

Monk Monastic Tradition: Way of the Biting-Palm

Way of the Biting-Palm Features

Monk Level	Feature
3rd	Menacing Maw, Takenuman Training
6th	Leeching Blow
11th	Shred Spell, Psychic Spear
17th	Improved Shred Spell, Takenuman Tactics

Menacing Maw

3rd level Way of the Biting-Palm feature

As a bonus action, you can spend 1 ki point to awaken the dreadful, fanged maw grafted onto your palm for 1 minute.

When you do so, you can force each creature of your choice within 10 feet of you to make a Wisdom saving throw. On a failed save, a creature becomes frightened of you for as long as your Menacing Maw persists. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. The range of this effect increases to 20 feet at 11th level, and 30 feet at 17th level.

While your fanged maw is active, it is treated as an extension of your body. You can make unarmed strikes with it, and its damage type is piercing or psychic (your choice).

Takenuman Training

3rd level Way of the Biting-Palm feature

You gain proficiency in either a poisoner's kit or thieves' tools, and proficiency in one of the following skills of your choice: Arcana, Nature, Sleight of Hand, or Stealth.

Leeching Blow

6th level Way of the Biting-Palm feature

Once on each of your turns, when you hit a creature with your fanged maw, you can expend 1 ki point to gain temporary hit points equal to one roll of your Martial Arts die + your Wisdom modifier.

At 17th level, the temporary hit points you gain increases to two rolls of your Martial Arts dice + your Wisdom modifier.

Shred Spell

11th level Way of the Biting-Palm feature

Once on each of your turns, when you hit a creature with your fanged maw, you can expend 5 ki points to replicate the effects of *dispel magic* on the creature. Wisdom is your spellcasting ability for this feature.

If there are spell effects on the creature, you can force it to make a Wisdom saving throw. On a failed save, it takes 1d6 psychic damage for each spell effect on it that you end, or half that amount on a successful one.

Psychic Spear

11th level Way of the Biting-Palm feature

Your reach with your fanged maw increases by 5 feet. Once on each of your turns, when you hit a creature with your fanged maw, you can deal extra psychic damage to it equal to one roll of your Martial Arts die.

Takenuman Tactics

17th level Way of the Biting-Palm feature

When an ally you can see hits a creature with a melee attack, you can use your reaction to move your speed toward that creature. Until the end of your next turn, your unarmed strikes against that creature have advantage.

Improved Shred Spell

17th level Way of the Biting-Palm feature

When you cast *dispel magic* using your Shred Spell feature, you can expend additional ki points to increase its spell level. For every 1 extra ki point you spend, its spell level increases by 1.

In addition, a creature that takes psychic damage from your Shred Spell feature also has its speed reduced to 0 until the start of your next turn.

The Leech Warlock Patron

The Leech Features

Warlock Level	Feature
1st	Expanded Spell List, Bonus Cantrip, Leeching Touch
6th	Devour Dweomer
10th	Pull Under
14th	Swallowing Plague

Expanded Spell List

1st level *The Leech feature*

The Leech lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spell
1st	<i>bane, inflict wounds</i>
2nd	<i>pass without trace, phantasmal force</i>
3rd	<i>bestow curse, nondetection</i>
4th	<i>greater invisibility, phantasmal killer</i>
5th	<i>contagion, insect plague</i>

Bonus Cantrip

1st level *The Leech feature*

You learn the *chill touch* cantrip. It counts as a warlock cantrip for you, but doesn't count against your number of cantrips known. When you cast this spell, it manifests as a spectral, fanged maw that gnashes and bites at the target.

Leeching Touch

1st level *The Leech feature*

You add your Charisma modifier to the damage you inflict with the *chill touch* cantrip. When you reduce a hostile creature to 0 hit points using the *chill touch* cantrip, you gain a number of temporary hit points equal to half your Warlock level (rounded up).

Devour Dweomer

6th level *The Leech feature*

You learn *dispel magic*. It counts as a warlock spell for you, but doesn't count against the number of spells you know. You can also cast it once without a spell slot, and you regain the ability to do so when you finish a long rest.

Whenever you cast *dispel magic* and end one or more spell effects on a creature, you have advantage on your saving throws against spells for 1 minute.

Pull Under

10th level *The Leech feature*

You learn *grasping vine*. It counts as a warlock spell for you, but doesn't count against the number of spells you know. You can also cast it once without a spell slot, and you regain the ability to do so when you finish a long rest.

Whenever a creature fails its saving throw against your *grasping vine* spell, it takes an amount of necrotic damage equal to your warlock level in addition to the spells effect.

Swallowing Plague

14th level *The Leech feature*

As an action, you can create a swirling maelstrom of leeches around you that lasts for 1 minute. The leeches fill each space within 15 feet of you, hampering and harming hostile creatures within the area.

A hostile creature's speed in the area is halved. In addition, if a hostile creature willingly enters the space, or starts its turn there, it takes 4d6 magical piercing damage as the leeches latch onto their flesh.

Once you have used this feature, you can't do so again until you finish a long rest.

Eater of Virtue

Weapon (longsword), legendary (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

It has the following additional properties:

Souleater

If you are reduced to 0 hp while attuned to Eater of Virtue, it devours your soul. If your soul is devoured, you may only be restored to life by a *wish* spell.

Vestiges of Virtue

Eater of Virtue empowers its owner with the skills and memories of its past wielders, allowing you to draw upon their knowledge.

Whenever you finish a long rest, choose two skills that you lack proficiency in. You gain proficiency in those skills until you finish your next long rest.

Vestiges of Vice

The souls of its erstwhile masters suffuse Eater of Virtue, allowing the blade to manifest a sliver of what they once were. Whenever you finish a long rest, choose one property from the table below. Eater of Virtue has this property until you finish your next long rest.

Vestige of the Blademaster: You are immune to being frightened while holding Eater of Virtue. Immediately after you take the attack action on your turn, you can make a melee weapon attack using Eater of Virtue as a bonus action.

Vestige of the Cursemaker: When you hit with an attack using Eater of Virtue, the target takes an extra 1d6 necrotic damage. When you roll a 20 on your attack roll with Eater of Virtue, the target is wracked with numbing pain, and has disadvantage on Strength checks until the start of your next turn.

Vestige of the Duelist: Eater of Virtue has the finesse property. You have advantage on Initiative checks, and cannot be surprised while holding Eater of Virtue.

Vestige of the Sanctifier: You have advantage on saving throws against spells while holding Eater of Virtue.

Vestige of the Windwalker: You have a flying speed equal to your speed and can hover while holding Eater of Virtue.

Sentience

Eater of Virtue is a sentient, lawful evil weapon aggregating the personalities, grudges and unfulfilled wishes of its former wielders.

It has an Intelligence of 15, Wisdom of 12 and Charisma of 19. It has hearing and darkvision out to a range of 120 feet.

Eater of Virtue knows any language its wielder knows, and communicates with its wielder telepathically in a discordant tide of voices and machine noise.

Personality

Eater of Virtue delights in slaughter, and must be slaked with blood whenever it is unsheathed. If this hunger is not sated, it takes a tithe of blood from its owner instead.

You take 10 necrotic damage, and your hit point maximum is reduced by 10 whenever you finish a short or long rest, unless you used Eater of Virtue to reduce a sentient creature to 0 hit points within the last 24 hours.