other styles. This is only to be expected, as a monk who has shown enough dedication to truly understand all aspects of a combat style is a monk who has fully mastered his own body and honed his warrior instincts to the keenest edge.

Style Technique Feats

Style technique feats are a new concept in the d20 system. They are linked sets of feats which, when selected, will take a character from fledgling understanding of unarmed or armed martial arts, all the way to consummate mastery. Each style technique feat is part of a chain, with each chain themed to reflect a specific theory, or way of fighting. Some styles are based around real-world martial arts and some are completely fantastical in origin but all are specifically focused, so that no two styles will have more than a passing similarity to each other.

Each martial arts style is composed of four to seven related technique feats, all of which are organized into three tiers.

In order to master a style, the practitioner must take each of the feats within a tier before moving onto the next. As a general rule, the order he selects feats in a tier does not matter, though some styles will include feats within a tier that require knowledge of another feat within the same tier. Once a monk has gained all the feats in a tier, he is free to move on to the next tier of feats and once he has gained all a style's feats in all of its tiers, he has mastered the style and will gain access to a special bonus ability only available to those who have completed the style.

Some of the feats within a style are staged, meaning they will increase in power as the practitioner more fully develops his understanding of the style. When a monk moves onto a higher tier, the benefits of one or more feats within the previous tier will improve. The exact nature of these improvements will be listed with the feat.

Some styles will make use of feats that already exist in the *Core Rulebook I*. A monk who already possesses these feats need not learn them again when progressing through a style, meaning he will have an advantage over other, less knowledgeable martial artists.

If style technique feats are permitted within the campaign, then a monk character can select a style technique feat as a bonus feat at monk class levels 1, 2 and 6. Without specific Games Master approval, only monk characters can select style technique feats, though any multiclass character who has at least as many monk levels as levels in other classes can select style technique feats freely.

A monk can learn more than one style simultaneously, assuming he can find two teachers willing to give him the proper training, though it is doubtful he will be able to master either.

Schools

Most monasteries or schools that teach martial arts will teach no more than two complete styles, and all the students of that school will be progressing along one, or both, paths. Some larger monasteries, particularly those which have a lineage stretching back centuries, or even millennia, will teach many more; these monasteries are much akin to libraries, in that the monks who live within make it their duty to catalogue all the details of every fighting style they encounter. Such monasteries are treasures to those who live within the martial world and their students are much respected and feared.

Assigning styles to schools is a purely roleplaying concern but one which can do much to enhance the mood and genre appropriateness of the campaign. Schools and monasteries, and the way they jealously guard their secrets, create instant plot hooks; what does the student do when the master requests his aid, or when his school goes to war with a rival monastery?



Recognizing Fighting Styles

Styles have signature techniques, specific forms of movements and unique theories of combat, all of which are instantly recognizable to anyone with the depth of training that a monk receives. A martial artist or monk can use Knowledge (arcana) to recognize any of the fighting styles presented here. The rules for recognizing fighting styles can be found in the Tricks of the Trade chapter of this book.

STYLE TECHNIQUE FEATS

The following pages list a wide assortment of styles and the technique feats they are composed of. Each style is presented in the following format:

- ✦ *First Tier:* The introductory feats that must be taken when the character begins his martial arts journey are listed here. The feats listed here contain all relevant information for all stages of the feat's bonuses, as shown below.
- ✦ *Second Tier:* The feats listed here are more advanced and can only be selected when the martial artist has gained all the feats in the first tier. As before, all relevant information for all stages of the feat are listed with the feat.
- ✦ *Third Tier:* The advanced feats that can only be selected after the character has gained all the feats in the first and second tier are listed here. Third tier feats have only one level of bonuses.
- ✦ *Mastery Bonus:* The mechanical benefit for fully mastering the style (gaining all the style's feats) is fully described here.

Style Names

The names presented below are nothing but convenient descriptors. Each can and should be changed to fit the nature of your campaign.

DOUBLE HAMMER

The Double Hammer style is based on those martial arts, like boxing and kickboxing, which rely on powerful and fast combinations of blows to defeat opponents. The style does not appear subtle but its techniques are effective, brutally efficient and emphasise muscle strength and power. A player who wishes to create a character who fights as a boxer, or just a very effective brawler is encouraged to select this style for his character.

First Tier Double Hammer Feats

The following technique feats compose the basic training of the Double Hammer style. Existing feats that are unchanged from their standard version are named but not fully described.

Power Attack

Unchanged from standard feat.

Rabbit Punch

You can unleash a combination of quick jabs that make up with speed what they lack in power.

Prerequisites: Flurry of blows ability.

Benefits: Once a day per five monk levels, you can add your extra attacks gained from flurry of blows to a standard unarmed attack action. So, for example, a 3rd level monk would be able to perform two unarmed attacks as a standard action. When using Rabbit Punch, you apply any flurry of blows attack penalties to both attacks and suffer an additional -2 penalty to both attack and damage rolls. So, for example, the 3rd level monk described above would have two unarmed attacks but would suffer a -4 penalty to both attack rolls and a -2 penalty to damage.

Stage Two: When all feats in the first tier of Double Hammer are gained and you select your first, second tier Double Hammer feat, the penalty to unarmed attack and damage rolls is reduced to -1.

Stage Three: When all feats in the second tier are gained and you select your first, third tier Double Hammer feat, the penalty to unarmed attack and damage rolls is eliminated.

Weapon Focus (unarmed)

This feat is unchanged from the standard feat.

Second Tier Double Hammer Feats

The following technique feats represent more advanced training in the style. These feats are the first step towards true understanding of the style.

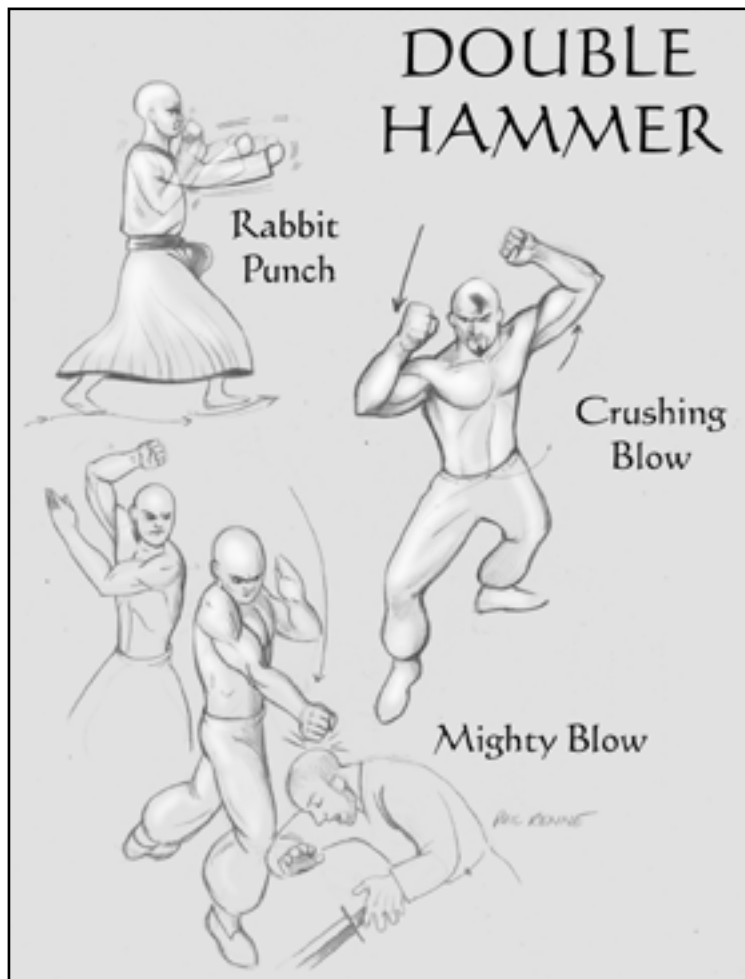
Double Hammer

Your unarmed attacks strike with such force that you ignore armour entirely.

Prerequisites: All first tier Double Hammer feats, Str 15+

Benefits: As a full round action, make a single unarmed attack at your full base attack bonus. This attack is resolved as a touch attack, ignoring armour bonuses, shield bonuses and natural armour bonuses.

Stage Three: When all feats in the second tier are gained and you select your first, third tier Double Hammer feat, you can perform the Double Hammer blow as a standard action.



Mighty Blow

You can hit with such incredible power that opponents are sometimes temporarily knocked senseless.

Prerequisites: Str 17+, all first and second tier feats.

Benefits: When you successfully deal a critical hit with an unarmed attack, the opponent must succeed at a Fortitude save (DC 10 + half your character level + Strength modifier), or be *stunned* for one round, coming out of their *stunned* state at the start of their next action.

Special: A monk can add his Wisdom modifier, instead of his Strength modifier, to the Fortitude save DC.

Double Hammer Mastery Bonus

When a monk has gained all technique in his style, he has mastered the style, gaining the following mastery bonus.

✦ You can now perform a Rabbit Punch once a day per two monk class levels; for the purposes of this mastery bonus, any prestige class which continues progression of the monk's unarmed attacks, armour class bonus and unarmoured speed bonus is considered a monk level, as is any class level taken as part of one of the multiclass paths presented in this book.

Crushing Blow

Your charges strike with crushing force.

Prerequisites: All first tier Double Hammer feats, unarmoured speed bonus +20 feet.

Benefits: At the end of a charge, if you move less than your standard movement, you add one point of damage to a successful unarmed attack per full 10 feet of movement remaining. When charging in this fashion, your blows are powerful but lack precision, so you do not receive the +2 bonus to attack rolls when charging. Crushing Blow cannot be used if you charge beyond your normal standard movement; you can still charge up to double your movement, as normal, but you gain no extra damage when doing so.

Stage Three: When all feats in the second tier are gained and you select your first, third tier Double Hammer feat, you regain the normal +2 bonus to attack rolls when charging.

Third Tier Double Hammer Feats

The following techniques represent advanced understanding of the fighting techniques of the style.

DRUNKEN BOXING

Historically, drunken boxing was a style of unarmed combat based around imitation of drunken bobbing and weaving, the better to catch enemies by surprise with awkward looking, unexpected strikes. In popular culture, however, drunken boxing is a fighting style based around the practitioner actually getting drunk – and gaining immense martial skill because of their inebriation. This latter definition is the one assumed for the purposes of this book.

First Tier

The following technique feats compose the basic training of the Drunken Boxer style.

Combat Expertise

Unchanged from the standard feat.

Dodge

You are adept at dodging blows.



Prerequisites: Unchanged.

Benefits: Unchanged.

Stage Two: When all feats in the first tier of Drunken Boxing are gained and you select your first second tier Drunken Boxing feat, you can designate a second opponent to apply your dodge bonus to. In order to use the Dodge feat in this fashion, you must have reached at least inebriation.

Stage Three: When all feats in the first and second tier of Drunken Boxing are gained and you select your first, third tier Drunken Boxing feat, your dodge bonus against one opponent increases to +2. Your dodge bonus against the second opponent remains +1.

Drunken Savant

Your *ki* energy feeds on your drunken state and you do not suffer penalties for drinking. In fact, it makes you more powerful.

Prerequisites: Monk level 1+.

Benefits: You suffer few negative penalties for drinking, no matter how drunk you are. No matter how much you drink,

you suffer only the effects of being tipsy. In addition, you can automatically choose to become tipsy with one drink, inebriated with a second and drunk with a third.

Special: A monk with the diamond body class ability is normally immune to the effects of drinking. This feat allows you to become drunk as normal, though you never risk becoming unconscious.

Stage Two: When all feats in the 1st tier of Drunken Boxing are gained and you select your first 2nd tier Drunken Boxing feat, you no longer suffer any ability score penalties for drunkenness, no matter how drunk you become.

Stage Three: When all feats in the 1st and 2nd tier of Drunken Boxing are gained and you select your first 3rd tier Drunken Boxing feat, you gain a +2 bonus to both Strength and Dexterity.

Second Tier

The following technique feats represent more advanced training in the style. These feats are the first step towards true understanding of the style.

Drunkenness

Getting drunk is a part of life, at least for most hardened adventurers and certainly for the drunken boxer.

Getting Drunk: Each time a character drinks an amount of alcohol equivalent to a mug of beer, or glass of wine, he must attempt a Fortitude saving throw. The first saving throw is equal to DC 10, with the DC rising by 1 for each additional drink. When the character fails a save, he is tipsy. Once a character has had a number of drinks equal to his Constitution modifier +1, he is automatically tipsy, with no save allowed. Characters with negative Constitution modifiers are rendered tipsy with their first drink. Characters with racial resistance against poison – such as dwarves and gnomes – may include any bonuses to the Fortitude save.

Each additional drink after a character becomes tipsy requires another Fortitude save, against a DC equal to 15 + 2 per drink beyond the first. When a character fails a save, or when he has had a number of drinks equal to half his Constitution modifier, he is inebriated.

After becoming inebriated, the base Fortitude save increases to 20, with a cumulative +5 penalty for each additional drink. When a character fails a save, or when he has had a number of additional drinks equal half his Constitution bonus, he is drunk.

Finally, a drunken character must succeed at a Fortitude save against a DC of 25 + 5 per drink, or fall unconscious.

Each hour, an intoxicated character can attempt a save to shake off some of the negative effects of drunkenness. The save is equal to DC 10 + 1 per drink; a character who successfully saves becomes one category less impaired, from drunk to inebriated, from inebriated to tipsy and from tipsy to sober.

Penalties: A character that becomes intoxicated suffers cumulative penalties to his ability scores, as follows:

✦ *Tipsy:* –2 Dexterity, –2 Wisdom

✦ *Inebriated:* –2 Intelligence, –2 Wisdom

✦ *Drunk:* –2 to all ability scores



Guzzle

You are so practiced at drinking that you can do so quickly and instinctively, even guzzling wine while locked in combat.

Prerequisites: All first tier Drunken Boxing feats.

Benefits: You can drink a single draught as a free action, allowing you to grab any container of liquid stored on your person and drink it instantly. You can also use this feat to grab and drink untended liquids in a square adjacent to you. Guzzle also allows you to drink a dose of potion as a free action.

Normal: Normally, a move action is required to retrieve and drink a liquid.

Second Stage: When all feats in the first and second tier of Drunken Boxing are gained and you select your first, third tier Drunken Boxing feat, you can drink a second draught as part of your free action, allowing you to go from stone sober to stumbling drunk almost instantaneously.

Improved Trip

Unchanged from standard feat.

Stumbling Prowess

In your drunken state, your stumbling footwork and strangely heightened perceptions allow you to fight multiple foes simultaneously.

Prerequisites: All first tier Drunken Boxing feats, base attack bonus +4 or higher.

Benefits: When you are at least inebriated, you are not considered flanked unless you are within the threatened areas of three or more foes. To be considered flanking, the attackers must meet the normal requirements and an additional opponent must be threatening you. If these requirements are met, then only the two opponents who would normally be considered to be flanking you gain the benefits.

