

Monk Subclass: Way of the Wind 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.

Bonus proficiency

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

You can enter into a trance of rhythm and movement by spending one 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.

The Rythmic trance can be performed in two distinct styles:

Zephyr's way

Like the Zephyr wind, this dance embodies qualities of gentleness, control, and methodical execution. Its fluid motions creates the illusion of slow-motion, letting you evade strikes with meticulous precision. Through deliberate movements that seem to linger in the air, you navigate the chaos of combat with a serene calmness.

While in the trance you are under the following effects:

- The reach of your unarmed strikes increase by 5 feet.
- Your AC is increased by half your proficiency bonus, rounded up (minimum of 1).

- Any opportunity attack made against you is under disadvantage.
- Drawback: Your movement speed is halved

Mistral's way

Like the mistral wind, this dance is a force of nature to be respected and reckoned with. Renowned for its forceful gusts and swift alterations, it leaves none unscathed, including the dancer themselves.

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.

This style result in the following effects:

- Rage mode: You can attack with the full rage of the mistral wind. When you choose to do so, you get advantage on all attack rolls on this turn, but attack rolls against you also have advantage until your next turn.
- When rolling a 19 on an attack roll, it counts as a critical hit.
- You have advantage on any saving throw or ability check you have to make that would render you grappled or restrained.
- You suffer additional damage equal to you martial arts die, first time you are hit in each round

The Rythmic trance can last up to 2 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.

Tempo Shift

6th-level feature

At 6th level, you have mastered the seamless transition between Zephyr's Way and Mistral's Way in the midst of combat. As a bonus action while performing the Rythmic Trance, you can effortlessly shift from one style to the other.

Retheme...

6th-level feature

Starting at 6th level, you can elude your audience with your dance. While Rythmic 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.

During a Rythmic trance, you can switch tempo a number of times equal to your proficiency bonus, but at most once per turn, as part of your movement.

Hypnotic Motion

6th-level feature

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.

Boreas Blessing

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 + 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

17th-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

17th-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 speed and 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.

Sources for inspiration:

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

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

[Way of the Dancer \(HB\)](#) (Fury of a whirlwind)

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

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

[Way of the Dancer](#) (For Tempo Shift and Rythmic trance)

Message to Loïc:

Hi, I wanted to discuss a few things about my Monk with you, when you have time (I know you're busy with upcoming exams, so no pressure!). First of all, a short description of how I envision Azumi: she has been dancing since a very young age (probably linked to the kami of dance). It's not a calm graceful dance of a ballerina, but rather a frenzy, best described by a video:

https://youtu.be/___AYi_HvcSA

My idea was to pick the Way of the Astral Self as subclass, and retheme it to fit a "Way of the Dancer". But it eventually evolved into a subclass of its own (with inspiration from other homebrew dancer classes/subclasses) - *The way of the Zephyr Dancer*. So I'd like you to take a look, and let me know if you think it's playable. I'm fully flexible for mechanical adjustments to balance it, either right away, or as the campaign progresses if something turns out to be OP or broken.

As for the hermit feature, which is supposed to be a discovery, I tried to reuse the theme of Wind and came up with the following:

Language of the wind: I have learnt to attune to the winds, and can understand when it whispers to me. It can warn me about potential dangers, changes in the environment (plants and animals), and sometimes even reveal ancient secrets and forgotten knowledge. Due to my attunement to it, I have advantage on any checks that concern the movements of the wind; past, present or future.

The purpose is primarily to be a plot hook for you, and the last part is primarily for flavour.²