

SUBCLASS

MONASTIC TRADITION

WAY OF THE UNBROKEN STONE

Monks who follow the Way of the Unbroken Stone are driven to unceasingly interpose themselves between the weak and those who would do them harm. They remain steadfast in the face of even the gravest of threats—an unwavering pillar of courage and tenacity.

Monasteries that teach this tradition are often located among the mountains or rocky shores as a constant reminder to their followers of the unshakable and enduring way of life they seek to emulate.

PILLAR OF FORTITUDE

When you choose this tradition at 3rd level, you learn to fortify your body against physical harm as you manipulate your ki. Whenever you spend ki points, you gain temporary hit points equal to your Wisdom modifier (minimum of 1) for each ki point spent. These temporary hit points can be added to any temporary hit points you currently have from this feature but not to temporary hit points you have gained from any other source.

In addition, while you have these hit points, you have resistance to bludgeoning, piercing, and slashing damage. If you take damage that reduces these temporary hit points to 0, this resistance still applies to any remaining damage from that source that carries over to your normal hit points.

The number of temporary hit points you have from this feature can never exceed $2 \times$ your monk level, and any temporary hit points you have gained from this feature vanish when you finish a short rest.

MOUNTAINOUS PRESENCE

At 6th level, your sturdy form enhances your ability to assert your position in combat. You have advantage on saving throws made against effects that would push you, pull you, or knock you prone. In addition, you count as one size larger when determining the size of creature you can grapple or shove.

MONOLITHIC RESOLVE

Starting at 11th level, your unflinching composure allows you to resist incoming attacks. When an attacker that you can see hits you with an attack, you can use your reaction to roll a d4, adding the number rolled to your AC against that attack and potentially causing it to miss you.

AVALANCHING STRIKES

At 17th level, you learn to focus repeated blows upon your adversaries, crushing them with unyielding force.

Once on each of your turns, if you hit a creature with a melee weapon attack, you can spend 2 ki points to knock the target prone if it is Huge or smaller and cause any un-

armed strikes you make against the target to deal an extra 1d10 force damage until the end of your turn.