



MONASTIC TRADITIONS

HOMEBREW

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

MONASTIC TRADITION

At 3rd level, a Monk gains the Monastic Tradition feature. The following options are available to a Monk, in addition to those offered in the *Player's Handbook*: Way of the Boulder, Way of the Sacred Inks, Way of the Vigilante, Way of the Void, and the Way of the Wilds.

WAY OF THE BOULDER

The Way of the Boulder is a tradition as old as the mountains themselves. Dwelling in secluded monasteries on high mountain peaks and deep in subterranean caverns, monks of 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 land devastating blows.

As a practitioner of the Way of the Boulder, you seek to become solid like diamond, imposing like a treacherous mountain peak, unmoving like the bedrock of the earth, and fruitful like fertile soil. Boulder monks are often stubborn and inflexible in their thinking, and take a great deal of time to come to a decision. But once won over, a they will stand by your side no matter the danger.

WAY OF THE BOULDER FEATURES

Monk Level	Feature
3rd	Solid Body
6th	Rebounding Defense
11th	Thick Fat
17th	Mighty Form

SOLID BODY

Upon adopting this monastic tradition at 3rd level, you learn to use your physical bulk to enhance your defenses and empower your strikes. When not wearing armor or using 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 the attack and damage rolls of your unarmed strikes or monk weapons. However, your great girth has made you slower than most other monks. The bonus movement speed you gain from your Unarmored Movement feature is reduced by half.

In addition, you have learned to use your ki to reinforce your robust frame. As a bonus action, you can spend one ki point to grant yourself advantage on any Strength (Athletics) checks you make until the beginning of your next turn.

REBOUNding DEFENSE

Starting at 6th level, you can use your massive body to absorb or reflect all but the most powerful blows. 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 + your monk level.

If you reduce the damage of the melee weapon attack to 0, you can use your great girth to rebound the blow back at your attacker. If you stop an attack in this way, you make can make a melee weapon attack, targeting the attacker, as part of the same reaction. You make this attack with proficiency, and the rebounded attack counts as a monk weapon for the purposes of this special reaction attack.



THICK FAT

Beginning at 11th level, your dense physical form lets you resist physical as well as elemental assaults. When you finish a short or long rest, you choose one of the following damage types: bludgeoning, piercing, slashing, acid, cold, fire, poison, 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 has surpassed the normal mortal limits of density and mass. Your Constitution score, and maximum Constitution score, both increase by 2.

In addition, you can use your immense bulk to shake the world around you. As an action you expend 3 ki points and stomp ground beneath your feet. The ground in a 15-foot radius around you becomes difficult terrain, and creatures of your choice within the 15-foot radius must make a Strength saving throw. Creatures take 2d10 bludgeoning damage and fall prone on a failed save, and on a success creatures take half damage but do not fall prone.

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



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 of this Monastic Tradition usually travel the world, supporting those who treasure beauty and kindling hope within those who have lost it. These Celestial warriors also do not hesitate to use their divine power to smite any who stand against them or their ideals.

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 Monastic Tradition at 3rd level your training pays off, and you master the techniques necessary to become a monk of the Sacred Inks. You learn to speak, read, and write Celestial. Though most monks will not speak the language aloud out of reverence.

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

DIVINE CONDUIT

Your Celestial tattoos allow you to channel the radiant power of the upper planes through your hands. You can perform a short meditation to 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. You can channel the power of your sacred tattoos to shield you. You gain a bonus to your Armor Class equal to half your proficiency bonus (rounded down).

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

Healing Touch. The power of your sacred tattoos can heal. When a spell or other feature restores your hit points, you regain additional hit points equal to your Wisdom modifier.

As an action on your turn, you can spend 2 ki points and touch a willing creature, restoring their hit points by an amount equal to 1d8 + your Wisdom modifier.

Radiant Strike. You can channel the power of your sacred tattoos to smite your enemies. When you hit a creature with an unarmed strike, you can expend ki points to deal extra radiant damage to the target. You deal 1d6 for each ki point you expend, to a maximum of 6d6 additional radiant damage.

