

MARTIAL MASTER

Small or Medium • Humanoid (Monk) • Any Alignment

Armor Class 19

Initiative +9 (19)

Hit Points 195 (23d8 + 92)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	18 (+4)	15 (+2)	19 (+4)	14 (+2)

Saving Throws Dex +9, Wis +8

Skills Athletics +7, Acrobatics +13, Insight +8, Perception +8

Senses blindsight 10 ft., passive Perception 18

Languages Common plus one other language

CR 12 (XP 8,400; PB +4)



Evasion. If the martial master is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the martial master instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it is incapacitated.

Fleeting Steps. The martial master can move along vertical surfaces and across liquids on its turn without falling during the move.

Skilled Fall. The martial master reduces damage taken from falling by 20.

ACTIONS

Multiattack. The martial master makes four attacks, using Unarmed Strike and Dart in any combination. If two Unarmed Strike attacks hit the same target, the target is knocked prone. If all four Unarmed Strike attacks hit the same target, *Constitution Saving Throw*: DC 17, the target. *Failure*: The target is incapacitated until the end of its next turn.

Unarmed Strike. *Melee Weapon Attack*: +9, reach 5 ft. *Hit*: 18 (2d12 + 5) bludgeoning damage.

MARTIAL MASTER — WEAKER

Armor Class 17

Initiative +8 (18)

Hit Points 165 (22d8 + 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	13 (+1)	17 (+3)	12 (+1)

Saving Throws Dex +8, Wis +7

Skills Athletics +6, Acrobatics +12, Insight +7, Perception +7

Senses blindsight 10 ft., passive Perception 18

Languages Common plus one other language

CR 9 (XP 5,000; PB +4)



Dart. *Ranged Weapon Attack*: +9, range 20/60 ft. *Hit*: 18 (2d12 + 5) piercing damage.

BONUS ACTIONS

Quick Movement. The martial master takes the Dash or Disengage action.

REACTIONS

Deflect And Throw. *Trigger*: The martial master is hit by a weapon attack roll. *Response*: The martial master adds 4 to its AC against that attack, possibly causing it to miss. If the attack was a projectile and misses, *Dexterity Saving Throw*: DC 17, one creature within 30 feet of the martial master that it can see. *Failure*: 8 (1d6 + 5) bludgeoning damage. If the attack was a melee attack from a creature within 5 feet and misses, *Dexterity Saving Throw*: DC 17, the attacker. *Failure*: The target is knocked prone again and can't get up this turn.

Evasion. If the martial master is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the martial master instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it is incapacitated.

Fleeting Steps. The martial master can move along vertical surfaces and across liquids on its turn without falling during the move.

Skilled Fall. The martial master reduces damage taken from falling by 20.

ACTIONS

Multiattack. The martial master makes four attacks, using Unarmed Strike and Dart in any combination. If two Unarmed Strike attacks hit the same target, the target is knocked prone. If all four Unarmed Strike attacks hit the same target, *Constitution Saving Throw*: DC 16, the target. *Failure*: The target is incapacitated until the end of its next turn.

Unarmed Strike. *Melee Weapon Attack*: +8, reach 5 ft. *Hit*: 16 (2d10 + 4) bludgeoning damage.

MARTIAL MASTER — STRONGER

Armor Class 21

Hit Points 228 (24d8 + 120)

Speed 30 ft.

Initiative +11 (21)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	23 (+6)	20 (+5)	17 (+3)	21 (+5)	16 (+3)

Saving Throws Dex +11, Wis +10

Skills Athletics +9, Acrobatics +16, Insight +10, Perception +10

Senses blindsight 10 ft., passive Perception 18

Languages Common plus one other language

CR 15 (XP 13,000; PB +5)



Evasion. If the martial master is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the martial master instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it is incapacitated.

Fleeting Steps. The martial master can move along vertical surfaces and across liquids on its turn without falling during the move.

Skilled Fall. The martial master reduces damage taken from falling by 20.

ACTIONS

Multiattack. The martial master makes four attacks, using Unarmed Strike and Dart in any combination. If two Unarmed Strike attacks hit the same target, the target is knocked prone. If all four Unarmed Strike attacks hit the same target, *Constitution Saving Throw*: DC 19, the target. *Failure*: The target is incapacitated until the end of its next turn.

Unarmed Strike. *Melee Weapon Attack*: +11, reach 5 ft. *Hit*: 25 (3d12 + 6) bludgeoning damage.

Dart. *Ranged Weapon Attack*: +8, range 20/60 ft. *Hit*: 10 (1d12 + 4) piercing damage.

BONUS ACTIONS

Quick Movement. The martial master takes the Dash or Disengage action.

REACTIONS

Deflect And Throw. *Trigger*: The martial master is hit by a weapon attack roll. *Response*: The martial master adds 4 to its AC against that attack, possibly causing it to miss. If the attack was a projectile and misses, *Dexterity Saving Throw*: DC 16, one creature within 30 feet of the martial master that it can see. *Failure*: 6 (1d4 + 4) bludgeoning damage. If the attack was a melee attack from a creature within 5 feet and misses, *Dexterity Saving Throw*: DC 16, the attacker. *Failure*: The target is knocked prone again and can't get up this turn.

Dart. *Ranged Weapon Attack*: +11, range 20/60 ft. *Hit*: 25 (3d12 + 6) piercing damage.

BONUS ACTIONS

Quick Movement. The martial master takes the Dash or Disengage action.

REACTIONS

Deflect And Throw. *Trigger*: The martial master is hit by a weapon attack roll. *Response*: The martial master adds 5 to its AC against that attack, possibly causing it to miss. If the attack was a projectile and misses, *Dexterity Saving Throw*: DC 19, one creature within 30 feet of the martial master that it can see. *Failure*: 12 (1d12 + 6) bludgeoning damage. If the attack was a melee attack from a creature within 5 feet and misses, *Dexterity Saving Throw*: DC 19, the attacker. *Failure*: The target is knocked prone again and can't get up this turn.