



MONK UNFETTERED



A REINVENTION OF THE MONK
BY HENRI HAKI

Introduction

Welcome to the Monk Unfettered: a reinvention of the monk class for the Pathfinder rules.

Monks are great. There is no shortage of vivid examples to fuel the imagination: they draw upon a rich real-world history and martial arts are used extensively in movies, games and sporting events making high-flying, hard-hitting, spectacular unarmed fighting scenes a mainstay in popular culture.

This begs the question, “*why is the monk class in Pathfinder not more popular*”? It's not uncommon to encounter complaints – some legitimate, some unfounded – about various aspects of the class. Complaints that perhaps have their root in the disparate expectations placed on the class. This is something that is bound to happen when you consider the vast diversity of martial arts that players can take inspiration from. New archetypes and feats open up the class to different visions and character concepts, but at its core the monk class does not offer a sufficiently versatile chassis to truly accommodate many concepts and do them justice. Enter the Monk Unfettered: a genuine and heart-felt attempt to re-imagine the monk class in a way that offers exciting options for the major tropes of martial arts.

This reinvention is driven by two conceptual cornerstones. Firstly a new mechanic for the flurry of blows class feature that is intended to address the “*flurry of misses*” that a traditional monk often suffers, and secondly the introduction of insights as a class ability. Insights are akin to rogue talents and barbarian rage powers and allow the new monk to shine with flexible and unique options. The end result of the Monk Unfettered is a monk class that is not afraid to carve out its own niche and that scales well across all levels of the game. The new monk can readily fill many roles that his party may need or that inspire a player's vision for her or his character, including fierce combatant, impervious sentinel, or martial controller.

Naturally it is impossible to truly satisfy all demands placed on a class by different people. The design philosophy here is to cater for all demands, but at a price: many desired elements are available in the form of insights – and players need to carefully consider which insights they acquire to build the character of their dreams. For

example, the monk presented here is not a full base attack class, but there are insights to use the monk's level as base attack bonus for all aspects of the character (including prodigy of battle that allows the monk to use his monk level as base attack bonus for the purpose of qualifying for feats).

Another good example are the flurry and fast movement class features. Being able to move at great speeds is at odds with the need to be stationary to perform a flurry of attacks. The unfettered monk does not resolve this divide inherently, but a range of options are available that bridge the gap.

Players will additionally enjoy the sections on feats, favored class bonuses, and magic items. Most of the feats make aspects of the new monk available to other classes, but there is also a feat that makes it possible to play a non-lawful monk, and another feat that allows the crafting of magic items using *ki* as a crafting resource. Favored class bonuses are extended in the Unfettered Monk and can significantly alter the monk's class abilities and insights. Lastly there is a section with a variety of new magic items designed with the unfettered monk in mind.

GMs may appreciate the variety of aids in the Unfettered Monk. Firstly, a selection of low to high level sample monks is included, along with suggested encounters and how those monks can act as antagonists or allies. Secondly, guidelines on how the new monk interacts with existing archetypes. And thirdly, a discussion of the unfettered monk's balance and the intention behind various decisions made in the design process.

A lot of time and effort have gone into the Monk Unfettered – it is a labor of love. We hope you will find the new monk to your liking. Enjoy.



References

This text assumes knowledge of the Pathfinder Roleplaying Game Core Rulebook and furthermore refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these sources are not required to make use of this text. Readers interested in references to Pathfinder RPG products can find the complete rules for the majority of these books available online for free at paizo.com/prd

- Pathfinder Roleplaying Game: Advanced Player's Guide (APG)
- Pathfinder Roleplaying Game Bestiary (B1)
- Pathfinder Roleplaying Game: Ultimate Combat (UC)
- Pathfinder Roleplaying Game: Ultimate Equipment (UE)
- Pathfinder Roleplaying Game: Ultimate Magic (UM)

Monk

To some warriors their body and weapons become more than just tools to kill, their mind and spirit become more than just fleeting thoughts. These warriors consider acumen in battle a side-effect, a consequence of the lifestyle they choose to pursue. They foster a state of mind of heightened awareness through deep contemplation and freedom of body through a strict and rigorously trained physique. It is through such apparent contradictions that these so called monks are able to transcend the battlefield. The nature of the individual monk may be disparate on the surface: a cave-dwelling ascetic, a self-taught brawler given to drunken introspection, an acolyte to a martial order, or a bodyguard versed in ancient philosophies; but common to each is a path of discipline. It is an arduous journey, but those who endure discover within themselves not just what they are, but become what they are meant to be.

Role: Monks are capable combatants with emphasis on versatility and mobility. Individual monks can vary greatly from one to the other – some may be deadly in all forms of battle while others may possess excellent defences or specialized combat utility – but common to each is the ability to swiftly engage enemies anywhere on the battlefield and strike at their vulnerabilities. Monks are efficient independent strike forces able to harry or defeat foes on their own, but they are equally adapt when acting in concert with allies in a supporting or protective role, or in coordinated offence.

Alignment: Any lawful.

Hit Die: d8.

Class Skills

The monk's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (history) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the monk.

Weapon and Armor Proficiency: Monks are proficient with the club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shortspear, short sword, shuriken, siangham, sling, and spear. Monks are not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses his AC bonus, as well as his fast movement and flurry abilities.

AC Bonus (Ex): When unarmored and unencumbered, the monk adds his Wisdom bonus (if any) to his AC and his CMD. In addition, a monk gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four monk levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the monk is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

Flurry (Ex): Starting at 1st level, a monk that fights with unarmed strikes or with monk weapons can make a flurry as a full-attack action. Initially the monk may make

Level	BAB	Fort	Will	Ref	Special	Flurry	Unarmed*	AC bonus	Speed
1st	+0	+2	+2	+2	Flurry, insight, stunning fist, unarmed strike	+0	1d6	+0	+0 ft.
2nd	+1	+3	+3	+3	Evasion, insight	+1	1d8	+0	+0 ft.
3rd	+2	+3	+3	+3	Fast movement, still mind	+2	1d8	+0	+10 ft.
4th	+3	+4	+4	+4	Insight, ki pool (magic), slow fall 20 ft.	+3/+3	1d8	+1	+10 ft.
5th	+3	+4	+4	+4	Purity of body	+3/+3	1d8	+1	+10 ft.
6th	+4	+5	+5	+5	Insight, slow fall 30 ft.	+4/+4	1d10	+1	+20 ft.
7th	+5	+5	+5	+5	Ki pool (cold iron/silver)	+5/+5	1d10	+1	+20 ft.
8th	+6/+1	+6	+6	+6	Insight, slow fall 40 ft.	+6/+6/+6	1d10	+2	+20 ft.
9th	+6/+1	+6	+6	+6		+6/+6/+6	1d10	+2	+30 ft.
10th	+7/+2	+7	+7	+7	Insight, ki pool (lawful), slow fall 50 ft.	+7/+7/+7	2d6	+2	+30 ft.
11th	+8/+3	+7	+7	+7		+8/+8/+8	2d6	+2	+30 ft.
12th	+9/+4	+8	+8	+8	Insight, slow fall 60 ft.	+9/+9/+9/+9	2d6	+3	+40 ft.
13th	+9/+4	+8	+8	+8		+9/+9/+9/+9	2d6	+3	+40 ft.
14th	+10/+5	+9	+9	+9	Insight, slow fall 70 ft.	+10/+10/+10/+10	2d8	+3	+40 ft.
15th	+11/+6/+1	+9	+9	+9	Quivering palm	+11/+11/+11/+11	2d8	+3	+50 ft.
16th	+12/+7/+2	+10	+10	+10	Insight, ki pool (adamantine), slow fall 80 ft.	+12/+12/+12/+12/+12	2d8	+4	+50 ft.
17th	+12/+7/+2	+10	+10	+10	Timeless body, tongue of the sun and moon	+12/+12/+12/+12/+12	2d8	+4	+50 ft.
18th	+13/+8/+3	+11	+11	+11	Insight, slow fall 90 ft.	+13/+13/+13/+13/+13	2d10	+4	+60 ft.
19th	+14/+9/+4	+11	+11	+11		+14/+14/+14/+14/+14	2d10	+4	+60 ft.
20th	+15/+10/+5	+12	+12	+12	Insight, perfect self, slow fall any distance	+15/+15/+15/+15/+15/+15	2d10	+5	+60 ft.

* The values shown apply for Medium monks. See below for Small or Large monk damage.

one attack during a flurry, starting at 4th level, and every 4 levels thereafter, the monk may make one additional attack at his highest base attack bonus, up to a maximum of 6 attacks at 20th level. When performing a flurry a monk does not gain additional iterative attacks from having a high base attack bonus.

A monk may use any combination of unarmed strikes and attacks with monk weapons when performing a flurry. A monk applies his full Strength bonus to his damage rolls for all successful attacks made with flurry, including attacks made with an off-hand or with a weapon wielded in both hands. A monk may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry. A monk cannot use any weapon other than an unarmed strike or a special monk weapon as part of a flurry. A monk with natural weapons cannot use such weapons as part of a flurry, nor can he make natural attacks in addition to his flurry attacks.

Two-weapon fighting feats do not interact with a flurry.

Insights (Ex): As a monk gains levels, he learns to use his meditations and insights in new ways. At 1st level a monk gains an insight, at 2nd level and every two levels thereafter a monk gains an additional insight. Unless otherwise noted, a monk cannot select an individual insight more than once. The list of insights is presented after the list of core class abilities.

Some insights are deep insights that require substantial resources of a monk. A monk may know any number of such insights, however he can only have a limited number of them active at a time. At 1st level a monk may only apply one such deep insight; at 8th level, and again at 16th level, the monk may apply an additional deep insight. The active deep insights may be changed by a monk at the start of his turn (as a free action) and otherwise persist while the monk is alive.

Unarmed Strike: At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes.

Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A monk also deals more damage with his unarmed strikes than a normal person would, as shown in the table on page 2. The unarmed damage values listed on the table is for Medium monks. A Small monk deals less

damage than the amount given there with his unarmed attacks, while a Large monk deals more damage; see the table below for unarmed damage for small and large monks.

Stunning Fist (Ex): At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the monk gains the ability to apply a new condition to the target of his Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. At 4th level, he can choose to make the target fatigued. At 8th level, he can make the target sickened for 1 minute. At 12th level, he can make the target staggered for 1d6+1 rounds. At 16th level, he can permanently blind or deafen the target. At 20th level, he can paralyze the target for 1d6+1 rounds. The monk must choose which condition will apply before the attack roll is made. These effects do not stack with themselves (a creature sickened by Stunning Fist cannot become nauseated if hit by Stunning Fist again), but additional hits do increase the duration.

Level	Damage (Small Monk)	Damage (Large Monk)
1 st	1d4	1d8
2 nd – 5 th	1d6	2d6
6 th – 9 th	1d8	2d8
10 th – 13 th	1d10	3d6
14 th – 17 th	2d6	3d8
18 th – 20 th	2d8	4d8

Evasion (Ex): At 2nd level or higher, a monk can avoid even magical and unusual attacks with great agility. If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Fast Movement (Ex): At 3rd level, a monk gains an enhancement bonus to his base speed, as shown on the table. A monk in armor or carrying a medium or heavy load loses this extra speed.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against enchantment spells and effects.

Ki Pool (Su): At 4th level, a monk gains a pool of *ki* points, supernatural energy he can use to accomplish amazing feats. The number of points in a monk's *ki* pool is equal to 1/2 his monk level + his Wisdom modifier. As long as he has at least 1 point in his *ki* pool, he can make a *ki* strike. At 4th level, *ki* strike allows his unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction. At 7th level, his unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction. At 10th level, his unarmed attacks are also treated as lawful weapons for the purpose of overcoming damage reduction. At 16th

level, his unarmed attacks are treated as adamantite weapons for the purpose of overcoming damage reduction and bypassing hardness.

By spending 1 point from his *ki* pool, a monk can make one additional attack at his highest base attack bonus when performing a flurry or full attack. In addition, he can spend 1 point to increase his base speed by 20 feet for 1 round. Finally, a monk can spend 1 point from his *ki* pool to give himself a +4 dodge bonus to AC for 1 round. Each of these powers is activated as a swift action. A monk gains additional powers that consume points from his *ki* pool as he gains levels.

The *ki* pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow his descent. When first gaining this ability, he takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow his fall (that is, to reduce the effective distance of the fall when next to a wall) improves with his monk level until at 20th level he can use a nearby wall to slow his descent and fall any distance without harm.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases, including supernatural and magical diseases.

Quivering Palm (Su): Starting at 15th level, a monk can set up vibrations within the body of another creature that can thereafter be fatal if the monk so desires. He can use this quivering palm attack once per day, and he must announce his intent before making his attack roll. Creatures immune to critical hits cannot be affected. Otherwise, if the monk strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter, the monk can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to his monk level. To make such an attempt, the monk merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + 1/2 the monk's level + the monk's Wisdom modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time. A monk can have no more than 1 quivering palm in effect at one time. If a monk uses quivering palm while another is still in effect, the previous effect is negated.

Timeless Body (Ex): At 17th level, a monk no longer takes penalties to his ability scores for aging and cannot be magically aged. Any such penalties that he has already taken, however, remain in place. Age bonuses still accrue, and the monk still dies of old age when his time is up.

Tongue of the Sun and Moon (Ex): A monk of 17th level or higher can speak with any living creature.

Perfect Self: At 20th level, a monk becomes a magical creature. He is forevermore treated as an outsider rather than as a humanoid (or whatever the monk's creature type was) for the purpose of spells and magical effects. Additionally, the monk gains damage reduction 10/chaotic, which allows him to ignore the first 10 points of damage from any attack made by a nonchaotic weapon or by any natural attack made by a creature that doesn't have similar damage reduction. Unlike other outsiders, the monk can still be brought back from the dead as if he were a member of his previous creature type.

Ex-Monks

A monk who becomes nonlawful cannot gain new levels as a monk but retains all monk abilities.

Insights

Insights marked with an asterisk (*) are deep insights. A monk may apply only a limited number of such insights. A monk may know any number of such insights, but at 1st level a monk may apply only one. At 8th level, and again at 16th level, the monk may apply an additional deep insight.

Abundant step (Su): a monk with this insight can slip magically between spaces, as if using the spell *dimension door*. Using this ability is a move action that consumes 2 points from his *ki* pool. His caster level for this effect is equal to his monk level. He cannot take other creatures with him when he uses this ability. A monk must be at least 12th level before selecting this insight.

Abundant time (Su): after using abundant step a monk with this insight can take any actions that he still has remaining on his turn. A monk must have the abundant step insight before selecting this insight.

Accurate self (Ex)*: a monk with this insight gets a +1 bonus to attacks when performing a flurry, this bonus increases to +2 at 14th level. Starting at 10th level, a monk with the aspect of the monkey, aspect of the snake, aspect of the tiger, one fist thousand forms, and prodigy of battle insights may instead use his monk level as base attack bonus for attacks performed in a flurry; while he does so, the number of deep insights he may have active at the same time is reduced by one. This is a deep insight.

Advice (Su): when a monk with this insight activates a *ki* ability (using the normal actions required) he may designate an ally within 10 ft to be the recipient of the effects of that *ki* ability. At 8th level and every 4 levels thereafter the range increases by 5 ft. A monk must have the sage and sensei insights before selecting this insight. A monk must be at least 4th level before selecting this insight.

Advice, improved (Su): when a monk with this insight uses the advice insight, all allies affected also gain the monk's evasion, fast movement and slow fall class abilities for 1 round. The abilities gained are at the monk's level. If the monk has insights that modify these class abilities (such as faster movement and improved evasion), then the modified version applies. A monk must have the advice, sage and sensei insights before selecting this insight.

Afterimage (Ex): a monk with this insight may feint as part of an action that moves him at least 10 ft (including charging, abundant step and monkey foot). He uses



Acrobatics for that skill check and takes no penalty when using feint in this way against nonhumanoids and creatures with an Intelligence score of 1 or 2. He cannot feint this way against creatures that possess blindsense or blindsight. A monk must have the faster movement and high jump insights before selecting this insight. A monk must be at least 4th level before selecting this insight.

Ancestral guidance (Su): the monk may use his monk level as base attack bonus on the additional attack granted when using *ki* to gain one additional attack when performing a flurry.

Aspect of the monkey (Ex): a monk with this insight uses his monk level as his base attack bonus when performing a combat maneuver.

Aspect of the snake (Ex): a monk with this insight uses his monk level as his base attack bonus when performing attacks of opportunity.

Aspect of the tiger (Ex): a monk with this insight uses his monk level as his base attack bonus for all attack rolls that

are not part of a flurry, combat maneuver or attack of opportunity.

Asura curse (Su)*: a monk with this insight may spend 1 *ki* as a free action when making a Stunning Fist attempt. If he does so, the target must make a Will save rather than a Fortitude save to resist the effect. A monk must have the meditation of presence insight before selecting this insight. A monk must be at least 6th level before selecting this insight.

Bane flurry (Ex)*: when gaining this insight a monk selects a creature type from the ranger's list of favored enemies. When performing a flurry and attacking a creature of the selected type, the monk may perform one additional attack at his highest base attack bonus. A monk cannot benefit from this insight more than once a round. A monk may select this insight more than once to expand the list of creature types, additional selections do not count against the number of deep insights applied. This is a deep insight.

Bane mastery (Ex): when gaining this insight a monk selects a creature type from the list of selected types known from the bane flurry insight. When performing a flurry, attacks against a creature of the selected type use the monks' level as his base attack bonus. A monk may select this insight more than once, each time adding an additional creature type from the list of known types from the bane flurry insight. A monk must have the bane flurry insight before selecting this insight.