Second Stage: When all feats in the first and second tier of Drunken Boxing are gained and you select your first, third tier Drunken Boxing feat, you need only be tipsy to gain the benefits of this feat.

Third Tier

The following techniques represent advanced understanding of the fighting techniques of the style.

Broom Sweep

With a low, stumbling sweep of your legs, you can cause entire groups of enemies to tumble to the ground.

Prerequisites: All first and second tier Drunken Boxing style feats, base attack bonus +6 or higher.

Benefits: As a full attack action, in lieu of your regular attacks, you can attempt a trip attack at your highest bonus against everyone within an adjacent square. Each successful trip attack allows you to make an automatic unarmed attack against that opponent, as with the Improved Trip feat. You decide in what order the trip attempts occur. A failed trip attempt ends your action.

Special: You must be at least inebriated to use this feat.

Drunken Surge

You are filled with the raging confidence of those consummate drunkards, the seven drunken immortals.

Prerequisites: All first and second tier Drunken Boxing style feats, base attack bonus +6 or higher.



Benefits: At the end of a charge action, you can make a full flurry of blows attack. When you do this, you gain no attack bonus from the charge and suffer a -4 penalty to your armour class. Each time you use Drunken Surge, you immediately lose one step of drunkenness, from drunk to inebriated, for example. You must be at least inebriated to use this feat.

Mastery Bonus

When a monk has gained all techniques in his style, he has mastered the style, gaining the following mastery bonus.

- ✦ When you are at least inebriated, you gain damage resistance 2/–, which improves to 3/– when you are drunk.

GHOST FIST

The Ghost Fist style is representative of more esoteric fighting arts, those that cultivate and use *ki* energy instead of muscular power. There are many such arts in the real world and though not all of them refer to *ki*, or even acknowledge its existence, all profess to teach the martial artist to unlock reserves of energy within himself. The art presented here is more fantastic than that, providing the practitioner with a number of powers that border on the magical, the better to simulate martial arts myth.

First Tier

The following technique feats compose the basic training of the Ghost Fist style.

Stunning Fist

You know how to strike opponents in vulnerable areas.

Prerequisites: Unchanged.

Benefit: Unchanged.

Special: A monk who selects this feat as part of the Ghost Fist style may attempt a stunning attack a number of times per day equal to half his monk level; for the purposes of this mastery bonus, any prestige class which continues progression of the monk's unarmed attacks, armour class bonus and unarmoured speed bonus is considered a monk level, as is any class level taken as part of one of the multiclass paths presented in this book.

Stage Two: When all feats in the first tier are gained and the monk selects his first, second tier Ghost Fist feat, he can now attempt a stunning fist attack a number of times per day equal to his monk level.



Stage Three: When all feats in the second tier are gained and the monk selects his first, third tier Ghost Fist feat, he adds +2 to the DC of the Fortitude save to resist stunning.

Wise Balance

You are wise enough to anticipate your enemies' attempts to unbalance you, or seize you.

Prerequisites: Wis 13+

Benefits: You add your Wisdom modifier, rather than your Strength modifier, to all attempts to resist grappling checks.

Stage Two: When all feats in the first tier are gained and the monk selects his first, second tier Ghost Fist feat, he can make a Wisdom check, rather than a Strength or Dexterity check, to avoid being tripped.

Stage Three: When all feats in the second tier are gained and the monk selects his first, third tier Smoke Fist feat, he adds his Wisdom modifier to all attempts to resist bull's rush attempts.



Second Tier

The following technique feats represent more advanced training in the style. These feats are the first step towards true understanding of the style.

Butterfly Palm

You can strike with incredible power, using your enlightened wisdom, rather than your physical strength.

Prerequisites: Wis 15+, all first tier Ghost Fist feats.

Benefits: On a successful unarmed critical hit, you can add half your Wisdom modifier, rather than your Strength modifier, to the damage, before the critical hit multiplier is applied.

Second Stage: When all feats in the 2nd tier are gained and you selects your first, third tier Ghost Fist feat, you can add your full Wisdom modifier, rather than Strength modifier, to the unarmed damage, again before the multiplier is rolled.

Blind Man's Accuracy

Your *ki* guides your attacks and you have no fear of cover, or concealment.

Prerequisite: Wis 15+, all first tier Ghost Fist feats.

Benefits: Your unarmed attacks suffer no penalties when attacking enemies behind cover, though enemies benefiting from total cover can still not be attacked.

Second Stage: When all feats in the second tier are gained and you select your first, third tier Ghost Fist feat, you ignore the 20% miss chance when making unarmed attacks against opponents benefiting from concealment and reduce the miss chance for attacking an opponent with total concealment to 20%.

Third Tier

The following techniques represent advanced understanding of the fighting techniques of the style.

Vapour Palm

Your *ki* is so powerful that you are able to project it, overwhelming foes from a safe distance.

Prerequisites: Wis 17+, all first tier and second tier Ghost Fist feats.

Benefits: When making a Stunning Fist, quivering palm attack, or any other unarmed attack which uses *ki* to deal damage (the *ki* strike class ability does not apply), you can, a number of times per day equal to your Wisdom modifier, make that attack from a distance as a standard action. You can make the attack to a maximum distance of 5 feet + 5 feet

per two points of Wisdom modifier, using your standard base attack bonus.

Special: Vapour Palm can be used to deliver ranged touch spell attack. In order to do so, you must dedicate a Stunning Fist use to transmitting the spell; this Stunning Fist has no effect, as the energies are nothing but a vessel to deliver the spell's energies.

Mastery Bonus

When a monk has gained all techniques in his style, he has mastered the style, gaining the following mastery bonus.

- ✦ Once per day, the character is capable of focusing his *ki* in order to make a powerful knock back attack. The monk must make an unarmed attack as normal, if he hits the target must make an immediate Reflex save (DC 20) or he will be hurled backwards 2d6 feet and knocked prone.

SNAKE FIST

The Snake Fist style is patterned after the many unarmed fighting arts that train their practitioners to strike pressure points, joints and other weak spots of the body. Using the techniques of this style, the practitioner will learn to paralyse opponents, rob them of their strength and pierce through their armour as though it were not there.

First Tier

The following technique feats compose the basic training of the Snake Fist style.

Combat Expertise

This feat is unchanged from the standard feat.

Stunning Fist

You know how to strike opponents in vulnerable areas.

Prerequisites: Unchanged.

Benefit: Unchanged.

Special: A monk who selects this feat as part of the Snake Fist style may attempt a stunning attack a number of times per day equal to half his monk level; for the purposes of this mastery bonus, any prestige class which continues progression of the monk's unarmed attacks, armour class bonus and unarmoured speed bonus is considered a monk level, as is any class level taken as part of one of the multiclass paths presented in this book.

Stage Two: When all feats in the first tier are gained and the monk selects his first, second tier Snake Fist feat, he can now attempt a Stunning Fist attack a number of times per day equal to his monk level.



Stage Three: When all feats in the second tier are gained and the monk selects his first, third tier Snake Fist feat, he can now add half his Intelligence modifier to the DC of the Fortitude save to resist stunning.

Weapon Finesse

This feat is unchanged from the standard feat.

Second Tier

The following technique feats represent more advanced training in the style. These feats are the first step towards true understanding of the style.

Improved Combat Expertise

Your ability to use your combat skill defensively is greatly improved.

Prerequisites: Int 15+, all first tier Snake Fist style feats.

Benefits: When using Combat Expertise, you add your Intelligence modifier to your armour class as a dodge bonus. You can add a maximum of your Intelligence modifier in this fashion and to an amount no greater than the base attack bonus penalty you have taken. So, for example, a monk with an Intelligence of 15 can add a maximum of +2 to his armour class with this feat and only if he takes a -2 penalty to his base attack bonus.

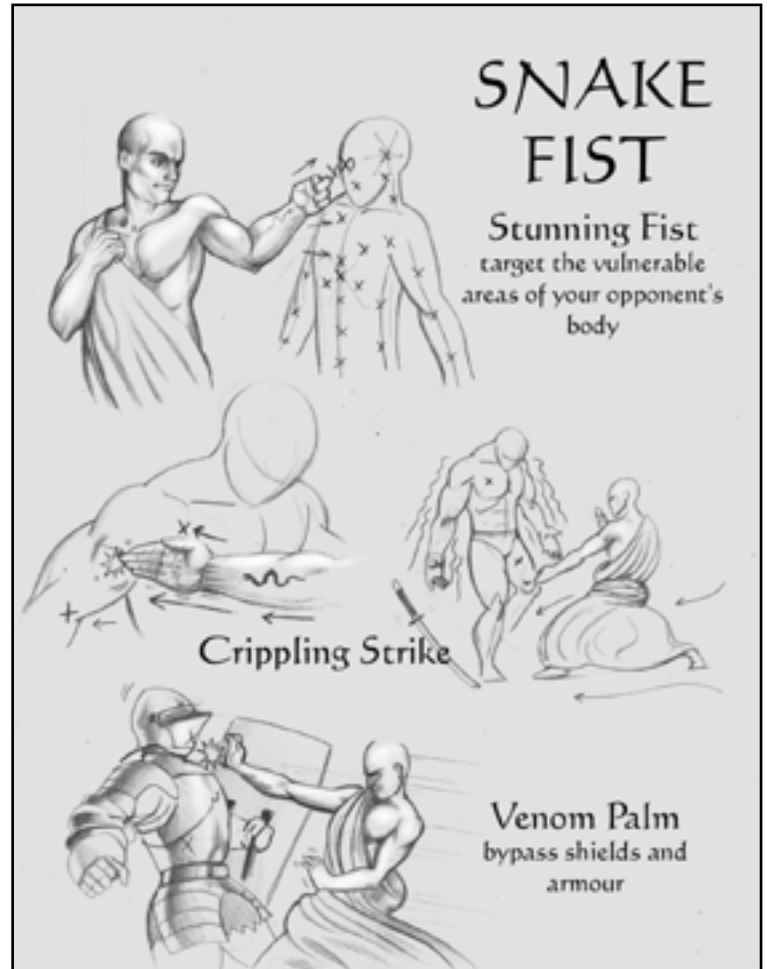
Crippling Strike

Your strikes to vulnerable areas can temporarily cripple an opponent's limbs.

Prerequisites: Int 15+, all first tier Snake Fist style feats.

Benefits: Instead of performing a stunning fist, with a successful attack and a Stunning Fist use per day, you force an opponent to attempt a Fortitude save against the same DC as your Stunning Fist (typically DC 10 + half character levels + Wisdom modifier), or suffer 2 points of temporary Dexterity and Strength damage. Temporary ability score damage remains for a number of rounds equal to half your Wisdom modifier. The damage from multiple uses of this feat is cumulative to a maximum amount of damage to both abilities equal to half your Wisdom modifier.

Stage Three: When all feats in the second tier are gained and you select your first, third tier Snake Fist feat, you add half your Intelligence modifier to both the number of rounds the temporary damage remains and to the maximum amount of temporary ability damage you may deal.



Third Tier

The following techniques represent advanced understanding of the fighting techniques of the style.

Improved Critical

This feat is unchanged from the standard feat.

Venom Palm

You can strike vulnerable points on the opponent's body with incredible ease, bypassing even the thickest armour.

Prerequisites: Int 15+, all first and second tier Snake Fist feats.

Benefits: Once a day per point of Wisdom and Intelligence modifier, you can perform a Stunning Fist or Crippling Strike attack as a touch attack, ignoring armour bonuses, shield bonuses and natural armour bonuses.

Mastery Bonus

When a monk has gained all techniques in his style, he has mastered the style, gaining the following mastery bonus.

- ✦ You can perform a Stunning Fist and Crippling Strike simultaneously, with one attack roll. The target saves separately for each effect.

SMOKE SWORD

The Smoke Sword style is inspired by the many martial arts that emphasise weapon use in combination with unarmed attacks. Though the style's name refers to the sword, that is by no means the only weapon that can be combined with this style.

First Tier

The following technique feats compose the basic training of the Smoke Sword style.

Chosen Weapon

You have trained to the point where you can use a non-standard weapon with your martial arts abilities.

Prerequisites: Dex 13+, proficiency with weapon.

Benefits: Select a single melee weapon. That weapon is now considered a special monk weapon and can also gain the benefits of the Weapon Finesse feat.

Special: A temple swordsman's variant chosen weapon class ability is exactly equivalent to this feat, so a monk character who follows that path is considered to have this feat for all purposes.

Improved Initiative (Smoke Sword)

You can react more quickly than normal in a fight.

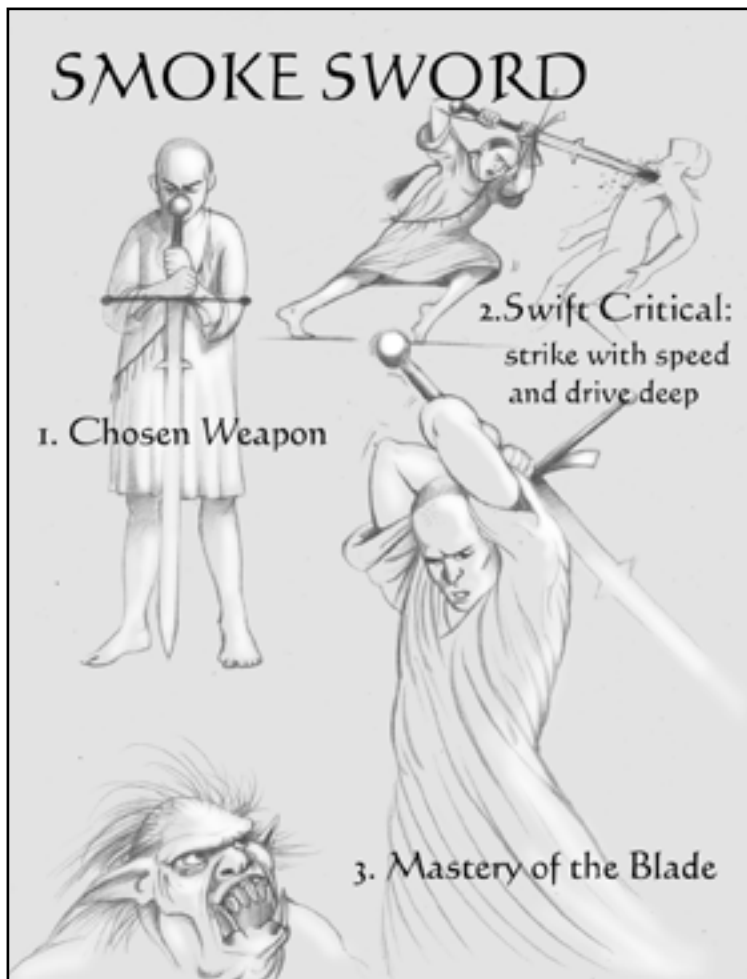
Benefit: You get a +3 bonus to initiative checks.

Stage Two: When all feats in the first tier are gained and the monk selects his first second tier Smoke Sword feat, his bonus to initiative improves to +4.

