

AIRLACING FORMS

"Airlacing is all about spiral movements. When you meet resistance, you must be able to switch direction at a moment's notice..."

- Master Navin, airlacer

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BASIC AIRLACING

basic lacing

Initiation Time: 1 action

Range: 30 feet

Duration: Instantaneous

Anyone who is an airlacer can initiate the following effects as an action within a 5-foot cube.

- You create a harmless sensory effect using air, such as causing leaves to rustle or wind to slam shutters.
- Until the end of your next turn, ranged weapon attacks against you are made with disadvantage.
- You create a small blast of air which moves one unattended object within 30 feet that weighs no more than 5 pounds up to 10 feet in any direction.
- Your movement speed is doubled until the end of your turn.

The area you can affect increases by 5 feet and the weight of objects you can move increases by 5 pounds when you reach 5th level (10-foot cube, 10 pounds), 11th level (15-foot cube, 15 pounds), and 17th level (20-foot cube, 20 pounds).



1ST LEVEL (SHO) FORMS

AETHUR BURST

1st-level airlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Instantaneous

You create a sudden void of air and propel it toward one creature within range. Make a ranged ki attack against the target. On a hit, the target takes 2d4 bludgeoning damage. Hit or miss, the burst then explodes. The target and each creature within 5 feet of the point where the burst exploded must succeed on a Dexterity saving throw or take 2d6 cold damage.

At Higher Levels. When you initiate this form at a higher level, the cold damage increases by 1d6 for each level above 1st.

AIR CUSHION

1st-level airlacing

Initiation Time: 1 reaction, which you take when you or a creature within 60 feet of you falls

Range: 60 feet

Duration: 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the form ends. If the creature lands before the form ends, it takes no falling damage and can land on its feet, and the form ends for that creature.

Enhanced Effect. When you initiate this form at a higher level, the number of creatures you can affect increases by one for each level above 1st.

DEEP BREATHING

1st-level airlacing

Initiation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 hour

You give up to three creatures within range a soothing lungful of air which constantly replenishes them. For the duration, an affected creature does not need to breathe (but can still continue to talk and can choose to breathe). A creature can end this form on itself without an action.

At Higher Levels. When you initiate this form at a higher level, the number of creatures you can affect increases by one for each level above 1st.

PROTECTION OF THE EAST

1st-level airlacing

Initiation Time: 1 reaction, which you take when you are hit by an attack or targeted by a form or spell

Range: 30 feet

Duration: Concentration, up to 1 hour

An invisible barrier of powerful wind appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack.

SHIELD OF THE SKY

1st-level airlacing

Initiation Time: 1 bonus action

Range: 60 feet

Duration: Concentration, up to 10 minutes

You create a localized vortex of air which hovers around a creature of your choice within range, granting it a +2 bonus to AC for the duration.

THEFT OF THE SOUTH

1st-level airlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Instantaneous

Choose a target in range which is carrying an object weighing no more than 5 pounds. The target must succeed on a Strength saving throw. On a failed save, the object flies out of the target's hand and into yours, or you can choose to have the object drop onto the ground at your feet.

THUNDERBURST

1st-level airlacing

Initiation Time: 1 action

Range: Self (15-foot cube)

Duration: Instantaneous

A wave of forceful air billows out from you. Each creature in a 15-foot cube originating from you must make a Strength saving throw. On a failed save, a creature takes 4d4 thunder damage and is pushed 10 feet away from you. On a successful save, a creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the form's effect, and the form emits a thunderous boom audible out to 300 feet.

At Higher Levels. When you initiate this form at a higher level, the damage increases by 2d4 for each level above 1st.

UPDRAFT

1st-level airlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You create a great upswelling of air at a point you choose within range. Any creature which jumps within a 20-foot radius of that point has its jump distance tripled.

As a bonus action on your turn, you can move the updraft to any other point within range.



WARDING WHISK

1st-level airlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You focus your instincts and hone your insight, warding yourself against intrusion. You target an area in a 20-foot radius around yourself. Until the form ends, a mental alarm alerts you whenever a Tiny or larger creature touches or enters the area. When you initiate the form, you can designate creatures that won't set off the alarm. There is a ping in your mind if the alarm is broken, which awakens you if you are sleeping.

WIND BOLTS

1st-level airlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Instantaneous

You create three swirling bolts of wind. Each bolt hits a creature of your choice that you can see within range. A bolt deals 1d4 + 1 slashing damage to its target. The bolts all strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels. When you initiate this form at a higher level, the form creates one more bolt for each level above 1st.

