

Dwarven Monk of Moradin Class Features:

Unarmored Defense.

The Monastatic Order of the Mithril Fist (Dwarven Monk)

“We dwarves don’t need weapons to defeat you, we are weapons”.

Masters of the mystical unnamed martial art called the Hammerhand Style.

Class Traits

Role: Striker. You typically eschew weapons in favor of unarmed attacks, and you avoid armor in favor of maneuverability and agility. No one can match your speed and poise on the battlefield. Your powers are more than simple attacks, they are complex forms that allow you to strike and move with unmatched grace.

Depending on your choice of class features and powers, you might lean toward controller as your secondary role. Power Source: Psionic. Your intense focus, constant training, and exceptional talent combine to allow you to harness the psionic power within yourself.

Key Abilities: Dexterity, Strength, Wisdom

Armor Proficiencies: Cloth

Weapon Proficiencies: Club, dagger, monk unarmed strike, quarterstaff, sling, spear, throwing hammer, warhammer.

Implements: Ki focuses, weapons with which you have proficiency.

Bonus to Defense: +1 Fortitude, +1 Reflex, +1 Will

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 7 + Constitution modifier

Trained Skills: From the class skills list below, choose four trained skills at 1st level.

Class Skills: Acrobatics (Dex), Athletics (Str), Diplo

Diplomacy (Cha), Endurance (Con), Heal (Wis), Insight (Wis), Perception (Wis), Religion (Int), Stealth (Dex), Thievery (Dex).

Class Features: Monastic Tradition, Unarmed Combatant,

Brotherhood of the Mithral Fist

The order was founded 300 years ago, by the Head of the Church of Moradin, a Fighter/ Cleric by the name of The High Old One Gimbull Silverhand (Aka Gimbull Onearm). Gimbull belonged to the Silverhand clan, one of the 5 major clans in the area of Dagtdea. The dwarves of the Silverhand and Silverhammer clans delved deeper into the earth to build their clan holds then the other dwarven clans, but the nature of the stone in that area caused them to connect their excavated chambers containing their shrines, temples, businesses and homes with very narrow, cramped tunnels in order to prevent cave ins. The tight confines of the clanhold's tunnels served to constrain and confound the warriors of the clans from using their superior weapons and armor to effect against the uncountable hordes of goblinoids and kobolds being driven against them by a demon lord below, with their usual tactics of mass combat.

As the legend tells it after suffering several calamities, the dwarven clans of Silverhammer and Silverhand suffered the loss of several sacred shrines, temples, and the sacking and destruction of the temple city to Moradin (Forgeholme), and the almost total annihilation of the two clans themselves. Gimbull realized the church and the dwarves needed a group of holy warriors capable of fighting with agility, speed and stealth, and with little or no weapons and armor, using tactics not unlike those of modern commandos. So after a month of contemplation and meditating on the problem it is said Moradin himself presented Gimbull with a vision of dwarven warrior priests that, forsook their ties to clan and family, to hone their bodies and minds into weapons against the enemies of the dwarves, and committed to defending all dwarves and bringing vengeance to those who have transgressed the dwarves.

Gimbull claimed that Moradin himself taught him thirty lines of runic verse that are taught to the unworked initiates to this day. An initiate entering the order must memorize and copy the ruins, and

contemplate and meditate upon their meaning while beginning their training to become monks. 50 years later, Gimbull and 5 of his remaining followers recorded these runic poem verses on stone tablets and built the Monastery of the Mithril Forge, on the reclaimed ruins of the City of Forgeholme, that to this day serves as the base of operations for this monestatic military order.

Over the centuries the reputations of these monks has grown from scorn to grudging respect as unsurpassed masters of the unarmored empty handed combat techniques that have come to be known as the Anvil and Hammer Hand fighting styles. The respect from other dwarves and outsiders has grown more recently with the recapture of several sacred shrines, temples and clan holds by the brotherhood. One Half-Orcish Warlord just before his trial and subsequent beheading was heard to say, "Who woulda taut dat dwarves could move so fast, quietly and hit so hard wit notin but der fists", following the decimation of his 150 strong orcish force at the hands of 25 dwarven monks.

The Brotherhood has started to attract initiates from other clanholds, and recently has fielded strength of between 800 to 1000 dwarven monks. Some members of the brotherhood serve as temple guards, or in small assault groups, and various other solo assignments for capable monks. The order is militaristic in nature dividing itself into battalions (anvils) made up of 100 dwarves, that are divided into 10 platoons (hammers) made up of 10 men and women each, which are divided into squads (Fists) of 5 men and women each.

So there are 2 Fists in a Hammer, 10 Hammers in an Anvil, and the Brotherhood's current membership allows them to call up to 8 to 10 anvils, with a relatively even mix of followers of the two paths of the Anvil and Hammer Hand fighting styles. The vast majority of these recruits are between 0 -2nd level monks. The Militant Order of the Mithril Fist accepts both male and female candidates for consideration for entrance into their ranks.

When a monk has learned the basic skills and discovered the meaning of the first verse of Moradin's poem, he has unlocked the skills and knowledge required to become a 1st level monk, He

or She has earned the title of Specialist Anvil (for monks with high Wisdom) or Specialist Hammer (for monks with high Strength).

As the monks contemplate, and meditate on each successive verse of the Poem of Moradin and advance in power they gain new abilities and powers revealed to them in their understanding of the poem.

At 5th level the monk has earned the title of Hammer of Lore (for the Temple monks) or Fist of Lore (for the adventuring monks). There are various higher level rank titles that vary according to posting and location and even assignment.

Monk Class Features

Monks have the following class features.

Monastic Tradition

Monks train in a number of traditional techniques, with each monastery focusing on a specific style. Each monk chooses a monastic tradition which provides a *Flurry of Blows* power and a defensive benefit.

Your training and use of psionic magic allow you to strike with incredible speed, represented by the *Flurry of Blows* class feature. Each Monastic tradition teaches a different version of *Flurry of Blows*. Your tradition also helps you to focus your body or mind to become more resilient to attacks.

