

# WAY OF THE ROOT

*Plant yourself with will exceeding that of the firmament and speak thus to all who would cast you aside:*

*"No, you move."*

BY JACKSON WAGNER



# MONK: WAY OF THE ROOT

## STAND FIRM

Monks of the Way of the Root have learned to tap into the cosmic energy that cements each and every creature right where they are supposed to be. Through this knowledge, they seek to mold themselves into immovable objects against which every tide will break, and every force will be made inert. These monks learn how to weaken their opponent's root, fortify their ally's roots, and finally, how to mold themselves into a being that stands inviolable in the face of injustice.

## EMPOWERED STANCE

Starting when you choose this tradition at 3rd level, you gain the following abilities

- You have advantage on saving throws to avoid being knocked prone.
- Anytime you are moved against your will, the distance you are moved is halved.
- You may use a bonus action to activate your Rooted Stance. While this is active, you gain +3 AC, are resistant to bludgeoning and force damage, and your speed is reduced to 5ft and may not be increased in any way. You may use a bonus action to deactivate the Rooted Stance.
- When you hit a creature you may expend any number of ki points to knock them backwards. The number of feet they move is equal to 10 times the number ki points expended.

## TANGLED ROOT

At 6th level, you gain the ability to twist and weaken an opponent's root. You may use an action to force a creature within 60ft of you to make a constitution saving throw. On a failed save, their speed is reduced to zero, anytime they would be moved against their will, the distance is doubled, and they have disadvantage on saving throws to avoid being knocked prone. These effects last until the end of your next turn. The saving throw DC is equal to 8 + your Wisdom modifier + your Proficiency Bonus.

You may now ignore a creature's immunity to being knocked prone.

## MOUNTAINOUS AURA

At 11th level, whenever a friendly creature is within 10ft of you, they gain advantage on saving throws to avoid being knocked prone, +2 to their Armor Class, and resistance to bludgeoning damage.

## IMMOVEABLE FORCE

At 17th level, you gain the ability to cement your root within time itself. When you activate your Rooted Stance, you may expend 3 Ki points to become Truly Rooted. While Truly Rooted you gain the following abilities:

- You cannot be moved in any way. A wish spell may only move you if that is the sole purpose of the wish. Any teleportation effects applied to you will fail, and you don't need to stand on the ground to have this active.
- The reach of your unarmed attacks extends to 15ft.
- You are immune to being restrained, grappled, or knocked prone.
- You may use a bonus action to force a hostile creature within 120ft to make a Strength saving throw. On a failed save, they are pulled to a spot within 15ft of you and are knocked prone. On a successful save, nothing happens.
- You are immune to bludgeoning and force damage.