

Everyman Unchained Monk Archetypes

II



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Everyman Unchained: Monk Archetypes II

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ABOUT THE AUTHOR

Alexander Augunas has been a freelance writer for various *PATHFINDER ROLEPLAYING GAME* compatible products since 2012. Alex is best known as the writer of Know Direction's tri-weekly blog, *Guidance*, as well as the *PACT MAGIC UNBOUND* series by Radiance House. In addition to writing for Everyman Gaming, LLC, Know Direction, and Radiance House, Alex has worked with companies such as Raging Swan Press, Louis Porter Jr. Design, Amora Game, and Paizo Publishing. Alex is a known kitsune aficionado and hopes to be writing well past his death.

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Author's Preface

Well, here's a surprise for me; more unchained monk updates! Honestly, I didn't think that I'd be returning to the unchained monk as quickly as I am; I had expected to wait a month or two, maybe get beaten to the punch by another Third-Party publisher. But no! *EVERYMAN UNCHAINED: MONK ARCHETYPES* turned out to be a big hit with you, the fans of Everyman Gaming, LLC. Plenty of people asked me, "Alex! When are you going to do the monk of the seven forms," or "Alex, is the terracotta monk archetype in *EVERYMAN UNCHAINED: MONK ARCHETYPES*? It'd be great if you did that archetype soon," or "Alex! Why the heck didn't you update your kyuubi visionary archetype in this product?!"

Since you're reading this, I believe that it's safe for you to assume that I got the picture. You're all incredibly OCD and need everything updated to be compatible with the latest goodies just as much as I do. Well, don't let me stop you; dig into *EVERYMAN UNCHAINED: MONK ARCHETYPES II*!

—Alexander Augunas

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The following section is presented in *EVERYMAN UNCHAINED: MONK ARCHETYPES*.

Unchained Monk Archetypes (Pg. 4): *EVERYMAN UNCHAINED: MONK ARCHETYPES II* takes all of the archetypes for the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK* monk class and updates them to make them compatible with the revised monk class from *PATHFINDER ROLEPLAYING GAME: PATHFINDER UNCHAINED*. The Cracking the Code sidebar notes the design philosophies governing how each archetype was updated to maintain a similar power level and progression to the core monk archetype while certain other sidebars throughout *EVERYMAN UNCHAINED: MONK ARCHETYPES II* note considerations made in updating specific archetypes for compatibility with the unchained monk. Unlike the Cracking the Code sidebar in *Everyman Unchained: Monk Archetypes*, the sidebar featured here also includes Everyman Gaming, LLC's suggestion for what to do about the unchained monk's understandable removal of the maneuver training class feature. With this updated sidebar, you're ready to update virtually any archetype in the game towards compatibility with the unchained monk!

Citations

The following citations are used in *EVERYMAN UNCHAINED: MONK ARCHETYPES*.

ACG *PATHFINDER ROLEPLAYING GAME: ADVANCED CLASS GUIDE*

APG *PATHFINDER ROLEPLAYING GAME: ADVANCED PLAYER'S GUIDE*

ARG *PATHFINDER ROLEPLAYING GAME: ADVANCED RACE GUIDE*

KC *KITSUNE COMPENDIUM*

SC *SAMARAN COMPENDIUM*

UC *PATHFINDER ROLEPLAYING GAME: ULTIMATE COMBAT*

UM *PATHFINDER ROLEPLAYING GAME: ULTIMATE MAGIC*

Cracking the Code

PATHFINDER ROLEPLAYING GAME: PATHFINDER UNCHAINED specifically calls out that the unchained monk class isn't compatible with any of the monk archetypes presented in the *PATHFINDER ROLEPLAYING GAME* core rules. The reason that the unchained monk isn't compatible with most of Pathfinder's monk options is simple: the unchained monk doesn't receive most of the class features that the core monk possesses by default. Many of the later-level class features have been condensed into a new monk option, called ki powers, that aren't available at exactly the same levels. Additionally, archetypes without flurry of blows find themselves unable to use the new style strikes class feature.