HEAVENLY PROTECTION

Upon reaching 6th level, your connection to the divine, and the complexity of your celestial tattoos has grown, allowing you to protect yourself 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

Your sacred tattoos can provide a glimpse of the divine. Starting at 11th level, you can cause your celestial tattoos to emit the light of the upper planes. As a bonus action, you can emit bright sunlight in a 10-foot radius. While this feature is active, you add your Wisdom modifier (minimum of 1) to any temporary hit points you grant, hit points you restore, or damage you deal using your Divine Conduit features.

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 Sacred Ink, and the divine art that covers your body is a direct reflection of otherworldly beauty. Starting at 17th level, you can use an action to briefly assume a celestial form. For the next minute you gain the following benefits:

- Your celestial tattoos manifest angelic wings. You gain a flying speed equal to your movement speed.
- 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 three abilities from your Divine Conduit feature for the duration.

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	Vigilante Proficiencies, Heroic Persona
6th	Valiant Action
11th	Inspiring Presence
17th	Paragon of Virtue

VIGILANTE PROFICIENCIES

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

In addition, you gain proficiency with light armor, medium armor, and shields. When you are wearing armor or using a shield you still gain the benefits of Unarmored Movement.

HEROIC PERSONA

At 3rd level, you design your Heroic Persona, a larger than life identity usually marked by a thematic costume or flashy suit of armor. You can adopt your Heroic Persona, which can include a suit of light or medium armor and a shield, as a bonus action, so long as you cannot be seen. While in your Heroic Persona you gain the following benefits:

- You gain temporary hit points equal to your monk level.
- As a bonus action, you can spend 1 ki point to grant yourself temporary hit points equal to your monk level, replacing any temporary hit points you already have.
- When you hit with a melee attack, you can spend 1 ki point to deal an additional 1d10 bludgeoning damage.
- Ability checks and divination spells that would discern your true identity automatically fail.

Your Heroic Persona lasts for one hour, unless you use a bonus action to dismiss it. Once you use this feature you can't use it again until you finish a short or long rest, unless you expend 3 ki points to use it again.

VALIANT ACTION

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

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

INSPIRING PRESENCE

Your presence inspires confidence in those who fight alongside you. Beginning at 11th level, while you are in your Heroic Persona, creatures within 15 feet of you, that can see you, have advantage on saving throws to resist the charmed and frightened conditions.

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

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.

HEROIC STRIKE

Beginning at 17th level, you can channel all that you are into one devastating blow. As an action on your turn, you can spend 1 or more ki points and force a creature within 5 feet to make a Strength saving throw. For each ki point you spend you deal 1d10 magical bludgeoning damage and the creature is knocked back 10 feet. On a failed save, a creature takes the full damage and is knocked back. On a successful save, the creature takes half damage and is not moved.

VARIANT RULE: FORCE OF PERSONALITY

The Way of the Vigilante is meant to evoke the archetypal super hero. In order for the mechanics to match the fantasy of playing this type of character, talk to your Dungeon Master about exchanging Wisdom for Charisma for your Unarmored Defense and Ki Save DC features.





WAY OF THE VOID

While all monks seek unity with the cosmos in one way or another, those who follow the Way of the Void seek unity through annihilation. These strange nihilistic warriors channel the power of entropy, the gradual journey of the universe towards nothingness. Known as Void Wielders, these monks seek to accelerate the 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

Starting at 3rd level, you can draw upon the power of the void and destroy one Tiny or smaller object that you touch. The item must be non-magical in nature, and cannot be on object that is being worn or carried by another creature.

The item remains destroyed for as long as you concentrate on this ability, as if concentrating on a spell. If you maintain concentration for 1 hour, the object is permanently destroyed. If you lose your concentration, the object reappears in an unoccupied space as close as possible to its last location.

Once you destroy an object with this feature, you can't do so again until you finish a long rest, unless you expend 3 ki points to use this feature again.

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

VOID WIELDER

When you adopt this Monastic Tradition at 3rd level, you gain the signature ability of a Void monk. When you hit a creature with an unarmed strike, you can spend 1 ki point to deal extra force damage equal to one roll of your Martial Arts die.

