



WAY OF THE RUNE - MONK SUBCLASS



WAY OF THE RUNE

Across the lands there is a select group of warriors who have harnessed the power of runic magic and using the inherent magic have enhanced their own martial prowess. Those who have studied the arts and creation of runes are trained within this order until they prove themselves worthy to receive the runic brands.

Upon receiving this brand, the warriors of the Way of the Rune now imbue themselves with ancient magics that give them enhanced strength, resolve, and even restore some of their own vitality.

Many of the warriors of the Way of Runes complete pilgrimages across the world in their attempts to learn more powerful runes to adorn themselves with. It is said that many of the masters of the Way of Runes have almost their entire bodies covered with various runes and symbols of power.

RUNIC BRANDS

When you chose this tradition at 3rd level, you have gained control over the runic tattoos or markings that adorn your body. On your turn you may use your ki to harness the power of the runes within you.

RUNE OF SHIELDING

As a reaction, you may spend 1 ki point to activate one of your runes and gain a +3 bonus to your AC until the beginning of your next turn.

RUNE OF THE RAM

When you move 10 or more feet before your Attack, you may spend 2 ki points to use your bonus action to add a +2 bonus to your Attack action as you charge into your target. If the attack hits, you deal an additional 1d6 + your Dexterity modifier bludgeoning damage.

RUNE OF REJUVENATION

As a bonus action, you may spend 1 ki point to use your inner magics to recover from more minor wounds. You may heal 1d6 + your Constitution modifier.

RUNE WEAVER

At 6th level, you gain the ability to harness the power of new runes.

RUNE OF SHROUDING

By spending 2 ki points on your bonus action, your form becomes shrouded from non-magical sight (you can still be seen by enemies with truesight). You are invisible until the beginning of your next turn.

RUNE OF SWIFTNESS

Your body begins to shift and vibrate so fast your opponent can't seem to see your attacks coming. As a bonus action, you may spend 2 ki points to give yourself advantage on your Attack action.

RUNE OF SPELL WEAVING

As a reaction, you may spend 3 ki points to attempt to turn a spell targeting you back upon its caster. Upon being targeted by a spell, make a Wisdom save against the attacker's spell save DC. On a success you may turn the spell back upon the caster dealing half damage.

RUNE SKIN

Over the time you have had your runic brands, your skin has begun to adapt to the raw power of the runes. Once you reach 11th level, you now gain resistance to bludgeoning, slashing, and piercing from non-magical weapons.

RUNIC OVERLOAD

At 17th level, you have mastered control over your runic brands. Harnessing your power, you are able to focus the power of all the runes into one massive explosion of energy. By spending 4 ki points, all creatures within 10 feet must make a Dexterity save using your Monk DC. A creature takes 6d10 force damage on a failed save and half that total on a successful save.

ART CREDIT

Art is from the [DMsGuild DM Resource Pack - "Adventures Art"](#)