Anvil and Hammer Hands

The Anvil and *Hammer Hands* Tradition focuses on honing your mental awareness and physical agility to better harness your psionic magic to as taught to Gimbull Onearm by Moradin, to destroy the foes of dwarvenkind. This tradition teaches that by studying the 30 lines of ruinic verse laid out to Gimbull by Moradin, can a monk of the Order of the Mithril Fist hone their minds and bodies in order to become Moradin's deadly living weapons. The Brotherhood of the Mithril Fist and it's adherents are typically militaristic monks, whose monasteries are often built in the centre of dwarven holdings, or near the frontlines of a conflict with the enemies of

dwarvenkind. Where the monks constantly drill and practice their techniques and tactics on each other and the enemies of their kin.

Within the Militant Order of the Mithril Fist, there are two schools of thought or paths, one favoring strength (Hammer monks) and the other favoring wisdom (Anvil monks)

The Tradition and its Paths

As of the PHB3, there are two traditions for the Monk class: Centered Breath and Stone Fist. The basic differences between the two are superficially minor, their off-defense bonus essentially the same thing, and a choice of forced movement or more damage in their different Flurry of Blows powers. Since only one paragon path references a tradition directly, and no powers yet do, a player who devotes some stat points to both Strength and Wisdom could end up with viable choices in nearly any power. However, there are some patterns which emerge as directions to consider for creating a monk character.

Hammer Path

Path of the Hammer: Perhaps the best 'default' for what a monk is, your game plan is relatively simple: do as much damage to as many enemies as possible. In a way very similar to how a ranger uses multiple-attack powers to improve the odds of firing off his Hunter's Quarry against a main foe, the nature of Flurry of Blows encourages making as many attack rolls as possible to increase the odds of popping it off each turn. Therefore, multi-target powers are your bread and butter, as well as anything which allows you to navigate and survive a crowd to most reliably hand out your substantial damage.

Flurry of Blows: You gain the *Flurry of Hammer Blows* power (see page 5).

Moradin's Mental Bastion: You gain a +1 bonus to Will. This bonus increases to +2 at 11th level and +3 at 21st level.

Anvil Path

Path of the Anvil: Similar to the Hammer path, your focus is on the fray, trying to get involved with as many enemies as possible to hurt them reliably. Your version of Flurry of Blows encourages playing a secondary controller more obviously, and your emphasis on powers tends to lean toward effects that end. This path synergizes with area controllers, letting you force more damage or effects out of their zones and conjurations..

Flurry of Blows: You gain the Centered Hammer Blow (see page 5).

Moradin's Mental Equilibrium: You gain a +1 bonus to Fortitude. This bonus increases to +2 at 11th level and +3 at 21st level.

Unarmed Combatant

You can make unarmed attacks with much greater effectiveness than most other combatants can. When you make a weapon attack such as a melee basic attack, you can use the monk unarmed strike, which is a weapon in the unarmed weapon group. This weapon has the off-hand weapon property and +3 proficiency bonus, and it deals 1d8 damage. You must have a hand free to use the monk unarmed strike, even if you're kicking, kneeing, elbowing or head butting a target. Your monk unarmed strike can't be turned into a magic weapon, but it can benefit from a magical ki focus if you have one (see "Implements" below).

Unarmored Defence

While you are wearing cloth armor or no armor and aren't using a shield, you gain a +2 bonus to AC.

Implements

Monks usually channel their psionic energy through an item called a ki focus, which is a wooden practice weapon, prayer beads, a manual of lore, or some other object a monk studies or uses during training or meditation. After you attune yourself to a ki focus, you

can use it as an implement when it is on your person (see “Ki Focuses,” page 203 of PHB3).

When you wear or hold your ki focus, you can add its enhancement bonus to the attack rolls and damage rolls of monk powers and monk paragon path powers that have the implement keyword. You can also add its enhancement bonus to the attack rolls and damage rolls of weapon attacks you make using a weapon with which you have proficiency.

You can also use a weapon with which you have proficiency as an implement. When wielding the weapon as an implement, the weapon’s characteristics—proficiency bonus, damage die, and weapon properties like defensive or high crit—are irrelevant to your implement powers.

If you have both a magical ki focus and a magic weapon, you choose before you use an attack power whether to draw on the magic of the ki focus or the weapon. Your choice determines which enhancement bonus, critical hit effects, and magic item properties and powers you can apply to that power. You can’t, for example, use the enhancement bonus of your ki focus and the critical hit effect of your magic weapon with the same attack.

Creating a *Hammer Hands* Monk

You can choose any powers you like for your monk, though your choice of the Anvil and *Hammer Hands* monastic tradition will strongly influence some of your choices. Dexterity is the most important ability for monks, since all monk attacks rely on it. As a monk of the Anvil and *Hammer Hands* tradition you may use one of two builds (paths), Hammer monks or Anvil Monks. Hammer monks or followers of the “Path of the hammer” favor Strength as your second ability score, followed by Wisdom or Constitution, while Anvil Monks or followers of the “Path of the Anvil” favor Wisdom as your second score, followed by Strength or Constitution.

Monks and Weapons

Your monk attack powers are implement powers, meaning they are enhanced by the powers, properties, and enhancement bonus of your ki focus or a weapon you use as an implement. All your monk attacks can involve the use of a weapon, whether it’s your monk unarmed strike or a manufactured object. Because the attacks can draw on the magic of your ki focus, they are equally effective whether you wield a quarterstaff or batter your foes with punches and kicks.

You might want to use a weapon so that you can take advantage of feats such as Shielding Whirlwind Style or Crushing Tempest Style. You can switch weapons with ease or pick up whatever is at hand to attack your foes, drawing on the power of your ki focus instead of relying on the strength of magically enhanced steel.

You might also want to carry a sling or some shuriken so that you can make ranged basic attacks.

Hammer Hands Monk

You seek enlightenment through physical perfection. You practice your art constantly, ever seeking new challenges with which to test your skill and worth. You tend to favor fast action, and your art is often direct and even brutal in application. Even if you are a braggart or a showoff, you prize efficiency in battle, because defeating your enemies swiftly proves the superiority of your art. Fighting is not necessarily the sole purpose of your life, however; like any other warrior, you may keenly appreciate the quieter moments in life.

Path of the Hammer

Suggested Class feature: Flurry of Hammer Blows

Suggested Feat:

Suggested Skills: Acrobatics, Athletics, Insight, Perception.

Suggested At-Will Powers: Hammer Dance, Storm of Hammer Blows.

Suggested Encounter Powers: Hurting Hammer Blow

Suggested Daily Powers: Spinning Hammer Maneuver.

