



MONASTIC TRADITIONS

HOMEBREW

Eleven New & Alternate Monastic Traditions for the Monk
Class in the World's Greatest Roleplaying Game

NEW MONASTIC TRADITIONS

At 3rd level, monks gain the Monastic Tradition feature. The following Monastic Traditions are available to monks, along with those in the *Player's Handbook* and official options:

Boulder	Flowing River	Sacred Inks
Brawler	Hurricane	Vigilante
Ferocity	Mystic	Void

WAY OF THE BOULDER

As old as the mountains themselves, the Way of the Boulder has been passed from masters to disciples since the earliest days of civilization. Building their monasteries on mountain peaks and in deep caverns, students of this Tradition focus on becoming as large and immovable as the mountains.

Monk Level	Feature
3rd	Solid Body, Stalwart Strength
6th	Rebounding Defense
11th	Ki-Infused Bulk
17th	Mighty Form, Earthshaker

SOLID BODY

3rd-level Way of the Boulder feature

Your great bulk enhances your offense and defense. When not wearing armor or a shield, your Armor Class is equal to 10 + your Constitution modifier + your Wisdom modifier.

You can also use your Constitution, in place of Strength or Dexterity for your attack and damage rolls for both your unarmed strikes and your melee monk weapons.

STALWART STRENGTH

3rd-level Way of the Boulder feature

You draw strength from the earth beneath you. When you make a Strength-based ability check or a Strength saving throw while you are touching the ground, you can add your Constitution modifier (minimum of +1) to your roll.

REBOUNGING DEFENSE

6th-level Way of the Boulder feature

When a creature you can see hits you with a melee weapon attack, you can spend 1 ki point as a reaction to attempt to absorb the blow with your bulk. Reduce the damage by an amount equal to your monk level + one roll of your martial arts die + your Constitution modifier.

If you reduce the damage of the attack to zero, you can rebound the blow back as part of the same reaction, making a melee weapon attack against your attacker. You make this attack with proficiency, and the rebounded attack counts as a monk weapon for the purposes of this reaction attack.

KI-INFUSED BULK

11th-level Way of the Boulder feature

Your dense, ki-infused, body allows you to resist physical and magical assaults. You gain resistance to one of the following damage types: bludgeoning, piercing, slashing, acid, cold, fire, lightning, or thunder. You can replace this resistance with an option from the list above at the end of a short or long rest.

As a bonus action, you can spend 2 ki points to realign your ki and replace the damage resistance from this feature with another option from the list above.

MIGHTY FORM

17th-level Way of the Boulder feature

Your body has surpassed the normal limits of mortal density and mass. Both your Constitution score and your maximum Constitution score, increase by 2 to a maximum of 22.

EARTHSHAKER

17th-level Way of the Boulder feature

As an action, you can expend 5 ki points to crush the ground, turning the ground within 30 feet of you into difficult terrain and forcing creatures of your choice within that area to make a Strength saving throw. On a failure, they take bludgeoning damage equal to two rolls of your martial arts die and are knocked prone. On a success, they take half that damage.

When you use this feature, you can expend additional ki points (up to your Constitution modifier) to increase the damage by a roll of your martial arts die for each point.



WAY OF THE BRAWLER

An informal Monastic Tradition assigned to any warrior who learned to use martial arts without formal training, Brawlers often learn to fight in combat pits common in the underbelly of settlements. They are often underdogs that come from nothing and do anything it takes to win. To these scrapers, every fight they are in is a fight for their survival.

Monk Level	Feature
3rd	Combat Superiority, Streetwise
6th	Improved Technique
11th	Infamous Reputation
17th	Underworld Master

COMBAT SUPERIORITY

3rd-level Way of the Brawler feature

You have learned martial arts skills and techniques not taught by formal Traditions. You gain the following features:

Maneuvers. You learn two Maneuvers of your choice from the list of Maneuvers available to the Battle Master Fighter Archetype. You can use only one Maneuver per attack. When you gain a level in this class you can replace one Maneuver you know with another Maneuver of your choice.

Superiority Dice. You have three Superiority Dice, which are d6s for you. You must expend a Superiority Die as part of your attack to use a Maneuver, and you regain all expended Superiority Dice each time you finish a short or long rest.

