

CHAPTER 1: MONKS

THIS DOCUMENT COVERS THE SUBCLASSES of the tranquil warriors and enlightened scholars of Rhyonis; the Monks.

Following Creeds from various monastic traditions and temples, Monks in Rhyonis draw on a natural energy source known as Ki to manipulate the world around them. You can find one of these practitioners anywhere the realm may need a fresh perspective or guidance through the tumult of the everyday.

The following Monastic Traditions are native to Rhyonis but are compatible with any 5e setting at the DM's discretion: *Falcon*, *Ki Speaker*, *Ki Weaver*, *Rose*, *Order of Ronin*, and *Psyche*.

All Rhyonis Homebrew content was made by myself, Rhyonis creator, Austin Rose. Thank you for taking a look at my work and I hope you look forward to seeing more! Until next time, remember, in a cold and dark world, we are each other's warmth and light!

FALCON

AT HOME WITHIN THE WINDS

The Monastic Order of the Falcon originates from the Temple of the Rookery on the Isle of Avias as part of Taerys. Though they receive their training through a regimented series of physical and mental practices, those who call this philosophy theirs tend to be more at peace wandering the world on the winds. With their training behind them and the world at their feet, monks that follow the Way of the Falcon spread further than monks of any other order; their wanderlust propelling them far and high above the majority of those left behind on their Isles.

A SENTIENT EXTENSION

Through the power of Ki, a Way of the Falcon monk is able to extend their consciousness through the eyes of a falcon manifested, or reinforced by, their Ki. The falcon is the greatest companion to the monk and will depend on them for anything from scouting to combat awareness, to even striking their foes from great distances. At higher levels of training, they, with their falcon, can even take to the sky, flying within the clouds to dive and strike like a predator!

MANIFEST FALCON SPIRIT

Upon reaching 3rd level, you are able to manifest Ki in the form of a falcon spirit, or bind yourself to a living falcon that is friendly to you. By

spending 1 Ki point, you may cast the *Find Familiar* spell in the form of a falcon or similar bird of prey. This spirit is an extension of your will and is able to take actions in perfect tandem with you. In addition to the regular rules for a familiar, you gain the following benefits when utilizing your Falcon:

- When you take the Attack action on your turn, and your falcon is within 30 ft. of you, you may use your Bonus Action to make an Unarmed Strike against a target adjacent to it.
- The damage dealt from this attack is piercing and cannot transfer any additional damage you may be able to apply to the attack such as Divine Smite, Sneak Attack, Holy Weapon, etc.
- You may, however, channel other Ki abilities through your falcon such as Stunning Strike.
- Also, you are able to expend a Ki point to use your Flurry of Blows from its position as well.

EYES OF THE HUNTER

Also at 3rd level, you gain proficiency with the *Perception* skill, if you do not already have it. Furthermore, you double your proficiency bonus for the *Perception* skill while your *Falcon Spirit* is summoned.

BLINDING BEAK

Starting at 6th level, you may command your *Falcon Spirit* to go for your target's eyes, attempting to blind them. This attack may be attempted whenever your *Falcon Spirit* attacks and costs 1 Ki point. The target must succeed a Constitution saving throw against your Ki Save DC or be blinded for one minute. They may attempt an additional saving throw at the end of each of their turns to end the effect early.

LIGHT AS A FEATHER

At 11th level, you are able to channel so much of your Ki into your *Falcon Spirit*, your body becomes near weightless and you are able to fly alongside your Spirit. By expending 5 Ki points, you gain a fly speed equal to your walking speed so long as your Falcon remains within 5 ft. of you.

THE PHOENIX FALCON

Your will to survive and seek ultimate enlightenment ensures that your spirit will continue to fight, even when hope seems lost. At 17th level, if your *Falcon Spirit* is summoned and you are knocked unconscious or die outright, your body immediately turns to ash and you appear with half of your total hit points and Ki

points in the Falcon's space. The Spirit immediately vanishes and you turn into a radiant, feathered version of yourself. For one minute, or until you are knocked unconscious or die again, you have a Fly speed equal to your walking speed, deal an additional amount of fire damage with your unarmed strikes and Monk Weapons equal to your Wisdom Modifier, and gain temporary hit points equal to your Wisdom Modifier whenever you end of each of your turns.