Stage Three: When all feats in the second tier are gained and the monk selects his first, third tier Smoke Sword feat, his bonus to initiative improves to +5.

Quick Draw

Unchanged from the standard feat.



Weapon Finesse

Unchanged from the standard feat.

Weapon Focus

Unchanged from the standard feat but must be applied to the chosen weapon. A monk who chooses to apply the benefits of this feat to a special monk weapon does not need to select the Chosen Weapon feat in order to master this style.

Second Tier

The following technique feats represent more advanced training in the style. These feats are the first step towards true understanding of the style.

Steady Grip

Your grip on your weapon is strong and nigh unbreakable.

Prerequisites: All first tier Smoke Sword style feats.

Benefits: You gain a +4 bonus to opposed disarm checks made to resist disarming.



Swift Critical

Your blade strikes with such speed that it drives deep into your victim.

Prerequisites: Dex 15+, all first tier Smoke Sword feats, base attack bonus +6 or higher.

Benefits: On a successful critical hit, you can add half your Dexterity modifier, rather than your Strength modifier, to the damage, before the critical hit multiplier is applied. This feat's benefits apply only to your Chosen Weapon.

Second Stage: When all feats in the second tier are gained and you select your first, third tier Smoke Sword feat, you can add his full Dexterity modifier, rather than Strength modifier, to the weapon's damage, again before the multiplier is rolled.

Third Tier

The following techniques represent advanced understanding of the fighting techniques of the style.

Improved Critical

Unchanged from the standard feat but must be applied to the monk's Chosen Weapon, or to the special monk weapon to which the Weapon Focus feat has been applied.

Mastery Bonus

When a monk has gained all techniques in his style, he has mastered the style, gaining the following mastery bonus.

- ✦ You can add half of your Dexterity modifier, instead of your Strength modifier, to all attacks made with your Chosen Weapon.

'You are young, master.'

'Is that a question, Lathanan?' Four Willows Weeping paused in the middle of his form, gracefully drifting back down to earth, robes billowing as a crane's wings might.

'No. No, I suppose it is not.' Lathanan settled down beside him, dropping into a lotus position, palms resting on his knees. 'And I am old, as you measure time at least. So why, master? Why are your skills so advanced in comparison to mine?'

'Ah.' Four Willow Weeping smiled slightly. 'There is the expected question. I confess I feared a day might go by without one.' Four Willows erupted into flight again, bouncing from wall to wall, to come to rest on a high tree branch. 'Come, Lathanan, let us test our skills.'

Lathanan pushed off from the ground with his hands, coming to rest on the end of the branch where his master waited. They stood, silently facing one another, while the wind stirred the trees. At an unspoken signal, they rushed together, fists and palms falling like rain, kicks splitting the air, flipping and spinning and twisting as came together and then fell apart, over and over again, until the branch splintered and broke away beneath them. They fell together, fists and feet still moving, until the hard earth met their feet.

Four Willows Weeping stepped back and raised a hand, wiping blood from his lip with the other. 'Hold, Lathanan, that is enough.'

'Why did we fight, master', Lathanan asked, holding his ribs, blood drooling from his shattered nose.

'Consider the nature of time, Lathanan.' Four Willows Weeping grimaced, clutched at his chest and sat, brushing his long eyebrows away from his face. 'We fought for an hour, though it seemed as though no time had passed for me. So to does a year pass for you. Time does not touch you, Lathanan, but it ravages me. Enlightenment comes at a pace which matches the man. You are hundreds of years older than I but in the scale of things, I am much the elder. Enlightenment will come to you in time, if you stay on the proper path.' Four Willows winced again, as pain surged through his chest. 'We are done for today. Did you receive the answer you wished to hear?'

'I see that it is the right answer, master', Lathanan answered, moving quickly to Four Willows Weeping's side. 'And therefore it does not matter what I wished.'

Four Willows Weeping patted his student's arm. 'Excellent. You have taken another step.'

SURVIVING TO ENLIGHTENMENT

The goal of almost all monks and martial artists is to develop their physical and mental gifts to the point where they can transcend mortality and achieve an enlightened state of spiritual immortality. Walking that path is a long, hard road, one that many do not have the ability to complete, for the temptations of the earthly world are difficult to deny. It is even harder for those monks and martial artists who choose the life of adventure, for they not only have to avoid indulgence in mortal pleasures, they must also survive encounters with monsters and monsters in human flesh who would see them dead. To see their journey through to the destination, monks and martial artists must plan, they must train and they must maximize their skills and talents. That is why this chapter exists.

This chapter presents a discussion of useful tactics, tips and tricks for maximising the potential of your campaigns' monks and martial artists. Rather than present new rules and options, this chapter helps you make the best of the rules and options you have already been given.

The chapter is broken down into three general sections: Combat Adventuring, Non-Combat Adventuring and Magic Item Selection. Each section is broken down into relevant categories, discussing general tactics and feat and skill use. Using the information in this chapter, players and Games Masters alike will be able to unleash martial arts mayhem on an unprecedented scale.

COMBAT ADVENTURING

In a typical campaign, the greatest threats to life, limb and spirit a monk will face will come when he is engaged in battle, or when he is attempting to overcome obstacles found in dungeons, in the wilderness and on other planes. Battles can and do take many forms, so it behoves the martial artist, and the player of the character, to be very careful and very considered when deciding which skills and feats to excel in.

Of course, the nature of combat in a d20 fantasy campaign varies according to the themes and design of each campaign world, so no one chapter, or even one book, could completely diagram out every variable, every opponent, or every use for every skill, feat and special ability available to the monk. Still, the tactics outlined below should help players and Games Masters to get a feel for how they wish to focus their martial artists for the challenges ahead.

Combat

It goes without saying that the main focus of the monk character is unarmed combat. The majority of his skills

and class abilities are focused around getting him into close combat quickly, where he can wreak havoc with punches, kicks, elbows, knees, head butts or what have you. This is both good and bad.

To the monk's advantage, his high potential damage and unarmoured speed bonuses make him a tough customer, able to dish out solid amounts of damage while maintaining a safe distance from his opponents. On the downside, the monk is the most fragile of the primary melee combatants, with low hit points and without the potential to really improve them through a high Constitution score. Further, though the monk gains bonuses to armour class from his Wisdom, from his armour class bonus and from his probably very high Dexterity, he still has a hard time matching the armour classes of other melee combatants, or even spell prepared sorcerers and wizards.

During the course of his adventuring career, the monk drastically evolves, more so than any other melee oriented class, so it behoves us to discuss his strengths, weaknesses and tactics at each stage of play separately, as they will often vary wildly.

Low Level: At low levels, the monk is a viable character but is, in truth, still in the larval stages of his development. While other character classes will have access to the core abilities of their class, the monk will only be able to access the barest of his abilities. The strengths of the low level monk are as follows.

- ✦ *Saving Throws:* At low levels, the monk has the best base saves in the game. Thanks to his probable high Wisdom and Dexterity attributes, the monk will also have some of the highest Reflex and Will saves, period. While the total saving throw bonuses will still not be high enough to guarantee success, his percentage chance to save against the DCs of spells and special abilities used by opponents of the appropriate challenge rating will be even or better.

For example: a monk with a Wisdom of 16 will have a total Will save bonus of +5. Against a 1st level spell cast by a wizard with 16 Intelligence (total DC 14), he will only have to roll a 9 or better on d20 to save. Even if the wizard has the Spell Focus feat, the monk will only have to roll a 10 or better on his saving throw to resist the spell.

The monk's Fortitude save is the only comparatively weak save – and even then, the monk's total save is likely



higher than most other members of the adventuring party.

- ✦ *Flurry of Blows:* For the first levels of play, barring someone having the Two Weapon Fighting feat, the monk is the only adventuring character class with the ability to make more than one attack each round. This can be an important advantage, as it means the monk has two chances to drop those opponents he comes into conflict with and also has the capability to slay multiple weak creatures each round.
- ✦ *Bonus Feats:* The low level monk gains two bonus feats very early in his career. This means that he will have more feats than any character besides the fighter. If you are using the rules presented in this book, then the monk will be spoiled for choice with useful feat options. Even if you are not using the new rules, however, the monk will still have some useful feat choices. The typical monk build will find Stunning Fist and Combat Reflexes the more compelling feat choices, the former because it enables the monk to strike against melee oriented opponents' weakest saves, the latter because it gives him the ability to punish those clusters of weak and cowardly foes he will often pit himself against. Still, Improved Grapple can be a very useful feat, particularly for characters that are intended to multiclass as fighters or, especially, barbarians.
- ✦ *Unarmed Damage:* The low level monk's unarmed damage is a respectable 1d6, rising to 1d8 at 4th level. This means that his fists and feet strike with the killing power of a short sword from the beginning. This is very respectable, especially considering that most low level opponents have only one or two hit dice. A 1st level monk can, on a high average roll, kill a kobold with one blow, all while appearing unarmed and easily victimized. With a lucky flurry of attacks and high damage rolls, a 1st level monk can reduce an average goblin to fewer than 0 hit points, while a 4th level monk needs only average damage rolls to accomplish the same.
- ✦ *Armour Class:* At low levels, the monk will have one of the highest armour classes in the game, without needing to spend a fortune and without encumbering himself in bulky metal. With easily achievable scores of 16 and 14 in Dexterity and Wisdom, a first level monk will have an armour class of 15, which will be comparable to all but the most ridiculously wealthy warriors. As the monk approaches mid levels of play, however, he will begin to fall behind the fighter class, as the availability of gold will make plate armour and heavy shields readily available.
- ✦ *Skills:* The low level monk has access to some excellent skills, as well as the ability scores necessary to enhance them to outstanding levels. Move Silently and Hide will prove critically important in the early stages of play in most campaigns, as the monk's Dexterity allows him

skill check totals which are not easily overcome by Spot and Listen checks. Tumble will also play a major role throughout the course of the monk's career, though it will not truly come into its own as a skill until later, when, combined with the monk's unarmoured speed bonuses, it will allow the monk to travel unscathed through hordes of enemies. If you are incorporating the new options found in the Tricks of the Trade chapter of this book, or in the same chapter in the *Quintessential Monk I*, then Concentration will also excel at low levels, since the monk will be able to shatter barriers and enter special meditative states that will enhance his abilities. The benefits of the monk's skills remain largely unchanged at all levels of play, so they will not be discussed later.

- ✦ *Still Mind and Evasion:* The monk gains access to these abilities early in his adventuring career and both will prove literal lifesavers. The evasion ability, in particular, will be a useful, though it does not truly come into its own until mid levels of play, when area effect, Reflex save spells like *fireball* come into play. One key advantage of evasion is that it allows the monk to place himself in the path of his ally's Reflex based spells, meaning he can stand directly in front of the party wizard or sorcerer, ensuring that no enemies get through to disrupt the mage's *burning hands* spell.
- ✦ *Unarmoured Speed Bonus:* At 3rd level, the monk gains his first unarmoured speed bonus, making him faster than any other adventurer, besides a lightly armoured barbarian. The key to using this benefit effectively is to not allow the monk to wander too far afield of the rest of the party. A monk who charges pell-mell across the battlefield can find himself surrounded by fresh enemies, without the hit point stamina to survive until help arrives. The best way to use the monk's unarmoured speed is either as an impromptu shock cavalry attack, charging into the flanks of enemies who are already engaged in battle, or as a way of relieving beleaguered non-melee allies, placing himself in harm's way so that even more fragile spellcasters can cast those spells which can turn the tide of battle.

Unfortunately, the low level monk has problems that are nearly the equal of his strengths. The weaknesses of the low level monk are as follows.

- ✦ *Base Attack:* While the monk has the capacity to unleash two attacks each round, his base attack is not equal to that of other melee oriented classes. At 1st level, he will have a base attack bonus of +0, meaning his flurry of blows will actually be made at a penalty. Since the average monk does not have a high Strength and since the 1st level monk cannot take advantage of his high Dexterity by selecting Weapon Finesse, he will miss opponents nearly so often as he strikes them. Beginning about 3rd level, when the monk's base attack rises to the level where his flurry is made without penalty and he can select Weapon Finesse, but before his opponent's

armour classes begin to rise, he will no longer have this weakness.

✦ *Hit Points:* The monk's hit points are among the lowest of all melee characters and the low level monk is not likely to have a high Constitution score to compensate. This means that a low level monk is very fragile, considering his role in the party. Against slower, weaker opponents, the monk can trust in his speed and unarmed damage to kill before coming under attack. Against larger, stronger opponents, however, the monk can easily be reduced to 0 or fewer hit points with a single blow. Around 3rd level, this fragility is lessened somewhat, as a monk with no Constitution modifier and average rolls will have around 16 hit points, enough to survive at least one strong blow from an opponent of appropriate challenge rating. Still, at low levels, the monk is too fragile to be able to endure the up close fighting his unarmed skills seem tailor made for.

✦ *Ability Scores:* At low levels of play, the monk will not have access to magic items or spells with which to boost his abilities, meaning he will not be able to diversify his ability scores. While Dexterity and Wisdom are both immensely useful for the monk, neither do anything to compensate for his low damage potential (see below) nor his low hit points. Since the monk must have excellent scores in both Dexterity and Wisdom to truly be powerful, his other scores will be negligible at best.

✦ *Potential Damage:* While it is true that a 1st level monk can deal 12 points of damage in a round, it is equally possible that, even with two successful flurry of blows strikes, he will deal only two points of damage. The low level monk does not have access to feats that will enhance his base damage, nor does he have the luxury of a high Strength score. At low levels, poor luck can quickly negate the monk's ability to contribute as a warrior of note.

Low Level Tactics: At low levels, the monk is one of the most unforgiving character classes. Without careful execution, he becomes a blunted weapon, a collection of powers worth far less than the sum of its parts. To play the monk successfully, the player must always make decisive actions and then follow them through to the end; when attacking, the monk cannot afford to do so timidly, nor can

he afford to do so at the wrong time. It is a fine balance. While a single blow can defeat a weaker opponent, the monk cannot afford to allow a crippled but still standing opponent a chance to strike him, as his hit points are few. For this reason, the low level monk is often best served to hold his action until a fighter or other warrior has softened his opponent, so that he can dart in and deliver the killing strike. This tactic also works well for coordinated attacks with the party spellcaster. If the monk follows up a successful *sleep* spell with a flurry of blows, he can kill multiple opponents each round without fear of reprisal, allowing the rest of the party to concentrate on other opponents. Strategic use of skills is also critical at low levels.

A well placed ambush, using Hide and Move Silently, can allow the low level monk to unleash a flurry of blows against flat-footed opponents, virtually negating his weak flurry attack bonus. As the monk approaches the end of low level play, it will not be quite so necessary to painstakingly plan all his actions, as his hit points and attack bonuses will permit one or two less than optimal decisions.

Mid Level: When a monk reaches mid levels of play, he will have access to several new, potent abilities, which will truly open up new tactical and strategic vistas. At this stage, the monk truly comes into his own as a viable character and while he is not truly a powerhouse, he is a versatile adventurer well suited for a number of different roles. The strengths of the mid-level (5-10) monk are as follows.