Saving Throws. Some of your Maneuvers require your target to make a saving throw to resist the effects of that Maneuver. The saving throw DC is calculated as follows:

$$\text{Maneuver save DC} = 8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier (your choice)}$$

STREETWISE

3rd-level Way of the Brawler feature

Rather than become a disciple of a formal Tradition, you have learned what was necessary to eke out a living on the streets:

- You can use your Dexterity, in place of Strength, whenever you make an Athletics check to grapple or shove a target.
- You learn to communicate and understand Thieves' Cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation.
- You gain proficiency in Intimidation, and you can use your martial arts to make Dexterity (Intimidation) checks.

ALTERNATE RULE: SAVAGE EXPLOITS

The Monastic Traditions presented here are meant to be used with the official content in the *Player's Handbook*, and use Battle Master Maneuvers.

If you would like a more expansive system of martial combat for your Brawler Monk, check out the Alternate Way of the Brawler included in the [Alternate Monk: Expanded](#). This version makes use of the Savage Exploits found with my revision of the official Barbarian Class, [The Alternate Barbarian](#).



IMPROVED TECHNIQUE

6th-level Way of the Brawler feature

Your underhanded fighting style has improved. You gain one additional Superiority Die (for a total of four), and all of your Superiority Dice from this class become d8s. You also learn two additional Maneuvers of your choice (for a total of four).

Also, when you score a critical hit with an unarmed strike or a monk weapon attack, you can use a Maneuver you know as part of that attack without expending a Superiority Die.

INFAMOUS REPUTATION

11th-level Way of the Brawler feature

Your infamous reputation proceeds you. As a bonus action, you can spend 1 ki point to force one creature within 30 feet that can see or hear you to make a Wisdom saving throw against your Maneuver save DC. On a failure, the creature is frightened of you until the beginning of your next turn.

Additionally, any creature that is frightened of you has disadvantage on saving throws against your Maneuvers.

UNDERWORLD MASTER

17th-level Way of the Brawler feature

You are the unquestioned master of the ruthless combat style of the underworld. Your unarmed strikes and monk weapon attacks against creatures that are frightened, grappled, prone, or stunned score a critical hit on a roll of 19 or 20 on the d20.

You also gain a final Superiority Die (for a total of five), and your Superiority Dice from this class become d10s. You also learn two additional Maneuvers (for a total of six).





WAY OF FEROCITY

While monks of every Tradition strive to master their physical form, creatures born with natural weapons; claws, horns, or teeth, have natural unarmed advantages when compared to other monks. Through the practice of this savage Tradition, creatures learn to leverage these physical advantages with secret techniques, and combine their mastery of ki with the ferocity that dwells within all creatures of bestial heritage.

Monk Level	Feature
3rd	Natural Predator, Savage Strikes
6th	Primal Intuition
11th	Power of the Wild
17th	Master of Ferocity

OPTIONAL RULE: RACE RESTRICTION

The Way of Ferocity is typically practiced only by creatures of bestial ancestry. Only creatures with natural weapons, such as Lizardfolk, Tortles, Tabaxi, Minotaurs, Leonin, or other beastfolk can choose to follow this Monastic Tradition. Your table may lift this restriction to better suit your setting.

NATURAL PREDATOR

3rd-level Way of Ferocity feature

Your martial arts enhance your natural abilities with one of the disciplines below. Once chosen, this cannot be changed:

BESTIAL REND

This discipline is most often adopted by Monks with sharp claws and savage teeth. Your unarmed strikes deal slashing damage and inflict deep wounds. If you hit a target with an unarmed strike, its movement speed is reduced by a cumulative 5 feet until the start of your next turn. If this feature reduces its speed to 0, it has disadvantage on all Dexterity saving throws until the start of your next turn.

NATURAL DEFENSES

This discipline is most often adopted by monks with an armored hide, scales, or shell. When a creature you can see hits you with an attack you can use a reaction to add one roll of your martial arts die to your Armor Class against the attack, possibly causing it to miss.

SAVAGE CHARGE

This discipline is most often adopted by monks with hooves or horns. If you move at least 15 feet in a straight line toward a creature, you have advantage on the first unarmed strike or monk weapon attack against that creature before the end of your turn.

SAVAGE STRIKES

3rd-level Way of Ferocity feature

Your body has evolved natural weapons, and your physical form has an innate advantage in combat. Your martial arts damage die increases to a d6 for your unarmed strikes.

Your martial arts die for unarmed strikes increases again at 5th level (1d8), 11th level (1d10), and 17th level (1d12).

PRIMAL INTUITION

6th-level Way of Ferocity feature

You have honed your primal instincts along with your martial prowess. Choose two skills from the following list: Athletics, Insight, Intimidation, Perception, Stealth, or Survival.

