

### THE EXPANDED



### A NEW PATH FOR YOUR MONK & NINJA CHARACTERS

Design: Jerall Toi Additional Design: Matt Blackie, Stu Logan, and Wolfgang Baur Editor: Amanda Hamon Cover Art: Christophe Swal Interior Art: Marc Radle, Mark Smylie, Hugo Solis Layout and Graphic Design: Marc Radle Art Director: Marc Radle Publisher: Wolfgang Baur Finance Manager: Shelly Baur



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### Expanded Monk & Ninja

To the martial artist, one's approach to combat mirrors one's approach to life. Just as there are many philosophies regarding how an individual might live, so too are there many martial disciplines, styles, and techniques. Few character concepts so easily exhibit through combat so many different philosophies as the martial artist does

*Expanded Monk & Ninja* presents several new options for the monk and ninja classes, introducing archetypes and feats to support a variety of new and existing fighting styles. While much of *Expanded Monk & Ninja* remains best suited for monks and ninjas, there are several options available to other types of characters who might seek to explore martial arts further.

### ADDITIONAL READING AND RESOURCES

Readers wishing to learn more about the races, feats, archetypes, and monsters of Midgard referenced within *Expanded Monk and Ninja* should check out the *Midgard Campaign Setting*, *Player's Guide to the Crossroads*, *Player's Guide to the Dragon Empire*, and *Midgard Bestiary*.

Further, *Expanded Monk and Ninja* references several feats and rules found in the following *Pathfinder Roleplaying Game* products, which are referenced here using the indicated superscripts: *Advanced Player's Guide*<sup>APG</sup>, *Ultimate Combat*<sup>UC</sup>, and *Ultimate Magic*<sup>UM</sup>.

### Classes

Among martial artists, two paths of study are most popular: those of the monk and ninja. This section offers several archetypes to help customize characters of either class.



Many monks are warrior-artists, striving toward perfection through adherence to strict philosophies and rigorous martial training. Where many focus on the self and on their physical bodies, some seek perfection along other paths. Along these paths, monks seek enlightenment through companionship with animals, perfection through the mastery of a single weapon, and harmony through the contemplation of the endless opportunities found in a single, blank sheet of paper.

#### ARCHETYPES

The following archetypes are available to monks.

### BEAST-SOUL MONK

Where many martial artists practice imitative fighting styles, aiming to mimic the deadliness of natural beasts, the beast-soul monk strives for far more than mere mimicry. The beast-soul monk trains and specializes in a particular imitative fighting style and, as part of such training, he forms a bond with an animal of the type he seeks to emulate. As the beast-soul monk's training progresses, he learns to use his *ki* to reshape his body to match his companion's form. A beast-soul monk has the following class features.

#### **Class Skills**

The beast-soul monk adds Handle Animal and Knowledge (nature) to his list of class skills.

- Animal Companion (Ex): At 1st level, a beast-soul monk selects one of the following imitative fighting styles as his specialty: crane, mantis, monkey, snake, or tiger. The beast-soul gains an animal companion based on his chosen specialty. This ability functions like the druid animal companion ability (which is part of the nature bond class feature), but the beast-soul monk must take an animal companion associated with his specialty. If he selected crane, he must take the bird animal companion; for mantis, he must take the mantis animal companion<sup>UM</sup>; for monkey, he must take the ape animal companion; for snake, he must take the snake (constrictor or viper) animal companion; and for tiger, he must take the cat (big) animal companion. The beast-soul monk's effective druid level for this ability is equal to his monk level. This ability replaces flurry of blows and stunning fist.
- **Bonus Feats:** In addition to the normal monk bonus feats, a beast-soul monk may select the style feat associated with his animal companion (Crane Style, Mantis Style,

Monkey Style, Snake Style or Tiger Style). He does not have to meet the prerequisites of that feat. Alternatively, he may choose a feat in that style's feat path (such as Mantis Wisdom) as one of these bonus feats if he already has the appropriate style feat (such as Mantis Style). He does not need to meet any other prerequisite of the feat in the style's feat path.

**Beast Shape (Su):** At 7th level, a beast-soul monk may spend 2 points from his *ki* pool to transform into an animal of the same type as his animal companion. This ability functions as *beast shape I* (or *vermin shape I*<sup>UM</sup> for a mantis) with a caster level equal to the beast-soul monk's class level. At 12th level, this ability functions as *beast shape II* or *vermin shape II*. This ability replaces wholeness of body and abundant step.

## CLOCKWORK MONK

#### (Racial Archetype)

Forged of brass and copper, those gearforged that choose to follow the path of the monk do so with a unique philosophy and approach; they seek self-perfection through realizing harmony among their metallic bodies, memory gears, and soul gems. A clockwork monk has the following class features.

- Weapon and Armor Proficiency: A clockwork monk is proficient with light and medium armor in addition to his normal weapon and armor proficiencies.
- **Bonus Feats:** A clockwork monk adds all feats with gearforged as a prerequisite to his list of bonus feats. The gearforged must still pay the gp cost associated with any gearforged feat selected. At 2nd level and above, a clockwork monk may even select feats that could normally only be selected at 1st level as bonus feats, as he strives for physical perfection. Where these feats grant a physical item, such as Gearforged Utility, the clockwork monk must pay the full gp price for the item when selecting the feat at 2nd level or later.

The full rules for the gearforged race and a selection of gearforged racial traits and feats appear in the *Midgard Player's Guide to the Crossroads* and the upcoming *Advanced Races: Gearforged* 

The following feat is available to all gearforged.

#### **GEARFORGED UTILITY**

A tool of your trade was reborn with you.

Prerequisites: Gearforged, must be taken at 1st level.

**Benefit:** Choose one piece of your starting equipment: a single weapon, your armor, or a shield. This item is of masterwork quality and was forged as part of your body. As such, its weight does not count against your encumbrance. Because it was designed to fit only you, it performs as if broken when used by any other creature.

- Augmented Construct (Ex): At 3rd level, a clockwork monk gains 2 hp and an additional 2 hp for every feat he has selected, or selects hereafter, that has gearforged as a prerequisite. This ability replaces still mind.
- Armored Monk (Ex): At 5th level, a clockwork monk wearing light armor made through metal gained through the Gearforged Utility feat does not lose his ability to use flurry of blows. At 11th level, a clockwork monk no longer loses his fast movement when wearing armor in this manner. At 17th level, a clockwork monk no longer loses his AC bonus when wearing armor in this manner. This ability replaces purity of body, diamond body, and timeless body.
- Inevitable Form: At 20th level, a clockwork monk becomes a magical creature. He is forevermore treated as an outsider and a construct for the purpose of spells and magical effects. Additionally, the monk gains damage reduction 10/chaotic and regeneration 1 (chaotic). This ability replaces perfect self.



# Monk of the Compliant Style Rod

The monk of the compliant style rod sees the humble staff as an extension of the self. He seeks enlightenment through understanding the countless styles that have been developed for the use of the simple staff.