✦ *Spell Resistances:* While the mid level monk does not have true spell resistance, his saving throws,

in combination with his improved evasion and still mind class abilities, will go far towards making him untouchable by most spellcasters and supernatural monsters. A 10th level monk, with a magic item augmented Wisdom of 20 will have a total Will save bonus of +12 and a Reflex save bonus not much lower than that, meaning he will have better than even odds of resisting the effects of either type of spell. This means the monk can afford to move against spellcasters directly, or pit himself against their defensive walls of minions, without fear of succumbing to magic. Of course, since the monk is fast enough to get to all but the most distant of spellcasters in a single round, and since his allies rarely share his immunity to magic, it is here that the mid-level martial artist will become the defacto wizard killer.



- ✦ *Unarmed Damage and Flurry of Blows:* At 8th level, the monk's unarmed damage rises to a respectable 1d10 and he gains the ability to make a third flurry of blows attack. Simultaneously, his base attack bonus finally achieves some measure of respectability, since he will have long since gained the use of Weapon Finesse (unarmed), which is a feat almost no martial artists should be without. With a lucky roll, the monk can reasonably expect to deal 15 points of damage, even unaugmented by magic or feats like Power Attack. With an improbably high series of rolls, or with a lucky critical, he can do even more.
- ✦ *Unarmoured Speed Bonuses:* Between 3rd and 10th levels, the monk gains an additional 20 feet of unarmoured speed increases, meaning he can run as fast as a heavy warhorse. By this point in his career, the monk has enough hit points and enough special abilities to allow him to operate relatively independently of the rest of his group. At 10th level, the monk can reach any point on the battlefield in only a single round, usually with a normal move, meaning he will still be able to attack, or use one of his monk abilities.
- ✦ *Defensive Special Abilities:* In addition to his spell focused defensive abilities, the monk also has the ability to survive falls of long distances and absolute immunity to natural diseases of all sorts. With slow fall, a clever monk can set ambushes, falling onto his enemies from a castle wall, or simply bull rush or grapple an opponent over a cliff.
- ✦ *Wholeness of Body:* While the mid-level monk still lags behind other melee based classes in terms of hit points, his wholeness of body ability allows him to make up some of that deficit. By 10th level, he can heal up to 20 hit points of damage, enough to make up for a missed spell save, or an average critical hit from a powerful melee focused opponent.
- ✦ *Style Feats:* If the rules for style technique feats are incorporated into the campaign, it is at mid levels of play where they will begin to show their versatility. If the monk is focused on gathering style feats, he will be well into the second tier of feats, giving him a wide variety of bonuses. Though style feats are not more powerful than other feats, they are specifically designed to build on the monk's class abilities, meaning they will be exceptionally useful on many occasions.

While the monk begins to come into his own at this level of play, there are still some obvious, serious weaknesses to the class.

- ✦ *Base Attack Bonus Ineffectiveness:* While the monk's base attack bonus is respectable, at mid levels he will begin to have problems striking heavily armoured foes. While most "cannon fodder" monsters will not be able to dodge his attacks, magic armour protected fighters

and high challenge rating monsters like young adult dragons will only have to fear the monk's first attacks in a round.

For example: A 9th level monk with a Dexterity of 20 and the Weapon Finesse (unarmed) feat will have a flurry base attack bonus of +11/+11/+6. Against a challenge rating nine young adult black dragon (armour class 24), the monk will have to roll a 13 or better to hit with the first two blows of his flurry and an 18 or better to hit with the last attack. These are very poor odds, statistically.

- ✦ *Mediocre Armour Class:* While a 20 Wisdom, 20 Dexterity 10th level monk, unaugmented by magic, can have an armour class of 22, this is the last time where the monk will easily be able to maintain defensive parity with other classes. Melee-based opponents of the monk's challenge rating will be able to strike him fairly easily and he does not have the hit points to resist them for long.

For example: In order to strike the aforementioned monk, a 9th level fighter with a 20 Strength, Weapon Focus, Greater Weapon Focus and a +2 weapon need only roll a 4 or better on his first attack and a 9 or better on his second attack to successfully strike the monk. Meanwhile, the monk will need rolls of 11 or better to strike with his first flurry attacks and a 16 or better to hit with the final attack in the flurry.

- ✦ *Poor Damage Potential:* While a monk *can* deal serious damage with his unarmed attacks, he is not likely to. There are four reasons for this. First, the monk rolls only a single attack die with each attack, meaning at 10th level he is just as likely to deal a single point of damage with an attack as he is to deal 10. Second, and just as importantly, unarmed attacks only deal critical hits on an unmodified roll of 20 and only deal double damage. Third, the monk does not have access to feats like Weapon Specialization, nor does he have the luxury of augmenting his Strength score. Finally, there are relatively few magic items which augment unarmed attacks, meaning the monk will not have access to such damage boosters as *flaming burst* or *thundering*.
- ✦ *Situation Dependent Abilities:* Many of the monk's class abilities only work in specific situations, or specific locations. Slow fall is almost useless in a dungeon and speed bonuses amount to smoke in the wind if the monk is fighting in a 20-foot square chamber. Likewise, while purity of body is terrific against natural toxins, magical diseases are not uncommon at mid levels of play, meaning the monk is only slightly less likely to suffer from mummy rot than his companions.
- ✦ *Inability to Harm Opponents:* While the monk gains the ability to strike opponents who can only be harmed by magic upon achieving his 4th class level, there are

many mid-level foes that can only be harmed by exotic materials, or by other properties. This means that there will be times when the monk is absolutely unable to use his most formidable attacks in battle. Worse, there are many opponents who are largely immune to blunt attacks, meaning the monk's punches and kicks will be only slightly more effective than spitting.

- ✦ **Fragility:** While wholeness of body helps to close the hit point gap, it does nothing to protect the monk against critical hits or the full attack sequences of strong opponents, meaning the mid level monk is highly vulnerable in the midst of battle. At mid levels, a monk with average hit points for his level can go from fully healed to death in the space of a single round.

For example: A hill giant (challenge rating 7) wielding a great club will, on average rolls, deal about 36 points of damage during a full attack sequence. A 7th level monk without a Constitution modifier will have about 32 hit points, meaning he will be reduced to -4 hit points by this attack. Meanwhile, a 7th level fighter with a 14 Constitution will have around 54 hit points, so he will still be standing when the giant is done swinging.

Mid Level Tactics: As has been said, when the monk enters mid levels of play, his options and his available tactics really open up, showcasing his versatility as a warrior. At this point, the monk can feel justifiably confident throwing himself into the front line against groups of comparatively weaker opponents, such as packs of hellhounds, so long as he is not their only target, or at least not for long.

A mid-level monk should use his Hide and Move Silently skills to ambush his opponents whenever and wherever possible. This way, he can manoeuvre into a group of flat-footed enemies during the surprise round and, with his high initiative score, act before them during the first round of combat, allowing him to unleash a flurry of blows to overwhelm them while their armour class is lowered. Of course, this tactics works best against groups of relatively weaker opponents, particularly if they are armour dependant, such as non-player character warriors guarding a more powerful villain, or a door that the party must win through. A monk with the Stunning Fist feat can also use this tactic to good effect against solitary opponents with low Fortitude

saves, such as sorcerers and wizards, temporarily crippling them so his allies can strike before magic comes into play.

Mid level monks also work very well when paired with archery-focused allies, or with rogues. By advancing ahead of the party and stunning opponents, or using style technique feats to temporarily immobilize them, he opens the way for snipers to strike with impunity, or for sneak attacks to strike home again and again. Snipers, especially, work well with mid level monks, as their ability to strike from long range allows the monk some freedom to make full use of his speed, without the fear of being overwhelmed before assistance arrives.



What the mid-level monk should emphatically not do, however, is allow himself to be caught in a back and forth, close range slugging match with high hit point monsters and enemy warriors. Though a lucky flurry of blows attack can deal considerable damage to even the hardest opponents, the full round of attacks the monk receives in turn will likely be devastating, even if his opponent only rolls average damage. A monk forced into direct combat with an opponent is a monk who has become nothing more than a substandard fighter. A monk who finds himself in danger of facing a full round of attacks from an especially strong opponent should perform only a single attack and then fall back, so that his enemy cannot attack multiple times. Of course, this applies mostly to strong enemies who still have most of their hit points; a powerful enemy who has already been weakened considerably is a good target for a full flurry of blows.

At mid levels of play, there are three other dangers a monk should be cautious of. The first is creatures that are immune to critical hits and to abilities like Stunning Fist. While monks do not rely on critical hit capability as strongly as some classes, like rogues, their ability to deal massive damage with a flurry will be compromised against such beings. This is especially problematic when facing undead, with their 12 hit points per Hit Dice. The second danger is flying creatures. Monsters with wings and airborne wizards can be extremely deadly to the monk, since he cannot punch what he cannot touch; for this reason, the monk should definitely arm himself with a ranged weapon or two, such as javelins. The third danger to the monk is creatures that have damage resistance that can only be circumvented with exotic materials. While most creatures of mid-level power will only have damage resistance in the single digits, to a maximum of around 10,



this is still more than enough to foil all but the strongest monks.

High Level: The high level monk is a dangerous adventurer, with the capability to deal a truly monstrous amount of unarmed damage, so long as he has been careful in picking his feats and skills. At high levels of play, the monk can be the equal of any other warrior, though he is more dependant on the use of clever tactics than the average barbarian or fighter. The strengths of the high level monk are as follows.

- ✦ *Virtual Spell Immunity:* At higher character levels, the monk, properly played, is nearly untouchable by most spells, or at the least, highly resistant to their effects. A monk with a 24 Wisdom will have a base +19 to his roll to resist Will based saves at 14th level, a bonus which rises to 21 against mind-affecting attacks. This is outstanding, as many of the most dangerous high level spells are based around Will saves; just as importantly, most enemy spellcasters will prepare several Will based spells, as those are the best way to neutralize high hit point fighters and barbarians. When the monk gains diamond soul at 13th level, he gains even more resistance to spells, though his spell resistance will be low enough that only heavily multiclassed spellcasters will not be able to overcome it at least half the time.
- ✦ *Outstanding Saves:* Though it has been touched on above, the issue of the high level monk's saves deserves addressing here as well. With his formidable saves, the high level monk is highly resistant to drowning and to the negative effects of blistering heat and numbing cold. Further, once he gains the diamond body ability at 11th level, he can become an impromptu rogue, capable of 'disarming' a needle trap by just sticking his hand in the lock and letting it strike him.
- ✦ *Greater Flurry of Blows:* A high level greater flurry of blows can deal massive amounts of damage on an unlucky opponent, particularly once the monk gains the ability to deal 2d8 points of damage with each strike. As before, the monk is best suited to destroying clusters of minions, or directing flurries against comparatively fragile opponents like wizards, sorcerers and to a lesser extent, bards and rogues, particularly if he can catch them flat-footed. Despite his increased damage, it is still not recommended that he attempt to directly engage fighters, barbarians or their kin, as their high armour classes, formidable hit point totals and incredible damage outputs on full round attack sequences will far outstrip the monk's abilities.
- ✦ *Abundant Step and Empty Body:* Both abundant step and empty body are potent weapons in the monk's arsenal. Abundant step performs one vital function; it makes the monk not only the fastest member of the party but the fastest troop transport as well. This means that, once a day, the monk can not only come to grips with an enemy first, he can *bring a heavily armoured fighter*

with him. This effectively doubles or triples the monk's damage dealing capacity and also serves to shield him from harm, as the target will be far too busy attempting to fend off a full attack sequence from the fighter to target him. Abundant step can also be used to rescue a beleaguered ally, so a wizard can escape adjacent enemies without having to waste a casting extracting himself, a critical advantage in a hard fought battle. Empty body, meanwhile, will prove to be one of the monk's best defences, since few opponents can easily strike ethereal beings; this means that a monk who is in very close quarters with an enemy fighter can go ethereal and flee, avoiding attacks of opportunity and clearing the way for his allies to step into the space he had occupied. Empty body will also serve the monk well if he is adventuring with a group that does not include a rogue, since the monk can activate the ability, walk through the locked door and open it from the other side.

- ✦ *Quivering Palm:* When used sensibly, quivering palm is a deadly ability. The monk is best served using it against opponents who do not have a good Fortitude save progression, as most high level fighters and barbarians, to say nothing of beasts like elder dragons and demons, will shrug off the effects easily.

Though it is often tempting to use quivering palm in combat, it is most effective when used as a tool of bribery. A monk who strikes a hostile warlord or noble with his quivering palm can very easily convince him to take almost any action, from signing a peace treaty to giving up his daughter's hand in marriage. Likewise, quivering palm is a very effective assassination tool; though a monk must strike and damage an opponent to use it, it is very unlikely that he will be the prime suspect if his victim falls dead at a feast a week later.

- ✦ *Incredible Mobility:* By the time a monk reaches 18th level, he will be able to move a full 90 feet a round, as a standard action. This means he will be able to charge a full 180 feet and still attack.
- ✦ *Perfect Self:* At 20th level, the monk transcends mortal limitations and, just as importantly, gains some significant mechanical benefits. By far the most important of these benefits is immunity to spells that affect humanoids. Thanks to this ability, the monk need not fear spells like *hold person* at all. The damage reduction the monk gains is also useful, though only in limited circumstances, since the majority of his opponents will easily be able to bypass it with weapons or with their natural attacks.
- ✦ *Style Focus:* If the rules for style technique feats are in play, then the monk will master his style during this time, giving him some truly potent bonuses to one facet of combat. Style technique feats and their benefits are far too varied to discuss here but are an important strength for the high level monk.

Of course, the monk is not without his weaknesses, even at high level. Most of the points raised earlier still apply here but the high level monk faces a few issues that deserve to be addressed separately.

✦ *Monsters With Damage Resistance:* Though this has already become a concern at mid levels of play, the ubiquitous presence of damage resistance becomes a real thorn in the high level monk's side. Nearly all the iconic high level monsters, like demons, devils and dragons, will have damage resistance which can only be bypassed by materials the monk's fists and *ki* energy cannot compensate for. This is a real problem; when the monk encounters such opponents, his role will change to that of mobile support, using his abilities to transport items between party members, or rescue them from dangerous situations.

✦ *Limited Damage Potential:* At high levels, the disparity between the minimum damage the monk deals and other warrior classes deal is extreme. The monk does not have access to Weapon Specialization, or Greater Weapon Specialization, or to magic weapon bonuses or enhancements such as *flaming burst*. This means that a 20th level monk can conceivably deal only two points of damage with a successful attack. Fortunately, there are magical items that compensate for this weakness somewhat but it is still something to consider.



High Level Tactics: At high levels of play, the monk player is presented with a daunting list of options each round of combat. Thanks to the massive number of class abilities the monk possesses, he is capable of filling many diverse roles. Or, through clever use, he can combine his disparate abilities to accomplish feats that other characters can only dream of.