You gain proficiency in both skills, and whenever you make an ability check with either of these skills you gain a bonus to your roll equal to one roll of your martial arts die.

POWER OF THE WILD

11th-level Way of Ferocity feature

You have trained to augment your physical strikes with the ferocity of your savage ki. When you hit a creature with an unarmed strike you can spend 1 ki point as part of your attack to deal an additional 2d6 damage to the target.

MASTER OF FEROCITY

17th-level Way of Ferocity feature

You combine your primal instincts with your monastic training to reach your true savage potential. You gain one of the disciplines below. Once chosen it cannot be changed:

BESTIAL FURY

When you score a critical hit against a creature with an unarmed strike, its movement speed is instantly reduced to 0, and you have advantage on any unarmed strikes that you make against that creature until the start of your next turn.



NATURAL RESILIENCE

You can draw on your wellspring of mystic power to harden your defenses and shrug off assaults. Whenever a creature that you can see hits you with an attack, you can expend ki points (up to your Wisdom modifier) to reduce the damage by one roll of your martial arts die for each ki point spent.

SAVAGE RUSH

You can channel a burst of primal speed to trample those in your path. As an action, you can spend 4 ki points and move up to your full walking speed in a straight line, and force any creature you pass through to make a Dexterity saving throw. On a failure they take bludgeoning damage equal to four rolls of your martial arts die and are knocked prone. On a success, they take half as much damage and are not knocked prone.

WAY OF THE FLOWING RIVER

Novices who adopt the Way of the Flowing River are taught a style of martial arts that emphasizes nonviolence and the use of force only when absolutely necessary. Named for the masterful grace and fluidity these warriors exhibit in the midst of battle, disciples of the Flowing River are often known by common folk as dancing monks.

Monk Level Feature

3rd	Flowing River Stance, Monastic Acrobat
6th	Enchanting Flow
11th	Graceful Step
17th	Master of the Flowing River

FLOWING RIVER STANCE

3rd-level Way of the Flowing River feature

You have trained to utilize the signature stance of your order. You can use an action on your turn to enter a Flowing River Stance, which lasts until the beginning of your next turn.

While you're in this stance you have a second reaction you can use each round. You gain additional reactions at certain monk levels: at 6th level (3), 10th level (4), and 17th level (5).

When a creature that you can see misses you with a melee attack while you are in your Flowing River Stance, you can use a reaction to force it to make a Dexterity saving throw. On a failure, the target is knocked prone and its movement speed is reduced to 0 until the beginning of your next turn.

MONASTIC ACROBAT

3rd-level Way of the Flowing River feature

You learn to move with delicate grace. You gain proficiency in Acrobatics and Performance, and when you make an ability check with either skill you gain a bonus to your roll equal to one roll of your martial arts die.

Monks of your Tradition are also known for their dancing. When you would make a Charisma (Performance) check you can make a Dexterity (Performance) check instead.

ACROBATS, DANCERS, AND PERFORMERS

While the monk encourages you to play an ascetic Eastern warrior, the Way of the Flowing River can be used to create heroic dancers and performers.



ENCHANTING FLOW

6th-level Way of the Flowing River feature

When you enter your Flowing River Stance you can spend 1 ki point to mystically allure your foes. Until the start of your next turn, creatures of your choice within 10 feet of you have disadvantage on all attacks against targets other than you.

Beginning at 11th level, you can use this feature once per turn without expending a ki point.

GRACEFUL STEP

11th-level Way of the Flowing River feature

You move with a supernatural level of grace and poise. When you enter your Flowing River Stance, you gain the benefits of Patient Defense without spending a ki point.

Moreover, you can use Step of the Wind as a bonus action on your turn without expending a ki point.

MASTER OF THE FLOWING RIVER

17th-level Way of the Flowing River feature

When a creature fails its saving throw against your Flowing River Stance reaction you can knock it back in a straight line in addition to the reaction's normal effects. When you do so, it is knocked back a number of feet depending on its size:

Tiny	60 feet	Large	20 feet
Small	40 feet	Huge	15 feet
Medium	30 feet	Gargantuan	10 feet



WAY OF THE HURRICANE

Where most Traditions of martial arts focus on quick strikes and elusive movements, disciples of the Hurricane technique master mighty weapons. These Hurricane monks wield their heavy weapons to great effect. On the battlefield they become tempests of steel, cutting down all who stand against them.