Bend in the wind (Ex): a monk with this insight gains Dodge as a bonus feat, at 6th level he additionally gains Mobility as a bonus feat.

Between the reeds (Ex)*: a monk with this insight may take an additional 5 ft step at any time during his flurry. At 14th level he may take an additional 5 ft step at any time during his flurry. These 5 ft steps do not provoke attacks of opportunity and do not count against the monk's normal 5 ft step each turn (which, as normal, can also be taken at any point in time during a flurry). A monk must be at least 6th level before selecting this insight. This is a deep insight.

Cat's paw strikes (Ex)*: a monk with this insight may add half his Dexterity modifier instead of his Strength modifier on damage rolls for successful melee attacks made with a flurry. This is a deep insight.

Cat's tail (Ex): a monk with this insight may use his Dexterity modifier instead of his Strength modifier on damage rolls for successful attacks of opportunity. A

monk must have the cat's paw strikes insight before selecting this insight.

Cat turns tiger (Ex): a monk with this insight that uses the cat's paw strikes insight may add his full Dexterity modifier instead of half his Dexterity modifier on damage rolls for successful melee attacks made with a flurry. A monk must have the cat's paw strikes insight before selecting this insight.

Chaos rebuked (Ex)*: a monk with this insight gains a +1 bonus to attack and damage when performing a flurry against chaotic creatures. This bonus increases to +2 at 10th level. This is a deep insight.

Chaos rebuked, improved (Su): whenever a monk with this insight makes use of a *ki* ability while using the chaos rebuked insight, he detects the power and location of chaotic auras within a 10 ft radius of himself (as if using *detect chaos* for 3 rounds). At 8th level and every 4 levels thereafter the radius increases by 5 ft. A monk must have the chaos rebuked insight before selecting this insight.

Cloud leap (Ex): when a monk with this insight makes a high jump, the DC for that jump is half the normal DC. A monk must be at least 6th level before selecting this insight. At 12th level the DC is a quarter the normal DC instead. A monk must have the high jump insight before selecting this insight.

Combat clarity (Ex): a monk with this insight may use his Wisdom attribute to meet the Intelligence prerequisites of combat feats; additionally he gains the Combat Reflexes feat. A monk must be 4th level before selecting this insight.

Combat training (Ex): a monk with this insight may select a single combat feat. He must meet the prerequisites of that feat.

Contemplation in the flesh (Ex): a monk with this insight increases his *ki* pool by 1 for each meditation insight he possesses. A monk must have the meditation insight before selecting this insight. A monk must be at least 4th level before selecting this insight.

Contemplation without limit (Ex): a monk with this insight may apply an additional deep insight.

Crimson clarity (Ex): while a monk with this insight suffers a wound that inflicts at least 7 continuous damage, he gains 1 temporary *ki* point each round. The temporary *ki* point lasts for 1 round and a monk cannot gain more than 1 temporary *ki* point from this insight in a round. This temporary *ki* cannot be used to activate abilities with a duration of more than 1 minute. A monk must have the kyton pact insight before selecting this insight. A monk must be at least 8th level before selecting this insight.

Defensive maneuver training (Ex): a monk with this insight uses his monk level in place of his base attack bonus when calculating his CMD. A monk must have the maneuver training insight before selecting this insight.

Demon king (Su): when using the hand of oni insight, the monk's reach with unarmed strikes is increased by an additional 5 ft. A monk must have the hand of oni insight before selecting this insight.

Diamond body (Ex): a monk gains immunity to poisons of all kinds. A monk must be at least 10th level before selecting this insight.

Diamond soul (Ex): a monk gains spell resistance equal to his current monk level + 10. In order to affect the monk with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the monk's spell resistance. A monk must be at least 12th level before selecting this insight.

Diamond soul, improved (Ex): a monk with this insight may, as no action, allow spells indicated as harmless to bypass his spell resistance. A monk must have the diamond soul insight before selecting this insight.

Divine wind (Ex)*: a monk with this insight may perform a flurry instead of a single attack at the end of a charge. The monk counts his monk level as half his level for the purpose of determining how many attacks the flurry class ability grants him – though he may still take additional attacks granted by other sources such as the bane flurry insight, haste, and the use of *ki* points to grant additional attacks. A monk must have the faster movement insight before selecting this insight. A monk must be at least 8th level before selecting this insight. This is a deep insight.

Drunk god dances (Ex)*: a monk with this insight gains a +1 bonus to AC for 1 round against each creature that he successfully attacks during a flurry (attacking the same creature multiple times does not stack this bonus). The bonus to AC increases by +1 for every four monk levels. This is a deep insight.

Drunk god dances, improved (Ex): when a monk with this insight uses the drunk god dances insight, he additionally gains a bonus to saves for 1 round against spells and abilities from creatures who he has successfully attacked during a flurry. The bonus is equal to the bonus to AC gained from the drunk god dances insight. A monk must have the drunk god dances insight before selecting this insight.

Drunken master (Ex): a monk with this insight may consume an alcoholic beverage as a standard action to select one deep insight that he qualifies for. For 5 rounds the monk is considered to know the chosen insight and it is considered active for that duration. The insight does not count against the number of deep insights that the monk may have active. The monk may consume more alcohol, each time the duration is reset and the chosen insight can be changed. Each time a monk uses the drunken master insight, he suffers a -1 penalty to all saves for one hour (and resets the penalty duration for prior penalties). The penalty is a poison effect. A monk

may take this insight any number of times, each time the duration of the benefit increases by 5 rounds.

Dry in the rain (Ex): a monk with this insight gains Deflect Arrows as a bonus feat, at 10th level he additionally gains Snatch Arrows as a bonus feat.

Edge walker (Ex): a monk with this insight gains Knowledge (planes) and Use Magic Device as class skills. The monk may spend 1 *ki* as a swift action to gain a bonus to Use Magic Device checks equal to his class level for 1 round.

Elemental awakening (Su): when gaining this insight a monk selects an element: air, earth, fire, or water. The choice, once made, is permanent. The monk gains benefits based on the chosen element:

Air: the monk gains a +2 bonus to CMD and Reflex saves, this bonus increases by +1 at 10th level and every 5 levels thereafter.

Earth: the monk gains DR 2/adamantine, this DR increases by +1 at 10th level and every 5 levels thereafter.

Fire: adjacent creatures that strike the monk with a melee attack suffer 2 fire damage, this damage increases by +1 at 10th level and every 5 levels thereafter.

Water: the monk gains a +2 bonus to AC versus touch attacks, this bonus increases by +1 at 10th level and every 5 levels thereafter.

A monk must have the meditation insight before selecting this insight. A monk must be at least 4th level to select this insight.

Elemental force (Su): the monk gains additional benefits keyed to the element chosen for elemental awakening:

Air: as a standard action the monk may spend 1 *ki* to perform a ranged disarm or steal maneuver against a creature within 30 ft. The disarmed or stolen object lands at the monk's feet, unless he has a hand free in which case he may catch it instead.

Earth: as a standard action the monk may spend 1 *ki* to perform a ranged trip or bullrush maneuver against a creature within 30 ft.

Fire: as a standard action the monk may spend 1 *ki* to perform a ranged dirty trick maneuver to apply the blinded or shaken conditions to a creature within 30 ft.

Water: as a standard action the monk may spend 1 *ki* to perform a ranged reposition or sunder maneuver against an item held or worn by a creature within 30 ft.

If the maneuver is successful the creature additionally takes damage as if the monk had struck it with an unarmed strike. A monk must have the meditation and elemental awakening insights before selecting this

insight. A monk must be at least 8th level to select this insight.

Elemental mastery (Su)*: the monk gains additional benefits keyed to the element chosen for elemental awakening:

Air: the monk gains a bonus to Initiative equal to half his monk level, furthermore he may spend 1 *ki* as a swift action to gain a fly speed (perfect) equal to his land speed and the effects of *haste* for 1 round.

Earth: the monk gains tremorsense 30 ft, furthermore he may spend 1 *ki* as a swift action to gain the benefits of *elemental body* II (earth elemental only) for 1 round.

Fire: the monk gains immunity to fire, furthermore he may spend 1 *ki* as a swift action to create a *fireball* centred on himself (using his monk level as caster level, DC 10 + 1/2 the monk's level + the monk's Wisdom modifier).

Water: the monk gains a swim speed equal to his land speed and can breathe water, furthermore once a round he may spend 1 *ki* as a swift action to freeze enemies in place in a 20-ft.-radius spread around the monk. Enemies may make a Reflex save (DC 10 + 1/2 the monk's level + the monk's Wisdom modifier) to avoid being caught in the effect, creatures that fail the save are entangled by ice pillars that are anchored to the ground. The DC to use Strength or Escape Artist checks to break free is equal to the monk's CMD, but the DC decreases by 5 each round.

A monk must have the meditation, elemental awakening and elemental force insights before selecting this insight. A monk must be at least 10th level to select this insight. This is a deep insight.

Embrace the cycle (Ex)*: even when not performing a flurry, a monk with this insight gains the benefit of all insights and class abilities that affect a flurry. This allows the monk to benefit from insights that normally only have an effect when the monk is performing a flurry; it also allows the monk to make use of other effects tied to a flurry. For example, a monk with this insight may take a move action, a standard action, and still spend a swift action and 1 *ki* to gain an additional attack (as per the *ki* pool class ability). Similarly, with the bane flurry insight he may still perform one attack against creatures designated by the bane flurry insight regardless of what other actions the monk takes in his turn. A monk must have the meditation insight before selecting this insight. A monk must be at least 6th level before selecting this insight. This is a deep insight.

Empty body (Su): a monk with this insight can assume an ethereal state for 1 minute as though using the spell *etherealness*. Using this ability is a move action that consumes 3 points from his *ki* pool. This ability only affects the monk and cannot be used to make other

creatures ethereal. A monk must be at least 16th level before selecting this insight.

Endless summer (Su): when a monk with this insight activates a *ki* ability with a duration of 1 round, the duration is 2 rounds instead.

Enhanced ki strike (Su): a monk with this insight counts his monk level as 4 higher for the purposes of determining what damage resistances his *ki* strike overcomes; he does not need the *Ki* Pool class ability, nor *ki* to deliver a *ki* strike. Additionally at 10th level the monk's *ki* strike is good-aligned for good monks and evil-aligned for evil monks, neutral monks may choose to have either a good-aligned or an evil-aligned *ki* strike; the choice, once made, is permanent.

Enlightenment (Ex): a monk with this insight counts his monk level as 1 higher for the purpose of determining the benefits of insights that he possesses. For every four meditation insights that the monk possesses, the benefit of this insight increases by +1. A monk must have the meditation and serenity insights before selecting this insight.

Evasion, improved (Ex): the evasion ability of a monk with this insight improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion. A monk must be at least 8th level before selecting this insight.

Extra ki (Ex): a monk with this insight gains the Extra *Ki* feat. A monk may take this insight any number of times. A monk must be at least 4th level before selecting this insight.

Faster movement (Ex): a monk with this insight counts as 3 levels higher for the purpose of the fast movement class ability, additionally, the bonus speed from the fast movement class ability is considered an insight bonus rather than an enhancement bonus (thus allowing the monk to fully benefit from *haste* and other sources of increased speed).

Fight without thought (Ex)*: when performing a flurry, a monk with this insight may use his Wisdom modifier instead of his Strength modifier on attack rolls until the start of his next turn. A monk must have the sage insight before selecting this insight. A monk must be at least 4th level before selecting this insight. This is a deep insight.

Fight without thought, improved (Ex): a monk who uses the fight without thought insight may use his Wisdom modifier instead of his Strength modifier on all attack rolls (including maneuvers). The monk may spend 1 *ki* as a swift action to add his Wisdom modifier to all damage rolls for 1 round. A monk must have the fight without thought and sage insights before selecting this insight. A monk must be at least 6th level before selecting this insight.

Five beast emperors (Ex)*: a monk with this insight may use natural attacks in a flurry (though he may still not perform natural attacks in addition to flurry attacks). A monk must have the meditation of beasts insight before selecting this insight. This is a deep insight.

Fist of devas (Ex): a monk with this insight gains Improved Critical (unarmed strikes) as a bonus feat. A monk must be at least 10th level before selecting this insight.

Flawless Mantra (Su)*: when a monk with this insight uses the advice insight, all allies in the range of the sage advice insight are affected by the *ki* ability (spending *ki* only once, not once for each target). A monk must have the advice, sage and sensei insights before selecting this insight. A monk must be at least 12th level before selecting this insight. This is a deep insight.

Focused insights (Ex): a monk with this insight increases the bonus granted by certain insights by +1. The benefits of this insight only apply to insights that grant an initial numeric bonus that increases every four levels (such as the drunk god dances and iron body insights). A monk may select this insight once, and one additional time for every four monk levels he possesses.

Formless stance (Ex)*: a monk with this insight may have two style feat stances active at the same time. He can activate both styles as a swift action. At 8th level he may have up to three style feat stances active at the same time and can activate three stances as a swift action. At 16th level he may have up to four style feat stances active at the same time and can activate four stances as a swift action. This is a deep insight.

Formless stance, improved (Ex): a monk with this insight gains a style feat (not a feat in a style's path) without meeting the prerequisites of that feat. At 4th level and every four levels thereafter the monk gains an additional style feat (not a feat in a style's path) without meeting the prerequisites of that feat. A monk must have the formless stance insight before selecting this insight.

Frozen blood (Ex): when a monk with this insight confirms a critical hit with an unarmed strike, the target is treated as if the monk had made a Stunning Fist attack; this does not count against the monk's daily uses of Stunning Fist. A monk must be at least 4th level before selecting this insight.

Gong reverberates (Ex): when a monk with this insight successfully hits a creature by using the enhanced attack of the strike the gong insight, the creature suffers bleed damage equal to the additional damage granted by the strike the gong insight. A monk must have the strike the gong insight before selecting this insight.

Guiding flurry (Ex)*: when a monk with this insight performs a flurry, each successful attack by the monk against an enemy grants allies (excluding the monk himself) a +1 bonus to attack and damage against that enemy for 1 round. This is a deep insight.

Hand of oni (Su)*: a monk with this insight may spend 1 *ki* as a swift action to project his *ki* with unarmed strikes, this increases the reach of his unarmed strikes in a flurry by 5 ft. The monk may ignore soft cover when attacking with unarmed strikes using the hand of oni insight. At 16th level the reach is increased by an additional 5 ft. A monk must be at least 8th level before selecting this insight. This is a deep insight.

Heavenly way (Su)*: a monk with this insight benefits from *blur* for 1 round when he performs a flurry. A monk must have the meditation and wholeness of body insights before selecting this insight. This is a deep insight.

Herbal remedies (Ex): a monk with this insight gains Heal and Knowledge (nature) as class skills. He gains a bonus to Heal checks equal to half his monk level.

High jump (Ex): a monk with this insight adds his level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, he always counts as having a running start when making jump checks using Acrobatics. By spending 1 point from his *ki* pool as a swift action, a monk gains a +20 bonus on Acrobatics checks made to jump for 1 round.

High tumble (Ex): a monk with this insight adds his level to all Acrobatic checks, this does not stack with the high jump insight. A monk must have the high jump insight before selecting this insight.

Hollow sutra (Ex): a monk with this insight adds Bluff to his class skills and gains the Improved Feint feat. A monk must be at least 4th level before selecting this insight.

Inner peace (Ex): a monk with this insight may spend 1 hour in contemplation and meditation to regain a number of spent *ki* points equal to the number of meditation insights that he possesses. He may do this once a day. A monk must have the meditation insight before selecting this insight. A monk must be at least 4th level before selecting this insight.

Iron body (Ex)*: a monk with this insight gains DR 1/- for 1 round when performing a flurry. This DR increases by +1 for every four monk levels. A monk may spend 1 *ki* as a swift action to double the DR granted by this insight for 1 round. This is a deep insight.



Iron body, improved (Ex): the DR granted by the iron body insight always applies. Furthermore, when spending *ki* to increase the DR, melee weapons used to attack the monk take damage (bypassing hardness) equal to the increased DR of the monk for 1 round. A monk must have the iron body insight before selecting this insight.

Jade fountain (Su)*: when a monk with this insight would die from hit point loss, he may instead spend 3 *ki* as an immediate action to remain alive and act normally (without being staggered) for 1 round. He may keep spending *ki* in this manner to stay alive indefinitely while his *ki* reserves hold. He may be healed normally to increase his hit point total to the point where he is not in immediate threat of death. A monk must have the wholeness of body insight to select this insight. A monk must be at least 10th level before selecting this insight. This is a deep insight.

Just a dream (Ex): a monk with this insight that suffers from one or more wounds from the bargain with kyton insight may meditate as a full round action to attempt a DC 15 Heal check. If successful the duration of each wound is reduced by 1 round; furthermore the duration is reduced by an additional 1 round for every 5 by which he beats the DC. A monk must have the kyton pact insight before selecting this insight.

Ki mirror of the skies (Su)*: when performing a flurry, a monk with this insight may spend 1 *ki* as a swift action to grant an enhancement bonus or magical weapon abilities to unarmed strikes, monk weapons and improvised weapons that he wields. The effect lasts 1 round and costs 1 *ki* per +1 bonus or its equivalent. At 14th level the monk may spend up to 2 *ki*, and at 18th level the monk can spend up to 3 *ki*. Unarmed strikes, improvised and normal weapons do not need a +1 enhancement bonus to receive magical weapon qualities from this insight and may receive qualities not normally available, such as granting *disruption* to slashing weapons. A monk must have the enhanced ki strike and one fist thousand forms insights before selecting this insight. A monk must be at least 10th level before selecting this insight. This is a deep insight.