— Preferred Discipline Choice

Path of the Anvil.

Suggested Class feature: Flurry of Hammer Blows

Suggested Feat:

Suggested Skills: Acrobatics, Athletics, Insight, Perception.

Suggested At-Will Powers: Hammer Kick, Storm of Hammer Blows.

Suggested Encounter Powers: Broken hammer Strike.

Suggested Daily Powers: Spinning Hammer Maneuver

— Preferred Discipline Choice

Monk Powers

Your powers are called disciplines. They rely on your physical training, mental focus, and mastery of psionic magic to function.

Full Discipline

Many monk powers have the *Full Discipline* keyword. A *Full Discipline* power gives you two or more actions to choose from, usually an attack technique and a movement technique. Attack techniques usually require a standard action, and movement techniques are options for your movement actions. For a monk a *Full Discipline*

power represents a fighting style, an unique combination of move and attack

You can use only one *Full Discipline* power per round. However, if you spend an action point to take an extra action, you can switch to a different *Full Discipline* power. You can use the techniques of a *Full Discipline* power in whatever order you like, and you can choose to use one of the techniques and not the other during a particular round.

The number of times you can use a *Full Discipline* power's techniques during a round is determined by the power's type-at-will and encounter-and by the actions you have available that round. For example, you can use the techniques of an at-will *Full discipline* power as many time during a round as you like, provided you have enough of the required actions, but you can use the techniques of an encounter *Full Discipline* power once during a round.

Class Feature

Monks of *Hammer Hands* tradition gain the Furry of Blows Power *flurry of hammer blows* or *Centered Hammer Blow*, depending on the build path you have chosen.

Flurry of Hammer Blows	Monk Feature
Your hammer like fists lash out at another enemy after your first attack, a sudden reminder of your great strength.	
At Will * Psionic	
Free Action (Special)	Melee 1
Trigger: You hit with an attack during your turn.	
Target: One creature	
Level 11: One or two creatures.	
Level 21: Each enemy adjacent to you.	
Effect: The target take damage equal to 3+ your Strength modifier. If the target wasn't targeted by the triggering attack, the damage increases by 2 (4 at 11 th level and 6 at 21 st level).	
Special: You can only use this power once Per round.	

Centered Hammer Blow	Monk Feature
Your hammer like fists become a blur as you follow your initial attack with another, shifting your foes positions to your advantage.	
At Will * Psionic	
Free Action (Special)	Melee 1
Trigger: You hit with an attack during your turn.	
Target: One creature	
Level 11: One or two creatures.	
Level 21: Each enemy adjacent to you.	
Effect: The target take damage equal to 2+ your Wisdom modifier, and you slide it 1 square to a square adjacent to you or 1 square in direction if the target wasn't targeted by the triggering attack.	
Special: You can only use this power once Per round.	

Storm of Hammer blows	Monk Attack 1
You move like a gyroscope, spinning as you unleash an array of kicks and punches, which slam into your foes like hammers hitting hot iron on an anvil.	
At-Will * Full Discipline, Implement, Psionic	
Attack technique	
Standard Action	Close burst 1
Target: Each enemy you can see in burst.	
Attack: Dexterity vs. Reflex.	
Hit: 1d8+Dexterity modifier damage.	
Level 21: 2d8+ Dexterity modifier damage.	
Movement Technique	
Move Action	Personal
Effect: You shift 2 squares.	

Level 1 At-Will Disciplines:

Hammer Kick	Monk Attack 1
You leap across the battlefield and give your foe a devastating kick, sending it staggering backward.	
At-Will * Full Discipline, Implement, Psionic	
Attack technique	
Standard Action	Melee touch
Target: One creature.	
Attack: Dexterity vs. fortitude.	
Hit:: 1d10+Dexterity modifier damage, and you push the target 1 square.	
Level 21: 2d10+ Dexterity modifier damage.	
Movement Technique	
Move Action	Personal
Effect: You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start, and the distance of the jump isn't limited by your speed.	

Hammer Dance	Monk Attack 1
You weave and dodge across the battlefield, confounding your enemy and turning its attacks back against it.	
At-Will * Full Discipline, Implement, Psionic	
Attack technique	
Standard Action	Melee Touch
Target: One Creature	
Attack: Dexterity vs. Reflex	
Hit: 1d10+ dexterity modifier damage. If the target has made an opportunity attack against you during this turn, the target takes extra damage equal to your Wisdom modifier.	
Level 21: 2d10+ Dexterity modifier damage.	
Movement Technique	
Move Action	Personal
Effect: You move your speed +2.	

Level 1 Encounter Discipline:

Broken Hammer Strike	Monk Attack 1
<p>You wobble seemingly out of control, like a broken warhammer. Your enemies are bewildered as they try to hit you're your seemingly off balance form, and with a sudden jab, you cause one of your foes to attack its companions.</p> <p>Encounter * Full Discipline, Implement, Psionic</p> <p>Attack technique</p> <p>Standard Action Melee Touch</p> <p>Target: One enemy.</p> <p>Attack: Dexterity vs. Will.</p> <p>Hit: 1d8+ Dexterity modifier damage, and you slide the target 1 square. The target then makes a melee basic attack as a free action against one enemy of your choice. The target gains a bonus to thee attack roll equal to Your Wisdom modifier.</p> <p>Movement Technique</p> <p>Move Action Personal</p> <p>Effect: You move your speed +2. during this movement you ignore difficult terrain and gain a power bonus to all Defenses against opportunity attacks. The bonus equals your Wisdom Modifier.</p>	

Hurting Hammer Blow	Monk Attack 1
<p>Your foes wounds allow you to dodge at just the right angles to foil the enemies attacks. When you attack, you focus on a single enemies injuries and find the perfect place to strike.</p> <p>Encounter * Full Discipline, Implement, Psionic</p> <p>Attack technique</p> <p>Standard Action Melee Touch</p> <p>Target: One creature.</p> <p>Attack: Dexterity vs. Fortitude.</p> <p>Hit: 2d8+ Dexterity modifier damage. If the target is bloodied, it takes extra damage from both this attack and your next attack against it before the end of your next turn. The extra damage equals your Strength modifier.</p> <p>Movement Technique</p> <p>Move Action Personal</p> <p>Effect: You move your speed. During this movement bloodied enemies can't attack you with opportunity actions or immediate actions.</p>	