ZEPHYR ONSLAUGHT

1st-level airlacing

Initiation Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

Your movement is enhanced by blistering wind. Until the form ends, your movement doesn't provoke opportunity attacks.

Once before the form ends, you can give yourself advantage on one elemental attack on your turn. That attack deals an extra 1d8 bludgeoning damage on a hit. Whether you hit or miss, your walking speed increases by 30 feet until the end of that turn.

2ND LEVEL (GA) FORMS

AIR FUNNEL

2nd-level airlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You create a whirling wind tunnel which appears in your space and launches items put into it towards your enemies. One object weighing 1 to 5 pounds can be put into the funnel each round. An object put into the funnel flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. In either case, both the object and the creature or solid surface take 2d8 bludgeoning damage.

At Higher Levels. When you initiate this form at a higher level, the maximum weight of objects that can be put into the funnel increases by 5 pounds, and the damage increases by 1d8 for each level above 2nd.

AIR SCOOTER

2nd-level airlacing

Initiation Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

You create a swirling ball of wind which you balance on. Your speed increases by 20 feet for the duration of the form. When you initiate this form, and then as a bonus action on each of your turns until the form ends, you can take the Dash action.

The scooter also allows you to briefly fly through the air or climb up walls. When climbing a wall, the scooter can move its full speed. If you have used your scooter to climb a wall on your previous turn, you must not climb any higher or the form ends immediately. You cannot climb a wall again with the scooter until you return to level ground.

If you attempt to fly through the air, the scooter lasts until the end of your turn.

BATTERING GALE

2nd-level airlacing

Initiation Time: 1 action

Range: Self (10-foot radius)

Duration: Instantaneous

You throw out bursts of air which batter all creatures within 10 feet of you. Each creature in the area must make a Dexterity saving throw. On a failed save, a target takes 4d6 bludgeoning damage and can't take reactions until its next turn. On a successful save, a creature takes half as much damage, and suffers no other effect.

At Higher Levels. When you initiate this form at a higher level, the damage increases by 1d6 for each level above 2nd.

DISORIENTING BLAST

2nd-level airlacing

Initiation Time: 1 action

Range: 60 feet

Duration: 1 round

A bolt of air streaks toward a creature of your choice within range. Make a ranged ki attack against the target. On a hit, the target takes 4d8 bludgeoning damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the burst of air confusing the target's movements.

At Higher Levels. When you initiate this form at a higher level, the damage increases by 1d6 for each level above 2nd.

EAR-SPLITTING RING

2nd-level airlacing

Initiation Time: 1 action

Range: 30 feet

Duration: 1 minute

A horrible noise rings out at a point you choose within range. Creatures within a 5-foot radius must make a Constitution saving throw. On a failed save, a creature takes 4d8 thunder damage and is deafened for the duration. At the end of each of its turns, a target can make a Constitution saving throw. On a success, the form ends on it.

On a successful save, a creature takes half as much damage and is not deafened.

At Higher Levels. When you initiate this form at a higher level, the damage increases by 1d8 for each level above 2nd.

GUST

2nd-level airlacing

Initiation Time: 1 action

Range: Self (30-foot line)

Duration: Concentration, up to 1 minute

A line of strong wind 30 feet long and 10 feet wide blasts from you in a direction you choose for the form's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moved when moving closer to you. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the form ends, you can change the direction in which the line blasts from you.

MIGHTY LEAP

2nd-level airlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Instantaneous

You project a thunderous force beneath you which launches you through the air to an unoccupied space you can see within range. This movement does not provoke opportunity attacks. Each creature within 10 feet of the space you left must make a Constitution saving throw, taking 2d10 thunder damage on a failed save, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away.

At Higher Levels. When you initiate this form at a higher level, the damage increases by 1d10 for each level above 2nd.

RECIPROCATING GALE

2nd-level airlacing

Initiation Time: 1 reaction, which you take in response to being damaged by a creature within 30 feet of you that you can see

Range: 30 feet

Duration: Instantaneous

You whip your hand, and the creature that damaged you is slashed by burning wind. Make a ranged ki attack against the target. On a hit, the creature takes 2d8 slashing damage and is pushed 10 feet.

At Higher Levels. When you initiate this form at a higher level, the damage increases by 1d8 for each level above 2nd.