Ki waterfall (Su)*: when a monk with this insight activates a *ki* ability while performing a flurry he gains a bonus to attack and damage equal to the number of *ki*

points spent for 1 round. A monk must be at least 4th level before selecting this ability. This is a deep insight.

Kitsune trickery (Ex)*: when a monk with this insight performs a feint, the result applies to all enemies adjacent to the monk. Additionally, when activating a *ki* ability the monk may perform a feint as a free action. A monk must have the hollow sutra insight before selecting this insight. This is a deep insight.

Kyton pact (Ex)*: when a monk with this insight takes lethal damage from any source, he may choose to take on a wound. Taking on a wound means the original damage is reduced by up to 50. The monk then loses 1 hit point and 1 additional hit point for every 5 damage prevented for the next 5 rounds on the start of his turns. This loss cannot be prevented, nor can it be stopped by magical or mundane healing. For example, a monk that would take 22 damage from a melee attack could choose to take on a wound to take only 0 damage immediately, and 5 damage each round for the next 5 rounds (regardless of DR or other considerations). A monk may initially have one wound at a time. At 10th and again at 16th level, the monk may take an additional concurrent wound. Each wound is tracked individually. A monk may meditate as a standard action to reduce the duration of a wound by 1 round. A monk must be at least 4th level before selecting this insight. This is a deep insight.

Maneuver flurry (Ex)*: a monk may perform a single combat maneuver as part of a flurry (even if that combat maneuver usually requires a standard action to perform). A monk must have the maneuver training insight before selecting this insight. A monk must be at least 4th level before selecting this insight. This is a deep insight.

Maneuver mastery (Ex): a monk with this insight may select a Greater maneuver feat without meeting the prerequisites of that feat. A monk must have the maneuver training insight before selecting this insight. A monk must be at least 6th level before selecting this insight.

Maneuver training (Ex): a monk with this insight may select a single Improved maneuver feat without meeting the prerequisites of that feat. A monk may select this insight any number of times. A monk must be at least 2nd level before selecting this insight.

Mantis rages (Ex): a monk with this insight gains Medusa's Wrath as a bonus feat. A monk must be at least 10th level before selecting this insight.

Mantle of the world (Su)*: a monk with this insight picks two energy types (acid, cold, electricity, fire) at 4th level and every four levels thereafter. He gains resistance 5 against the chosen energy types. He may choose the same energy type more than once, increasing the resistance to the energy type by 5 each time. The monk only benefits from the energy resistances granted by this insight in rounds in which he performs a flurry. A monk must be at

least 4th level before selecting this insight. This is a deep insight.

March of divine generals (Su): a monk with this insight can spend a standard action (or 1 *ki* as a swift action) to *air walk* for 1 round. He must reach a solid, level surface by the end of his turn or he will fall. A monk must be at least 10th level before selecting this insight. A monk must have the cloud leap and high jump insights before selecting this insight.

Martial training (Ex): a monk with this insight may consider half his monk levels as fighter levels for the purpose of qualifying for feats.

Meditation (Ex): a monk with this insight may spend a swift action to add an insight bonus to any d20 roll equal to the number of times he has this insight. He may do so three times a day. A monk may also spend 1 *ki* to activate this ability. A monk may take this insight any number of times.

Meditation of beasts (Su): a monk with this insight may spend 1 *ki* as a standard action to gain the effects of *beast shape I* for 1 minute. He may instead spend 2 *ki* to set the duration to 10 minutes; or 3 *ki* to set the duration to 1 hour. A monk must be at least 8th level before selecting this insight.

Meditation of fire (Su)*: a monk with this insight gains bonus fire damage to his unarmed strikes equal to the half the number of *ki* points currently in his *ki* pool (minimum 0). A monk must be at least 6th level before selecting this insight. This is a deep insight.

Meditation of presence (Ex): a monk with this insight gains a bonus equal to half his level on Perception checks to detect creatures. He may use his Wisdom modifier instead of his Charisma modifier on Intimidation checks.

Midnight lock (Ex): when a monk with this insight successfully stuns an enemy using Stunning Fist, that enemy is stunned for 1 additional round if its save failed by 5 or more. A monk must be at least 6th level before selecting this insight.

Monastic training (Ex)*: a monk with this insight may use the unarmed damage dice of a monk half his level instead of the normal weapon damage dice when flurrying with monk weapons or improvised weapons. A monk must have the meditation insight before selecting this insight. This is a deep insight.

Monkey's ambition (Ex): a monk with this insight gains Catch-Off Guard and Throw Anything as bonus feats.

Monkey foot (Ex)*: a monk with this insight may move half his speed at any point during a flurry; this movement provokes as normal. A monk must have the high jump and high tumble insights before selecting this insight. This is a deep insight.

One fist thousand forms (Ex): the unarmed strikes of a monk with this insight may deal bludgeoning, piercing or slashing damage, chosen as a free action. The monk uses

his monk level as his base attack bonus on attack rolls to confirm critical hits made with unarmed strikes.

One touch (Ex)*: a monk with this insight may use the Vital Strike feat instead of normal flurry attacks when doing a flurry. If he does so he may move up to his speed as part of the flurry and use Vital Strike once at any point in time during the flurry. The movement provokes attacks of opportunity as normal. At 12th level he may use Improved Vital Strike instead, and at 16th level he may use Greater Vital Strike instead. The monk may use these feats during a flurry even if he does not have the feats. The monk is still performing a flurry and as such can still take additional attacks granted from other sources such as *haste*, bonus attack from spending a *ki* point, and bane flurry. A monk must have the bend in the wind and one fist thousand forms insights before selecting this insight. A monk must be at least 8th level before selecting this insight. This is a deep insight.

Overwhelming spirit (Ex)*: shaken enemies within 10 ft of a monk with this insight remain shaken even if the duration of the shaken condition has expired. At 8th level and every 4 levels thereafter the range increases by 5 ft up to a maximum of 30 ft at 20th level. This effect persists while the monk is conscious. When a monk with this insight performs a flurry he may demoralize an enemy as a swift action, if he spends 1 *ki* as part of the swift action, then the Intimidate check is applied to all enemies within the range of his overwhelming spirit insight. A monk must have the meditation of presence insight before selecting this insight. This is a deep insight.

Overwhelming spirit, improved (Ex): when a monk with this insight uses overwhelming spirit, then shaken enemies within the area of effect of the overwhelming spirit insight cannot activate abilities that require a *ki* cost (though other abilities, such as *ki* strike, still function) nor can they cast spells defensively. A monk must have the meditation of presence and overwhelming spirit insights before selecting this insight.

Pain's edge (Ex): while a monk with this insight suffers from a wound, he gains an insight bonus to melee damage equal to the highest continuous damage suffered from a wound. A monk must have the kyton pact insight before selecting this insight.

Pain's limit (Ex): while a monk with this insight suffers from a wound, he gains DR/- equal to the highest continuous damage suffered from a wound. A monk must have the kyton pact insight before selecting this insight.

Pressure point flurry (Ex)*: while performing a flurry a monk with this insight gains 1d6 sneak attack (as the rogue class feature) at 6th level and an additional 1d6 sneak attack for every 4 levels thereafter to a maximum of 4d6 sneak at 18th level. A monk must be at least 6th level before selecting this insight. This is a deep insight.

Pressure point versatility (Ex): a monk with this insight gains a single rogue talent or ninja trick that modifies sneak attacks (such as the bleeding attack rogue talent). A monk must have the pressure point flurry insight before selecting this insight.

Prodigy of Battle (Ex): a monk with this insight uses his monk level as his base attack bonus for the purpose of meeting requirements of feats.

Prohibited elemental arts (Su): the monk gains additional benefits keyed to the element chosen for elemental awakening:

Air (void): as a swift action the monk may spend 2 *ki* to limit the air available to target creature within 30 ft. The creature is dazed unless it makes a Fortitude save to reduce the condition to staggered. Creatures that do not need to breathe are immune to this effect. Regardless of the save, the creature is also treated as if it were silenced.

Earth (metal): as a swift action the monk may spend 2 *ki* to control the metal on a target creature within 30 ft. The creature may make a Fortitude save to ignore this effect, if it fails, the creature cannot attack using weapons predominantly made of metal and furthermore the monk may ignore the creature's armor bonus to AC if the armor is predominantly made of metal.

Fire (energy): as a swift action the monk may spend 2 *ki* to consume target creature within 30 ft. All damage dealt by the monk against the target creature becomes force damage. Furthermore the creature must make a Fortitude save or suffer 1 Constitution damage for every successful melee attack against it made by the monk.

Water (blood): as a swift action the monk may spend 2 *ki* to create the effects of dominate person on a target creature within 30 ft; this effect is resisted using the target's Fortitude save rather than Will save.

In all cases the duration is 1 round and saves are made against a DC of 10 + 1/2 the monk's level + the monk's Wisdom modifier. A monk must have the elemental awakening, elemental force, elemental mastery and meditation insights before selecting this insight. A monk must be at least 14th level before selecting this insight.

Prudence (Ex)*: a monk with this insight reduces the cost of *ki* abilities by 1, to a minimum of 1 *ki*. A monk must have the meditation insight before selecting this insight. This does not allow the monk to exceed the effective limit of an insight; for example improved wholeness of body allows spending up to 3 *ki* to heal up to three times his level in hit points – prudence reduces this cost to 2 *ki*, it does not allow spending 3 *ki* to heal up to four times his level in hit points. A monk must be at least 6th level before selecting this insight. This is a deep insight.

Reach of heavenly kings (Ex)*: a monk with this insight increases the critical threat range of his unarmed strikes to 18-20. This does not stack with the Improved Critical feat or similar effects that increase critical threat range. A monk must have the fist of devas and meditation insights before selecting this insight. This is a deep insight.

Roaring lion hidden viper (Ex): when a monk with this insight successfully uses Stunning Fist on a creature, he may apply two conditions instead of just one condition (such as stunned and fatigued). A monk must be at least 4th level before selecting this insight.

Sage (Ex): a monk with this insight can make Knowledge checks untrained and may use his Wisdom modifier instead of his Intelligence modifier when making Knowledge checks.

Seal (Su): a monk with this insight may spend 2 ki as a swift action after successfully attacking a creature with an unarmed strike; the creature is subject to either *dismissal* or *dimensional anchor* (monk's choice) and may save as normal (DC 10 + 1/2 the monk's level + the monk's Wis modifier). A monk must have the transcendence insight before selecting this insight. A monk must be at least 10th level before selecting this insight.

Sensei (Ex): a monk with this insight adds Linguistics and all Knowledge skills to his class skills, and gains a bonus to Profession (teacher) checks equal to half his monk level.

Serenity (Ex): a monk with this insight gains a +1 bonus to all saves. At 12th level this bonus increases to +2. A monk must be at least 4th level before selecting this insight.

Seven-limbed god (Ex): a monk with this insight gains the Two-Weapon Fighting feat. For each of the feats Two-Weapon Fighting, Improved Two-Weapon Fighting and Greater Two-Weapon Fighting that he possesses, he considers his monk level 1 higher for the purpose of determining how many attacks his flurry class ability grants him. Additionally, when performing a flurry he is considered to be two-weapon fighting for the purpose of feats such as Two-Weapon Defense and Two-Weapon Rend.

Shadow fist (Su)*: a monk with this insight may spend 1 ki point as a swift action to freely attack with his flurry. Each flurry attack may be from anywhere within a 60 ft radius sphere of the initial position of the monk. The monk does not provoke attacks of opportunity during the flurry. At the end of his turn the monk may be positioned anywhere in a 60 ft radius sphere of the initial position of the monk. A monk must have the abundant step and abundant time insights before selecting this insight. This is a deep insight.

Skilled (Ex): a monk with this insight gains the Skill Focus feat, he must choose a class skill to associate with that feat. At 10th level the monk gains Skill Focus a second time, he must again choose a class skill for the feat.

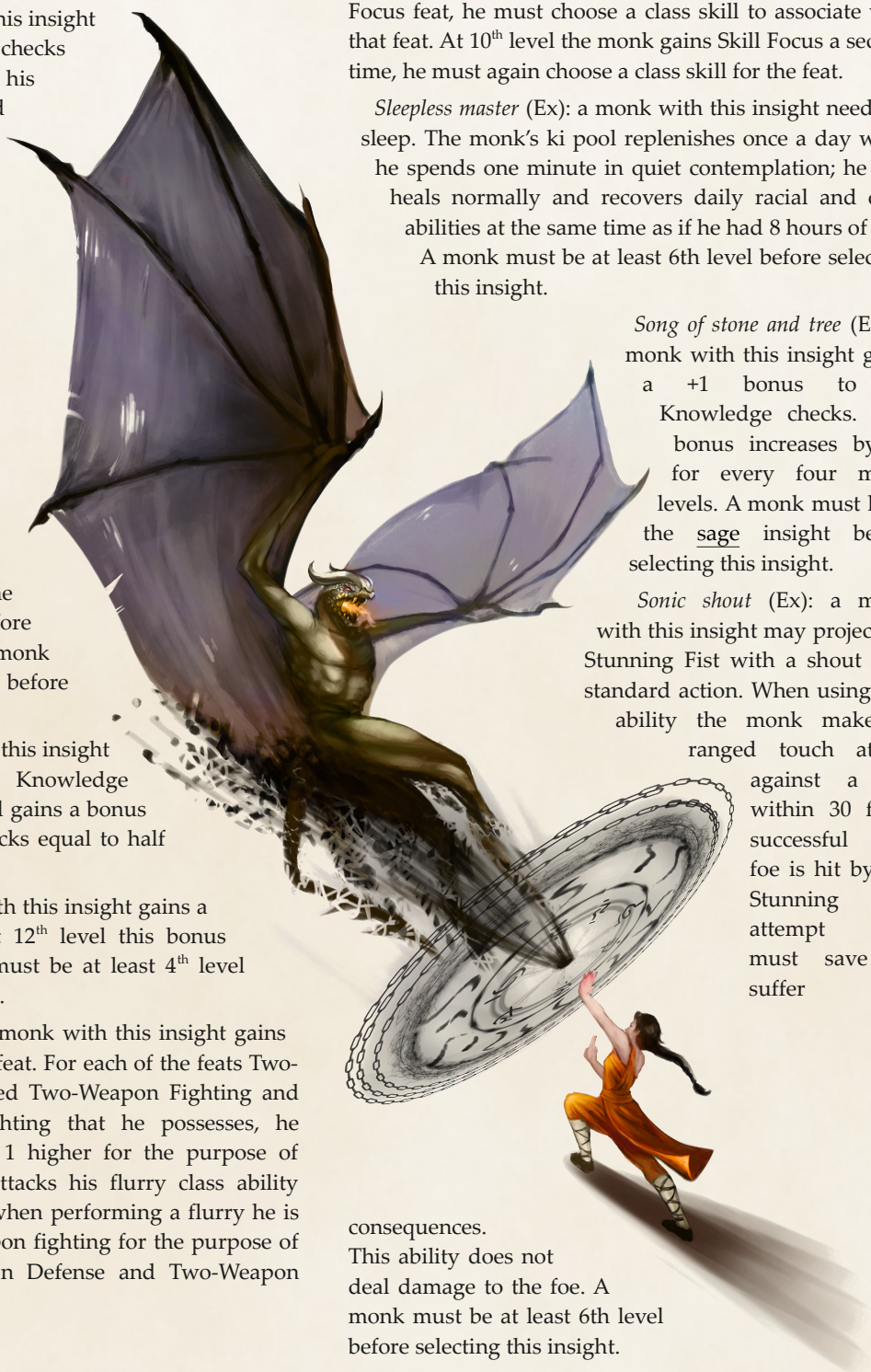
Sleepless master (Ex): a monk with this insight needs no sleep. The monk's ki pool replenishes once a day while he spends one minute in quiet contemplation; he also heals normally and recovers daily racial and class abilities at the same time as if he had 8 hours of rest.

A monk must be at least 6th level before selecting this insight.

Song of stone and tree (Ex): a monk with this insight gains a +1 bonus to all Knowledge checks. This bonus increases by +1 for every four monk levels. A monk must have the sage insight before selecting this insight.

Sonic shout (Ex): a monk with this insight may project his Stunning Fist with a shout as a standard action. When using this ability the monk makes a ranged touch attack against a foe within 30 ft, if successful the foe is hit by the Stunning Fist attempt and must save or suffer the

consequences. This ability does not deal damage to the foe. A monk must be at least 6th level before selecting this insight.



Sonic roar (Ex): a monk with this insight can spend 1 *ki* as a standard action to emit a deafening roar in a 30-foot cone. Everybody in the area of effect takes 1d6 sonic damage for every two monk levels and is deafened for 1 minute. A Fortitude save (DC 10 + half-monk-level + Wisdom modifier) halves the damage and negates the deafened condition. A monk must have the sonic shout insight before selecting this insight. A monk must be at least 12th level before selecting this insight.

Soul eruption (Su): when a monk with this insight confirms a critical hit with an unarmed strike, he deals bonus damage equal to twice the number of unspent *ki* points in his *ki* pool. A monk must have the frozen blood insight before selecting this insight.

Spectral flurry (Ex)*: when performing a flurry the monk's unarmed strikes gain the *ghost touch* and *limning* (see Ultimate Equipment) properties. This is a deep insight.

Spirit in all things (Su)*: while performing a flurry a monk with this insight treats monk weapons and improvised weapons that he wields as if they had the *ki focus* property. A monk must be at least 4th level before selecting this insight. This is a deep insight.

