



MONASTIC TRADITIONS

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 LIGHTNING

In old, weatherbeaten monasteries overlooking stormy coasts, there exists a scattered organization of monks dedicated to the gods of tempests. These ascetics practice ancient forms of weather magic, and sailors that pass by their monasteries during fierce storms will swear they heard unearthly screams and saw human figures, silhouetted in blinding light, flashing across the skies – lightning riders.

Lightning riders are of a more chaotic bent than most monks, and are often regarded as slightly unhinged by their more sober peers. Ever since the Great Rain, monasteries of the Way of Lightning have been spotted more frequently along major coastlines. Some say the order is simply proliferating with new members. Others say the growth is the harbinger of a new Great Rain.

SPARK

At 3rd level, your affinity to electricity grants you resistance to lightning damage. Additionally, on your turn, you can spend a ki point to charge your strikes with your choice of the essence of lightning or thunder. Choose one of the following abilities:

Lightning. Until the end of your turn, your attacks deal lightning damage. A creature that takes damage from one of these attacks can't take reactions until the start of its next turn.

Thunder. Until the end of your turn, your attacks deal thunder damage. A creature that take damage from one of these attacks is pushed 10 feet away from you.

ARC

At 6th level, you gain resistance to thunder damage.

Additionally, you can use your bonus action to move 15 feet in any direction without provoking opportunity attacks. You can also use this ability to travel through solid objects that are good conductors of electricity, like metal walls. If you end your movement inside a solid object, you are shunted to the nearest unoccupied space and take 1d10 force damage.

RIDE THE LIGHTNING

Starting at 11th level, you can use your action and spend 4 ki points to channel your body and ki into a surge of lightning. Until the end of your turn, you gain the following benefits:

- You can move up to twice your normal walking speed and do not provoke opportunity attacks.
- You can pass through hostile creature's spaces, but cannot end your movement there.
- If you move through a creature's space, it must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one. However, because lightning never strikes twice, a creature that takes damage from this ability can't be affected by it until your next turn.

THE BODY ELECTRIC

By 17th level, your ki constantly sparks and crackles around you. When you begin your turn, each creature you choose within 5 feet of you takes 2d8 lightning damage and can't take reactions until the start of its next turn.

Also, you emanate a strong electric field. You gain a flight speed equal to your base walking speed. However, you must begin and end your movement on solid ground, otherwise you fall.