EVERYMAN UNCHAINED: MONK ARCHETYPES uses this knowledge to update all of the monk archetypes from the following *PATHFINDER ROLEPLAYING GAME* products: *ADVANCED PLAYER'S GUIDE*, *ADVANCED RACE GUIDE*, *ULTIMATE COMBAT*, and *ULTIMATE MAGIC*. These archetypes are presented with mostly the same wording as they possessed for the core monk, with the exception of the martial artist and zen archer archetypes. In order to keep the balance and availability of these archetypes as close as possible to what was achievable with the core monk, the following general rules are used to determine which ki power is exchanged for a given archetype's features.

Archetype features that trade maneuver training replace the unchained monk's fast movement +10 feet. This effectively means that the unchained monk doesn't gain fast movement until 6th level and her fast movement bonus is 10 feet less than that of a standard monk.

Archetype features that alter or replace **slow fall** replace the unchained monk's 4th-level ki power.

Archetype features that alter or replace **high jump** replace the unchained monk's 6th-level ki power instead.

Archetype features that alter or replace **wholeness of body** replace the unchained monk's 8th-level ki power instead.

Archetype features that alter or replace **abundant step** or **diamond body** replace the unchained monk's 12th-level ki power instead. Currently, this overlap doesn't affect any published core monk archetypes.

Archetype features that alter or replace **diamond soul** replace the unchained monk's 14th-level ki power instead.

Archetype features that alter or replace **quivering palm** replace the unchained monk's 16th-level ki power instead.

Archetype features that alter or replace **empty body** replace the unchained monk's 18th-level ki power instead. As a result, unchained monk archetypes earn such archetype features one level earlier than they would have if the character had levels in core monk.

Archetype features that alter or replace any other monk class feature continue to do so.



Unchained Archetypes

Archetypes modify a base class by replacing its class features. When a player selects a class, she can choose to use the standard class features in the class's original description or she could choose to adopt an archetype. Each alternate class feature presented in an archetype replaces or alters a specific class feature from its base class.

When an archetype includes multiple class features, a character must take all of them. All other class features of the base class that aren't mentioned by the archetype remain unchanged and are acquired normally at the appropriate level. A character with an archetype doesn't count as having the class feature that was replaced for purposes of meeting any requirements or prerequisites. On the other hand, any alternate class features listed as altering an existing class feature otherwise works as the original class feature, and is considered to be that class feature for the purposes of meeting any requirements or prerequisites, even if that feature is renamed to fit a different theme.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as the other alternate feature.

If an archetype replaces a class feature that's part of a series of improvements or additions to the base ability (such as a rogue's sneak attack or a fighter's weapon training), the next time the character would gain that ability, it counts as the lower-level ability that was replaced by the archetype. In effect, all abilities in that series are delayed until the next time the class improves that ability.

If an archetype replaces a class feature that has a series of improvements, but it does not list one individual improvement, that class feature replaces the entire class feature and all of its improvements.

Contemplative (Monk; Dwarf)

Hailing from the world's deserts, awakened dwarves eschew dwarven tradition in order to focus their sights on cultural enlightenment and self-improvement in hopes of awakening the divine essence that slumbers within all living creatures.

Awaken Divinity (Su): At 1st level, as a standard action, a contemplative can touch a creature to grant it a temporary ki point until the beginning of the contemplative's next turn. In addition to any other ways in which the target can use ki, it can expend the ki point as a swift action in order to either gain a +2 dodge bonus to AC for 1 round or increase its base speed by 20 feet for 1 round. The contemplative can target himself with this ability as a swift action, but doing so costs 2 uses of the ability.

At 4th level, the dodge bonus to AC increases to +4. At 8th level, an affected creature can spend the ki point to ignore all Strength, Dexterity, and Constitution penalties it would otherwise take for 1 round. At 12th level, a contemplative can target two adjacent creatures with this ability as a standard action, but must expend one use of the ability for each target affected. At 16th level, an affected creature can spend this ki point to roll all saving throws twice and take the higher result for 1 round. At 20th level, an affected creature can spend the ki point to benefit from the Ouat's perfect self class ability for 1 round. If the creature already has the perfect self class feature, its damage reduction and any spell resistance it has increases by 2 for 1 round.

