

THE EPIC MONK

Level	PB	Features	Martial Arts	Unarmored Movement	Techniques Known
21st	+7	Ability Score Improvement, Mystic Sight (10 ft.)	1d12	+30 ft.	11
22nd	+7	Improved Unarmored Defense	1d12	+35 ft.	11
23rd	+7	Signature Technique (1)	1d12	+35 ft.	11
24th	+7	—	1d12	+35 ft.	12
25th	+8	Ability Score Improvement, Mystic Sight (20 ft.)	1d12	+35 ft.	12
26th	+8	Monastic Tradition Feature	1d12	+35 ft.	12
27th	+8	—	1d12	+40 ft.	13
28th	+8	Storm of Blows	1d12	+40 ft.	13
29th	+9	Ability Score Improvement, Signature Technique (2)	1d12	+40 ft.	13
30th	+9	Legendary Sage	1d12	+40 ft.	14

EPIC FLAVOR

Consider adding some epic flavor to your Alternate Monk:

GENERATIONAL SAGE

Your reputation as a sage outshines that of all other mortals. Work with your DM to find a suitable epic flavor ability.

d6 Generational Sage Effect

- 1 Your deeds and sayings are recorded by the local populace and form the basis of a new group of sacred texts and legends.
- 2 When you sleep or meditate to regenerate Ki you levitate a foot off the ground.
- 3 When you hit a foe with an unarmed strike you can momentarily see its entire Ki network.
- 4 Your body appears as it did in your youth, but upon looking into your eyes, creatures can see hundreds of years of wisdom and knowledge.
- 5 When you expend Ki your eyes flash with radiant light and debris and other small objects begin to briefly float a few inches off the ground.
- 6 Adoring disciples have begun to found new monasteries dedicated to you at the sites of your greatest victories and achievements.

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or two ability scores of your choice by 1. You can't increase an ability score above 24 with this feature.

MYSTIC SIGHT

Your ascended soul grants you sight beyond normal sight. At 21st level, you gain Truesight out to a radius of 10 feet. In this radius you can detect anything within range, even if the target is invisible or hidden, and can see into the Astral Plane.

At 25th level the radius of your Truesight becomes 20 feet.

IMPROVED UNARMORED DEFENSE

Your body has reached mystical levels of resilience. Starting at 22nd level, you are resistant to all bludgeoning, piercing, and slashing damage so long as you are not wearing heavy armor, wielding a shield, or wielding a heavy weapon.

SIGNATURE TECHNIQUE

With enough practice even the most advanced abilities can become routine. At 22nd level, choose a Technique you know that costs 1 Ki Point to be your Signature Technique. Once per turn, you can use that Technique without expending Ki.

At 29th level you select another Technique you know that costs 3 Ki Points or fewer to be a Signature Technique.

MONASTIC TRADITION FEATURE

At 26th level, you gain a feature from your Monastic Tradition.

STORM OF BLOWS

You rain down blows upon your foes like lightning. Starting at 28rd level, when you use Flurry of Blows, you can make three unarmed strikes as part of that bonus action, instead of two.

LEGENDARY SAGE

You stand as one of the great sages of the multiverse. At 30th level, you have advantage on all death saving throws.

Moreover, when you roll for initiative, you regain a number of expended Ki Points equal to your Wisdom modifier.



MONASTIC TRADITION FEATURES

At 26th level, the Monk gains a Monastic Tradition feature, marking them as a legendary sage of their chosen discipline.

SAGE OF STRANGE WAYS

26th-level Way of the Drunken Fist feature

Your movements are unpredictable and unnatural, even when compared to Archfey. Normal opportunity attacks against you are made with disadvantage, and if they would normally have disadvantage, they automatically miss you.

In addition, whenever you make a Dexterity (Acrobatics) check, you gain a bonus to your roll equal to one roll of your Marital Arts die + your Wisdom modifier (minimum of +1).

