

WAY OF THE SHIFTING SANDS



**A new monastic tradition, for the worlds greatest
roleplaying game.**

MONASTIC TRADITION

WAY OF THE SHIFTING SANDS

Monasteries that teach this path can be found in the most arid, and unforgiving terrain on the planet. The surroundings serving as a cruel teacher for the students that dare attempt to attune their ki to the flow of the desert. Students of this discipline learn to harness the power of the sands. Through the use of their ki, they manipulate their bodies to become granulated and flowing.

BLESSING OF THE BARREN LAND

Starting when you choose this tradition at 3rd level, you have attuned your ki to the flow of the desert, allowing you to emulate the granulated structure of sand through your body, and endure in harsh circumstances. You gain the following effects:

- When you hit a creature with an unarmed attack, you can choose to deal no damage, but instead have that creature roll a Constitution saving throw. On a failed save, the creature is blinded until the end of your turn.
- As a bonus action, you can cause your body to take on the consistency of sand. Until the beginning of your next turn, you gain resistance to one of the following damage types: bludgeoning, piercing, or slashing damage.
- You can spend 1 ki point to provide yourself with enough nourishment for one day, equivalent to one pound of food, and one gallon of water.

SHIFTING SAND DUNE

At 6th level, you have learned to harness the strength of the sand dunes. You can call out to every long-forgotten grain of sand, stone, or dust, that is hidden throughout the world, and manipulate it into a pseudo sand dune.

As an action, you can spend 2 ki points to cast *wall of sand*. As a bonus action, you can move the wall up to 30 feet. If you move the wall into the space of a creature, that creature must succeed on a Dexterity saving throw. If it fails, it takes bludgeoning damage equal to your monk level.

CASCADE OF ONE THOUSAND GRAINS

Beginning at 11th level, your body can completely dematerialise, to take on the form of sand. As an action, for the next minute, your body, and everything you are wearing and carrying becomes sand.

While in this form, you have a walking speed of 20 feet and a climbing speed of 10 feet. You can enter and occupy the space of another creature. You take no damage from falling and, you have advantage on Strength, Dexterity and Constitution saving throws. You can pass through small holes, narrow openings, and even mere cracks.

While you are in this form, you can't talk or manipulate objects, and any objects you were carrying or holding can't be dropped, used, or otherwise interacted with. You can't attack or cast spells.

You can end the effect early by using a bonus action to dismiss it.

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

HEART OF THE SANDSTORM

At 17th level, sand pours from your body and begins violently encircling you, buffeting and assaulting any creature within range.

As an action, you can spend 3 ki points, for the next minute a swirling sandstorm rages in a 20 foot radius, centered on you. For the duration, the sandstorm turns the area into difficult terrain and any creature, other than you, within the affected area is considered blinded. You can see through the sandstorm and gain blindsight within the affected area.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Constitution saving throw or take 2d8 bludgeoning damage.

If you are affected by the Cascade of One Thousand Grains feature, and this feature simultaneously, you gain a flying speed of 20 feet.

You can end the effect early by using a bonus action to dismiss it.