Thundering Flying Headbut	Monk Attack 1
<p>The air around you hums with power as you focus the energy within you, as you launch yourself into a devastating headbut that slams into your foe with a roar of thunder.</p> <p>Encounter * Full Discipline, Implement, Psionic, Thunder</p> <p>Attack technique</p> <p>Standard Action Melee Touch</p> <p>Target: One creature.</p> <p>Attack: Dexterity vs. Fortitude.</p> <p>Hit: 2d8+ Dexterity modifier thunder damage, and each enemy adjacent to the target takes thunder damage equal to your strength modifier.</p> <p>Movement Technique</p> <p>Move Action Personal</p> <p>Effect: You move your speed. If you don't land at the end of this movement you fall.</p>	

Level 1 Daily Discipline:

Masterful Hammer Spiral	Monk Attack 1
<p>With a sudden burst of speed you deliver a series of hammering kicks and punches of psionic force to nearby enemies.</p> <p>Daily * Force, Implement, Psionic, Stance</p> <p>Standard Action Close burst 2</p> <p>Target: Each enemy in burst.</p> <p>Attack: Dexterity vs. Reflex.</p> <p>Hit: 3d8+ Dexterity modifier force damage.</p> <p>Miss: Half damage.</p> <p>Effect: You can assume the Spiraling Hammer Stance. Until the stance ends, your reach with melee touch attacks increases by 1.</p>	

Spinning Hammer Maneuver	Monk Attack 1
<p>Maintaining perfect balance you weave a deadly path through the fray, dealing kicks and punches to each foe you pass.</p> <p>Daily * Implement, Psionic</p> <p>Standard Action Melee 1</p> <p>Effect: You shift your speed and can make the following attack once against each enemy that you move adjacent to during the shift.</p> <p>Target: One enemy</p> <p>Attack: Dexterity vs. Reflex.</p> <p>Hit: 3d8+ dexterity modifier damage.</p> <p>Miss: Half damage.</p>	

Whirling Hammer Step	Monk Attack 1
<p>With swift steps and overwhelming leverage, you shove aside your foes and cripple them with vicious kicks and hammering punches.</p> <p>Daily * Implement, Psionic</p> <p>Standard Action Melee touch</p> <p>Effect: You shift your speed. If you enter a square adjacent to any enemy during this shift, you slide that enemy 1 square. You can slide each enemy only once during the shift. After the shift make the following attack.</p> <p>Target: One, two or three creatures.</p> <p>Attack: Dexterity vs. Fortitude.</p> <p>Hit: 2d10+ Dexterity modifier damage, and the target is slowed (save ends).</p> <p>Miss: Half damage, and the target is slowed until the end of your next turn.</p>	

Level 2 Utility Discipline:

Supreme Flurry	Monk Utility 2
<p>Your speed is a blur. Where does one strike end and another begin? It doesn't matter as long as the blow lands.</p> <p>Daily * Psionic</p> <p>Free Action</p> <p>Trigger: You use your Flurry of Blows power and resolve the effects of the power that triggered it.</p> <p>Effect: You shift half your speed and use your flurry of blows power again.</p>	

Level 3 Encounter Discipline:

Enduring Champion	Monk Attack 3
<p>You focus your pain into a point at the end of your fist. As you strike, you deliver your ills to your enemy.</p> <p>Encounter * Full Discipline, Implement, Psionic</p> <p>Attack technique</p> <p>Standard Action Melee touch</p> <p>Target: One creature.</p> <p>Attack: Dexterity vs. Fortitude</p> <p>Hit: 2d10+ dexterity modifier damage.</p> <p>You can make a saving throw against one effect that a save can end, with a bonus equal to your Wisdom modifier. If you save, not only does the effect end, but the target takes damage equal to your wisdom modifier.</p> <p>Movement technique</p> <p>Move action Personal</p> <p>Effect: You move your speed +2. Each time you are attacked during this movement, you gain a +1 bonus to speed until the end of your next turn.</p>	

Strength of the Mountain Hold	Monk Encounter 3
<p>You focus your mind, calling on your iron discipline to walk, fight, and shrug off attacks with the spirit of a Dwarven fortress.</p> <p>Encounter * Full Discipline, Implement, Psionic</p> <p>Attack technique</p> <p>Standard Action Close burst 1</p> <p>Target: Each enemy in burst</p> <p>Attack: Dexterity vs. Fortitude.</p> <p>Hit: 2d8+ Dexterity modifier damage, and you knock the target prone.</p> <p>Movement technique</p> <p>Move Action Personal</p> <p>Effect: You gain resistance to all damage equal to your Strength modifier until the end of your next turn. In addition you shift 2 squares.</p>	

Level 5 Daily Disciplines:

Shattering Blade Strike	Monk Attack 5
<p>You launch a flurry of attacks, striking with such speed and might that your foes are scattered before you like the shards of a shattered sword, from your mighty hammer blows.</p> <p>Daily * Implement, Psionic</p> <p>Standard Action Close blast 3</p> <p>Target: Each creature in blast.</p> <p>Attack: Dexterity vs. Reflex.</p> <p>Hit: 3d8+ Dexterity modifier damage, and you push the target 2 squares.</p> <p>Miss: Half damage, and you push the target 1 square.</p> <p>Effect: Until the end of your next turn, you can target one additional creature in range with your flurry of blows power.</p>	

Level 6 Utility Discipline:

Mithril Feet Steps	Monk Utility 6
<p>You control your breathing, allowing you to move with the speed and fluidity of liquid metal.</p> <p>At-Will ♦ Psionic</p> <p>Move Action Personal</p> <p>Effect: You move at +2 speed.</p>	

Centered Defense	Monk Utility 6
<p>You breath deeply. With your center strong you calmly avoid enemy attacks.</p> <p>Daily ♦ Psionic, Stance</p> <p>Minor Action Personal</p> <p>Effect: Until the stance ends, you gain a +2 bonus to all defenses.</p>	

Level 7 Encounter Discipline:

Fist of One Hundred Hammers Monk Attack 7	
You move so quickly that you become a blur, as if a hundred copies of yourself suddenly sprang among your foes	
Encounter * Full Discipline, Implement, Psionic	
Attack technique	
Standard Action	Melee touch
Target: One creature.	
Attack: Dexterity vs. Reflex.	
Hit: 2d6+ Dexterity modifier damage, and you shift 1 square.	
Movement Technique	
Move Action	Personal
Effect: You shift 2 squares.	

