



PATH OF THE TIDEHEART

## NEW CHARACTER OPTION: MONK

Monks harness the energy that flows through the bodies of living creatures, called *ki*, to accomplish breathtaking feats of strength and dexterity. Often using little more than their own fists, these pugilists are the height of physical prowess and natural potential. Depending on where they train, a monk will gain uncanny mastery over their *ki* and physical-ability using ancient traditions and techniques passed down from one generation to the next.

### WAY OF THE VIPER

Monks who follow the Way of the Viper embody the serpentine grace and cunning of their namesake. Masters of fluid movement and elusive strikes, these monks are as swift as striking vipers, their bodies flowing seamlessly like a coiled serpent ready to strike. With a deep understanding of timing, distance, and precision, they navigate the battlefield with unmatched reactivity and unmatched elusiveness.

### SERPENTINE

Starting when you choose this tradition at 3rd level, you take on certain snakelike attributes to empower your other monk features. You gain the following benefits:

- The first unarmed strike of your Flurry of Blows that hits a creature becomes a Serpent Strike: a creature hit by a Serpent Strike takes extra poison damage equal to your Wisdom modifier (minimum of 1) and must make a Constitution saving throw against your *ki* save DC. On a failed save, the creature is poisoned until the start of your next turn. At 17th level, this extra poison damage increases to  $1d10 +$  your Wisdom modifier.
- Moving while prone doesn't cost you extra movement, and standing up from prone uses only 5 feet of your movement.
- You can use your Deflect Missiles reaction to move up to 10 feet to intercept a missile that travels within 10 feet of you, provided your speed isn't 0; this movement doesn't provoke opportunity attacks. When you do, the damage the target takes from the attack is reduced instead, and if you reduce the damage to 0, you can catch the missile as normal.

### SHED SKIN

By 6th level, you can escape all manner of illnesses and bindings. At the start of your turn, if you're blinded, deafened, grappled, paralyzed, poisoned, or restrained, roll a d6. On a 6, those conditions end on you. The minimum number you need to roll on the d6 to end those conditions is reduced when you reach certain levels in this class: 11th level (5 or 6) and 17th level (4, 5, or 6).

In addition, if a creature hits you with an opportunity attack, you can use your reaction to cause the attack to miss.

### SLITHER

By 11th level, your movements are entirely silent. You have advantage on Dexterity (Stealth) checks, and moving through another creature's space while prone doesn't cost you extra movement. In addition, being prone no longer imposes disadvantage on your attack rolls.

### IMPOSSIBLE VENOM

Also at 11th level, your own immunity to poison allows you to infuse your poisons with *ki*, subverting the defenses of your enemies. Your attacks and effects ignore a creature's resistance or immunity to poison damage, as well as its immunity to the poisoned condition.

### LUNGING STRIKES

By 17th level, your movements and strikes are impossibly quick and precise. A creature provokes an opportunity attack from you when it enters a space within 10 feet of you, as well as when it misses with an attack from within that range; you can immediately move up to 10 feet towards the target, without provoking opportunity attacks, as part of this opportunity attack. Furthermore, whenever you make an opportunity attack using an unarmed strike, it becomes a Serpent Strike.

Once per turn, if you've already taken your reaction, you can spend 2 *ki* points to take an additional reaction. You can use only one reaction per triggering effect.

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