Spirit in slumber (Ex)*: when a monk with this insight successfully uses Stunning Fist on a creature, then that creature (in addition to the normal effects) cannot use the following abilities for 1 minute: channel positive or negative energy, lay on hands, touch of corruption, any abilities that require spending points from an arcane pool, and any abilities that require spending points from a *ki* pool (at a GM's discretion this insight may affect other abilities that rely on an inner pool of energy). A monk must have the one fist thousand forms and roaring lion hidden viper insights before selecting this insight. This is a deep insight.

Step in the stream (Ex): a monk with this insight may spend 2 *ki* as a full round action to gain an insight of his choice for 1 hour. The monk must meet the prerequisites of the insight selected. A monk must have the meditation insight before selecting this insight. A monk must be at least 4th level before selecting this insight.

Storm spirit (Ex)*: when a monk with this insight makes a successful flurry attack, he is granted one additional attack that round. He may not use an unarmed strike, nor a weapon that he has already used that round, but otherwise can use any light weapon for the additional attack (including non-monk and ranged weapons). If he makes two successful flurry attacks in a round, he may use any one handed weapon instead. If he makes three successful flurry attacks in a round, he may use any two-handed weapon instead. Storm spirit cannot grant more than one additional attack in a round. A monk must have the monkey's ambition insight before selecting this insight. This is a deep insight.

Strike the gong (Ex)*: a monk with this insight may spend a swift action to gain a +1 bonus to attack and damage to a single attack made before the end of his turn. The bonus to attack and damage increases by +1 for every four monk levels. This is a deep insight.

Study of perfection (Ex): a monk with this insight gains an additional favored class bonus for every level of monk he possesses. The monk must take two distinct favored class bonuses each level. A monk must have the serenity insight before selecting this insight.

Stun specialist (Ex): a monk with this insight uses his monk level to determine his base attack bonus for the purpose of Stunning Fist attacks, additionally his Stunning Fist DC is increased by +2 (this does not stack with other increases to Stunning Fist DC).

Style training (Ex): a monk with this insight may select a single style feat or feat in a style's path. He must meet the prerequisites of that feat. A monk may select this insight any number of times.

Style mastery (Ex): a monk with this insight may select a single style feat, or feat in a style feat's path, without meeting the prerequisites of that feat. A monk must have the formless stance insight before selecting this insight. A monk must be at least 4th level before selecting this insight.

Thread in the tapestry (Su): while performing a flurry and using overwhelming spirit a monk with this insight gains blindsight to the range of 5 ft, as well as blindsense to the range of his overwhelming spirit insight. A monk must have the meditation of presence and overwhelming spirit insights to select this insight. A monk must be at least 12th level before selecting this insight.

Transcendence (Ex): a monk with this insight is immune to the fatigued and shaken conditions. A monk must be at least 8th level before selecting this insight.

Transcendence, improved (Ex): a monk with this insight is immune to fear and exhaustion. A monk must have the transcendence insight to select this insight. A monk must be at least 14th level before selecting this insight.

Twin dragon (Ex)*: when a monk with this insight performs a flurry, he may take an additional swift action that turn. A monk must be at least 8th level before selecting this insight. This is a deep insight.

Two thunders (Ex)*: a monk with this insight that performs a flurry may use the Stunning Fist feat one additional time each round. Each use of Stunning Fist counts against the monk's daily uses. A monk must have the stun specialist insight before selecting this insight. A monk must be at least 6th level before selecting this insight. This is a deep insight.

Typhoon dance (Ex)*: a monk with this insight may use the Cleave feat instead of the normal flurry attacks when doing a flurry. At 4th level he may use Great Cleave instead. At 8th level he may use Cleave twice instead. At

12th level he may use Great Cleave twice instead. At 16th level he may use Cleave three times instead. At 20th level he may use Great Cleave three times instead. The monk may use these feats during a flurry even if he does not have the feats. The monk is still performing a flurry and as such can still take additional attacks granted from other sources such as *haste*, bonus attack from spending a *ki* point, and bane flurry. This is a deep insight.

Versatile flurry (Ex)*: a monk with this insight may use improvised weapons when performing a flurry. A monk may select this insight a second time to flurry with any simple weapon, a third time to flurry any martial weapon, and a fourth time to flurry any exotic weapon. Additional selections of this insight do not count against the number of deep insights applied. A monk must have the monkey's ambition insight before selecting this insight. This is a deep insight.

Void fist (Ex)*: when a monk with this insight confirms a critical hit with an unarmed strike, he may regain one spent *ki* point. A monk must be at least 6th level before selecting this insight. This is a deep insight.

Vow of poverty (Ex): a monk who gains this insight may immediately gain another insight, he also gains the study of perfection insight and gains additional insights for every 3 monk levels. A monk with this insight may never own more combined wealth than the wealth-by-level guidelines for a character half his level (and never more than a 10th level character).

Water shatters stone (Ex)*: when a monk with this insight performs a flurry, he gains a +1 bonus to attack and damage for each successful flurry attack by the monk

that turn. The bonus lasts until the start of the monk's next turn. This is a deep insight.

Well voiced (Ex): a monk with this insight adds Diplomacy and Knowledge (nobility) to his class skills and may use his Wisdom modifier instead of his Charisma modifier when making Diplomacy checks.

Wholeness of body (Su): a monk with this insight can heal a number of hit points of damage equal to his monk level by spending 2 *ki* points as a standard action. A monk must be at least 6th level before selecting this insight.

Wholeness of body, improved (Su): the use of the wholeness of body insight improves; a monk with this insight can spend 1, 2, or 3 *ki* as a swift action to heal a number of hit points of damage equal to his monk level times the number of *ki* points spent. By spending a standard action instead of a swift action he can apply the healing to another creature. A monk must have the wholeness of body insight before selecting this insight.

Whisper step (Ex): a monk with this insight may take one additional 5 ft at any time during his flurry when making use of the between the reeds insight. A monk must have the between the reeds insight before selecting this insight.

Wilderness adept (Ex): a monk with this insight adds Survival to his class skills. Additionally he gets a bonus to Swim and Climb checks equal to half his monk level.

Zen archer (Ex)*: a monk with this insight may perform a flurry with a bow. A monk must be at least 4th level before selecting this insight. This is a deep insight.



Additional Options

This section introduces new feats and alternate favored class options. Unlike normal favored class bonuses, most of the options offered here possess prerequisites that must be met before the favored class bonus can be taken.

New feats

Beyond Order

Your steadfast path in life allows you to embrace aspects of order even in the turmoil of chaos.

Prerequisites: Wis 15.

Benefit: You may take up to 2 levels in the monk class without meeting the alignment restriction of the monk class.

Special: You may take this feat a second time, if you do, you may take up to 6 monk levels without meeting the alignment restriction of the monk class. Similarly, you may take this feat a third time for up to 12 monk levels, and a fourth time for up to 20 monk levels.

Contemplative Life

Your constant musings and thoughts on philosophy grant you an affinity to the ways of the monk.

Prerequisites: Wis 15.

Benefit: You may count half of your non-monk levels as monk levels for the purpose of meeting the prerequisites of insights and to determine the benefit of insights you possess.

Extra Insight

You have unlocked a new insight.

Prerequisite: Monk level 1.

Benefit: You gain one insight.

Special: You can gain Extra Insight multiple times.

Ki Craft

Over time you can invest a significant portion of yourself into crafting a magical item.

Prerequisites: Wis 15, monk level 5th.

Benefit: You are considered to possess the feats Craft Wondrous Item and Craft Arms and Armor for the purpose of meeting the requirements of crafting magical items – though you must still meet any other requirements, such as spells. Items crafted using Ki Craft do not require any gold (though other special materials still need to be provided), instead you spend 1 *ki* per 1,000 gp of the crafting cost. You must meditate 8 hours per 1 *ki* invested in this way and can only invest 1 *ki* per day. *Ki* invested in this way cannot be recovered until the item reverts to a mundane item. You can release the invested *ki* as a free action – thereby reverting the item to a mundane

item – but can only recover the *ki* when you would normally regain *ki*. The item functions as a magical item only for you and is considered a mundane item for all other purposes (including its value and *detect magic*). Your caster level is equal to your monk level for the purposes of this feat.

Special: You may take this feat once for every 4 monk levels you possess, each time the value of 1 *ki* invested increases by 1,000 gp.

Monk Combat Legacy

No matter where life takes you, you still hone the combat forms of the monk.

Prerequisite: Monk level 4, Wis 15, Contemplative Life.

Benefit: You may count half of your non-monk levels as monk levels for the purpose of determining how many attacks your flurry class ability grants.

Musings Of A Monk

Exposure to the mystic thoughts and disciplined training of monks have granted you a small measure of insight.

Prerequisites: Wis 13.

Benefit: You gain one monk insight that you qualify for. The insight may not be a deep insight, nor may it grant access to (or uses of) deep insights (such as drunken master). Unless you have monk levels, you are considered a first level monk for the purpose of determining the benefits of the insight you choose.

Style Shift (Combat)

Your mastery of many styles allows you to shift between styles to catch opponents unprepared.

Prerequisites: Wis 13, Improved Unarmed Strike, two or more style feats, base attack bonus +6 or monk level 5th.

Benefit: When you change styles you additionally gain a +1 bonus to attacks and AC for one round. This bonus does not stack with itself, but increases by +1 for every four style feats that you possess (note that only the base feat in a style counts as a style feat, not feats that have a style feat as a prerequisite).

Thought Made Flesh

For a short while your contemplations culminate in a state of heightened awareness.

Prerequisites: Wis 15, Contemplative Life.

Benefit: When you gain this feat choose a deep insight. Once a day you may meditate as a full-round action, upon completion you gain the benefits of the chosen insight for two minutes. During this time, when you use the full attack action you are considered to be performing a flurry for the purposes of the chosen insight.

New Favored Class Options

Additional insight: the monk gains +1/8 of a new insight. Requires the monk to have a Wisdom score of at least 15.

Additional quivering palm: the monk gains +1/6 additional quivering palm attacks each day. The monk may take this favored class bonus from level 1, but he only benefits from this bonus once he gains the quivering palm class ability. Requires the monk to have a Wisdom score of at least 15.

Additional stun: the monk gains +1/2 additional Stunning Fist attacks each day. Requires that the monk has the stun specialist insight.

Body without limit: the monk may use an additional swift action +1/6 times a day while performing a flurry. Requires the monk to have a Dexterity score of at least 17.

Clarity of mind: the monk adds +1/8 to his monk level for the purpose of determining the benefits of insights he possesses. Requires the monk to have the enlightenment insight and a Wisdom score of at least 17.

Crack the core: the hardness of objects is considered 1/2 less for the monk's unarmed strikes. Requires the monk to have the one fist thousand forms insight.

Diverse bane: the monk gains +1/6 of the bane flurry insight. Requires the monk to have the bane flurry insight and a Wisdom score of at least 15.

Drunken revelry: the monk adds +1/3 to the number of rounds that the benefits of the drunken master insight last. Requires the monk to have a Constitution score of at least 15.

Fatal finish: the monk adds +1 to the damage dealt on a critical hit with an unarmed strike (this damage is not multiplied on a critical hit). Requires the monk to have the one fist thousand forms insight.

Gifted: the monk adds +1/4 to his monk level for the purpose of determining what insights he qualifies for. Requires the monk to have at least three attributes with a score of at least 15.

Glimpse of understanding: the monk may use an additional deep insight for 1 round a day (declared as a free action). Requires the monk to have a Wisdom score of at least 15.

Whole body: the monk heals +1 additional hit point when he uses the wholeness of body or improved wholeness of body insights. Requires the monk to have a Constitution score of at least 15.

Heightened acceleration: when the monk uses *ki* to increase his movement speed the duration is increased by +1/2 rounds. Requires the monk to have a Dexterity score of at least 15.

Heightened impact: the monk gains +1 to damage on the additional attack granted when using *ki* to gain one

additional attack. Requires the monk to have a Constitution score of at least 15.

Heightened reaction: the monk gains +1/3 dodge AC when using the *ki* dodge ability. Requires the monk to have a Dexterity score of at least 15.

Maneuver expertise: add +1/4 to the monk's CMD. Requires the monk to have a Wisdom score of at least 15.

Meditative fortitude: the monk gains +1/4 to Fortitude saves. Requires the monk to have the meditation insight.

Meditative reflex: the monk gains +1/4 to Reflex saves. Requires the monk to have the meditation insight.

Meditative will: the monk gains +1/4 to Will saves. Requires the monk to have the meditation insight.

One with the flow: add +1 hour to the duration of the step in the stream insight. Requires the monk to have a Wisdom score of at least 15.

Persistent fortitude: the monk reduces the duration of harmful effects that require a Fortitude save (such as poison) by +1/4 round; this cannot reduce the duration to less than one round. Requires the monk to have a Constitution score of at least 15.

Persistent reflex: the monk reduces any damage taken that requires a reflex save by 1 (minimum 0). Requires the monk to have a Dexterity score of at least 15.

Persistent will: the monk reduces the duration of harmful effects that require a Will save (such as *hold person*) by +1/4 round; this cannot reduce the duration to less than one round. Requires the monk to have a Wisdom score of at least 15.

Physical projection: increase the range of insights with a range (such as the advice, hand of oni and overwhelming spirit insights) by +1. In combat this option has no effect unless the monk has selected it five times (or another increment of five). Requires the monk to have a Constitution score of at least 17.

Seek perfection: increase the DC of monk class abilities and insights by +1/6. Requires that each attribute of the monk has a score of at least 13.

Speed of thought: add +2 to the monk's base speed. In combat this option has no effect unless the monk has selected it five times (or another increment of five). This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature. Requires the monk to have the faster movement insight and a Dexterity score of at least 17.

Temple shadow: add +1/2 to the monk's Stealth checks. Requires the monk to have Dexterity and Wisdom scores of at least 15.

Tranquillity: the monk gains +1/5 of the meditation insight. Requires the monk to have the meditation insight.

Sample Monks

In this section a variety of monk NPCs are presented that showcase the redesigned monk class from a young novice to a venerable master. The sample monks make it easy for a GM to add monk encounters at all levels of play.

All NPCs make use of the elite array (15, 14, 13, 12, 10, 8) which is equivalent to a standard 15 point buy. NPCs range from CR ½ to CR 18. NPCs below level 10 are presented as generic characters; from level 10 onwards they are described as specific NPCs – though a GM is free to use the sample monks in any way that suits her game.

No archetypes are used, each sample monk is the product of the redesigned monk class presented in this text; though the sample monks may make use of feats and magic items from other sources.

Young Novice

CR 1/2

XP 200

Human monk 1

LN Medium humanoid (human)

Init +2; Senses Perception +6

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 Dex, +1 dodge, +2 Wis)

hp 12 (1d8+4)

Fort +3, Ref +4, Will +4

OFFENSE

Speed 30 ft.

Melee unarmed strike +2 (1d6+2) or flurry +2 (1d6+2)

Special Attacks flurry, stunning fist (1/day, DC 12)

STATISTICS

Str 15, Dex 15, Con 12, Int 10, Wis 14, Cha 8

Base Atk +0; CMB +2; CMD 17

Feats Deflect Arrows, Dodge, Extra Insight, Improved Unarmed Strike, Stunning Fist, Toughness

Skills Acrobatics +5, Climb +6, Escape Artist +6, Knowledge (religion) +4, Perception +6

Languages Common

SQ bend in the wind, dry in the rain

Combat Gear *potion of cure light wounds*

A young novice has spent barely a year in a monastery under the strict tutelage of his masters. The fruits of his labors are barely beginning to show, but he is in excellent physical condition. His training regimen includes a minimalist diet of grains and pulses and hours of physical training that starts well before dawn and lasts until just before the sun sets.

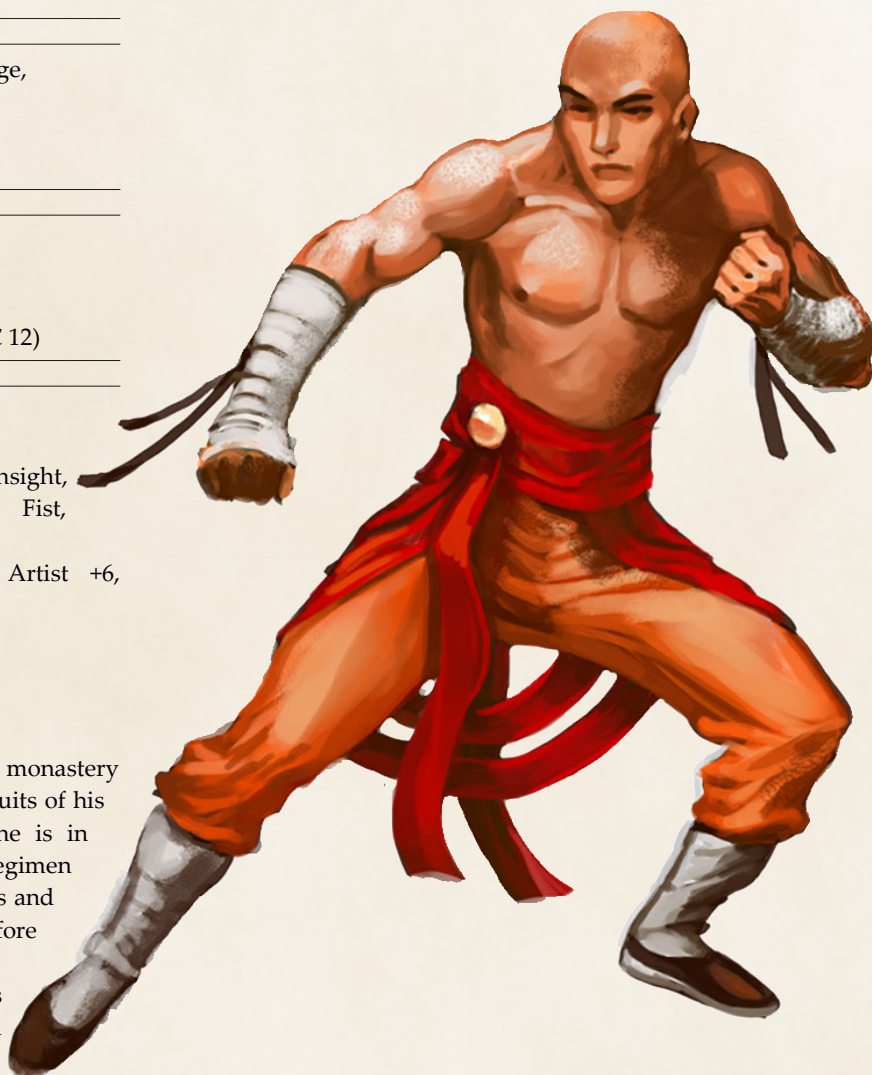
The life of a young novice in a monastery is highly structured. It offers simplicity and

discipline coupled with repetitive tasks that tax the body and clear the mind. Over time the monk will learn to specialize, seeking a balance between the perfection of body and spirit unique to himself – but for now the young novice learns primarily that to build a great palace it is necessary to first lay a solid foundation.