A contemplative can use this ability a number of times per day equal to his class level, but no more than once per round. This ability replaces the stunning fist monk class feature and the greed and hatred racial traits.

Spurn Tradition (Ex): Awakened dwarves strive to separate themselves from the rest of their race and the traditions that bind them. The bonuses for nonmagical effects

that target or specifically affect dwarf subtype creatures (such as a ranger's favored enemy class feature) are all reduced by half. In addition, a contemplative gains Weapon Focus as a bonus feat with one weapon with the monk property. This ability replaces the dwarf's defensive training, stonecunning, and weapon familiarity racial traits.

Know the Unseen Disciples (Su): At 8th level, a contemplative can spot hidden creatures, as if using the spell *see invisibility*. Using this ability is a standard action that consumes 2 points from his ki pool. His caster level for this effect is equal to his class level. This ability replaces the monk's 8th-level ki power.

Far Strike Monk (Monk)

Far strike monks are masters of thrown weapons, from shuriken to throwing axes to spears. The far strike school views thrown attacks as an extension of unarmed strikes, and masters of this school can infuse thrown weapons with their ki.

Weapon and Armor Proficiency: In addition to the standard monk weapon proficiencies, a far strike monk is proficient with weapons from the thrown fighter weapon group. This replaces the monk's proficiency with weapons with the monk special weapon quality.

Flurry of Blows (Ex): Starting at 1st level, a far strike monk can make a flurry of blows using any weapon from the thrown fighter weapon group. He may not make a flurry of blows with any other weapons, including unarmed strikes. This ability alters flurry of blows.

Bonus Feats: A far strike monk adds the following feats to his list of bonus feats at 1st level: Far Shot, Point-Blank Shot, Precise Shot, and any targeting feat. At 6th level, he adds the following feats: Improved Precise Shot, Parting Shot^{APG}, and Trick Shooter. At 10th level, he adds the following feats:

Improvised Weapon Mastery and Pinpoint Targeting. This ability alters the monk's list of bonus feats.

Fast Thrower: At 1st level, a far strike monk gains Quick Draw as a bonus feat, even if he doesn't meet the prerequisites. At 4th level, he gains Shot on the Run as a bonus feat, even if he doesn't meet the prerequisites. At 8th level, when using the Shot on the Run feat, he can make a second ranged attack with a -5 penalty at any point during his movement. At 15th level, he can make a third ranged attack with a -10 penalty at any point during his movement. This ability replaces stunning fist.

Ki Pool (Su): At 3rd level, in addition to the normal abilities of his ki pool, a far strike monk can spend 1 point from his ki pool to increase the range increment of a thrown weapon by 20 feet for 1 round. This ability alters ki pool.

Invisible Blade (Ex): At 4th level, when a far strike monk uses the Stealth skill to maintain his obscured location after sniping, he takes a -10 penalty on his Stealth check instead of -20. This ability replaces still mind.

Ki Missile (Su): At 5th level, a far strike monk can spend 1 point from his ki pool as a swift action to change the base damage dice of thrown weapons to that of his unarmed strikes. These weapons are also treated as ki focus weapons, allowing the monk to apply his special ki attacks to his thrown weapons as if they were unarmed strikes. This effect lasts until the beginning of his next turn. This ability replaces purity of body.

Trick Throw (Su): At 12th level, a far strike monk can infuse his thrown weapons with ki to hit targets that he might otherwise miss. By spending 1 point from his ki pool as a swift action, the far strike monk can ignore concealment. By spending 2 points, he can ignore total concealment or cover. By spending 3 points, he can ignore total cover, even throwing weapons around corners. The weapon must still be able to reach the target; for instance, a target inside a closed building with no open doors or windows cannot be attacked using Trick Throw. These effects last for 1 round. This ability replaces the monk's 12th-level ki power.

