



# MONASTIC TRADITIONS

**HOMEBREW**

Eight new Monastic Traditions for the Monk Class  
in the World's Greatest Roleplaying Game

# MONASTIC TRADITION

At 3rd level, a monk chooses their Monastic Tradition. The following options are available to a monk, along with those presented in the *Player's Handbook*: Ways of the Boulder, the Brawler, Ferocity, the Flowing River, the Hurricane, the Sacred Inks, the Vigilante, and the Void.

## WAY OF THE BOULDER

As ancient as the mountains themselves, this Tradition has been passed down from master to student since the earliest days of civilization. Building their monasteries on mountain peaks and deep in subterranean caverns, monks who pursue this Tradition focus on becoming as large and immovable as the mountains that surround them. They grow in girth and size, and use their weight to rain down devastating blows.

As a follower of the Way of the Boulder, you strive to be as immovable as the bedrock of the world, as imposing as a mountain's peak, and as fruitful as fertile soil. Boulder monks are stubborn and inflexible, but their loyalty is unshakable.

### WAY OF THE BOULDER FEATURES

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

### SOLID BODY

When you adopt this Tradition at 3rd level, you can use your physical bulk to enhance 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 your unarmed strikes and your melee monk weapon attacks.

### STRENGTH OF THE MOUNTAINS

Also at 3rd level, you can use your ki to draw upon the earth below to reinforce your robust frame. As a reaction when you make a Strength ability check or Strength saving throw, you can grant yourself advantage on the roll.

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

### REBOUNding DEFENSE

Starting at 6th level, you can use your massive body to absorb and reflect all but the most powerful attacks. As a reaction when you are hit by a melee weapon attack, you can expend 1 ki point to reduce the damage by an amount equal to 1d12 + your Constitution modifier (minimum of 1) + your monk level.

If you reduce the damage of the triggering attack to 0, you can rebound the blow off your great girth back at the attacker, making a melee weapon attack against the attacker, as part of your reaction. You make this attack with proficiency, and the rebounded attack counts as a monk weapon for the purposes of this special reaction attack.

### KI-INFUSED BULK

Beginning at 11th level, your dense, ki-infused, physical form allows you to resist both physical and elemental assaults. At the end of each short or long rest, choose one of the following damage types: bludgeoning, piercing, slashing, acid, cold, fire, lightning, or thunder. You are resistant to that type of damage until the end of your next short or long rest.

As a bonus action, you can spend 2 ki points to realign your ki and switch the damage resistance you gained from this ability to another damage resistance from the list above.

### MIGHTY FORM

Upon reaching 17th level, your body surpasses the normal mortal limits of density and mass. Both your Constitution score, and maximum Constitution score, increase by 2.

### EARTHSHAKER

Starting at 17th level, you can use your supernatural density to shake the earth. As an action, you can expend 3 ki points to crush the earth beneath you, forcing creatures of your choice within 15 feet to make a Strength saving throw. On a failure, creatures take 2d10 bludgeoning damage and fall prone. On a success, they take half damage and remain upright. The ground in this 15-foot radius becomes difficult terrain.

When you use this feature, you can expend additional ki points, increasing the damage of your stomp by 1d10 for each additional ki point you spend, to a maximum of 10d10.





## WAY OF THE BRAWLER

The Way of the Brawler is an informal Monastic Tradition that masters use to denote those who never received formal martial arts training. Brawlers are those who learn to fight in the back alleys and fighting pits. They are often underdogs who come from nothing, and will do whatever it takes to win. To these brutish scrapers, every fight is a fight for survival.

### WAY OF THE BRAWLER FEATURES

Monk Level	Feature
3rd	Combat Superiority, Underhanded
6th	Improved Technique
11th	Infamous Reputation
17th	Champion of the Underworld

### COMBAT SUPERIORITY

You have learned martial arts skills not taught by formal Traditions. At 3rd level, 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 Maneuvers, and you regain all expended Superiority Dice when you finish a short or long rest.

