You aren't freaking out, are you?

A Monk Subclass by My Wife is the MC inspired by Dandadan.

Homebrew Subclass

The following subclass is designed for the 2024 version of Dungeons and Dragons 5th Edition, with backwards compatibility with the 2014 legacy rules.

Monk

At level 3, a Monk gains a subclass. The Warrior of the Phantom Grasper is inspired by the occult powers of Ayase Momo from Dandadan.

Homebrew Material
This subclass is homebrew content, created with care and refined through multiple design passes. While it hasn't been through full-scale playtesting, it's built with balance, clarity, and fun in mind. You may still encounter the occasional edge case or moment of friction during play, so feel free to adjust anything to fit your table's needs. If you find issues or have feedback, please share it **[here]**. As with all unofficial content, this material isn't legal for D&D Adventurers League or other official events. Getting your GM's approval or working with your GM to use this document in your home games is highly recommended.

Warrior of the Phantom Grasper

Fight as One with Mind and Spirit

Warriors of the Phantom Grasper are trained in the mystic arts, allowing them to wield their minds as an extension of their bodies. This ethereal mastery lets them manipulate the spiritual energies of others.

Level 3: Spirit Sight

When you reach a Monk level as specified on the Spirit Sight table, you are able to cast the listed spells in special ways. If a spell doesn't require Concentration, you must maintain Concentration for the spell's duration. When you cast a spell using this feature, you do so without Verbal, Somatic, or Material components, except for Material components that are consumed by the spell or that have a cost specified in the spell. You can cast a spell as a Ritual, even if the spell doesn't normally have the Ritual tag. You can cast a spell as a Ritual once each, and you can do so again when you finish a Long Rest. Otherwise, you can expend a number of Focus Points indicated on the Spirit Sight table to cast it as a Magic action.

Spirit Sight

Monk Level	Focus Points	Spell
3	1	*Detect Evil and Good*
7	2	*See Invisibility*
13	6	*True Seeing*

While concentrating on a Spirit Sight spell, you determine whether a creature you can see within 60 feet of you is affected by a curse (as with the *Hex* spell), whether an object you can see within that range bears a curse, or whether your current location bears an environmental curse. You sense the curse's presence, but not its nature or effects. The description and rules regarding curses, including environmental curses, can be found in the SRD 5.2 (pg. 193) or in the Dungeon Master's Guide (pg. 60) by Wizards of the Coast.[1]

[1] Wizards of the Coast LLC, Dungeon Master's Guide, 2024.

Level 3: Phantasmal Hands

As a Magic action, or as part of the Attack action (before making any attack roll), you can expend 1 Focus Point to manifest a pair of spectral hands called Phantasmal Hands that extend from your palms. The hands are Invisible to creatures other than yourself, and have a reach of 10 feet. The hands vanish after 1 minute, or if you are reduced to 0 Hit Points.

Each Phantasmal Hand uses your Wisdom score instead of your Strength score to determine the maximum weight that it can carry, drag, lift, or push. A Phantasmal Hand is Medium, but doesn't occupy any space. If both Phantasmal Hands interact with the same creature or object, they are collectively Large. The rules on carrying capacity can be found in the SRD 5.2 (pg. 178) or the Player's Handbook (pg. 362) by Wizards of the Coast[1] under "Carrying Capacity."

[1] Wizards of the Coast LLC, Player's Handbook, 2024.

The hands can be used in the following ways.

Phantasmal Pair. While the hands are active, you can interact with creatures and objects within the Phantasmal Hands' reach. Doing so requires a free hand for each Phantasmal Hand you use, as each mimics the movements of the hand it's tethered to. These interactions are the same as if you were using your own hands, such as opening a door, stowing or retrieving an item from a container, or dragging, lifting, or pushing an object. You can't make an attack using a Phantasmal Hand, even if it's holding a weapon. During combat, you can interact with one additional object on your turn using your Phantasmal Hands by taking the Utilize action as normal, or by forgoing one attack granted by Flurry of Blows. Interacting with objects during combat is further specified in the SRD 5.2 (pg. 12) or the Player's Handbook (pg. 20) by Wizards of the Coast[1] under "Time-Limited Object Interactions."

[1] Wizards of the Coast LLC, Player's Handbook, 2024.

Spiritual Force. You can make an Unarmed Strike using the Phantasmal Hands, but only to use the Grapple or Shove option. When you do so, you add half your Wisdom modifier to the save DC (round up), to a minimum of +0. Similarly, any activity involving the Phantasmal Hands that requires a Strength or Dexterity check (such as pushing an obstacle) adds half your Wisdom modifier to the check (round up), to a minimum of +0.

Additionally, when a creature fails against your Phantasmal Hand's grapple, you can choose to pull it to the nearest unoccupied space within 5 feet of you. On a success or failure, you can choose to pull yourself to the nearest unoccupied space within 5 feet of the creature without provoking Opportunity Attacks.

