

OLDE SCHOOL M



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Table: Monk Advancement

Level	Experience Points Required	Hit Dice (d6)	Level Title	Notes	Number of Attacks (Weapon—Open Hand—Combined)
1	0	2	Novice		1—2—3/2
2	2250	3	Brother/Sister		1—2—3/2
3	4750	4	Disciple	Monk Attainment A	1—2—3/2
4	10000	5	Elder Brother/Sister	Monk Attainment B	1—2—3/2
5	22500	6	Inner Disciple	Monk Attainment C	1—2—3/2
6	47500	7	Secondary Master	Monk Attainment D	1—2—3/2
7	98000	8	Master	Monk Attainment E	1—2—3/2
8	200000	9	Dragon* Master	Monk Attainment F, Advancement Trials Begin	1—2—3/2
9	350000	10	Elemental** Master	Monk Attainment G	3/2—5/2—2
10	500000	11	Elemental** Master	Monk Attainment, H Followers	3/2—5/2—2
11	700000	11+2	Elemental** Master	Monk Attainment I	3/2—5/2—2
12	950000	11+4	Elemental** Master	Monk Attainment J	3/2—5/2—2
13	1250000	11+6	Master of Secrets***	Quivering Palm	3/2—5/2—2
14	1750000	11+8	Master of Secrets***		3/2—5/2—2
15	2250000	11+10	Master of Secrets***		3/2—5/2—2
16	2750000	11+12	Master of Secrets***		3/2—5/2—2
17	3250000	11+14	Grand Master****		2—3—5/2

* Various monasteries devote themselves to different types of dragons, leading to Blue Dragon Masters, Silver Dragon Masters, etc. Most monasteries only allow three to five monks to hold this level.

** Monasteries usually choose one element per Elemental level based on their orders' metaphysical beliefs, leading to a Master of Fire, Master of Metal, etc. Monasteries usually allow one or two monks to hold each Elemental Master level.

*** Monasteries allude to one secret technique or principle for each level with these titles, leading to a Master Killer, Master of the North Wind, etc. Monasteries usually allow a single monk to hold each Secret Master level.

**** A single monastery only holds one monk of this level. Monks cannot advance beyond 17th level.

The Monk

A monk is a cloistered ascetic who devotes his life to mastering body, mind and spirit. This dedication gives him the ability to perform amazing feats. Monks base their discipline on a particular religion or philosophy. Some monks study esoteric martial arts. Others bind their potential to an unshakeable oath; they vow to defend a principle beyond hardship, pain and death. Many monks are simply religious fanatics, powered by the fire of faith.

All monks possess a lawful alignment; their sense of discipline demands no less. Nevertheless, monks don't often enforce laws and social norms outside of their own sects. Many go into the world to promote their philosophies by example, demonstrating a prowess born of devotion. Despite these high ideals, monks are no strangers

to ambition or avarice. They may not covet material possessions for themselves, but they do adventure to promote their religions and fund their monasteries. Even though a monk may possess a humble exterior, he may secretly believe that his discipline is superior to the cleric-led "common" religions. Monks thrive on adversity, even to the point of barring their own from the highest ranks until they test themselves against a worthy challenge.

Monks enter the adventuring life with trained skill and toughness, but their devotions are not always directly applicable to combat. As they master themselves they unlock a host of abilities that serve a support role in an adventuring party. They can't be relied upon to wear down an opponent, but can enter combat long enough to deliver a few decisive open handed blows.

Table: Monk Abilities

Level	AC Bonus/ Effective AC	Fast Move- ment	Open Hand Damage
1	+0 (Base 10)	150'	1d3
2	+1 (Base 9)	160'	1d4
3	+2 (Base 8)	170'	1d4
4	+2 (Base 8)	180'	1d6
5	+3 (Base 7)	190'	1d8
6	+4 (Base 6)	200'	1d8
7	+4 (Base 6)	210'	1d10
8	+5 (Base 5)	220'	2d6
9	+6 (Base 4)	230'	2d6
10	+6 (Base 4)	240'	2d6+1
11	+7 (Base 3)	250'	2d8
12	+8 (Base 2)	260'	2d8
13	+8 (Base 2)	270'	2d8+1
14	+9 (Base 1)	280'	3d6
15	+10 (Base 0)	290'	3d6
16	+10 (Base 0)	300'	3d6+1
17	+11 (Base -1)	320'	5d4

High level monks become living examples of a philosophy. As such, most of them feel obligated to train novices. Even adventuring monks retain ties to their traditions. Their grand masters do not reveal monkish secrets to the unworthy.

