

# MONASTIC TRADITIONS

At 3rd level, the Alternate Monk gains the Monastic Tradition feature. The Monastic Traditions here are available along with those offered in the base class: the Way of the Oni.

## WAY OF THE ONI

Oni, vicious demons of the ancient world that prey upon the blood of innocents. As a student of this Tradition, one such vile creature has been sealed within you. You have been taught to draw on this creature's sinister power in order to empower your own abilities and use its Ki for noble ends.

### WAY OF THE ONI FEATURES

Monk Level	Feature
3rd	Infernal Form, Oni Techniques
6th	Sinister Regeneration
11th	Malicious Step
17th	Awakened Hellfire

### INFERNAL FORM

When you join this Tradition at 3rd level, you learn to unleash the infernal Ki you harbor within your soul. As a bonus action, you can take on your Infernal Form. While transformed, you retain your game statistics, your body resembles a demonic Oni in appearance, and you gain the following benefits:

- At the start of each turn, you must expend 1 Ki Point to keep your Infernal Form active, or it immediately ends.
- You can choose to grow and become Large in size.
- Your hands grow wicked claws. Your unarmed strikes deal 1d8 slashing damage on hit, and you can use Wisdom, in place of Strength or Dexterity, for their attack and damage rolls. These attacks still count as Martial Arts attacks.
- You gain an (additional) bonus to your Armor Class equal to half your Wisdom modifier (minimum of 1).

Your transformation ends early if you fail to expend Ki at the start of your turn, if you are incapacitated, or if you end it as a bonus action. Once you use this transformation, you must finish a short or long rest before you can do so again.

If you have no uses of your Infernal Form transformation remaining, you can spend 3 Ki Points to transform again.

### ONI TECHNIQUES

You learn certain Techniques at the levels noted in the table below. They don't count against your number of Techniques Known and they cannot be switched upon gaining a level.

Monk Level	Technique
3rd	<i>crippling strike</i>
5th	<i>crushing strike</i> <sup>AME</sup>
9th	<i>aura sight</i>

### SINISTER REGENERATION

Upon reaching 6th level, you can siphon the Ki from others to fuel your own vitality. Once per turn, while you are in your Infernal Form and you hit a creature with a Martial Arts attack, you can choose to gain temporary hit points equal to your Wisdom modifier (minimum of temporary hit point).

Moreover, your unarmed strikes while you are in your Infernal Form deal 1d10 slashing damage on hit.

### MALICIOUS STEP

Beginning at 11th level, you can draw on the the hellish Ki within your spirit to teleport closer to your would be victims. As an action, you can spend 1 Ki Point to teleport up to 30 feet to an unoccupied space within 5 feet of a creature you can see. When you appear next to this creature, you must immediately make one Martial Arts attack against them.

Moreover, your unarmed strikes while you are in your Infernal Form deal 1d12 slashing damage on hit.

### AWAKENED HELLFIRE

You have mastered the infernal power that dwells within you. Beginning at 17th level, your Infernal Form lasts until you choose to end it, and you don't need to expend a Ki Point at the start of each turn to maintain it. Also, while you are in your Infernal Form, you gain the additional benefits below:

- You can spend 2 Ki Points to use your Malicious Step ability as a bonus action on your turn.
- You are immune to bludgeoning, piercing, and slashing damage from non-magical attacks.
- You gain a flying speed equal to your walking speed.





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