

MONK - WAY OF THE METALSHAPER

In this world, equilibrium reigns supreme – a delicate balance that must be maintained. Metal, often overlooked and dismissed as too rough, is in fact an exquisite embodiment of this fundamental principle. A pure, resolute, and beguiling metal harbors the elusive secrets of karmic quintessence, the very essence of life force known as Ki.

The Way of the Metalshaper, a sacred path of wisdom followed by devout monks, reveals the art of connecting to the Ki of various alloys. Through this practice, they channel the innate power of the metal, molding their body to mirror its properties. Unlike a blacksmith who forcefully forges and alters metal, the Metalshaper honors the metal's innate nature and allows it to guide the way, gently reshaping and reordering the metal as if it were an extension of their own body.



Metallic Self

Starting at 3rd level, you become one with metals. As a bonus action, you can expend 1 Ki Point to morph your body into a metallic state. When you do so, choose a damage type from the following: bludgeoning, piercing, slashing, acid, cold, fire, poison or thunder. You gain resistance to that damage type until the start of your next turn.

Additionally, for the next 10 minutes, your body retains metallic properties, granting you the following benefits:

- As a reaction to taking bludgeoning, piercing, slashing, acid, cold, fire, poison or thunder damage, you may expend 2 Ki Points to grant yourself resistance to that damage type until the start of your next turn.
- Whenever you successfully hit a creature with an unarmed strike, if you are not wearing any armor, you gain a +1 to your AC until the start of your next turn.
- Whenever you successfully hit a creature with an unarmed strike, you may move it up to 5 feet in any direction.

Iron Rush

At 6th level, your connection to metals allows you to magnetize yourself, moving faster and with more impact than ever before. Once on each of your turns, you may turn one of your melee weapon attacks or unarmed strikes into an Iron Rush. As part of this attack, you may move up to 30 feet towards the target, then make the attack. This movement does not trigger attacks of opportunity. If the attack is successful, in addition to its normal damage, the creature's movement speed becomes 0 and it has disadvantage on all attacks on creatures other than you until the end of your next turn.

You can use this feature a number of times equal to 1 + your Wisdom Modifier (minimum of 2), and you regain all expended uses when you finish a long rest. If you have no uses available, you can spend 2 Ki Points to use this feature again.

Golden Touch

At 11th level, you've found a way to impart the stillness of steel within others, tempering both their body and mind. As an action, you may spend 3 Ki Points to touch a willing creature, granting them the benefits of either your Metallic Self or Stillness of Mind feature. If you grant a creature your Metallic Self feature, any reactions it takes as part of that feature use your Ki Points.



Ring of Steel

At 17th level, you begin to manifest a strong magnetic field. Whenever you make a successful melee attack against a creature, you may expend 5 Ki Points to create a Ring of Steel surrounding you and the damaged creature.

The Ring is formed of magical steel pillars, which form a 20-foot radius sphere around you and the damaged creature. For the next minute, or until you or the creature reach 0 hit points, you and other creatures within the ring that attempt to leave it by walking outside it or teleporting outside fail to do so and become stunned until the start of their next turn instead.

While within the Ring, you gain the following features:

- You can use your Metallic Self reactions without expending Ki Points.
- Your unarmed strikes deal an additional 1d10 bludgeoning damage.
- You are immune to the grappled, paralyzed, petrified, restrained, and stunned conditions.

Once you use this feature, you can't use it again until you finish a long rest.

