

MONASTIC TRADITION

Three traditions of monastic pursuit are common in the monasteries scattered across the multiverse. Most monasteries practice one tradition exclusively, but a few honor the many traditions and instruct each monk according to his or her aptitude and interest. All traditions rely on the same basic techniques, diverging as the student grows more adept. Thus, a monk need choose a tradition only upon reaching 3rd level.

WAY OF THE HOWLING GALE

Hidden within the clouds atop mountain peaks are secret monasteries, who practice the bending of Elemental Air to their will. Their fighting style utilizes the four winds as an extension of their bodies, weaving a furious display of martial arts that balances chaos and self-control. Their mastery over the winds as well as their own ki makes them formidable warriors, often sought out by students of war. The monks who practice the Way of the Howling Gale are by no means pacifists but they are reluctant to train individuals in their secret arts if those individuals seek to use their knowledge for violence.

WHIRLWIND STANCE

Starting when you choose this tradition at 3rd level, you begin to interweave your martial arts techniques with the power of Elemental Air.

You gain a new attack option that you can use with the Attack action. This special attack is a ranged spell attack with a range of 30 feet. You are proficient with it, and you add your Dexterity modifier to its attack and damage rolls. Its damage is slashing, and its damage die is a d4. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk Table. The damage of this attack counts as magical for the purposes of overcoming resistance and immunity to nonmagical slashing damage. When you take the Attack action on your turn and use this special attack as part of it, you can spend 1 ki point to make the special attack twice as a bonus action.

STEP OF THE GENTLE BREEZE

Also at 3rd level, your jump distance is doubled. Additionally, when you calculate your jump distance, you use your Dexterity score instead of your Strength score.

KI OF THE RUSHING WIND

Starting at 6th level, your practice of this monastic tradition allows you greater mastery over Elemental Air. As an action you can spend 2 ki points to cast the spell *gust of wind* or *levitate*.

Additionally, when you hit a creature with the special attack granted by your whirlwind stance, you can use your Stunning Strike feature. On a failed saving throw, the creature is also pushed back 10 feet.

WHEREVER THE WIND BLOWS

Starting at 11th level, your ki bends the will of the four winds, causing them to carry you wherever you wish. Whenever you are not underground or indoors, you gain a fly speed equal to your walking speed.

FURY OF THE GALE

Starting at 17th level, you learn the most closely guarded secret of the Howling Gale, the ability to unleash ferocious winds by transforming your inner ki into the destructive power of a *whirlwind*. You can spend 7 ki points to cast the spell *whirlwind*.

Once you use this feature, you can't use it again until you finish a short or long rest.