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

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

### UNDERHANDED

Rather than join a formal Monastic Tradition, you learned to fight in the streets. At 3rd level you gain the benefits below:

- You can use Dexterity (Acrobatics), in place of Strength (Athletics) whenever you make a grapple or shove attack.
- 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. You can also make Dexterity (Intimidation) checks using your martial arts.

### IMPROVED TECHNIQUE

Your underhanded fighting style has improved. At 7th level, you gain one additional Superiority Die (for a total of four), and all of your Superiority Dice become d8s. You also learn two additional Maneuvers of your choice (for a total of four).

### INFAMOUS REPUTATION

Your reputation as a ruthless brawler proceeds you. Starting at 11th level, you can use a bonus action to spend 1 ki point and force a creature within 30 feet that can see you to make a Wisdom saving throw. On a failure, that creature is frightened of you until the beginning of your next turn.

Creatures that are frightened of you have disadvantage on their saving throws against your Maneuvers.

### CHAMPION OF THE UNDERWORLD

You are the unquestioned master of the ruthless combat used in the underworld. Starting at 17th level, any attack you make 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 another Superiority Die (for a total of five), and your Superiority Dice become d10s. You also learn two additional Maneuvers of your choice (for a total of six).



## WAY OF FEROCITY

While monks of every Tradition strive for mastery over their physical form, honing their bodies into deadly weapons, and mastering ancient martial arts techniques, creatures born with natural weapons; vicious claws, imposing horns, sharp teeth, thick scales, or lashing tails, have a natural advantage in their quest to weaponize their bodies for combat.

Monks with these natural advantages often adopt the Way of Ferocity. Through the practice of this ancient and savage tradition they enhance their physical features with secret techniques, and combine their mastery of ki with the primal ferocity that dwells within all creatures of wild heritage.

### WAY OF FEROCITY

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

### NATURAL PREDATOR

Upon adopting this Tradition at 3rd level, you enhance your natural abilities with one of the disciplines below. Creatures often master disciplines that enhance their natural features.

**Bestial Rend.** This discipline is most often adopted by creatures with sharp claws and teeth. Your unarmed strikes now deal slashing damage, and inflict deep wounds on your target. Each time you hit a creature with an unarmed strike, its movement speed is reduced by a cumulative 5 feet until the start of your next turn. If you reduce a creature's speed to 0, they are restrained until the start of your next turn.

**Natural Defense.** This discipline is most often adopted by creatures with scales or shells. When a creature you can see hits you with an attack you can use your reaction to add your proficiency bonus to your Armor Class against the attack.

**Savage Charge.** This discipline is most often adopted by creatures 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 you make against that creature.

### SAVAGE STRIKES

Your body itself has evolved to be a natural weapon. Whether you have claws, teeth, spines, or scales, your physical form has an innate advantage in combat. At 3rd level your Martial Arts damage die increases to a d6 for your unarmed strikes.

Your Martial Arts die for your unarmed strikes increases again as you gain levels in this class: at 5th level (1d8), 11th level (1d10), and 17th level (1d12).

#### 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 practice this Monastic Tradition. Though, your table may lift this restriction to suit your campaign setting.



### PRIMAL INTUITION

Your training has honed your instincts and senses along with your physical prowess. At 6th level, choose a skill proficiency you gained from your race. You add double your proficiency bonus to any ability check you make with that skill.

If you didn't gain a skill proficiency from your race, you gain proficiency in one of the following skills: Athletics, Insight, Intimidation, Perception, Stealth, or Survival.

### POWER OF THE WILD

In your training you have learned to augment your physical strikes with the power of ki. Starting at 11th level, when you hit a creature with an unarmed strike you can expend 1 ki point to deal an additional 2d6 damage to the target.