KI SPEAKER

KI CONSCRIPTS

Certain members of the monasteries of Taerys have a deeper connection to their Ki than others of their ilk. They feel their Ki pulling them in destined directions, willing them to take on great duties. These Ki Speakers move through the realm, existing in any of the temples across the Isles of Taerys, like the wind itself. Ki Speakers are known to utilize this connection with their Ki to perform feats that are no short of miracles, manifesting magical essence and creation from their very will and ties to spiritual energy. While it is a choice to follow this draw, many Ki Speakers view their talents as a Divine Calling to answer and unlock deeper mysteries of the universe.

VOICES OF RELAQUENCE

With almost certainty, anyone who takes on the mantle of a Ki Speaker is called to a higher purpose and guided by Relaquence Herself. While the Ki Speaker may never make it to the Isle of Relaquence and live their entire life on one of the other Isles of Taerys, Ki Speakers are the mouthpieces of Relaquence's will and She is able to act, in part, through the Speaker. Most monks utilize the melding of martial arts and meditations to tap into their Ki and perform wondrous abilities with it. The truth behind Ki Speaking lies in the very few words Relaquence has ever spoken, which are the incantations Ki Speakers use to cast their spells.

LESSER WORDS OF RELAQUENCE

The magical words of Relaquence, the Goddess of Tranquility, manifest as celestial scripture across your skin as Her Ki is ingrained into your body. You can expend your own Ki to call upon Her's in the form of spells you cast, using Wisdom as your spell-casting ability. Starting at level 3, you immediately learn three 1st-level spells of your choice, but they must be chosen from the Abjuration, Conjunction, or Divination schools of magic, these being the *Words of Relaquence* (at the DM's discretion). Casting

these spells, and future spells you learn from this subclass, cost a number of Ki points equal to the spell's level and can each only be cast once per short rest. You may cast these spells at higher levels if they are regularly able to be, but they cost Ki points equal to the level at which you cast them. Whenever you take a new Monk level, you may choose to swap one spell you know for another so long as it is of an equal or lower level.

WORDS OF RELAQUENCE

When you reach 6th level, you learn two spells up to 3rd level from the *Words of Relaquence* spell list.

GREATER WORDS OF RELAQUENCE

Starting at level 11, you learn two spells up to 5th level from the *Words of Relaquence* spell list.

POWER WORDS OF RELAQUENCE

At level 17, you are able to call on Relaquence's most powerful words as you are Her chosen voice. You learn one 9th-level spell from the *Words of Relaquence* spell list, as well as *Power Word: Pain* and *Power Word: Stun*. Lastly, you also learn your choice of *Power Word: Kill* or *Power Word: Heal*. These Power Words follow the same rules for Ki cost as your *Words of Relaquence* but may only be cast once per long rest each. Alternatively, you may create your own Power Word spell at the DM's discretion in place of either *Power Word: Kill* or *Power Word: Heal*.

KI WEAVER

TRANQUIL HEALERS

The monastic order of the Ki Weavers focus on a discipline that restores vitality to their allies as they hamper their foes. By striking Ki points in the body of an enemy, a Ki Weaver is able to move the essence from one creature to another. It was founded by the Goddess of Tranquility, Relaquence, and is a sacred style reserved only for those She deems worthy from the Isles of Taerys. By mastering their various teachings, Grandmasters choose their most promising disciples to train under Relaquence Herself and become Ki Weavers in a centennial event known as the Trial of Transcendence. Very few are successful in this trial and are able to combine celestial healing and this mastery of Ki to transfer the essence from one creature to another, restoring wounds like divine magic. "Those that do not strive towards peace, perpetuate chaos." -Sojouriel, the First Ki Weaver Disciple of Relaquence

HEALING KI

Starting at level 3, when you strike an enemy with an attack granted by your *Flurry of Blows*, you may heal yourself or an ally within 30 ft for an amount of hit points equal to a roll of your Martial Arts die. If this healing would restore the target beyond their maximum, they gain temporary hit points equal to the surplus. These temporary hit points last until depleted or for one minute. You may only affect a single target with this feature once per turn, but two successive hits may restore hit points to two separate targets. Also, as an Action you can touch a creature and expend Ki points to restore vitality to it. You may expend a number of Ki points equal to your Proficiency Bonus, restoring hit points equal to your Martial Arts die per point spent plus your Wisdom Modifier. Starting at level 9, if you spend 4 Ki points with your *Healing Ki* you also cast the *Lesser Restoration* spell on your target.