Monk Level	Feature
3rd	Heavy Warrior, Whirling Strike
6th	Crushing Counter
11th	Buffeting Winds
17th	Master of the Hurricane

HEAVY WARRIOR

3rd-level Way of the Hurricane feature

You have trained in a style of martial arts that incorporates heavy weapons. You gain proficiency with all melee weapons with the heavy property, and attacks with these heavy melee weapons count as monk weapons for you.

In addition, while you are wielding a melee weapon with the heavy property, you have advantage on saving throws to resist being grappled or moved against your will.

WHIRLING STRIKE

3rd-level Way of the Hurricane feature

You have learned to wield the heaviest weapons with the fury of a storm. As an action while you are wielding a heavy melee weapon, you can force every creature within 10 feet to make a Dexterity saving throw. On a failure, creatures take damage equal to one roll of your martial arts die + your Strength or Dexterity modifier (your choice).

When you reach 11th level, creatures take half as much damage from this feature on a successful saving throw.

CRUSHING COUNTER

6th-level Way of the Hurricane feature

You can use the weight of your heavy weapons to rebuke your enemies. When a creature you can see hits you with an attack while you are wielding a heavy melee weapon, you can use your reaction to make a monk weapon attack against it. On hit, you can choose to reduce the creature's speed to 0 until the start of your next turn in addition to the normal damage.

BUFFETING WINDS

11th-level Way of the Hurricane feature

You empower your strikes with great gusts of wind. When you hit a creature with an attack with a heavy melee weapon, you can force it to make a Strength saving throw. On a failed save, you can choose to either knock the creature prone or knock it back in a straight line a number of feet equal to five times your Wisdom modifier (minimum of 5 feet).

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest. If you have no uses remaining, you can spend 1 ki point to use it again.

MASTER OF THE HURRICANE

17th-level Way of the Hurricane feature

You wield weapons as a blur of whirling steel. As an action, you can disappear and make a melee weapon attack against up to five creatures you can see within 60 feet. You then appear next to one of these targets. You must be wielding a melee weapon with the heavy property to use this feature.

Once you use this feature you must finish a short or long rest before you can use it again. If you have no uses left, you can expend 5 ki points to use it again.

WAY OF THE MYSTIC

Delving fully into the use of mystical ki, the monks known as Mystics gradually forgo their physical training to unlock their spiritual potential. Often misunderstood to be wizards or sorcerers, these mystical sages can draw upon the ki within their soul to perform wondrous supernatural psionic feats.

Monk Level	Feature
3rd	Awakened Mind, Mystic Talents
6th	Spiritual Sundering
11th	Warded Soul
17th	Master Mystic

AWAKENED MIND

3rd-level Way of the Mystic feature

You can augment your body with spiritual power. You can use Wisdom, in place of Dexterity, for the attack and damage rolls of your unarmed strikes. Also, your Unarmored Defense Armor Class is equal to 13 + your Wisdom modifier.



MYSTIC TALENTS

3rd-level Way of the Mystic feature

In your quest for spiritual enlightenment you have unlocked the true potential of your mind. You learn two Talents of your choice from the list below. You learn one additional Talent of your choice at 6th level, 11th level, and 17th level.

Celerity. You can use Step of the Wind without expending a ki point. Also, you can spend 1 ki point when you use it to gain the benefits of both the Dash and Disengage actions.

Iron Body. As a bonus action, you can spend 1 ki point to gain temporary hit points equal to your Wisdom modifier.

Precognition. You cannot be surprised unless you are incapacitated, and when you roll initiative you can add your Wisdom modifier (minimum of +1) to the result of your roll.

Restoration. You know the *spare the dying* spell, and can cast it at a range of 30 feet.

Telekinesis. You learn the *mage hand* spell, and when you cast it the spectral hand is invisible.

Telepathy. You can telepathically communicate with any creature you can see within 60 feet. You don't need to share a language, but the target must speak at least one language to respond. You can only communicate with one creature at a time.

SPIRITUAL SUNDERING

6th-level Way of the Mystic feature

As a bonus action, you can spend 1 ki point to strike out with pure ki and force one creature you can see within 15 feet to make a Charisma saving throw. On a failure, it takes psychic damage equal to one roll of your martial arts die and it has disadvantage on the first Intelligence, Wisdom, or Charisma saving throw it makes before the beginning of your next turn.

Starting at 11th level, you can use this bonus action on each of your turns without expending a ki point.

WARDED SOUL

11th-level Way of the Mystic feature

Your spirit protects you from supernatural assaults. When you take necrotic, psychic, thunder, or radiant damage you can spend 1 ki point to gain resistance to that instance of damage.

