



# ALTERNATE MONK

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## EXPANDED



**HOMEBREW**

A Multitude of Additional Options for the Alternate Monk!  
Includes New Techniques, Feats, and Monastic Traditions



## ALTERNATE MONK EXPANDED

In the 5e community, the monk is widely regarded as falling short of the fantasy it tries to capture. The [Alternate Monk](#) strives to capture the fantasy of playing a master of martial arts. Included here are more options for the Alternate Monk:

**Additional Techniques.** The Techniques included with the Alternate Monk emulate the most common abilities used by monks. The Techniques included here can be more exotic, specific, or dangerous for those who makes use of them.

**Monastic Feats.** The feats included here allow all player characters to share in the abilities of the Alternate Monk.

**Additional Monastic Traditions.** Included below are eight additional Traditions for monks to choose from at 3rd level.

### TECHNIQUES

Below are the Techniques available to the monk. Each time you gain a level in this class, you can replace one Technique you know with another Technique of your choice.

If a Technique has a monk level prerequisite you can learn that Technique at the same time you meet its prerequisite.

#### IMPROVISED STRIKES

You are adept at fighting with whatever is at hand. You gain proficiency with improvised weapons, they count as Martial Arts attacks for you, and you can use your Dexterity, in place of Strength, for improvised weapon attack and damage rolls.

#### SPIRITUAL ARMOR

You can reinforce your physical form with spiritual power. As an action, you can spend 1 Ki Point to gain temporary hit points equal to your Wisdom modifier (minimum of 1).

When a creature damages these temporary hit points, you can use your reaction to spend 1 Ki Point to cause them to take force damage equal to your Martial Arts die.

#### WHIRLING STRIKE

As an action, you can spend 1 Ki Point to strike out and force every creature within your reach to make a Dexterity saving throw. On a failed save, they take bludgeoning damage equal to your Martial Arts die + your Dexterity modifier.

#### ADEPT FIGHTING STYLE

*Prerequisite: 5th level monk*

You have trained in a specialized style of fighting. You gain a Fighting Style of your choice from the list below. As a monk, you can only gain one Fighting Style through this Technique.

#### ARCHERY

You gain a +2 bonus to attack rolls with ranged weapons.

#### BLIND FIGHTING

*Available in Tasha's Cauldron of Everything*

#### DEFENSIVE FIGHTING

While wearing armor or wielding a shield, you gain a +1 bonus to your Armor Class.

#### DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with it.

#### FEATHERWEIGHT FIGHTING

While you are wielding only light weapons, your movement speed increases by 10 feet and you gain a +2 bonus to your damage rolls, so long as you are not wearing medium armor, heavy armor, or wielding a shield.

#### PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a melee weapon or a shield to use this reaction.

#### THROWN WEAPON FIGHTING

*Available in Tasha's Cauldron of Everything*

#### WRESTLER

When you hit a creature with a melee attack, you can attempt to grapple that creature as a bonus action on that turn, so long as you have a free hand to do so. Also, you can drag grappled creatures up to your full movement speed.



## CRUSHING STRIKE

*Prerequisite: 5th level monk*

When you hit a creature with an unarmed strike, you can spend Ki Points to deal extra bludgeoning damage equal to 1d6 per Ki Point. The maximum amount of Ki you can spend at once on this Technique equals your Wisdom modifier.

## DIVINE LIGHT

*Prerequisite: 5th level monk*

You learn one cantrip of your choice from those available to the cleric, and Wisdom is your spellcasting modifier for it.

## UNYIELDING PERSEVERANCE

*Prerequisite: 5th level monk*

You can draw upon your Ki to find success in times of great need. When you make an ability check or saving throw, you can spend any number of Ki Points and add +1 bonus to your roll for each Ki Point you spend. You can use this feature after you roll, but before you know if you succeed or fail.

## COMMUNE WITH SELF

*Prerequisite: 9th level monk*

You have gained the ability to contact the Ki of your previous lives to gain information. As an action, you can spend 5 Ki Points to enter a meditative state, which lasts for 10 minutes, and consult your previous lives. At the end of your meditation, you gain the same information as if you had cast *commune*.