While the high level monk is fully capable of filling almost any party role if he must, he is, paradoxically, as dependant, or even more dependant on effective teamwork than other classes are. The monk fights best when doing so in tandem with another character, particularly a fighter, paladin or barbarian, as that allows him use of his flurry without the risk of being the sole target for retaliation. The monk likewise scouts and sorties best when paired with a rogue or ranger, as those classes have abilities which either compliment the monk's own, or which are rendered more effective thanks

to the monk's Stunning Fist or other class abilities; sneak attack falls into this latter category. The monk also benefits strongly from a partnership with the party spellcaster, who can use spells like *owl's wisdom* to enhance his attributes (and empower many of his special abilities) to almost superhuman levels.

The high level monk is a jack-of-all-trades, though his role is somewhat different from the bard's. While the bard's abilities enhance the performance of his allies, the monk creates opportunities for his allies. A monk who stuns or trips an opponent gives the party fighter or barbarian an opportunity to deliver the killing blow with ease, while a monk who grapples an opponent gives the wizard or sorcerer a chance to deliver an easy touch attack.

When faced with exceptionally powerful opponents, the monk is advised to hang back, darting in to deliver precision strikes and then retreating behind the cover of his sturdier allies. Alternately, if he is adventuring with an ally who has the capability of casting ability enhancing spells, he should delay entering melee combat until he has been boosted by *owl's wisdom*, *cat's grace*, *bear's endurance*, or *bull's strength*. In addition, the high level monk can benefit strongly from the *greater magic weapon* spell, or if he is armed with a special monk weapon, from the *keen edge* spell, as his number of flurry attacks will greatly increase his chance of a critical each round. Divine spells such as *greater heroism* are also excellent ways to boost the monk's performance; as such

spells give the monk a larger effective boost than they do to fighters or other warriors.

Armed Combat

While the focus of the monk class is on unarmed attacks, there is no reason why a monk should not arm himself with a weapon and many good reasons why he should. The default monk weapon list is limited and mostly composed of lower damage weapons but there are still some useful gems to be found within.

The best weapons the monk can use are his special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken and siangham). For the most part, the special monk weapons are comparable in power and, in fact, most of them have the same statistics for damage and for critical hits. This means



the monk's choice of weapons depends more on the granted abilities of each weapon. Both the nunchaku and the sai, for example, offer bonuses to disarm attempts, with the sai's superior disarm bonus balanced by its reduced damage. Of the special monk weapons, the siangham is probably the weakest; it has no special abilities to compensate for its limited power, making it less versatile than other choices. The quarterstaff is an excellent choice, on the other hand, for two reasons. First, it is a two-handed weapon, meaning those monks with a +2 or greater Strength modifier to damage will have that damage modifier increased by 1.5 times and it will not be easily taken from the monk with disarm attempts. Second, it is a very common weapon and one that is well represented in terms of magical items.

The key advantage of monk weapons is their ability to be enchanted, as well as their ability to be manufactured from exotic materials. While the monk's fists are capable of overcoming several types of damage resistance, there are many monsters whose damage resistance can only be overcome by silver, or by holy items and the like. A weapon made of such materials can allow the monk to still take part in battles against such creatures and though the weapon's damage potential is likely to be lower at high levels of play, it will make up for that by the fact that it is not reduced by the creature's innate defences. The ability to enchant a special monk weapon is also a formidable advantage; not only can the monk gain up to +5 enhancements on his weapons, giving him exceptional bonuses to both attack and damage rolls, he can also add special powers to them. Enhancements like *flaming burst* are especially useful, as they will raise his weapon's potential damage to a level equal to that of his unarmed attacks.

In addition to special monk weapons, the wise monk should also arm himself with one or more ranged weapons, the better to deal with flying opponents, or those he dare not close to melee combat with. Both the javelin and shuriken are good choices, the former for its acceptable range increment and higher damage potential, the latter for the fact that it can be used as a special monk weapon. Since the monk's ranged weapon will likely not see much use, there is no real need to enchant it, though with the monk's likely surplus of money at high levels, a simple +1 to +2 enchantment would not be a waste of resources.

Armed Combat Tactics: The monk's armed combat tactics are similar to his unarmed tactics, with a few exceptions.

Most of the monk's special monk weapons have either a bonus to trip attempts or disarm attempts and it is highly recommended that the monk take advantage of those bonuses whenever possible. Due to the smaller size of his special monk weapons, the character should only target opponents for disarming who wield one-handed melee weapons of Light or one-handed size, as the size bonuses for larger weapons will more than negate the bonuses the monk receives. A disarmed opponent is a largely helpless

opponent, meaning the monk can feel much safer standing his ground and delivering a full flurry of blows.

A monk who frequently uses a weapon which has a bonus to trip attempts, as a kama does, should consider the Improved Trip feat, as it will allow him to attack tripped targets as though he had not used an action to trip, meaning at high levels he could potentially attack six times with a flurry of blows.

As soon as is possible, a monk should endeavour to find special monk weapons which are made of exotic materials like silver or cold iron, or which have *holy* or other, more esoteric properties, as these will be critical in his battles against many supernatural opponents. The monk should likewise ensure that he always possesses at least one magical weapon, which has been enchanted with enhancements like *thundering*, or other abilities which increase his maximum damage output; coupled with his flurry of attacks, such enhancements prove their worth quickly.

When using ranged weapons in combat, the monk has a number of options. Monks who do not mind employing poisons and toxins can dramatically weaken their opponents from a distance with contact poison smeared shuriken or javelins. Reducing Constitution bonuses, or Strength bonuses in this fashion can go a long way towards evening the playing field between a monk and a powerful melee based opponent.

COMBAT SKILL USE

While general tactics for combat skill use have already been discussed, many of the monk's skills and their uses in combat deserve special discussion. Of course, while the monk has a fair number of skill points to spend at each level, there is no way he can possibly accumulate all the ranks in every skill he might find useful. Use the recommendations below as a general rule, modifying them as fits the nature of the obstacles and opponents that are expected to be faced in the campaign.

Balance

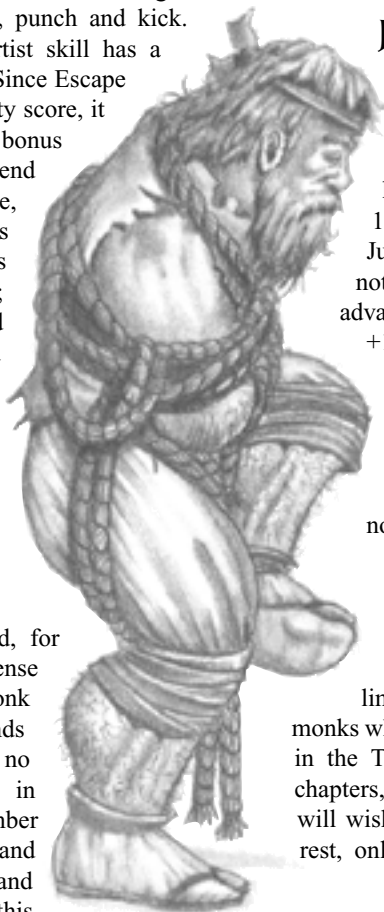
The utility of the Balance skill is easy to overlook, especially in comparison to other, more obviously useful skills like Tumble. Still, it behoves the monk player to purchase at least a few ranks in this skill, particularly if the campaign will draw upon the themes and conventions of martial arts legend, literature and popular film. In such stories, monks and martial artists constantly find themselves engaged in hand-to-hand combat atop pillars, or while on rafter, or sloping rooftops, or even on the branches of trees, so a good sense of Balance is critical to success and survivability. Still, most monks will not have enough skill points to dedicate too much to this fairly specialized skill and with their phenomenal Dexterity, they will not have to. As a general guide, a monk should have a total modifier to his Balance checks of 16 – 18, as this will leave little chance of error.

Concentration

Concentration is an important skill for the monk, both in play and in concept. The monk is meant to be collected and calm in all situations, no more disturbed by wounds than he is by a slight breeze. Per *Core Rulebook I*, however, there is little reason for the monk to possess significant ranks in Concentration, since most of his class abilities happen instantaneously, or near instantaneously. If the rules presented in the Tricks of the Trade chapter of this book, or the first *Quintessential Monk* book are in effect, that changes, meaning the monk is well advised to develop his focus. Fortunately for the monk, if the new options for Concentration are in place, then his skill ranks are modified by his Wisdom, rather than his Constitution; an ability few monks will have a significant score in. The recommended total Concentration modifier for a monk varies by his interests and by the feats and styles he selects; most monks will do fine if they have a total modifier of +15, while more cerebral and mystical monks, those who select styles such as Ghost Fist, or who pursue the way of the Enlightened One, should have a minimum modifier of +25.

Escape Artist

The Escape Artist skill can be highly valuable to monks who do not possess significant Strength modifiers. One of the best tactics for warriors and strong monsters to use against the monk is the grapple, as their size and Strength can negate the monk's ability to move, punch and kick. A monk who possesses the Escape Artist skill has a significant chance of foiling this tactic. Since Escape Artist is modified by the monk's Dexterity score, it is likely he can possess a significant total bonus to his check even without having to spend many skill ranks. As a general guideline, a monk should have a total modifier to his Escape Artist check roughly equal to his base attack plus his Dexterity modifier; any less than that and the monk would be better off just relying on a standard grapple check. Small sized monks who expect to be grappled should add an extra four ranks, at least, to balance their size penalty to grappling checks.



Hide, Listen, Move Silently and Spot

These four skills operate hand in hand, for each enables to monk to either set, or sense ambushes. The importance the monk assigns to each of these skills depends on the character's concept but almost no monk should be without a few ranks in each skill. The important thing to remember when assigning skill ranks to Hide and Move Silently is that the monk cannot and should not compete with the rogue in this

arena; the rogue class has skill points to burn and these two skills are the bread and butter of the class, meaning it will be the rare monk indeed who is capable of consistently surprising opponents as easily as the rogue. Instead, the monk should concentrate on gathering enough ranks that he can reliably set ambushes for less stealthy, less aware opponents, meaning primarily fighters, paladins and other straightforward warriors, wizards, other spellcasters and monsters. A total modifier of +10 to +15 for each of these skills should be sufficient for the monk's needs and with his high Dexterity, expensive and easy to achieve.

Spot and Listen are more problematic skills and their need in the campaign depends upon the nature of the opponents the monk will face, as well as the composition of his adventuring party. If the monk is not accompanied by a rogue or ranger, then he will likely be the only character with either skill on his class skill list. Thus, the duty of detecting and thwarting ambushes will fall squarely on his shoulders. In this case, the monk would do well to have as many ranks in each skill as he can, with total bonuses to his skill checks equal to his level plus his Wisdom modifier as an ideal total. If he is in a party with a rogue or ranger, then he need not dedicate that many skill points but should always have the skill in the double digits, both to back up the other character and to ensure that he can act in the surprise round in the case of an ambush.

Jump

In the hands of the monk, the Jump skill can produce truly incredible results, since he gets a +4 bonus to his skill check rolls for every 10 feet of movement beyond 30 he possesses. This means that a monk of 18th level and above gains a +24 bonus to his Jump check. For this reason, a monk need not invest many ranks in his Jump skill as he advances in level. With a total Jump modifier of +10 (not including his speed modifier), a monk can virtually assure that he can clear any distance. In a campaign that draws heavily on martial arts conventions, he may wish to have more ranks, so that he can emulate the staggering jumps of wuxia heroes, but it will not usually be necessary.

Knowledge (arcana)

From a practical, mechanical standpoint, the Knowledge (arcana) skill will prove to be of limited use to the average monk. Only those monks who rely heavily on the new skill uses presented in the Tricks of the Trade and Special Techniques chapters, or who are multiclassed as spellcasters will wish to invest many ranks in this skill. For the rest, only a few ranks will suffice and many more



combat oriented martial artists should forgo this skill altogether, the better to concentrate on more physical skills.

Sense Motive

For the monk, Sense Motive fulfils two important roles. First, it helps to reinforce the monk's image as a wise and learned man, calm and centred and well versed in the ways of human nature. Second, and more important from a mechanics perspective, it protects him against feint manoeuvres from rogues, which can be catastrophic. Unfortunately, a monk who really wishes to protect himself against feints must have near maximum ranks in this skill, or else his skill will be largely wasted. The monk does have one small advantage, however, as his Wisdom score is likely to be higher than the rogue's Charisma, giving him the edge in ability bonus.

Tumble

The importance of the Tumble skill cannot be overstated, as it is high bonuses here that will determine how easily a monk can take full advantage of his speed to move across the battlefield. A monk with many Tumble ranks can manoeuvre with impunity across the battlefield, engaging the opponents of his choice, rather than being forced to deal with each enemy in his path. With enough total bonus, thanks largely to his impressive Dexterity score, a monk can easily use the *accelerated tumble* option to move at his full speed, particularly if he only has to tumble past a small handful of opponents. Any monk character meant to emulate the impressive acrobatic skills of the movie or legendary martial artist should have a minimum of 10 ranks in the Tumble skill; modified by his Dexterity, this should give him a bonus of +15 to +18 to his Tumble check, more than enough for most situations.

COMBAT FEAT USE

The monk's choice in feats will truly make all the difference in his adventuring career. The feats the monk chooses will represent his fighting style and will determine his tactics in battle. While nearly any feat can serve the adventuring monk well, the following feats and feat chains will likely be of special interest to the martial artist.

Dodge, Mobility and Spring Attack

The Dodge, Mobility and Spring Attack chain is a popular choice for martial artists and has been since the introduction of the d20 system. That said, there are benefits and disadvantages to this chain, some of which are not immediately obvious.

Dodge is a solid, workhorse feat and one that works best at lower levels. The key advantage of the Dodge feat is that it gives the low level monk an all important advantage in close combat against warriors with better base attack bonus progression; at 1st level, for example, it makes the monk's

and a fighter's base attack bonus exactly even. At higher levels, however, the Dodge feat is considerably weakened; at 20th level, for example, the fighter still enjoys a +4 base attack bonus advantage over the monk, even with Dodge employed. Still, Dodge is a feat any monk character should consider, particularly if he wishes to take advantage of the more mobile combat styles (see below).

Mobility is a more problematic feat. For the monk, its major purpose is to serve as a gateway to Spring Attack. A monk with even average facility with the Tumble skill has no real need of the feats' armour class bonuses, particularly since most monks will not be able to select the feat until 3rd level, by which time it is very possible they will have a Tumble check bonus of +10. Only a monk who needs Mobility as a style feat, or who really wishes to complete this chain should select this feat.

On first blush, Spring Attack seems like an ideal feat for the monk and it is one whose advantages play largely to one of the monk class' primary strengths, his incredible speed. In the right circumstances, and particularly at high levels, Spring Attack will give the monk the ability to close, strike



once and move beyond his opponent's ability to respond. Used in combination with certain style feats, or if the monk has a powerful enchanted weapon, this can be a wonderful tactic. Unfortunately, Spring Attack has two major disadvantages. First, a monk can perform only a single attack if he uses this feat, meaning his damage potential is severely restricted. This weakness can be compensated for if the monk uses a style technique feat or a Stunning Blow but still limits his contribution on the battlefield. The second, less easily overcome weakness is the fact that a canny opponent can ready an action against the monk, striking him before the monk is able to deliver his own blow. A fighter, barbarian or strong melee oriented monster who uses this tactic is particularly troublesome, as their single attack is likely to be much more damaging than the monk's. This can lead to a situation where the monk essentially dooms himself to a slow death by hit point attrition, since his hit points are both fewer and more rapidly depleted than his opponent's.