VORTEX

2nd-level airlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

A strong wind (20 miles per hour) blows around you in a 10-foot radius and moves with you, remaining centered on you. The wind lasts for the form's duration.

The wind has the following effects:

- It deafens other creatures in its area.
- It extinguishes unprotected flames in its area that are torch-sized or smaller.
- It hedges out vapor, gas, and fog that can be dispersed by strong wind.
- The area is difficult terrain for creatures other than you.
- The attack rolls of ranged weapon attacks have disadvantage if the attacks pass in or out of the wind.

3RD LEVEL (DE) FORMS

CHINOOK

3rd-level airlacing

Initiation Time: 1 action

Range: Self (40-foot radius)

Duration: Concentration, up to 1 minute

You are able to create a cooling or warming breeze in the area, keeping willing creatures within a 40-foot radius comfortable and safe. The area is kept a normal temperature, and creatures in the area as well as their equipment do not feel the effects of abnormally hot or cold environments.

This form does not provide protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, a lack of air at high altitudes, and so forth.

COUNTERLACE

3rd-level airlacing

Initiation Time: 1 reaction, which you take when you see a creature within 60 feet of you initiating a form

Range: 60 feet

Duration: Instantaneous

You attempt to interrupt a creature in the process of initiating a form or casting a spell. If the creature is initiating a form or spell of 3rd level or lower, the ability fails and has no effect. If it is initiating a form or casting a spell of 4th level or higher, make an ability check using your ki ability. The DC equals 10 + the form or spell's level. On a success, the creature's action fails and has no effect.

At Higher Levels. When you initiate this form at a higher level, the interrupted form or spell has no effect if its level is less than or equal to the level of the form you used.

FREE BREEZE

3rd-level airlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You focus your spirit, preparing yourself to move with astounding dexterity. For the duration, your movement is unaffected by difficult terrain, and forms, spells, and other magical effects can neither reduce your speed nor cause you to be paralyzed or restrained.

For the form's duration, any time you would be held by nonmagical restraints such as manacles or being grappled by a creature, you can take a reaction to automatically escape from the effect.

HEART OF THE SKY

3rd-level airlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

For the duration, your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you gain an additional action on each of your turns. That action can be used only to take the Attack (one weapon or elemental attack only), Dash, Disengage, Hide, or Use an Object action.

Targets gain no benefit from cover against your elemental attacks.

NAVIN'S TINY TORNADOS

3rd-level airlacing

Initiation Time: 1 action

Range: 90 feet

Duration: Instantaneous

You create four miniature tornados and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged ki attack for each tornado. On a hit, the target takes 2d6 slashing damage.

At Higher Levels. When you initiate this form at a higher level, you create one additional tornado for each level above 3rd.

POWER PUFF

3rd-level airlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

A 5-foot-diameter sphere of air appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. On a failed save, a creature takes 2d10 slashing damage, or half as much damage on a successful one.

As a bonus action on your turn, you can move the sphere up to 30 feet within range. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

At Higher Levels. When you initiate this form at a higher level, the damage increases by 1d10 for each level above 3rd.

REOUNDING BLOW

3rd-level airlacing

Initiation Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The first time you hit with an elemental attack during this form's duration, your wind bursts with power that is audible within 300 feet of you. On a hit, your attack deals an extra 4d10 thunder damage to the target. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 20 feet away from you and knocked prone.

At Higher Levels. When you initiate this form at a higher level, the damage increases by 1d10 for each level above 3rd.

SICKENING MISTRAL

3rd-level airlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

A burst of focused wind streaks toward a vital point of a creature you choose within range. Make a ranged ki attack against the target. On a hit, the target deals only half damage with weapon attacks or elemental attacks that use Strength or Dexterity until the form ends.

At the end of each of the target's turns, it can make a Constitution saving throw against the form. On a success, the form ends.

TYMPANUM ASSAULT

3rd-level airlacing

Initiation Time: 1 action

Range: 60 feet

Duration: 1 round

A sudden burst of powerful thunder erupts from a point you choose within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. On a failed save, a target takes 8d6 thunder damage and is deafened for the duration. On a successful save, a creature takes half as much damage and isn't deafened. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the form's area.

At Higher Levels. When you initiate this form at a higher level, the damage increases by 1d6 for each level above 3rd.