Golden Devil Master (Monk)

Members of an order of female monks that are devoted to the Prince of Darkness, golden devil masters have dedicated themselves to studying the painful strikes the barbed devil while conditioning themselves to resist pain.

Alignment: A golden devil master must be lawful neutral or lawful evil.

Bonus Feats: At 1st level, 2nd level, and every 4 levels thereafter, a golden devil master can select a bonus feat. These feats must be taken from the following list: Deflect Arrows, Dodge, Exotic Weapon Proficiency, Improved Grapple, Intimidating Prowess, Scorpion Style. At 6th level, the following feats are added to the list: Gorgon's Fist, Golden Devil Style, Improved Sunder, Mobility, Power Attack. At 10th level, the following feats are added to the list: Improved Impaling Critical^{UC}. A golden devil master need not have any of the prerequisites normally required for these feats to select

Feat Reference

The following feat is referenced by the golden devil master archetype for the unchained monk.

Golden Devil Strike (Combat)

You have mastered a deadly fighting form inspired by the hideous attacks of the barbed devil.

Prerequisites: Improved Unarmed Strike, Weapon Focus (unarmed strike).

Benefit: Your unarmed attacks can deal either bludgeoning or piercing damage. You decide which type of damage you deal whenever you attack a foe, but you may only choose one type at a time. If you critically hit a foe with your unarmed strike while doing piercing damage, the additional pain caused by the strike causes the foe to become sickened for 1 round (or staggered for 1 round if the target is already sickened). Multiple critical hits in a round against a single foe do not increase the duration of the sickened or staggered condition.

Special: Golden Devil Strike may be selected as a substitute bonus feat at 6th level by a monk even if the monk does not otherwise meet the prerequisites. This fighting style is normally only taught to women of a specific fighting school.

them. Any time a golden devil master would gain a bonus feat, she can instead choose to gain two additional uses of stunning fist per day. This replaces the standard monk's list of bonus feats.

Stunning Fist (Ex): A golden devil master expands the conditions that she can apply to the target of her stunning fist beyond merely stunning her target. At 4th level, she can choose to make the target shaken for 1 minute. At 8th level, she can choose to deal 1d10 points of nonlethal bleed damage. At 12th level, she can choose to make the target frightened for 1d3 rounds. At 16th level, she can deal 2d12 points of nonlethal bleed damage. The shaken and frightened conditions allow the target to attempt a Will save to negate the effect instead of a Fortitude save. This ability alters stunning fist.

Ki Pool (Su): At 3rd level, a golden devil master can spend 1 point from her ki pool as a swift action to make one additional attack at her highest attack bonus when making a flurry of blows. Alternatively, she can spend 1 ki point as a swift action to gain one additional use of her Stunning Fist feat for that round, though this does not grant her an additional attack. Finally, a golden devil master can spend 1 ki point as an immediate action when she is damaged by a melee weapon without the reach property (including natural weapons and unarmed strikes) to make a single melee attack with a +2 bonus on its attack roll against the attacking creature. This ability alters the monk's ki pool.

Infernal Resilience (Ex): At 5th level, a golden devil master gains immunity to all spells, spell-like abilities, and effects with the pain descriptor, as well as a +2 bonus on saving throws against effects that would sicken, nauseate, stagger, or stun her. This ability replaces purity of body.



Kyuubi Visionary (Monk; Kitsune)

Kyuubi visionaries are kitsune monks who use their ki in order to manifest additional tails.

Bonus Feats: Whenever a kyuubi visionary would receive a monk bonus feat, he receives Magical Tail^{ARG} instead. A kyuubi visionary cannot select Magical Tail as a feat from character advancement during any level that he receives Magical Tail from his monk class levels. After he selects Magical Tail eight times, a kyuubi visionary may select any remaining monk bonus feats from the standard list of monk feats. This ability alters the monk's bonus feats.