Suggested encounters

Young novices are generic low-level monks, suited to round out the population of NPCs in controlled environments such as monasteries and temples. They possess above average hit points, armor class and saves relative to other creatures of their CR. This, coupled with the ability to deflect ranged attacks, ensures that an encounter with a group of young novices is not resolved quickly.

Young novices make excellent body guards. They are not lethal combatants, but their ability to survive makes them an effective barrier behind which more important NPCs can survive with relative certainty. A group of young novices that have been given potions of *mage armor* can be extremely difficult to defeat, treat such monks as CR 1 instead of CR 1/2.



Tiger in Waiting

CR 3

XP 800

Human monk 4

LE Medium humanoid (human)

Init +4; **Senses** Perception +9

DEFENSE

AC 19, touch 18, flat-footed 14 (+1 armor, +4 Dex, +1 dodge, +1 monk, +2 Wis)

hp 27 (4d8+4)

Fort +5, **Ref** +8, **Will** +6; +2 vs enchantments

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee unarmed strike +8 (1d8) or

flurry unarmed strike +8/+8 (1d8+4)

Ranged masterwork shuriken +8 (1d2 plus poison) or

flurry masterwork shuriken +8/+8 (1d2 plus poison)

Special Attacks flurry, stunning fist (4/day, DC 14)

TACTICS

Before Combat When a Tiger In Waiting has time to prepare for combat, he applies poison to his shurikens.

During Combat A Tiger In Waiting focuses on his objectives in combat and will retreat once those are accomplished or he deems them unachievable for the moment. While he remains in combat he relies on the

ki dodge ability, the duration of which is 2 rounds due to his endless summer insight. If heavily pressed a Tiger In Waiting uses *ki* dodge on consecutive turns, thereby stacking the total dodge bonus to +9.

Morale A Tiger In Waiting retreats when his objectives are met or if he is not close to achieving his objectives after 5 rounds.

STATISTICS

Str 10, **Dex** 18, **Con** 12, **Int** 13, **Wis** 14, **Cha** 8

Base Atk +3; **CMB** +3; **CMD** 21

Feats Dodge, Extra Insight, Improved Unarmed Strikes, Stunning Fist, Weapon Finesse, Weapon Focus (unarmed strikes)

Skills Acrobatics +11, Climb +5, Perception +9, Sense Motive +9, Stealth +11, Survival +6, Swim +5

Languages Common, Sign-Language

SQ bend in the wind, cat's paw strikes, cat turns tiger, endless summer, fast movement, ki pool (4 points, magic), slow fall 20 ft., still mind

Combat Gear black adder venom (2 doses), *potion of cure light wounds* (2); **Other Gear** *bracers of armor* +1, *mwk shuriken* (5)

Tigers In Waiting are shock troops. They usually are in the employ of warlords, though occasionally they see opportunity to act as mercenaries. Assassinations and sabotage are their forte. They act with patience and foresight; when they choose to strike their attacks are swift and ruthlessly efficient. The dogged perseverance and dedication to their objective has given Tigers In Waiting a reputation for cruel infallibility.

The perceived unrelenting nature of these warriors is due to their method of operation. A Tiger In Waiting frequently acts independently or in a small cell; he is required to fend for himself even in harsh environments in pursuit of his goal. As such they have learned to make a little go a long way.

Suggested encounters

Tigers In Waiting are dangerous and should be used with caution. Both their offense and their defense is formidable. Typically Tigers In Waiting are not tasked with attacking a party of PCs, instead they have specific objectives such as assassination, sabotage, kidnapping or theft.

Tigers In Waiting pursue their objectives and swiftly retreat once they have achieved their goal. An effective strategy that Tigers In Waiting may employ is to ambush the PCs with two members as a diversion, while a third Tiger In Waiting stealthily achieves the true objective.



Peaceful Master

CR 6

XP 2,400

Human monk 7

LG Medium humanoid (human)

Init +2; **Senses** Perception +11

DEFENSE

AC 18, touch 14, flat-footed 16 (+2 armor, +2 Dex, +1 monk, +2 natural, +1 Wis)

hp 45 (7d8+7)

Fort +6, **Ref** +7, **Will** +6; +2 vs enchantments

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 50 ft.

Melee unarmed strike +9 (1d10+4) or unarmed strike maneuver flurry +9/+9 (1d10+4 plus maneuver) or trip or disarm maneuver flurry +13/+13 (plus additional maneuver)

Special Attacks aspect of the monkey, aspect of the snake, flurry, maneuver flurry, stunning fist (7/day, DC 14)

TACTICS

Before Combat If engaging in life-threatening combat, a peaceful master will make use of her potion of *barkskin* (reflected in the defenses above).

During Combat A peaceful master relies on her combat maneuvers to keep her safe from harm. She will make disarm and trip attempts on her flurry attacks; and uses steal and dirty trick maneuvers with her bonus maneuver on a flurry. She uses maneuvers in preference to physical attacks and limits herself to non-lethal damage when appropriate.

Morale In serious situations a peaceful master will fight to the death to preserve the life of others; otherwise she will retreat when she judges the situation too dangerous to herself. A peaceful master gracefully admits defeat when she deems herself beaten.

STATISTICS

Str 18, **Dex** 14, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +11 (+13 dirty trick, disarm, steal, trip); **CMD** 25 (27 vs dirty trick, disarm, steal, trip)

Feats Combat Reflexes, Extra Insight (4), Improved Dirty Trick, Improved Disarm, Improved Steal, Improved Trip, Improved Unarmed Strike, Stunning Fist

Skills Acrobatics +12, Climb +8, Heal +8, Perception +11, Sense Motive +9, Swim +8

Languages Common

SQ aspect of the monkey, aspect of the snake, defensive maneuver training, fast movement, ki pool (4 points, cold iron, magic, silver), maneuver flurry, maneuver training (4), purity of body, slow fall 30 ft., still mind

Combat Gear *potion of barkskin*, *potion of cure moderate wounds*, tanglefoot bag; **Other Gear** bracers of armor +2

Peaceful masters often hold positions of seniority in monasteries. They follow a philosophy of harmony and typically are keen and able teachers, willing to demonstrate the physical form of their philosophies in friendly sparring matches.

A peaceful master is fond to point out that true strength comes from within, that a combatant who puts his or her faith into an object, be it a weapon, ingredients or a focus, can easily lose everything. With unnerving ease a peaceful master turns gravity against opponents and weapons into decorations.

Suggested encounters

The non-lethal nature of peaceful masters make them suitable encounters for a low-level party. Their mastery of combat maneuvers translates into potent melee-ranged battlefield control.

A peaceful master can come to the rescue of PCs that have gotten in over their heads. Alternatively a peaceful master can act as a mentor for one or more PCs.



Foul Ken Min

CR 9

XP 7,200

Male human monk 10

LN Medium humanoid (human)

Init +2; **Senses** Perception +15

DEFENSE

AC 17 touch 17, flat-footed 14 (+2 Dex, +1 dodge, +2 monk, +2 Wis)

hp 73 (10d8+20)

Fort +8, **Ref** +9, **Will** +9; +2 vs enchantments

Defensive Abilities deflect arrows, drunk god dances, evasion, snatch arrows; **Immune** disease, poison

OFFENSE

Speed 60 ft.

Melee unarmed strike +12/+7 (2d6+4)

or unarmed flurry +12/+12/+12 (2d6+4)

or unarmed bane flurry +12/+12/+12/+12 (2d6+4)

or unarmed bane mastery flurry +15/+15/+15/+15 (2d6+4)

Special Attacks bane flurry, bane mastery, flurry, stunning fist (10/day, DC 17)

TACTICS

Before Combat When possible, Ken Min uses the drunken master insight just before combat starts. He uses drunken master to acquire a bane flurry insight that is appropriate to the fight.

During Combat Ken Min is not afraid to have the fight brought to him, with Deflect Arrows and Snatch Arrows he can keep his distance and let enemies move to engage him in

melee. He then bane flurries and uses monkey foot and tumble to distance himself again. Any enemies he hits are disorientated by the drunk god dances insight, which increases his AC against them. He uses drunken master to acquire more bane flurry indiscriminately and if he has trouble hitting he uses step in the stream to acquire the appropriate bane mastery. He relies on his *ki* pool and Stunning Fist to round out his offense and defense. If he finds himself heavily pressured he uses the improved wholeness of body insight to keep alive.

STATISTICS

Str 18, **Dex** 14, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +7; **CMB** +9; **CMD** 28

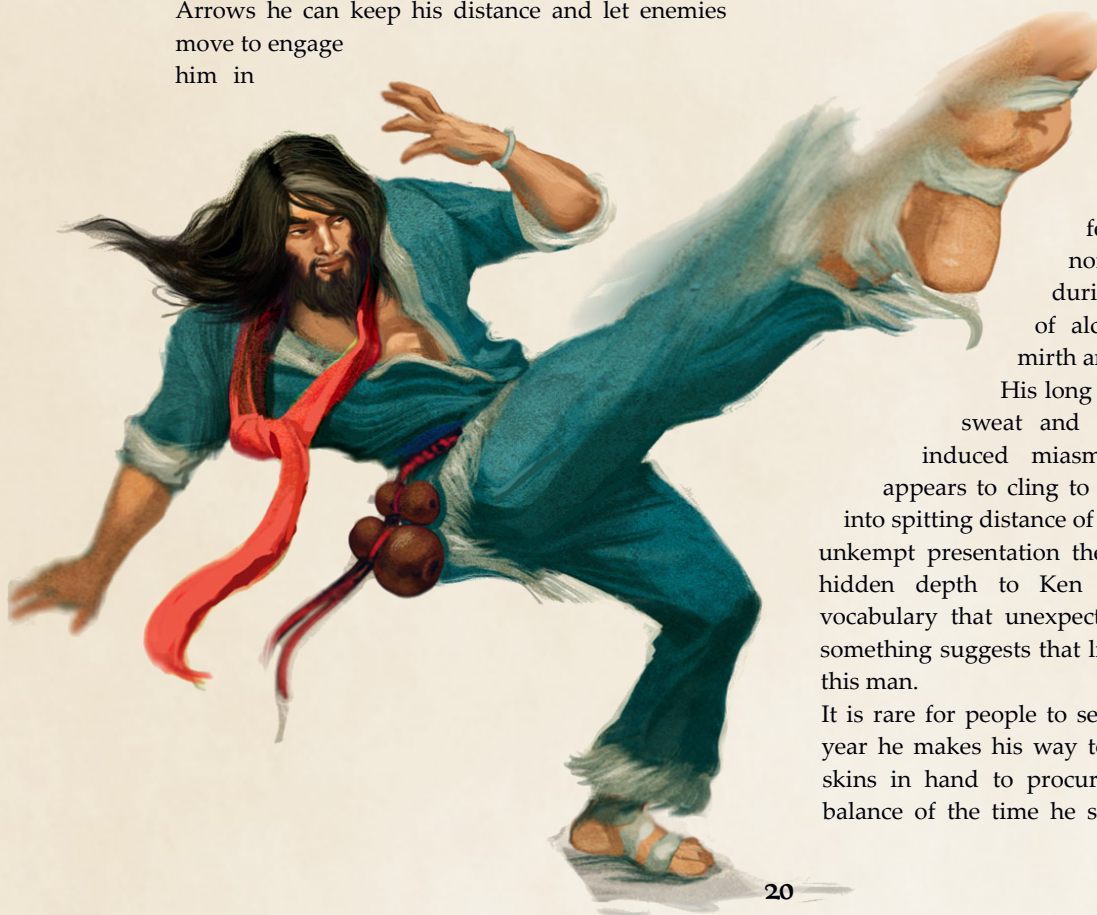
Feats Deflect Arrows, Dodge, Extra Insight (4), Mobility, Snatch Arrows, Weapon Focus (unarmed)

Skills Acrobatics +25 (+37 to jumping), Climb +17, Heal +10, Knowledge (nature) +8, Perception +15, Profession (brewer) +10, Survival +10, Swim +17

Languages Common

SQ bend in the wind, diamond body, drunk god dances, drunken master (2, 10 rounds), dry in the rain, fast movement, improved wholeness of body, high jump, high tumble, meditation, monkey foot, *ki* pool (7 points, cold iron, lawful, magic, silver), purity of body, slow fall 50 ft., step in the stream, still mind, study of perfection (+10 hit points), vow of poverty, wholeness of body, wilderness adept

Combat Gear gourds with home-brewed liquor (4), pouches of foul wine (2); **Other Gear** bottle of fine wine



“Foul” Ken Min shuns people, and others shun him in return. He is abrasive and rude when he has cause to speak; though he rarely utters more than a few near coherent grunts in normal situations. In contrast, during battle – under the influence of alcohol – he displays unusual mirth and even a slurred eloquence.

His long hair is a matted, thick mess of sweat and tangles. A constant alcohol-induced miasma wafts around him that appears to cling to objects and creatures that get into spitting distance of the man. However, despite his unkempt presentation there is a sense that there is a hidden depth to Ken Min: a refined posture, a vocabulary that unexpectedly exceeds the vernacular; something suggests that life was once very different for this man.

It is rare for people to see him, though at least once a year he makes his way to a settlement with pelts and skins in hand to procure a bottle of fine wine. The balance of the time he spends deep in the wilds. He

lives at a makeshift shelter to keep the worst of the elements at bay and has fashioned himself a rudimentary distillery that produces enough bitter alcohol to lull himself into a forgetful stupor most of the time.

Little light shines on his past, mostly just rumors; they speak of betrayal, of a demonic warrior, of banishment. A few years ago a militant looking group of half-a-dozen foreigners attempted to find him. They have not been heard from since. The only certainty is that the fine wine “Foul” Ken Min purchases never touches his lips, instead he slowly pours it onto the ground when the sun sets.

Suggested encounters

Ken Min typically avoids confrontations and even when intoxicated (his normal state of being) he is only minimally sociable. Although he does not welcome it, he will tolerate advances to jointly drink alcohol – and might warm up a little over the course of several hours of drinking.

There are certain people or factions which may want to get hold of Ken Min, either dead or alive. In the confines of a campaign Ken Min can serve the position of a banished noble man whose past is largely a secret. As such PCs may be contracted to capture Ken Min on a false charge. Such a task is suited to relatively low-level PCs (a party of four 6th to 7th level characters) as Ken Min would typically be encountered in isolation of other encounters, which somewhat mitigates his CR. He has no allies to support him in battle and he yields no appreciable treasure (on the grounds of his vow of poverty). Nonetheless he can be frustrating to fight as he is able to reduce the impact of ranged combatants due to his arrow deflecting and snatching abilities, furthermore he can distance himself from melee combatants without sacrificing his own ability to perform a flurry each round. If the PCs succeed in the capture of Ken Min, they can later discover that he is innocent of the charges brought against him and they may decide to stage a rescue attempt before it is too late.

Alternatively, a PC may want to seek out “Foul” Ken Min as a teacher. As unlikely as the dirty, smelly man may appear on the outside, he is a formidable martial artist and master of several advanced techniques. In campaigns where PCs need to study and train to improve, Ken Min can be an invaluable asset. However, any prospective student needs to be well-prepared, as Ken Min is a proponent of the hands-on approach to teaching.

Ranja of the Scorched Scroll

CR 12

XP 21,600

Female human monk 13

LE Medium humanoid (human)

Init +3; **Senses** Perception +22

DEFENSE

AC 35, touch 29, flat-footed 27 (+4 armor, +3 Dex, +1 deflection, +5 dodge, +1 insight, +3 monk, +2 natural, +6 Wis)

hp 81 (13d8+13)

Fort +11, **Ref** +13, **Will** +16; +2 vs enchantments

Defensive Abilities crane wing, evasion, serenity;

Immune disease

OFFENSE

Speed 70 ft.

Melee unarmed strike +11/+6 (2d6+2 plus meditation of fire)

or unarmed strike flurry +17/+17/+17/+17 (2d6+2 plus meditation of fire)

Special Attacks flurry, meditation of fire, stunning fist (13/day, DC 24), stun specialist, two thunders

TACTICS

Before Combat Ranja drinks her potions of *mage armor* and *barkskin* before combat. She never attacks from an ambush, instead she will declare herself before combat starts; she expects the same from others and will be merciless when she finds that expectation betrayed.

