

MONASTIC TRADITION

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 ROSE

One of several flower-themed monastic traditions practiced in the Feywild, the Way of the Rose emphasizes the importance of love and compassion in all things. Although the monastery is closely associated with the Rose Court, all are welcome to join, including human visitors from the Material Plane.

THORNY DEFENSE

When you choose this tradition at 3rd level, you begin to take a proactive approach to defense, striking at anyone who tries to attack you. Whenever you take damage from a melee attack, you can use your reaction to make an unarmed strike against the creature that attacked you.

FALLING PETAL FLURRY

Also at 3rd level, you can perform a special technique that allows you to disappear in a blizzard of rose petals. Whenever you use your Flurry of Blows, you can spend 1 additional ki point to teleport up to 10 feet in any direction. This movement can take place before, during or after the attacks, but cannot be split into two moves.

SWEET SCENT

By 6th level, your spirit has taken on a floral aspect, causing you to smell of roses at all times. You have advantage on Charisma (Persuasion) checks relating to love or romance.

Furthermore, as an action, you can expend 1 ki point to intensify this scent for 1 minute, filling the air within a 150-foot radius around you with an overpowering aroma. When you do so, no other smells can be detected in this area, and creatures in the area with the Keen Smell ability (or similar) have disadvantage on all Wisdom checks they make.

COLORS OF LOVE

At 11th level, you understand that love comes in many forms, as represented by the many colors of the rose.

When you complete a long rest, you can attune yourself to one of the following colors, gaining the benefits specified until you use this ability again.

Coral. The color of desire, attuning to the coral rose fills you with burning passion. Once per turn, you can add your Wisdom modifier to the damage of an unarmed strike that you make.

Pink. The color of gratitude, attuning to the pink rose turns a good deed into its own reward. When you take the Help action on your turn, you gain advantage on one attack roll or ability check of your choice that you make on your next turn.

Red. The color of love, attuning to the red rose deepens your bond with your allies. For every friendly creature you can see within 60 feet of you, you gain 1 temporary hit point at the start of each of your turns, up to a maximum of 10.

White. The color of purity, attuning to the white rose aligns your ki with the heavens. You have resistance to necrotic damage, and your unarmed strikes deal radiant damage.

STUNNING BEAUTY

Once you reach 17th level, your beauty is such that your every move leaves your opponents awestruck. When you stun a creature with your Stunning Strike, the condition lasts for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. Additionally, you attempt to stun a creature even if your initial attack missed the target, though you must spend 3 ki points to do so.