MASTER MYSTIC

17th-level Way of the Mystic feature

Your spiritual power eclipses that of most mortals, and even some of the great immortal spiritual masters. You gain the benefits listed below:

- Whenever you deal psychic damage to a creature you can add your Wisdom modifier (minimum of +1) to the damage roll if you do not do so already.
- At the end of each long rest, you can replace one Talent you know with another Talent of your choice.

AWAKEN BOTH MIND & SPIRIT

Enjoy the themes and mechanics of the Way of the Mystic presented here? Make sure to check out the [Psion Class](#), the true master of the esoteric powers of both mind and soul!

WAY OF THE SACRED INKS

Initiates of the Sacred Inks spend years practicing celestial calligraphy. Once they are ready, the monks mark their body with increasingly complex celestial tattoos, granting them access to divine power. As their spiritual connection to the divine grows, so does the beauty of their celestial tattoos.

Monk Level Feature

3rd	Celestial Artist, Divine Conduit
6th	Heavenly Protection
11th	Light of the Heavens
17th	Master of the Sacred Inks





HEAVENLY PROTECTION

6th-level Way of the Sacred Inks feature

Your connection to the divine and the complexity of your celestial tattoos has increased, granting you a blessing that protects you from death. When you are reduced to 0 hit points, you can choose to fall to 1 hit point instead.

Once you use this feature you must finish a long rest before you can use it again.

LIGHT OF THE HEAVENS

11th-level Way of the Sacred Inks feature

As a bonus action, you can unveil the divine light of your celestial tattoos and cause them to emit bright sunlight in a 10-foot radius for 1 minute.

While your tattoos are revealed, you add your Wisdom modifier (minimum of +1) to any hit points that you restore and any radiant damage that you deal with a Divine Conduit feature.

This feature instantly ends early if you are incapacitated or if you use your bonus action to end it. Once you use this feature you must finish a short or long rest before you can unveil your celestial tattoos in this way again.

MASTER OF THE SACRED INKS

17th-level Way of the Sacred Inks feature

You are a sanctified master of the Sacred Inks. As an action, you can draw out the power of your tattoos to take on an angelic form for 1 minute, granting you the benefits below:

- Your tattoos manifest angelic wings. You gain a flying speed equal to your walking speed and can hover.
- When you hit a creature with an unarmed strike you can choose to deal radiant damage instead of bludgeoning.
- You gain all the benefits of Light of the Heavens.

Once you use this feature you must complete a long rest before you can use it again. If you have no uses remaining you can spend 5 ki points to use this feature again.

CELESTIAL ARTIST

3rd-level Way of the Sacred Inks feature

You have been taught the ancient techniques of a celestial tattoo artist. You learn to speak, read, and write in Celestial. Though most monks will refuse to speak Celestial out loud.

You also gain proficiency with calligrapher's supplies, and whenever you make a check with calligrapher's supplies you add double your proficiency bonus to your roll.

DIVINE CONDUIT

3rd-level Way of the Sacred Inks feature

Your celestial tattoos allow you to channel the radiant power of the upper planes. You gain the features listed below:

- Whenever you spend a Hit Die to regain your hit points during a short rest you can spend 1 ki point to regain the maximum amount of hit points, in place of rolling.
- When you hit a target with an unarmed strike you can spend ki points (up to your Wisdom modifier) to deal additional radiant damage to the target equal to one roll of your martial arts die per ki point spent.
- As an action you can touch a creature and spend 2 ki points to restore a number of its hit points equal to one roll of your martial arts die + your Wisdom modifier.

WAY OF THE VIGILANTE

Monks who practice this Tradition use their martial arts skill to fight evil and uphold the virtues of justice, liberty, and fair play. Lauded as heroes by some, and derided as extrajudicial criminals by others, these Vigilante warriors will often adopt a Heroic Persona, a larger-than-life identity that they take up to fight against the forces of evil and injustice in the world.

Monk Level Feature

3rd	Combat Ready, Heroic Persona
6th	Valiant Action
11th	Inspiring Presence
17th	Master Vigilante

VARIANT RULE: HEROIC PERSONALITY

A Vigilante Monk is meant to evoke the archetypal superhero. For the mechanics to match the heroic fantasy, talk to your DM about using your Charisma, in place of Wisdom, for all of your monk features.



COMBAT READY

3rd-level Way of the Vigilante feature

You gain proficiency in your choice of Intimidation or Performance, and whenever you make an ability check with that skill you gain a bonus to your roll equal to one roll of your martial arts die.