- **Weapon Proficiency:** A monk of the compliant style rod gains weapon proficiency with the bo staff<sup>UC</sup> in addition to the normal monk weapon proficiencies.
- **Bonus Feats:** A monk of the compliant style rod adds the following feats to his list of bonus feats: Polearm Acrobat and Two-Weapon Defense. At 6th level, the following feats are added to the list: Shield of Swings<sup>APG</sup>, and Tripping Staff<sup>UM</sup>. At 10th level, the following feats are added to the list: Lunge and Tripping Whirl<sup>UM</sup>. A monk of the compliant style rod may apply the benefits of Tripping Staff and Tripping Whirl to a bo staff.
- **Staff Mastery:** At 1st level, a monk of the compliant style rod gains either Bo Staff Master or Quarterstaff Master<sup>UM</sup> as a bonus feat. This replaces the bonus feat gained at 1st level.
- **Unarmed Strike:** The unarmed strike damage of a monk of the compliant style rod does not increase at 4th level and above.
- Iron Bar Strike (Su): At 4th level, a monk of the compliant rod style can spend 1 point from his ki pool as a swift action to increase the damage dealt by any club, quarterstaff, or bo staff carried by the monk as if the weapon were one size category larger until the end of his next round. At 8th level, a monk of the compliant rod style can spend 2 points from ki pool to instead increase the damage dealt by a qualifying weapon as if it were two size categories larger. At 12th level, a monk of the compliant rod style can spend 3 points from ki pool to instead increase the damage dealt by a qualifying weapon as if it were three size categories larger. Only the monk may benefit from this ability; if anyone else uses one of the weapons to make an attack, it deals damage as normal for its size. Iron bar strike does not change the effort required to wield the weapon. This ability replaces slow fall and abundant step.

### Monk of the Glorious Endeavor

While all monks strive in some way to achieve physical and spiritual enlightenment, the monks of the Order of the Glorious Endeavor pursue highly specialized tasks as a means of expressing their spiritual achievements. To these monks, perfection is not found in balance. Instead it is found in reaching the greatest possible heights of a single art.

Weapon and Armor Proficiency: A monk of the glorious endeavor is proficient with only a single weapon, which is chosen at 1st level. This may be any weapon, including exotic weapons but excluding shields or armor

#### Table 1-1: Bonus Feats by Weapon Type

Weapon Type	Bonus Feats   Agile Maneuvers, Combat Reflexes, Dodge, and Weapon Finesse. At 6th level, add Mobility and Sidestep <sup>APG</sup> . At 10th level, add Spring Attack and Teleport Tactician <sup>APG</sup> .   Blind-Fight, Improved Disarm, and Improved Trip. At 6th level, add Greater Disarm and Greater Trip. At 10th level, add Disarming Strike <sup>APG</sup> and Tripping Strike <sup>APG</sup> .						
Light							
One-Handed							
Two-Handed	Cleave, Improved Sunder, Power Attack, and Shield of Swings <sup>APG</sup> . At 6th level, add Furious Focus <sup>APG</sup> and Greater Sunder. At 10th level, add Cleaving Finish <sup>UC</sup> and Sundering Strike <sup>APG</sup> .						
Ranged	Point-Blank Shot, Precise Shot, and Rapid Reload. At 6th level, add Improved Precise Shot and Snap ShotUC. At 10th level, add Improved Snap Shot <sup>UC</sup> and Shot on the Run.						

spikes. Once selected, the weapon proficiency cannot be changed. This replaces the normal monk weapon proficiencies.

- **Chosen Weapon (Ex):** A monk of the glorious endeavor emphasizes unity with his chosen weapon. Whenever a monk wields a weapon other than his chosen weapon, he loses his AC bonus, his fast movement ability and flurry of blows ability as if he were wearing armor or carrying a medium or heavy load (and he suffers normal nonproficiency penalties). A monk of the glorious endeavor may still make unarmed strikes without penalty.
- **Flurry of Blows (Ex)**: Starting at 1st level, a monk of the glorious endeavor can make a flurry of blows using any combination of unarmed strikes or attacks with his chosen weapon. A monk of the glorious endeavor's flurry of blows otherwise functions as normal for a monk of his level.
- **Unarmed Strike:** A monk of the glorious endeavor places emphasis on striking with his chosen weapon rather than with his fists or feet. His damage die increases for unarmed strikes, therefore, occur more slowly: 1d8 at 8th level, 1d10 at 12th level, and 2d6 at 16th level. A monk of the glorious endeavor's unarmed strikes otherwise function as normal for a monk of his level.
- **Focused Training (Ex):** At 1st level, a monk of the glorious endeavor receives the Weapon Focus feat. At 5th level, they receive the Weapon Specialization feat. At 10th level, they receive the Greater Weapon Focus feat. These feats must apply to the monk's chosen weapon.
- Style Specialization (Ex): Starting at 2nd level, and every four levels thereafter, a monk of the glorious endeavor selects a bonus feat dependent on his chosen weapon's type: light, one-handed, two-handed, or ranged. All monks of the glorious endeavor add Dazzling Display to the list of feats at 2nd level, Shatter Defenses at 6th level, and Improved Critical and Deadly Stroke at 10th level. All other bonus feats must be selected from Table 1-1: Bonus Feats by Weapon Type. This ability replaces the monk's normal bonus feats. A monk need not have any of the prerequisites normally required for these feats to select them, but he loses all benefits of these feats when using a weapon other than his chosen weapon.
- **Distant Grasp (Su):** At 5th level, a monk of the glorious endeavor may spend 1 *ki* point as a move action to call his chosen weapon into his hand. This ability has

a range of 30 ft., and it must target a weapon the monk has carried for at least 24 hrs. If another creature holds the weapon, the monk may instead make a disarm combat maneuver check at a -5 penalty to tear it free of the creature's grasp. The disarm attempt may be made without provoking an attack of opportunity. This ability replaces purity of body.

- **Unyielding and Unchanging (Su)**: At 7th level, a monk of the glorious endeavor may spend 1 *ki* point as an immediate action to gain a +4 bonus on saving throws against effects targeting his chosen weapon (such as *warp wood* or *heat metal*) and a +4 to CMD against disarm or sunder attempts until the beginning of the monk's next turn. This bonus increases to +5 at 12th level, and +6 at 17th level. This ability replaces wholeness of body.
- **Extension of the Self (Ex):** At 9th level, a monk of the glorious endeavor may use any feat that benefits his unarmed strikes with his chosen weapon. This ability replaces improved evasion.
- **Unstoppable Strike (Su):** At 11th level, a monk of the glorious endeavor may spend 1 *ki* point as a swift action to ignore up to 5 points of DR when attacking with his chosen weapon. At 16th level, he may spend 2 *ki* points as a swift action to ignore up to 10 points of DR. This ability lasts until the beginning of the monk's next turn. This ability replaces diamond body.
- Ascendant Strike (Ex): At 15th level, once per day, the monk of the glorious endeavor chooses one target and adds his Wisdom bonus (if any) to his attack rolls. He adds his monk level to all damage rolls made against the selected target for one round. Regardless of the target, ascendant strike attacks bypass any DR the creature might possess. At 16th and every level thereafter, the monk may do this for one additional time per day. This ability replaces quivering palm.
- **Unity of Form (Su):** At 19th level, a monk of the glorious endeavor's chosen weapon thrums with his spiritual nature. The monk may spend 3 *ki* points to turn his weapon into an instrument of law for one hour. This functions as the spell holy sword, but the weapon becomes a +5 axiomatic weapon instead, and it emanates a magic circle against chaos. This ability replaces empty body.