Monks are inspired by Chinese *wuxia* novels and films, popular myths about martial arts, historical Buddhist and Taoist monks and with a smattering of European monasticism. (*Speak with animals* has more to do with Saint Francis than kung fu!) There isn't room for the monk in every campaign, but despite its divergence from classic fantasy, the class can represent all kinds of lightly armed warrior-mystics.

Monk Roles

Here are five ways to include monks in your campaign.

Cloistered Order: These monks live in untamed parts of the campaign world.

They are religious scholars, but fight bandits and monsters to survive. They are peaceful until they are threatened. A formerly cloistered monk often leaves his home to win resources for his order or pursue an errant disciple. He could also be a refugee from a ruined temple who hunts the evil force that destroyed it.

Fanatic: A fanatic doesn't really learn formal martial arts. Instead, his fighting ability is powered by sheer devotion and fearless wrath. These monks are locust-eating hermits, yogis and dervishes. Instead of following church rites, a fanatic monk uses trances and physical ordeals to commune with the gods.

Guardians: Guardian monks learned their skills to defend an artifact or location. They adventure whenever they have to recover a stolen item. If the order protects a secret, the monk could be compelled to capture or slay the outsiders who learn it. Alternately, guardians defend noble bloodlines, clerics or sorcerers, or defend the only thing that can *destroy* a particular artifact. Of course, there are a few orders who don't keep people *out* but keep their dangerous charges *in* . . .

Order of Assassins: These monks belong to a secret order devoted to killing. Some of these conspiracies kill for money, devoting the proceeds to the upkeep of the monastery. Others belong to a society that slays prominent individuals opposed to the order's politics, morals or ethics. Monasteries of the order are likely to be isolated strongholds or elaborate underground complexes. Assassin-monks and true assassins might be rivals.

Wandering Warrior: This monk is on a permanent quest to improve his martial arts abilities. He does so to attain self-mastery, redeem himself after being expelled from the monastery, or hound rival

martial artists. This monk enjoys dueling with other characters

The Monk Character

Minimum Scores: Strength 15,
Dexterity 15,
Wisdom 15,
Constitution 11

Hit Die Type: d6

Initial Hit Dice: 2

Alignment: Any lawful

Experience Bonus: None

Armor/Shield Permitted: None

Weapons Permitted: Club, cross-bow, dagger, dart, hand axe, javelin, pole arm and spear.

Weapon Proficiencies: 1 + 1 every two levels.

Non-Proficiency Penalty: -3

Weapon Specialization: No (unless using a variant; see **Class Options**, pp. 7-8)

Core Traits

Attacks and Saving Throws: Monks use the same "to hit" tables as clerics. They make saving throws as thieves. Only humans may be monks.

Magic Items and Equipment: Monks may use magic versions of allowable weapons as well as the magic items permitted to thieves, except for items that allow thieves to gain experience points or levels.

Monks have strict limits on the number of magic items they may carry. A monk may retain no more than two magic weapons and three other magic items. They may

only retain enough money to support themselves and their retainers. They must donate all other treasure to their monasteries or a cause that fits their alignment.

Advancement Trials: At each level, an 8th or higher level monk must demonstrate his skill and fitness to practice the ascetic arts. He does so by defeating a monk of equal level or performing an equivalent task (such as a foe of equal hit dice) assigned by his monastery. Until the monk performs this task, his accrued experience from his new level onward is set aside and not counted toward advancement. The monk is allowed once chance to defeat the adversary or perform the quest. If he fails, he loses enough experience to put him at the minimum total for a character one level lower. He loses the new experience level. Optionally, the DM may set aside this lost experience as well. Apply it again once the monk succeeds at his challenge. If the DM uses this optional rule, ignore any experience that would allow the monk to gain yet another level.

In addition, various monasteries limit the number of high level monks allowed. DMs determine the policies of individual monasteries. See **Table: Monk Advancement** for suggested titles and guidelines.

Monks cannot advance beyond 17th level.

Monk Class Abilities

AC Bonus/Effective AC: The monk's ascetic toughness and skill at resisting, blocking or dodging blows adds a non-magical bonus to the monk's Armor Class as listed on **Table: Monk Abilities**. The monk loses this bonus if he carries more than 35 pounds, or is struck with paralysis or unconsciousness. He retains it in other situations, including situations where he is restrained or entangled. Note that the monk always has an unarmored armor



type, even after his AC improves.

Anatomical Strikes: The monk adds half of his level (rounded up; maximum +9 at 17th level) to the damage he inflicts with a weapon. This does not apply to open hand strikes or weapons that the monk is not proficient in using.

