

SUBCLASS

MONASTIC TRADITION

WAY OF TRANSCENDENCE

Monks of the Way of Transcendence follow a tradition that emphasizes a path of personal growth and enlightenment and ultimately, absolute understanding. Its principles are most embodied by the pursuit of true freedom: body, mind, and spirit. Their lofty goals eventually manifest outwardly, granting them the ability to hover effortlessly just off the ground—a mark of progress on their spiritual journey.

SPELLCASTING

When you reach 3rd level, the mystical essence that suffuses your body allows you to harness the ability to cast spells. See the core rulebooks for the general rules of spellcasting and the cleric spell list.

Cantrips. You learn two cantrips of your choice from the cleric spell list. You learn an additional cleric cantrip of your choice at 10th level.

Spell Slots. The Way of Transcendence Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a spell slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *sanctuary* and have a 1st-level and a 2nd-level spell slot available, you can cast *sanctuary* using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level cleric spells of your choice, two of which you must choose from the abjuration and divination spells on the cleric spell list.

The **Spells Known** column of the Way of Transcendence Spellcasting table shows when you learn more cleric spells of 1st level or higher. Each of these spells must be an abjuration or divination spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the cleric spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or divination spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since you learn your spells through your divine path of universal understanding. 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 cleric spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Way of Transcendence Spellcasting

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

EXALTED DISCIPLINE

Starting at 3rd level, your ability to cast spells is as fluid and instinctive for you as your martial arts. If you use your action to cast a spell on your turn, you can make one unarmed strike as a bonus action.

KI-EMPOWERED FOCUS

When you reach 6th level, you learn to infuse your ki with your spellcasting, reinforcing and amplifying your spells. Whenever you make a Constitution saving throw to maintain concentration on a spell, you can add your Wisdom modifier to the roll.

In addition, when you cast a spell that forces a creature to make a saving throw to resist its effects, you can expend ki points to give one target of the spell disadvantage on its first saving throw made against the spell. The number of ki points expended is equal to 1 + the spell's level (1 ki point if the spell is a cantrip).

UPLIFTED SPIRIT

Starting at 11th level, you have a flying speed equal to your walking speed and can hover. This flying speed doesn't allow you to move more than 5 feet off the ground. If you fall from a greater height, your fall ends 5 feet off the ground, where you resume hovering, taking no falling damage.

In addition, you learn to meditate while resting, in pursuit of greater enlightenment. Whenever you finish a long

rest, you can cast the commune spell, without expending material components, but only as a ritual. While casting the spell and for its duration, you are blinded and deafened to your own surroundings.

NIRVANIC ASCENSION

At 17th level, you have achieved your transcended state, attaining the peak form of your true, metaphysical self. You gain new abilities, as detailed below.

Dualistic Essence. When an attacker that you can see hits you with a nonmagical weapon attack, you can expend 2 ki points as a reaction to momentarily evanesce into your immaterial, universal self. The weapon or projectile passes through your form causing the attack to miss you instead.

Liberated Spirit. Whenever you cast a spell of 1st level or higher, your flight becomes unrestricted until the end of your next turn, allowing you to fly more than 5 feet off the ground. In addition, you don't provoke opportunity attacks when you fly out of an enemy's reach.

Mystic Sight. You gain truesight out to a range of 30 feet.