



ay of the Arcane

Monastic Tradition



A student of the Way of the Arcane focuses their ki into magic. Whereas wizards will gain their magic from study and books and paladins will get their magic from a divine force. A student of the Way of the Arcane finds their magic from within. By self-actualisation, focus and meditation a monk can find their connection to the arcane and learn to use those powers.

D6 Why you decided to become an Arcane Monk

- 1 A family member was dying and when the locals could not help you vowed that you would find a way.
- 2 You showed physical promise at a young age but one day when you were sparing you unleashed some magical energy. Now you must learn to control your powers.
- 3 A wizard destroyed something irreplaceable to you have vowed revenge.
- 4 A rival to you can match you in every physical way and you are looking for an edge.
- 5 An arcane monk saved your village from the forces of evil and since then you aspire to save people like how the monk before you did.
- 6 You were expelled from wizard school and now must find a new way to learn the ways of the arcane.

Way of the Arcane Features

Monk Level	Feature
3rd	Bonus Proficiencies, Spellcasting
6th	Flexible Casting
11th	Magic Adapt
17th	Arcane Strike

Bonus Proficiencies

When you choose this tradition at 3rd level, you gain proficiency in the Arcana skill if you do not already have it. Additionally when ever you make an arcana (intelligence) skill check you gain a bonus to the check equal to your Wisdom modifier.

Spellcasting

<i>Fighter Level</i>	<i>Way of the Arcane Spellcasting</i>		<i>Spell Slots per Spell Level</i>			
	Cantrips Known	Spells Known	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

When you reach 3rd level, you augment your martial prowess with the ability to cast spells.

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 the Arcane Tradition 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 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 *Shield of Faith* and have a 1st-level and a 2nd-level spell slot available, you can cast *Shield* using either slot.

Spells Known of 1st Level and Higher

You know three 1st-level cleric spells of your choice.

The *Spells Known* column of the *Way of the Arcane Tradition Spellcasting* table shows when you learn more cleric spells of 1st level or higher.

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.

Spellcasting Ability

Intelligence is your spellcasting ability for your cleric spells, since you learn your spells through focus and meditation. 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

Flexible Casting

You can use your ki points to gain additional spell slots, or sacrifice spell slots to gain additional ki points.

Creating Spell Slots. You can transform unexpended ki points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. The created spell slots vanish at the end of a long rest.

CREATING SPELL SLOTS

SPELL SLOT LEVEL	Ki Point Cost
1ST	2
2ND	3
3RD	5
4TH	6

Converting a Spell Slot to Ki Points. As a bonus action on your turn, you can expend one spell slot and gain a number of ki points equal to the slot's level.

Magic Adapt

When you would take damage from a magical effect you can use your reaction to spend 2 ki points and gain resistance to the damage.

Arcane Strike

Starting at 17th level, when you cast a spell that has a casting time of 1 action, change the casting time to 1 bonus action for this casting. You can do this a number of times equal to your wisdom modifier (minimum 1)