

## MONK: THE WAY OF THE SEVEN FONTS

A monk who uses martial training and personal discipline to find inner balance and strength due to the unlocking of fonts of power within themselves. While most monks have almost a magical feel about them, this subclass is designed to be more mystical, doubling down on the concept of inner fonts of power that stem from rightly aligning your body and soul to unlock your full potential.

The monk has seven fonts of power within him/her, which means they actually gain bonuses at more levels from their subclass than any other subclass. Each one is designed to show the unlocking of greater power by focusing on different parts of the body, starting low and working their way up to the top of the head.

### BASE FONT

Starting at 3rd level, you unlock greater mobility in your legs, granting you greater agility and deftness, allowing you to channel your ki into strikes instead of movement. Your "Patient Defense" and "Step of the Wind" ki abilities no longer require ki to use (though they still require your bonus action).

### SACRAL FONT

Starting at 6th level, you unlock greater power from deep within your body, channeling greater power into your strikes. Whenever you successfully hit with an attack, you may spend 1 hit die: add the value of the roll to the damage. You may select one of the following for the damage type: bludgeoning, necrotic, or psychic damage (depending on whether you are striking their body, soul, or mind respectively).

### BREATH FONT

Starting at 9th level, you harness the font at the base of your diaphragm to improve your breathing and inner healing. As an action, you can regain hit points equal to 1d8 + your monk level. In addition, *Stillness of Mind* may now be used with a reaction immediately after the effect occurs instead of using your action on the following turn if desired.

### HEART FONT

Starting at 11th level, you unlock the font in your heart, causing you to replenish your strength as you stretch out with your feelings. Whenever you deal damage with an unarmed strike, you regain 1d4 expended hit die. You may use this ability a number of times up to your Wisdom modifier each day, replenished when you complete a long rest.

### THROAT FONT

Starting at 13th level, you unlock the power within your throat just as your tongue is loosed with the languages of the sun and moon. You gain immunity to being silenced by magical means (obviously cutting your tongue out, gagging you, etc. still works), and you gain a breath attack as a bonus action for the turn, channeling your inner energy to strike your enemies.

Your breath weapon forces all targets within a 15ft cone to make a Dexterity saving throw. The DC for the saving throw equals 8 + your Wisdom Modifier + your proficiency bonus. A creature takes 4d6 psychic damage on a failed save, and half as much damage on a successful one. The damage increases to 5d6 at 16th level. You may use your breath weapon a number of times equal to your Constitution modifier, replenished when you complete a long rest.

### EYE FONT

Starting at 17th level, your inner eye is unlocked, causing you to see what would otherwise be concealed. You gain a truesight and blindsight of 60ft, and you are immune to the *Blinded* condition.

### CROWN FONT

Starting at 19th level, you unlock the final font from the crown of your head, unleashing all of the innate power in your body. Targets have disadvantage on the saving throw for *Stunning Strike*, and you are immune to the *Grappled*, *Restrained*, *Paralyzed*, and *Petrified* conditions.