WHIFF

3rd-level airlacing

Initiation Time: 1 reaction, which you take when you are subject to a weapon attack or elemental attack

Range: Self

Duration: Instantaneous

You react to an incoming attack, swirling it away from yourself and toward another creature. The creature attempting to strike you must succeed on a Dexterity saving throw. On a failed save, you choose another target for the initiating creature's attack, against whom they resolve the attack normally. You can choose to simply have the attack miss all targets. On a successful save, the attack strikes you normally but you have resistance against the attack's damage.

WINDWALL

3rd-level airlacing

Initiation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 4d6 slashing damage on a failed save, or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

As a bonus action on your turn, you can move the wall up to 30 feet within range. Creatures only take damage when the wall first appears.

4TH LEVEL (YOI) FORMS

BLINDING DUST

4th-level airlacing


Initiation Time: 1 action

Range: Self (30-foot cone)

Duration: 1 round

You whirl up air and then propel blinding dust from your hand. Creatures in the area must succeed on a Dexterity saving throw. On a failed save, a creature takes 5d6 slashing damage and is blinded until the beginning of your next turn. On a successful save, a creature takes half as much damage and is not blinded.

At Higher Levels. When you initiate this form at a higher level, the damage increases by 1d6 for each level above 4th.



CONE OF THE NORTH

4th-level airlacing

Initiation Time: 1 action

Range: Self (60-foot cone)

Duration: Instantaneous

A blast of powerful air erupts from your hands. Each creature in a 60-foot cone must make a Strength saving throw. On a failed saving throw, a creature takes 4d8 bludgeoning damage and is pushed 40 feet away from you. On a successful save, a creature takes half as much damage and isn't pushed.

At Higher Levels. When you initiate this form at a higher level, the damage increases by 1d8 for each level above 4th.

DUST ANGEL

4th-level airlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

Choose an unoccupied 5-foot cube of air that you can see within range. You whirl the air in a small vortex that you control which lasts for the form's duration.

Any creature that ends its turn within 5 feet of the dust angel must make a Strength saving throw. On a failed save, the creature takes 4d8 bludgeoning damage and is pushed 10 feet away. On a successful save, the creature takes half as much damage and isn't pushed.

As a bonus action, you can move the dust angel up to 30 feet in any direction. If it moves over sand, dust, loose dirt, or small gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of your next turn. The cloud heavily obscures its area.

At Higher Levels. When you initiate this form at a higher level, the damage increases by 1d8 for each level above 4th.

HOWLING GALE

4th-level airlacing

Initiation Time: 1 action

Range: 60 feet

Duration: Instantaneous

A vertical column of swirling wind roars in a location you specify. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point you choose within range must make a Dexterity saving throw. A creature takes 4d6 slashing damage and 4d6 thunder damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you initiate this form at a higher level, the slashing damage or the thunder damage (your choice) increases by 1d6 for each level above 4th.

NAVIN'S CYCLONES

4th-level airlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You create six cyclones of air in your space, which orbit you for the form's duration. When you initiate the form—and as a bonus action on each of your turns thereafter—you can expend one or two of the cyclones, sending them streaking toward a point or points you choose within 60 feet of you. Once a cyclone reaches its destination or impacts against a solid surface, the cyclone explodes. Each creature within 5 feet of the point where the cyclone explodes must make a Dexterity saving throw. A creature takes 2d8 slashing damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you initiate this form at a higher level, the number of cyclones created increases by two for each level above 4th.

SANDSTORM

4th-level airlacing

Initiation Time: 1 action

Range: 150 feet

Duration: Concentration, up to 1 minute

Until the form ends, blinding air and debris whirl in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused. The whirling debris makes the area difficult terrain. When a creature enters the form's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone.

If a creature is concentrating in the form's area, the creature must make a successful Constitution saving throw against your ki save DC or lose concentration.

As a bonus action on your turn, you can move the storm up to 30 feet within range.



SPIRIT OF AIR

4th-level airlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

Until the form ends, wind fiercely whirls around you, and you gain the following benefits:

- Ranged attacks made against you have disadvantage on the attack roll.
- You have advantage on Dexterity saving throws.
- You can use your action to create a 15-foot cube of swirling wind centered on a point you can see within 60 feet of you. Each creature in that area must make a Constitution saving throw. A creature takes 2d10 bludgeoning damage and 2d10 thunder damage on a failed save, or half as much damage on a successful one. If a Large or smaller creature fails the save, that creature is also pushed up to 10 feet away from the center of the cube.

At Higher Levels. When you initiate this form at a higher level, the bludgeoning damage or the thunder damage (your choice) increases by 1d10 for each level above 4th.

