



# ALTERNATE MONK

## 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 make 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 nine additional Traditions for a Monk to choose from at 3rd level.

## TECHNIQUES

Listed below are the Techniques available to the Monk. If a Technique has a Monk level prerequisite you can learn that Technique at the same time you meet its prerequisite.

Each time you gain a Monk level, you can replace one Technique you know with a Technique of your choice.

### 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 body with spiritual power. As a bonus action, you can spend 1 Ki Point to grant yourself temporary hit points equal to your Wisdom modifier (minimum of 1).

The first time a creature deals damage to these temporary hit points, you can use your reaction to cause it to take force damage equal to one roll of 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

So long as you are either 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, and nothing else, your speed increases by 10 feet. You also gain a +1 bonus to damage rolls with light weapons, so long as you are not wearing medium or 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 a reaction to impose disadvantage on the creature's 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 take the Attack action on your turn, you can attempt to grapple or shove a 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 speed.





## CRUSHING STRIKE

*Prerequisite: 5th level Monk*

When you hit with an unarmed strike, you can spend Ki Points (up to your Wisdom modifier) to empower your strike with deadly force and deal additional bludgeoning damage equal to one roll of your Martial Arts die per Ki Point spent.

## DIVINE LIGHT

*Prerequisite: 5th level Monk*

You learn two cantrips of your choice from the Cleric spell list, and Wisdom is your spellcasting modifier for them.

## 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 Ki Points (up to your Wisdom modifier) adding a +1 bonus to your roll for each Ki Point spent. You can use this Technique after you roll, but before you know the result.

## 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 the meditation, you gain information as if you had cast the *commune* spell.

## FRIEND OF BEAST & LEAF

*Prerequisite: 9th level Monk*

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

## 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 here are mystical and more supernatural in nature, and might not be appropriate for the tone of every game world. Make sure to talk to your table and DM before selecting any of the Techniques included in this supplement.

## CONJURE PREVIOUS LIFE

*Prerequisite: 13th level Monk*

You summon a specter of your past life to come to your aid. As an action, you can spend 5 Ki Points and cast *summon celestial (defender)* at 5th-level, with the changes below:

- 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, though it cannot use *conjure previous life* again.

## 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 WARRIOR

You have studied and mastered 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 or mentions a Martial Arts die, you can learn it only if you are a Monk and you meet its prerequisites. If a Technique requires the target to make a saving throw to resist its effects, the DC equals 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 TRADITIONS

The following Monastic Traditions can be made available to the Alternate Monk, along with those in the base class:

Boulder	Flowing River	Sacred Inks
Brawler	Hurricane	Vigilante
Ferocity	Mystic	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.

#### Monk Level Feature

3rd	Boulder Techniques, Solid Body, Stalwart Strength
6th	Rebounding Defense
10th	Ki-Infused Bulk
17th	Mighty Form, Earthshaker

### BOULDER TECHNIQUES

*3rd-level Way of the Boulder feature*

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>
5th	<i>crushing strike</i>
9th	<i>friend of beast &amp; leaf</i>

### SOLID BODY

*3rd-level Way of the Boulder feature*

Your great bulk enhances 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.

### STALWART STRENGTH

*3rd-level Way of the Boulder feature*

You can draw strength from the earth beneath you. When you make a Strength-based ability check or are forced to make a Strength saving throw while you are touching the ground, you can spend 1 Ki Point to treat a d20 roll of 7 or lower as an 8.

When you reach 11th level in this class, you can use your Stalwart Strength without expending a Ki Point.

### REBOUNDED DEFENSE

*6th-level Way of the Boulder feature*

When a creature you can see hits you with a melee weapon attack, you can spend 1 Ki Point as a reaction to attempt to absorb the blow with your bulk. Reduce the damage by an amount equal to your Monk level + one roll of your Martial Arts die + your Constitution modifier.

If you reduce the damage of the attack to zero, you can rebound the blow back as part of the same reaction, making a melee Martial Arts attack against your attacker.