## FRIEND OF BEST AND LEAF

*Prerequisite: 9th level monk*

You can enter a meditative state to commune your Ki with that of the natural world around you. As an action, you can spend 5 Ki Points to enter this meditative state, which lasts for 10 minutes. At the end of your meditation, you gain the same information as if you had cast *commune with nature*.

## MONASTIC FORTITUDE

*Prerequisite: 9th level monk*

As a reaction when you take damage, you can expend 2 Ki Points to reduce the incoming damage by an amount equal to two rolls of your Martial Arts die + your Wisdom modifier.

## BANISHING STRIKE

*Prerequisites: 13th level monk*

When you hit a creature with a melee Martial Arts attack, you can expend 3 Ki Points to empower your blow with legendary force, and force the target to make a Charisma saving throw. It takes additional force damage equal to three rolls of your Martial Arts die on a failure, and half as much on a success.

If this attack reduces the target to 50 hit points or fewer, it is shunted to a harmless demiplane where it is incapacitated. The creature reappears in the unoccupied space nearest to the last space it occupied at the end of your next turn.

## SUPERNATURAL TECHNIQUES

Some of the Techniques included in this Expanded supplement to the Alternate Monk are wondrous and more supernatural in nature. These Techniques may not be appropriate for the tone of every game. Make sure to talk to your table before selecting any of the Techniques included in this supplement.

## CONJURE PREVIOUS LIFE

*Prerequisite: 13th level monk*

You can draw upon the Ki of your previous lives and summon a specter of a past life to come to your aid. As an action, you can spend 5 Ki Points to cast *summon celestial (defender)* at 5th-level. When summoned, it has the following changes:

- It is a Medium creature that resembles a humanoid monk, though it may not be the same race as you are.
- Its Radiant Mace attacks resemble unarmed strikes
- When summoned you can infuse it with a number of Ki Points of your choice, and your Ki Point maximum is reduced by the same amount while it is summoned. It can use the infused Ki to use any Techniques you know.

## AWAKEN THE THIRD EYE

*Prerequisite: 18th level monk*

You can open your mind to the Ki that flows through all living things, allowing you to predict the actions of creatures before they happen. You can perform a 1 minute meditative ritual where you expend 8 Ki Points to cast *foresight*, targeting only yourself. While this effect is active, your Ki Point maximum is reduced by 8. You can end this effect as an action.

## WORD OF CREATION

*Prerequisite: 18th level monk*

You can draw on your intimate knowledge of the Ki that flows through all things and speak a divine word of creation. As an action, you can spend 7 Ki Points to cast *divine word*, using Wisdom as your spellcasting modifier.

Once you use your Ki to cast *divine word*, you must finish a short or long rest before you can cast it in this way again.

## MONASTIC FEATS

The feats here allow all characters to share in the abilities of the Alternate Monk and can be selected in place of an ASI.

## MARTIAL ARTS INITIATE

You have some basic martial arts training, giving you some skill in both unarmed combat and unarmed defense.

- So long as you aren't wearing armor or a shield, your Armor Class equals 13 + your Dexterity modifier.
- Your unarmed strikes deal bludgeoning damage equal to 1d4 + your Strength or Dexterity modifier on hit.
- When you take the Attack action on your turn and only make unarmed strikes, you can make a single unarmed strike as a bonus action on that same turn.

## KI ADEPT

You have studied monastic Techniques which allow you to perform supernatural feats of spiritual power.

- You learn two Techniques from the Alternate Monk class. If the Technique has a prerequisite, you can choose that Technique only if you're a monk and only if you meet the prerequisite. If a Technique requires the target to make a saving throw to resist its effects, the DC is equal to 8 + your proficiency bonus + your Wisdom modifier.
- You gain 2 Ki Points to spend on Techniques. You regain all of your expended Ki Points when you finish a short or long rest. If you have Ki from another feature, these Ki Points are added to your total pool of Ki Points.