#### **Darakhul Hunger Monks**

Within the Empire of the Ghouls in Midgard, it is not uncommon for the practice and study of martial techniques, often considered unsavory, to flourish. There, in subterranean monasteries, darakhul monks have developed a powerful martial art combining powerful kicks with more esoteric techniques, which are designed to sap a foe's life force and ki.

A darakhul hunger monk may select both the hungry ghost monkAPG and monk of the peerless mountain archetypes, even though they both modify the same class features. If a darakhul hunger monk selects both archetypes, he does not gain the high jump class feature and the bonus feat at 6th level.

### Monk of the Peerless Mountain

The leg is longer, larger, and heavier than the arm, and it is capable of dealing tremendous damage. The monk of the peerless mountain is a master of powerful high and aerial kicks. He is capable of felling multiple foes with one fluid movement.

- **Bonus Feats:** A monk of the peerless mountain replaces the normal monk bonus feats with the following: Combat Reflexes, Deflect Arrows, Dodge, Fleet, Improved Trip, Nimble Moves, and Vicious Stomp<sup>UC</sup>. At 6th level, the following feats are added to the list: Acrobatic Steps, Cleaving Finish<sup>UC</sup>, Greater Trip, Mobility, Power Attack, and Step Up. At 10th level, the following feats are added to the list: Greater Cleaving Finish<sup>UC</sup>, Spring Attack, Tripping Strike<sup>APG</sup>, and Wind Stance.
- **Reaping Winds Kick (Ex):** At 1st level, a monk of the peerless mountain gains Cleave as a bonus feat, and he does not take the normal –2 penalty to AC when using the Cleave feat. At 8th level, the monk gains Great Cleave as a bonus feat. From thereon, he does not take the normal –2 penalty to AC when using Great Cleave. At 15th level, the monk gains Whirlwind Attack as a bonus feat. He may use these feats even if he does not meet the prerequisites. When using the Cleave, Great Cleave, or Whirlwind Attack feats, a monk of the peerless mountain

*The Book of Drakes* features a paper drake. These curious creatures look as if they were folded from massive sheets of paper; able to fold, crumple, and bend like paper, the paper drake monk seeks to emulate these small dragons in movement and strange philosophy.

*The Book of Drakes* introduces several new drakes and player options, including rules and guidelines for playing as a drake PC. Drakes make excellent druids, rogues, or sorcerers, but are also flexible enough to assume almost any role, including masterful ninjas or even unarmed martial artists in their own right (thanks to the Feral Combat Training<sup>UC</sup> feat).

treats his base attacks bonus from his monk class as equal to his monk level. This ability replaces flurry of blows.

**Twisting Spiral (Ex):** At 2nd level, whenever a monk of the peerless mountain uses Cleave or Great Cleave, if the initial attack hits, he may take one 5-ft. step as a free action before making his additional attacks. If doing so places a creature within his threatened area, that creature becomes a legal target for the additional Cleave attack or attacks, as long as the attacks meet all the other prerequisites. This ability replaces the bonus feat gained at 2nd level.

**Reverse Hook Kick (Ex)**: At 4th level, a monk of the peerless mountain may spend 1 point from his *ki* pool as an immediate action to reroll any unarmed attack roll made while using the Cleave,

Great Cleave, or Whirlwind Attack feats. The monk must take the result of the second roll even if it is worse than the first. This ability replaces slow fall.

**Eye of the Hurricane (Ex):** At 5th level, when using Cleave or Great Cleave, if his initial attack hits a monk of the peerless mountain may spend 1 point from his *ki* pool as a swift action. If he does so, for one round thereafter, the monk may make the additional attacks granted by the Cleave and Great Cleave feats against any creature he threatens; the targets need not be adjacent to one another. This ability replaces purity of body.

Storm of One Hundred Kicks (Ex): At 15th level, whenever the monk of the peerless mountain successfully confirms an unarmed critical hit against an opponent, he may make an additional unarmed strike against that opponent as a free action. This ability replaces quivering palm.

### PAPER DRAKE MONK

The paper drake monk seeks perfection through the exploration of the endless opportunities of a blank page—which might be folded into shapes limited only by the imagination.

- **Folded Form (Ex):** At 3rd level, the monk adds 1/2 his level to Escape Artist checks. This ability replaces maneuver training.
- **Crumpled Form (Ex):** At 3rd level, the monk learns to fold, collapse, and bend his body around blunt force. The paper drake monk gains DR 1/slashing or piercing. This DR increases by 1 for every 3 levels thereafter. This ability replaces fast movement.
- **Torn Form (Su)**: At 7th level, the paper drake monk may spend 1 point from his *ki* pool as a standard action to change his size and shape, growing one size category smaller or larger as per the *reduce person* and *enlarge person* spells respectively, with a caster level equal to his monk level. This ability replaces wholeness of body.
- **One Thousand Cranes (Su):** At 12th level, by spending 4 points from his *ki* pool as a standard action, the monk can change into a swarm of paper cranes. The swarm has the same statistics as a bat swarm (see the *Pathfinder Roleplaying Game Bestiary*), except that the swarm has

the same number of hit points as the monk, and any damage done to the swarm affects the monk.

While in swarm form, a monk cannot use his normal attacks or any special attacks that rely on his physical form. He gains the swarm's natural weapons and extraordinary special attacks instead. He also retains all of his usual special qualities. While in swarm form, the monk is still considered a creature of his normal creature type. The monk can remain in swarm form for one round per level, and he can choose to assume his normal form as a standard action. This ability replaces abundant step.

### Şix Talişmanş Monk

A six talismans monk does not train to achieve selfperfection. He instead dedicates himself to the protection of others by using a blend of martial skill and sealing techniques to bind the countless creatures that prey upon the innocent.

- **Skills:** The six talismans monk adds Use Magic Device to his list of class skills.
- **Paper Talisman (Su):** In addition to his martial training, a six talismans monk is adept at swiftly creating magical, paper talismans that he can use to harm or control opponents. A six talismans monk can use a number of paper talismans each day equal to his class level.

Creating a paper talisman uses a small measure of its creator's ki, and it is therefore only useable by its creator. As a result, until the six talismans monk gains full access to his *ki* pool at 4th level, the strength and variety of his paper talismans remains limited. Each paper talisman requires one sheet of paper; a sheet of paper may be used as a paper talisman only once.

Creating a paper talisman and attacking with it requires a standard action that does not provoke an attack of opportunity (unless the monk makes a ranged attack with the paper talisman). A paper talisman functions only once it is attached to a creature.

