

WAY OF REVERBERATION

Every creature and object in the universe produces its own nearly-imperceptible distinct vibration. Through intense focus and meditation, monks of the Way of Reverberation can attune to or disrupt these vibrations, granting them the appearance of the supernatural.

The monks spend most of their time meditating in their secretive temples and crafting bells that help them align with harmonic vibrations. Like their temples, monks of this tradition are often adorned with various idiophonic instruments like handbells, gongs, or chimes.

RING OF HARMONY

When you choose this tradition at 3rd level, you learn to play and craft bells. You gain proficiency with metallurgist's tools and one type of bell instrument of your choice, such as handbells, sleigh bells, chimes, cowbells, cymbals, or gongs. At the end of a short or long rest, you can craft a bell, provided you have the appropriate materials.

Alternatively, you can spend 1 ki point as an action to manifest a spectral bell that lasts until the end of your next short or long rest.

RESONANT TECHNIQUE

Also at 3rd level, you learn to carefully ring your bells when you move or attack. Whenever you have a bell, you gain the following benefits:

- **Piercing Ring.** When you hit a target with an unarmed strike, it has disadvantage on saving throws made to maintain concentration.
- **Thunderous Clang.** Once per turn, when you hit a creature with an unarmed strike, you can spend 1 ki point to deal extra thunder damage equal to one roll of your Martial Arts die. If the creature is Large or smaller, you may push it up to 10 feet away from you.

WARDING DISSONANCE

At 6th level, you can create a sound with your bells that interfere with the natural frequencies of a creature. As an action, you can expend 1 ki point to emit disruptive vibrations in a 30-foot radius sphere centered on you, provided you have a bell. The sphere moves with you, and it lasts for 1 minute or until you are incapacitated or die. For the duration, you gain the following benefits:

- You gain blindsight up to the sphere's radius.
- When a hostile creature in the sphere moves towards you, it must spend 1 extra foot of movement for every foot it moves.
- When a hostile creature ends its turn inside your sphere, you may push it up to 10 feet away from you (no action required).

DESTRUCTIVE FREQUENCY

Beginning at 11th level, you gain the ability to amplify your destructive resonance over multiple strikes, provided you have a bell with you.

Immediately after you hit the same target with your third unarmed strike on your turn, you can emit a burst of thunderous energy in a 15-foot cone. Each creature in the cone must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

If you hit the same target with your fourth unarmed strike on your turn, you can spend 1 ki point to emit another burst.

DOMINATING RESONANCE

At 17th level, you gain the ability to harness a creature's natural frequency to control their physical movements. When you hit a creature with an unarmed strike, you can spend 3 ki points to ring your bell and attempt to control it. The creature must succeed on a Constitution saving throw or be controlled for 1 minute.

While the creature is controlled, you can use a bonus action to command it to take simple actions on its next turn, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it doesn't take any actions.

The target repeats the saving throw at the end of its turns, ending the effect on a successful save. You can control only one creature at a time using this feature.