### KI-INFUSED BULK

*10th-level Way of the Boulder feature*

Your dense, Ki-infused, body allows you to resist physical and magical assaults. You gain resistance to one of the following damage types: bludgeoning, piercing, slashing, acid, cold, fire, lightning, or thunder. You can replace this resistance with an option from the list above at the end of a short or long rest.

As a bonus action, you can spend 2 Ki Points to realign your Ki and replace the damage resistance from this feature with another option from the list above.





## MIGHTY FORM

17th-level Way of the Boulder feature

Your body has surpassed the normal limits of mortal density and mass. Both your Constitution score, and your maximum Constitution score, increase by 2 to a maximum of 22.

## EARTHSHAKER

17th-level Way of the Boulder feature

You can use your supernatural density to cause the earth to quake. As an action, you can expend 3 Ki Points to crush the ground, turning the ground within 15 feet of you into difficult terrain and forcing creatures of your choice within that range to make a Strength saving throw. On a failed save, creatures take bludgeoning damage equal to two rolls of your Martial Arts die and are knocked prone. On a successful save, they take half as much damage.

When you use this feature, you can expend additional Ki Points (up to your Wisdom modifier) to increase the damage by one roll of your Martial Arts die for each Ki Point spent.

## WAY OF THE BRAWLER

An informal Tradition of warriors who learn to use martial arts without formal training, Brawlers learn to fight in back alleys and fighting pits in the underbelly of civilization. Often underdogs who come from nothing, they do whatever it takes to win. To these scrapers, every fight is a fight for survival.

### Monk Level Feature

3rd	Savage Exploits, Streetwise
6th	Improved Exploits
10th	Infamous Reputation
17th	Underworld Master

## SAVAGE EXPLOITS

3rd-level Way of the Brawler feature

In your underhanded brawls you have picked up many brutal and underhanded exploits. You gain the following features:

**Exploit Dice.** The Brawler Exploits table shows how many Exploit Dice you have to use your Exploits. To use an Exploit you know, you expend an Exploit Die, and you regain all your expended Exploit Dice when you finish a short or long rest.

**High Degree.** Your Monk level limits the technicality of the Exploits you are able to perform. This limit is reflected in the High Degree column of the Brawler Exploits table.

**Exploits.** You learn two Savage Exploits of your choice from those available to the [Alternate Barbarian](#). You can only use one Exploit per ability check, attack, or saving throw.

When you gain a Monk level, you can replace one Exploit you know with another Martial Exploit of your choice.

**Saving Throws.** If an Exploit requires a creature to make a saving throw, the saving throw DC is calculated as follows:

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

## STREETWISE

3rd-level Way of the Brawler feature

You have learned what is necessary to survive on the streets. You gain proficiency in Intimidation, and learn to speak, read, and decode Thieves' Cant, the language of criminals.



## BRAWLER EXPLOITS

Monk Level	Exploits Known	Exploit Die	Exploit Dice	High Degree
3rd	2	d4	2	1st
4th	2	d4	2	1st
5th	3	d4	2	1st
6th	3	d4	2	1st
7th	4	d6	3	2nd
8th	4	d6	3	2nd
9th	4	d6	3	2nd
10th	4	d6	3	2nd
11th	5	d6	3	2nd
12th	5	d6	3	2nd
13th	5	d6	3	2nd
14th	5	d6	3	2nd
15th	6	d8	4	3rd
16th	6	d8	4	3rd
17th	6	d8	4	3rd
18th	6	d8	4	3rd
19th	7	d8	4	3rd
20th	7	d8	4	3rd







### SPIRITUAL STAMINA

*6th-level Way of the Brawler feature*

You can draw upon your spiritual power to fuel your martial abilities. As a bonus action, you can expend 2 Ki Points to regain one of your expended Exploit Dice.

Moreover, when you score a critical hit with an unarmed strike, you can use one Savage Exploit you know as part of that attack without expending an Exploit Die.

### INFAMOUS REPUTATION

*10th-level Way of the Brawler feature*

Your reputation precedes you. As a bonus action, you can spend 1 Ki Point to force a creature within 30 feet that can see or hear you to make a Wisdom saving throw. On a failed save, it is frightened of you until the start of your next turn.

Any creature that is frightened of you has disadvantage on its saving throws against your Savage Exploits.