### APEX PREDATOR

You have brought forth the true potential of your wild body. At 17th level, you learn one of the following disciplines:

**Bestial Fury.** You can whip yourself into a primal fury when hunting your foes. When you score a critical hit against a creature with an unarmed strike, its speed is reduced to 0, and you have advantage on any unarmed strikes you make against that creature until the start of your next turn.

**Natural Resilience.** You can harden your body to absorb incoming assaults. Whenever you take damage and are not incapacitated, you can expend ki to reduce the damage you would take by 1d12 for each ki point you spend.

**Savage Rush.** You can draw upon primal speed to trample those in your path. As an action, you can expend 4 ki points and move up to your full movement speed in a straight line. Any creature you pass through must make a Dexterity saving throw. On a failure, a creature takes 8d6 bludgeoning damage and is knocked prone. On a successful save, a creature takes half damage and is 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 non-violence and only using force when necessary. Named for the masterful grace and fluidity that these warriors exhibit, practitioners of the Flowing River are often known as dancing monks.

### WAY OF THE FLOWING RIVER

#### Monk Level Feature

3rd	Dancing Monk, Flowing River Stance
6th	Graceful Step
11th	Enchanting Flow
17th	Wrath of the Flowing River

### DANCING MONK

When you adopt this Monastic Tradition you learn to move with a delicate grace rarely found among warriors. At 3rd level, you gain proficiency in Acrobatics and Performance. Whenever you make an Acrobatics or Performance check, you can treat a roll of 7 or lower on the d20 as an 8.

Monks of your Tradition are known for their graceful dancing. You can make Dexterity (Performance) checks.

### FLOWING RIVER STANCE

You have learned to utilize signature defensive stance of your Tradition. Starting at 3rd level, you can use an action to enter the Flowing River Stance, which lasts until the start of your next turn. While you are in this stance, you have a number of additional reactions equal to your proficiency bonus.

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

### GRACEFUL STEP

You can move about the battlefield and skirt incoming blows with the gentle grace of a stream. Beginning at 7th level, you can use Step of the Wind without expending ki points.

Additionally, when you enter your Flowing River Stance, you can use Patient Defense without expending ki points.

### ENCHANTING FLOW

Starting at 11th level, you can expend 2 ki points when you enter your Flowing River Stance to allure the foes around you. For the duration of that Stance, any creature that starts its turn within 10 feet of you has disadvantage on attacks against creatures other than you until the end of their turn.

### WRATH OF THE FLOWING RIVER

Sometimes even the gentle stream runs with the waters of a flood. At 17th level, when a creature misses you with a melee attack while in your Flowing River Stance, you can force it to make a Strength saving throw as a reaction. On a failure, 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

### ACROBATS, DANCERS, AND PERFORMERS

While the themes of the monk class encourage you to play as an ascetic eastern warrior, the Way of the Flowing River grants features that can be reflavored in a number of different ways. Your Flowing River Stance could be the seductive performance of a dancer, or the amazing acrobatics of a performer.





## WAY OF THE HURRICANE

While most monks master styles of martial arts that focus on rapid strikes and elusive movement, those who embrace the Way of the Hurricane utilize mighty weapons alongside their martial arts. Using their signature technique, monks of this Tradition become walls of whirling steel, cutting down any who would dare to stand against them.

### WAY OF THE HURRICANE FEATURES

#### Monk Level Feature

3rd	Heavy Warrior, Whirling Strike
6th	Crushing Counter
11th	Buffeting Winds, Improved Whirling Strike
17th	Tempest of Steel

### HEAVY WARRIOR

You have trained to wield heavy weapons in conjunction with your martial arts. When you adopt this Tradition at 3rd level, you gain proficiency with all martial melee weapons with the heavy property, and they 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

At 3rd level, you learn to wield the heaviest weapons with the fury of a storm. As an action while you are wielding a heavy melee weapon, you can lash out, forcing creatures within 10 feet to make a Dexterity saving throw. On a failed save, they take 2d4 damage of the weapon's damage type.

