

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 THE DRAGON

Warriors of all creeds envy and revere dragons; their power, speed, and energy are nearly unmatched amongst even the most magical of creatures. Monks of the Way of the Dragon seek to externalize their ki, emulating the great dragons, and turning it into fuel which stokes the roaring flame inside them.

DRAGON ARTS

At 3rd level, you learn a number of fighting techniques unique to the Way of the Dragon:

Dragon Claw Strike. As a bonus action, you can spend 2 ki points to wreath your hands and feet in flames. Your unarmed strikes deal an additional 1d4 fire damage for 1 minute.

Dragon Tail Whip. When striking with a Flurry of Blows attack, you can force a target to succeed on a Dexterity saving throw or be knocked prone.

Dragon Wing Blast. You force a great blast of wind from your flapping arms. As a bonus action, you can spend 2 ki points to force all adjacent opponents to make Strength saving throws or be pushed 15 feet away from you.

SOARING DRAGON LEAP

At 6th level, you learn techniques that allows you to ascend into the heavens like the great winged beasts. Your jump distance doubles. This increase can stack with Step of the Wind, multiplying your total jump distance by 4. Additionally, your Slow Fall ability now reduces damage from falling by 10 times your monk level.

DRAGON FIRE BLAST

By 11th level, you can use your action to spend 1 or more ki points and belch flame onto your foes. Each creature in a 30-foot cone must make a Dexterity saving throw. On a failed save, a creature takes 3d6 fire damage plus an additional d6 for each ki point expended, up to a maximum of 10d6, or half as much on a successful save.

SHINING DRAGON STRIKE

At 17th level, you learn the ultimate technique of the Way of the Dragon. You gather your ki into a devastating kick or punch, striking your opponent with the full fury of a raging dragon. As an action, you can spend 3 ki points and make an unarmed strike. On a hit, the target makes a Dexterity saving throw. On a failed save, the target takes 5d8 fire and 5d8 radiant damage, and, if it is Large or smaller, it is flung into the air. For every 10 points of damage it takes, it is moved 10 feet upward, and falls. On a successful save, the target takes half damage and it not flung into the air.

