

MONKS

Because Aldean lore recognizes every soul as divine, theirs is often a contemplative, introspective religion. Is not one of the lessons of the story of the Primordials and the gods that they, too, came from the Eternal Dance? Does that not make every soul a potential god of sorts? Of course, the divine souls of the Dance exist now in the world of form, incarnated over and over through the Wheel of Rebirth, so Aldean religion also acknowledges the importance of incarnation and the experiences and opportunities that come with having a body. These two related threads are woven together in the practices of Aldean monks, contemplatives most often referred to as dancers for their most common practice: the spirit dance.

Spirit dancers are most common in Aldis, where the old traditions are maintained, rediscovered, and taught, and a great Academy of the Dance exists in the capitol city, with similar academies of instruction elsewhere in the Sovereignty. Conversely, spirit dancers are rare in Jarzon, where an inwardly-focused spiritual life is considered indulgent; those with potential are channeled into becoming priests to serve the community in some fashion instead. The rare Jarzoni spirit dancer is a performer of sacred drama, part of the passion plays so popular in the Theocracy. The dancers of Kern, on the other hand, are either followers of the Way of Shadow, under the “guidance” of the Regents, or else outlaws hunted by those same shadow dancers.

The common name for *ki* in the Old Language is *elan*, also called *asha* by the people of Lar'tya, and these terms are generally used in Aldea to refer to the spiritual power dancers cultivate and channel.

WAY OF THE SPIRIT DANCE

A reflection of the Eternal Dance within the material world, the tradition of the Spirit Dance is thought to be one of the oldest spiritual practices in Aldea, passed down from master to student since time immemorial, and granting those who learn and master its rhythms and steps great spiritual and magical insight.



FIRST STEPS

Starting when you follow this tradition at 3rd level, you can spend 1 ki point to triple your jump distance for the turn or to stand up from prone without spending any of your movement speed.

PERFECT BALANCE

At 6th level, you can stand on or move across any solid surface or object, even if it would normally not support your weight, from standing on a thin tree branch to walking across a single thread suspended above the ground. You ignore the effects of difficult terrain and have advantage on all saving throws to avoid being knocked prone.

LEADING STEPS

At 11th level, you can use an opponent's momentum against them. If a creature misses you with a melee attack, you can use your reaction to force them to make a Dexterity saving throw to avoid being moved up to 5 feet in the direction of your choice and knocked prone. The saving throw DC equals 8 + your Dexterity modifier + your proficiency bonus.

MIRROR DANCE

At 17th level, you master the ability to perfectly match and mirror another's moves. On your turn, you can spend 2 ki points and choose a creature within 5 feet of you. They can make a Wisdom saving throw with a DC of 8 + your Wisdom modifier + your proficiency bonus. A success means no effect. On a failed save, you can automatically move along with the subject so long as they do not move somewhere you cannot reach and their speed does not exceed yours. The subject's attacks against you have disadvantage, and you can grant advantage to melee attacks against them, including your own. You also have advantage on Charisma checks against the subject. The subject must succeed on a Wisdom saving throw to attack another creature, and its first attack roll when it does so is at disadvantage.

At the end of each of their turns, the subject can make another Wisdom saving throw. On a success, the mirror dance ends.

PALADINS

The power of oaths and dedication is palpable to an awakened soul, and paladins are found among all of the cultures of Aldea, following their own particular oaths and tenets. There are also several noteworthy orders of knighthood on Aldea, although one does not necessarily have to be a paladin in order to be a member of such an order. They include the Knights of Purity in Jarzon and the dreaded Knights of the Skull in Kern, but perhaps the most illustrious and romantic company of knights in Aldea is the Knights of the Blue Rose in Aldis, sworn champions of the Sovereignty and its people.

OATH OF THE ROSE

Rose Knights are sworn to the cause of Aldis and the Blue Rose, to be the champions of the Sovereignty.

TENETS OF THE ROSE

The tenets of the Oath of the Rose are:

- **Loyalty.** Serve and safeguard Aldis and its people, upholding the ideals of the Sovereignty and protecting it against all foes.
- **Kindness.** Your duty is kindness and compassion for all folk and all nature.
- **Inspiration.** Seek to serve as an inspiration to others, and to lead by example.
- **Determination.** Never give up in the face of adversity or challenge, but always rise to the occasion.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE ROSE SPELLS

PALADIN LEVEL	SPELLS
3rd	<i>healing word, sanctuary</i>
5th	<i>calm emotions, prayer of healing</i>
9th	<i>create food and water, mass healing word</i>
13th	<i>death ward, banishment</i>
17th	<i>dispel evil and good, mass cure wounds</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Inspiring Word. As a reaction, you can speak

inspiration to an ally within 30 feet of you able to hear you. That ally can roll their next attack roll, skill check, or saving throw with advantage, or immediately re-roll a failed attack roll, skill check, or saving throw and use the second result.

Rebuke Shadow. As an action, you present your holy symbol and rebuke the forces of Shadow. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

AURA OF DETERMINATION

At 7th level, your unwavering determination strengthens your allies. Whenever an ally within 10 feet of you regains hit points as a result of a spell of 1st level or higher, that ally regains additional hit points equal to your Charisma modifier (minimum of 1).

At 18th level, the range of this aura increases to 30 feet.

RHYDAN RIDER

At 15th level, when you cast the *find steed* spell, you can choose a griffon or unicorn as your ally; you possess a rhy-bond with them. See **Chapter XII** for details on Aldean griffons and unicorns.

CHOSEN CHAMPION

At 20th level, you can use your action to draw upon the power of your oath to become a potent champion. When you do so, you gain the following benefits for 1 minute:

