



NEW MONK SUBCLASS: WAY OF THE WISP

Monks that follow the Way of the Wisp open up their inner energy source to influence from the Shadowfell, harnessing its power to create and manipulate raw shadowstuff—and death itself—to do their bidding.

CREATE WISP

Starting when you choose this tradition at 3rd level, your connection to the Shadowfell allows you to manifest wisps of smoking shadowstuff. As a bonus action, you can create two wisps; alternatively, you can create one wisp whenever you spend 1 or more ki points. When you do, each wisp appears at a point you can see within 30 feet of you, and it remains there for 1 minute. You can have up to two wisps at a time; if you create a third, another one of your choice disappears. A wisp can be used in either of the following ways.

Wisp Burst. Whenever a creature that you can see willingly enters a space within 10 feet of a wisp for the first time on a turn or ends its turn there, you can use your reaction to cause the wisp to burst over the creature and force it to make a Dexterity saving throw

against your ki save DC. On a failed save, shadowstuff clings to the target; the creature takes necrotic or psychic damage (your choice) equal to one roll of your Martial Arts die, and its speed is reduced by 10 feet until the start of its next turn. Regardless, the wisp then disappears.

Wisp Strike. On your turn, you can replace an unarmed strike you make with a special one, using a wisp that you can see within 30 feet of you. That wisp then becomes a shadowy copy of your fist, which flies through the air at a target that you can see within 30 feet of it. Treat the attack as if it were an unarmed strike, except it deals necrotic or psychic damage (your choice). The attack roll is made with advantage if the target's speed is reduced. Hit or miss, the wisp then disappears.

SPEAK WITH DEAD

Also at 3rd level, you can use an action to touch a dead creature and spend 1, 2, or 3 ki points to duplicate the effects of the *Speak with Dead* spell, targeting that creature. This version of the spell allows you to ask that creature a number of questions equal to the number of ki points you spent; in addition, you gain a number of temporary hit points equal to your Wisdom modifier for each ki point spent (minimum of 1 temporary hit point). For the duration, smoke pours from the corpse's mouth whenever it speaks.

IMPROVED WISPS

By 6th level, your Wisp Burst effect no longer requires you to use your reaction, although you can still only use it once per turn. Furthermore, whenever you deal damage to a target using either of your wisp options, you can spend 1 ki point to increase the damage dealt by an amount equal to one roll of your Martial Arts die plus your Wisdom modifier (a minimum of +1). If a creature dies as a result of taking this damage, you regain 1 ki point.

STEP OF THE WISP

Starting at 11th level, when you spend ki to use your Step of the Wind feature, you can forgo creating a wisp to instead become partially wisplike, causing smoke to drift from your form until the start of your next turn. For the duration, you gain a flying speed equal to half your walking speed (rounded up to the nearest 5), and if you are grappled, restrained, or otherwise physically bound (such as by manacles) when you use this feature, you automatically escape. When this effect ends, you become fully corporeal again, falling if you're in the air and nothing else is holding you aloft.

REVENANT

By 17th level, you are no stranger to death and the energy that accompanies it. You gain the following benefits.

Frighten. Whenever a creature becomes stunned by your Stunning Strike, that creature is also frightened of you for 1 minute. For the duration, the frightened creature can make a Wisdom saving throw against your ki

save DC at the end of each of its turns, ending the effect on itself on a success; the creature automatically fails this save if it's incapacitated.

Shadow Puppet. When you become incapacitated, you can create a shadowy copy of yourself in an unoccupied space within 5 feet of you (no action required). The copy is connected to your body by a dark tether, and you can see and hear from it using your normal senses. On your turn, you can move the copy up to a total of 40 feet and make two unarmed strikes against a target within 5 feet of it. Treat the attacks as if you were making them, except that the damage dealt is necrotic or psychic (your choice). The copy can't be more than 20 feet away from you; it disappears after 1 minute, if you die, or if you're no longer incapacitated. Once this property has been used, it can't be used again until you finish a short or long rest.

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