Beginning at 11th level, you can use your Ki Adept feature to use Infamous Reputation without expending a Ki Point.

### MULTICLASSING & EXPLOITS

Your martial skill depends partly on your combined levels in classes that learn Exploits, and partly on your individual levels in each class. If your group uses the optional rule for multiclassing and you learn Exploits from more than one class, you use the following rules: [Alternate Martial Multiclassing](#).

### UNDERWORLD MASTER

*17th-level Way of the Brawler feature*

You are a master of your ruthless combat. Your Martial Arts attacks score a critical hit on a roll of 19 or 20 on the d20.

In addition, whenever you score a critical hit against a creature with a Martial Arts attack, it must succeed on a Wisdom saving throw against your Exploit save DC or be stunned until the beginning of your next turn.

### 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 natural advantages in the quest to weaponize their bodies. Monks with these natural features often become disciples of the Way of Ferocity.

Through the practice of this ancient and savage tradition they learn to enhance their physical features with secret Techniques, and combine their mastery of Ki with the natural ferocity that dwells within all creatures of wild and bestial heritage.

#### Monk Level Feature

3rd	Ferocity Techniques, Natural Predator
6th	Primal Intuition
10th	Power of the Wild
17th	Master of Ferocity

### FEROCITY TECHNIQUES

*3rd-level Way of Ferocity feature*

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 &amp; leaf</i>

### NATURAL PREDATOR

*3rd-level Way of Ferocity feature*

Your martial arts enhance your natural abilities with one of the disciplines below. Once chosen, this cannot be changed:

#### BESTIAL REND

This discipline is most often adopted by Monks with sharp claws and savage teeth. Your unarmed strikes deal slashing damage and inflict deep wounds. Each time you hit a target with an unarmed strike, its movement speed is reduced by a cumulative 5 feet until the beginning of your next turn. If this feature reduces a target's speed to zero, it has disadvantage on Dexterity saving throws until the start of your next turn.

#### NATURAL DEFENSES

This discipline is most often adopted by Monks with armored hides, like scales or shells. When a creature that you can see hits you with an attack you can use your reaction to add one roll of your Martial Arts die to your Armor Class against the attack, possibly turning a hit into a miss.





## SAVAGE CHARGE

This discipline is most often adopted by Monks with hooves or horns. If you move at least 15 feet in a straight line toward a creature, you have advantage on the first Martial Arts attack against that creature before the end of your current turn.

## PRIMAL INTUITION

*6th-level Way of Ferocity feature*

You have honed your primal instincts along with your martial prowess. Choose two skills from the following list: Athletics, Insight, Intimidation, Perception, Stealth, or Survival.

You gain proficiency in both skills, and whenever you make an ability check with either of these skills you gain a bonus to your roll equal to one roll of your Martial Arts die.

## POWER OF THE WILD

*10th-level Way of Ferocity feature*

You have trained to augment your physical strikes with the ferocity of your savage Ki. When you hit a creature with an unarmed strike you can spend 1 Ki Point as part of your attack to deal an additional 2d6 damage to the target.

## MASTER OF FEROCITY

*17th-level Way of Ferocity feature*

You combine your primal instincts with your monastic training to reach your true savage potential. You gain one of the disciplines below. Once chosen it cannot be changed:

### BESTIAL FURY

Like the greatest hunters of the wild, you can whip yourself into a primal fury when your prey is weak. When you score a critical hit against a creature with an unarmed strike, its movement speed is reduced to zero, and you have advantage on any unarmed strikes that you make against that creature until the beginning of your next turn.

### NATURAL RESILIENCE

You can draw on your wellspring of spiritual power to harden your defenses and shrug off assaults. When a creature that you can see hits you with an attack, you can use your reaction to expend Ki Points (up to your Wisdom modifier) to reduce the damage of the incoming attack by one roll of your Martial Arts die for each Ki Point spent.

### SAVAGE RUSH

You can channel a burst of primal speed to trample those in your path. As an action, you can spend 4 Ki Points and move up to your full walking speed in a straight line, and force any creature you pass through to make a Dexterity saving throw. On a failure they take bludgeoning damage equal to four rolls of your Martial Arts die and are knocked prone. On a success, they take half as much damage and are not knocked prone.