If the creature you hit is concentrating on a spell, it has disadvantage on the saving throw to maintain concentration.

VORPAL STEP

Beginning at 6th level, when you use your Step of the Wind feature, you can spend 1 additional ki point to draw upon the power of the void to partially 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 your movement inside an object or creature, you are immediately shunted to the nearest unoccupied space, taking 1d10 force damage per 5 feet you are forced to move.

DEGRADED FORM

Drawing upon the cosmic forces of entropy has changed you. Beginning at 11th level, your touch can undo arcane weaves. As an action, you can spend 4 ki points to touch a creature, object, or magical effect and cast *dispel magic* at 3rd-level, using Wisdom as your spellcasting modifier.

In addition, when you use your Vorpals Step and pass through a creature, you can force it to make a Constitution saving throw. On a failed save they take force damage equal to your Martial Arts die + your Wisdom modifier.

AVATAR OF ENTROPY

Upon reaching 17th level, you can use an action on your turn to touch a creature and force them to make a Constitution saving throw. On a failed save, the creature suffers the effects of the *disintegrate* spell 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.



WAY OF THE WILDS

Monks of all traditions gain physical mastery over themselves and hone their flesh into a weapon. Creatures born with natural weapons, like vicious claws, sharp horns, or resilient scales, have a natural advantage over other monks in their striving for physical prowess in battle.

Monks with these natural advantages often use their physical form to their advantage and follow the Way of Wilds. On this path, they enhance their physiological features with monastic techniques, and work to channel the primal ferocity that dwells within all creatures of wild heritage.

WAY OF THE WILDS

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

SAVAGE STRIKES

Your body itself evolved to be a weapon. Whether it be claws, teeth, spines, or scales, your physical form has innate combat potential. Starting at 3rd level your Martial Arts damage die increases to a d6 for your unarmed strikes.

The size of your Martial Arts die for your unarmed strikes increases as you gain levels in this class; to 1d8 at 5th level, 1d10 at 11th level, and finally to 1d12 at 17th level.

NATURAL PREDATOR

Upon adopting this Tradition at 3rd level, you can enhance your natural ability with one of the disciplines below:

Bestial Rend. This discipline is most often adopted by creatures with natural claws. Your unarmed strikes now deal slashing damage, and inflict deep wounds in 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 beginning of your next turn.

Natural Defense. This discipline is most often adopted by creatures with scales or shells. When you hit a creature with an unarmed strike, it has disadvantage on the first attack roll it makes against you before the start of your next turn.

Savage Charge. This discipline is most often adopted by creatures with hooves or horns. Once per turn, when you move at least 20 feet and hit a creature with an unarmed strike, you can force the creature to make a Strength saving throw. On a failed save, they are knocked prone and take bludgeoning damage equal to your martial arts die.

OPTIONAL RULE: RACE RESTRICTION

The Way of the Feral Warrior is typically practiced by creatures of bestial ancestry. Only creatures with natural weapons, such as Lizardfolk, Tortles, Minotaurs, or Leonin can choose this Monastic Tradition. Your Dungeon Master can lift that restriction to better suit your campaign or setting.



PRIMAL INTUITION

You have worked to hone your instinctive abilities along with your physical form. At 6th level, choose one skill proficiency you gained as a racial feature. You can add double your proficiency bonus to any check you make with that skill.

If you did not gain a skill proficiency from your racial features, you instead gain proficiency in one of the following skills of your choice: Insight, Perception, or Survival.

POWER OF THE WILDS

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 exterior to deflect incoming blows. As a reaction, when you are hit by an attack, you can expend ki to increase your Armor Class until the start of your next turn. For each ki point you expend your Armor Class increases by 2, up to a maximum of 5 ki points.

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 creatures you pass through must make a Dexterity saving throw. Creatures take 8d6 bludgeoning damage and fall prone on a failed save, and half damage on a success.





MONASTIC TRADITIONS

Channel the power of your Ki with five new
Monastic Traditions for the Monk Class

Way of the Boulder

Way of the Hero

Way of the Sacred Inks

Way of the Void

Way of the Wilds

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