During Combat Ranja always fights defensively (already reflected in the statistics). She has a very large *ki* pool, but rarely sees the need to make use of her *ki* powers – as the meditation of fire insight grants more damage to her unarmed strikes with a larger pool of available *ki*. She gets a +4 bonus to attack on Stunning Fist attacks, and can make two Stunning Fist attacks a round when flurrying. She aggressively uses her powers, placing preference on single targets that she deems susceptible to Stunning Fist and fire attacks.

Morale Ranja is confident in her defenses and does not flee a battle unless she's desperate or feels that she is out of her depth.

STATISTICS

Str 12, **Dex** 16, **Con** 13, **Int** 10, **Wis** 22, **Cha** 8

Base Atk +9; **CMB** +10; **CMD** 40

Feats Crane Riposte (UC), Crane Style (UC), Crane Wing (UC), Dodge, Extra Insight (3), Extra Ki (2), Improved Unarmed Strike, Mobility, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +19, Climb +5, Knowledge (history, religion) +11, Knowledge (others) +8, Perception +22, Sense Motive +22, Swim +5

Languages Common

SQ abundant step, bend in the wind, contemplation without limit, fast movement, ki pool (16 points, cold iron, lawful, magic, silver), meditation of fire, purity of body, sage, fight without thought, serenity, slow fall 60 ft., still mind, stun specialist, style training, two thunders

Combat Gear *potion of barkskin*(2), *potion of mage armor*(2);

Other Gear *amulet of mighty fists* +1, *belt of incredible dexterity* +2, *dusty rose prism ioun stone*, *headband of inspired wisdom* +2, *ring of protection* +1

Ranja, of the Scorched Scroll, is the leader of a loosely associated group of specialist combatants. The group has become known as the Scorched Scroll after a risky though ultimately successful mission that included the infiltration and destruction of the private library of a wizard king – and survival of the subsequent headhunt.

Ranja follows a set of strict principles and values that she applies to both herself and others; but this philosophy of order does not extend beyond individuals: she has no social conscience and sells her skills to the highest bidder, both the righteous and the repugnant.

The price to hire her and her associates is exceptional but also uncertain: it varies from contract to contract and cannot be measured in gold. Rare opportunities and unique gifts are her currency of choice. The details are not known, but on the day Ranja received the compensation for the Scorched Scroll operation the chime of tiny bells was heard throughout the day all over the land.

Suggested encounters

Ranja, and her associates in the group known as the Scorched Scroll, are well suited to be recurring rivals in an ongoing campaign. They are better suited as rivals than as villains in the sense that Ranja's methods of operation and goals are not sinister and she –

and by extension the Scorched Scroll – would rarely have cause to fight a party of PCs to the death.

Instead specific goals between PCs and Ranja may be at odds and cause the two forces to clash. For example, Ranja and the Scorched Scroll may have been contracted to acquire a rare sample of an endangered species – where the PCs may be hired to protect or recover that sample. Conversely, the PCs may be on a quest to find an artifact or solution which the Scorched Scroll have been charged with protecting.

The players may initially be introduced to Ranja at relatively low levels – perhaps as low as level 8 – in an encounter that does not pit Ranja and the PCs directly against each other, but in a competition for a goal.

Subsequent encounters between the players and Ranja can gradually introduce additional members of the Scorched Scroll to slowly escalate the CR of encounters without the need to level individual members of the Scorched Scroll.

A successful rivalry requires two important ingredients: memorable characters and both victories and defeats between the rival parties. While each encounter is intense and important, no single encounter carries the weight of a campaign and thereby force a definitive conclusion of the rivalry.

Members of the Scorched Scroll are all, similar to Ranja herself, specialist combatants that bring unique qualities to the group – both in terms of combat

strength as well as personality. Furthermore the group is only loosely associated with each other, thereby allowing a little variation between what members are employed in particular operations. It is readily possible for PCs to meet members of the Scorched Scroll in ordinary situations well before they are exposed in a combat encounter; and likewise it is possible for members of the Scorched Scroll to be present at an encounter without actually participating in it.

Should the PCs, or a particularly PC, earn the respect of Ranja it is certainly possible for Ranja and the Scorched Scroll to act in favor of the PCs in a *deus ex machina* as a token of her appreciation of their rivalry. Likewise it is possible for the PCs to hire the services of the Scorched Scroll, provided that they can offer Ranja something truly outstanding that would pique her interest. Such an endeavor may be a quest arc onto itself.



Mikail, The Laughing Jug

CR 15

XP 64,800

Male human monk 16

LN Medium humanoid (human)

Init +3; **Senses** Perception +22

DEFENSE

AC 29, touch 23, flat-footed 25 (+4 armor, +3 Dex, +1 deflect, +1 dodge, +1 insight, +4 monk, +2 natural, +3 Wis)

hp 131 (16d8+48)

Fort +16, **Ref** +17, **Will** +17; +2 vs enchantment

Defensive Abilities evasion, spell resistance 26;

Immune disease, poison

OFFENSE

Speed 80 ft.

Melee unarmed strike +17/+12/+7 (2d10+5)

or improvised +17/+12/+7 (2d6+5)

or unarmed flurry +17/+17/+17/+17/+17 (2d10+5)

or improvised flurry +17/+17/+17/+17/+17 (2d6+5)

Special Attacks aspect of the monkey, quivering palm strike (1/day, DC 21), shadow fist, stunning fist (16/day, DC 21)

TACTICS

Before Combat Mikail drinks his potions of *mage armor* and *barkskin* before combat.

During Combat Mikail specializes in fighting with other peoples' weapons. While on the defensive he disarms and sunders weapons, armor and items of foes he fights. Using the shadow fist insight he can cherry pick which enemies to engage and stay out of harms way; items that he steals he conveniently discard out of reach of his foes. He keeps the most promising weapon and proceeds to flurry with it as an improvised weapon. In Mikail's hands any improvised weapon deals 2d6 damage, and if it is a magical weapon it retains those properties. For example, a +1 flaming falcata (1d8/19-20 x3) becomes a +1 flaming improvised weapon (2d6) that only threatens a critical hit on a natural 20 and only has a x2 critical multiplier when wielded by Mikail. Furthermore, due to the spirit in all things insight, any improvised weapon Mikail wields possesses the *ki focus* property

and thus bypasses DR and hardness as his *ki* strike. Due to aspect of the monkey he receives a +4 bonus to attack on combat maneuvers. He uses Stunning Fist to blind enemies susceptible to the attack.

Morale Mikail knows when he's beaten and will use abundant step to escape if necessary – but not before acknowledging the victor and leaving a prize (often a weapon or item that he acquired during the fight).

STATISTICS

Str 20, **Dex** 16, **Con** 14, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +12; **CMB** +21 (+25 disarm, +23 sunder); **CMD** 40 (42 vs disarm, sunder)

Feats Catch Off Guard, Dodge, Improved Disarm, Improved Sunder, Improved Unarmed Strike, Mobility, Stunning Fist, Throw Anything, Toughness

Skills Acrobatics +22, Climb +16, Perception +22, Sense Motive +22, Swim +16, Use Magic Device +15

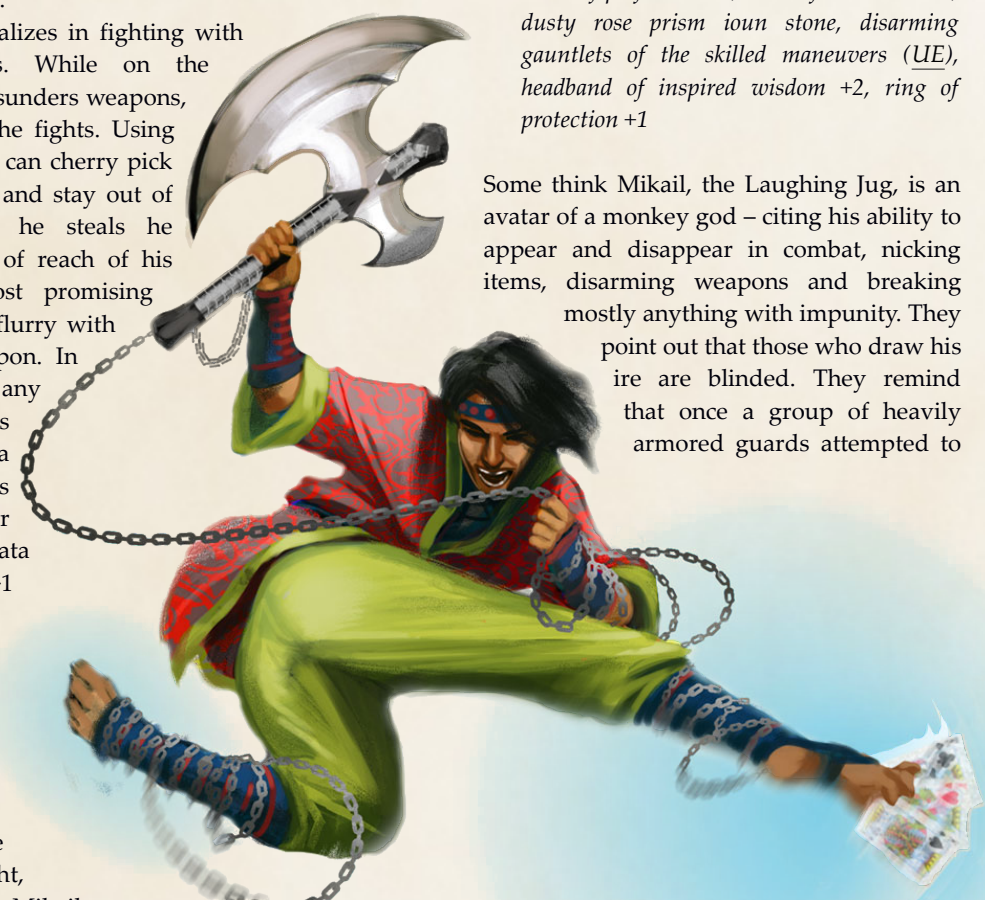
Languages Common

SQ abundant step, abundant time, aspect of the monkey, bend in the wind, diamond body, diamond soul, contemplation without limit, ki pool (11 points, adamantite, cold iron, magic, lawful, silver), maneuver training (2), meditation, monastic training, monkey's ambition, serenity, shadow fist, slow fall 80 ft., spirit in all things, still mind, versatile flurry

Combat Gear *potion of barkskin*(2), *potion of mage armor*(2);

Other Gear *belt of perfection* +2, *cloak of resistance* +2, *dusty rose prism ioun stone*, *disarming gauntlets of the skilled maneuvers* (UE), *headband of inspired wisdom* +2, *ring of protection* +1

Some think Mikail, the Laughing Jug, is an avatar of a monkey god – citing his ability to appear and disappear in combat, nicking items, disarming weapons and breaking mostly anything with impunity. They point out that those who draw his ire are blinded. They remind that once a group of heavily armored guards attempted to



arrest Mikail while he was bathing. The guards recall that he had grinned, taken off his loincloth, and used it to break the weapons, armor and clothes of the guards until they were as naked as him.

While all these events are certainly true, Mikail is not – to his knowledge – an avatar of any god.

Suggested encounters

Mikail is an encounter that should be used with caution. His ability to keep himself out of harms way while still being able to attack targets at will can be hard to compensate for – and likewise his good touch AC, formidable saves and high spell resistance make him relatively intractable to casters. To round off his arsenal of infuriating techniques he is able to disarm or sunder the most vital equipment of anybody he deems a threat.

In spite of his vexing ways, Mikail usually leaves disarmed items somewhere where they can be found later. Likewise, although he sunders with impunity, he usually only breaks items (as opposed to destroy them entirely).

Fortunately Mikail is not malicious or overly vengeful, and typically would not attempt to kill somebody. He has a pronounced mischievous streak and is somewhat prideful so will rarely back down from a challenge – but he always fights under his own terms and in a manner baffling most regular combatants.

Ideally PCs should encounter Mikail in a foreign city that they happen to be passing through – or alternatively in a very large metropolitan – to reduce the likelihood of repeated encounters. The charm and downside of using Mikail as an encounter is that he is best used in a once-off battle.

A potential way to have PCs encounter Mikail in combat is when guards try to arrest Mikail in a tavern that the PCs happen to attend; in desperation the guards may turn to the PCs for help. This gives the PCs a chance to see Mikail's fighting style in advance (such as sundering the guards' fullplate armor with a curtain, and apparently appearing to strike from multiple corners of the room at the same time) and a warning from the captain of the guard may encourage them not to fight with their weapons (on the risk of them being stolen or broken).

Should PCs endeavor to track down Mikail in contexts other than combat, he proves to be sociable and eager to mingle. He even acts as a teacher to willing students that are interested in duplicating his skills with improvised weapons including the ability to apply *ki* strike to wielded weapons. Mikail can also teach the shadow fist insight, but will only consider doing so for students that he deems worthy.

Chimon Everwatch

CR 18

XP 194,400

Venerable male halfling monk 19

LN Medium humanoid (halfling)

Init +9; **Senses** blindsense 25 ft., blindsight 5 ft., dark vision 60 ft., Perception +27 (+36 to detect creatures)

DEFENSE

AC 38, touch 32, flat-footed 28 (+4 armor, +9 Dex, +1 dodge, +1 deflect, +1 insight, +4 monk, +2 natural, +1 size, +5 Wis)

hp 155 (19d8+57)

Fort +18, **Ref** +23, **Will** +20; +2 vs enchantment, fear

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 80 ft.

Melee unarmed strike +30/+25/+20 (2d8+6)

or unarmed strike flurry +30/+30/+30/+30 (2d8+15)

Special Attacks cat's paw strikes, cat turns tiger, one fist thousand forms, one touch, quivering palm strike (1/day, DC 24), sneak attack 4d6, stunning fist (19/day, DC 24)

TACTICS

Before Combat Chimon activates his robe of blending to take the form of a small race with dark vision, he also drinks his potions of *mage armor* and *barkskin*, and applies the oil of *greater magic weapon* to his body.

During Combat When possible Chimon intimidates all foes within the reach of his overwhelming spirit and simultaneously uses kitsune trickery to feint adjacent foes. He then flurries with sneak attack. Shaken foes remain shaken within 25 ft. of Chimon, this forms part of his defense. He uses *ki* dodge to augment his defense and if enemies can hit him consistently also uses one touch to position himself safely between attacks.

Morale Chimon will not fight in a battle that does not favor him; nor will he remain in a protracted battle.

STATISTICS

Str 6, **Dex** 28, **Con** 16, **Int** 14, **Wis** 20, **Cha** 17

Base Atk +14; **CMB** +11; **CMD** 45

Feats Combat Expertise, Dodge, Extra Insight (7), Greater Feint, Greater Weapon Focus (unarmed strike), Improved Feint, Improved Unarmed Strike, Mobility, Weapon Finesse, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike)

Skills Acrobatics +30, Bluff +28, Climb +11, Intimidate +28, Perception +27 (+36 to detect creatures), Sense Motive +27, Swim +10

Languages Common, Dwarven, Elven, Halfling, tongue of the sun and moon

SQ abundant step, bend in the wind, cat's paw strikes, cat turns tiger, combat training, contemplation without limit, fast movement, hollow sutra, *ki* pool (14 points, adamantine, cold-iron, lawful, magic, silver), kitsune



trickery, martial training, meditation of presence, one fist thousand forms, one touch, overwhelming spirit, pressure point flurry, purity of body, slow fall 90 ft., still mind, thread in the tapestry, timeless body, tongue of the sun and moon

Combat Gear *oil of greater magic weapon*, *potion of barkskin*(2), *potion of cure moderate wounds* (2), *potion of cure serious wounds* (2), *potion of invisibility* (2), *potion of mage armor*(2); **Other Gear** +3 *amulet of mighty fists*, *belt of incredible dexterity* +6, *circlet of persuasion*, *cloak of resistance* +3, *dusty rose prism ioun stone*, *headband of inspired wisdom* +4, *pink rhomboid ioun stone*, *ring of protection* +1, *robe of blending*

Chimon grew up an orphan in what seemed a never-ending war. The horrors of battle, constant hunger and lingering fear burrowed deep scars into the psyche of the child. By the age of 9, desperate for food, he became a child soldier – acting as support and messenger. The years that followed stripped every last shred of innocence from him.

More than a century has passed since the war settled into an uneasy peace. Chimon has become a halfling who trades in certainties, specifically those certainties that ensure that he is still alive tomorrow. He leaves nothing

chance and minimizes any risks he must take. His eyes have an unyielding arctic depth and he exudes a terrifying presence that chills anybody that comes near him and distorts how he is perceived by others.

Suggested encounters

Under normal conditions there is little chance that a party of PCs would encounter Chimon – an unlikely exception is if Chimon is convinced that they are a threat to his future that he cannot simply avoid. In such a scenario Chimon would wait for an opportune moment to ambush the party and eliminate them one by one. He is not cruel, but cold and efficient.

A rare, but perhaps more plausible, way for PCs to encounter Chimon in combat is in the form of practice. He is still associated with various military groups and occasionally is asked to train promising candidates – Chimon indulges these requests on the grounds that they enhance the safety of the land and by extension his own well-being. Regular and even elite soldiers are exempt from such training, as Chimon is too overwhelming, but battle-proven champions have a chance to see him in action and live to tell the tale.