SAGE OF THE DIAMOND FIST

26th-level Way of the Open Hand feature

Your body is a legendary weapon in and of itself. When you roll a 4 or lower on your Marital Arts die for the damage roll of an unarmed strike, you can treat the roll as a 5.

SAGE OF RADIANT LIGHT

26th-level Way of Radiance feature

You have ascended beyond all members of your Tradition. You can spend 1 Ki Point as a bonus action to teleport to an unoccupied space you can see within 90 feet.

Moreover, you can use your action to expend 6 Ki Points to cast *sunbeam* without providing material components.

SAGE OF CREEPING DEATH

26th-level Way of the Reaper feature

Your abilities rival those of the most powerful spirits of the Shadowfell. When you deal necrotic damage to a creature, you ignore resistance to necrotic damage and can treat immunity to necrotic damage as resistance.

Finally, once per turn when you deal necrotic damage to a creature, you can force it to make a Constitution saving throw against your Technique save DC. On a failure, its maximum hit points are reduced by the amount of necrotic damage you dealt to it as part of that attack. On a success, that creature is immune to this effect for the next 24 hours.

SAGE OF INFINITE SHADOW

26th-level Way of the Shadow Arts feature

You are one with the shadows you have grown so accustomed to. When you make a Martial Arts attack while you are in dim light or darkness, you score a critical hit on a roll of 18-20.

Moreover, when you score a critical hit on one of these attacks, your attack deals additional damage equal to three rolls of your Marital Arts die.

SAGE OF THE FIVE ELEMENTS

26th-level Way of the Wu Jen feature

You have become an unquestioned sage of the five elements. You gain the following benefits listed below:

- You learn two cantrips of your choice from any spell list that deal bludgeoning, piercing, slashing, cold, fire, poison, lightning, or thunder damage.
- You gain one 5th-level and one 6th-level spell slot. Once you expend these spell slots, you don't regain them until you complete a long rest.
- You learn three spells of 5th or 6th-level, of your choice from any spell list that deal bludgeoning, piercing, slashing, cold, fire, poison, lightning, or thunder damage. At the discretion of your DM you can learn other spells so long as they thematically match one of the five elements.

SAGE OF STEEL

26th-level Way of Wuxia feature

You are a master of both Ki and sword, with skill rivaling that of legends. Any weapons that you are proficient with count as Wuxia Weapons for you, including unarmed strikes.

In addition, you can use Masterful Parry without using your reaction so long as you can see the attacker.

LEGENDARY TECHNIQUES

Below are the Techniques available to the Epic Monk. They follow all the rules of normal Techniques, but once you use one of the Legendary Techniques below you must finish a long rest before you can use that Technique again.

HURRICANE OF BLOWS

Prerequisite: 24th level Monk

As an action, you can expend any number of Ki Points. For each Ki Point you expend, you can make a single Martial Arts attack against one creature you can see within 60 feet. You cannot attack the same creature with two attacks in a row.

Once you finish making these attacks, you appear in an unoccupied space within 5 feet of one of the creatures you attacked as part of this Technique.

QUIET SIGHT

Prerequisite: 24th level Monk

As an action, you can channel a powerful and sustained burst of Ki that blocks out all access to magic. For the next minute, you emanate a 30 foot cone in a direction of your choice, the area of which is under the effects of the *antimagic field* spell.

You must maintain concentration on this Technique as if you were concentrating on a spell.

SEVERING STRIKE

Prerequisite: 27th level Monk

When you hit a creature with an unarmed strike, you can expend 10 Ki Points and attempt to sever the creature's Ki network, destroying its ability to channel magic. The target must succeed on a Charisma saving throw, or lose access to any abilities it has that require Ki or produce spells. This includes the Spellcasting and Innate Spellcasting features.

This effect lasts until the creature finishes a long rest, or the effect is reversed by Divine Intervention or a *wish* spell.



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