

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 MYSTIC SERPENT

The ancient monastery of the Mystic Serpent resides only periodically on the Material Plane; the rest of the time, it is nestled in a serene demiplane of harmony and peace. When it returns, however, the monastery is besieged by warriors from their evil sister temple who seek to despoil the isolated paradise. The monastery's monks, therefore, have become well-versed in a style of martial arts bequeathed to them by wise, yet ascetic dragons, amplifying their ki powers, and granting them a devastating strike.

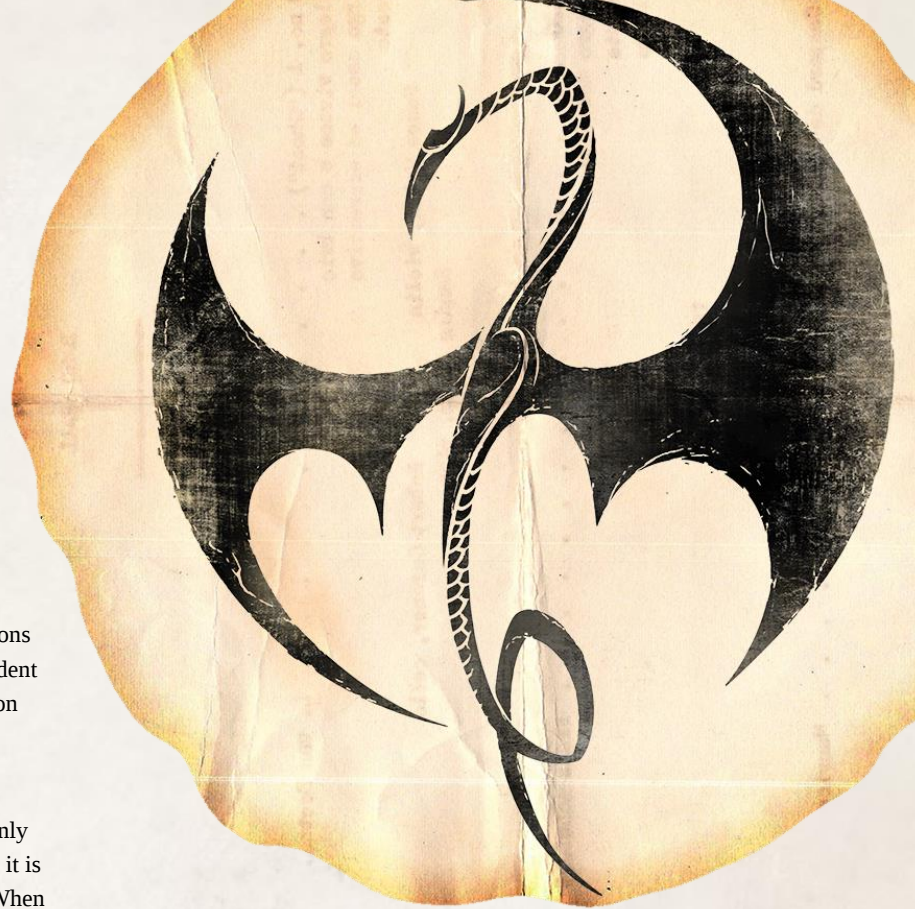
FIST OF IRON

Starting when you choose this tradition at 3rd level, you learn to channel your ki into your fists, further enhancing your unarmed strikes. When you hit a creature with an unarmed strike, you can spend 1 ki point to deal it an additional 1d6 force damage. Starting at 11th level, this bonus increases to 2d6 force damage.

MYSTIC SENSES

Starting at 6th level, you learn to extend your ki outside your body, enhancing your senses and allowing you to touch the spirit of other creatures. Whenever you make a Perception or Investigation check, you can spend 1 ki point to gain a +5 bonus on the check.

As well, you can communicate telepathically with any creature you can see within 60 feet of you. You don't need to share a language with the creature for it to understand your telepathic speech, but the creature must be able to understand at least one language. When you engage a creature telepathically in this way, it has the ability to respond to you and you understand what it is saying.



MYSTICAL GUARDIAN

Starting at 11th level, you learn to channel your ki into your skin and bones, greatly enhancing your durability. You gain resistance to one damage type of your choice, other than bludgeoning, piercing, or slashing damage. As a bonus action, you can spend up to 1 ki point to change this damage type to another of your choice, other than bludgeoning, piercing, or slashing.

IMMORTAL SERPENT FIST

Starting at 17th level, you can funnel a your ki into a single strike, dealing a devastating blow to your enemies. As an action, you can make a single unarmed strike against a creature within range. If you hit, you can spend 5 ki points to deal that creature an additional 10d8 points of force damage and force it to make a Strength saving throw or be pushed a number of feet directly away from you equal to 5 times your Wisdom modifier (minimum 5).

As well, each creature within 5 feet of the target (except yourself) must succeed on a Strength saving throw, taking half the damage dealt and being shoved the same distance away from you on a failure.