### 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 choose to follow this Monastic Tradition. Your table may lift this restriction to better suit your setting.



## WAY OF THE FLOWING RIVER

Novices who adopt the Way of the Flowing River are taught a style of martial arts that emphasizes nonviolence and the use of force only when necessary. Named for the masterful grace and fluidity that these warriors exhibit in battle, practitioners of the Flowing River are often known as dancing Monks.

### Monk Level Feature

3rd	Flowing River Stance, Flowing Techniques, Monastic Dancer
6th	Graceful Step
10th	Enchanting Flow
17th	Master of the Flowing River

### FLOWING RIVER STANCE

*3rd-level Way of the Flowing River feature*

You have trained to utilize the signature stance of your order. You can use an action on your turn to enter a Flowing River Stance, which lasts until the beginning of your next turn.

While you're in this stance you have a second reaction you can use each round. You gain additional reactions at certain Monk levels: at 5th (3), 9th (4), 13th (5), and 17th level (6).

When a creature that you can see misses you with a melee attack while you are in your Flowing River Stance, you can use a reaction to force it to make a Dexterity saving throw. On a failure, the target is knocked prone and its movement speed is reduced to 0 until the beginning of your next turn.





## FLOWING TECHNIQUES

3rd-level Way of the Flowing River feature

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 missile</i>
9th	<i>heavenly step</i>

## MONASTIC ACROBAT

3rd-level Way of the Flowing River feature

Your training allows you to move with a delicate grace not often found in warriors. You gain proficiency in Acrobatics and Performance, and whenever you make an ability check with either of these skills you gain a bonus to your roll equal to one roll of your Martial Arts die.

Monks of your Tradition are also known for their dancing. When you would make a Charisma (Performance) check you can make a Dexterity (Performance) check instead.

## GRACEFUL STEP

6th-level Way of the Flowing River feature

You can skirt enemy attacks with the grace of a gentle stream. You learn the *patient defense* Technique, but it does not count against your total number of Techniques Known.

When you enter your Flowing River Stance, you can use *patient defense* as a bonus action without expending Ki.

## ENCHANTING FLOW

10th-level Way of the Flowing River feature

When you enter your Flowing River Stance you can spend 2 Ki Points to allure the foes around you. For the duration of your Flowing River Stance, creatures within 10 feet of you have disadvantage on attacks against targets other than you.

## MASTER OF THE FLOWING RIVER

17th-level Way of the Flowing River feature

When a creature misses you with a melee attack while you are in your Flowing River Stance, you can use a reaction to force it to make a Strength saving throw. On a failed save, 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

## WAY OF THE HURRICANE

Where most traditions of martial arts focus on quick strikes and elusive movements, disciples of the Hurricane technique master mighty weapons. These Hurricane Monks wield their heavy weapons to great effect. On the battlefield they become tempests of steel, cutting down all who stand against them.

### Monk Level Feature

3rd	Heavy Warrior, Hurricane Techniques Tempestuous Strike
6th	Crushing Counter
10th	Buffeting Winds
17th	Master of the Hurricane

## HEAVY WARRIOR

3rd-level Way of the Hurricane feature

You have trained in a style of martial arts that incorporates heavy weapons. You gain proficiency with all melee weapons with the heavy property, and attacks with these heavy melee weapons count as Martial Arts attacks for you.

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 TECHNIQUES

3rd-level Way of the Hurricane feature

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>
5th	<i>stunning strike</i>
9th	<i>monastic fortitude</i>

## TEMPESTUOUS STRIKE

3rd-level Way of the Hurricane feature

You can wield your heavy weapons with the fury of a raging storm. So long as you are wielding a heavy melee weapon, you use *whirling strike* without expending any Ki Points.

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





## CRUSHING COUNTER

6th-level Way of the Hurricane feature

You can use the weight of your heavy weapons to rebuke your enemies. When a creature you can see hits you with an attack while you are wielding a heavy melee weapon, you can use your reaction to make a Martial Arts attack against it. On hit, you can choose to reduce the creature's speed to 0 until the start of your next turn in addition to the normal damage.