As you gain levels in this class, this damage increases: at 5th level (2d6), 11th level (2d8), and 17th level (2d10).

### CRUSHING COUNTER

At 6th level, you learn to use the weight of your weapon to rebuke your attackers. When you are hit by an attack while you are wielding a heavy melee weapon, you can use your heavy weapon to make an attack against the attacker as a reaction. On hit, the attacker's movement speed is reduced to 0 until the beginning of your next turn.

### BUFFETING WINDS

You use the weight of your weapon to create gusts of wind which empower your strikes. Starting at 11th level, when you hit a creature with a heavy weapon, you can force it to make a Strength saving throw. On a failed save, the creature is either knocked prone, or it is knocked back a number of feet equal to five times your proficiency bonus (your choice).

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.

### IMPROVED WHIRLING STRIKE

Upon reaching 11th level, your Whirling Strike improves. When you use Whirling Strike, creatures take additional damage equal to your Dexterity modifier (minimum of 1).

Also, creatures take half damage when they succeed on their saving throw against your Whirling Strike.

### TEMPEST OF STEEL

You wield your weapon as a blur of steel. Starting at 17th level, you can use an action to make a separate melee attack against up to five creatures you can see within 60 feet. You must be wielding a heavy melee weapon to use this feature.

Once you use this feature you must finish a short or long rest before you can use it again, unless you spend 5 ki points to use it again.



## WAY OF THE SACRED INKS

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

Monks who practice this Tradition usually travel the world, aiding to those who treasure beauty and kindling hope in the hearts of the despairing. They stand as champions of all that is good, and will pour out radiant wrath on their enemies.

### WAY OF THE SACRED INK FEATURES

Monk Level	Feature
3rd	Celestial Artist, Divine Conduit
6th	Heavenly Protection
11th	Light of the Heavens
17th	Celestial Aspect

#### CELESTIAL ARTIST

When you adopt this Tradition at 3rd level, you are taught the techniques of a celestial tattoo artist. You learn to speak, read, and write Celestial. Though most monks will refuse to speak in Celestial out loud out of reverence for the divine.

You also gain proficiency with calligrapher's supplies, and add double your proficiency bonus to any ability check you make that uses your calligrapher's supplies proficiency.

#### DIVINE CONDUIT

Your celestial tattoos allow you to channel the radiant power of the upper planes through your hands. Starting at 3rd level, you can align yourself with an aspect of the upper planes. At the end of a short or long rest, choose one of the following abilities, which lasts until the end of your next rest.

**Divine Shield.** Your sacred tattoos grant you a measure of divine protection. You can add half your proficiency bonus (rounded down) to your Unarmored Defense Armor Class.

In addition, you can spend 1 ki point as a bonus action to grant yourself temporary hit points equal to your monk level.

**Healing Touch.** Your sacred tattoos can channel the gift of divine healing. When you spend a Hit Die to regain hit points you regain the maximum amount, in place of rolling.

In addition, you can use your action to spend 2 ki points and touch a creature, restoring their hit points by an amount equal to 1d8 + your Wisdom modifier.

**Radiant Strike.** Your sacred tattoos channel divine wrath. When you hit with an unarmed strike or monk weapon, you can expend ki points to deal additional radiant damage to the target equal to one roll of your martial arts die per ki point. The maximum number of ki points you can expend at once is equal to your Wisdom modifier (minimum of 1 ki point).

#### HEAVENLY PROTECTION

Upon reaching 6th level, your connection to the divine, and the complexity of your celestial tattoos has grown, granting you a measure of protection from death. You can cast *death ward*, targeting only yourself, without expending a spell slot.

Once you cast *death ward* in this way you must finish a long rest before you can cast it in this way again.