Improved Critical

The Improved Critical feat can be very useful to a high level monk, as it doubles his chance of dealing a critical hit with his unarmed attacks. While the monk's unarmed critical threat range will still be a relatively poor 19 – 20, even with this feat, his high number of attacks in a flurry of blows will go far towards compensating for this. The Improved Critical feat works even better when it is used in conjunction with style feats, such as those gained from the Snake Fist school. The drawback to Improved Critical is that a single class monk cannot select it until at least 12th level, though that is when its increased damage potential will be needed most. Improved Critical is an essential feat for monks who intend to select the Power Attack and Cleave chain, as discussed below.

Monk Bonus Feats

One of the chief advantages of the monk class is his ability to gain bonus feats at low level. The monk can choose from quite a wide selection of bonus feats, particularly if the rules presented in this book are used in play. Even if the monk is restricted to the feats presented in *Core Rulebook I*, he can still gain strong benefits.

At 1st level, the choice between Improved Grapple and Stunning Fist will set the tone for the monk's tactics for the rest of the campaign. A monk who chooses Improved Grapple should strongly consider Strength as his third highest attribute and if he selects grappling focused styles (such as the Earth Dragon Wrestling school) might even consider favouring Strength over Dexterity. Stunning Fist, conversely, can be a useful feat for any monk, particularly if he is built to oppose wizards and other beings with lower Fortitude saves. The downside to Stunning Fist is that it can only be used a few times each day, meaning that a low level monk will effectively lose a feat after a single battle, while a grappling focused monk can use his bonus feat again and again. On the other hand, a Stunning Blow is more useful to the rest of the adventuring party, as a stunned opponent

is much more vulnerable to attacks from rogues, clerics and other classes who do not have the highest base attack bonus progression.

At 2nd level, the monk can choose between Deflect Arrows and Combat Reflexes. Deflect Arrows is an impressive looking feat but one of limited use and versatility. It is of primary use to monks who wish to pursue one of the martial arts styles that include it as a 1st tier feat, though monks in campaigns that will feature opponents who are skilled archers, such as elves, may find it useful. Combat Reflexes is a very solid choice for the monk who is designed to deal with large numbers of weaker foes, though it too has one glaring weakness; to take best advantage of this feat, the monk must be in a position where he can reach multiple opponents, meaning he risks being overwhelmed by savvy opponents who do not leave exploitable openings. A monk character that gains access to the Bluff skill (as the monk/rogue does) can make excellent use of this feat.

At 6th level, the monk chooses between Improved Disarm and Improved Trip, both excellent feats that play well to the monk's strengths. Improved Disarm is an excellent equalizer, as it allows a monk who fights unarmed to more easily strip his opponent of his weapon, turning the odds significantly in his favour. Improved Disarm works even better if the monk wields a special monk weapon which offers a bonus to disarm attempts; when wielding a sai, for example, the monk would gain a total +8 bonus to his disarm attempt and suffer no attack of opportunity. This more than makes up for the comparative weakness of special monk weapons. The disadvantage of the feat is obvious, since opponents who do not use weapons cannot be stripped of them. Improved Trip, likewise, is another excellent feat for monks who wish to come to grips with skilled opponents. Not only does it give them a free attack against opponents they successfully trip, it also effectively gives them another, as standing from prone provokes an attack of opportunity. The only weakness of the Improved Trip feat is that it does not work well against larger opponents, or against opponents with more than two legs, meaning the monk will only be able to use it reliably against non-player character adventurers and some humanoids.

Power Attack and Cleave

On first blush, Power Attack and Cleave would seem to be of limited use to the monk, since both work best when coupled with high damage production. There is still good reason for the monk to pursue this chain, though. Power Attack works extremely well when used in conjunction with a flurry or greater flurry against relatively fragile and lightly armoured opponents, such as bards, rogues and, especially wizards and sorcerers who have been caught flat-footed. A reduction of two points of base attack bonus can conceivably add 10 points of damage to a five strike greater flurry, a significant increase and one which can account for up to a quarter of a high level wizard's hit points. Power Attack also works well when the monk also has the Weapon Finesse feat, as the bonuses of his high Dexterity can very easily make up for the



loss in base attack bonus. The negative of the monk's Power Attack is that it is not effective against heavily armoured or dextrous opponents, as the monk does not have the luxury of the best base attack bonus progression. In any case, it is recommended that the monk subtract a maximum of five points from his base attack bonus when using Power Attack, as more than that can reduce his hit bonuses to the point that later strikes in the flurry chain have almost no chance of hitting, negating the point of gaining extra damage.

Power Attack is also an excellent feat choice for a monk who wields a staff, or another of the monk's selection of two-handed special weapons, as he will gain double the bonus to his damage. Using Power Attack in this fashion can even bring the monk's damage potential in line with more front line melee combatants.

Cleave is a slightly more problematic feat for the monk, for two reasons. First, the monk does not have the raw damage capacity of other warriors, meaning he will not have as many opportunities to drop an opponent with only one or two blows. Second, Cleave depends on the presence of more than one adjacent enemy, a situation that many monks will find undesirable. Still, for all of that, Cleave can be a potent weapon in the monk's arsenal. A monk who unleashes a full flurry of blows against a lower hit point opponent has a good chance, with lucky rolls, of killing him in a single round and gaining another, instant attack against a nearby opponent. Cleave works especially well for monks who are pursuing styles like Double Hammer, which give bonuses to the monk's damage, or for those few who favour Strength over Dexterity. Monks with quarterstaves can also make good use of this feat, particularly if they use it in conjunction with Power Attack.

The versatility of both Power Attack and Cleave are greatly enhanced if the monk also possesses the Improved Critical (unarmed) feat, particularly at high levels of play; with five chances to achieve a critical hit, the potential damage the monk can unleash easily justifies the selection of Cleave.

Style Technique Feats

Style technique feats, introduced in this book, will be one of the chief weapons in many monks' arsenals. In order to reap the full benefits of a style and its staged techniques, the monk's player must be willing to focus his attention on completing the chain of feats. Only when the monk has fully mastered the style will the feats show their true power; before that, the feats will support and enhance one another to a good degree but will not mesh perfectly.

Since most styles are composed of several feats, it is not recommended that a monk character spread his resources thin by attempting to pursue more than one style. While there is crossover between style feats, pursuing more than one style means delaying acquisition of both the higher stages of each technique feat's benefits and prolonging the time until the monk receives his bonus for mastering the

style. Even those monks who walk the path of the master of the secret style prestige class are encouraged to fully master one style before pursuing another, in order to reap the benefits of mastery as quickly as possible.

The style a monk character chooses to pursue should compliment both his ability scores and the player's roleplaying style. High Strength monks are encouraged to pursue mastery of Double Hammer, or Earth Dragon Wrestling, as both those styles favour those who hit with exceptional force. Conversely, monks who wish to pursue a more cerebral art, or who are multiclassed as spellcasters should investigate the Ghost Fist style, as it adds solid bonuses to supernatural abilities.

Weapon Finesse

For the average monk, whose Dexterity will far outstrip his Strength, the Weapon Finesse feat is arguably a must-have selection. At low levels, it is the only thing that makes a flurry a viable option and at high levels, it is the monk's best tool for overcoming the disparity between his base attack bonus and that of other, more focused warriors. There is no downside to the Weapon Finesse feat for any monk whose Dexterity is higher than his Strength, save for the fact that the required +1 base attack bonus means the monk cannot select it until at least 3rd level.

Weapon Finesse is a required 1st tier feat in several of the martial arts styles introduced in this book but even monks who are not pursuing those styles can make good use of it. Unless the player has some specific goal in mind, or unless his monk is pursuing a Strength oriented style, Weapon Finesse is the recommended feat choice for all 3rd level monks.

NON-COMBAT ADVENTURING

Even for an adventuring monk, life is not all about exploring dungeons and crossing fists with miscreants. There are diplomatic missions to complete, classes of neophyte martial artists waiting to be taught and spiritual quests for personal enlightenment to be undertaken. Though non-combat situations are rarely as sexy and thrilling as combat, no monk player should ever ignore the potentially strong role his character can play when words, not kicks are called for.

Martial Artists Versus Monks

Though both martial artists and monks are mechanically represented in the d20 system by the monk class, there are some profound differences between the two that should be addressed here.

The martial artist is a practitioner of the ways of unarmed combat. His goal is to perfect the mind and body so that he can become a superior warrior, a living weapon. The average

martial artist may or may not pursue enlightenment as a goal in itself; while many consider enlightenment to be a worthy state of being, it is not the primary purpose of studying martial arts and many martial artists, particularly those who multiclass into other warrior classes, do not pursue enlightenment. The typical martial artist steepes himself in martial culture and is aware of all the greatest masters of every fighting art. In fact, it may be the primary goal of the martial artist to defeat all these masters and establish himself and his fighting school as the greatest in the world. As a character, the martial artist usually follows one of three general roleplaying paths, as described below.

Serene Master: Some martial artists are self-assured master warriors, secure in their power and serene in their temperament, content to allow lesser warriors to scramble for wealth and notoriety while they quietly go about achieving superhuman levels of fighting skill. These sorts of martial artists are very common in martial arts legend and they are often spoken of in reverent tones, with young students telling and exaggerating their exploits to an almost ridiculous degree. Martial artists of this type are often portrayed as self-effacing, humble and gracious, right up until an opponent pushes things to far, at which point they are all too ready to prove their skills and demonstrate why it is foolish to anger a man who has dedicated his life to studying every facet of the fighting arts. Hungry tigers, described below, often mature into serene masters, provided they live through their foolish exploits. The serene master is the perfect roleplaying archetype for monk characters of 10th level and above, whether or not the martial artist recalls eastern or western myths; the aging champion, savvy and possessed of immense skill but tired of a life of violence and death, is a common figure in books, film, video games and legend. To properly portray the serene master, the player should begin assigning his character ranks in skills like Concentration, Diplomacy, Knowledge (arcana) and Sense Motive and might consider taking on the Leadership feat, representing the character's decision to pass on his knowledge before he leaves the mortal world.

Hungry Tiger: The second type of martial artist, the hungry tiger, is popular in martial arts films and modern media like comic books and video games. Martial artists of this sort are invariably young and skilled, but untested. Hungry to prove to everyone, including themselves, that they are destined to be formidable, they throw themselves into the ring and into adventure, challenging all comers and accepting any mission, no matter how dangerous or foolish, so long as the chance for reputation building is there. Hungry tigers are, as the name might suggest, quick to anger and even quicker to accept any challenge. Almost always young, hungry tigers are bold and brash, convinced of their skill and of their physical superiority over others. Hungry tigers can and do study more esoteric martial arts styles, those focused on development of internal energies, but most prefer to 'master' those arts that are more brutal and purely physical in nature. Presuming they live long enough, hungry tigers often become serene masters, usually after

they have been humbled by a martial artist of greater skill, or after they have proven to themselves their courage and skill. The hungry tiger archetype is ideal for starting monk characters, those with more raw skill than battle earned experience. The hungry tiger should largely forgo skills such as Concentration and Diplomacy in favour of more physical skills like Jump, Move Silently and Tumble. This does not mean he should ignore other skills entirely, as they offer impressive benefits for the clever character, but it does mean they should come second to more visually impressive and battle focused skills and feats.

The Brawler: The brawler is somewhat related to the hungry tiger, in that he is always ready and eager for a challenge and more than willing to employ his skills at the slightest excuse. Unlike the hungry tiger, however, the brawler is equally likely to be young as old, and his skills are not the refined styles of the tiger and the serene master. Instead, the brawler is a natural fighter, one born with an understanding of the power of the fist and the foot, as well as the head butt, the bite, the tackle, the stomp, the kidney shot, the sucker punch and every other tool in the dirty fighter's arsenal. The brawler is usually aggressive, though not necessarily belligerent, and prone to lusty outbursts of emotion. The brawler is actually a relatively common archetype in both western and eastern fiction and legend and is often treated as a comedic character, which is when he is not being portrayed as an overly aggressive, dangerous killer. The brawler, more than the hungry tiger and serene master, is an anything goes archetype. So long as his fighting style is described as wild and instinctive, rather than smooth and practiced, with an exacting catalogue of precision techniques, almost anything goes. The brawler is a natural choice for those who prefer fighting styles like Double Hammer and feats like Power Attack and Cleave. The brawler is the perfect archetype choice for those players who find the idea of their character fighting unarmed an appealing one, but do not wish to have to roleplay a straight-laced, controlled personality.

The monk is also a martial artist but the focus of his training and the very reason that he studies the martial arts is his quest for perfect enlightenment. The monk treats martial arts only as a means to an end, a way to accustom his body to hardship and to instil within himself discipline that is harder than steel. The monk is also a holy man, though his personal faith is more often expressed as a philosophy, rather than a religion, as the cleric's is. The classic image of this sort of martial artist is the monks of the Shaolin Temple, meaning entire generations of gamers have grown up visualizing their monk characters as quiet, shaved headed, scrupulously humble men in robes, men who are also capable of crushing entire armies of thugs with their bare hands when forced to. While this is certainly a valid archetype, it is by no means the only one available to monk characters.

The Initiate Brother: The classic image of the monk, the initiate brother spends his days in quiet contemplation, performing chores intended to keep him humble, meditating for hours at a time and practicing gruelling martial arts



to keep his body strong and his spirit keen. Since it is such a common, well known archetype, it requires little discussion here, save to say that skills like Concentration and Knowledge (arcana) are especially well suited to it and that all initiate brothers should pursue mastery of a combat style as a matter of course; their chosen style represents the primary teachings of their monastery and training in the style's techniques is likely to be coupled with strong lessons in the moral teachings of the temple's chosen philosophy, as well as an entire host of complex rituals which are designed to help the initiate brother achieve enlightenment. The initiate brother is an excellent choice for starting characters, as the archetypal initiate is physically gifted but naïve, a perfect choice for players who wish to see the campaign world through new, non-cynical eyes.