The monk can attach a talisman as a melee touch attack or as part of an unarmed strike. A missed attack does not consume the paper talisman. An attached paper talisman forms a strong bond with the affected creature. Physical force alone is not enough to remove it; the talisman remains attached and the spell remains in effect until the spell's maximum duration expires, until the creature succeeds at a subsequent saving throw as allowed by the individual spells, or until the spell effect is successfully dispelled. A six talismans monk may remove his own paper talisman from an adjacent creature as a swift action. Paper talismans are fragile, and they are treated as normal sheets of paper (with no hardness and 1 hp) while unattached.

At 1st level, once it is attached to a creature, a paper talisman quickly ignites and explodes, dealing 1d6 points of fire damage plus additional damage that is equal to the monk's Wisdom modifier to the creature. At 4th level, as long as the six talismans monk has at least 1 point in his *ki* pool, he can deliver a paper talisman as a ranged touch attack with a range increment of 20 ft. A missed ranged attack consumes the paper talisman.

Additionally, from 4th level onwards, the monk gains the ability to apply conditions through his paper

talismans instead of dealing damage. At 4th level, the monk may spend 1 point from his *ki* pool as a free action to modify the next paper talisman he creates. Instead of dealing damage, the paper talisman instead functions as a *hold person* spell with a caster level equal to the six talismans monk's class level. Its save DC equal to 1/2 the monk's class level plus his Wisdom modifier.

At 8th level, by spending 2 points from his *ki* pool, the monk may use his paper talisman as a *blindness/ deafness* spell. At 12th level, by spending 3 points from his *ki* pool, the monk may use his paper talisman as a *dimensional anchor* spell. At 16th level, by spending 4 points from his *ki* pool as a swift action, the monk may use his paper talismans as a *hold monster* spell. At 20th level, by spending 5 points from his *ki* pool as a swift action, the monk may use his paper talisman as a *flesh to stone* spell. This ability replaces stunning fist.

- **Empty Page (Ex):** At 3rd level, the six talismans monk uses his Wisdom modifier instead of his Charisma modifier when using the Use Magic Device skill to activate a scroll. This ability replaces still mind.
- **Unarmed Strike:** A six talismans monk's unarmed strike damage does not increase at 4th level and above.
- **Focused Will (Su):** At 4th level, the six talismans monk may use a move action to focus on one already-attached paper talisman that allows a save to end an effect, such as a paper talisman being used as a hold person spell. The DC to end the effect increases by +1, plus an additional +1 every 4 levels thereafter (maximum +5 at 20th level) This replaces increased unarmed damage.



The ninja is a master of misdirection, infiltration, sabotage, and assassination. Even within those areas, though, one can still find a great variety of tools and techniques.

#### Mașter Trickș

#### The following master tricks are available to ninjas.

- **Elemental Fist:** A ninja that selects this trick gains Elemental Fist<sup>APG</sup> as a bonus feat. The ninja must have Improved Unarmed Strike before selecting this trick. An elemental ninja may select this as a ninja trick, rather than as a master trick. An elemental ninja with this trick can use Elemental fist as if she were a monk of the four winds<sup>APG</sup>.
- **Elemental Fusion (Su)**: The ninja selects a second elemental arcane school and gains all the benefits thereof—except she treats her wizard level as 1/2 her ninja level for the second school. The ninja must have the elemental school class feature before selecting this trick.
- **Empty Form (Su):** As a swift action, the ninja can turn her body and gear into mist for one round per level. This

ability functions as *gaseous form*. Using this ability uses up 1 *ki* point.

Smoke Demon (Su): While in gaseous form, the ninja can enter a target's square as a standard action that does not provoke an attack of opportunity. The target must make a Fortitude save (DC 1/2 the monk's class level plus her Charisma modifier) or inhale part of the ninja. The ninja solidifies part of herself inside the victim and attacks the target from within it, automatically dealing her unarmed strike damage and sneak attack damage per round as a standard action. If the target moves, the ninja may automatically move with the target. This movement does not count toward her movement and does not provoke attacks of opportunity against the ninja. Each round, the target can attempt another Fortitude save to cough the ninja out, which ends the internal attacks and forces the ninja into an adjacent square, though the ninja still maintains her gaseous form. Creatures that do not need to breathe are immune to this attack. The ninja must have the empty form master trick before selecting this trick.

#### ARCHETYPES

The following archetypes are available to ninjas.

### ELEMENTAL NINJA

The elemental ninja combines mastery over her chosen element with her acrobatic, infiltration, and martial skill sets. Individual ninja clans often show an affinity for one element, as each clan often follows unique philosophies and approaches that are tied to their element, to life, death, and combat.

- **Skills:** The elemental ninja adds Knowledge (planes) to her list of class skills.
- **Elemental School:** At 1st level, the elemental ninja specializes in one of the following elements: air, earth, fire, or water. This functions as the wizard's arcane school feature, except that the ninja's selection is limited to the elemental arcane schools as presented in the *Advanced Player's Guide*. The ninja uses her ninja level as her wizard level, and she uses her Charisma modifier instead of her Intelligence modifier for all abilities tied to her chosen elemental arcane school. Wizard levels stack with her ninja levels if she selects the same elemental arcane school as her wizardly arcane school. This ability replaces poison use and the ninja trick gained at 4th, 8th, 12th, and 16th level.
- **Ninja tricks:** The following ninja tricks complement the elemental ninja archetype: elemental fist, *ki* charge<sup>UC</sup>, unarmed combat training<sup>UC</sup>, vanishing trick<sup>UC</sup>, and ventriloquism<sup>UC</sup>. If the ninja selects *ki* charge, she deals energy damage that matches her chosen elemental school, instead of fire damage: lightning damage (air), acid damage (earth), fire damage (fire), or cold damage (water).
- **Master tricks:** The following master tricks complement the elemental ninja archetype: elemental fusion and unarmed combat mastery<sup>UC</sup>.

### Mist Stalker

- **Shadow Strike:** At 1st level, the mist stalker gains Shadow Strike<sup>APG</sup> as a bonus feat. This ability replaces poison use.
- **Hidden Cloud Sight (Ex):** At 3rd level, the mist stalker reduces the miss chance from concealment or total concealment caused by natural or magical mists, fogs, and gases, including smoke, by 5 percent. The miss chance reduces by a further 5 percent every three levels thereafter (minimum of zero percent). This ability replaces no trace.
- **Blood on the Mist (Ex):** At 4th level, as long as the mist stalker has at least 1 point in her *ki* pool, she gains blindsense 10 ft. when magical mists, fogs, and gases—including smoke—grant concealment to her enemies. At 8th level, the mist stalker's blindsense range increases to 20 ft. This ability replaces uncanny dodge and improved uncanny dodge.
- Ninja tricks: The following ninja tricks complement the mist stalker archetype: choking bomb<sup>UC</sup>, darkvision<sup>UC</sup>, poison bomb<sup>UC</sup>, slow metabolism<sup>UC</sup>, and smoke bomb<sup>UC</sup>.
- Master tricks: The following master tricks complement the mist stalker archetype: blinding bomb<sup>UC</sup>, empty form, and smoke demon.



All true martial artists, regardless of creed or personal philosophy, spend countless hours training their bodies, minds and spirits. The results of such hard training are often revealed to the world as unique and exotic fighting techniques and styles.