# MONASTIC TRADITION

At 3rd level, a monk chooses their Monastic Tradition. The following options are available to an Alternate Monk, in addition to those in the base class: 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 in deep caverns, students of this Tradition focus on becoming as large and immovable as the mountains.

### WAY OF THE BOULDER FEATURES

Monk Level	Feature
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3rd	Boulder Techniques, Solid Body, Strength of the Mountains
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6th	Rebounding Defense
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11th	Ki-Infused Bulk
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17th	Mighty Form, Earthshaker
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### BOULDER 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
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3rd	<i>spiritual armor</i> <sup>AME</sup>
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5th	<i>crushing strike</i> <sup>AME</sup>
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9th	<i>friend of beast and leaf</i> <sup>AME</sup>
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### 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 Constitution, in place of your Strength or your Dexterity for Martial Arts attack and damage rolls.

### STRENGTH OF THE MOUNTAINS

Also at 3rd level, you can draw on the earth to reinforce your frame. As a reaction when you make a Strength ability check or 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

At 6th level, you can absorb blows with your body. When you are hit by a melee weapon attack, you can use your reaction to spend 1 Ki Point and reduce the damage by an amount equal to 1d12 + your Constitution modifier + your monk level.

If you reduce the damage of the triggering attack to zero, you can rebound the blow back at your attacker, making a melee Martial Arts attack against the attacker as part of the same reaction. You are proficient with this 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, lighting, 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

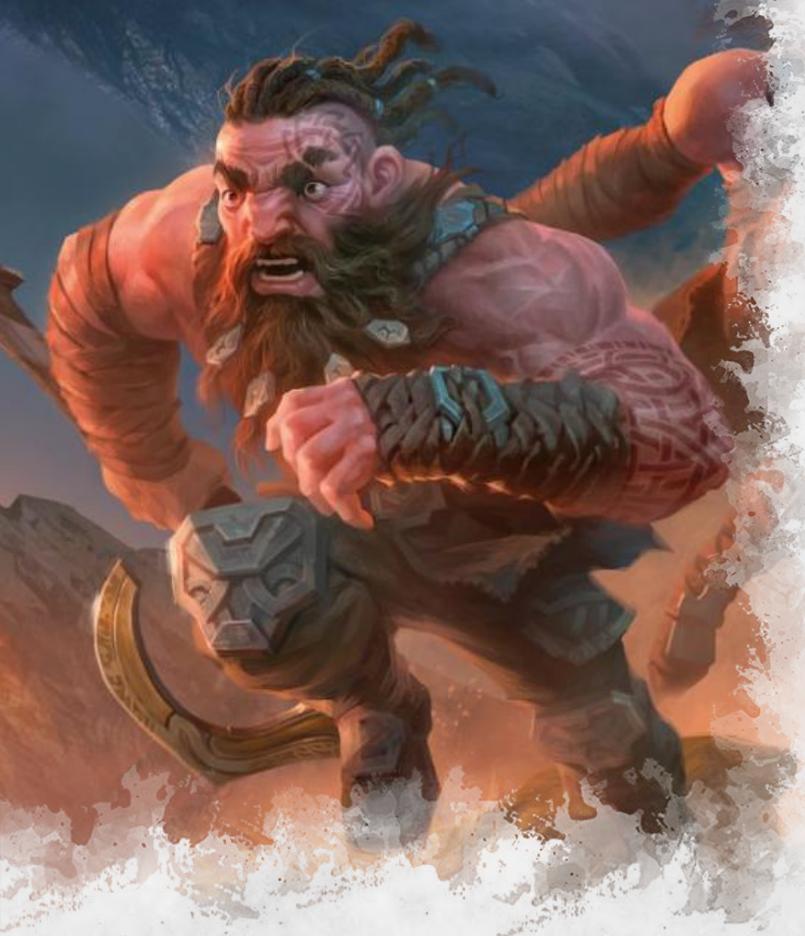
Upon reaching 17th level, your body surpasses the normal mortal limits of density and mass. Both your Constitution score, and maximum Constitution score, increase by 2.