Rockslide Strike Monk Attack 7	
You fall upon your foe like an avalanche of stones, delivering a series of kicks and punches, that send your foe slamming into your enemies like a rockslide down a mountain.	
Encounter * Full Discipline, Implement, Psionic	
Attack technique	
Standard Action	Melee touch
Primary Target: One creature.	
Attack: Dexterity vs. Fortitude.	
Hit: 2d10+ Dexterity modifier damage, and you slide the primary target a number of squares equal to your Wisdom modifier. Make a secondary attack that is a close burst 1 centered on the primary target.	
Secondary Target: Each creature in the burst other than the primary target.	
Secondary Attack: Dexterity vs. Fortitude.	
Hit: The secondary target falls prone.	
Movement Technique	
Move Action	Personal
Effect: You move your speed +2. During this movement you don't provoke opportunity attacks from prone enemies.	

Level 9 Daily Disciplines:

Hammer Dance Monk Attack 9	
You spin and weave like a dancer among your foes, while studying their defenses, to hit them with just enough power and finesse to send them toppling over.	
Daily * Implement, Psionic	
Standard Action	Melee touch
Target: One, two, three or four creatures.	
Attack: Dexterity vs. Reflex.	
Hit: 2d8+ Dexterity modifier damage, and you knock the target prone.	
Miss: Half damage.	
Effect: You shift 2 squares after each attack.	

Touch of the Twilight Hammer Monk Attack 9	
You tap your fingers against your enemies' heads, disrupting the flow of energy through the foes and clouding their vision.	
Daily * Implement, Psionic, Psychic	
Standard Action	Melee touch
Target: One, two or three creatures.	
Attack: Dexterity vs. Reflex.	
Hit: 3d6+ Dexterity modifier psychic damage, and the target is blinded until the end of your next turn.	
Miss: Half damage.	

Level 10 Utility Discipline:

Moradin's Focus Monk Utility 10	
You draw on the psionic power that flows within you to knit your wounds.	
Daily * Healing, Psionic	
Minor action	Personal
Effect: You spend a healing surge and regain 2d6 additional hit points.	

Moradin's Iron defense	Monk Utility 10
You quiet your mind and shrug off the pain inflicted upon you.	
Encounter * Psionic	
Immediate Interrupt	Personal
Trigger: You take damage.	
Effect: The damage is reduced by 10 + your Wisdom modifier..	

Level 13 Encounter Discipline:

Moradin's Furious Strike	Monk Attack 13
You move like an enraged Dwarven Battlerager, drawing on your psionic power to shove aside your foes and deliver vicious punches that leave them senseless.	
Encounter * Full Discipline, Implement, Psionic	
Attack technique	
Standard Action	Close burst 2
Requirement: You must not be Immobilized.	
Target: Each creature in burst.	
Attack: Dexterity vs. Fortitude.	
Hit: 2d6+ Dexterity modifier damage, and you slide the target 1 square. The target is dazed until the end of your next turn.	
Effect: You shift 3 squares to a square in the burst.	
Movement technique	
Move action	Personal
Effect: You move your speed +2. During this movement you can move through enemy spaces.	

Level 15 Daily Disciplines:

Moradin's Wake	Monk Attack 15
You weave between enemy lines, dashing among your foes and leaving fallen warriors in your wake.	
Daily * Implement, Psionic	
Standard Action	Melee 1
Effect: You shift your speed and can make the following attack once against each enemy you move adjacent to during the shift.	
Target: One enemy.	
Attack: Dexterity vs. Fortitude.	
Hit: 3d10+ Dexterity modifier damage, and you knock the target prone.	
Miss: Half damage.	

Ring the Golden Anvil	Monk Attack 15
You leap up and punch at the air, causing a shimmering bolt of force to arc across the battlefield. You follow the bolt, landing and slamming your fist into its point of impact.	
Daily * Force, Implement, Psionic	
Standard Action	Close burst 1
Effect: Before the attack you jump 10 squares. This movement doesn't provoke opportunity attacks.	
Target: Each creature in burst.	
Attack: Dexterity vs. Reflex.	
Hit: 4d6+ Dexterity modifier force damage, and the target is dazed (save ends).	
Miss: Half damage, and the target is dazed until the end of your next turn.	

Level 16 Utility Insights

Meditative Solace	Monk Utility 16
By focusing your mind, you banish your ills.	
Daily * Psionic, Stance	
Minor Action	Personal
Effect: Until the stance ends, you can make a saving throw as a minor action once per round.	

Stance of the Still Hammer	Monk Utility 16
You cast aside thoughts of battle, and your foes are compelled to do the same.	
Daily * Psionic, Stance	
Minor Action	Personal
Effect: Until the stance ends, enemies take a -2 penalty to attack rolls against you.	

Level 17 Encounter Insights

Moradin's Raging Fire Steps	Monk Attack 17
You begin to glow with the light of hot forged steel, sheathed in bright orange flames, and leave a trail of fire behind you as you take each step.	
Encounter * Fire, Full Discipline, Implement, Psionic	
Attack technique	
Standard Action *	Close blast 3
Target: Each creature in blast.	
Attack: Dexterity vs. Reflex.	
Hit: 2d10 + Dexterity modifier fire damage.	
Movement technique	
Move action	Personal
Effect: You move your speed. During this movement, any enemy that hits you takes fire damage equal to 5+ your Wisdom modifier, and each square you leave is filled with fire until the end of your next turn. Any creature that enters a fire square or starts its turn there takes fire damage equal to 5+ your Wisdom modifier.	

Whistling Hammer Kick	Monk Attack 17
You spin at incredible speeds,, creating a high pitched wind that draws your foes near. As they sprawl around you, you leap into the air to make your escape.	
Encounter * Full Discipline, Implement, Psionic	
Attack technique	
Standard Action *	Close burst 3
Primary Target: Each enemy in burst.	
Primary Attack: Dexterity vs. Fortitude.	
Hit: You pull the target 2 squares.	
Effect: Make a secondary attack.	
Secondary Target: Each enemy adjacent to you.	
Secondary Attack: Dexterity vs. Reflex.	
Hit: 2d10+ Dexterity modifier + Strength modifier damage.	
Movement technique	
Move action	Personal
Effect: You fly your speed. The first square of this movement doesn't provoke opportunity attacks.	

