

Archive of Forgotten Lore:

Monk

This is Supplemental Material

Monastic Tradition

At 3rd level, a monk gains the Monastic Tradition feature. This is an option written by Odvaskar for that feature: The Way of the Machine.

Way of the Machine

The spirit is willing, but the flesh is weak. This is the mantra which monks of the Way of the Machine live their life by. These monks venerate advance constructs and wish to ascend to a higher state of being by becoming more like a machine. They replace organs, limbs, and parts of their brains to become more efficient and unlock secrets of the universe. The monasteries these monks come from tend to horde advance technology including ancient constructs and weapons to study and replicate the technology. Monks of this tradition tend to worship deities of creation or entities from planes of order. It is not a rare sight to see a machine monk on a pilgrimage to a holy site or in search of lost ancient knowledge.

Cerebral Processor

3rd-level Way of the Machine feature

You have replaced your prefrontal cortex with a processor to increase your brains efficiency and analytical capabilities.

Spell Slots. Your spells slots are a result from a brain augment that channels extra ki. The Processor Spellcasting table shows how many spell slots you have to cast spells of 1st through 4th level. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spells when you finish a long rest.

Spells Known of 1st-level and higher.

The Cerebral Processor table shows the spells you know of 1st level or higher. You learn all spells of a specific level when you gain a spell slot of the same level. For example, when you gain a 2nd level spell slot you know all 2nd level spells Cerebral Processor table.

Spellcasting Ability. Wisdom is your spellcasting ability for your cerebral processor spells. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a processor spell you cast and when making an attack roll with one.

Voice Activated Commands. Spells from this subclass can only be cast by using vocal components and you ignore all other components.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier.

Spell Attack Modifier = your proficiency bonus + your Wisdom modifier.

Processor Spellcasting

Spell slots per level

Monk Level	1st	2nd	3rd	4th
3rd	2			
4th	3			
5th	3			
6th	3			
7th	4	2		
8th	4	2		
9th	4	2		
10th	4	3		
11th	4	3		
12th	4	3		
13th	4	3	2	
14th	4	3	2	
15th	4	3	2	
16th	4	3	3	
17th	4	3	3	
18th	4	3	3	
19th	4	3	3	1
20th	4	3	3	1

Cerebral Processor

Spell Level	Spells
Cantrip	<i>Mending</i>
1st	<i>Comprehend Languages, Identify</i>
2nd	<i>Locate Animals and Plants, Locate Object</i>
3rd	<i>Sending, Tongues</i>
4th	<i>Arcane Eye, Locate Creature</i>

Organ Replacements

3rd-level Way of the Machine feature

You can replace certain organs for mechanical parts. These replacements require an artificer, cleric, or construct able to perform surgery. Each replacement takes an hour. Construct like player characters can perform the replacements in 10 minutes by themselves. You can have a number of replacements installed on you equal to your Proficiency bonus. Organs replaced can't be removed.

Corrosive Digestive Track.

Your digestive track is replaced by a mechanical track full of highly corrosive acid. Any nonmagical metal you eat will be destroyed after 1 minute and you gain the *Acid Splash* cantrip. Any nonmagical metal hit by the acid takes a permanent and cumulative -1 to damage rolls for weapons or to Armor Class for armor. If the penalty drops to -5 the object is destroyed.

Filtrating Lungs.

Your lungs have filters and have an air storage of 24 hours. You only need to breathe for 1 minute each day and are immune to toxic gasses such as poison breathe weapons.

Kinetic Tesla Charger

Your legs have kinetic chargers that store electrical energy as you move. The following spells are added to your spell list.

Spell Level	Spells
Cantrip	<i>Shocking Grasp</i>
1st	<i>Thunder wave</i>
2nd	<i>Shatter</i>
3rd	<i>Lightning Bolt</i>
4th	<i>Blight (Lightning Damage)</i>

Overclocked Immune System

Your body becomes highly resistant to poisons and diseases. You gain advantage on saving throws against being poisoned or contracting a disease. You gain resistance to poison damage.

Night vision Optics

Your eyes are replaced with optical lenses. You gain darkvision of 120 feet and you can see through magical darkness.

Six Chambered Heart.

Your heart is replaced with a mechanical 6 chambered heart. When you roll a Hit Die when resting, you can roll it twice and use the highest roll.

Combat Arms

6th-level Way of the Machine feature

At 6th level, you have created and installed mechanical arms on yourself. Your new arms are extremely durable, which allows them to deal double damage to objects and structures. Additionally, you have created and installed a third mechanical arm to your back. The based model of this arm gives you an extra bonus action which can be used to make a single unarmed attack or to interact with items and objects. You can swap out the hand on the third arm and install a cannon or flamethrower on it. The process of swapping out arms takes 1 minute.

Cannon Arm

Your extra arm is fitted with a magical cannon. *Eldritch Blast*, *Magic Missile*, and *Guiding Bolt* are added your spell list. You can expend 2 ki points to cast these spells as the additional bonus action.

Flamer Arm

Your extra arm is fitted with a powerful flamethrower. The following spells are added your spell list. You can expend 2 ki points to cast these spells as the additional bonus action.

Spell Level	Spells
Cantrip	<i>Produce Flame</i>
1st	<i>Burning Hands</i>
2nd	<i>Scorching ray</i>
3rd	<i>Fireball</i>
4th	<i>Wall of Fire</i>

Brain Augmentations

11th-level Way of the Machine feature

Starting at 11th level, you can create and have brain augmentations installed. The installation process is the same as your organ replacements, but you can only have a number equal to half your proficiency Bonus (round down).

Mechanical Amygdala

Your amygdala is replaced by a mechanical device that improves your fear receptors. You are immune to fear and charm effects. Additionally, you can detect Illusions automatically.

Adrenaline Injectors.

Injectors of adrenaline are installed to make your reflexes faster. You gain advantage on Initiative rolls and Dexterity saving throws.

Artificial Hypothalamus.

Your hypothalamus now regulates sleep cycles while not moving. You can finish a long rest in 6 hours if those hours are spent in a motionless state. You are conscious during the 6 hours.

Targeting Scanners.

You have installed advance targeting scanners on your brain. The *Hunter's Mark* and *Bane* spells are added to your spell list.

Artificial Cerebellum.

You have replaced the part of your brain that controls your motor skills. The *Haste* Spell is added your spell list, but you can only cast in on yourself.

Machina

17th-level Way of the Machine feature

You are more machine than mortal. You gain the following benefits:

Durable Machine.

You no longer suffer from any kind of Exhaustion.

Fourth Arm.

You can create and install an additional arm on your back.

Immutable Form.

You are immune to any effects that would alter your form.

Self-Repair.

You can cast the Mending cantrip on yourself to regain 1d12 hit points. You can use this ability a number of times equal to your Proficiency Bonus per long rest.