

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 WARPED FIST

Monasteries are places of knowledge and wisdom, but not all things are meant to be known. Monks who follow the Warped Fist are truly enlightened -- they understand their place in the vast and maddening universe, and have seen glimpses of the horrible expanses that lurk behind our normal perceptions. This wisdom is not benign; it has changed them, inside and out.

Monks of the warped fist meditate daily, and experience terrifying visions of the cosmos. Slowly, their fighting style changes to match this perspective, and their bodies align with their twisting minds.



VISIONS OF INFINITY

Starting when you choose this tradition at 3rd level, you can twist a creature's ki and share with it the visions you experience. Once per turn, when you hit a creature with one of the attacks granted by your Flurry of Blows, it becomes absorbed in vision, and has disadvantage on the next attack roll it makes before the end of its next turn. Creatures that can't be charmed are immune to this effect.

TWISTED LIMBS

By 6th level, your limbs appear to contain multitudinous joints, and can lengthen and contort to a sickening extent. Your walking speed increases by 5 feet, your unarmed strikes have Reach, and, if you are grappled, you can use a reaction or a bonus action to end that grapple, and move to an empty adjacent space.

DISTORTED THOUGHTS

At 11th level, your thoughts can't be read by telepathy or other means unless you allow it. You are immune to being charmed, and when another creature attempts to charm you, you can use your reaction to poison its thoughts, dealing psychic damage equal to half your monk level, rounded down.

Also, as an action, you can spend between 1 and 6 ki points to produce a psionic blast. Each creature within 15 feet of you must make an Intelligence saving throw against your ki save DC or take psychic damage equal to 1d8 damage for each ki point expended + your Wisdom modifier.

WARPED STRIKE

By 17th level, you can fight in unheard-of ways, which are difficult to avoid. Once per turn, if you miss with an unarmed strike, you can immediately make an additional attack.