Level 19 Daily Disciplines:

Moradin's Breath of Forge Fire	Monk Attack 19
You exhale a blast of forge fire to burn your enemies.	
Daily * Fire, Implement, Psionic, Zone	
Standard Action	Close burst 2
Target: Each creature in burst.	
Attack: Dexterity vs. Reflex.	
Hit: 5d6+ Dexterity modifier fire damage.	
Miss: Half damage.	
Effect: The burst creates a zone that lasts until the end of your next turn. When you hit any creature that is within the zone, that creature takes 2d6 extra fire damage.	
Sustain Minor: The zone persists..	

Inevitable Hammer	Monk Attack 19
<p>You strike at your foes with your hammer like fists, No matter how it tries to dodge your attack, it cannot escape.</p> <p>Daily * Implement, Psionic, Stance</p> <p>Standard Action Melee Touch</p> <p>Target: One creature.</p> <p>Attack: Dexterity +2 vs. Reflex.</p> <p>Hit: 3d10+ Dexterity modifier damage.</p> <p>Miss: 2d10 + Dexterity modifier damage.</p> <p>Effect: You can assume the stance of the inevitable hammer. Until the stance ends your Flurry of Blows power deals 2 extra damage.</p>	

Level 22 Utility Discipline:

Diamond Body	Monk Utility 22
<p>Your incredible speed and resilience, born from your mastery of psionic magic, allow you to shrug off a deadly attack.</p> <p>Encounter * Psionic</p> <p>Immediate Interrupt Personal</p> <p>Trigger: You are hit by an attack.</p> <p>Effect: You gain resist 20 to all damage against the triggering attack.</p>	

Moradin's Spirit Strike	Monk Utility 22
<p>Your hands and monk weapons begin to glow with divine power, and your psionic-enhanced attacks strike not only at the bodies of your opponents, but at their very spirit.</p> <p>Daily * Radiant, Psionic</p> <p>Minor Action Personal</p> <p>Effect: Until the end of your next turn, your attacks inflict 1d8 extra radiant damage, you can strike insubstantial creatures for full damage, and your attacks that would normally target AC instead target the Reflex Defense.</p> <p>Sustain Minor: This power can be sustained until the end of the encounter, or for five minutes.</p>	

Level 23 Encounter Discipline:

Hammer of Golden Light	Monk Attack 23
<p>You focus your psionic energy, transforming your fists into hammers of blazing radiance.</p> <p>Encounter * Full Discipline, Implement, Psionic, Radiant</p> <p>Attack technique</p> <p>Standard Action Melee touch</p> <p>Primary Target: One creature</p> <p>Primary Attack: Dexterity vs. Fortitude.</p> <p>Hit: 2d10+ Dexterity modifier radiant damage. Make a secondary attack that is a closed burst 1 centered on the primary target.</p> <p>Secondary Target: Each enemy in burst.</p> <p>Secondary Attack: Dexterity vs. Fortitude.</p> <p>Hit: The secondary target is blinded until the end of your next turn.</p> <p>Movement technique</p> <p>Move action Personal</p> <p>Effect: You move your speed + 4.</p>	

Moradin's Host of One	Monk Attack 23
The carnage you leave in your wake marks your path through the enemy.	
Encounter * Full Discipline, Implement, Psionic	
Attack technique	
Standard Action	Close burst 3
Target: Each enemy in burst.	
Attack: Dexterity vs. Reflex.	
Hit: 2d10+ Dexterity modifier damage.	
Effect: You shift 4 squares in the burst.	
Movement technique	
Move action	Personal
Effect: You shift 4 squares.	

Level 25 Daily Disciplines:

Glowing Hammer Dance	Monk Attack 25
You focus your psionic energy, and project it outward as a hammer with a halo of golden flame. You rampage among your foes, burning them as you unleash a series of kicks and punches.	
Daily * Fire, Psionic, Implement, Radiant	
Standard Action	Melee 1
Effect: You shift your speed and make the following attack once against each enemy you move adjacent to during the shift.	
Target: One enemy.	
Attack: Dexterity vs. Fortitude.	
Hit: 3d10+ Dexterity modifier damage, and You knock the target prone.	
Miss: Half damage.	
Effect: The target takes fire and radiant damage equal to 5+ your Strength modifier.	

Vigilant Hammer Stance	Monk Attack 25
You make a series of quick attacks against enemies around you and assume a vigilant stance against them all.	
Daily * Implement, Psionic, Stance	
Standard Action	Close burst 3
Target: Each enemy in burst.	
Attack: dexterity vs. Reflex.	
Hit: 6d6+ Dexterity modifier damage.	
Miss: Half damage.	
Effect: You can assume the Vigilant Hammer stance. Until the stance ends, you can target an additional creature within 3 squares of you with your Flurry of Blows power.	

Level 27 Encounter Discipline:

Heart Sundering Hammer	Monk Attack 27
You focus psionic power in your hammer like fists, creating a lethal resonance. With a vicious punch you leave your foe at your mercy.	
Encounter * Full Discipline, Implement, Psionic, Psychic	
Attack technique	
Standard Action *	Melee touch
Target: One creature.	
Attack: Dexterity vs. Will	
Hit: The target is dominated. Until the end of your next turn.	
After Effect: 2d6+ Dexterity modifier psychic damage.	
Movement technique	
Move action	Personal
Effect: You move your speed +4. You can use the attack technique at any point during the movement.	

Tap of the Life Hammer Monk Attack 27

Psionic energy flows through your hammering fists, whisking you through time and space and disrupting your enemies life force.

Encounter * Full Discipline, Implement, Psionic, Teleportation

Attack technique

Standard Action * Melee touch

Primary Target: One creature.

Primary Attack: Dexterity vs. Fortitude.

Hit: 3d10+ Dexterity modifier damage. You teleport to a square adjacent to an enemy within 6 squares of you. Then make a secondary attack.

Secondary Target: One enemy other than the primary target.

Secondary Attack: Dexterity vs. Fortitude.

Hit: The primary and secondary targets are dazed until the end of your next turn.

