

<b>Dwarven Deep Monk</b>	<b>lvl</b>	<b>XP</b>	<b>Title</b>	<b>HP</b>	<b>Dmg</b>	<b>Atk</b>
<b>Prime Requisite:</b> STR, DEX, CON, CHA	1	0	Neophyt	1d6	+1	10+
<b>Requirements:</b>	2	3500	Neuling	2d6	+1	9+
<b>Hit Dice:</b> d6	3	7000	Adept	3d6	+2	8+
<b>Maximum level:</b> 11	4	14000	Anhänger	4d6	+2	7+
	5	28000	Jünger	5d6	+2	6+
	6	56000	Adjutant	6d6	+3	5+
	7	110000	Vogt	7d6	+3	4+
	8	220000	Wächter	8d6	+3	3+
	9	340000	Präzeptor	9d6	+4	2+
	10	460000	Asket	9d6+3	+4	2+
	11	580000	Erleuchteter	9d6+6	+4	2+

Dwarven Deep Monks are found only in the depths of the Deep Dwarven cities, and even then, few are to be found. They may wear armor no heavier than hide, and may use only flails, hammers, maces, spears, and pole-arms.

They may not use shields. Their damage bonus grows once per three levels, and only applies to melee. However, their difficult training causes their attack bonus to grow once per level, similar to Thrassian Gladiators!

As dwarves, they gain a +2 bonus to all proficiencies and thief skills, a **Sensitivity to Rock** that provides a +1 bonus to surprise rolls when underground; they can **detect traps**, false walls, hidden construction, and notice if passages are sloped with a proficiency throw of 14+; they speak Deep Dwarf, Gnomish, Goblin, and Kobold; and as **Hardy People**, they gain a +3 bonus on saving throws versus Blast and Breath and a +4 bonus on all other saving throws. They may select one extra general proficiency at level one.

Deep Monks are well-versed in Tap-Signals, which can be used as sound, transmitted through cave systems, or visibly, through tapping fingers or feet. With Dark Navigation, they use their innate ability to know which direction magnetic north is, similar to Navigation. With senses heightened by years in complete darkness, Deep Monk's **Blind Fighting** gives them a +2 bonus when hampered by darkness, including invisibility, in melee combat. Entering **Meditative focus** does not require an action; while in focus, the mystic gains a +1 bonus to armor class, attack throws, proficiency throws, saving throws, and initiative rolls. A meditative focus lasts for 1 turn (10 minutes). Deep Monk can go into focus once per day per level of experience.

At level 3, Deep Monk gain a +1 bonus to initiative and surprise. At level 4, their quick reflexes give them **Prestidigitation**, and the ability to pick pockets as a thief of half their level. At level 5, Deep Monks may **Silently Retreat** – withdraw or retreat from melee combat without declaring the intention to do so at the start of the melee round. At level 6, they gain a +2 to **Hide in Shadows** and **Move Silently**. At level 7, they can **hold their breath** for up to 1 turn (10 minutes). They also gain +2 AC while in complete darkness. At Level 8, Deep Monk can **Summon Darkness** once per hour, as the inverted Light spell. At 9<sup>th</sup> level, the Deep Monk can build a Monastery, as the Mystic, and gains the Manual of Arms proficiency. At level 10, if the monk rolls a natural 20, he may use his **Quickened Strike** to make a second attack at a -2. At level 11, the Deep Monk can see beyond the veil of darkness, and use his gift of Prophecy to Commune once per week, as the spell.

### Dwarven Deep Monk Proficiency List

Acrobatics, Alertness, Ambushing, Berserkerang, Climbing, Combat reflexes, Combat trickery (brawling, disarm, force back, incapacitate, knockdown, overrun, sunder, wrestling), Contortionism, Eavesdropping, Endurance, Fighting style, Goblin-slaying, Laying On Hands, Lip Reading, Mystic aura, Passing Without Trace, Performance, Running, Survival, Swashbuckling, Unarmed Fighting\*, Vermin-slaying, Weapon finesse, Weapon focus

## Dwarven Deep Monk: Calculations

Hit dice 1: (d6) 1 point, 500 XP

Fighting value 3: 3 points, 1500 XP

+1 per 2 levels; Unrestricted weapons

Unrestricted armor; 3 fighting styles

Melee/Ranged damage bonus; cleaves 1 per level

*Trade off:* Unrestricted armor down to restricted armor: +3 custom powers

*Trade off:* Remove ranged damage bonus: +1 custom powers

*Trade off:* Unrestricted to Narrow (flails/maces, spears/polearms): +3 custom powers

Race: Dwarf (2), max level 11

Powers:

Traded off 5 powers for powers at 3, 4, 5, 6, 2x 7, 8, 9, 10, 11

Hold Breath, custom ability for 1 point: hold breath for 1 turn (10 minutes)

Saving throws: Fighter

Hit points after level 9: +3 per level

Prime Requisite: STR, DEX, CON, CHA

Stronghold and followers: as Mystic