

## MONK WAY OF DISSONANT KI

Monks of dissonant ki manipulate the energies of life to generate death and extinguish life about. This is a stigmatized and rare power, as manipulating the energies of life itself to extinguish it is a mysterious and terrifying power. Few monks that choose this power use it for benevolent reasons, as it seems to rip apart life at a level below that which we can see. The victims of dissonant ki usually seem fairly physiologically unphased on the outside, but, internally, rapidly succumb to an agonizing death as their body ceases working.

The power of dissonant ki is most often based around simply removing ki from their targets, draining them of their life force until their is nothing left.

### ENERGY STRIKE

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Starting at level 3, when you use hit an enemy with an unarmed strike, you may expend 2 ki points to instead cast *Infect Wounds* as if with a 1st level spell slot. The spell hits the target immediately when cast this way. You may only do this once per round.

Wisdom is your spellcasting modifier for all spells cast with dissonant ki.

You may activate this ability once between long rests without expending ki points.

### INVISIBLE DEATH

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Beginning at level 3, whenever a Dissonant Ki ability you use deals necrotic damage to an enemy, there is no visible damage caused by this necrotic damage, to other creatures. You can personally still see that the creature is suffering, as its internal organs are damaged directly.

### AREA OF DEATH

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At level 6, your energy can destroy everything nearby. As an action, you may expend 2 ki points to induce a Constitution saving throw (DC = 8 + your Wisdom modifier + your proficiency bonus) in every other creature within 15 feet of you. You may make a number of other creatures equal to your Wisdom modifier (minimum of 1) automatically succeed on the save. Creatures who fail the save take 3d6 necrotic damage. Nonmagical plants in the area die, but will not demonstrate the signs of this death for a day.

You may activate this ability once between long rests without expending ki points.

## KI ARMOR

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At level 11, your Ki protects you by counterattacking. Whenever a creature hits you with a melee attack while you aren't wearing armor or wielding a shield, the creature takes 1d6 necrotic damage.

In addition, when you aren't wearing armor or wielding a shield, you can use 1 ki point to cast *Shield*.

You may activate this ability once between long rests without expending ki points.

## MARK OF DEATH

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Starting at level 17, when you hit an enemy, you may expend 3 ki points to make that creature take an additional 1d10 necrotic damage every time it takes damage for the next minute, including this attack. You may only use this mark on one creature at a time. You must concentrate on this ability like you are concentrating on a spell.

You may activate this ability once between long rests without expending ki points.