Movement technique

Move action Personal

Effect: You teleport to a square adjacent to an enemy within 6 squares of you.

Level 29 Daily Disciplines:

Moradin's Radiant Hammer Monk Attack 29

You transform into a radiant figure, and walk amongst your foes, your fists and feet passing through their armor searing their flesh with your radiant power.

Daily * Implement, Psionic, Radiant, Stance

Standard Action Close blast 3

Target: Each creature in blast.

Attack: Dexterity vs. Reflex.

Hit: 7d6+ Dexterity modifier radiant damage, and the target is weakened (save ends).

Miss: Half damage, and the target is weakened until the end of your next turn.

Effect: You assume the radiant hammer stance, Until the stance ends, you gain phasing. When you are hit by an attack, you can use an immediate interrupt to become insubstantial until the end of your next turn, and the stance ends.

Monk Feats

Heroic Tier Feats:

Alertness –PHB (page 193).

Astral Fire–PHB (page193).

Combat intuition –PHB3 (Page180).

Combat Medic –PHB2 (page184).

Combat Reflexes –PHB (page 194).

Coordinated Explosion –PHB2 (page 184).

Crashing Tempest Style –PHB3 (page 180).

Deadly Draw –PHB3 (page180).

Defensive Mobility –PHB (page 194).

Dodge Giants –PHB (page 194).

Durable –PHB (page 194).

Dwarven Weapon Training –PHB (page 194).

Escape Artist –PHB (page 195).

Far Throw – PHB (page 195).

Focused Mind –PHB3 (page180).

Hammering Iron –PHB3 (page181).

Headman's chop –PHB3 (page 181).

Implement Expertise –PHB2 (page 185).

Impending Victory –PHB3 (page 181).

Improved Initiative –PHB (page 198).

Improved Monk unarmed Strike –PHB3 (page181).

Jack of All Trades –PHB (page 198).

Long Jumper –PHB (page 198).

Low Crawl –PHB3 (page182).

Melee Training –PHB2 (page 187).

Restful Healing –PHB2 (page 188).

Skill Training (Religion/Perception/Thievery)

Spring Step –PHB3 (page183).

Superior implement Training –PHB3 (page 183).

Sure Climber –PHB (page 201).

Toughness –PHB (page 201).

Two Weapon Defense –PHB (page 201).

Two Weapon Fighting –PHB (page 201).

Unarmored Agility –PHB3 (page 184).

Versatile Expertise –PHB3 (page 184).

301 Aerial Combat - (campaign specific).

Paragon Tier Feats:

Agile Athlete –PHB (page 202).

Agile Opportunist –PHB2 (page 190).

Back to the Wall –PHB (page202).

Brutal Flurry –PHB3 (page185).

Danger Sense –PHB (page 202).

Defensive Advantage –PHB (page 202).

Devastating Critical – PHB (page 202).

Dwarven Durability –PHB (page 202).

Effortless Motion –PHB3 (page 187).

Evasion –PHB (page 202).

Eyes in the Back of Your Head –PHB3 (page 187).

Fleet-Footed –PHB (page 203).

Great Fortitude –PHB (page 203).

Gritty Determination –PHB3 (page 188).

Improved Second Wind –PHB (page 203).

Iron Will –PHB (page 203).

Lightening Reflexes –PHB (page 204).

Masterful Dodge

Prerequisites: Dex 15, Wis 15

Benefit: You gain a +1 feat bonus to AC while wearing no armor or cloth armor.

Opportunistic Withdrawal –PHB3 (page 188).

Opportunity Sidestep –PHB3 (page 188).

Overwhelming Critical –PHB3 (page 188).

Paragon Defenses –PHB2 (page 191).

Quick Recovery –PHB2 (page 191).

Reserve Maneuver –PHB2 (page 191).

Secret Stride –PHB (page 205).

Simple Precision –PHB3 (page 189).

Starblade Flurry –PHB3 (page 189).

Skilled Groundwork

Prerequisites: Dex 17, Skilled Grappler

Benefit: You do not suffer attack penalties or grant combat advantage when you are prone. You can stand up as a minor action.

Two Weapon Opening –PHB2 (page 192).

Unarmed Combination

Prerequisites: Dex 17, Wis 15, proficient with Unarmed attacks

Benefit: When you critically hit with an unarmed attack, you can make an additional unarmed melee basic attack against the target as a free action. This extra attack does not grant further bonus attacks, even if it is a critical hit.

Uncanny Dodge –PHB (page 206).

Vexing Flanker –PHB2 (page 193).

Epic Tier Feats:

Blind Fight –PHB (page 206),

Centered Master –PHB3 (page 190).

Epic Resurgence –PHB (page 206).

Flanking Maneuver –PHB (page 207).

Font of Radiance –PHB (page 207).

Epic Fortitude –PHB2 (page 194).

Epic Reflexes –PHB2 (page 194).

Epic Will –PHB2 (page 194).

Indomitable Will –PHB2 (page 194).

Long Step –PHB3 (page 190).

Opportune Reflexes –PHB2 (page 194).

Rapid Regeneration –PHB3 (page 190).

Stone Fist Master –PHB3 (page 192).

Superior Initiative –PHB3 (page 192).

Triumphant Attack –PHB (page 207).

Two Weapon Flurry –PHB (page 207).

Unarmed Mastery –PHB3 (page 192).

Unyielding Fortitude –PHB2 (page 195),

Multiclass Feat

Monastic Disciple

Prerequisites: Dex 13

Benefit: You gain training in one skill from the monk's class skill list. Choose one of the Monk's Flurry of Blows powers. You can use that power once per encounter. In addition, you can wield monk implements when using monk powers and monk paragon path powers.

Paragon Paths

(for Monks of the Brother Hood of the Mithril Fist)

Mountain Hammer Devotee

"The mountain possesses quiet strength and unfailing resilience that stands against the cruelest storms, but when it is moved to action, nothing can stand against it."