Evoke Ki (Sp): At 1st level, 4th level, and every 4 levels thereafter a kyuubi visionary selects one 1st-level spell from the sorcerer/wizard spell list from the enchantment, evocation, illusion, or transmutation schools. Spells with a material component with more than 1 gp cannot be selected. The kyuubi visionary can cast the selected spell as a spell-like ability twice per day. At 8th level and every 4 levels thereafter, the maximum spell level that he can select using this ability increases by 1. For example, the kyuubi visionary can select a 2nd-level or lower spell at 8th level, a 3rd-level or lower spell at 12th level, and so on. Once the kyuubi visionary has selected a spell-like ability, it cannot be changed. This ability replaces stunning fist.

Magical Fist (Su): At 8th level, a kyuubi visionary can attack with his martial arts and cast spell-like abilities at the same time. During a flurry of blows, a kyuubi visionary can cast a single spell-like ability he possesses from his racial traits, the Magical Tail feat, or his monk class levels with a casting time

of 1 standard action or less in place of one of the additional attacks granted to him by his flurry of blows. If he casts the spell defensively, he can decide to take a penalty on all attack rolls he made during the flurry of blows, up to his Wisdom bonus, and add the same amount as a circumstance bonus on his concentration check. The kyuubi visionary may choose to cast the spell first or make the weapon attacks first, but if he has more than one attack, he cannot cast the spell between weapon attacks. This ability replaces the monk's 8th-level ki power.

Mystic Recall (Su): At 12th level, a kyuubi visionary can fuel his mystic powers using his ki. As a swift action, a kyuubi visionary can regain one use of a spell-like ability he possesses by spending a number of points from his ki pool equal to the spell's level (minimum 1). The kyuubi visionary regains his use of the chosen spell-like ability as if it had not been cast. This ability replaces abundant step.

Monk of a Million Lives (Monk; Samsaran)

Having reincarnated hundreds of times through hundreds of lives, a monk of a million lives seeks to perfect not her physical body, but her soul in hopes that she may attain enlightenment.

Zen Trance (Ex): At 1st level, a monk of a million lives can enter a state of zen concentration in which she becomes one with all of her past lives simultaneously, granting her additional combat prowess. Starting at 1st level, a monk of a million lives can enter zen trance for a number of rounds per day equal to 4 + her Wisdom modifier. At each level after 1st, she can trance for 2 additional rounds. Temporary increases to Wisdom, such as those gained from spells like *owl's wisdom*, do not increase the total number of rounds that a monk of a million lives can trance. The total number of rounds of trance per day is renewed after 8 hours, although these hours do not need to be consecutive.

When in a zen trance, a monk of a million lives' gains a +2 insight bonus on attack rolls and damage rolls that she makes with her unarmed strikes and with weapons with the monk special weapon quality, as well as a +1 insight bonus on Will saves. While in a zen trance, a monk cannot gain morale bonuses, and her trance immediately ends if she gains a fear or emotion condition. Her zen trance's insight bonuses increase to +3 to attack and damage rolls and +2 on Will saves at 8th level and +4 on attack and damage rolls and +3 on Will saves at 15th level.

A monk of a million lives can end her zen trance as a free action and is fatigued after her trance for a number of rounds equal to 2 times the number of rounds spent in the trance. A monk of a million lives cannot enter a new trance while fatigued or exhausted but can otherwise use her trance multiple times during a single encounter or combat. If a monk of a million lives falls unconscious, her trance immediately ends. This ability replaces flurry of blows.

Ki Pool (Su): At 3rd level, a monk of a million lives can spend 1 point from his ki pool in order



to make one additional attack at his highest bonus when making a full-attack while using his zen trance ability. This ability alters ki pool.

Past Life Skills (Ex): At 3rd level, a monk of a million lives is treated as having a number of skill ranks in both skills that she selected with her shards of the past racial trait equal to her monk level. If she already had ranks in either of those skills, she may reassign them to other class skills upon obtaining this ability. If she doesn't have the shards of the past racial trait, she gains it instead. This ability replaces fast movement +10 feet.