The Cultist: There are many martial arts monasteries and schools which operate in a very cult-like fashion, with secret codes and symbols for passing messages between students, fanatical or heretical religious beliefs and a dim view of those who attempt to leave the brotherhood's embrace. Monks who come from such a background tend to be fanatical, more than a little bit crazy and, frankly, scary. The cultist is a common archetype in martial arts film and is usually associated with a group which wishes to 'reclaim' the kingdom in the name of an obscure being or ideal of its own invention – in a fantasy world, a cultist might be from a group which wishes to reassert the worship of a god, or a demon, or wishes to impose an extraordinarily stringent moral philosophy and code of behaviour upon the entire

world. Martial artist cultists almost always have strange taboos involving the use of their powers and most also have some exceedingly strange notions about what their training enables them to do. For all their... quirksiness, however, cultist monks do not have to be evil; good cults can and probably do exist in a fantasy world. The cultist is an excellent choice for a player who wishes to explore the more esoteric and philosophical aspects of martial arts and the quest for enlightenment. Cultists who survive their own fanaticism often level out emotionally as they gain in wisdom and power, divesting themselves of their useless taboos as they approach true enlightenment. The cultist should devote his skill levels to skills like Concentration and Knowledge (arcana) and it is almost mandatory that they seek out and learn as many secret symbols as they can. Those cultists who do not divest themselves of their cult beliefs often gain the Leadership feat as they advance both in personal power and in authority within the monastery. Cultists should pursue the more esoteric combat styles, with Ghost Fist an obvious choice, though cults could spring up around any style.

The Hermit: The archetypal hermit is a martial artist who lives apart from civilization, seeking enlightenment through quiet meditation besides small streams, or high on the peak of mountains. The hermit practices his own unique style of martial arts, often one that he learned by observing and imitating the movements of one or more animals. The hermit is a loner but he is not unconnected from the world, just the more civilized portions of it. The hermit is a highly spiritual martial artist, with a personal philosophy that he obeys instinctively. Hermits can be old or young. Younger hermits are often angry loners, would-be monks who were rejected by a monastery and fled to the remote wilderness for solitude and solace. In eastern martial arts mythology, there are many fighting styles which claim to have descended from young, would-be monks who spent years in the wilderness, honing their fighting skills so that they could return to the temples that rejected them and defeat the monks within, proving their superiority. This is the inspiration for the young hermit.

Older hermits are what the young hermits sometimes mature into, contemplative masters who are at peace with themselves and the natural world and who seek nothing but to take the last steps on the path to enlightened transcendence. Other hermits are monastery elders who have gone into seclusion in order to puzzle out the last beliefs of their philosophies, or retired martial arts instructors who have grown weary of teaching and wish only to perfect their own art and die in peace. The hermit is an excellent character archetype for parties of 'lone wolf' characters, such as druids and rangers; such folk often develop a close-knit friendship, which only grows stronger for the long stretches in which the friends do not meet at all.

When playing the younger hermit, the player is advised to select skills like Climb, Listen and Move Silently, as those fit the image of a young warrior who has retreated to the



wilderness to build his strength. Players of such characters are also encouraged to outfit their hermits with techniques from one of the animal based styles found in this book; to really play to type, players are encouraged to rename the style and the feats and say that the style was created by the character after he watched its namesake animal locked in a struggle to the death against another animal (ape is a common antagonist).

Older hermits are perfect for when a player is introducing a new character to a higher level campaign. Older hermits are often really, really old, with long white beards and improbably enormous eyebrows that hang down from their heads like wispy caterpillars. Older hermits should have many levels in the Concentration and Knowledge (arcana) skills and, if they are higher level, are almost undoubtedly masters of at least one fighting style.

General Skill Use

When assigning skill ranks to the monk's non-combat oriented skills, there are two approaches the player can take, both equally valid and both equally plagued by problems.

The first design approach is to focus entirely upon one or two non-combat skills, assigning many ranks to them and forgoing other skills entirely. Using this approach, players and Games Masters can create characters who are true experts in a very few fields. The chief advantage to this approach is that the player will never feel the skill points he assigns are wasted, as he can consistently succeed at most skill checks related to his field of expertise.

Diplomacy

Historically, monks were often brought in to serve as mediators between powerful groups, or to act as ambassadors, both because they were wise and, just as importantly, because most monasteries cultivated an air of impartiality and disinterest in the affairs of the outside world. For this reason, it can be a good idea for an archetypal monk character to possess at least a few ranks in this skill. Unfortunately, there are no real mechanical benefits for the monk who selects this skill, nor does his normal distribution of ability scores offer him much of a bonus to Diplomacy skill checks. Should the player decide to dedicate a significant number of skill points to this skill, then it is strongly recommended that he forgo assigning many points to other skills which do not offer significant benefits to him, such as Profession, Knowledge (religion) and Perform.

Knowledge (Arcana and Religion)

The Knowledge skills can be immensely valuable to the monk character, the former because there are many advantages to be gained via the new skill uses introduced in this book and the latter primarily for its ability to ground the character in believability.

There is one significant disadvantage to the Knowledge (arcana) skill and two significant disadvantages to Knowledge (religion). The primary disadvantage of both skills is the fact they are modified by Intelligence and while a monk is always wise, he rarely has the intellect to match it. This means that the player will have to dedicate many ranks to these skills if he wishes his character to consistently succeed at his skill checks. The other disadvantage of the Knowledge (religion) skill is the fact that it offers no real mechanical benefits to the monk; even if the character has many ranks in the skill, there is no guarantee that the campaign which feature religious themes frequently enough to justify spending precious skill ranks. As a consequence, it is recommended that the character focus on gaining ranks in the Knowledge (arcana) skill and even then, only if the player intends for his character to learn secret symbols, or if the campaign will feature frequent appearances by martial arts antagonists. A total of 10 – 15 ranks should be the maximum a monk possesses in either skill.

Perform

The Perform skill is, of course, a must for any multiclass monk/bard. Other monks may wish to assign at least a few skill points to the Perform skill, particularly Perform (kata). Should the monk choose to do so, he need not assign skill points to a Profession, as his ability to perform kata will earn him enough money to live on. Of course, player controlled monks will rarely have to worry about scraping together a few gold pieces each week; for them, the Perform skill is a luxury, one which should be assigned no more than five to 10 ranks.

Profession

Unfortunately, the monk simply does not have the skill points to select all the skills he might wish to have. That said, assigning a few ranks to a profession can do much to enhance the roleplaying potential of a monk and ground him in believability. Many martial artists do not have the resources to devote themselves to their art full time, nor does the ability to shatter boards with a fist always translate into ready cash. Taking roughly five ranks in a Profession skill will be enough to establish the character as a decent, if unremarkable worker and should also earn him enough cash to survive during the lean times.

Sense Motive

The Sense Motive skill is an excellent choice for the monk who wishes to make an impact in non-combat encounters. With his undoubtedly high Wisdom modifier, the monk will have a solid bonus to his skill check even if he does not assign many ranks to the skill. A total bonus of +15 to Sense Motive skill checks will allow the monk to really contribute to investigations and negotiations, particularly in a party without a bard or rogue. A solid bonus in this skill also reinforces the image of the monk as the wise and insightful warrior and so it is a very thematically appropriate



Lathanan was just a step too slow and the spearman was able to release his weapon in the instant before his head exploded, crushed by Lathanan's elbow. The spear flew straight and true, striking Four Willows Weeping in the chest just below the breastbone, as he struggled to free himself from a pile of dead guardsmen. Its flanged head tore completely through him, shearing through cloth, flesh and bone and then sailing on, to splinter against a stone column far in the distance. Four Willows Weeping turned to Lathanan, a puzzled expression on his face. He stretched out one hand, fingers quivering and opened his mouth to speak but it was blood, not sound that poured forth. Then he collapsed.

The world disappeared in a haze of red and Lathanan was cognisant only of the feeling of bone and flesh disintegrating beneath his fists and the sound of men screaming, shrieking as fell among them.

At last, silence fell upon the battlefield and the red melted away. Lathanan's knees buckled and his sank down into the mire of blood and ruined bodies. Blood streamed from a cut on his forehead and one of his fingers hung in tatters. He crawled across the bodies to his master, lifted him up and cradled his wizened, shrunken form. He rocked back and forth, smoothing his master's white hair, hands leaving streaks of gore and crimson.

Four Willows Weeping coughed and a trickle of blood and bile ran down his chin. 'Not so tightly, Lathanan, and stop rocking. I cannot concentrate.'

Lathanan dropped his master and scrambled back. 'But how? I saw the spear wound. No one could survive that.'

'Fortunately, my student, my spirit disagrees.' Four Willows Weeping stood and a fount of blood ran from the gaping wound in his chest. He tore at the tattered remnants of his shirt, pulling shreds of flesh and cloth away in strips. 'Watch.' His voice was strong.

Lathanan watched, stunned, as the enormous wound closed, flesh, bone and muscle knitting together, a spider's web of veins spiralling closed, until in moments, only a small scar remained. A breath later, that was gone as well, leaving nothing but pink, hairless flesh. 'A miracle, master. You have shown me a miracle.'

Four Willows offered a withered hand to Lathanan and pulled him to his feet. Then he turned, striding off. 'Come on then, we must be away with all speed.'

Lathanan struggled to keep up. 'But how? Forgive me, master, but how is this possible?'

'It is possible because there is no flesh, not for such as we. Do you understand?' Four Willows Weeping looked at Lathanan, who shook his head, eyes wide. *'When you stepped foot on this path, you foreswore the limitations of flesh, though you, at least, did not recognize it. Ours is the way of ki, the way of spirit. It is ki, not strength, which allows us to shatter shields with a kick and it is ki, not our muscle, which allows us to outpace the fastest warhorse. So too is it with this. Our spirit is immortal, Lathanan, and mine refused to leave this world. And so I remain.'* Stopping, he turned to face Lathanan. *'Do you understand now?'*

'I think so', Lathanan said. 'Yes, I think I do.'

'Good', said Four Willows Weeping, as he vaulted over a wide stream. 'Perhaps then we can do something about that finger of yours, just so long as you do not drop it in the river.'

skill. Finally, since Sense Motive offers the monk several useful bonuses in and out of combat, it is a true bargain and workhorse skill choice.

General Feat Use

Unfortunately, the monk character class does not have feats to burn, as wizards and fighters do. Though he receives bonus feats in addition to his standard character feats, the monk cannot typically afford to spend his precious feats anywhere but on style feats and other, core feats that will improve his facility with armed and unarmed combat. This

means that the average monk will have to forgo the selection of feats that help him in non-combat situations, or at least those feats found in *Core Rulebook I*. This book includes a few non-combat feats that may prove of some use to the single class monk, though even with these feats the monk's player should think twice before selecting more than one or two.

Of course, there are those feats that improve the monk's abilities both in and out of combat. Negotiator, for example, grants the monk a +2 bonus to both Diplomacy and Sense Motive. While the former skill bonus only applies in non-

combat situations, the bonus to Sense Motive skill checks will serve the character well against feint attempts, in addition to helping him discern the truth from clever lies. These skill-enhancing feats serve double duty and so can prove excellent feat choices.

The Power of Leadership

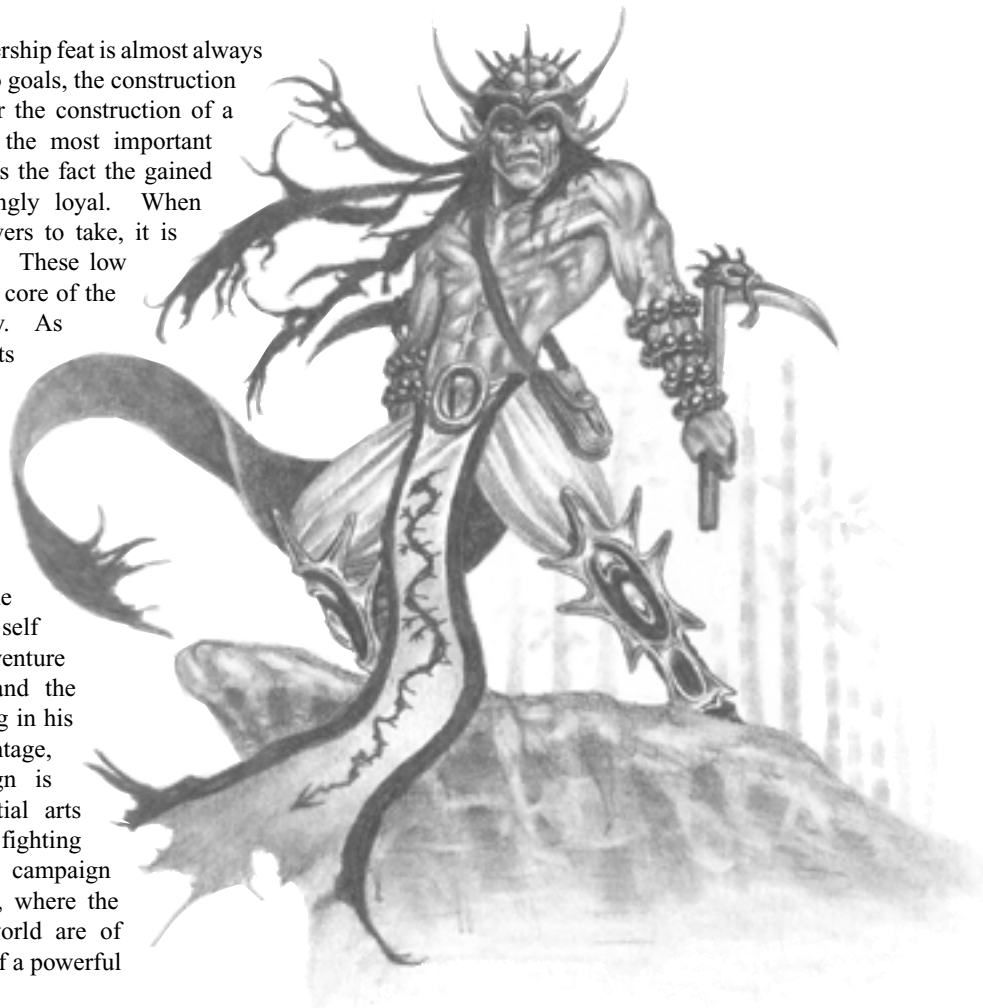
There is one particular feat that bears special mention and discussion here: Leadership. Leadership, sometimes known as the forgotten feat, is very powerful when used well, more powerful even than it seems at first blush.

When it comes right down to it, there are very few things a high level martial artist cannot accomplish. He can shatter boulders with a gentle kick, leap across rivers, or flow like smoke through the cracks in a dungeon wall. One thing he cannot do, however, is be in two places at once. Unless, that is, he has the Leadership feat. A monk who selects the Leadership feat gains the absolute, undying loyalty of a horde of common folk who would do just about anything for him. The power of this cannot be overstated. The monk can direct his followers to spy on his rivals, to travel from town to village to city and spread the word of his mastery and the power of his school, or to defend him, either in the court of public opinion, or on the battlefield.

A monk who selects the Leadership feat is almost always attempting to fulfil one of two goals, the construction of a martial arts academy, or the construction of a monastery. In either case, the most important benefit of selecting the feat is the fact the gained followers will be unswervingly loyal. When deciding what sort of followers to take, it is always best to select monks. These low level monks will serve as the core of the monk's school or monastery. As he gains in levels and attracts more and better followers, a natural hierarchy will quickly establish itself, with the higher level followers serving as elder brothers to the neophyte martial artists. The beauty of this arrangement is that the school or monastery will be self sustaining; the monk can adventure for long periods of time and the school will still be developing in his absence, a powerful advantage, particularly if the campaign is set in a world where martial arts academies are numerous and fighting for a dominant role in the campaign world. In such a campaign, where the goings on of the martial world are of great import, proprietorship of a powerful

monastery will cement the character's reputation as a master.