## BUFFETING WINDS

10th-level Way of the Hurricane feature

You empower your strikes with great gusts of wind. When you hit a creature with an attack with a heavy melee weapon, you can spend 1 Ki Point and force it to make a Strength saving throw. On a failed save, you can choose to either knock it prone, or knock it back in a straight line a number of feet equal to five times your Wisdom modifier.

In addition, whenever you use *whirling strike*, you can spend 1 additional Ki Point to cause it to deal bonus thunder damage equal to one roll of your Martial Arts die on a failed saving throw.

Beginning at 11th level, you can use your Ki Adept feature to use either feature without expending Ki.

## MASTER OF THE HURRICANE

17th-level Way of the Hurricane feature

Despite their great weight you wield your weapons as a blur of whirling steel. As an action, you can disappear and instantly make a single melee weapon attack against up to five creatures you can see within 60 feet. You then appear next to one of your targets. You must be wielding a melee weapon with the heavy property to use this feature.

Once you use this feature you must finish a short or long rest before you can use it again. If you have no uses left, you can expend 5 Ki Points to use it again.

## WAY OF THE MYSTIC

Delving fully into the use of their mystical Ki, Monks known as Mystics will gradually forgo their physical training to unlock their maximum spiritual potential. Often misunderstood to be Wizards or Sorcerers, these mystical sages can draw upon the Ki within their soul to perform wondrous supernatural feats.

### Monk Level Feature

3rd	Awakened Mind, Mystic Talents
6th	Spiritual Sundering
10th	Warded Soul
17th	Master Mystic

## AWAKENED MIND

3rd-level Way of the Mystic feature

You can augment your physical abilities with your spiritual prowess. You can use Wisdom, in place of your Dexterity, for the attack rolls (but not damage) of any Martial Arts attacks that you make.

Moreover, when you are not wearing any armor or wielding a shield, your Armor Class is equal to 13 + your Wisdom modifier (minimum of 1).

## MYSTIC TALENTS

3rd-level Way of the Mystic feature

In your quest for spiritual enlightenment you have unlocked the true potential hidden within you. You learn two Mystic Talents of your choice from those available to the [Psion](#).

If a Talent has a Psion level prerequisite, you can learn it if your Monk level would meet that prerequisite. Though, you must meet any other prerequisites that a Talent may have.

If a Talent you learn uses your Intelligence modifier, you can choose to use your Wisdom modifier instead.

If a Talent allows you to spend Psi Points to empower its effects, you can spend Ki Points to achieve that effect.

Finally, at certain levels in this class, you learn additional Mystic Talents of your choice: at 6th level (3 Talents), at 10th level (4 Talents), and finally at 17th level (5 Talents).

Whenever you gain a level in this class you can replace a Mystic talent you know with another Talent of your choice.







## WAY OF THE SACRED INKS

Initiates of the Sacred Inks spend years practicing celestial calligraphy. Once they are ready, the Monks ceremonially 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.

### Monk Level Feature

3rd	Celestial Artist, Divine Conduit, Sacred Ink Techniques
6th	Heavenly Protection
10th	Light of the Heavens
17th	Master of the Sacred Inks

### CELESTIAL ARTIST

*3rd-level Way of the Sacred Inks feature*

You have been taught the techniques of a celestial tattoo artist. You learn to speak, read, and write in Celestial. Though most Monks will refuse to speak Celestial out loud out of reverence for the divine.

In addition, you gain proficiency with calligrapher's supplies, and whenever you make a check with calligrapher's supplies you add double your proficiency bonus to your roll.

### DIVINE CONDUIT

*3rd-level Way of the Sacred Inks feature*

Your celestial tattoos allow you to channel the radiant power of the upper planes. You gain the features listed below:

- Whenever you spend a Hit Die to regain your hit points during a short rest you can spend 1 Ki Point to regain the maximum amount of hit points, in place of rolling.
- When you hit a target with a Martial Arts attack you can spend Ki Points (up to your Wisdom modifier) to deal additional radiant damage to the target equal to one roll of your Martial Arts die per Ki Point spent.
- As an action you can touch a creature and spend 2 Ki Points to restore a number of its hit points equal to one roll of your Martial Arts die + your Wisdom modifier.