### NEW STYLE FEATS

This chapter introduces a sampling of new fighting styles, using the rules for style feats introduced in *Ultimate Combat*.

- **Broken Mirror Style:** An unusual style that blends illusion magic and martial mastery, the broken mirror style teaches adherents to skillfully manage illusory copies of themselves to trick, manipulate, and overwhelm their foes.
  - *Feat path:* Broken Mirror Style, Broken Mirror Shards, Broken Mirror Trap.
- Death Butterfly Style: Lithe and nimble, practitioners of this graceful martial art spend years mastering dancelike katas and routines. Combining skillful blade work, precise footing, and circular arm movements, this style mirrors the fluttering of butterfly wings. Masters of the style go beyond mimicry of simple terrestrial butterflies; instead, they look to the moths and butterflies native to the Shadow Plane, or to those terrestrial species also corrupted by negative energy and these insects'

#### Table 3.1: Feats

Feats	Prerequisites	Benefits			
Bo Staff Master*	Weapon Focus (bo staff), base attack bonus +5	Use a bo staff as a reach weapon			
Coiled Strength*	Dexterity 13+, Weapon Finesse, base attack bonus +1	Add dexterity to attack and damage rolls made with flails			
Combination Finish*	Improved Unarmed Strike, base attack bonus +6 or monk level 5th	Increase the DC of Elemental Fist, Punishing Kick, or Stunning Fist attempts made as part of a full-attack.			
Gear Shred*	Gearforged, Improved Unarmed Strike, base attack bonus +3 or monk level 3rd	Clockworks and gears deal extra damage when grappling			
Greater Paper Talisman	Paper talisman class feature, monk level 3rd	Paper talismans deal extra damage			
Divine Paper Talisman	Paper talisman class feature, Greater Paper Talisman	Paper talismans deal damage resulting from a divine source			
One-Inch Punch*	Improved Unarmed Strike, Stunning Fist	Bull rush an enemy after a successful Stunning Fist			
Polearm Acrobat*	Acrobatics 1 rank	Your polearm aids your balance			
Ring the Bell*	Improved Unarmed Strike, Stunning Fist, base attack bonus +12 or monk level 11th	You may attempt a Stunning Fist twice per round			
Undeath Seal	Paper talisman class feature, monk level 4th	Paper talismans can affect undead			
Style Feats	Prerequisites	Benefits			
Broken Mirror Style*	Improved Unarmed Strike, shadow clone ninja trick or ability to cast mirror image, Spellcraft 3 ranks	Mirror images aid attempts to feint in combat			
Broken Mirror Shards*	Improved Unarmed Strike, Broken Mirror Style, shadow clone ninja trick or ability to cast mirror image, Spellcraft 6 ranks	Create extra images when you confirm and unarmed critical hit			
Broken Mirror Trap*	Improved Unarmed Strike, Broken Mirror Shards, Broken Mirror Style, shadow clone ninja trick or ability to cast mirror image, Spellcraft 9 ranks	Enemies provoke attacks of opportunity when they destroy your images			
Death Butterfly Style*	Wis 13, Elemental Fist, Improved Unarmed Strike, Acrobatics 5 ranks, Perform (dance) 5 ranks	Use Elemental Fist to deal ongoing acid damage			
Death Butterfly Wings*	Dex 13, Wis 13, Death Butterfly Style, Elemental Fist, Improved Unarmed Strike, Acrobatics 8 ranks, Perform (dance) 8 ranks.	Increase the length of ongoing Elemental Fist acid damage			
Death Butterfly Blossom*	Dex 13, Wis 13, Death Butterfly Style, Death Butterfly Storm, Elemental Fist, Improved Unarmed Strike, Acrobatics 11 ranks, Perform (dance) 11 ranks	Use Elemental Fist to hatch a swarm of shadowy butterflies			
Desert Scorpion Style*	Wis 13, Improved Unarmed Strike, Acrobatics 3 ranks, Escape Artist 3 ranks	Treated as one size category smaller when determining melee damage and size bonus to attack rolls and AC			
Desert Scorpion Hunter*	Wis 13, Improved Grapple, Improved Unarmed Strike, Desert Scorpion Style, Acrobatics 6 ranks, Escape Artist 6 ranks	May make unarmed attack with no penalty when grappled; may attack even when pinned			
Desert Scorpion Horror*	Wis 13, Improved Grapple, Improved Trip, Improved Unarmed Strike, Desert Scorpion Hunter, Desert Scorpion Style, Acrobatics 9 ranks, Escape Artist 9 rank	Trip opponent, as a swift action, after other successful combat maneuver			
Eagle Style*	Dex 13, Improved Dirty Trick, Improved Unarmed Strike, Heal 6 ranks	Deal slashing damage with unarmed strikes and silence foes with a dirty trick maneuver			
Eagle Talon*	Dex 13, Wis 13, Eagle Style, Improved Dirty Trick, Improved Unarmed Strike, Heal 9 ranks	Deliver two conditions with one dirty trick maneuver			

Eagle Flight Swoop*	Dex 15, Wis 13, Eagle Style, Eagle Talons, Improved Dirty Trick, Improved Unarmed Strike, Heal 12 ranks	Perform dirty trick after successful unarmed critical hit   Liquids do not hinder movement, no penalties to unarmed attack and damage rolls while underwater			
Nightwave Style*	Wis 13, Improved Unarmed Strike, Stealth 5 ranks, Swim 5 ranks				
Nightwave Jaws*	Con 13, Wis 13, Improved Unarmed Strike, Nightwave Style, Stealth 8 ranks, Swim 8 ranks	Hold breath for twice as long as normal and deal bleed damage to flatfooted foes			
Nightwave Drown*	Con 13, Wis 13, Elemental Fist, Improved Unarmed Strike, Nightwave Jaws, Nightwave Style, Stealth 11 ranks, Swim 11 ranks	Summon freezing waters from the Negative Energy Plane to drown foes			

\* This is a combat feat and can be selected as a fighter bonus feat.

larval young. Through imbuing their attacks with both shadow-stuff and the element of acid, masters learn to produce their own larvae. They often implant them in enemies, which then serve as incubators for the next generation of butterflies.

*Feat path:* Death Butterfly Style, Death Butterfly Wings, Death Butterfly Blossom.

**Desert Scorpion Style:** Adherents of this style are known for their strange stances and footwork, their skittering movements across the battlefield, and their ability to attack from awkward and unexpected angles. Practitioners often walk upon both hands and one foot, or upon both hands, while they often leave one or both legs raised as if it were a scorpion's tail ready to lash out.

*Feat path:* Scorpion Style, Scorpion Hunter, Scorpion Horror.

**Eagle Style:** The eagle style features strong upward and downward movements, accurate strikes to vulnerable areas of the body, and painful joint locks, grips, and takedowns. Practitioners emphasize strengthening the fingers, aiming to mimic an eagle's flesh-tearing talons.

*Feat path:* Eagle Style, Eagle Flight Apex, Eagle Flight Swoop.