Many Lives (Ex): At 5th level, if a monk of a million lives is killed, he may automatically *reincarnate* (as the spell) 1 day later as a *samsaran Youth*. (See the young characters section of Chapter 3 in *PATHFINDER ROLEPLAYING GAME: ULTIMATE CAMPAIGN*. Ignore all class restrictions for *Youth* characters when reincarnating in this manner.) The monk of a million appears in a safe location within 1 mile of his previous body. At will for the next 7 days, he can sense the presence of his remains as if using *locate object* as a spell-like ability. If he is killed during these 7 days, he remains dead and does not reincarnate. The many lives ability does not function if the monk of a million lives is slain by a death effect. A monk of a million lives cannot be raised from the dead or resurrected, though he can be reincarnated. This ability replaces purity of body.

Wholeness of Spirit (Su): At 8th level, if a monk of a million lives is affected by an enchantment spell or effect and fails his saving throw, he can spend 1 point from his ki pool as a free action to attempt it again 1 round later at the same DC. He can continue to gain these additional changes so long as he continues to spend ki from his ki pool. This ability replaces the monk's 8th-level ki power.

Hasten the Cycle (Sp): At 12th level, a monk of a million lives can spend 10 points from his ki pool as a full-round action in order to reincarnate a single dead creature with a touch, as *reincarnate*. The monk of a million lives must provide the material component for reincarnate or choose to accept 1 temporary negative level; this level automatically goes away after 24 hours, never become a permanent negative level, and cannot be overcome in any way except by waiting for the duration to expire. This ability replaces the monk's 12th-level ki power.

Improved Hasten the Cycle (Sp): At 17th level, when a monk of a million lives reincarnates a creature other than himself, he may allow that creature to return to life as a *Youth* of its previous kind if the dead creature is willing to do so. (For example, a human *Adult* would reincarnate as a human *Youth*, ignoring the *Youth* age category's class restrictions.) The creature's appearance is that of itself as a *Youth*. This ability replaces timeless body.

Spiritually Awakened (Su): At 20th level, the monk of a million lives can shift effortlessly between his lives with ease. If he dies, a monk of a million lives instantly reincarnates instead of needing to wait. Additionally, the monk of a million lives can reincarnate each time he dies without risk of staying dead and

he can even return to life after being killed by a death effect. This ability replaces perfect self.

Monk of the Seven Forms (Monk)

Named after a series of seven martial art forms that have been lost to history, current monks of the seven forms belonging to this fighting school now teach a style featuring lightning-fast strikes that mimic both dervish dances and the searing winds of the arid desert, favoring mobility and endurance.

Bonus Feats: A monk of the seven forms loses the ability to take Improved Disarm, Improved Feint, Improved Grapple, and Improved Trip as bonus feats. He adds Nimble Moves to his list of bonus feats. At 6th level, he also adds Acrobatic Steps and Wind Stance to his list of bonus feats. At 10th level, he adds Lightning Stance to his list of bonus feats. This ability alters the monk's list of bonus feats.

Lightning Finish (Ex): At 1st level, as an immediate action, a monk of the seven forms can make a single attack with a manufactured light or one-handed slashing weapon he is currently wielding against any target he has successfully hit at least twice with his unarmed strike during his turn. This attack deals normal damage but without the normal Strength bonus to damage.

At 4th level, he can take a 5-foot step before or after performing a lightning finish so long as he ends adjacent to his target, though if he takes this step, he cannot perform a 5-foot step during his next turn. At 8th level, he applies his full Strength bonus to his damage roll for the extra attack, even if he made the attack with an offhand weapon or with a weapon wielded in two hands. At 12th level, if he hit the target at least three times with his unarmed strike during his turn, taking the 5-foot step granted by lightning finish does not prevent him from taking a 5-foot step during his next turn.

A monk of the seven forms can use this ability a number of times per day equal to his monk level, but no more than once per round. This ability replaces stunning fist.

Endurance (Ex): At 3rd level, a monk of the seven forms gains Endurance as a bonus feat. This ability replaces fast movement +10 feet.