#### LIGHT OF THE HEAVENS

Starting at 11th level, your sacred tattoos provide a glimpse of the divine. As a bonus action, you can unveil your celestial tattoos and emit bright sunlight in a 10-foot radius from you. While active, you add your Wisdom modifier (minimum of 1) to your temporary hit points from Divine Shield, the hit points you restore with Healing Touch, and the additional radiant damage you deal with each hit of Radiant Strike.

This feature lasts for 1 minute unless you end it as a bonus action or fall unconscious. Once you use this feature you must finish a short or long rest before you can use it again.

#### CELESTIAL ASPECT

You have become a master of the Order of Sacred Inks, and your celestial tattoos are a direct reflection of divine beauty. At 17th level, you can use an action to assume a celestial form. For the next minute you gain the following benefits:

- Your tattoos manifest angelic wings. You gain a flying speed equal to your movement speed and can hover.
- When you hit a creature with an unarmed strike you can choose to deal radiant in place of bludgeoning damage.
- Your attacks deal an additional 1d6 radiant damage on hit.
- You gain access to all of your Divine Conduit features for the duration, and their ki point costs are reduced by 1.

Once you use this feature you must finish a long rest before you can use it again, unless you expend 6 ki points to use it.



## WAY OF THE VIGILANTE

While all monks strive for perfection in one way or another, monks of this Tradition stand as paragons of justice, liberty, and fair play. Lauded as heroes by some, and derided as extrajudicial criminals by others, Vigilante monks work to perform ever more impressive feats of heroism.

The signature mark of a Vigilante monk is their Heroic Persona, a mantle they create for themselves that protects their true identity. Vigilante monks almost always have a deeply personal reason for donning their Heroic Persona and working to thwart villains of all kinds. What is yours?

### WAY OF THE VIGILANTE FEATURES

Monk Level	Feature
3rd	Bonus Proficiencies, Heroic Persona
6th	Valiant Action
11th	Inspiring Presence (15 feet)
17th	Heroic Strike, Paragon of Virtue, Inspiring Presence (30 feet)

### BONUS PROFICIENCIES

When you adopt this Tradition at 3rd level, you gain the skills to succeed as a heroic Vigilante. You gain proficiency in your choice of either Intimidation or Performance.

You also gain proficiency with light armor, medium armor, and shields. When wearing armor or using a shield you still gain the benefits of Martial Arts and Unarmored Movement.

### HEROIC PERSONA

At 3rd level, you design your Heroic Persona, a lager than life identity usually marked by a thematic costume or flashy suit of armor. As a bonus action, so long as you cannot be seen, you can adopt your Heroic Persona, which can include a suit of light or medium armor and a shield. When you do so, you gain temporary hit points equal to your monk level, and while your Heroic Persona is active you gain the following benefits:

- As a bonus action, you can spend 1 ki point to gain temporary hit points equal to your Wisdom modifier.
- When you hit with a melee attack, you can spend 1 ki point to deal an additional 1d10 bludgeoning damage.
- 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.

Your Heroic Persona lasts for 1 hour, and ends early if you use a bonus action to doff your Persona. 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 use it again.

#### VARIANT RULE: HEROIC PERSONALITY

The Way of the Vigilante is meant to evoke the feeling of playing the archetypal super hero. For the mechanics to match the fantasy of playing such a hero, replace the use of Wisdom in any monk class and Way of the Vigilante features with Charisma.



### VALIANT ACTION

As the reputation and power of your Heroic Persona grows, you gain enhanced physical abilities. At 6th level, you gain proficiency in your choice of either Acrobatics or Athletics.

Additionally, whenever you make a Strength (Athletics) or Dexterity (Acrobatics) check while your Heroic Persona is active, you can treat a d20 roll of 9 or lower as a 10.

### INSPIRING PRESENCE

The presence of your Heroic Persona inspires confidence in those who fight alongside you. Beginning at 11th level, while your Heroic Persona is active, creatures of your choice within 15 feet that can see or hear you have advantage on saving throws to resist being charmed or frightened.