Anatomical strikes rely on formal techniques and understanding an enemy's weak points. The use of technique prevents the monk from combining this benefit with Strength bonuses "to hit" and damage. The monk's player must choose whether or not to use the damage bonus from anatomical strikes or his Strength bonus "to hit" and damage at the beginning of each round. If the monk chooses raw, wild Strength instead of technique, he may not perform multiple attacks.

Anatomical strike bonuses do not apply against gelatinous or amorphous creatures.

Deflect Missiles: The monk may deflect non-magical missile attacks (including those delivered by magical weapons) if he succeeds at a saving throw versus petri-

faction (in **OSRIC**, a save versus wands may be more appropriate). This ability is not effective against rock-hurling giants or siege weaponry or missile attacks that use fire, cold, acid or other exotic, volatile methods. Finally, breakable grenade-like missiles simply shatter, scattering their contents.

Evasion: If the monk succeeds at a saving throw versus a physical attack that normally inflicts half damage on a successful saving throw, the monk takes no damage instead. The attack must have an indiscriminate physical effect upon an area (examples: *fireball*, *cone of cold*).

Fast Movement: The monk's base movement changes to that listed on **Table: Monk Abilities**. The monk cannot move any faster than a normal human if he carries more than 35 pounds.

Hard to Surprise: Monks are only surprised when the player rolls a 1 on a 1d6.

Open Hand Combat: Monks fighting without a weapon may inflict damage as listed in **Table: Monk Abilities**. Furthermore, a monk may attack with pure open hand

combat or a mix of open hand combat and weapons. If the monk uses pure open hand combat he gains an additional attack per round. If the monk combines open hand combat and weapons (attacking with, for example, a club and an open hand attack in the same round), he gains an additional 1/2 attack per round.

Strength bonuses never apply to open hand blows. Monks may not fight with two weapons to gain extra open hand blows.

Thief Abilities: A monk performs the following tasks as a thief of equal level:

- Move Silently
- Hide in Shadows
- Hear Noise
- Climb Walls

Advanced Abilities

Bonus Attacks (9th level): Monks gain additional attacks as fighters do, but less swiftly. A monk has one attack at 1st to 8th level, 3/2 attacks at 9th to 16th level, and two attacks at 17th and above. Monks gain 1 additional attack when they use open hand attacks, or 1/2 attack if they combine weaponry and open hand attacks in a single round. See **Table: Monk Advancement** for a summary.

Slow Fall (4th level): Monks learn to use nearby walls and other sturdy surfaces to slow falls, as follows:

- At 4th level the monk takes no damage from falls of 20 feet or less if he is within 1 foot of a wall.
- At 6th level, the monk takes no damage from falls of 30 feet or less if he is within 4 feet of a wall.

At 13th level the monk takes no damage from falls of any distance if he is within 8

feet of a wall. If the monk falls more than 40 feet, he must stay within 8 feet of the wall for at least half of the fall's distance.

Monk Attainments (levels 3-12): Monks acquire the following additional abilities as they progress in level. See **Table: Monk Advancement** for a quick reference.

- *A (3rd Level):* *Speak with animals* as a druid.
- *B (4th Level):* ESP against the monk fails 70% of the time. The monk's resistance improves by 2% for each additional level of experience.
- *C (5th Level):* The monk is never affected by *haste*, *slow* or diseases.
- *D (6th Level):* The monk can enter a deathlike trance for up to two turns (20 minutes) per level. The monk appears to be dead to all examiners unless they use *true sight*, *commune* or *contact other plane*. In addition, the monk delays the effects of poisons and "save or die" magic that directly affects the character's body (such as the *death spell*) until the end of the trance. The player must set the duration of the trance ahead of time and may not act or perceive the outside world while using it.
- *E (7th Level):* The monk can heal his own body of 2 hit points of damage per level per day. The monk may use this ability all at once or in small amounts over time, until he has used up the entire reserve of healing.
- *F (8th Level):* *Speak with plants* as a druid.
- *G (9th Level):* Mind-affecting (as opposed to ESP and mind reading) magic fails against the monk 50% of the time. The monk's resistance improves by 5% for each additional level of experience.
- *H (10th Level):* The monk may employ

dimension door (as the spell) on himself once per day at 10th level, twice per day at 14th level and three times per day at 17th level.

- *I (11th Level)*: The monk is immune to poison.
- *J (12th Level)*: The monk may assume an ethereal state (as an item or power that grants *ethereality*). She may use this ability at will provided that she is ethereal for no longer than a total of one round per level per day.