KI CLONE

When you reach 6th level, you can expend 3 Ki points to create a clone of yourself made of your Ki energy as a Bonus Action. This ability functions as the *Healing Spirit* spell, with the changes that you may move it an amount of feet equal to your movement speed on your turn as a Bonus Action. You may make attacks and Ki-based actions from the Clone's position, and once the spell ends (either by losing Concentration or expending all of its healing), a number of creatures equal to your Wisdom Modifier are healed for an amount equal to your Martial Arts die.

EMPOWERED HEALING

Starting at level 11, when you roll a 1 or a 2 to restore HP with a *Ki Weaver* ability, you can choose to reroll that die and may take the highest of the rolls.

KI PHOENIX

At level 17, your tranquility keeps your spirit fighting when your body is pushed to its limits. If you are knocked unconscious and have at least 5 remaining Ki, you remain conscious with a number of HP equal to your Wisdom score. All of your remaining Ki points are expended and you recover an additional Martial Arts die in HP for every 2 Ki points past 5 (Minimum of 1 Die). Also, you immediately create a *Ki Clone*, as per this subclass ability, regardless of how many remaining Ki you had and it does not require Concentration.

ROSE

LIFE ESSENCE AND KI ENERGY

"A serpent living in a garden of roses will sharpen its fangs to protect its home." Monks that practice the Way of the Rose are in touch with the flow of their Life Essence and Ki, manipulating the world around them. This precise flow of energy can be amplified by channeling Ki Energy into their blows or into the very air around them to obscure their movements and physical location. The most accomplished of Rose Monks are even able to use their Ki to animate shrubs and bushes to travel alongside them.

THE HAUS OF ROSE

Raspberry Rose saved the wayward urchin Blackberry from the Rolling Fields of the Autumn Quarter in Areezah. He was an extremely anxious and withdrawn individual, but clung to the radiance Raspberry exuded and brought to his life. Despite this connection, this commotion and hustle and bustle of her renowned lifestyle full of performances and fanfare was extremely overwhelming. To help him calm his mind, Raspberry taught him to meditate, focus his Life Essence, and find calm within the chaos. He's since come to love his "Nisa" and stands by her as a loyal defender, fighting with the Ki she taught him to use.

ROSE THORN WHIP

Upon reaching 3rd level and undertaking the Way of the Rose, you learn the *Thorn Whip* cantrip, using Wisdom as your Spellcasting Ability for it. Additionally, if you use your Action to cast *Thorn Whip*, you may make a single Unarmed Strike as a Bonus Action, or expend a Ki point to use *Flurry of Blows* as if you had taken the Attack Action. Furthermore, upon reaching 7th level, you may expend 5 Ki Points to cast *Spike Growth* at its base level.

ROSE THORN KNUCKLES

Also at 3rd level, as a Bonus Action on your turn, you can expend 1 Ki point to infuse your fists with concentrated power comprised of your Life Essence and Ki. This manifests as rose thorns across your body to strike out with your Unarmed Strikes, dealing piercing damage instead of bludgeoning and an additional amount of Poison damage equal to your Wisdom Modifier. These thorns last for one minute or you choose to dismiss them as a Free Action and, for the duration, your attacks count as magical for the purposes of overcoming damage resistances and immunities.

FIERCE POISON

Starting at 6th level, when you strike a creature with your *Rose Thorn Knuckles* and they have immunity or resistance to Poison damage, you may expend a number of Ki points equal to the target's Wisdom modifier (which you learn upon using this ability) to bypass their defenses against your poison as it courses through their body. The target may make a Constitution saving throw (DC = 8 + Proficiency Bonus + Wisdom Modifier) to resist this effect which lasts for one hour. A target may make an additional Constitution save against this effect at the end of each of their turns.