Sirocco Fury (Su): At 12th level, a monk of the seven forms can spend 2 ki points as a full-round action to enter a meditative trance that replicates the spell *dance of a hundred cuts* (Pathfinder RPG Ultimate Magic 215), using his monk level as his caster level. Unlike the spell, a monk of the seven forms must both move 10 feet and make a melee attack each round after he begins this trance to prevent the effect from ending. At 16th level, he can instead spend 3 ki points when using this ability to make his trance replicate *dance of a thousand cuts* (Ultimate Magic 216) with the same limitations. This ability replaces the monk's 12th-level and 16th-level ki powers.

Spirit Master (Monk)

Spirit masters are monks who specialize in combating the undead, laying their corpses to rest, and sending their souls to



final judgment.

Spirit Combat (Su): At 3rd level, a spirit master can charge his unarmed strike so it affects incorporeal creatures. The spirit master's unarmed strike deals half damage to incorporeal creatures, or full damage if it's a magic weapon (such as via an amulet of mighty fists). This benefit lasts for a number of rounds equal to the spirit master's class level. A spirit master can use this ability a number of times per day equal to 3 + his Wisdom modifier. This ability replaces fast movement +10 feet.

Resilient Soul (Ex): At 4th level, a spirit master gains a +2 bonus on saving throws against necromancy spells and effects. This ability replaces still mind.

Diamond Spirit (Ex): At 5th level, a spirit master becomes fortified against the effects of energy drain. When the spirit master gains a negative level, he does not take any penalties, his total hit points remain unchanged, and he is not considered lower level for the purpose of level-dependent variables. Once per day when attempting a Fortitude save to remove a temporary negative level, the spirit master may choose to automatically succeed. The spirit master still dies if his number of negative levels equals or exceeds his number of Hit Dice. This ability replaces purity of body.

Spirit Burst (Su): At 8th level, whenever a spirit master destroys an undead creature with a melee attack, he may as a free action expend 2 points from his ki pool to release an 15-foot-radius burst of positive energy centered on the destroyed creature. Undead creatures in the affected area each take a number of points of damage equal the number of Hit Dice of the destroyed creature. Living creatures in the area are healed by the same amount. This ability replaces the monk's 8th-level ki power.

Purifying Palm (Su): At 16th level, the spirit master gains the ability to alter the balance of positive and negative energy within an opponent's body. The spirit master can make a purifying palm attack once per day, and must announce his intention before making a melee attack roll. If his attack deals damage, the target must attempt a Will save (DC = 10 + 1/2 the spirit master's class level + the spirit master's Wisdom modifier). On a failed save, the target cannot channel energy, nor can it be healed by positive or negative energy. This effect lasts for 1 round per class level. If the target is an undead creature, it must succeed at its Will save or be instantly destroyed. This ability replaces the monk's 16th-level ki power.

Spirit Flow (Su): At 18th level, a spirit master can dramatically alter the flow of his own ki. As an immediate action, the spirit master can expend 3 ki points to alter his ki for a number of rounds equal to his class level. During this time, he is healed by negative energy as if he were an undead creature. The spirit master is still healed by positive energy as normal. This ability replaces the monk's 18th-level ki power.

Spirit Mastery (Su): At 20th level, a spirit master gains DR 10/evil and becomes immune to ability drain and ability damage. Additionally, once per week, the spirit master may

bring a dead creature back to life. This ability functions as *true resurrection*, except the spirit master may not resurrect a creature that has been dead for longer than 1 day per class level. This ability replaces perfect self.

Tarot Warden (Monk)

Monks who study the tarot do so in order to fulfill their duty to restore lost knowledge to the world. Seeking to bring their bodies and monks into alignment, tarot wardens invoke the folklore of the tarot by mastering their place in fate, allowing them to misalign the destinies of others.

Weapon and Armor Proficiency: The harrow warden is proficient with all simple weapons, as well as with the *klar*^{UE}, rapier, short sword, and starknife. Additionally, harrow wardens treat starknives as monk weapons. This ability replaces the monk's proficiency with weapons with the monk special weapon quality.