Poltergeist Throw. Once when you take the Attack action, you can forgo one of your attacks and instead have one of your free Phantasmal Hands throw an object you can see within the hand's reach that isn't worn or held by another creature, isn't anchored to a surface, and is within the hand's carrying capacity. You can have the hand throw the object to any space you can see within 60 feet of you. Unless the DM specifies otherwise, an object occupies a Cube based on its size: Medium or smaller (5-foot Cube), Large (10-foot Cube), and Huge (15-foot Cube). The object takes no damage from this throw. Each creature occupying a space where the object would land must make a Dexterity saving throw (DC equals 8 plus your Wisdom modifier and Proficiency Bonus).

On a failed save, a creature takes Force damage equal to your Wisdom modifier, plus one die roll according to the size of the object: Tiny (1d4), Small (1d6), Medium (1d8), Large (1d10), or Huge (1d12). On a successful save, the creature takes half as much damage.

Note your Hands' Carrying Capacity

If your table is strict with carrying capacity rules, it would ease the flow of the game if you noted your Phantasmal Hands' carrying capacity. Whenever you increase your Wisdom score, write down the carrying capacity of your Phantasmal Hands, both individually and when interacting with an object together.

Rule of Thumb for Object Weight: 10x Size

For DMs, to speed up game flow, consider using the Carrying Capacity table's carry weight multiplier for the object's size and multiply it by 10. For example, if the object is Medium, its weight is 150 lb., or 15 lb. x 10, as shown on the Carrying Capacity table.

Level 6: Protective Hands

Your Phantasmal Hands have become a protective force. You gain the following additional ways to use these hands.

Bracing Palms. When you use Deflect Attacks, you add your Wisdom modifier to the damage you reduce.

Hex Binder. As a Bonus Action, you expend 3 Focus Points and choose one of your free Phantasmal Hands. If you are concentrating on a spell granted by Spirit Sight, you instead expend 2 Focus Points. When you do so, that hand emits an Invisible aura in an Emanation with a range equal to the Phantasmal Hand's reach. The Emanation originates from you regardless of the Phantasmal Hand's location. This ends when that hand holds a creature or object, or when the Phantasmal Hands vanish. If you or an ally within the Emanation is affected by a curse, its effects are suppressed. While a curse is suppressed, its effects don't function, but the time it spends suppressed counts against its duration. In addition, whenever you or an ally within the Emanation makes an Intelligence, Wisdom, or Charisma saving throw, you add your Wisdom modifier (minimum of +0) to the target's save.

Spirit Transference. As a Magic action, touch two creatures of your choice with your Phantasmal Hands. At least one creature must be willing (you can choose yourself), while the other creature must be willing or Unconscious. Choose one of the willing creatures to take Necrotic damage equal to a number of d8s of your choice up to 3d8. This damage ignores a creature's Resistance or Immunity to Necrotic damage. When you do so, the other creature regains a number of Hit Points equal to the Necrotic damage taken. The maximum Necrotic damage increases by 1d8 when you reach Monk level 9 (4d8), level 13 (5d8), and level 17 (6d8).

Rules as Intended: Hex Binder

Hex Binder ends early when "that hand" holds a creature or object. This refers to both the Phantasmal Hand you chose to use for Hex Binder, as well as your physical hand that the Phantasmal Hand is tethered to. This can be traced back to the Phantasmal Pair property of your Phantasmal Hands feature, which states that the Phantasmal Hands mimic your hand motions.

Level 11: Reaching Graspers

The reach of your Phantasmal Hands increases to 15 feet, and they are considered one size larger (individually Large, collectively Huge) without changing their physical size. In addition, you gain the following new ways to use these hands.

Reeling Strike. When a creature fails its saving throw against your Phantasmal Hands' grapple and is pulled to the nearest unoccupied space within 5 feet of you, you can make one Unarmed Strike against it. You can make this attack no more than once per turn.

Poltergeist Slam. When a creature fails its saving throw against your Poltergeist Throw, it has the Prone condition, provided the object thrown is the same size as the target or larger.

Spectral Slingshot. When you take the Dash action, you gain a Fly Speed equal to your Speed, provided there is a solid surface (such as a wall, floor, or ceiling) you can see within the reach of your Phantasmal Hands the moment you take the action, and you have at least one free Phantasmal Hand. You lose this Fly Speed at the end of your current turn, or as soon as you land on a solid surface.

Level 17: Phantasmal Realization

Your Phantasmal Hands have reached their full potential.

Maximized Reach. The reach of your Phantasmal Hands increases to 20 feet.

Guardian Phantasm. When you manifest the hands, or as a Magic action while the hands are active, you can expend 5 Focus Points and forgo one of the Phantasmal Hands. When you do so, you cast the *Bigby's Hand* spell. Casting the spell using this feature requires no Verbal, Somatic, or Material components. Wisdom is your spellcasting ability for the spell. When you control the hand on your later turns, you can do so as a Bonus Action, or as one of your attacks when you take the Attack action, provided you expend 2 Focus Points to do so.