PETAL CLOAK

At 11th level, the Life Essence and Ki of the natural world around you can be called upon to defend you in the heat of battle. By spending 5 Ki Points, you can manifest rose petals in a swirling cloak to mimic the effects of the *Mirror Image* spell, but it does not count as a magical or spell effect.

AWAKENING KI

Starting at 17th level, your mastery of Life Essence and Ki is so precise, you are able to awaken that of the natural world, in a limited capacity. You may expend 5 or more Ki points to channel your Life Essence into a medium-sized or smaller shrub to awaken it. The damage die the Awakened Shrub uses is equal to your Martial Arts Die. *The Awakened Shrub* follows your commands and acts in your defense, not leaving more than 30 ft from your side unless you use your Bonus Action on subsequent turns to issue a command to it. When you create your shrub, it gains a number of temporary hit points equal to your Martial Arts die, and remains Awakened for a number of hours equal to your Proficiency bonus, or until reduced to 0 HP. You may only have one shrub awakened at a time, and if you create another one, the previous one immediately returns to its original state. Its natural AC is increased by your Wisdom Modifier, and gains an additional hit die per your Proficiency Bonus. The Shrub also sprouts beautiful but deadly roses that secrete toxins. A creature that attacks, or is attacked by, the Shrub takes poison damage equal to your Martial Arts Die. Lastly, when your Awakened Shrub is destroyed, you regain hit points equal to a roll of your Martial Arts die multiplied by the number of Ki points used to awaken the shrub. The benefits to your *Awakened Shrub* are summarized here:

- Upon being awakened, the Shrub gains temporary hit points equal to a roll of your

Martial Arts Die.

- Increased natural AC equal to your Wisdom Modifier (Min. 1)
- Extra Hit Dice equal to your Proficiency Bonus.
- Deals poison damage equal to your Martial Arts Die when it is struck by a melee attack and lands a melee attack.
- When your Awakened Shrub is destroyed, you regain hit points equal to a roll of your Martial Arts die multiplied by the number of Ki points used to awaken the shrub

THE ORDER OF RONIN

DEVIOUS DEFECTORS

Most members of the Order of Ronin have abandoned one of the temples on the Isles of Taerys. For whatever reason, they have left or were exiled from their home and studies to a specific order. Since their falling out with the place they once called home, a Ronin may come to forsake the way of Ki entirely, or harness it to corrupt that of others. These warriors can be incredibly deadly and deceptive as they are able to mimic the style of other Monastic Orders, infiltrating under false notions and releasing a devastating flurry of havoc against their foe's Ki. When a Ronin locks their eyes on a target, typically a loyal monk they wish to fell, almost nothing can stop them from destroying their prey.

UNBOUND BUT COLLECTED

Through whatever means an Order of Ronin monk has come to call this way of life theirs, they have left one family for another. Though they may be free of the regimented confines of their previous order, the Ronins look out for one another and will defend those they come to call friends with fierce, often deadly, devotion. They may not be indentured to the Order of Ronin for their admittance, as all Ronin are given to wanton self-purpose, but the freedom and lease on life the Order has given them often buys at least a portion of their loyalty.

BRAND OF TAINTED KI

Upon reaching 3rd level, you can channel your Ki energy into a deadly curse that draws in your Ki like a poison. By expending 2 Ki Points, you can cast the *Hex* spell on a target you can see within range. If the target has the ability to utilize Ki energy, they must make a Constitution Save against your Ki Save DC at the start of their turn while under the *Hex* or be unable to use any of their Ki abilities until the end of your next turn.

RESTORATION THROUGH DISORDER

Also at 3rd level, you are able to siphon the natural Ki energy that flows through any creature you strike. A number of times per long rest equal to your Proficiency Bonus, when you deal damage with a Monk weapon or unarmed strike, you can choose to recharge a number of Ki Points equal to half of your Proficiency Bonus. This doesn't deal physical damage to the target or hamper them significantly, but they do feel as if a portion of their energy was drained from them.

BRUTAL BALANCE

Starting at 6th level, you can incorporate the base teachings of another Monastic Order into your personal style. Choose another subclass of the Monk to gain a feature from, this new feature must be one granted at level 3. You may choose to change this ability to a different Monastic Tradition when you take a new level in the Monk class.