Prerequisite: Dwarven Monk, flurry of hammer blows power

You spent years studying at a remote mountain monastery of the militant order of the Mithril fist, where your masters taught you to reflect on the mountains strength and majesty. Through your meditations you learned to become as the mountain, to stand fast against your enemies and repulse their attacks with your unflinching resolve. Like the other members of your order you venerate Moradin's strength and *have given up all ties to your family and clan, for all dwarves are children of Moradin, and therefore are considered your kin. Your monastic studies have guided your mastery of psionic magic, and when not contemplating the mountain's great power, you put your efforts into mastering the fighting techniques your masters taught, and in time , you become like the object of your veneration.*

Your fighting style captures the mountains strength and makes it your own. By focusing your psionic power into your body, you harden your fists, so that you can punch through stone or flesh with equal ease. You also learned to ground yourself, to bind your feet to the ground so that not even the most vicious storm can dislodge you. While so grounded you can catch your enemies and hurl them away.

Mountain Hammer Path Features:

Shattering Fists (11th level): You *monk unarmed strike* and *flurry of hammer blows* power both deal 2 extra damage. In addition, your monk unarmed strike gains a bonus to damage rolls against objects and creatures that have the construct keyword. The bonus to damage equals your strength modifier.

Inexorable Mountain Action (11th level): When you spend an action point to take an extra action, your *flurry of hammer blows* power deals extra damage equal to your strength modifier until the end of the turn.

Avalanche Flurry (16th level): Once per round, when you use your *flurry of hammer blows* power against a target that was not the target of the

triggering attack, you can knock the target prone instead of dealing damage.

Mountain Hammer Disciplines:

Tumbling Boulder	Mountain Hammer Attack 11
The boulder moves slowly at first, but once it picks up speed, few things can stop it.	
Encounter * Full Discipline, Implement, Psionic	
Attack technique	
Standard action	Melee touch
Target: One creature.	
Attack: Dexterity vs. Reflex.	
Hit: 2d10 + Dexterity modifier damage, and the target falls prone and can't stand up until the end of your next turn.	
Movement technique	
Move action	Personal
Effect: You shift half your speed and gain a +2 bonus to all defenses until the end of your next turn.	

Root the Mountain	Mountain Hammer Utility 12
You assume a wide stance, digging your feet into the ground to become steadfast as the mountain.	
Encounter * Psionic, Stance	
Minor Action	Personal
Effect: Until the stance ends, you can't be pulled, pushed, slide, or knocked prone unless you want to be. You are slowed while you are in this stance. You can end the stance as a free action.	

Avalanche Throw Mountain Hammer Attack 20

You grab the enemy as it moves in to attack, and you throw it across the battlefield, then leap through the air to deliver a devastating attack.

Daily * Implement, Psionic

Immediate Reaction Melee 1

Trigger: An adjacent enemy hits you with a melee or close attack.

Target: The triggering enemy.

Primary Attack: Dexterity vs. Reflex.

Hit: 1d10+ Dexterity modifier damage, and you push the target 5 squares and knock it prone.

Miss: Half damage, and you push the target 2 squares.

Effect: You jump to a square you can see adjacent to the target. This movement doesn't provoke opportunity attacks. Then make a secondary attack against the target.

Secondary Attack: Dexterity vs. Fortitude.

Hit: 1d10+ Dexterity modifier damage, and the target is dazed (save ends).

Radiant Anvil

"My power comes from within, and I wield it in the name of Moradin."

Prerequisite: Dwarven Monk, trained in religion.

You studied in a monastery dedicated to Moradin, and have given up all ties to your family and clan, for all dwarves are children of Moradin, and therefore are considered your kin. Your monastic studies have guided your mastery of psionic magic with the discipline and study of your faith. Your order has drilled you in the use of martial arts.

Your monk abilities are touched by the divine power of Moradin, allowing you to channel radiant energy and tap into the astral realm. Like the typical monk you move with incredible speed and hit with d power, but Moradin provides you with the ability to quash those who follow the gods that oppose him and your race.

Radiant Anvil Path Features:

Channel Divinity (11th level): You gain the channel divinity class feature, which means you can use a single Channel Divinity power per encounter. You also gain a Divinity feat of your choice.

Radiant Fist's Action (11th level): When you spend an action point to take an extra action, you regain 15 hit points, and until the end of your next turn your attacks that hit deal extra radiant damage equal to your wisdom modifier.

Radiant Anvil Fists (16th level): When you deal damage with your *centered hammer Blow* power, you can make that damage radiant, instead of any other damage type. Also when you score a critical hit with a monk or radiant fist power, each enemy adjacent to you is blinded until the end of your next turn.

Radiant Anvil Disciplines:

Moradin's Radiant Sun Radiant Anvil Attack 11

Radiance surrounds you as you teleport yourself and a friend across the battlefield and sears through your enemies defenses against divine light.

Encounter * Divine, Full Discipline, Implement, Psionic, Radiant, Teleportation.

Attack technique

Standard action Melee touch

Target: One creature.

Attack: Dexterity vs. Will.

Hit: 3d6 + Dexterity modifier radiant Damage, and the target gains vulnerable 5 radiant until the end of your next turn.

Movement technique

Move action Melee 1

Target: You and one ally

Effect: The targets each teleport a number of squares equal to your speed +2, to squares adjacent to each other.

Moradin's Undimmed Sun Radiant Anvil Utility12

Just as you begin to feel the weight of your wounds, you stand defiant as Moradin heals you.

Daily * Divine, Healing, Psionic.

Minor action Personal

Requirement: You must be bloodied.

Effect: You regain hit points as if you had spent a healing surge. Until the end of the encounter you gain resistance equal to your Wisdom modifier to all damage.

Moradin's Rising Sun Technique**Radiant Anvil Attack 20**

You utter a prayer as the psionic energy within you flows into your attacks. With each strike the divine radiance that burns within you grows stronger.

Daily * Divine, Implement, Psionic, Radiant.

Standard action Melee weapon

Requirement: You must be wielding a monk weapon.

Target: One creature.

Attack: Dexterity vs. Reflex.

Hit: 3 [W] + Dexterity modifier radiant Damage.

Miss: Half damage.

Effect: Until the end of the encounter you gain +4 power bonus to damage rolls, and you can score a critical hit with monk powers and radiant fist powers on a roll of 19-20. When you score a critical hit with such powers, the target of the critical hit is blinded (save ends).

Epic Destiny:

Suitable epic destinies for monks of the Brotherhood of the Mithril Fist.

Demigod –PHB (page 174).

Diamond Soul –PHB3 (page 156).

Eternal seeker –PHB (page 175).

Godmind –PHB3 (page 157).

Revered One –PHB2 (page 175).