### 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, forcing creatures of your choice within 15 feet to make a Strength saving throw. Creatures take 2d10 bludgeoning damage and fall prone on a failed save, and half as much damage and remain upright on a successful save. 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 the 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	Brawler's Exploits, Underhanded
6th	Improved Exploits
11th	Infamous Reputation
17th	Champion of the Underworld

### BRAWLER'S EXPLOITS

You have studied and learned various advanced martial techniques. At 3rd level, you gain the following features:

**Martial Exploits.** You learn two Exploits of your choice from the list at the end of this Tradition. You can only use one Exploit per ability check or attack. When you gain a level, you can replace an Exploit you know with another of your choice.

**Exploit Dice.** You have three d6 Exploit Dice. To use an Exploit you must expend one of these dice, and you regain all expended Exploit Dice when you finish a short or long rest.

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

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

### UNDERHANDED

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

- You 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 make Strength (Intimidation) checks using your martial arts.

### IMPROVED EXPLOITS

Your underhanded style of fighting has improved. At 6th level, you gain one additional Exploit Die (for a total of four), and all of your Exploit Dice become d8s. You also learn two more Exploits of your choice from the list of Brawler Exploits.

### 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 failed save, it 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 Brawler Exploits.

### CHAMPION OF THE UNDERWORLD

You are a master of the ruthless combat of the underworld. Beginning at 17th level, any Martial Arts attacks 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 Exploit Die (for a total of five), and all of your your Exploit Dice become d10s. You also learn two additional Brawler Exploits of your choice (for a total of six).

### BRAWLER EXPLOITS

The Exploits listed below are available to Brawler monks, who focus on defeating foes with overwhelming force.

**Blinding Strike.** As a bonus action, you can expend an Exploit Die and force a creature within 10 feet to make a Constitution saving throw. On a failed save, the creature is blinded until the beginning of your next turn.

**Brace Up.** As a bonus action, you can expend an Exploit Die to instantly gain temporary hit points equal to your Exploit Die + your Constitution modifier (minimum of 1).

**Charlatan's Guile.** When you make a Dexterity (Sleight of Hand) or a Charisma (Deception) check, you can expend an Exploit Die and add it to your roll. You can use this Exploit after you roll, but before you know the roll's result.

**Disarm.** When you hit a creature with a Martial Arts attack, you can expend an Exploit Die to force it to make a Strength saving throw. On a failure, it takes extra damage equal to your Exploit Die and drops an item of your choice.

**Sweeping Strike.** When you hit a creature with a melee Martial Arts attack, you can expend an Exploit Die to force it to make a Dexterity saving throw. On a failure, it falls prone and takes bludgeoning damage equal to your Exploit Die. Creatures larger than you have advantage on their roll.

**Wild Strike.** When you make a melee Martial Arts attack, you can expend an Exploit Die as part of the attack to strike with wild abandon. You have advantage on your attack roll, but you must subtract your Exploit Die from your attack rolls. However, on hit, you deal additional damage equal to two rolls of your Exploit Die.



## WAY OF FEROCITY

While monks of every Tradition strive for mastery over their physical form, honing their bodies into weapons, creatures born with natural weapons; vicious claws, imposing horns, sharp teeth, 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	Ferocity Techniques, Natural Predator
6th	Primal Intuition
11th	Power of the Wild
17th	Apex Predator

### FEROCITY 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>stunning strike</i>
9th	<i>friend of beast and leaf</i> <sup>AME</sup>

### 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.

### 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, Flowing River Techniques
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

Beginning at 3rd level, you can use your 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.

## FLOWING RIVER 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>step of the wind</i>
5th	<i>deflect missiles</i>
9th	<i>heavenly step</i>

## GRACEFUL STEP

You can skirt attacks with the grace of a gentle stream. At 6th level, you learn the *patient defense* Technique, and it doesn't count against your total number of Techniques Known.

Also, when you enter your Flowing River Stance, you can use *patient defense* without expending a Ki Point.

## 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

Starting 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 monk class encourages you to play as an ascetic warrior, monks of the Flowing River can be flavored as entertainers, dancers, and acrobats!