### SACRED INK TECHNIQUES

*3rd-level Way of the Sacred Inks feature*

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>
5th	<i>divine light</i>
9th	<i>commune with self</i>

### HEAVENLY PROTECTION

*6th-level Way of the Sacred Inks feature*

Both your connection to the divine and the complexity of your celestial tattoos has increased, granting you a divine blessing that protects you from death. When you are reduced to 0 hit points, you can choose to fall to 1 hit point instead.

Once you use this feature you must finish a long rest before you can use it again.

### SPIRITUAL SUNDERING

*6th-level Way of the Mystic feature*

As a bonus action, you can spend 1 Ki Point to strike out with pure Ki and force one creature you can see within 15 feet to make a Charisma saving throw. On a failure, it takes psychic damage equal to one roll of your Martial Arts die and it has disadvantage on the first Intelligence, Wisdom, or Charisma saving throw it makes before the start of your next turn.

Beginning at 11th level, you can use your Ki Adept feature to use Spiritual Sundering without expending a Ki Point.

### WARDED SOUL

*10th-level Way of the Mystic feature*

Your spirit protects you from supernatural assaults. When you take necrotic, psychic, or radiant damage you can spend 1 Ki Point to gain resistance to that instance of damage.

### MASTER MYSTIC

*17th-level Way of the Mystic feature*

Your spiritual power eclipses that of most living mortals, and even some immortal beings. You gain the following benefits:

- Whenever you deal psychic damage to a creature you can add your Wisdom modifier (minimum of 1) to the damage roll if you do not do so already.
- At the end of each long rest, you can replace one Mystic Talent you know with another Talent of your choice.





## LIGHT OF THE HEAVENS

*10th-level Way of the Sacred Inks feature*

As a bonus action, you can unveil the divine light of your celestial tattoos and cause them to emit bright sunlight in a 10-foot radius for 1 minute. While your tattoos are revealed, you add your Wisdom modifier (minimum of +1) to hit points you restore and radiant damage you deal with Divine Conduit.

This feature ends early if you are incapacitated or if you use a bonus action on your turn to end it. Once you use this feature you must finish a short or long rest before you can unveil your celestial tattoos in this way again.

## MASTER OF THE SACRED INKS

*17th-level Way of the Sacred Inks feature*

You are a sanctified master of the Way of Sacred Inks, and your celestial tattoos are a direct reflection of divine beauty. As an action, you can draw out the full power of your tattoos to take on an angelic form, granting you the benefits below:

- Your tattoos manifest angelic wings. You gain a flying speed equal to your walking speed and can hover.
- When you hit a creature with an unarmed strike you can choose to deal radiant damage instead of bludgeoning.
- You gain all the benefits of Light of the Heavens.

Once you use this feature you must complete a long rest before you can use it again. If you have no uses remaining you can spend 5 Ki Points to use this feature again.

## WAY OF THE VIGILANTE

Monks who practice this Tradition use their marital arts skill to fight evil and uphold the virtues of justice, liberty, and fair play. Lauded as heroes by some, and derided as extrajudicial criminals by others, these Vigilante warriors will often adopt a Heroic Persona, a larger-than-life identity that they take up to fight against the forces of evil and injustice in the world.

### Monk Level Feature

3rd	Combat Ready, Heroic Persona, Vigilante Techniques
6th	Valiant Action
10th	Inspiring Presence
17th	Master Vigilante

## COMBAT READY

*3rd-level Way of the Vigilante feature*

You gain proficiency in either Intimidation or Performance, and when you make an ability check with that skill you gain a bonus to your roll equal to one roll of your Martial Arts die.

You also gain proficiency in light and medium armor and with shields. When wearing armor or using a shield you still gain the benefits of Martial Arts and Unarmored Movement.

## VARIANT RULE: HEROIC PERSONALITY

A Vigilante Monk is meant to evoke the archetypal superhero. For the mechanics to match the heroic fantasy, talk to your DM about using your Charisma, in place of Wisdom, for your Monk class features.



