

WAY OF THE TRAILSEEKER

Knowing which is the correct path something everyone would like to do. A challenging road itself, which some monks devote their lives to complete.

The monks devoted to this tradition have set themselves into understanding life's options, and try to better select the best one at each situation.

Pilgrims at heart, they develop their philosophy in combat, to defend themselves against the dangers of the road, and protect those traveling around them.

GUIDING COMPASS

3rd-level Way of the Trailseeker feature

You can concentrate in order to find guidance in combat, the best way to struck down your enemies. As a bonus action, you can expend 1 ki point to expand an area of 20-foot radius centered on yourself that last for 1 minute, it will look like a compass centered around yourself, but the details of it can be of your election. You gain the following benefits while inside the compass:

- You have tremorsense throughout the compass, and gain advantage in Dexterity saving throws from effects that originated within the compass.
- Each turn, you have advantage on your first attack against each creature that is within the compass, and after making this attack, you don't provoke opportunity attacks by moving out of that creature's reach.

DIRECTIONAL GUIDE

3rd-level Way of the Trailseeker feature

You gain proficiency in Cartographer's Tool's, and gain advantage in survival checks when done to orient yourself or others.

Additionally, after studying a map of a location 2 hours, you gain the ability to perfectly recall every detail of that map and never get lost in that area.

CARDINAL POINTS

6th-level Way of the Trailseeker feature

You are able to define a direction to guide you. Whenever you use the Guiding Compass feature, you can add one of the following effects to it, and whenever you use Ki you can expend one additional point of Ki to change the effects of the compass. The effects will only be present while you are inside the compass, and will last until they are changed by another effect or the duration of the compass ends:

- **Crushing North:** The freezing winds of the north guide your fists. Whenever you hit a creature, that creature's AC is reduced by 1 until the end of your next turn. A creature can't have their armor class reduced by more than 1 from this effect.



- **Enduring South:** You enter a state of concentration and vigilance. Choose a damage type, you gain resistance to that type of damage.
- **Soothing East:** Your allies are soothed whilst inside the guidance of your compass. You and any creature you choose inside the compass can choose to gain advantage in a Wisdom or Charisma Saving Throw, once they benefit from this feature, they can't do it again until the cardinal point has been changed twice.
- **Piercing West:** You channel your energy though the air in your compass. When you take the attack action, you can choose to replace your attacks with a 5-foot wide line that can go up to 100 foot in the air, but only can travel horizontally up to the limits of the compass. Each creature hit by that line will have to make a Dexterity saving throw or receive damage equal to a roll of your martial die + your Wisdom modifier.

Additionally, your compass gains a radius of 40ft.

FINDING THE WAY

11th-level Way of the Trailseeker feature

You've become an expert at pinpointing the exact place your allies need to go and where their weapons need to hit.

Whenever you see a creature making an attack, you can use the *Help* action as a reaction on that creature. You can use this feature a number of times equal to your proficiency bonus, and when you use the *Help* action this way, it gains a range of 40 feet.

Additionally, you gain expertise in Perception and Survival, meaning that you can add double your proficiency bonus to rolls of those skills.

SHARED DESTINY

17th-level Way of the Trailseeker feature

You have reach the conclusion of your travels, with finally a clear destiny in mind, and you can share those experiences with your allies. Your Guiding Compass feature receives the following upgrades:

- You have blindsight in addition of tremorsense throughout the compass.
- You can choose two of the four Cardinal Points effects to take place simultaneously.

Additionally, whenever you activate Guiding Compass, you can choose another creature within 10 feet to benefit from the compass. The creature will only receive the benefits from Guiding Compass, not Cardinal Points nor Shared Destiny. Once you use this feature, you can't use until the end of a long rest, or you can spend 5 ki points to use it again.

ART CREDITS

The first artwork is done by David Nash. The second artwork is done by rdjlock.