New Magic Items

Bands of Battle	PRICE VARIES
+1 bonus	4,000 GP
+2 bonus	16,000 GP
+3 bonus	36,000 GP
+4 bonus	64,000 GP
+5 bonus	100,000 GP
SLOT hands or feet	WEIGHT –
AURA faint evocation	CL 5th

These matted bands can be wrapped around either hands or feet. They grant a +1 to +5 enhancement bonus on all unarmed strikes (not just those done by hands or feet). Alternatively, these bands can grant melee weapon special abilities, so long as they can be applied to unarmed attacks. Special abilities count as additional bonuses for determining the market value of the item, but do not modify attack or damage bonuses. *Bands of battle* cannot have a modified bonus (enhancement bonus plus equivalents) higher than +5. *Bands of battle* do not need to have a +1 enhancement bonus to grant a melee weapon special ability.

If the wearer has a *ki* pool then *bands of battle* can be used in conjunction with an *amulet of mighty fists*. The enhancement bonuses to unarmed strikes do not stack for these two items, but weapon special abilities from both magic items can be used on unarmed strikes simultaneously.

CONSTRUCTION REQUIREMENTS	COST VARIES
Craft Wondrous Item, creator must be a monk	
+1 bonus	2,000 GP
+2 bonus	8,000 GP
+3 bonus	18,000 GP
+4 bonus	32,000 GP
+5 bonus	50,000 GP

Blindfold of Ki Sight	PRICE 16,000 GP
SLOT eyes	WEIGHT –
AURA strong transmutation	CL 11th

This black blindfold does not obscure normal vision but imposes a -5 penalty to Perception checks. When worn for at least a day the wearer gains blindsense 30 ft. The blindsense is limited to creatures with a *ki* pool as well as creatures that have been struck with a melee attack by a creature with a *ki* pool in the last minute.

CONSTRUCTION REQUIREMENTS	COST 8,000 GP
Craft Wondrous Item, creator must be a monk	

Ceremonial Sash	PRICE 12,000 GP
SLOT chest	WEIGHT 1 lb.
AURA moderate transmutation	CL 8th

The art on this finely embroidered sash depicts a cherry tree with blossom petals. Senior monks and monks who have excelled in competition are often awarded a *ceremonial sash*. Each sash is keyed to a particular monk insight and when worn grants the wearer a +2 bonus to their monk level for the purposes of the keyed insight.

CONSTRUCTION REQUIREMENTS	COST 6,000 GP
Craft Wondrous Item, creator must be a monk	

Graceful Geta	PRICE 4,000 GP
SLOT feet	WEIGHT 1 lb.
AURA faint transmutation	CL 5th

These traditional sandal-like geta are carved from a single piece of dark oak. When worn they grant a +2 competence bonus on Dexterity-based checks. Creatures with a *ki* pool are granted a +3 competence bonus instead.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP
Craft Wondrous Item, creator must be a monk	

Kitsune Mask	PRICE 4,000 GP
SLOT head	WEIGHT –
AURA moderate transmutation	CL 8th

This white mask depicts a stylized and simplified kitsune face with red whiskers. The mask may be worn normally, but is commonly worn at an angle that leaves the face exposed. When worn the wearer is immune to effects that suppress the wearer's ability to use *ki*.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP
Craft Wondrous Item, creator must be a monk	

Mala of the Manyfold	PRICE 2,000 GP
SLOT hands	WEIGHT –
AURA faint transmutation	CL 5th

The *mala of the manyfold* is a string of 108 thought beads. The beads represent both sins and virtues, the purpose of the mala is to meditate on this dichotomy. When wrapped around one or two hands the item grants the ability to activate any *ki* ability as a free action once a day.

CONSTRUCTION REQUIREMENTS	COST 1,000 GP
Craft Wondrous Item, creator must be a monk	

Monk's Sheathe	PRICE 10,000 GP
SLOT –	WEIGHT 1 lb.
AURA moderate transmutation	CL 8th

These long wrappings depict scenes from the daily lives of a monastery and see common use by wandering monks. When a melee weapon is wrapped in these while meditating or resting to regain *ki*, the wrappings harden into a sheathe or holster as appropriate for the weapon. When the weapon is drawn from this sheathe the wrappings soften again and the weapon resonates with the user's *ki* pool. As part of the action to draw the weapon from the sheathe the user may designate any combination of enhancement bonus and legal magical weapon special abilities with a total modified bonus of +3 (such as +2 *ghost touch*, or *merciful holy*; but not +2 *keen* on a bludgeoning weapon). For the next 10 minutes after drawing the weapon from the sheathe the weapon gains the designated bonus for 1 round whenever the user activates a *ki* ability. A weapon enhanced by a *monk's sheathe* does not need a +1 enhancement bonus to receive melee weapon special abilities. The enhancement bonus on the weapon and the enhancement bonus granted by the *monk's sheathe* stack, but cannot exceed +5. A wielder may wrap part of his body in the *monk's sheathe* to gain the benefits to his unarmed strikes after unwrapping the sheathe.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
Craft Wondrous Item, creator must be a monk	

Okashi of the Master	PRICE 2,000 GP
SLOT –	WEIGHT –
AURA faint transmutation	CL 5th

These delicate chopsticks are crafted from rose wood. When held in hand the wielder is granted an additional use of Deflect Arrows and Snatch Arrows each round (provided the wielder has the respective feats). When the wielder uses a *ki* power, the *okashi of the master* are treated as if they were adamantine for 1 round. A hand that wields these chopsticks is still considered a free hand for the purposes of feats and effects.

CONSTRUCTION REQUIREMENTS	COST 1,000 GP
Craft Wondrous Item, creator must be a monk	

Ring of Pure Strikes	PRICE 6,000 GP
SLOT ring	WEIGHT 1 lb.
AURA moderate transmutation	CL 8th

This ring is fashioned from hardened bamboo. A subtle but visible glow envelope the hands of the wearer. The wearer's unarmed strikes count as magic for the purposes



of bypassing damage reduction and he may use unarmed strikes to make piercing or slashing attacks, as well as bludgeoning (chosen as a free action). A monk who wears a ring of pure strikes gains a +2 bonus to his effective level to determine what damage reduction his *ki* strike can overcome.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP
Forge Ring, creator must be a monk	

Vengeful Bracers	PRICE 20,000 GP
SLOT wrist	WEIGHT 1 lb.
AURA strong transmutation	CL 11th

These bracers are made by winding chains that have been used to restrain a creature into wrist guards. *Vengeful bracers* are keyed to a particular type of creature chosen from a ranger's list of favored enemies. The bracers have no effect when initially worn; but when worn for at least 24 hours by a monk, they grant the benefits of the *bane flurry* insight against the keyed creature type.

CONSTRUCTION REQUIREMENTS	COST 10,000 GP
Craft Wondrous Item, creator must be a monk	

Interaction with Archetypes

The intention of the monk presented in this text (referred to as “remade monk” in this section) is that – as a general rule – existing archetypes other than qinggong monk are discouraged in conjunction with the remade monk. This is to avoid needing to resolve balance discrepancies between archetypes and the remade monk. Instead, the insights provided allow the re-creation of the majority archetypes – either mechanically (such as the zen archer insight) or by reinvention (such as the drunken master insight).

Nonetheless, should a GM allow her players to combine the remade monk with archetypes designed for the classic monk, then it is advised to use these guidelines:

- Class abilities present in the remade monk interact normally with archetype replacement abilities. For example: drunken *ki* replaces still mind (drunken master, APG).
- Class abilities not present in the remade monk instead require forfeiting the insight gained at that level, or if no insight is gained at that level then forfeiting the insight gained at the preceding level. For example: drunken courage is gained at level 11, the remade monk gives up his level 10 insight instead (drunken master, APG).
- Modification of the bonus feats a monk can take have no effect on a remade monk. For an example, see the zen archer (APG).
- Bonus feats replaced by an archetype instead replace the insight gained at the same level. For example: unbalancing counter replaces the insight gained at 2nd level (flowing monk, UC).
- Archetypes that modify the flurry of blows class ability instead modify the flurry class ability of the remade monk. For example: flurry of blows of the zen archer archetype allows the use of a bow with the remade monk’s flurry class ability (APG).
- Archetypes that replace the flurry of blows class ability instead replace the flurry class ability of the remade monk. For example: flurry of maneuvers replaces flurry (maneuver master, APG).
- For archetypes that replace the flurry class ability the following provision is made with respect to insights: insights that have an effect while performing a flurry, instead have an effect when the replacement ability from the archetype is used. For example: flurry of maneuvers (maneuver master, UC) and advice (sensei, UC).
- **Special interaction with qinggong monk:** the remade monk can still give up class abilities such as slow fall and timeless body for the qinggong monk’s *ki* powers (UM). In addition to this, whenever the monk would gain an insight, he may instead choose a qinggong monk *ki* power. The monk must be of sufficient level to select the *ki* power.

Suggested Combinations

There are many possible combinations and synergies between different insights and feats. This section explores some of the interesting interactions that are possible.

Strike the gong & twin dragon: the ability to add a bonus to attack and damage to one attack as a swift action is potent by itself. Twin dragon allows a monk to do it twice – better yet: a monk can use both swift actions to empower a single attack, or can instead power-up two separate attacks.

Strike the gong & maneuvers: there are a variety of ways in which a monk can increase his combat presence with the use of combat maneuvers. The maneuver flurry insight is a particularly flexible way to incorporate maneuvers in a monk's fighting style. Although the damage granted from strike the gong does not usually apply on maneuvers, the bonus granted to attack rolls can also be applied to maneuvers (as those require an attack roll).

Drunken master & step in the stream: drunken master is one of the most versatile insights available to a monk, even though it can be risky due to the penalties the monk suffers for using it. Combining drunken master with step in the stream is a potent way to increase the footprint available to drunken master: either by temporarily gaining an insight that acts as a prerequisite for a deep insight, or by selecting an insight that increases the potency of a deep insight. Consider these:

- Bane flurry and bane mastery
- Drunk god dances and improved drunk god dances
- Formless stance and improved formless stance
- Pressure point flurry and pressure point versatility
- Strike the gong and gong reverberates

Focused insights: focused insights requires a number of other insights to really shine. In conjunction with just one synergistic insight it is somewhat lacklustre, but the more insights the monk possesses that benefit from focused insights, the more the value of focused insights increases. A list of insights to consider in this regards: drunk god dances, gong reverberates, improved drunk god dances, improved iron body, iron body, song of stone and tree, and strike the gong.

Ki waterfall & ki insights: the *ki* waterfall insight offers the biggest rewards when spending more *ki*. There are not too many ways to conveniently control the number of *ki* points used, but both improved wholeness of body and

ki mirror of the skies are effective insights to use in combination with *ki* waterfall.

Ki waterfall & twin dragon: one of the limitations of the *ki* waterfall insight is that there are not that many convenient insights that allow the monk to control the amount of *ki* he is spending. An elegant solution around this is the twin dragon insight – by having 2 swift actions during a flurry a monk can cascade *ki* use for the *ki* waterfall insight.

Water shatters stone & various attack insights: by itself water shatters stone is an average insight – but it combines well with other insights that grant temporary or conditional attack bonuses. For example, strike the gong grants a large bonus to a single attack, thus increasing the likelihood of hitting and thereby increasing the bonus to attack and damage for all subsequent attacks. Similarly water shatters stone benefits from attacks that are granted a conditional bonus, such as Stunning Fist attacks combined with the stun specialist insight. A particularly potent interaction exists with aspect of the monkey: all maneuvers use the monk's level as BAB and certain maneuvers can be used in place of regular attacks – such as disarm, sunder and trip. Performing such a maneuver as a flurry attack interacts with water shatters stone.

Advice & ninja ki: ninja are akin to monk's in that they share the *ki* pool class feature – though ninja have completely different *ki* abilities. A multi-classed monk/ninja can utilize the ninja's *ki* abilities in conjunction with the advice insight. There are a number of ninja tricks that can be of great boon to a party (such as the shadow clone and vanishing tricks).

Flawless mantra & unusual ki powers: the ability to apply advice to multiple allies at once can create some powerful options. For example: jade fountain can keep allies alive that would otherwise die; meditation of beasts can allow a whole party to take on animal form; improved fight without thought grants all allies bonus damage equal to the monk's Wisdom modifier. Although the weapons allowed are limited, ki mirror of the skies can grant all allies powerful bonuses in combat, such as the *bane* magic property.

Elemental mastery (air or earth) & endless summer: several insights and innate monk abilities allow the monk to spend *ki* to gain a benefit for 1 round. The air and earth elemental mastery insight is a particularly potent example of this. Such abilities and insights can be improved significantly with the endless summer insight as it extends the duration of the benefit to 2 rounds.

Balance & Intentions

Flurry vs flurry of blows: mechanically the new flurry ability can be considered a progression of natural attacks, starting with one at 1st level and reaching six at 20th level.

Statistically, given the same bonus to attack and damage, the flurry and flurry of blows class abilities achieve almost identical expected damage per round. With a slight edge in damage by the new flurry ability at 20th level with the addition of the sixth attack (the sixth attack forms part of the capstone of the monk).

Given that the flurry and flurry of blows class abilities have virtually identical expected damage per round, it begs the question *why introduce a new flurry mechanic?* There are two primary reasons for this:

- The flurry of blows mechanic is often referred to as a flurry of misses: it grants a great many attacks, but a substantial number of these attacks are at a significant penalty that result in a large number of missed attacks – this in turn clouds the experience of the monk class as a class that has trouble landing attacks and makes particularly the low iterative attacks of the flurry a chore rather than a pleasure.

In contrast, the new flurry mechanic averages the same number of successful attacks per round, but it uses a smaller pool of attacks, thereby creating the impression of a more competent combatant.

Consider level 18 classic and remade monks. The classic monk may hit with 3 of his 7 attacks (about a 42% hit rate); whereas the remade monk hits 3 of his 5 attacks (a 60% hit rate). Although both achieve the same net damage, the remade monk is roughly 50% more successful – subjectively speaking – with his attacks

- Secondly, the new flurry mechanic is simple and elegant. It is both easy to determine how many attacks the new flurry mechanic grants at any level, and all share the same bonuses to attacks thereby streamlining combat.

Power of insights: the classic monk possesses a number of inherent class features that have been removed in the redesigned monk – maneuver training, high jump, wholeness of body, improved evasion, diamond body, abundant step, diamond soul, empty body, as well as 6 bonus feats. That means a total of 14 class features have been removed, which in turn have been replaced by 11 insights.

As all other class features of the monk remained the same (or in the case of the flurry ability have the same

statistical behavior), the power level of the 11 insights is slightly elevated to compensate for the 14 class features displaced.

The primary mechanic to achieve this balance is to have a large number of the insights scale favorably with increasing monk level. This rewards staying within the monk class, discourages dipping into the monk class, and allows the class to stay relevant and enjoyable at all levels.

Slower start: the monk presented here is slightly weaker at very low levels compared to the classic monk. The reason is the lack of additional flurry attacks – where the remade monk has a single attack at level 1, the classic monk is fighting as if using Two-Weapon Fighting. Two design elements help to smooth the gap for the first few levels of the remade monk:

- Insights are one of the most potent tools to define and shape the redesigned monk. Many of these can significantly impact the style and capabilities of the class. The monk is granted a first insight at level 1, and may gain additional insights with the Extra Insight feat.
- The monk's unarmed damage progression is increased slightly, granting increased damage dice two levels earlier than the classic monk. The change in damage progression gives the monk a slightly better combat presence at early levels and also helps to spread the class features more evenly (otherwise a great number of class features would coincide at 4th level and every four levels after that).

Multiple attribute dependency: the monk class is associated with multiple attribute dependency, that is to say that it needs high scores in several attributes (Strength, Dexterity, Constitution and Wisdom) to function well in combat. Certain character concepts are prohibitively difficult to achieve, particularly if they require passable scores in Intelligence or Charisma as well.

The classic monk grants bonus feats that allow the monk to ignore prerequisites. This allows the monk access to feats such as Improved Trip that are hard to get conventionally (as an Intelligence score of at least 13 is required for Improved maneuver feats).

The redesigned monk takes this a step further: there are a large number of insights that subtly or overtly reduce the dependency on multiple attributes. This includes combat orientated insights such as cat's paw strikes and fight without thought, insights that circumvent prerequisites such as maneuver training and hollow sutra, and insights that shift what attributes are relevant for certain tasks, such as meditation of presence.

“Monk” feats: there are a number of feat types that are strongly associated with monks – monks are introspective and meditate, monks are experts at a variety of combat maneuvers, monks are masters of exotic styles of combat, and monks possess an abundance of a mysterious “*ki*” energy.

To capture these stereotypes a number of insights exist that a monk may take any number of times: extra *ki*, maneuver training, meditation, and style training. Of these four, “maneuver training” deserves special mention, as it allows a monk to take Improved maneuver feats without meeting the prerequisites of those feats.

Mobility discussion: a traditional complaint leveraged against the classic monk is one of anti-synergy. On the one hand the class is touted as highly mobile; while on the other hand his strongest combat feature, the flurry of blows, requires him not to move.