## HEROIC PERSONA

*3rd-level Way of the Vigilante feature*

You have created a Heroic Persona, a larger-than-life identity that can include a set of light or medium armor and a shield. As a bonus action, so long as you can't be seen, you can don your Heroic Persona, which grants you temporary hit points equal to your Monk level, and the benefits listed below:

- 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.

The effects of your Heroic Persona last for 1 hour, and end early if you use a bonus action to end it. 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

*3rd-level Way of the Vigilante feature*

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	slow fall
5th	crushing strike
9th	heavenly step





## VALIANT ACTION

6th-level Way of the Vigilante feature

The mystical power of your Heroic Persona increases your physical abilities. You gain proficiency in either Acrobatics or Athletics. You also gain the *indomitable spirit* Technique and it doesn't count against your number of Techniques Known.

Moreover, while your Heroic Persona is active, you can use *indomitable spirit* once per turn without spending a Ki Point.

## INSPIRING PRESENCE

10th-level Way of the Vigilante feature

The presence of your Heroic Persona inspires confidence in those who fight alongside you. While your Heroic Persona is active, creatures of your choice within 15 feet have advantage on saving throws to resist being charmed or frightened.

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

## MASTER VIGILANTE

17th-level Way of the Vigilante feature

Your Heroic Persona is a paragon of absolute virtue. When you adopt your Heroic Persona its mystical effects last until you dismiss it.

In addition, when you use *crushing strike*, the target must succeed on a Strength saving throw or it is knocked back 10 feet in a straight line per Ki Point you spent as part of that Technique.

## WAY OF THE VOID

While all Monks seek unity with the cosmos as something to be desired, Monks of the Way of the Void seek unity through annihilation. The nihilistic students of the Tradition use their mystical power to accelerate the natural processes of cosmic decay. All will eventually become one in the inescapable Void.

### Monk Level Feature

3rd	Entropic Techniques, Entropic Touch, Void Strike
6th	Vorpals Step
10th	Dispelling Touch
17th	Master of Entropy

## ENTROPIC TECHNIQUES

3rd-level Way of the Void feature

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>

## ENTROPIC TOUCH

3rd-level Way of the Void feature

You can channel the entropic power of the Void to destroy. As an action, you spend 2 Ki Points and touch a Tiny non-magical object and instantly reduce it to a pile of fine dust.

At certain Monk levels you can use this feature to destroy non-magical objects of greater size: at 6th level (Medium), at 10th level (Large), and finally at 17th level (Huge).



## VOID STRIKE

3rd-level Way of the Void feature

When you hit a target with an unarmed strike, you can spend 1 Ki Point to deal additional force damage to the target equal to a roll of your Martial Arts die. If it is concentrating, it has disadvantage on its saving throw to maintain concentration.

Beginning at 11th level, you can use your Ki Adept feature to use Void Strike without expending a Ki Point.

## VORPAL STEP

6th-level Way of the Void feature

When you use *step of the wind*, you can channel the Void to temporarily disincorporate. Until the end of your turn, you can move through non-magical objects and creatures as if they were difficult terrain. If you stop inside an object or creature, you are shunted to the nearest unoccupied space and take 1d10 force damage for every 5 feet you are forced to move.

## DISPELLING TOUCH

10th-level Way of the Void feature

You can channel the power of the Void to disrupt spells. You can spend 3 Ki Points to cast *counterspell* or *dispel magic* at 3rd-level, using Wisdom as your spellcasting modifier.

## MASTER OF ENTROPY

17th-level Way of the Void feature

As an action, you can touch a creature and force it to make a Constitution saving throw against your Technique save DC. On a failed save, it suffers the effects of the *disintegrate* spell as if it had been cast at 6th-level.

Once you use this feature you must complete a long rest before you can use it again. If you have no uses remaining, you can spend 6 Ki Points to use this feature again.







# ALTERNATE MONK EXPANDED

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A multitude of additional options to be used with the Alternate Monk: fourteen additional Techniques, two exclusive Monastic Feats, and Nine new Monastic Traditions!

Version 3.0.1 - Created by [/u/laserllama](#)

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The Alternate Monk class can be found [Here](#).

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