Improved Evasion (9th level): The monk suffers half damage even he fails a saving throw against a damaging attack, as long as the attack has an indiscriminate physical effect on an area (examples: *fireball*, *cone of cold*).

Quivering Palm (13th level): Once per week, the monk may use the dreaded quivering palm. The monk must touch his victim (this includes a successful open hand attack) within three rounds of declaring the use of the power, or it is lost for the week. The monk's touch imparts subtle, destructive, supernatural vibrations. The monk maintains a connection to these vibrations until the victim dies or the quivering palm's time limit (see below) expires. If the victim escapes to another plane, this merely puts the time limit on hold (it freezes at that moment of departure) until he returns or the monk catches up with him.

If the monk succeeds, he may mentally command the victim to die at any subsequent point within one day per level of experience. When this occurs, the victim is allowed a saving throw vs. death at a penalty equal to the difference between the victim's level or hit dice and the monk's. If the monk does not issue the command within the time limit, he wastes his opportunity.

Victims with more hit dice than the monk or more than double the monk's maximum hit points are immune to the quivering palm, as are undead, amorphous creatures (slimes, mold, jellies, etc.) and creatures which can only be damaged by magic weapons.

Followers (8th level): After succeeding at her 8th level advancement trial, the monk attracts 1d4+1 1st level monks as followers. After succeeding at each additional advancement trial the monk acquires 1d2 new followers. These followers gain levels normally, though for simplicity's sake the DM may assume that each follower earns a level of experience every time the monk advances. If a follower's level ever equals or exceeds the monk's, the follower leaves his master's service. He can still be an ally, however.

Class Options

Here are a few ways to modify the monk class to better suit your campaign. These variants could be the only monks in your game or they might be monk sub-classes.

The Warrior Monk: Warrior monks defend their temples against special threats and are better trained for direct combat. These monks use the hit dice and "to hit" tables of rangers. They do not gain monkish attainments or thief abilities.

The Shadowy Monk: This monk often belongs to an outlawed sect. They pick pockets, find and remove traps and backstab as a thief of equal level, but their open hand attacks improve at half the standard rate.

The Religious Monk: Most monks do not preach to the faithful, but in societies where the monk's discipline is the popular religion, a few preachers augment the ranks of ascetic hermits. These monks sacrifice their attainments in exchange for

the ability to cast spells as a cleric that is two levels lower (a 1st to 2nd level monk has no spells; a 3rd level monk casts spells as a 1st level cleric. They do not possess thief abilities.

Alternate Attainments: Attainments have the greatest scope for customization. A smart DM can assign all kinds of abilities to monks from a particular sect or monastery. Your campaign can either accommodate several types of monks or you can make your custom design the official version of your game world. Here are some possibilities:

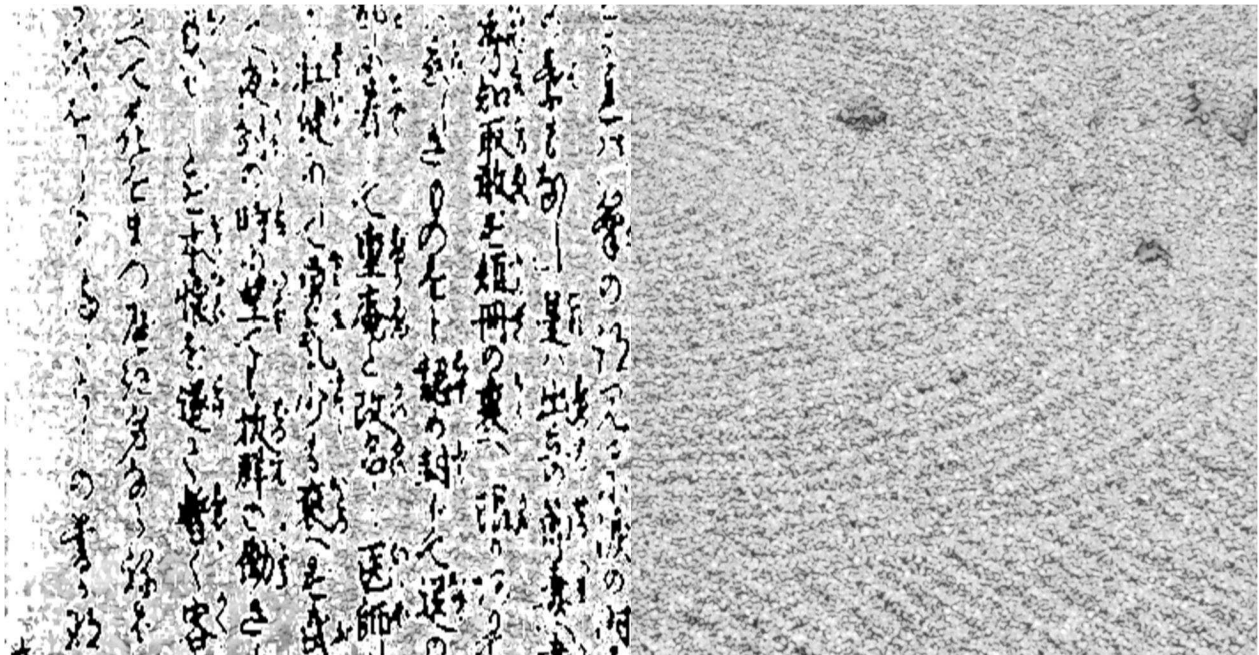
- Attainments can replicate spells. Divide the level at which the attainment is gained by three (rounded down) to guide your selection. Thus, an “A” monkish attainment can replicate a 1st level spell. Monks cannot learn attainments that allow them to act at a range or in an area of effect. Modify or deny spells to suit this. Monks cannot heal others with attainments. The monk can use these spell-like abilities once per day, or 2-3 times per day if they replicate spells that don’t inflict damage, resist damage, enhance ACs or affect other characters. (Divination does not count as “affecting” another character.)
- Monks could acquire the following abilities as attainments: pass through undergrowth as a druid, read languages as a thief, specialize (but not double specialize) in a weapon, gain a bonus Combat Proficiency (odd numbered levels only; see **First Edition Feats**). The monk must have the same level of experience as a member of the class that normally gains the ability.
- Attainments can give monks the ability to use open hand attacks on creatures that are immune to normal weapons. The monk’s open hands become equivalent to various weapon in exchange for the following attainments: B – silver or cold iron; D –