You also gain proficiency in light and medium armor and shields. When using armor or a shield you can gain the benefits of Martial Arts and Unarmored Movement.

HEROIC PERSONA

3rd-level Way of the Vigilante feature

You have created a signature Heroic Persona, a larger-than-life identity that can include a set of light or medium armor and a shield. As a bonus action, so long as you can't be seen, you can instantly don your Heroic Persona, which grants you temporary hit points equal to your monk level, in addition to granting you the benefits listed below:

- As a bonus action, you can spend 1 ki point to gain temporary hit points equal to your Wisdom modifier.
- When you hit with an unarmed strike, you can spend 1 ki point to deal an additional 1d10 damage to the target.
- You can use your Wisdom, in place of Dexterity, when calculating your Armor Class in light or medium armor.
- Ability checks and divination spells that would discern your true identity automatically fail.

The effects of your Heroic Persona last for 1 hour, and end early if you use your bonus action to end it. Once you adopt your Heroic Persona you can't do so again until you finish a short or long rest, unless you expend 3 ki points to don your Heroic Persona again.

VALIANT ACTION

6th-level Way of the Vigilante feature

The mystical power of your Heroic Persona increases your physical abilities. You gain proficiency in either Acrobatics or Athletics, and whenever you make an ability check with either of these skills you gain a bonus to your roll equal to one roll of your martial arts die.

Finally, once per turn if you make a Dexterity (Acrobatics) or Strength (Athletics) check while your Heroic Persona is active you can add your Wisdom modifier to your roll.

INSPIRING PRESENCE

11th-level Way of the Vigilante feature

The presence of your Heroic Persona inspires confidence in those who fight alongside you. While your Heroic Persona is active, creatures of your choice within 15 feet have advantage on saving throws to resist being charmed or frightened.

At 17th level, the radius of this ability increases to 30 feet.

MASTER VIGILANTE

17th-level Way of the Vigilante feature

Your Heroic Persona is a paragon of absolute virtue. When you adopt your Heroic Persona it lasts until you dismiss it.

Also, when you hit a target with an unarmed strike, you can spend ki points (up to your Wisdom modifier) to empower the strike with deadly force. For each ki point you spent it takes additional bludgeoning damage equal to one roll of your martial arts die and is knocked back 10 feet. Any creature that is more than one size larger than you is not moved.



WAY OF THE VOID

While all monks seek unity with the cosmos as something to be desired, monks of the Way of the Void seek unity through annihilation. The nihilistic students of the Tradition use their mystical power to accelerate the natural processes of cosmic decay. All will eventually become one in the inescapable Void.

Monk Level	Feature
3rd	Entropic Touch, Void Strike
6th	Vorpals Step
11th	Dispelling Touch
17th	Master of Entropy

ENTROPIC TOUCH

3rd-level Way of the Void feature

You can channel the entropic power of the Void to destroy. As an action, you spend 2 ki points and touch a Tiny non-magical object and instantly reduce it to a pile of fine dust.

At certain monk levels, you can use this feature to destroy non-magical objects of greater size: at 6th level (Medium), at 10th level (Large), and finally at 17th level (Huge).





VOID STRIKE

3rd-level Way of the Void feature

When you hit a target with an unarmed strike, you can spend 1 ki point to deal additional force damage to the target equal to a roll of your martial arts die. If it is concentrating, it has disadvantage on its saving throw to maintain concentration.

Upon reaching 11th level in this class, you can use this feature once per turn without expending a ki point.

VORPAL STEP

6th-level Way of the Void feature

When you use Step of the Wind, you can channel the Void to temporarily disincorporate. Until the end of your turn, you can move through non-magical objects and creatures as if they were difficult terrain. If you stop inside an object or creature, you are shunted to the nearest unoccupied space and take 1d10 force damage for every 5 feet you are forced to move.

DISPELLING TOUCH

10th-level Way of the Void feature

You can channel the power of the Void to disrupt spells. You can spend 3 ki points to cast *counterspell* or *dispel magic* at 3rd-level, using Wisdom as your spellcasting modifier.

MASTER OF ENTROPY

17th-level Way of the Void feature

As an action, you can touch a creature and force it to make a Constitution saving throw against your Ki save DC. On a failed save, it suffers the effects of the *disintegrate* spell as if it had been cast at 6th-level.

Once you use this feature you must complete a long rest before you can use it again. If you have no uses remaining, you can spend 6 ki points to use this feature again.

