

MONK PATH OF PEACE

A monk who embraces a more pacifist approach to life, monks who walk the path of peace tend toward acts of benevolence and care to the people around them, instructing and providing as they travel. Monks of the Franciscan Order in Earth's history are an excellent example of monks that walk the path of peace, and while peace monks can hold their own in combat, they are known for their ability to de-escalate a conflict, reducing the injuries sustained by those in the confrontation.

THE WAY OF PEACE

Unlike other monk subclasses, you select this subclass at 1st level rather than 3rd level. Starting at 1st level you lose proficiency with all non-rounded weapons (weapons with sharp edges, points, spikes, etc.) and gain proficiency with all rounded weapons (including martial weapons). The “shortsword” and “any simple weapon” entries in starting equipment are replaced with “any rounded weapon,” and the “10 darts” entry in starting equipment is replaced with “a sling with 20 rounds of ammunition.”

PRACTICING PEACE

Starting at 3rd level, you gain proficiency with the *Persuade* (Charisma) skill (or expertise if you already have proficiency in the *Persuade* (Charisma) skill). You also gain the *Spare the Dying* cantrip (which is cast using your Wisdom stat).

In addition, gain the ability to give alms to the poor: for each 1 silver piece you give a commoner, you may add +1 to a *Persuade* (Charisma) check you make against that person on the day you give them the alms (to a maximum of a +10).

PATH OF HEALING

Starting at 6th level, you use your desire for peace to heal the wounds of war. You gain the *Healer* feat for free, and add 1d4 to the healing roll when using your healer's kit.

CALMING NATURE

Starting at 11th level, you may use a bonus action and spend 2 ki points to select any number of humanoid or beasts within 30 feet of you up to your Wisdom modifier: they must pass a Wisdom saving throw or they will suffer disadvantage on all attacks they make for the next minute. This effect ends if the target suffers damage or you perform an attack of any kind during the duration.

UNFAULtering FAITH

Starting at 17th level, you gain proficiency with Charisma saving throws. In addition, you may spend 3 ki points to cast the *Compulsion* spell. You may spend additional ki points to increase the difficulty of the saving throw by +1 for each additional ki point you spend, to maximum of +3.