SQUALL

4th-level airlacing

Initiation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

A wall of air rises at a point you choose within range. You can make the wall up to 200 feet long, 200 feet high, and 50 feet thick. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. On a failed save, a creature takes 4d10 bludgeoning damage, or half as much damage on a successful save.

At the start of each of your turns after the wall appears, the wall, along with any creatures in it, moves 50 feet away from you. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a Strength saving throw or take 4d10 bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 50 feet, and the damage creatures take from the form on subsequent rounds is reduced by 1d10. When the wall reaches 0 feet in height, the form ends.

A creature caught in the wall can attempt to move, but must make a successful Strength (Athletics) check against your ki save DC in order to do so. If it fails the check, it can't move. A creature that moves out of the area falls to the ground.

WIND SLICE

4th-level airlacing

Initiation Time: 1 action

Range: Self (30-foot cone)

Duration: Instantaneous

You create a whirl of air which slices into creatures in a 30-foot cone. Creatures in the area must succeed on a Strength saving throw. On a failed save, a creature takes 4d10 slashing damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

At Higher Levels. When you initiate this form at a higher level, the damage increases by 1d10 for each level above 4th.

5TH LEVEL (SEN) FORMS

EMPYREAN STRIKE

5th-level airlacing

Initiation Time: 1 action

Range: 30 feet

Duration: Instantaneous

You swirl a vortex of wind around your hands and move with blinding speed. Choose up to five creatures you can see within range. Make a melee ki attack against each target. On a hit, a target takes 6d10 bludgeoning damage.

You can then end the form in an unoccupied space you can see within 5 feet of one of the targets you hit or missed. This form does not require any of your movement.

HAND OF THE TEMPEST

5th-level airlacing

Initiation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You create a Large hand of whirling, forcful air in an unoccupied space that you can see within range. The gust lasts for the form's duration, and it moves at your command, mimicking the movements of your hands.

The gust is a tightly focused vortex of wind, and is an object with AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the form ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The gust doesn't fill its space. When you initiate the form, and as a bonus action on your subsequent turns, you can move the gust up to 60 feet and then cause one of the following effects with it.

Focused Strike. The gust strikes one creature or object within 5 feet of it. Make a melee ki attack for the gust using your game statistics. On a hit, the target takes 4d8 bludgeoning damage.

Forceful Push. The gust attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the gust's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the gust pushes the target up to 5 feet plus a number of feet equal to five times your ki ability modifier. The gust moves with the target to remain within 5 feet of it.

Howling Gust. The gust attempts to grapple a Huge or smaller creature within 5 feet of it. You use the gust's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the gust is grappling a target, you can use a bonus action to have the gust crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your ki ability modifier.

Interposing Wind. The gust interposes itself between you and a creature you choose until you choose a new target. The gust moves to stay between you and the target, providing you with half cover against the target. The target can't move through the gust's space if its Strength score is less than or equal to the gust's Strength score. If its Strength score is higher than the gust's Strength score, the target can move toward you through the gust's space, but that space is difficult terrain for the target.

At Higher Levels. When you initiate this form at a higher level, the damage from the **Focused Strike** option increases by 2d8 and damage from the **Howling Gust** option increases by 2d6 for each level above 5th.

HURRICANE

5th-level airlacing

Initiation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

A 10-foot-deep mass of whirling wind appears and swirls in a 30-foot radius centered on a point on the ground you choose within range. Until the form ends, that area is difficult terrain, and any creature that starts its turn there must succeed on a Strength saving throw or take 8d6 slashing damage and be pulled 10 feet toward the center. On a successful save, a creature takes half as much damage and is not pulled.

As a bonus action on your turn, you can move the hurricane up to 30 feet within range.

At Higher Levels. When you initiate this form at a higher level, the damage increases by 1d6 for each level above 5th.

POTENT CORIOLIS

5th-level airlacing

Initiation Time: 1 action

Range: Self (10-foot radius)

Duration: Concentration, up to 1 minute

You whirl a 10-foot-radius bubble of howling air which protects you from harmful effects. Any form or spell of 4th-level or lower initiated from outside of the barrier can't affect creatures or objects within it, even if the form is initiated using additional ki points to raise its level. Forms can target creatures and objects within the barrier, but it has no effect on them. Similarly, the area within the globe is excluded from the areas affected by such forms. The area within the bubble is excluded from the areas affected by such forms.

