



WARRIOR OF STONE

Control the Essence of Rock and Stone

Some monks study how to become light as a feather, dancing and moving along the wind like a petal from a flower. These are not those kinds of monks. Those who become a Warrior of Stone are confrontational and lead with their fists. The connection to body and stone has merged into one with monks who follow this path. Their strikes are more forceful, their bodies are more resilient, and an earthquake is often left in their path.

LEVEL 3: STONE CONSTITUTION

Your Hit Point maximum increases by 3, and it increases by 1 whenever you gain another Monk level.

LEVEL 3: STONE FISTS

When you take the Attack action on your turn, your Unarmed Strikes deal additional damage equal to half your Proficiency Bonus (rounded up).

LEVEL 6: STONE FURY

When you use your Flurry of Blows, you can expend an additional Focus Point to force any Large or smaller creature you hit to have the Prone condition.

LEVEL 11: STONE PROTECTION

You gain Resistance to Bludgeoning damage.

LEVEL 11: STONE SMASH

As a Magic action, you can slam your stone-like fists into the ground. All creatures on the ground in a 15-foot Emanation originating from you must make a Dexterity saving throw or take Bludgeoning damage equal to a roll of your Martial Arts die and have the Prone condition.

LEVEL 17: STONE SLOW

When you hit a creature with an Unarmed Strike, you can force the creature to make a Wisdom saving throw. On a failure, the creature's Speed is halved, cannot take Opportunity Attacks, and can either take an action or Bonus Action, not both, until the end of their next turn. A creature can only be forced to make this saving throw once per turn.

Additionally, you can expend 5 Focus Points to cast *Slow*, using Wisdom as your spellcasting ability.

