

MONASTIC TRADITIONS



ometimes it is sacrifice that empowers a monk. When vengeance becomes so powerful they will sacrifice anything to save thier people. The following two traditions are referred to as "Demon Hunters" by those who respect them. Others think them no better than the demons they hunt.

WAY OF THE CHAOS BRINGER

Demon Hunters of the Way of the Chaos Bringer focus on causing havok among their foes. Using their exceptional mobility they move among enemies keeping them disoriented and confused. Never sitting still long enough to become a focused target.

SPECTRAL SIGHT

All Chaos Bringers have ritually gouged out their eyes with demonically infused blades. They all suffer from blindness, but have blind sight up to 60 feet. They can also make a notice check (with advantage) to see fiends, undead, and fae as they really are up to 120 feet. They stand out as glowing auras amongst the strange dark colors that make up a Chaos Bringers version of blind sight.

HAVOK - WARGLAIVES

Starting when you choose this tradition at 3rd level, Chaos Bringers become proficient in a pair of weapons called "Warglaives". To demon hunters they count as monk weapons. When using Martial Arts or Flurry of Blows the demon hunter may make an attack with a Warglaive as a bonus action (in place of the normal unarmed attack) as long as they are dual weilding a pair of them. Warglaives have the same stats as a scimitar but can be thrown with a range of 15/40, and do not normally return to the thrower.

FEL RUSH

At 3rd level the Chaos Bringer also gains a new Ki Ability called Fel Rush. If weilding a warglaive you can spend 1 ki point to dash in a straight line for half your movement rating. All enemies in that line or adjacent to it make a dexterity saving throw or take damage equal to the monk's martial arts die. If they succeed at the saving throw they take no damage.

DEMONIC ASPECT

At 6th level the Chaos Bringer begins to manifest demonic traits as their being irrevocably changes. The demon hunter may choose one of the following demonic aspects and its accompanying manifestation.

DEMONIC ASPECTS & MANIFESTATIONS

These may only be selected once, and only by monks of the Way of the Chaos Bringer monastic tradition.

- Vengeful Retreat - When using **Step of the Wind** the monk causes Martial Arts damage to a target within 5 feet. The toes of the monk become cloven.

- Blind Fury - Immediately after you take the Attack action on your turn, spend 1 ki point to make a beam attack in a line with a range of 15 feet. Targets in the line make a Dexterity saving throw or take necrotic damage equal to your martial arts damage. Successfully saving reduces this to half damage. The monks eyes permanently glow with a baleful light, which is where the beam manifests from.
- Throw Glaive/Bloodlet - As an attack action, you can throw one of your warglaives. Its range is 20/60, and will return to you at the end of the round. If you successfully strike the target, in addition to normal monk weapon damage, spend 1 ki point and the target also suffers a bleeding wound. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a Wisdom (Medicine) check equal to the monks save DC, ending the effect of such wounds on it on a success. The monks hands end in grizzly talons. They do not add any damage to unarmed attacks by the monk, but unarmed attacks can be made using slashing damage instead of bludgeoning.
- Fragment Soul - Upon successfully rolling a critical strike against a creature, the monk may forego dealing additional damage, and instead regain a ki point. The monks skin takes on an unnatural shade and/or texture such as demonic scales, or purple flesh, etc.
- Demonic Wings - When using the Slow Fall ability, you may choose to land anywhere within 30 feet of the starting location (decending at an angle of your choosing).

DANCE OF BLADES

Beginning at 11th level, you can spend 1 ki point to strike all creatures you choose within a 10 foot radius. They make a Dexterity save or take slashing damage equal to your monk damage or half on a successful save.

Also, at this level the monk may choose another demonic aspect, and its manifestation.

DEMONIC METAMORPHOSIS

Starting at 17th level, the monk can temporarily take on a demonic form. The monk deals additional necrotic damage equal to their wisdom modifier to all attacks while Demonic Metamorphosis is active. The monk is considered to be concentrating to maintain this power, so getting damaged will require a concentration saving throw to maintain this ability. It lasts up to 1 min, and cannot be performed again until after a short or long rest.

Also, at this level the monk may choose another demonic aspect, and its manifestation.