+1 weapons; F – +2 weapons; H – +3 weapons; I – +4 weapons. The monk’s open hand attacks do not gain “to hit” bonuses and the monk loses the listed attainments for each rank. Furthermore, the monk must have each previous attainment in the series. For instance, he can’t skip the +1 equivalency and acquire the +2 equivalency.

Design Notes

This version of the monk is a nod to the classic character class, but it isn’t completely devoted to the 1E version. The original monk was an extraordinarily weak low level character, but was balanced out by some rather powerful high level abilities and the (low-percentage) power to stun or kill opponents. Our monk is a tougher at low levels; he can even go toe to toe with a fighter, though he’ll get hit more often and dish out less damage than the strongest warriors.

As the monk advances some of his advantages take a backset to a host of miscellaneous abilities. Some of them are rather specialized and don’t always come up in play. In addition, the monk gains the ability to inflict an impressive amount of damage, even if he won’t strike true as often as other characters. The monk can get the odd killing blow in, but a fighter, paladin or ranger is better able to inflict damage consistently. Older versions of the monk took open hand damage to an extreme; this version reduces the number and severity of open hand attacks so that fighters, paladins and rangers retain the upper hand. Stunning and killing abilities that don’t allow saving throws (even quivering palm allows a save versus death) are gone. On the other hand, low and mid-level monks have better hit points, getting rid of the “eggshell with a hammer” problem: monks able to dish out massive amounts of dam-



age, but with hit points that don't let them get close enough to actually attack. The monk's AC should stay the same for a character with typical (for a monk) Dexterity, but now that monks *do* count Dexterity bonuses to AC, high Dexterity characters will have a bit of an advantage.

Even though the monk's undergone some changes, this version tries to stay true to the class' feel. It embraces the special quirks that make this class distinctive and fun to play. Monks still have an absolute level limit and undergo trials by combat, but these rules encourage DMs to customize monastic traditions. This removing puzzling elements (why do Lawful Good monks have to fight to the death?) and suggests ways to adapt the class and its customs to your game.

Using the Monk with First Edition Feats and 1E Heroic Abilities

As of this writing, Mob United Media's **Olde School Arcana** line includes two products that can combine with the monk

class.

First Edition Feats introduces Combat Proficiencies: special skills that a character can take in place of a weapon proficiency slot. As noted in that supplement, monks have access to the following Combat Proficiencies: Defending Others, Melee Split Move and Single Weapon Style. In addition, add Spear/Polearm to the allowed Combat Proficiencies.

1E Heroic Abilities gives monks the power to improve their ability scores. Monks may possess exceptional Wisdom, augmenting their already formidable mental resistance abilities. If you want to make the monk a bit more powerful, change the monk's exceptional requisite to Dexterity. This will improve the character's thief abilities and AC.

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