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

### HEROIC STRIKE

Beginning at 17th level, you can channel all that you are into one devastating blow. As an action, you can touch a creature and spend 1 or more ki points and force it to make a Strength saving throw. On a failure, it takes 1d10 bludgeoning damage and is knocked back 10 feet for each ki point you spent. On a success, it takes half that damage and is not moved.

### PARAGON OF VIRTUE

Your true identity and your Heroic Persona have become one. Starting at 17th level, when you adopt your Heroic Persona, it lasts until you choose to dismiss it as a bonus action.







## WAY OF THE VOID

While all monks seek unity with the cosmos as something to be desired, those who follow the Way of the Void seek this unity through annihilation. These nihilistic warriors channel the power of entropy, the gradual journey of all things in the universe towards nothingness. The followers of this Tradition use their power to accelerate this natural process of cosmic decay. Mortal or immortal, mundane or magical in origin, all will eventually become one in the inescapable void.

### WAY OF THE VOID

Monk Level	Feature
3rd	Entropic Touch, Void Wielder
6th	Vorpals Step
11th	Degraded Form
17th	Avatar of Entropy

### ENTROPIC TOUCH

When you adopt this Tradition at 3rd level, you learn to draw upon the power of the void to destroy. As an action, you can touch a tiny, non-magical, object that is not being worn or carried and shunt it to an extradimensional space.

The object remains in this extradimensional space for as long as you can maintain your concentration on it, as if you were concentrating on a spell. If you maintain concentration for 1 hour, the object is permanently destroyed. If you break your concentration, the object reappears in an unoccupied space as close as possible to its previous location.

Once you use this feature to permanently destroy and object, you can't use it again until you finish a long rest, unless you expend 3 ki points to use this feature again.

The size of the non-magical objects you can destroy with this feature increases as you gain levels in this class: at 6th level (Medium), 11th level (Large), and 17th level (Huge).

### VOID WIELDER

Starting at 3rd level, your connection to the nothingness void allows you to channel its power through your strikes. Once per turn, when you hit a creature with an unarmed strike or monk weapon attack, you can spend 1 ki point to deal an additional 1d12 force damage to the target.

If you use this feature to deal force damage to a creature that is concentrating on a spell, it has disadvantage on its Constitution saving throw to maintain its concentration.

### VORPAL STEP

Beginning at 6th level, when you use Step of the Wind, you draw upon the power of the void to disincorporate. Until the end of your current turn, you can move through non-magical objects and creatures as if they were difficult terrain.

If you end this movement inside an object or creature, you are instantly shunted to the nearest unoccupied space, taking 1d10 force damage for every 5 feet you are forced to move.

### DEGRADED FORM

Your entropic touch can undo arcane magic. Starting at 11th level, you can use an action to touch a creature, object, or magical effect and spend 4 ki points to cast *dispel magic* at 3rd-level, using Wisdom as your spellcasting modifier.

Also, when you pass through a creature with Vorpals Step, you can force it to make a Constitution saving throw. On a failed save it takes force damage equal to your Martial Arts die + your Wisdom modifier. You can only force a creature to make this saving throw once per turn.

### AVATAR OF ENTROPY

Beginning at 17th level, you can use your action to touch a creature and force it to make a Constitution saving throw. On a failed save, the creature suffers the effects of *disintegrate* as if it had been cast at 6th-level.

Once you use this ability you can't use it again until you finish a long rest, unless you spend 6 ki points to use it again.





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*Way of the Boulder - Way of the Brawler*

*Way of Ferocity - Way of the Flowing River*

*Way of the Hurricane - Way of the Sacred Inks*

*Way of the Vigilante - Way of the Void*

Version 2.0.0 - Created by [/u/laserllama](#)

## Artist Credits:

Covers - [Luis Lasahido - Zephyr Scribe](#)

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