Nightwave Style: Nightwave style encapsulates the ferocity and lethal hunting techniques of the mightiest of the known nightshades: the nightwave. Practitioners undergo harsh training, hardening their bodies in order to fight effortlessly in difficult or dangerous environments; this makes them deadly both in and out of the water. Masters of the style can conjure forth the freezing waters from the blackest depths, which nightwaves call home, to drown their foes.

*Feat path:* Nightwave Style, Nightwave Jaws, Nightwave Drown.

#### NEW FEATS

The following feats are available to those martial artists who qualify for them.

#### **BO STAFF MASTER (COMBAT)**

You are able to use your bo staff to strike foes beyond your normal reach.

Prerequisites: Weapon Focus (bo staff), base attack bonus +5.

**Benefit:** By employing a number of different stances and techniques, you can wield a bo staff as a two-handed weapon with the blocking, reach, and monk weapon qualities. At the start of your turn, you can change your grip on the staff as a free action, choosing to use it as a double weapon, as per normal, or as a reach weapon until the start of your next turn. When wielded as a reach weapon, you may not use the bo staff as a double weapon. You can take the feat Weapon Specialization in the bo staff even if you have no fighter levels.

#### **BROKEN MIRROR SHARDS (COMBAT)**

When each of your copies falls, there is another that takes its place.

- **Prerequisites:** Improved Unarmed Strike; Broken Mirror Style; shadow clone ninja trick or ability to cast *mirror image*; Spellcraft 6 ranks.
- **Benefit:** While using Broken Mirror Style and while under the effect of a *mirror image* you have cast, whenever you score a critical hit with an unarmed strike, you can choose to create another image as a swift action. You can create a number of maximum images equal to the maximum allowed by your caster level and by the Broken Mirror Style.

#### **BROKEN MIRROR STYLE (COMBAT, STYLE)**

You never fight alone; you are an army.

- **Prerequisites:** Improved Unarmed Strike, shadow clone ninja trick or ability to cast *mirror image*, Spellcraft 3 ranks.
- **Benefit:** When you create illusory doubles with *mirror image* or using the shadow clone ninja trick, you create one extra image, which may allow you to exceed the normal maximum number of images allowed. While using Broken Mirror Style and while under the effect of a *mirror image* you have cast (not one cast from a spell completion or spell trigger item), you can lend your images some independence. This independence allows them to move differently from you, and each portrays a different possible action. This movement does not allow an image to leave your square. The independent movement of your images creates a confusing display and grants you a +1 bonus per image (maximum +4) to checks to feint in combat. An opponent must be able to see the images to be fooled.

**Normal:** When *mirror image* is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly.

#### **BROKEN MIRROR TRAP (COMBAT)**

The sacrifice of an illusory ally provides the opportunity to strike down your foe.

- **Prerequisites:** Improved Unarmed Strike; Broken Mirror Shards; Broken Mirror Style; shadow clone ninja trick or ability to cast *mirror image*; Spellcraft 9 ranks.
- **Benefit:** While using Broken Mirror Style, when an enemy destroys one of your images created by *mirror image* or the shadow clone ninja trick, you can make an unarmed strike against that opponent as an attack of opportunity.

#### COILED STRENGTH (COMBAT)

Through years of training, you have learned to generate force using twists, turns, and momentum rather than raw muscle power.

- **Prerequisites:** Dexterity 13 or higher, Weapon Finesse, base attack bonus +1.
- **Benefit:** You can add your Dexterity modifier to your attack and damage rolls instead of your Strength modifier to attacks made with a weapon with the monk weapon quality from the flail weapon group, as classified by the weapon training fighter class feature. You lose the benefit of this feat when wearing medium or heavier armor.
- **Special:** A monk of the compliant rod style may apply the benefit of this feat to a bo staff if he has the Bo Staff Master feat or to the quarterstaff if he has the Quarterstaff Master<sup>UM</sup> feat.

#### **COMBINATION FINISH (COMBAT)**

You follow a rapid series of attacks—aimed to lower your opponent's defenses—with your most powerful attack.

**Prerequisites:** Improved Unarmed Strike, base attack bonus +6 or monk level 5th.

**Benefit:** When you make an unarmed Punishing Kick<sup>APG</sup> attempt, Stunning Fist attempt, or an attack that has Elemental Fist<sup>APG</sup> as a prerequisite, as part of a full-attack action, increase the DC to resist the attempt by +1 for every previously successful consecutive unarmed strike landed against the same target during the same full-attack action.

#### **DIVINE PAPER TALISMAN**

You imbue your talismans with holy fire.

- **Prerequisites:** Paper talisman class feature, Greater Paper Talisman (see page 14).
- **Benefit:** When using your paper talismans to deal damage, you may have half of the damage result directly from divine power; therefore, you are not subject to any reduction by resistance to energy-based attacks.

#### DEATH BUTTERFLY BLOSSOM (COMBAT)

Once fed, your larval young undergo a metamorphosis. They complete the Shadow Plane butterfly lifecycle potentially killing their hosts during the process.

- **Prerequisites:** Dexterity 13, Wisdom 13, Death Butterfly Style, Death Butterfly Storm, Elemental Fist<sup>APG</sup>, Improved Unarmed Strike, Acrobatics 11 ranks, Perform (dance) 11 ranks.
- **Benefit:** While using the Death Butterfly Style, you can expend two daily attempts of your Elemental Fist as a standard action to accelerate the growth of the larvae implanted within a creature that is already suffering ongoing acid damage from your Elemental Fist. The larvae tear through skin and consume flesh as they burrow out of the victim's body; when they reach the surface, they sprout wings and take flight.

The violent process deals your unarmed strike damage and Elemental Fist acid damage to the victim, and it deals your Elemental Fist acid damage to adjacent creatures as the butterflies swarm out. Any creature that takes acid damage from this ability is also nauseated for one round.

A successful Fortitude save (DC 10 + 1/2 your character level + your Wisdom modifier) halves the damage and prevents the nausea. After the initial attack, the butterflies fly off before dissolving into shadows midflight. Use of this ability ends any ongoing Elemental Fist acid damage dealt to the target.

#### DEATH BUTTERFLY STYLE (COMBAT, STYLE)

Drawing on power from the Shadow Plane, you conjure tiny larvae made of shadow-stuff and acid. The larvae crawl around your arms, waiting to spring and feed upon the next foe you strike.

- **Prerequisites:** Wisdom 13, Elemental Fist<sup>APG</sup>, Improved Unarmed Strike, Acrobatics 5 ranks, Perform (dance) 5 ranks.
- **Benefit:** While using Death Butterfly Style, creatures that take acid damage from your Elemental Fist take an additional 1d6 points of acid damage one round later as the shadow-stuff larvae feed. The larvae dissolve into harmless wisps of shadow after feeding.
- **Special:** If you are proficient with a butterfly sword, when using Death Butterfly Style, you may use Stunning Fist and Elemental Fist when making melee attacks with butterfly swords, fighting fans, sun and moon rings, or wind and fire wheels.
- **Normal:** You can only use Stunning Fist or Elemental Fist when making an attack with an unarmed strike.