ALTERNATE MONASTIC TRADITIONS

Below are alternate versions of official Monastic Traditions for the monk that may be found to be underwhelming or have mechanics that are considered to be unsatisfying to some:

Alternate Four Elements

Alternate Sun Soul

ALTERNATE FOUR ELEMENTS

The Way of the Four Elements was published in the *Player's Handbook*, and is widely considered to be one of the most unsatisfying subclasses in 5e. The Alternate Way of the Four Elements presented here is an attempt to bring this monk subclass up to par with other official Monastic Traditions.

Monk Level	Feature
3rd	Disciple of the Elements
6th	Fist of the Four Ways
11th	Spiritual Flow
17th	Master of the Elements

VARIANT RULE: SPELLCASTING

The Alternate Way of the Four Elements presented here uses the warlock class, rather than the wizard, as the basis for its spellcasting abilities to better represent the raw power of nature. If you prefer more traditional spellcasting, use the progression found in the Eldritch Knight Fighter Archetype.



DISCIPLE OF THE ELEMENTS

3rd-level Way of the Four Elements feature

You learn ancient monastic arts that allow you to cast spells:

Cantrips. You learn two cantrips of your choice from the Four Elements spell list at the end of this Tradition. You learn one additional Four Elements cantrip at 10th and 17th level.

Spell Slots. The Four Elements Spellcasting table shows how many spell slots you have, and the level of those slots. All of your spell slots are the same level. To cast a Four Elements spell of 1st-level or higher, you must expend a spell slot. You use the spell's casting time and other rules, but your body is the spellcasting focus for these spells, and you don't need to provide any material components. You regain expended Four Elements spell slots when you finish a short or long rest.

For example, at 7th level, you have two 2nd-level spell slots. To cast the 1st-level spell *burning hands*, you must spend one of these Four Elements slots, and you cast it at 2nd-level.

Ki Casting. You can draw upon your ki to regain your elemental powers. As a bonus action on your turn, you can expend a number of ki points equal to 1 + your Slot Level to regain one of your expended Four Elements spell slots.

Spells Known of 1st-Level and Higher. You learn two 1st-level spells of your choice from the Four Elements spell list at the end of this Tradition. The Spells Known column of the Four Elements Spellcasting table shows when you learn more spells. A spell you choose must be of a level no higher than what's shown in the Slot Level column for your level.

Whenever you gain a monk level, you can choose one Four Elements spell you know and replace it with another spell of your choice from the Four Elements spell list, which must be of a level for which you have Four Elements spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your Four Elements spells, so you use Wisdom when a spell refers to your spellcasting ability, when setting a saving throw DC, and when making a spell attack roll.

Spell save DC = 8 + your proficiency bonus
+ your Wisdom modifier

Spell attack modifier = your proficiency bonus
+ your Wisdom modifier

FIST OF THE FOUR WAYS

6th-level Way of the Four Elements feature

You can infuse your fists with the power of the four elements. Whenever you make an unarmed strike, you can choose for it to deal bludgeoning, cold, fire, or thunder damage.

In addition, when you empower an unarmed strike in this way, your reach with that unarmed strike increases by 5 feet.

Finally, when you use your action to cast a Four Elements spell, you can make one unarmed strike as a bonus action.

SPIRITUAL FLOW

11th-level Way of the Four Elements feature

You weave your martial arts with spiritual magic. When you cast a Four Elements spell with a casting time of 1 action, you can expend 2 ki points to cast it as a bonus action.

MASTER OF THE ELEMENTS

17th-level Way of the Four Elements feature

As an action, you can draw all four elements into yourself to take on an Elemental Form, gaining the following benefits:

- You gain a flying speed equal to your walking speed.
- You resist bludgeoning, piercing, and slashing damage.
- Critical hits against you become normal hits.
- Opportunity attacks against you have disadvantage.
- You can gain temporary hit points equal to your Wisdom modifier (minimum of 1) at the start of each of your turns.

Your Elemental Form lasts for 1 minute, but it ends early if you are incapacitated or use a bonus action to end it. Once you use this feature you must finish a long rest before you can use it again. When you have no uses remaining, you can expend 6 ki points to take on your Elemental Form again.