Leadership is valuable for another reason as well. The cohort that comes as part of the feat's benefits is, in many ways, an extension of the monk, one that can and should be used to shore up any glaring deficiencies in the primary character and to offer support where the character needs it most. While it will be tempting to select another monk character as a cohort, the player is encouraged to think twice before doing so; while a junior monk, most likely the heir of the character's martial arts teachings, is very appropriate from a thematic perspective, it is problematic as well, because the cohort is likely to be nothing more than a superfluous hanger-on during most adventures, a vestigial third arm which does nothing but hang around the back. Instead, the player should consider assigning a primary spellcaster as a cohort, one who can enhance the monk with ability boosting spells and also support the adventuring group with *dispel magic* and other, similar spells. Alternatively, the monk might wish to gain a fighter, or barbarian as a cohort, so that the two of them can work in tandem on the battlefield, the warrior moving in to finish off the opponents the monk injures and also soak up damage which would otherwise threaten to cripple the monk.



Lathanan could smell the familiar scent of burning incense. The dusky, smoky aroma brought memories of brutal training, of holding one stance for hours as his master whipped him, of meditating beneath a torrent of boiling water, of shattering his fingers on steel plates again and again, until flesh and ki grew harder than steel and he could punch through plate armour without effort. His bones and his muscles throbbed at the memory and he rubbed his hands over his arms absently, counting the scars.

Cresting the hill, the temple came into view, nestled in the valley far below. It was quiet, shrouded in darkness, as it always was in the hours after sunset but he could see shadows, of acolytes most likely, moving in the torchlight. The temple was smaller than he remembered and seemed more ramshackle, though he could not say why, since it had not been so long since he had last been here.

'But then,' he said, speaking aloud in the silent dark 'time has ever moved differently for elves and men.' Shouldering his pack, he began the descent down into the Valley of the Four Willows...

When the door opened, Four Willows Weeping turned his head to look, the effort leaving him gasping, breath rattling in his throat. When Lathanan stepped through the door and bowed low he smiled, nodding his head weakly in return. 'You have come.'

'Did you doubt I would, master?' Lathanan smiled but his eyes were moist, shining in the firelight. He bowed low again, teardrops staining the floor; then he moved to his master's side in one swift, graceful movement, taking Four Willow Weeping's frail hands into his own. *'You are dying', he said quietly.*

Four Willows Weeping chuckled, the sound of autumn leaves crunching. 'Am I? I had not noticed.'

Lathanan smiled and kissed his master's hand. 'Forgive me. It is just... I did not expect it to come so soon.'

'Then perhaps I should have taught you to count while I was teaching you to fight.' Four Willows Weeping said. 'It has been many years, Lathanan. I have had a long life, enjoyed many decades of good health and now my ancestors have come to take their due.'

Lathanan shook his head, tears running down his cheeks. 'I have learned many things in my journey, master. I have found wonders and I have brought them to you. They can help.'

Four Willows Weeping closed his eyes and raising a finger to still Lathanan's voice, gathered his breath. 'You are not here to save me, Lathanan. I am ready to leave this body behind.'

'Then why, master?'

Four Willows Weeping laughed again, then coughed. 'Questions. Always questions. It will never be your nature, I fear, to simply accept. I have,' he said pushing himself up onto his elbows 'summoned you here to inherit the last of my knowledge.'

Lathanan's mouth dropped open. 'Master, I am not ready!'

'Well, at least you have wisdom enough to know that. Help me up. There is still time enough to teach you this one last truth.'

Lathanan moved to his master's side, lifting him gently. 'And now, master?'

Four Willows Weeping swayed on his feet, coughed and spat blood, then rose up suddenly, gracefully, into the immortal crane stance. 'Attack me.'

'I will attack using the thrashing boar fist', Lathanan said, balling his fists and hunching his back.

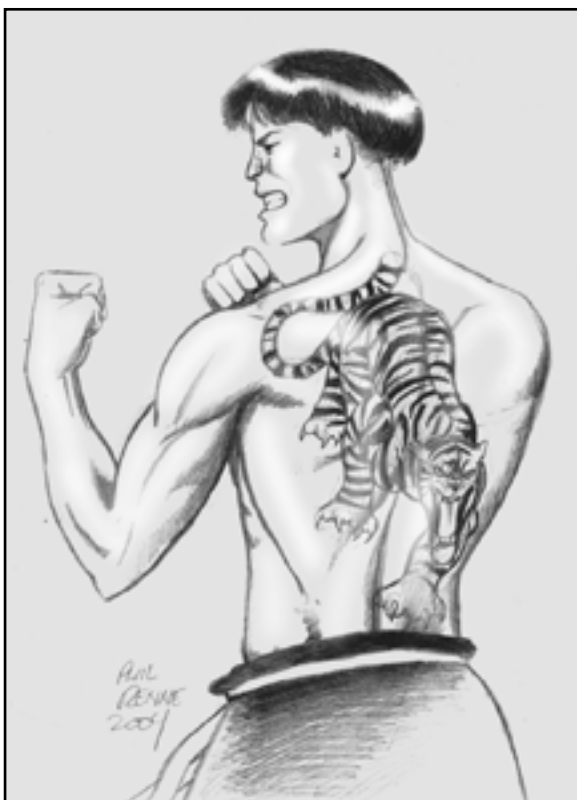
'Oh, Lathanan', Four Willows Weeping sighed, fist lashing out. 'I despair of teaching you anything.'

DESIGNER'S NOTES

Well, this is it. This is the end of the *Quintessential Monk II*. If you are reading this, then you are one of two kinds of people: those who read the whole book and demand to know what I was thinking, or those who read designer's notes first, to get a handle on what this book is about. To the former I say thank you, I wrote all the parts of this book you like and none of the parts you did not. To the latter I say, this book is a work of genius and you should buy it immediately, if not sooner. Ahem...

This sourcebook is a sequel of sorts to the *Quintessential Monk*, which I also wrote and which has the distinction of being my third writing project ever and the first one to be 128 pages. The *Quintessential Monk* is also, on a personal note, my most fondly remembered project, because I feel that I was able to take a fairly restricted *Core Rulebook I* character class and really open it up with new options, expanding a class that presented a single, narrow archetype into one which supported many different playing styles.

A lot has changed in the two years since the first book was released. In the revised edition of everyone's favourite fantasy game, the monk underwent a sizeable revision, gaining few new abilities and, more importantly, becoming a class which could be customized to suit the Player's tastes. On a personal note, I gained a lot more experience and polish as a writer and, more importantly, I gained more confidence.



Which brings us to this book. If there was a 'problem' with the first sourcebook, it is the fact that while the book presented rules which were suitable for martial artists of any culture, the flavour of the book was decidedly kung fu theatre. With this sourcebook, I made a conscious effort to broaden my own horizons. While there is still a great deal of information and flavour text which is undeniably kung fu-ish to be found here, astute readers will notice a strong undercurrent of pop culture sensibilities, spiced with a liberal sprinkling of Western European style martial arts. This is, I think, most noticeable in the new prestige classes in this book, which are based on characters and archetypes which will be readily apparent to any reader who enjoys genre television and film.

Astute readers who own the first *Quintessential Monk* will also note the reappearance and reworking of some feats, weapon special abilities and martial arts gear, as well as new versions of some of the alternative monk abilities I designed two years ago, in the form of style feat chains. These revisions are what really bring this book full circle and, so far as the alternative monk abilities are concerned, what really highlights the strengths of the revised monk class. Thanks to the revisions, there is no more need to completely rewrite the monk class to represent different martial arts philosophies and both the class and this sourcebook are the stronger for it. The new style feats are probably my favourite part of this new book, taking the monk class' bonus feats and a mechanic which has already been introduced in other books and really running with it – with careful use of these new, themed style feats, you can create almost any type of martial artist. In other words, this is the book that truly allows you to create your own definitive martial artist, your own... *Quintessential Monk*.

One last thing before I move on to some thanks. Though this book includes some revised rules and revisits some familiar elements from the first book, it is almost entirely new material. Just as a martial artist learns new techniques and gains new understanding of those techniques he already knows, so to did this book benefit from two years of greater understanding and practice. I hope you enjoy reading it and using it as much as I enjoyed writing it.

Thanks to the folks at Mongoose, for giving me the opportunity to revisit one of my earliest, favourite works and for giving me free reign to expand, revise and go wild with my favourite character class.

Thanks to my wife and kids, particularly to my two oldest sons, who already know how to kick and punch much, much harder than they should.

Finally, thanks to the readers, both those who own the first *Quintessential Monk* and to those who do not.

Patrick Younts



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The Advanced Quintessential Monk



CHARACTER _____
 CLASS _____
 CHARACTER CONCEPT _____
 RACE _____
 PATRON DEITY / RELIGION _____

PLAYER _____
 LEVEL _____
 CAREER PATH _____
 ALIGNMENT _____
 FIGHTING STYLE _____

ABILITY SCORES

HIT POINTS

ARMOUR

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

[]	
SUB DMG	[]
HIT DIE	[]
DAMAGE REDUCTION	[]

ARMOUR



= 10 +

CLASS

ARMOUR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC
[]	[]	[]	[]	[]	[]	[]
ARMOUR WORN						

SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	MODIFIERS
FORTITUDE (CON)							[]
REFLEX (DEX)							[]
WILL (WIS)							[]

COMBAT BONUSES

	TOTAL	BASE	ABILITY	SIZE	MISC	TEMP	MODIFIERS
INITIATIVE (DEX)							[]
MELEE (STR)							[]
RANGED (DEX)							[]

AC WHEN FLAT FOOTED	AC VERSUS TOUCH ATTACKS	MISS CHANCE	MAX DEX BONUS	ARMOUR CHECK PENALTY	ARCANE SPELL FAILURE	SPELL RESISTANCE
[]	[]	[]	[]	[]	[]	[]

WEAPON AND ARMOUR PROFICIENCIES

[]

WEAPONS

WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								

MAX RANKS = LVL +3 (2) CROSS CLASS ABILITY KEY MODIFIERS TOTAL ABILITY RANKS MISC

APPRAISE ✓	Y / N	INT	[]	[]	[]	[]
BALANCE ✓★	Y / N	DEX	[]	[]	[]	[]
BLUFF ✓	Y / N	CHA	[]	[]	[]	[]
CLIMB ✓★	Y / N	STR	[]	[]	[]	[]
CONCENTRATION ✓	Y / N	CON	[]	[]	[]	[]
CRAFT ✓ ()	Y / N	INT	[]	[]	[]	[]
CRAFT ✓ ()	Y / N	INT	[]	[]	[]	[]
CRAFT ✓ ()	Y / N	INT	[]	[]	[]	[]
DECIPHER SCRIPT	Y / N	INT	[]	[]	[]	[]
DIPLOMACY ✓	Y / N	CHA	[]	[]	[]	[]
DISABLE DEVICE	Y / N	INT	[]	[]	[]	[]
DISGUISE ✓ Y / N	CHA	[]	[]	[]	[]	[]
ESCAPE ARTIST ✓★	Y / N	DEX	[]	[]	[]	[]
FORGERY ✓ Y / N	INT	[]	[]	[]	[]	[]
GATHER INFORMATION ✓	Y / N	CHA	[]	[]	[]	[]
HANDLE ANIMAL	Y / N	CHA	[]	[]	[]	[]
HEAL ✓	Y / N	WIS	[]	[]	[]	[]
HIDE ✓★	Y / N	DEX	[]	[]	[]	[]
INTIMIDATE ✓	Y / N	CHA	[]	[]	[]	[]
JUMP ✓★	Y / N	STR	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
LISTEN ✓	Y / N	WIS	[]	[]	[]	[]
MOVE SILENTLY ✓★	Y / N	DEX	[]	[]	[]	[]
OPEN LOCK Y / N	DEX	[]	[]	[]	[]	[]
PERFORM ✓ ()	Y / N	CHA	[]	[]	[]	[]
PERFORM ✓ ()	Y / N	CHA	[]	[]	[]	[]
PROFESSION ()	Y / N	WIS	[]	[]	[]	[]
PROFESSION ()	Y / N	WIS	[]	[]	[]	[]
PROFESSION ()	Y / N	WIS	[]	[]	[]	[]
RIDE ✓	Y / N	DEX	[]	[]	[]	[]
SEARCH ✓	Y / N	INT	[]	[]	[]	[]
SENSE MOTIVE ✓	Y / N	WIS	[]	[]	[]	[]
SLEIGHT OF HAND ★	Y / N	DEX	[]	[]	[]	[]
SPEAK LANGUAGE	Y / N	NONE	[]	[]	[]	[]
SPELLCRAFT	Y / N	INT	[]	[]	[]	[]
SPOT ✓	Y / N	WIS	[]	[]	[]	[]
SURVIVAL ✓ Y / N	WIS	[]	[]	[]	[]	[]
SWIM ✓★★	Y / N	STR	[]	[]	[]	[]
TUMBLE ★	Y / N	DEX	[]	[]	[]	[]
USE MAGIC DEVICE	Y / N	CHA	[]	[]	[]	[]
USE ROPE ✓ Y / N	DEX	[]	[]	[]	[]	[]

✓ CAN BE USED WITH 0 RANKS, ★ ARMOUR CHECK PENALTY APPLIES, ★★ DOUBLE NORMAL ARMOUR CHECK PENALTIES APPLY.

SPELLS PREPARED

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	st SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1 st	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2 nd	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3 rd	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4 th	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5 th	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6 th	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7 th	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8 th	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9 th	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL SAVE DC MOD

MAGIC ITEMS AND RELICS

**CHARACTER CONCEPT
BONUSES & PENALTIES**

**CAREER PATH
BONUSES & PENALTIES**

FIGHTING STYLE

STYLE:

TIER:

BENEFIT:

QUIRKS

HENCHMEN / COHORTS / FAMILIAR

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														

PHYSICAL APPEARANCE	AGE	SEX
	HEIGHT	SIZE
	WEIGHT	HAIR
	EYES	HANDEDNESS

QUOTE / FAVOURITE SAYING

PERSONALITY AND CHARACTER

TEMPLE

NAME
LOCATION:
NOTED MEMBERS:

HISTORY AND SPECIAL NOTES:

ENEMIES, CONTACTS AND PAST ACQUAINTANCES

SECRET SYMBOL

LEVEL ONE
TYPE:
PHYSICAL EXPRESSION:

PHILOSOPHICAL EXPRESSION:

LEVEL TWO

LEVEL THREE

BACKGROUND & FURTHER NOTES

GUILD

TYPE:
ALIGNMENT:
REACH:
LOYALTY:
ACTIVITY:
VISIBILITY:
INCOME:

ALLIES

RESOURCES

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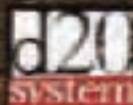
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