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 DRUNKEN MASTER

There is enlightenment in altered states of consciousness and none so enlightened as the happy drunk. Practitioners of the Way of the Drunken Master believe that by emulating the ecstatic happiness and reflexive confusion of the perpetually intoxicated they will achieve lasting bliss and martial superiority.

Drunken Stupor

Starting at 3rd level, you can spend a bonus action to put yourself into a Drunken Stupor. Drunken masters prefer to imbibe copious amounts of alcohol regularly but do not need to do so to use this feature. While in a Drunken Stupor and not wearing any armor you gain the following benefits:

- Opportunity attacks against you have disadvantage.
- Opportunity attacks you make gain advantage.
- Gain proficiency in improvised weapons.
- You can spend 1 ki to use a Drunken Technique

If you are able to cast spells you cannot cast them while in a Drunken Stupor. Your Drunken Stupor ends after 1 minute, when you go unconscious, or when you spend a bonus action to do so. After using this feature once, additional uses give you a level of exhaustion at the conclusion of each Drunken Stupor. You regain your ability to use Drunken Stupor without gaining exhaustion after a short or long rest.

Drunken Techniques

Starting at 3rd level, you can use the following techniques while you are in your Drunken Stupor.

- Wander Away. When an enemy moves within 5 feet of you, you can use your reaction and 1 ki to Disengage and move your movement speed.
- Redirect an Attack. When a creature misses you with a melee weapon attack you can use your reaction and 1 ki to force that creature to make the same attack against a foe of your choice within range of the attack. It gains advantage on that attack.
- We're Best Friends, Right? You can use a bonus action and expend 1 ki to make a grapple attempt with advantage.

Homebrewer

Starting at 3rd level, gain proficiency in brewer’s supplies and add double your proficiency bonus when using the skill.

Simple Mind, Free Spirit

Starting at 6th level you can use your Drunken Stupor feature twice before additional uses give you a level of exhaustion at the conclusion of each Drunken Stupor. You regain your ability to use Drunken Stupor twice without gaining exhaustion after a short or long rest. In addition, while you are in a Drunken Stupor you gain resistance to psychic damage and have advantage on saving throws against and skill checks to end grappled or restrained conditions.

Internal Fermentation

Starting at 11th level you can use your Drunken Stupor feature three times before additional uses give you a level of exhaustion at the conclusion of each Drunken Stupor. You regain your ability to use Drunken Stupor three times without gaining exhaustion after a short or long rest. When you are hit by an attack that deals poison damage you can spend your reaction to regain 1 ki point or gain temporary hit points equal to 1d8 + your monk level. You gain both of these effects if you are in a Drunken Stupor when you are hit. Once you use this feature, you must finish a short or long rest before you can use it again.

Always Be Drinking

Starting at 17th level once you enter a Drunken Stupor you do not exit the Drunken Stupor until you take a bonus action to end it or are knocked unconscious. Additionally, you can use your drunken techniques when not in a Drunken Stupor and while in a Drunken Stupor you can activate drunken techniques without a ki cost. Finally, you are used to laying face down on the floor. While you are prone you are not at disadvantage to attack others and those within 5 feet of you do not get advantage on their attacks against you.

Way of the Drunken Master by /u/ coolgamertagbro

Art Credits in Order of Appearance

“Chin Getsai” by King of Fighters XIII
Way of the Tattooed Temple

Some monks believe their body is the greatest temple to the gods that exists and that adorning that temple with art honors their faith. Practitioners of the Way of the Tattooed Temple ink their bodies as they reach milestones in their personal journey, infusing some of these tattoos with mystical energy that evokes magical properties from the ink. Although some look askance at the appearance of these monks, none can doubt their supernatural power.

Inked

Starting at 3rd level, you gain proficiency with tattooist’s tools. In addition, choose one mystical tattoo and gain it. Choose and gain another mystical tattoo at 6th and 11th level.

Mystical Tattoos

When a monk of this monastic tradition gains a mystical tattoo he tattoos himself or instructs another to tattoo him. Activating his own enlightened potential with the pain and creativity of the tattooing the ink is imbued with mystical powers and becomes a mystical tattoo. When an effect created by one of your mystical tattoos calls for a saving throw, you use your ki saving throw DC.

Crane. You can use a bonus action to Disengage. As a bonus action you can spend 1 ki to fly 50 feet. If you do not land at the end of this movement you fall to the ground at the end of your turn, taking damage as normal.

Eye. You have advantage on saving throws against illusion effects. As a bonus action you can spend 2 ki to gain blindsight out to a range of 30 feet for 1 minute.

Mandala. Your maximum ki points is increased by 1. At 6th level this bonus to maximum ki points increases by 2, and at 11th level it increases by 3. When you are reduced to 0 hp you can spend 1 ki to automatically stabilize.

Mask. You gain proficiency with Deception. As an action you can spend 2 ki to cast disguise self or 3 ki to cast alter self.

Monkey. You gain proficiency with Acrobatics. If you already have proficiency, you add double your proficiency bonus when using Acrobatics. You can use a bonus action and spend 1 ki to hurl an object within reach at an enemy creature within 30 feet. That creature must make a Dexterity save or have disadvantage on all attack rolls until the end of its next turn.

Mountain. You have +1 AC when you are unarmored and have no shield. When you are hit by an attack you can use your reaction and spend 1 ki to gain resistance against the damage of that attack.

Snake. You can choose to deal poison damage instead of bludgeoning damage with your unarmed attacks. When you deal poison damage with your unarmed attack damage you can spend 2 ki and the creature must pass a Constitution saving throw or be poisoned for one minute. If the creature fails this saving throw it can attempt the saving throw again at the end of each of its turns.

Spider. You have a climb speed of 30 feet. You can use an action and spend 3 ki to cast the spell entangle.

Sun. You gain resistance to radiant damage. When you use a bonus action and spend 2 ki, all creatures within 30 feet of you must pass a Constitution saving throw or be blinded until the start of your next turn.

Tiger. You can choose to deal slashing damage instead of bludgeoning damage with your unarmed attacks. When you deal slashing damage with your unarmed attack you can spend 1 ki to add 1d12 slashing damage to the attack.

Trec. You have advantage on saving throws against being knocked prone or being moved against your will. You can use an action and spend 2 ki to cast the spell entangle.

Tsunami. You can breathe in air and water and gain a swimming speed of 30 feet. When you make an unarmed attack you can spend 1 ki to attempt to knock the creature down. The creature must pass a Strength saving throw or fall prone.

Living Canvas

Starting at 17th level, ink moves across your skin like paint spilled upon a canvas. When you complete a long rest choose a mystical tattoo. You have this tattoo until you take a long rest.

Tattooist’s Tools

Tattooist’s tools are artisan tools that can be purchased for 3 gp and weigh 3 lbs. Tattooist’s tools include a set of needles, a pen, and a set of inks good for a dozen tattoos and are used to make permanent ink tattoos. If you have proficiency with tattooist’s tools you are capable of using the tools and have some amount of artistic talent regarding tattooing. You can purchase enough ink for a dozen tattoos for 1 sp.

Way of the Tattooed Temple by /u/ coolgamertagbro
Art Credits in Order of Appearance
“Monk” by Limsh

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