

Archive of Forgotten Lore:

Monk

This is Supplemental Material

Monastic Tradition

At 3rd level, a barbarian gains the Monastic Tradition feature. This is an option written by Odvaskar for that feature: The Way of the Moon.

Way of the Moon

Monks of the Way of the Moon learn to channel their life energy from the many phases of the moon. They meditate nightly under the moon to channel its brilliance into their ki. The greatest among them know the power of each moon phase well. Monks of this tradition sometimes call themselves Moon Dancers, Moonwalkers, or Lunar Wardens.

Luminous Arts

3rd-level Way of the Moon feature

You can use your ki to cast certain spells. To cast these spells, you use the casting time and spell casting rules, but you don't need to provide material components for it. The spell casting ability for these spells is your Wisdom. You can spend 1 ki point to cast *Guiding Bolt*, you can also spend 2 ki points to cast *Augury*, *Moonbeam*, and *See invisibility*. Additionally, you gain the *Guidance* and *Light* cantrips if you don't already know it.

Lunar Stances

6th-level Way of the Moon feature

At 6th level, you learn stances that help you channel the power of different lunar phases. You can use your action to enter a stance. The benefit of a stance lasts until you are incapacitated, or you take short or long rest. You can't use the feature again until you finish a rest.

Crescent Stance. When you use *Flurry of Blows*, your unarmed strikes deal radiant damage instead of bludgeoning.

Gibbous Stance. When you use *Steps of the Wind* you gain a flying speed equal to your walking speed until the end of your turn.

Quarter Stance. When you use *Patient Defense* you can treat a roll of 9 or lower on a d20 as a 10 for saving throws, until the start of your next turn

Moon's Protection

11th-level Way of the Moon feature

Beginning at 11th level, you are able channel the new moon phase for protection. As a bonus action, you can touch a creature and for the next hour it can roll one of your Martial Arts die and add the number rolled to its next saving throw. You can use this feature a number of times equal to your proficiency bonus, regaining all expended uses after a long rest.

Radiant Moon

17th-level Way of the Moon feature

At 17th level, you become attuned to the full moon phase. When you hit a creature with an unarmed strike, you can use your reaction to channel the radiance of the full moon. Your unarmed strike deals an extra Martial Arts die of damage, deals radiant damage instead of bludgeoning, and if the target is a shapechanger it instantly reverts back to its true form. Additionally, while you are not underground, indoors, and under the night sky you have advantage on initiative checks.