

Archive of Forgotten Lore:

Monk

This is Supplemental Material

Monastic Tradition

At 3rd level, a monk gains the Monastic Tradition feature. This is an option written by Odvaskar and Jhamkul's Forge for that feature: The Way of Chaos.

Way of Chaos

The Way of Chaos has its origins within the plane of Limbo. This plane is supreme chaos, a twisting, quicksilver place filled with bits of pieces of rocks, trees, the four elements, entire landscapes, string winds, and random pockets of liquid, solid, or gas. The githzerai that dampened the chaos to livable levels and produce safe environments with their minds were the founders of this monastery. Monks that follow the teachings of the way of chaos learn to infuse the chaos of the Limbo into their ki through meditation in areas where elements meet, where matter rapidly changes states, or in the middle of a chaotic city square. With this chaos infused ki, these monks can unleash elemental energy attacks, warp magic, and conjure wild magic.

Conduit of Chaos

3rd-level Way of Chaos feature

You can focus the chaos infused with your ki when meditating into destructive attacks. You gain the following abilities:

Spellcasting. You can spend 1 ki point to cast *Chaos Bolt*. To cast this spell, you use the casting time and spell casting rules, but you don't need to provide material components for it. The spell casting ability for this spell is your Wisdom.

Chaos Strike. When you use your attack action you can change the damage type of your unarmed strikes till the start of your next turn. When you make an unarmed strike roll 2d8 and choose one of the d8s. The number rolled on that die determines the unarmed strike's damage type as shown below. If you roll the same number on both d8s, you can choose any of the eight damage types.

Chaos Strike

d8	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Poison
7	Psychic
8	Thunder

Chaotic Flux

3rd-level Way of Chaos feature

Through the teachings of your monastery you channel the wild magic within your ki and around you to create a chaotic effect. As an action, you can spend 1 ki point to roll a d8. The number rolled on the die determines the effect as shown on the table below.

If the effect requires a saving throw, the DC equals 8 + your proficiency bonus + your Wisdom modifier.

Chaotic Flux

d8	Effect
1	For the next minute, when you deal damage with your Chaos Strike you can add your Wisdom modifier damage of each strike.

- 2 For the next minute, you can use your bonus action on each of your turns to teleport to an unoccupied space you can see within 20 feet.
- 3 Each creature of your choice within 10 feet of you must succeed on a Dexterity saving throw or take damage equal to your monk level. On a successful save a creature takes half as much damage. You can choose the damage type from the Chaos Strike table.
- 4 You gain temporary hit points equal to your monk level.
- 5 For the next minute, you can use your reaction to gain resistance to a damage type of your choice from the Chaos Strike table.
- 6 You cast the *Mirror Image* spell on yourself.
- 7 You gain a +2 bonus to your AC and saving throws.
- 8 For the next minute, you can choose one creature you can see within 30 feet of you to succeed on Constitution saving throw or swap places with you.

Disruptive Strike

6th-level Way of Chaos feature

At 6th level, you use your chaotic ki to disrupt the flow of magic. When you hit a creature with an unarmed strike, you can spend 2 ki points to have wild magic coalesce within the target for 1 minute. Each time the target casts a spell or uses a spell-like ability, it must first succeed on Constitution saving throw or become unable to cast the spell.

DC equals 8 + your proficiency bonus + your Wisdom modifier.

Condensed Chaos

11th-level Way of Chaos feature

Beginning at 11th level, you have learned how to condense the chaos in your ki to give you greater control over the wild magic. When you roll on the Chaotic Flux table, you can roll twice and use

either number. If you roll the same number on both d8s, you can choose any of the effect.

Anarchic Bombardment

17th-level Way of the Chaos feature

At 17th level, you can funnel magic into your ki and unleash its energy in a chaotic destructive blast. As a reaction to having a spell of 1st to 6th level cast on you, you can attempt to absorb the magic into your ki. The spellcaster and you must make an opposing ability check using your spellcasting abilities. On a successful check, the spell is not successfully cast and the spellcaster loses the spell slot used to cast the spell. Once you absorb a spell, you can unleash its energy through the wild magic infused in your ki. As an action, you can unleash a destructive blast of energy in a 30 foot cone from you or a 20 foot radius sphere within 120 feet of you. Each creature in the area must succeed on a Dexterity saving throw or take $10 + 1d10$ per level of the spell you absorbed. The damage type is determined by rolling 2d8 on the Chaos Strike table and choose one of the d8s. If you roll the same number on d8s you can choose any of the eight damage types.

Once you use this feature, you must finish a short or long rest before using this feature again.