Each subsequent time you cast this spell using this feature, the Focus Points you need to expend increase by 3 (up to a maximum of 20 Focus Points). The cost resets when you finish a Long Rest.

Adapting to 2014 5th Edition

Most of the Phantom Grasper's features are compatible with the 2014 rules of Dungeons and Dragons 5th Edition. However, some features require some changes to be fully compatible.

Ki Points, Not Focus Points

Any reference to Focus Points refers to Ki Points for the 2014 rules.

Grapple or Shove as Checks

This subclass references Grapple and Shove as a saving throw effect. For the legacy rules, Grapple or Shove uses an Athletics check contested by the target's Athletics or Acrobatics check.

Deflect Missiles

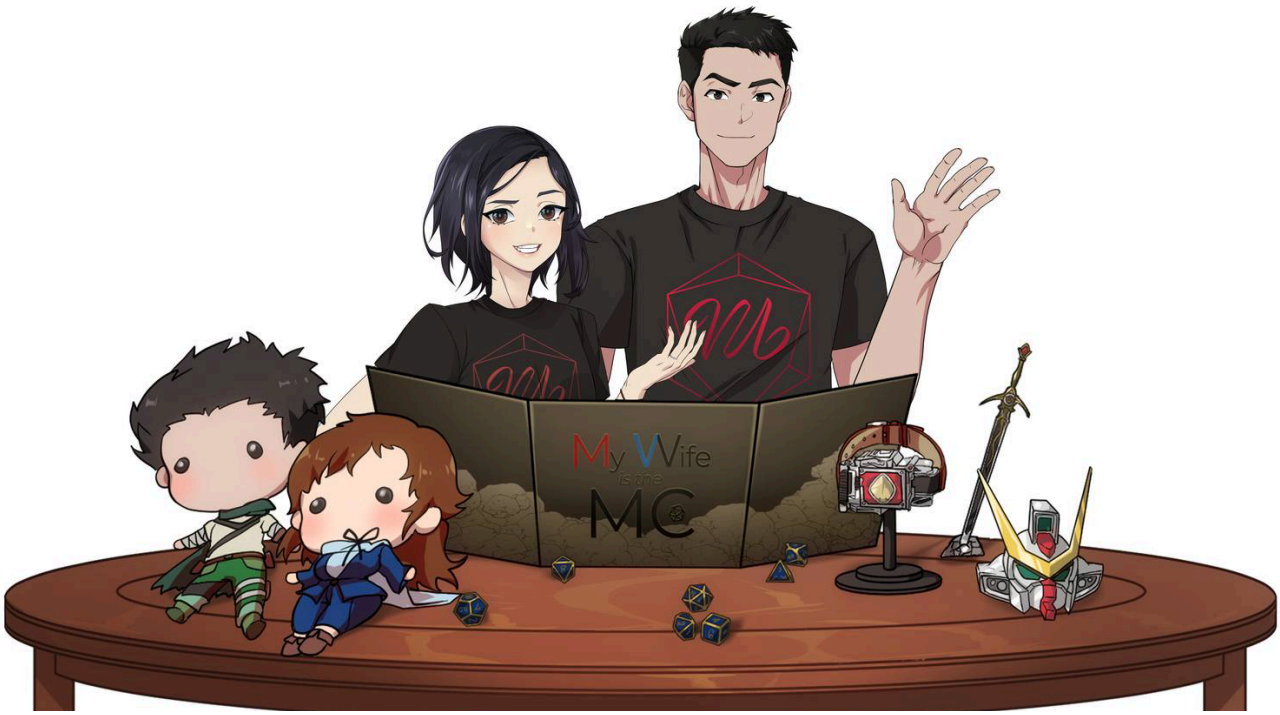
Bracing Palms applies to Deflect Missiles instead of Deflect Attacks.

Legacy Book References

The 2014 rules don't have a specific section regarding curses outside of cursed magic items in the Dungeon Master's Guide by Wizards of the Coast,[1] however, it's referenced in the optional rules of the various sections of the planes. Meanwhile, the rules on carrying capacity can be found in the Player's Handbook (pg. 176) by Wizards of the Coast.[2] In the same book, interacting with objects is described under "Use an Object" (pg. 192).

[1] Wizards of the Coast LLC, Dungeon Master's Guide, 2014.

[2] Wizards of the Coast LLC, Player's Handbook, 2014.



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About My Wife is the MC

My Wife is the MC is a YouTube channel run by DM V, who creates homebrew content that translates characters from popular media into narratively themed 5e mechanics. This includes creating classes, subclasses, and magic items, or even putting homebrewed characters from various anime, movies, or video game titles into the 5e versions of their settings. By homebrewing content with the source material as a priority, we aim to capture how a pop culture character feels for any player who wants to take their favorite characters to a gaming table, all while keeping within the system's boundaries.
DM V also runs single-player campaigns with his wife, who plays the channel's titular MC.