Idiot Strike (Su): At 1st level, the harrow warden can make an unarmed strike against a target and curse the creature with bad luck. Foes damaged by an idiot strike must succeed at a Will save (DC 10 + 1/2 the monk's level + the monk's Wisdom modifier) or become jinxed. A jinxed creature must roll twice whenever it attempts an attack roll, a saving throw, a skill check, or a caster level check for 1 round, taking the lower result in each instance. The harrow warden can use idiot strike once per day per monk level. She must declare that she is using an idiot strike before making the attack roll; thus, a failed roll wastes the attempt. At 4th level and again at 12th level, the jinx effect lasts an additional round. At 16th level, a harrow warden can expend two uses of idiot strike to instead curse her target as the *bestow curse* spell. This ability replaces stunning fist.

Mute Hag Stance (Su): Beginning at 9th level, the harrow warden can block opponents' metaphysical ties to one another. Enemies threatened by the harrow warden do not gain the effects of any morale or insight bonuses on attack rolls or skill checks as long as they are within the harrow warden's threatened area. This ability replaces improved evasion.

Big Sky Stance (Su): At 12th level, the harrow warden becomes secure in her role within the larger story. She gains immunity to curses and polymorph effects. This ability replaces diamond body.

Eclipse Strike (Su): Beginning at 16th level, the harrow warden can strike a target with enough force to realign its place in the world. Foes damaged by the harrow warden's idiot strike can attempt a Fortitude save (DC 10 + 1/2 the monk's level + the monk's Wisdom modifier). Those that fail are transmuted into a harmless form, as per the *baleful polymorph* spell. This ability replaces the monk's 16th-level ki power.

Terra-Cotta Monk (Monk)

Possessing a natural affinity for all things earthen, terracotta monks are experts at turning the stone around them against their enemies.

Class Skills: A terra-cotta monk adds Knowledge

(dungeoneering), Knowledge (engineering), and Disable Device to his list of class skills and removes Knowledge (history), Perform, and Ride. This ability alters the monk's list of class skills.

Trap Intuition (Ex): At 2nd level, whenever a terra-cotta monk comes within 10 feet of a trap, he receives an immediate Perception check to notice the trap. The GM should make this check in secret. A terra-cotta monk gains a +2 bonus on Perception checks to notice traps. This bonus increases to +4 if the trap is located in a stone wall or floor. This ability replaces evasion.

Stone Grip (Su): At 6th level, a terra-cotta monk adds a bonus equal to his class level on all Climb checks. He can move at his full movement rate while climbing with no increase to the check's DC. By spending 1 point from his ki pool as a swift action, a monk gains the benefits of spider climb for 1 round. This ability replaces the monk's 6th-level ki power.

Trap Dodge (Ex): At 9th level, a terra-cotta monk gains a bonus equal to his Wisdom modifier on all saving throws made against effects produced by mechanical traps. This ability replaces improved evasion.

Sudden Adit (Su): At 12th level, a terra-cotta monk can create passages through stone or dirt as if using the spell *passwall* with a caster level equal to his monk level. Using this ability is a move action that consumes 2 points of the monk's ki pool. This ability replaces the monk's 12th-level ki power.

Petrifying Strike (Su): At 16th level, a terra-cotta monk can turn an opponent to stone with a single strike. He can use this ability once per day, and must announce the attempt before making his attack roll. If the terra-cotta monk's strike is successful, the creature must succeed at a Fortitude save ($DC = 10 + 1/2$ the monk's level + the monk's Wis modifier) or be petrified for 1 hour per monk level. Incorporeal creatures and creatures immune to petrification are unaffected by this ability. This ability replaces the monk's 16th-level ki power.

Rainmaker (Su): At 18th level, anytime a terra-cotta monk is underground, he may cause a section of the roof to come down on his enemies per the spell *earthquake*, with a caster level equal to his monk level. The terra-cotta monk may use this ability only while in a cave, cavern, or tunnel. Using this ability is a standard action that consumes 3 points from his ki pool. This ability replaces the monk's 18th-level ki power.



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