#### DEATH BUTTERFLY WINGS (COMBAT)

Your larvae persist and feed for longer. They gorge on the flesh of your enemies before dissolving back into shadow-stuff.

**Prerequisites:** Dexterity 13, Wisdom 13, Death Butterfly Style, Elemental Fist<sup>APG</sup>, Improved Unarmed Strike, Acrobatics 8 ranks, Perform (dance) 8 ranks.

**Benefit:** While using Death Butterfly Style, the acid caused by your Elemental Fist lasts for one additional round for

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every die of damage, beyond the first die, dealt by your Elemental Fist.

**Special:** While wielding a paired set of butterfly swords<sup>UC</sup>, fighting fans, sun and moon rings, or wind and fire wheels (see page 16 for these new weapons), you are still considered to have one hand free when determining the benefits of other feats such as Deflect Arrows.

#### **DESERT SCORPION HORROR (COMBAT)**

You lash out with your leg, emulating the scorpion's sting and distracting your opponent. Your arms, emulating the scorpion's claws, drag your foe to the ground.

- **Prerequisites:** Wisdom 13, Improved Grapple, Improved Trip, Improved Unarmed Strike, Desert Scorpion Hunter, Desert Scorpion Style, Acrobatics 9 ranks, Escape Artist 9 ranks.
- **Benefit:** While using Scorpion Style, after any successful combat maneuver against an opponent, you may attempt to trip the same opponent as a swift action using the same attack bonus with a -4 penalty. Further, your melee damage is no longer reduced while using Scorpion Style.

#### **DESERT SCORPION HUNTER (COMBAT)**

Through twisting and contorting your body, your limbs imitate the deadly claws and sting of a scorpion. This allows you to attack even when others could not.

- **Prerequisites:** Wisdom 13, Improved Grapple, Improved Unarmed Strike, Desert Scorpion Style, Acrobatics 6 ranks, Escape Artist 6 ranks.
- **Benefit:** While using Scorpion Style, you do not take a penalty to unarmed attacks from the grappled conditions. You may also make unarmed attacks even when pinned, albeit with a –4 penalty. Further, your speed is no longer reduced while using Scorpion Style.

#### DESERT SCORPION STYLE (COMBAT, STYLE)

You keep low to the ground and emulating the gait and balance of an arachnid. Though you cannot generate much power from such a low stance, you can strike out from unexpected angles and catch opponents offguard.

- **Prerequisites:** Wisdom 13, Improved Unarmed Strike, Acrobatics 3 ranks, Escape Artist 3 ranks.
- **Benefit:** You add 2 to your CMD against bull rush, drag, reposition, and trip attempts. While using Scorpion Style, your speed is reduced by 10 ft. if your base speed is 30 ft. or more. If your base speed is less than 30 ft., your speed is reduced by 5 ft. Further, while using Scorpion Style, you are considered one size smaller than normal when determining your bonus to attack rolls, your AC, and damage dealt by unarmed and weapon melee attacks.

#### EAGLE FLIGHT SWOOP (COMBAT)

You strike, grip, and then tear flesh in one fluid motion.

**Prerequisites:** Dexterity 15, Wisdom 13, Eagle Style, Eagle Talons, Improved Dirty Trick, Improved Unarmed Strike, Heal 12 ranks.

Benefit: While using Eagle Style, whenever you confirm

an unarmed critical hit as a free action you can attempt a combat maneuver check to perform a dirty trick on your opponent.

#### EAGLE STYLE (COMBAT, STYLE)

You are an expert at striking your opponent's vital areas, including the throat, neck, and windpipe.

- **Prerequisites:** Dexterity 13, Improved Dirty Trick<sup>APG</sup>, Improved Unarmed Strike, Heal 6 ranks.
- **Benefit:** While using this style, you may deal slashing damage with your unarmed strikes. Additionally, while using Eagle Style, when you successfully perform a dirty trick combat maneuver, you may choose to render your opponent unable to speak or vocalize instead of applying one of the conditions the combat maneuver normally allows. The target is unable to use its mouth to attack, speak clearly, or to employ verbal spell components.

#### EAGLE TALONS (COMBAT)

Your mastery of joint locks, knowledge of anatomy, and the tearing strength of your fingers allow you to inflict nearly incapacitating pain.

- **Prerequisites:** Dexterity 13, Wisdom 13, Eagle Style, Improved Dirty Trick, Improved Unarmed Strike, Heal 9 ranks.
- **Benefit:** While using Eagle Style, whenever you successfully perform a dirty trick and exceed your opponent's CMD by 10 or more, you may apply a second condition, allowed by dirty trick, to your opponent as part of the same dirty trick.

#### **GEAR SHRED (COMBAT)**

You carefully and selectively expose and reinforce some of your internal clockworks, using the moving gears to tear through flesh and apply extra leverage during a grapple.

- **Prerequisites:** Gearforged, Improved Unarmed Strike, base attack bonus +3 or monk level 3rd.
- **Benefit:** You can deal slashing damage with your unarmed strike, and you gain a +2 bonus to your CMD against grapple attempts. Further, whenever you successfully maintain a grapple, you deal an additional 1d4 slashing damage to your grappled opponent.

#### **GREATER PAPER TALISMAN**

Your paper talismans burn brighter and hotter.

- **Prerequisites:** Paper talisman class feature, monk level 3rd.
- **Benefit:** When using your paper talismans to deal damage, they deal an additional 2d6 hp damage.
- **Special:** You can gain Greater Paper Talisman multiple times. Your paper talismans deal an additional 1d6 hp damage each time you gain this feat beyond the first time.

#### NIGHTWAVE DROWN (COMBAT)

You can call forth the freezing, ink black waters of the Negative Energy Plane to drown your foes.

**Prerequisites:** Constitution 13, Wisdom 13, Elemental Fist, Improved Unarmed Strike, Nightwave Jaws, Nightwave

#### Style, Stealth 11 ranks, Swim 11 ranks.

**Benefit:** While using Nightwave Style, as a standard action you can spend two Elemental Fist attempts to create an area of crushing pressure and freezing cold, similar to the waters through which the nightwave swims.

Any creatures adjacent to you, or in your square, take damage equal to your unarmed strike plus the cold damage from your Elemental Fist. You and your equipment are not harmed by this effect. When used above water, Nightwave Drown alters the air of your square and squares adjacent to you; the affected area is considered underwater (affecting movement, attack and damage rolls, the ability to speak and breathe, and the use of the feat Nightwave Jaws, which is also found in this publication) until the end of your next turn.

When used underwater, the affected area instead darkens (as *deeper darkness*, caster level equal to your character level) until the end of your next turn.

A successful Reflex save (DC 10 + 1/2 your character level + your Wisdom modifier) reduces the damage by half and, when used above water, allows a character to jump to safety in the nearest open space to avoid being caught in the altered air.

#### NIGHTWAVE JAWS (COMBAT)

Your attacks mimic the deadly jaws and hunting techniques of sharks.

