

Eldritch Grimoire:

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 Mind.

Way of the Mind

Monks who take the Way of the Mind must be psionically gifted. They are contacted by a monastery usually at an early age or once the monastery becomes aware of their psionic talents. From there forward the monk is trained in both physical and mental disciplines to unlock their full psionic potential. The very first monasteries of the way of the mind were started by escaped slaves to mind flayer colonies.

Psionic Spellcasting

3rd-level Way of the Mind feature

At 3rd level, your monastery has taught you to channel extra ki to unlock more psionic abilities.

Spell Slots. Your spells slots are a result from a discipline taught you to channel extra ki. The Psionic Spellcasting table shows how many spell slots you have to cast psionic 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 Psionic Disciplines tables shows the spells you know of 1st level or higher. The Psionic Spellcasting table shows you when you learn another discipline. 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 on a specific psionic discipline table.

Spellcasting Ability. Wisdom is your spellcasting ability for your psionic 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 psionic spell you cast and when making an attack roll with one.

Psionics. Spells you cast from this subclass are cast innately and require no components.

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

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

Psionic Spellcasting

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

Psionic Disciplines

3rd-level Way of the Mind feature

You can use the energy of your ki created spell slots to unleash a focused psionic effect.

Clairsentience

Spell Level	Spells
Cantrip	<i>True Strike</i>
1st	<i>Comprehend Languages, Detect Magic, Identify</i>
2nd	<i>Detect Thoughts, Locate Object, See Invisibility</i>
3rd	<i>Nondetection, Sending, Tongues</i>
4th	<i>Arcane Eye, Locate Creature</i>

Meta-Creativity

Spell Level	Spells
Cantrip	<i>Blade Ward</i>
1st	<i>Sanctuary, Shield</i>
2nd	<i>Blur, Mirror Image</i>
3rd	<i>Tiny Hut</i>
4th	<i>Private Sanctum, Resilient Sphere</i>

Psychokinesis

Spell Level	Spells
Cantrip	<i>Mage Hand (Invisible)</i>
1st	<i>Feather fall, Thunderwave</i>
2nd	<i>Hold Person, Levitate, Shatter</i>
3rd	<i>Haste, Slow</i>
4th	<i>Freedom of Movement</i>

Psychometabolism

Spell Level	Spells
Cantrip	<i>Thaumaturgy</i>
1st	<i>Disguise Self, Heroism</i>
2nd	<i>Aid, Alter Self, Enhance Ability, Enlarge/Reduce</i>
3rd	<i>Beacon of Hope, Gaseous Form</i>
4th	<i>Polymorph, Stone Skin</i>

Psychoportation

Spell Level	Spells
Cantrip	<i>Dancing Lights</i>
1st	<i>Goodberry</i>
2nd	<i>Misty Step, Rope Trick</i>
3rd	<i>Blink, Conjure Animals</i>
4th	<i>Banishment, Dimension Door</i>

Telepathy

Spell Level	Spells
Cantrip	<i>Friends, Message</i>
1st	<i>Charm Person, Command, Dissonant Whispers, Hideous Laughter</i>
2nd	<i>Calm Emotions, Suggestion</i>
3rd	<i>Fear, Hypnotic Pattern</i>
4th	<i>Charm Monster, Confusion, Hallucinatory Terrain, Phantasmal Killer</i>

Pyrokinesis

Spell Level	Spells
Cantrip	<i>Produce Flame</i>
1st	<i>Burning Hands, Hellish Rebuke</i>
2nd	<i>Flame Blade, Scorching Ray</i>
3rd	<i>Fireball</i>
4th	<i>Fire Shield, Wall of Fire</i>

Focused Mind

6th-level Way of the Mind feature

At 6th level, you have learn how to hyperfocus your mind when unleashing psionics. When you cast a psionic spell you can expend a number of ki points equal to the spell level to change the casting time of that spell from an action to a bonus action or vice versa. Additionally, you can cast cantrips from this subclass as a bonus action.

Empowered Psychokinesis

11th-level Way of the Mind feature

As a bonus action you can pull an object that weighs up to 15 pounds within 60 feet of you towards one of your free hands. If the object is a weapon or shield being worn or carried by a creature, that creature must succeed a Strength saving throw against your spell save DC or have the object pulled off them.

As an action you can expend 1 ki point to have the pulled object or an object you are holding fly in a straight line to a target within 60 feet of you. If object is thrown at creature, that creature must succeed on a Dexterity Saving throw against your spell save DC or take 3d10 force damage. An object psychokinetically thrown stops if it hits a creature, if it makes contact with a solid surface, or goes beyond 60 feet.

Additionally, when you use your Deflect Attacks feature on a ranged attack. You can expend one ki point to have the attack be psychokinetically thrown at a target within 60 of you.

Ascended Mind

17th-level Way of the Mind feature

You have reached the pinnacle of your psionic potential. Through meditation and practice of your disciplines your mind has ascended to reach your full psionic potential.

Creating Spell Slots. You can transform ki points into one spell slot as a bonus action on your turn. The spell slot must replace a spent spell slot and it vanishes at the end of a long rest. The Ki Created Spell Slots table shows the cost of creating a spell slot of a given level. You can't create spell slots higher than 4th level.

Once you use this feature you must finish a short or long rest before you can use it again.

Ki Created Spell Slots

Spell Slot Level	Ki Point Cost
1st	2
2nd	3
3rd	5
4th	6

Ki Empowered Spell. You can spend 2 ki points to cast a psionic spell at a higher-level spell. Every 2 ki points you spend increases the spell's level by 1. The maximum number of ki points that you can spend on the spell equals half of your monk level (rounded down).