DUBIOUS DECEIT

At 11th level, you are able to create a body double from your Ki that acts immediately after you on your turn. As a Bonus Action, you manifest this clone by expending 5 Ki Points and it lasts for one minute. It is immune to all damage and can take all the same Actions, Bonus Actions, and Reactions as you can so long as it persists. The likeness is so uncanny, any creature has disadvantage on checks to perceive the difference between you and your clone unless they physically interact with it, revealing it to be an illusion.

KI EATER

You are able to draw the very Essence from those you strike, stealing their vitality and Ki energy by sacrificing a bit of your own. At 17th level, when you strike an enemy with an ability that uses Ki, you may choose to expend a number of Hit Dice equal to your Wisdom Modifier + your Proficiency Bonus. When you do so, roll the dice to deal an additional amount of necrotic damage equal to the total. You recover a number of hit points equal to half the damage done and you rob them of a portion of their Ki energy. This amount equals your Wisdom Modifier and replenishes an equal amount of your expended Ki Points. If the target also has Ki Points, they lose the same amount you gain and are unable to use Ki until the end of your next turn.

PSYCHE

PSYCHIC CONNECTIONS

Monks that come to practice the Way of the Psyche hone their mental abilities to ensure no one can get the jump on them. They practice rigorous meditations that allow them to open their consciousness to connect with others. This allows them to establish connections for extended periods of time, making them invaluable resources for exchanging information. These monks are known to thrive across Rhyonis, forgoing temple life on the Isles of Taerys to live in solitude or in small cloisters while maintaining a psychic connection through their Ki so they are never caught unawares.

KI PUPPETERS

These monks specialize in using their Ki to disrupt the flow of those in others. While some monks will focus on physically debilitating their enemies, these monks hamper their foes by breaking down the walls of their mental fortitude. If a Psyche monk finds someone in their sights, it's only a matter of time before the poor fool starts to fall into their hands. Even the most brazen of warriors will find their spirits broken and played on the ends of the strings of the Psyche monk. In recent years, Psyche monks have become imperative in stifling the growth of the Order of Ronin, but if a Psyche monk was to start working with the Ronin, the entire structure of Tranquility built by Relaquence's order could fall apart.

OPEN MIND

Upon reaching 3rd level, you gain a limited range telepathy that allows you to communicate with any creature that has an Intelligence of at least 6. Additionally, when you finish a Long Rest you can open up a telepathic channel for yourself and a number of creatures equal to your Wisdom Modifier within 60 ft of you, spending one Ki point per creature you wish to connect in this manner. For a number of hours equal to your Proficiency Bonus, all creatures connected in this way can communicate telepathically so long as they are within 120 ft. of you. When you reach level 10 as a Monk, the range of this feature is indefinite so long as you are on the same plane of existence, allowing you to establish links to anyone you have met and they are alive. At level 18, you are able to facilitate this communication across Planes and the connection remains so long as you choose to keep it intact or use this feature again to connect with different creatures.

THE KI TO FRIENDSHIP

Also at 3rd level, you learn the *Friends* cantrip, using Wisdom as your spellcasting ability, as is the case with all spells you cast from this subclass. Additionally, when you strike a creature with an unarmed strike, you can choose to expend a Ki point to learn if it is immune to charm effects. If it is, you can choose to ignore this immunity for a number of rounds equal to your Wisdom Modifier after you've used this feature.

MENTAL BREAKDOWN

Starting at 6th level, creatures that have advantage on saving throws against being charmed do not when making saving throws against your charm effects. Additionally, a number of times per long rest equal to your Proficiency Bonus, you may expend 2 Ki points to cast *Suggestion*. At Level 12, you can expend 6 Ki points to cast *Mass Suggestion*.

PSYCHIC PUPPET

At 11th level, you are able to weave the minds and memories of humanoid creatures as you influence their Ki with your own. By spending 5 Ki points, you can cast either the *Dominate Person* or *Modify Memory* spells. Once you cast one of these spells in this manner, you cannot cast the same spell until you take a long rest.

ERASE WILL

At 17th level, you are able to completely obliterate the psyche of a creature with your Ki. By expending at least 8 Ki points, you can cast the *Feeblemind* spell, increasing the DC for this spell by 1 for every additional Ki point you spend beyond 8.