## WAY OF THE HURRICANE

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

### WAY OF THE HURRICANE FEATURES

#### Monk Level Feature

3rd	Heavy Warrior, Hurricane Strike, Hurricane Techniques
6th	Crushing Counter
11th	Buffeting Winds, Improved Hurricane 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 qualify for your Martial Arts attacks.

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.

### HURRICANE STRIKE

At 3rd level, you learn to wield your heavy weapons with the fury of a storm. While you are wielding a heavy melee weapon, you use *whirling strike* without expending Ki.

Moreover, you can choose to add your Strength modifier, in place of your Dexterity, to the damage of *whirling strike*.

### HURRICANE 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>whirling strike</i> <sup>AME</sup>
5th	<i>stunning strike</i>
9th	<i>monastic fortitude</i> <sup>AME</sup>

### CRUSHING COUNTER

At 6th level, you use your weight 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 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 HURRICANE STRIKE

Starting at 11th level, when you use *whirling strike*, creatures that fail their saving throw take damage equal to two rolls of your Martial Arts die + your Strength or Dexterity modifier (your choice) on a failure, and half as much on a success.

### TEMPEST OF STEEL

You wield your weapon as a blur of steel. Beginning at 17th level, you can use an action to disappear and make a separate melee attack against up to five creatures you can see within 60 feet, reappearing next to one of the creatures you hit. 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. When you have no uses remaining, you can expend 5 Ki Points to use it again.

### HURRICANE MONKS & THE TETSUBO

While Hurricane monks can use any heavy weapon, they traditionally wield a Tetsubo, a martial melee weapon with the heavy and two-handed properties that deals 2d6 bludgeoning damage on hit.



## 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.

### WAY OF THE SACRED INK FEATURES

Monk Level	Feature
3rd	Celestial Artist, Divine Conduit, Sacred Ink Techniques
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.

**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 (minimum of 1).

**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).

#### SACRED INK 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>spiritual armor</i> <sup>AME</sup>
5th	<i>divine light</i> <sup>AME</sup>
9th	<i>commune with self</i> <sup>AME</sup>

#### HEAVENLY PROTECTION

Both your connection to the divine light and the complexity of your celestial tattoos has increased, granting you a blessing of protection from death. Beginning at 6th level, each time you finish a long rest, you gain the benefits of *death ward* without expending a spell slot or the material components.



#### 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 your tattoos are revealed in this way, you can add your Wisdom modifier (minimum of 1) to the hit points you restore with your Healing Touch, and the additional radiant damage you deal each time you use your 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, Vigilante Techniques
6th	Valiant Action
11th	Inspiring Presence
17th	Heroic Strike, Paragon of Virtue

### 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 Martial Arts attack, 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.

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.

### VIGILANTE 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>slow fall</i>
5th	<i>unyielding perseverance</i> <sup>AME</sup>
9th	<i>monastic fortitude</i> <sup>AME</sup>



### 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.

Also, whenever you make a Strength (Athletics), Dexterity (Athletics) or Dexterity (Acrobatics) check while your Heroic Persona is active, you 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, forcing 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 unity through annihilation. The nihilistic students of the 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 Techniques, 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.

### VOID 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>step of the wind</i>
5th	<i>slowing strike</i>
9th	<i>aura sight</i>

### VOID WIELDER

Starting at 3rd level, your connection to the nothingless void allows you to channel its power through your strikes. Once per turn, when you hit a Martial Arts attack, you can spend 1 Ki Point to deal an extra 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.

In addition, you can destroy non-magical objects that are Medium and smaller with your Entropic Touch ability.

### 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 (minimum of 1). You can only force a creature to make this saving throw once per turn.

In addition, you can destroy non-magical objects that are Large and smaller with your Entropic Touch ability.

### 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 to cast *disintegrate* you must complete a long rest before you can use it again at no cost, after which, you must spend 6 Ki Points to use it again.

In addition, you can destroy non-magical objects that are Huge and smaller with your Entropic Touch ability.



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# ALTERNATE MONK EXPANDED

A multitude of additional options to be used with the Alternate Monk: additional Techniques, Feats, and Eight Monastic Traditions!

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