DUALINK

Eon-touched

Monk Subclass



Records of Shattered Time

Way of Disruption

Practitioners of the Way of Disruption delve into the essence of time and the soul, learning to touch and unravel the inner flow of others. They master the art of applying temporal disruptions with each strike, weakening foes and bending the battlefield to their will. For these monks, disruption is not destruction, it is balance, harnessed to protect the fragile harmony of existence.

Soul Disruption

At 3rd level, whenever you hit a creature with an unarmed strike or monk weapon, you apply a stack of ***Disruption*** to that creature. The maximum number of stacks a creature can have is equal to your Wisdom modifier (minimum of 1). Each stack of ***Disruption*** imposes a cumulative penalty on the target's abilities.

- *3rd Level:* A creature with at least one stack of Disruption has its AC reduced by 1 for each stack it has, to a maximum reduction of -2.
- *6th Level:* A creature with at least two stacks of Disruption has disadvantage on Dexterity saving throws.
- *11th Level:* A creature with at least three stacks of Disruption has its attack rolls and saving throws reduced by 1 for each stack. The maximum penalty applied cannot exceed 3, regardless of the number of stacks.
- *17th Level:* A creature with at least four stacks of Disruption has a cumulative -1 penalty per stack to all saving throws, with a cap of 3. This penalty stacks with other effects that impose disadvantages or penalties on saving throws.

The number of stacks a creature has diminishes by 1 at the end of each of its turns. If a new stack is applied, the duration of all existing stacks resets.

Essence Flux

Starting at 6th level, your connection to the disruptive forces you inflict deepens, allowing you to draw vitality from the distortions you inflict on your enemies. Whenever you reduce a creature to 0 hit points with an attack that had one or more ***Disruption*** stacks on it, you heal a number of hit points equal to your Proficiency Bonus times the number of ***Disruption*** stacks on the creature. Additionally, if the creature had four or more ***Disruption*** stacks, you gain temporary hit points equal to your Wisdom modifier + 5. These temporary hit points last for 1 minute or until depleted.

Harmonic Disruption

At 11th level, you can channel the chaotic energy of Disruption to enhance your allies' combat capabilities. As a bonus action or reaction you can transfer any number of Disruption stacks from an enemy to an ally within 60 feet. This transfer manifests as a veil of temporal distortion around your ally, making their movements unpredictable and harder to track.

When you transfer stacks, choose one of the following effects:

1. The ally gains +1 AC for each stack transferred, up to a maximum of +2 AC.

2. The ally gains +1 to attack rolls and +5 movement speed per stack transferred, up to a maximum of +3 to attack rolls and +15 movement speed.

The number of stacks a creature has diminishes by 1 at the end of each of its turns. If a new stack is applied, the duration of all existing stacks resets. This benefit lasts until the transferred stacks decay. You can use this feature a number of times equal to your Wisdom modifier (minimum of once), regaining all expended uses after a short rest.

Omnipotence

At 17th level, you understand the essence of the body. Once per long rest, you can activate your Omnipotence as an action. For the next minute, your unarmed strikes and monk weapon attacks automatically apply two stacks of ***Disruption*** to the target.

Additionally, the number of stacks and the debuff cap a creature can have is increased by 1 while Omnipotence is active, and during this time, creatures lose 2 stacks every turn instead of one. For instance, the initial cap attack rolls debuffs will increase to 4, from 3, during Omnipotence.

While in this state, you gain an additional bonus action on each of your turns.



-Time Essence