



MONK: WAY OF THE TALL GRASS (2014/5e)

Monks of the Way of the Tall Grass roam and patrol from wide open plains to thick, harsh marshlands, seeking to join the fight against tyranny wherever it may be found. These traveling resistance fighters are masters of guerilla tactics, and as they weave through the battlefield, they support their allies with shouts of encouragement and well-timed warnings.

Warrior of the Tall Grass Features

Monk Level	Feature
3rd	Tall Grass Tactics, Tall Grass Weaponry
6th	Guerilla Commander
11th	Field Marshal
17th	Advanced Tall Grass Tactics

LEVEL 3: TALL GRASS TACTICS

You gain the following benefits while you have the **Prone** condition.

- Moving through **Difficult Terrain** doesn't cost you extra movement.
- You can add your Wisdom modifier to your Dexterity (**Stealth**) checks.
- You can right yourself with only 5 feet of movement.

Additionally, once on each of your turns while you have the **Prone** condition, you can expend 1 Ki Point to take the **Hide** action (no action required). You can use this feature without expending a Ki Point on each of your turns that you use Patient Defense or Step of the Wind.

LEVEL 3: TALL GRASS WEAPONRY

You become an expert in the use of Tall Grass Weapons, which are **Javelins**, **Spears**, **Shortbows**, and **Slings**. When you make a ranged attack with one of these weapons, both of the weapon's ranges increase by an amount of feet equal to the number shown in the Unarmored Movement column of the Monk table for your level.



LEVEL 6: GUERILLA COMMANDER

When you take the **Attack** action on your turn, you can replace one of the attacks to issue one of the following Field Commands to one willing creature that can see or hear you within 60 feet (you cannot choose yourself):

Bleed 'em! The creature can take a Reaction to make one weapon attack.

Fall Back! The creature can take a Reaction to move up to half its Speed without provoking **Opportunity Attacks**.

Hold Fast! The creature gains a number of **Temporary Hit Points** equal to one roll of your Martial Arts die + your Wisdom modifier, and it has **Advantage** on the next saving throw it makes before the start of your next turn.

Once a creature benefits from one of your Field Commands, it can't benefit from that command again until it completes a **Short** or **Long Rest**.

LEVEL 11: FIELD MARSHAL

When a creature you can see within 60 feet of you is hit by an attack roll or fails

an attack roll, ability check, or saving throw, you can take a Reaction and expend 1 ki point to issue a Field Command to that creature if that creature can see or hear you. You also gain the following additional Field Commands:

Focus Up! The creature can add a roll of your Martial Arts die to one attack roll, ability check, or saving throw it makes before the end of its next turn. If you issue this command in response to a creature failing an attack roll, ability check, or saving throw, the creature can instead add a roll of your Martial Arts die to the roll's total, potentially turning a failure into a success.

Take Cover! The creature gains a bonus to AC equal to half your Wisdom modifier (round up) until the start of its next turn if it has a bonus to AC granted by a **Shield** or any form of **Cover**. If you issue this command in response to a creature being hit by an attack roll and the target's new AC is higher than the triggering attack roll, that attack becomes a miss.



LEVEL 17: ADVANCED TALL GRASS TACTICS

Once per turn, when you take the **Hide** action, you can gain one of the following additional benefits.

Deploy Decoy. You create a rudimentary decoy in an unoccupied space within 5 feet of you. The decoy is a Small or Medium object with an AC equal to your AC that serves as a plausible facsimile of you. The decoy vanishes if it takes any damage. If a creature takes an action to examine the decoy, it can determine that it is a fake with a successful DC 15 Intelligence (**Investigation**) check. A creature also knows that the decoy is a fake if it can see you or if the decoy vanishes. You can only have two decoys with this feature at a time. If you create a third, the oldest decoy vanishes, and then the new one appears.

Terrain Mastery. You gain a Burrow Speed of 10 feet until the end of the current turn. You don't suffer the normal penalties for **Crawling** for the same duration.

RULE TIP: SPECIAL SPEEDS

If you have more than one speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you've already moved from the new speed. Additionally, although the rules don't explicitly state this, statements from designers have indicated that any bonuses to your innate movement speed are also intended to apply to any special speeds you have. For example, if Unarmored Movement increases your Speed by 25 feet and you have a Burrow Speed, your Burrow Speed also increases by 25 feet. If you don't normally interpret the rules this way at your table, then the Burrow Speed granted by this feature should be a number of feet equal to 10 + the number shown in the Unarmored Movement column of the Monk table for your level.

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