FOUR ELEMENTS SPELLCASTING

Monk Level	Spells Known	Spell Slots	Slot Level
3rd	2	1	1st
4th	2	2	1st
5th	3	2	1st
6th	3	2	1st
7th	4	2	2nd
8th	4	2	2nd
9th	5	2	2nd
10th	5	2	2nd
11th	5	2	2nd
12th	5	2	2nd
13th	6	2	3rd
14th	6	2	3rd
15th	6	2	3rd
16th	6	2	3rd
17th	7	2	3rd
18th	7	2	3rd
19th	7	2	4th
20th	7	2	4th



FOUR ELEMENTS SPELL LIST

Here's is the spell list you consult to learn a Four Elements spell. Spells are organized by spell level, not character level. The spells below are from the *Player's Handbook*, *Xanathar's Guide to Everything**, and *Tasha's Cauldron of Everything***.

CANTRIPS (0-LEVEL)

blade ward
control flames*
create bonfire*
druidcraft
frostbite
gust
light
magic stone*
mold earth*
produce flame
ray of frost
shape water
thunderclap*

1ST-LEVEL

absorb elements
armor of agathys
burning hands
create or destroy water
earth tremor*
fog cloud
frost fingers**
hellish rebuke
ice knife*
sanctuary
thunderwave
witch bolt

2ND-LEVEL

continual flame
dust devil*
earthbind*
earthen grasp*
flame blade
flaming sphere
gust of wind

hold person
levitate
misty step
scorching ray
shatter
snowball swarm*
spike growth
warding wind*

3RD-LEVEL

call lighting
erupting earth*
fireball
fly
gaseous form
lighting bolt
meld into stone
minute meteors*
sleet storm
thunder step*
tidal wave*
wall of sand*
wall of water*
wind wall

4TH-LEVEL

control water
elemental bane*
fire shield
freedom of movement
ice storm
resilient sphere
stone shape
stoneskin
storm sphere*
wall of fire
watery sphere

ALTERNATE SUN SOUL

The Way of the Sun Soul originally published in the *Sword Coast Adventurer's Guide* has mechanics that do not live up to the fantasy of playing a radiant monk, but also do not work cleanly with the official rules of 5e. The Alternate version of Way of the Sun Soul seeks to fix both of these issues.

Monk Level	Feature
3rd	Radiant Bolt
6th	Searing Blast
11th	Luminous Burst
17th	Master of Light

RADIANT BOLT

3rd-level Way of the Sun Soul feature

You have trained to focus your ki into bolts of searing light. Whenever you would be able to make an unarmed strike, you can replace the unarmed strike attack with a Radiant Bolt.

Radiant Bolts are ranged (30/90) monk weapon attacks that you are proficient in. On hit, they deal radiant damage equal to your martial arts die + your Dexterity modifier.

Finally, you learn the *light* spell, and you use Wisdom as your spellcasting modifier for it.

SEARING BLAST

6th-level Way of the Sun Soul feature

You can channel searing blasts of radiant ki. As a bonus action, you can expend 1 ki point to force all creatures in an adjacent 15-foot cone to make a Dexterity saving throw against your Ki save DC. Creatures take radiant damage equal to four rolls of your martial arts die on a failed save, and half as much radiant damage on a successful save.

Upon reaching 11th level in this class, you can use this feature once per turn without expending a ki point.

LUMINOUS BURST

11th-level Way of the Sun Soul feature

Your spirit brims with a luminous radiance that you can channel to purify the world. As an action, you can unleash a wondrous blast of radiant ki in a 5-foot wide, 100-foot long line, forcing all creatures within that area to make a Dexterity saving throw against your Ki save DC. Creatures take radiant damage equal to seven rolls of your martial arts die on a failure, and half as much radiant damage on a success.

You can expend ki points (up to your Wisdom modifier) to empower your Luminous Burst, adding one roll of your martial arts die to the damage for each ki point spent.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once), and you regain all expended uses when you complete a long rest. When you have no uses left, you can spend 3 ki points to use it again.

MASTER OF LIGHT

17th-level Way of the Sun Soul feature

Your radiant spirit is a shining beacon of hope for all who stand and fight against evil. You gain the benefits below:

- You gain a flying speed equal to your movement speed and while you are flying in this way you can hover.
- You become wreathed in light. You shed bright sunlight in a 30-foot radius and dim sunlight 30 feet beyond that. You can extinguish or restore the light as a bonus action.
- The radiant damage of your Radiant Bolt, Searing Blast, and Luminous Burst features all count as true sunlight.
- You gain resistance to necrotic damage, immunity to all radiant damage, and immunity to the blinded condition.
- You, and creatures of your choice within 60 feet have advantage on saving throws to resist being frightened.





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