

# Monk Subclass: Way of the Zephyr Dancer

Monks who follow the Way of the Zephyr Dancer meld ki with the winds, seamlessly blending rhythm, movement, momentum, and spectacle, to captivate their opponents with their mesmerizing techniques. Their honed finesse and fluid motions enhance their ability to evade attacks and strike with precision.

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## Bonus proficiency

### *3rd-level Feature*

Starting when you choose this tradition at 3rd level you gain proficiency in the Performance skill. You have advantage on any ability check you make using this skill in order to perform a dance of any sort.

## Rythmic Trance

### *3rd-level Feature*

*(Relatively similar to Astral Self level 3 feature)*

You can enter into a trance of rhythm and movement by spending 1 ki point as a bonus action. While being in the Rythmic trance, your movements are in harmony with every movement in your surroundings, and your instincts are sharpened.

When you enter the trance, each creature of your choice that you can see within 10 feet of you must succeed on a Dexterity saving throw or take force damage equal to two rolls of your Martial Arts die.

While in the trance you gain the following benefits:

- The reach of your unarmed strikes increase by 5 feet.
- While in this state your AC is increased by half your proficiency bonus, rounded up (minimum of 1).
- You have advantage on any saving throw or ability check you have to make that would render you grappled or restrained.

This trance can last up to 5 minutes. It ends if you are knocked prone or unconscious, or if you are incapacitated, or if you choose to end it. You can not take actions that would require you to stand still while in this trance.

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## Tempo Shift

### *6th-level Feature*

Starting at 6th level, you can elude your audience with your dance. While Rhythmic trance is active, you can spend one ki point to increase or decrease the tempo, with the following effects:

- **Increase:** Step of the Wind does not require Ki points to use.
- **Decrease:** Patient Defense does not require Ki points to use.

You can swap tempo only once per turn, as part of your movement.

*Alternative feature:* Misty steps at will or by spending a ki point.

## Hypnotic Motion

### *6th-level Feature*

*(Nerfed version of [Incite greed](#)/[Hypnotic Pattern](#), with only one creature charmed instead of everyone who sees you, and you must make your own presence known)*

Your dance is able to captivate your audience to such a degree that they are overwhelmed with astonishment. You can use an action to enthrall a single creature within 60 feet who can see you. The target must make a Wisdom saving throw and on a failure is both charmed by you and incapacitated until the end of your next turn. While charmed in this way, the creature can do nothing but use its movement to approach you until it is within 5 feet of you. Here it can only stare at you. The condition ends if the charmed creature is hit with an attack.

Any creature that can't be charmed succeeds on this saving throw automatically.

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# Dance of the Zephyr

## *11h-level Feature*

*(Same as the Astral Self level 11 feature, but reworded)*

At level 11 your movements have befriended the winds. While under the Rythmic trance, you can spend an additional ki point to let the winds guide your instincts, as well as use your movements to alter the winds. This will allow for the following benefits for the duration of the Rythmic trance:

- When you take elemental damage (acid, cold, fire, force, lightning, or thunder), you can use your reaction to channel the wind of your movements to reduce its effect. When you do so, the damage you take is reduced by  $1d10 + \text{your Wisdom modifier}$
  - Once on each of your turns when you hit a target with an unarmed strike, you can leverage the wind's momentum to deal extra damage to the target equal to your Martial Arts die.
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# Fury of the Whirlwind

## *17h-level Feature*

Starting at level 17, your mastery of dance resembles a whirlwind. Your movements become a tempest of motion, swirling around your enemies with unparalleled speed and precision. You can now make Flurry of Blows strikes at advantage. If all three strikes of your Flurry of Blows hit one creature, that creature takes an additional  $3d12$  damage.

# Dance of the Kami

## *17h-level Feature*

You've learned one of the greatest secrets of the Kami of the Dances. On your turn, you can spend 10 ki points as a bonus action to begin the dance which lasts for one minute. The dance stops if you fall unconscious.

While active, Dance of the Kami gives you the following benefits:

**Hypnotic Allurance.** An unfriendly creature who start its turn within 30 feet of you must make a Wisdom save or become drawn into the dance with you. While hypnotized this way, they cannot use the attack action, and will attempt to follow your every movement. They can make a new save each turn or when taking damage. Attacks against a creature affected by this is made at advantage.

**Kami Grace.** You move with impossible grace making you harder to hit. Any attack against you is made at disadvantage.

**Lullaby.** You can pick one creature within 30 feet of you that you can see who can hear you and use an action to sing them a kami lullaby. The creature must make a Constitution saving throw or fall asleep. Whenever you use this feature successfully you steal part of their energy, allowing you to regain 1 ki point.

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## Sources for inspiration:

[Way of the Astral Self \(TCoE\)](#) (For Rythmic trance and Dance of the Zephyr)

[Way of the Dancer \(UA\)](#) (For Rythmic trance)

[Way of the Dancer \(HB\)](#) (For Tempo shift and Fury of a whirlwind)

[Way of the Faeries \(UA\)](#) (For Dance of the Kami)

[Path of the Dervish](#) (For detail in Rythmic trance)