The monk presented in this text does not dispose of this problem, but does offer several insights that address this shortfall. There are a number of insights that grant the monk mobility in conjunction with the flurry class ability – albeit the insights have limitations of their own:

- Between the reeds: grants additional 5 ft steps while performing a flurry. Can be enhanced with the whisper step insight.
- Divine wind: may perform a flurry at the end of a charge. The monk’s level is halved for the purpose of determining how many attacks the flurry class ability grants.
- Embrace the cycle: a monk is always considered to perform a flurry; this allows a number of insights and *ki* abilities to apply in all situations – even when using the withdraw action or drinking a potion. (Thus it is possible to gain an extra attack by spending 1 *ki*, and the ability to take an extra attack against certain enemies due to the bane flurry insight).
- Hand of oni: circumvents the need for mobility by granting the monk’s unarmed strike reach when performing a flurry. Has a *ki* activation cost and can be enhanced with the demon king insight and the physical projection favored class bonus.
- Monkey foot: may move half speed as part of a flurry.
- One touch: may move up to speed and perform a single Vital Strike at any point during the movement.
- Shadow fist: may perform flurry attacks anywhere within a 60 ft radius. Very high level ability that has a *ki* activation cost.

Deep insights: the design of insights led to the realization that some insights were markedly more powerful than others. To offer a vehicle by which such insights can be controlled the concept of “deep insights” was created. A monk may know any number of such insights, but may only use a limited number of them at any given time.

At first level only one such insight is available, but there are several ways in which the monk can increase the number of deep insights he may use:

- Natural level progression grants an additional deep insight at levels 8 and 16.
- The contemplation without limit insight grants an additional deep insight.
- The drunken master insight grants a temporary deep insight.
- The glimpse of understanding favored class bonus grants an additional deep insight for limited rounds a day.
- Although it is not intended for monks, any class (including monks) can use Thought Made Flesh to use a deep insight for a limited duration.

Monk level and insights: a number of insights rely on monk level to determine their effects. For example, stun specialist allows the monk to use his monk level as base attack bonus when making Stunning Fist attacks. Furthermore there are insights, items, feats and favored class bonuses that manipulate the monk’s effective level.

For example, the enlightenment insight raises the monk’s effective level by at least 1. This increase acts on all insights that the monk possesses that make use of monk level, thus a monk with the stun specialist insight can raise his bonus to attack with Stunning Fist attacks by taking the enlightenment insight.

Likewise, a monk with the prodigy of battle insight can meet the base attack bonus prerequisites of feats earlier in conjunction with effects that increase his effective monk level such as the enlightenment insight.

Whenever it matters, the order of effects that modify monk level is determined by more-general first, more-specific second; and multiplicative first, additive second. For example, consider a level 11 monk with the divine wind and enlightenment insights, that also wears a ceremonial sash keyed to divine wind. His effective flurry level when charging is given as:

$(11 + 1 \text{ enlightenment}) / 2 \text{ divine wind} + 2 \text{ ceremonial sash}$
for a net result of 8.

Ki attacks: one of the most basic abilities granted by the *ki* pool class power is the ability to gain an additional attack when performing a flurry or full-round attack by spending *ki*. This ability persists even when the monk

uses insights that modify the behavior of his flurry. For example, when using the embrace the cycle, one touch or typhoon dance insights the monk can still spend 1 *ki* as a swift action to gain an additional attack at his highest base attack bonus. Similarly for insights such as bane flurry, the monk is granted an additional attack against favored enemies when flurrying regardless of the form his flurry takes.

Bands of battle & amulets of mighty fists: the magic item section includes a new wondrous item *bands of battle*. These are very similar to *amulets of mighty fists*, though they make use of different body slots, only enhance unarmed strikes, and can stack with an *amulet of mighty fists* under certain conditions.

This begs the question: *why*? To explain, consider that according to the Pathfinder rules a monk may use the flurry of blows class ability with a single weapon, or unarmed strikes, or any combination thereof. This is great for single weapons, as a +1 weapon costs only 2,000 gp and a +5 weapon is 50,000 gp. However, unarmed strikes are improved by the *amulet of mighty fists*, which is costed around two-weapon fighting (in other words it starts at 4,000 gp for a +1 bonus and grows to 100,000 gp for a +5 bonus). Additionally the *amulet of mighty fists* is capped at a +5 bonus or equivalent, whereas a weapon may be enchanted up to a +10 bonus or equivalent.

The reason for the high cost of an *amulet of mighty fists* is that it was designed not with humanoid characters in mind, but with monstrous creatures that may have a very large number of natural attacks. Consider for example the mighty kraken (B1): on a single full-round attack it can use 2 arms, 8 tentacles, and 1 bite – all of which are enhanced by a single *amulet of mighty fists*. Costing the amulet more expensively makes sense in the light of such creatures – but conversely the monk, who has to use the same item to improve his unarmed attacks, is at a clear disadvantage.

The design challenge in this case is finding a way to provide a similar cost-for-enhancement to unarmed strikes as for normal weapons, while at the same time not exasperating the problem of high-number natural attacks. The solution presented here is to have an item similar to the *amulets of mighty fists*, but allow the effects to stack. The net result is that it is possible for the monk and ninja (and other classes/creatures with a *ki* pool) to enhance their unarmed strikes up to a +10 modified bonus while paying roughly the same as for single weapons.

Insight Reference

Requires	Insight	Enables
	<u>Abundant step</u>	<u>abundant time</u> <u>shadow fist</u>
<u>abundant step</u>	<u>Abundant time</u>	<u>shadow fist</u>
	<u>Accurate self</u>	
<u>sage</u> <u>sensei</u>	<u>Advice</u>	<u>flawless mantra</u> <u>improved advice</u>
<u>advice</u> <u>sage</u> <u>sensei</u>	<u>Advice, improved</u>	
<u>faster movement</u> <u>high jump</u>	<u>Afterimage</u>	
	<u>Ancestral guidance</u>	
	<u>Aspect of the monkey</u>	
	<u>Aspect of the snake</u>	
	<u>Aspect of the tiger</u>	
<u>meditation of</u> <u>presence</u>	<u>Asura curse</u>	
	<u>Bane flurry</u>	<u>bane mastery</u>
<u>bane flurry</u>	<u>Bane mastery</u>	
	<u>Bend in the wind</u>	<u>one touch</u>
	<u>Between the reeds</u>	<u>whisper step</u>
	<u>Cat's paw strikes</u>	<u>cat's tail</u> <u>cat turns tiger</u>
<u>cat's paw strikes</u>	<u>Cat's tail</u>	
<u>cat's paw strikes</u>	<u>Cat turns tiger</u>	
	<u>Chaos rebuked</u>	<u>improved chaos</u> <u>rebuked</u>
<u>chaos rebuked</u>	<u>Chaos rebuked,</u> <u>improved</u>	
<u>high jump</u>	<u>Cloud leap</u>	<u>march of divine</u> <u>generals</u>
	<u>Combat clarity</u>	
	<u>Combat training</u>	
<u>meditation</u>	<u>Contemplation in the</u> <u>flesh</u>	
	<u>Contemplation</u> <u>without limit</u>	
<u>kyton pact</u>	<u>Crimson clarity</u>	
<u>maneuver training</u>	<u>Defensive maneuver</u> <u>training</u>	
<u>hand of oni</u>	<u>Demon king</u>	
	<u>Diamond body</u>	
	<u>Diamond soul</u>	<u>improved diamond</u> <u>soul</u>

<u>diamond soul</u>	<u>Diamond soul,</u> <u>improved</u>	
<u>faster movement</u>	<u>Divine wind</u>	
	<u>Drunk god dances</u>	<u>improved drunk god</u> <u>danced</u>
<u>drunk god dances</u>	<u>Drunk god dances,</u> <u>improved</u>	
	<u>Drunken master</u>	
	<u>Dry in the rain</u>	
	<u>Edge walker</u>	
<u>meditation</u>	<u>Elemental awakening</u>	<u>elemental force</u> <u>elemental mastery</u> <u>prohibited elemental</u> <u>arts</u>
<u>elemental</u> <u>awakening</u> <u>meditation</u>	<u>Elemental force</u>	<u>elemental mastery</u> <u>prohibited elemental</u> <u>arts</u>
<u>elemental</u> <u>awakening</u> <u>elemental force</u> <u>meditation</u>	<u>Elemental mastery</u>	<u>prohibited elemental</u> <u>arts</u>
<u>meditation</u>	<u>Embrace the cycle</u>	
	<u>Empty body</u>	
	<u>Endless summer</u>	
	<u>Enhanced ki strike</u>	<u>ki mirror of the skies</u>
<u>meditation</u> <u>serenity</u>	<u>Enlightenment</u>	
	<u>Evasion, improved</u>	
	<u>Extra ki</u>	
	<u>Faster movement</u>	<u>afterimage</u> <u>divine wind</u>
<u>sage</u>	<u>Fight without thought</u>	<u>improved fight</u> <u>without thought</u>
<u>fight without</u> <u>thought</u> <u>sage</u>	<u>Fight without</u> <u>thought,</u> <u>improved</u>	
<u>meditation of beasts</u>	<u>Five beast emperors</u>	
	<u>Fist of devas</u>	<u>reach of heavenly</u> <u>kings</u>
<u>advice</u> <u>sage</u> <u>sensei</u>	<u>Flawless mantra</u>	
	<u>Focused insights</u>	
	<u>Formless stance</u>	<u>improved formless</u> <u>stance</u>
<u>formless stance</u>	<u>Formless stance,</u> <u>improved</u>	
	<u>Frozen blood</u>	<u>soul eruption</u>
<u>strike the gong</u>	<u>Gong reverberates</u>	
	<u>Guiding flurry</u>	
	<u>Hand of oni</u>	<u>demon king</u>

<u>meditation</u> <u>wholeness of body</u>	<u>Heavenly way</u>	
	<u>Herbal remedies</u>	
	<u>High jump</u>	<u>afterimage</u> <u>cloud leap</u> <u>high tumble</u> <u>march of divine</u> <u>generals</u> <u>monkey foot</u>
<u>high jump</u>	<u>High tumble</u>	<u>monkey foot</u>
	<u>Hollow sutra</u>	<u>kitsune trickery</u>
<u>meditation</u>	<u>Inner peace</u>	
	<u>Iron body</u>	<u>improved iron body</u>
<u>iron body</u>	<u>Iron body, improved</u>	
<u>wholeness of body</u>	<u>Jade fountain</u>	
<u>kyton pact</u>	<u>Just a dream</u>	
<u>enhanced ki strike</u> <u>one fist thousand</u> <u>forms</u>	<u>Ki mirror of the skies</u>	
	<u>Ki waterfall</u>	
<u>hollow sutra</u>	<u>Kitsune trickery</u>	
	<u>Kyton pact</u>	<u>crimson clarity</u> <u>just a dream</u> <u>pain's edge</u> <u>pain's limit</u>
<u>maneuver training</u>	<u>Maneuver flurry</u>	
<u>maneuver training</u>	<u>Maneuver mastery</u>	
	<u>Maneuver training</u>	<u>defensive maneuver</u> <u>training</u> <u>maneuver flurry</u> <u>maneuver mastery</u>
	<u>Mantis rages</u>	
	<u>Mantle of the world</u>	
<u>cloud leap</u> <u>high jump</u>	<u>March of divine</u> <u>generals</u>	
	<u>Martial training</u>	
	<u>Meditation</u>	<u>contemplation in the</u> <u>flesh</u> <u>elemental awakening</u> <u>elemental force</u> <u>elemental mastery</u> <u>embrace the cycle</u> <u>enlightenment</u> <u>heavenly way</u> <u>inner peace</u> <u>monastic training</u> <u>prohibited elemental</u> <u>arts</u> <u>prudence</u> <u>reach of heavenly</u> <u>kings</u> <u>step in the stream</u>
	<u>Meditation of beasts</u>	<u>five beast emperors</u>
	<u>Meditation of fire</u>	

	<u>Meditation of</u> <u>presence</u>	<u>asura curse</u> <u>improved</u> <u>overwhelming</u> <u>spirit</u> <u>overwhelming spirit</u>
	<u>Midnight lock</u>	
<u>meditation</u>	<u>Monastic training</u>	
	<u>Monkey's ambition</u>	<u>storm spirit</u> <u>versatile flurry</u>
<u>high jump</u> <u>high tumble</u>	<u>Monkey foot</u>	
	<u>One fist thousand</u> <u>forms</u>	<u>ki mirror of the skies</u> <u>one touch</u> <u>spirit in slumber</u>
<u>meditation of</u> <u>presence</u>	<u>Overwhelming spirit</u>	<u>improved</u> <u>overwhelming</u> <u>spirit</u> <u>thread in the tapestry</u>
<u>meditation of</u> <u>presence</u> <u>overwhelming spirit</u>	<u>Overwhelming spirit,</u> <u>improved</u>	
<u>kyton pact</u>	<u>Pain's edge</u>	
<u>kyton pact</u>	<u>Pain's limit</u>	
	<u>Pressure point flurry</u>	<u>pressure point</u> <u>versatility</u>
<u>pressure point flurry</u>	<u>Pressure point</u> <u>versatility</u>	
	<u>Prodigy of Battle</u>	
<u>elemental</u> <u>awakening</u> <u>elemental force</u> <u>elemental mastery</u> <u>meditation</u>	<u>Prohibited elemental</u> <u>arts</u>	
<u>meditation</u>	<u>Prudence</u>	
<u>fist of devas</u> <u>meditation</u>	<u>Reach of heavenly</u> <u>kings</u>	
	<u>Roaring lion hidden</u> <u>viper</u>	<u>spirit in slumber</u>
	<u>Sage</u>	<u>advice</u> <u>fight without</u> <u>thought</u> <u>flawless mantra</u> <u>improved advice</u> <u>improved fight</u> <u>without thought</u> <u>song of stone and</u> <u>tree</u>
<u>transcendence</u>	<u>Seal</u>	
	<u>Sensei</u>	<u>advice</u> <u>flawless mantra</u> <u>improved advice</u>
	<u>Serenity</u>	<u>enlightenment</u> <u>study of perfection</u>
	<u>Seven-limbed god</u>	
<u>abundant step</u> <u>abundant time</u>	<u>Shadow fist</u>	
	<u>Skilled</u>	

	<u>Sleepless master</u>	
<u>sage</u>	<u>Song of stone and tree</u>	
	<u>Sonic shout</u>	<u>sonic roar</u>
<u>sonic shout</u>	<u>Sonic roar</u>	
<u>frozen blood</u>	<u>Soul eruption</u>	
	<u>Spectral flurry</u>	
	<u>Spirit in all things</u>	
<u>one fist thousand forms roaring lion hidden viper</u>	<u>Spirit in slumber</u>	
<u>meditation</u>	<u>Step in the stream</u>	
<u>monkey's ambition</u>	<u>Storm spirit</u>	
	<u>Strike the gong</u>	<u>gong reverberates</u>
<u>serenity</u>	<u>Study of perfection</u>	
	<u>Stun specialist</u>	<u>two thunders</u>
	<u>Style training</u>	
<u>formless stance</u>	<u>Style mastery</u>	
<u>meditation of presence overwhelming spirit</u>	<u>Thread in the tapestry</u>	
	<u>Transcendence</u>	<u>seal improved transcendence</u>
<u>Transcendence</u>	<u>Transcendence, improved</u>	
	<u>Twin dragon</u>	
<u>stun specialist</u>	<u>Two thunders</u>	
	<u>Typhoon dance</u>	
	<u>Versatile flurry</u>	
	<u>Void fist</u>	
	<u>Vow of poverty</u>	
	<u>Water shatters stone</u>	
	<u>Well voiced</u>	
	<u>Wholeness of body</u>	<u>heavenly way improved wholeness of body jade fountain</u>
<u>between the reeds</u>	<u>Whisper step</u>	
	<u>Wilderness adept</u>	
	<u>Zen archer</u>	

Open game License Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge

to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Core Rulebook © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might © 2008, Monte J. Cook. All rights reserved.

Tome of Horrors © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Pathfinder Roleplaying Game: Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game: Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game: Ultimate Equipment © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

Pathfinder Roleplaying Game: Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Monk Unfettered. © 2014; Author: Henri Hakl.

Credits



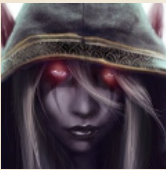
Henri Hakl (author)

Henri was born, raised and currently lives in southern Africa. He studied at the University of Stellenbosch and holds postgraduate degrees in applied mathematics and computer science. Although his field of study centred on computer vision and real-time graphics rendering, he earns his living as a software engineer for the hospitality industry. Henri enjoys roleplaying games and has a penchant for melee characters, especially monks - who he may like a bit too much. He hopes that his passion for the subject comes through in Monk Unfettered and can capture the imagination of readers and players.



Hamed Talebany (artist)

Hamed was born in Shiraz, Iran, though currently lives in Glasgow, Scotland. He studied visual arts culminating in a bachelor's degree in graphic design from Azad University in Tehran. Hamed possesses extensive experience in most forms of visual art and has taught drawing skills, anatomy for artists, as well as character design. Currently he is a professional freelancer and welcomes requests for commissions (<http://hamex.deviantart.com/>).



Daoyi Liu (artist)

Daoyi Liu was born in China, but grew up in Johannesburg, South Africa. She studied digital animation in Cape Town before discovering digital art for herself and extending her skills through self-study. She currently works as a graphics artist at an advertising company in Cape Town. (<http://daoyiliu.deviantart.com/>)



Cassey Toi (editor)

Cassey really hates writing miniature bios. Born, raised, and now raising a son in Cape Town; she's a stay-at-home mom by day, and a work-at-home freelance editor by night. (cassey.toi@gmail.com)

And additional credits go to a whole group of friends who've been ever so patient with my monk work. Always willing to lend an ear and act as sounding board for ideas and balance discussions: Jerall and Cassey Toi, Isabel Basson, Jean Marais, Herc du Preez, Juandré Mellet, Willem Pienaar and Emma Gernetzky. Where things are great in the Monk Unfettered, it is their hand that guides it – where there is a problem... well that was just me.