PRISON OF THE WEST

5th-level airlacing

Initiation Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 minute

This form creates an incredible updraft of air in a 10-foot-radius, 50-foot-high cylinder centered on a point you choose within range. All creatures and objects that aren't somehow anchored to the ground in the area can make a Dexterity saving throw. On a successful save, a creature is pushed to the closest point outside of the area, or it can choose to grab onto a fixed object it can reach, thus avoiding the effect. On a failed save, a creature is forced upward and reaches the top of the area.

If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration.

At the end of the duration, affected objects and creatures fall back down.

SUFFOCATE

5th-level airlacing

Initiation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You begin to channel the void, pulling the air from the lungs of a creature within range, leaving nothing in their lungs for them to breathe. One target you choose within range must make a Constitution saving throw. On a failed save, it is restrained as it begins to struggle for breath. On a successful save, the creature is not affected.

A creature restrained by this form must make another Constitution saving throw at the end of each of its turns for the duration. If it successfully saves against this form three times, the form ends. If it fails its save three times, it falls unconscious for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If you maintain your concentration on this form for the entire possible duration, the target dies.

This form has no effect on creatures which do not breathe air.

TORNADO

5th-level airlacing

Initiation Time: 1 action

Range: 300 feet

Duration: Concentration, up to 1 minute

A tornado howls down to a point on the ground you specify. The tornado is a 5-foot radius, 20-foot high cylinder centered on that point. Until the form ends, you can use your action to move the tornado up to 30 feet in any direction along the ground. The tornado sucks up any Medium or smaller objects that aren't secured to anything and that aren't worn or carried by anyone.

A creature must make a Dexterity saving throw the first time on a turn that it enters the tornado or that the tornado enters its space, including when the tornado first appears. A creature takes 8d6 slashing damage on a failed save, or half as much damage on a successful one. In addition, a Large or smaller creature that fails the save must succeed on a Strength saving throw or become restrained in the tornado until the form ends. When a creature starts its turn restrained by the tornado, the creature is pulled 5 feet higher inside it, unless the creature is at the top. A restrained creature moves with the tornado and falls when the form ends, unless the creature has some means to stay aloft.

A restrained creature can use an action to make a Strength or Dexterity check against your ki save DC. If successful, the creature is no longer restrained by the tornado and is hurled 3d6 x 10 feet away from it in a random direction.

At Higher Levels. When you initiate this form at a higher level, the damage increases by 1d6 for each level above 5th.

TOUCH THE SKY

5th-level airlacing

Initiation Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

You fling yourself gracefully up to 60 feet to an unoccupied space you can see. This movement does not provoke opportunity attacks, and you do not take any falling damage from this movement. On each of your turns before the form ends, you can use a bonus action to leap in this way again.

WIND CONTROL

5th-level airlacing

Initiation Time: 1 action

Range: 300 feet

Duration: Concentration, up to 1 hour

You take control of the air in a 100-foot cube that you can see within range. Choose one of the following effects when you initiate the form. The effect lasts for the form's duration, unless you use your action on a later turn to switch to a different effect. You can also use your action to temporarily halt the effect or to restart one you've halted.

Gusts. A wind picks up within the cube, continually blowing in a horizontal direction that you choose. You choose the intensity of the wind: calm, moderate, or strong. If the wind is moderate or strong, ranged weapon attacks that pass through it or that are made against targets within the cube have disadvantage on their attack rolls. If the wind is strong, any creature moving against the wind must spend 1 extra foot of movement for each foot moved.

Downdraft. You cause a sustained blast of strong wind to blow downward from the top of the cube. Ranged weapon attacks that pass through the cube or that are made against targets within it have disadvantage on their attack rolls. A creature must make a Strength saving throw if it flies into the cube for the first time on a turn or starts its turn there flying. On a failed save, the creature is knocked prone.

Updraft. You cause a sustained updraft within the cube, rising upward from the cube's bottom edge. Creatures that end a fall within the cube take only half damage from the fall. When a creature in the cube makes a vertical jump, the creature can jump up to 10 feet higher than normal.

WINDSPOUT

5th-level airlacing

Initiation Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You create a snake of coiling wind which lifts you anywhere you choose. For the duration, you gain the following benefits:

- Your movement speed increases by 60 feet. You can move up to 90 feet above the ground while in the spout. Your movement does not provoke opportunity attacks.
- You have half-cover against all attacks made against you for the duration.
- If you initiate a form while in the spout which requires a saving throw, you can designate one creature which will be affected by your form. This creature has disadvantage on the first saving throw it makes against your form.