- **Prerequisites:** Constitution 13, Wisdom 13, Improved Unarmed Strike, Nightwave Style, Stealth 8 ranks, Swim 8 ranks.
- **Benefit:** You can hold your breath for twice as long as normal. When holding your breath, you are not at risk of being affected by inhaled poisons and gases. While using this style, whenever you deal unarmed slashing damage to a foe that was denied Dexterity to AC against the attack, you deal 1d4 bleed damage to that foe. Whenever you deal bleed damage with an unarmed strike against an underwater foe, you may make a Stealth check as an immediate action to hide within the resulting cloud of blood and churn of bubbles.

**Normal:** A character that has no air to breathe can hold her breath for two rounds per point of Constitution. If a character takes a standard or full-round action, the remaining duration that the character can hold her breath is reduced by 1 round. Creatures holding their breaths receive a 50 percent chance of not having to make a Fortitude save each round against inhaled poisons.

#### NIGHTWAVE STYLE (COMBAT, STYLE)

You are as lethal beneath the waves as you are upon the dry land.

- **Prerequisites:** Wisdom 13, Improved Unarmed Strike, Stealth 5 ranks, Swim 5 ranks.
- **Benefit:** You add your Wisdom modifier on Swim checks and on Constitution checks to avoid

#### **Monks of Midgard**

The Dragon Empire of Midgard is home to a variety of strange and exotic fighting styles.

Where *The Expanded Monk & Ninja* features options for Midgard's darakhul and gearforged, the *Player's Guide to the Dragon Empire* provides a wealth of information on Midgard's many fighting styles, including traits, feats, and archetypes, including the monk of the fiery fist and the monk of the wind palm.

suffocation or drowning. When using Nightwave Style, you may do slashing damage with your unarmed strikes. While using this style, your movement is not hindered by liquids and watery terrain such as bogs, mud (such as that caused by the *soften earth* and *stone spell*), and even thick fogs (such as that caused by the *solid fog* spell). Further, you take no penalty to unarmed attack and damage rolls in such environments or while underwater.

#### **ONE-INCH PUNCH (COMBAT)**

You have mastered the concept of explosive power and are able to generate tremendous force with an extremely short punch.

**Prerequisites:** Improved Unarmed Strike, Stunning Fist.

**Benefit:** As a standard action, you can make a single unarmed Stunning Fist attempt. If the attack hits, you may attempt to bull rush the opponent, in addition

to any damage dealt and effects caused by the

Stunning Fist. This bull rush attempt does not provoke an attack of opportunity. If your target also failed its save against the Stunning Fist, the bull rush attempt receives a +2 bonus.

#### POLEARM ACROBAT (COMBAT)

You are skilled at using your polearm to aid in movement and keeping your enemies at bay.

#### Prerequisites: Acrobatics 1 rank.

**Benefit:** While wielding a polearm, spear, staff, or similarly shaped object, you receive a +2 bonus to Acrobatics checks and a +1 bonus to your CMD. If you have 10 or more ranks in Acrobatics, while wielding a polearm, spear, staff or similarly shaped object, you receive a +4 bonus to Acrobatics and a +2 bonus to your CMD instead.

#### **RING THE BELL (COMBAT)**

You can deliver a series of crippling attacks in quick succession.

**Prerequisites:** Improved Unarmed Strike, Stunning Fist, base attack bonus +12 or monk level 11th.

**Benefit:** You may use Stunning Fist twice per round. **Normal:** You may only attempt a Stunning Fist once per round.

#### **UNDEATH SEAL**

You have trained to seal and bind the undead with your paper talismans.

Prerequisites: Paper talisman class feature, monk level 4th.

**Benefit:** Your paper talismans affect the undead as if they were living creatures, even if they are mindless (although abilities that affect only humanoids only affect undead if they were humanoids in life).



Many monks aim to sculpt their bodies into the perfect weapon and eschew manufactured weapons almost entirely. However, weapon training oftentimes provides an intuitive method of learning particular skills, forms of movement, and a means of defense and attack in situations where direct contact is foolhardy at best.

- **Ding pa:** This spear has a double-side rake attached to the haft just below the spearhead. Thrusting attacks are made with the spearhead, while the rakes are used to tear along flesh and disarm weapons.
- **Farmer's hoe:** This weapon features a long wooden haft with a mounted, angled blade. Derived from a farm tool used for a variety of functions such as tilling soil and weed control, a hoe is an unwieldy but powerful weapon. In combat, the angled blade can be used trip or hack foes.
- **Horsetail whisk:** The horsetail whisk is a versatile weapon. The long strands at the end of the weapon can be used much like a whip to distract an opponent or wrap around weapons and limbs. The wooden handle can be used as a club to bludgeon foes.
- **Iron flute:** Ranging in length from three to five feet, iron flutes are reinforced to serve as both cudgels and musical

instruments. An iron flute can be played using the Perform (wind instrument) skill.

- **Sun and moon rings:** Wielded in pairs, these flat metal rings feature a padded grip and cross-guard across one section; the rest of the rings feature a sharp cutting edge. Skilled practitioners can capture enemy thrusts and weapons between the outer ring and the inner cross-guard.
- Tamo Cane: Easily disguised as a walking stick, a tamo cane is a well-balanced length of wood that is used to block, thrust, sweep, or hook enemy limbs. The handle can be used to bludgeon enemies, much like a hammer. An observer must succeed at a DC 20 Perception check to realize that a tamo cane is a weapon rather than a walking stick; the DC decreases to 10 if the observer is able to handle the weapon proficiently.
- Wind and fire wheels: These flat metal rings feature a padded grip and cross-guard across one quarter segment. The other three segments have protruding blades, which are typically styled as flames. Often wielded in pairs, the wheels are used to slash, stab, block, and disarm enemies.

#### **Fighter Weapon Groups**

For the purpose of the fighter class's weapon training ability, these new weapons form part of the following weapon groups:

- Ding pa: monk, polearm, and spear.
- Farmer's hoe: monk and polearm.
- Horse tail whisk: flail, hammer, and monk.
- Iron flute: hammer and monk.
- Sun and moon rings: light blades and monk.
- Tamo Cane: hammer and monk.

Wind and fire wheels: light blades and monk.

#### **Table 4.1: New Exotic Weapons**

LIGHT MELEE WEAPONS	PRICE	Dмg (S)	Dмg (M)	CRITICAL	Range	Weight	Туре	Special	
Horse tail whisk	2 gp	1d4	1d6	×2		2 lbs.	В	Disarm, distracting, monk	
Sun and moon rings	20 gp	1d4	1d6	19-20	10 ft.	2 lbs.	S	Blocking, disarm, monk	
Wind and fire wheels	20 gp	1 <b>d</b> 4	1d6	19-20		2 lbs.	P or S	Blocking, disarm, monk	
ONE-HANDED MELEE WEAPONS									
Iron Flute	10 gp	1d4	1d6	×2	-	2 lbs.	В	Monk, performance	
Tamo Cane	10 gp	1d4	1d6	×3		2 lbs.	В	Blocking, monk, trip	
Two-handed melee weapons									
Ding Pa	8 gp	1d6	1d8	×3	-	12 lbs.	P or S	Disarm, monk, reach	
Farmer's hoe	5 gp	1d6	1d8	19-20	-	12 lbs.	S	Monk, reach, trip	

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