

Monastic Tradition:

Way of Grace

Within the world of grand civilizations and mighty kingdoms, hundreds of cultures and traditions are born and die. The Way of Grace is a monastic tradition dedicated to mastering the ancient and current dances of the world and transforming them into graceful forms of combat.

Monk Level	Feature
3rd	Spotlight Performer, Blooming Dance
6th	Stage Resolve
11th	The Show Must Go On, Performance Troupe
17th	Enthralling Trance

Spotlight Performer

When you reach 3rd level, you gain proficiency in the Performance and Acrobatics skill. If you already have proficiency in either skill, you gain expertise in them instead.

Blooming Dance

At 3rd level, you learn dances that grant you certain abilities in combat.

Dances. You learn two dances of your choice, which are detailed under "Dances" below.

You learn an additional dance of your choice at 6th, 11th, and 17th level. Each time you learn a new dance, you can also replace one dance you know with a different one.

Commencing a Dance. As a bonus action, you can commence a Blooming Dance which grants you certain abilities. While in a dance, you gain the following benefits:

- You have advantage on saving throws against being charmed and frightened
- You have advantage on charisma checks and saving throws.

The dance ends if 1-minute passes, you dismiss the dance, or you become unconscious.

Stage Resolve

Beginning at 6th level, you have become accustomed to the presence of an audience and the pressure they bring. Whenever you roll an attack roll, ability check, or saving throw, you can spend 1 ki point to reroll the die.

The Show Must Go On

Starting at 11th level, your commitment is so resilient that your dance can withstand almost anything. Your dance can only end if you fall unconscious, or you choose to end it.

Performance Troupe

At 11th level, your dance has become so enthralling that it can move those around you. Whenever you are in a dance and move on your turn, a number of creatures within 10 feet of you can use their reaction to move with you. You can use this feature on a number of creatures equaling your Charisma modifier (minimum of 1). At 17th level, the range of this feature increases to 20 feet.

Enthralling Trance

When you reach 17th level, your dance has become a force of nature that can bend the will of even those against you. Whenever you commence a dance or as an action, you can attempt to beguile a number of chosen creatures within 20 feet of you. Those creatures must make a Wisdom saving throw. On a successful save, each creature takes 8d8 psychic damage.

On a failed save, each creature becomes enthralled by you and becomes an extension of yourself. While a creature is enthralled by you, they are considered stunned and charmed. When you use your Flurry of Blows feature, you can make an additional attack for each creature you have enthralled. The additional attack is made from the space that the enthralled creature occupies.

Any creature enthralled by this feature is considered willing when using your Performance Troupe feature. The effect ends on the creature after 1 minute, you or an ally damages the creature, or the creature reaches 0 hit points. A creature makes a Wisdom saving throw at the end of their turn to end this effect.

A creature immune to the stunned or charmed condition is immune to becoming enthralled, automatically succeeding the saving throw. You cannot use this feature again until you finish a long rest.

Dances

Dance of Walentz

An intimate dance of human origin that focuses on single target combat.

- Creatures within 5 feet of you have disadvantage on attacks against creatures other than you
- Once per turn when you hit a creature with an unarmed strike, you can have the target make a Dexterity saving throw. On a failed save, you can move you and the creature up to 15 feet together without provoking opportunity attacks.
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Dance of Bactha

An end-of-day dance of gnomish origin that focuses on heavy damage from the legs.

- Your Attack score a critical hit on a roll of 19 or 20.
- Attacks granted from your Flurry of Blows feature deal additional damage equal to your Charisma modifier (minimum of 1).

Dance of Nij'harren

A ceremonial dance of elvish origin that focuses on range capabilities by using a ribbon.

- Your unarmed strike has a range of 15 feet.
- You can use your Deflect Missiles ability on ranged attacks against other creatures within 15 feet.

Dance of Nin

A modern dance of halfling origin that focuses on damage mitigation.

- You can use your reaction to impose disadvantage on attack against you.
- When a creature hits you with an attack, you can use your reaction to reduce the damage by an amount equal to your level + your Charisma modifier.

Dance of Stjo-Thom

A mining dance of dwarven origin that focuses on defense by using a fan.

- You gain a bonus to your Armor Class equal to your Charisma modifier (minimum of 1).
- Whenever a creature misses you with an attack, you can use a reaction to push them 15 feet away from you.

Dance of Murundu

A sacred dance of dragonborn origin that focuses on the fineness of a blade.

- You can use a monk weapon with the light property in place of any unarmed strike.
- Whenever a creature within 5 feet of you misses an attack against you, you can immediately use your reaction to make an attack against them.

Dance of Gorgish

A traditional dance of orcish origin that focuses on patient attacks.

- You have resistance to damage from attacks when you use Patient Defense
- When you hit a creature with an unarmed strike, you can have the target make a Strength saving throw. On a failed save, the creature is knocked prone.

Dance of Belorg

A profane dance of fiendish origin that focuses on keeping close combat.

- You have advantage on attacks against creatures that you are within 5 feet of, and no creatures are within 5 feet of you.
- When hit a creature with an opportunity attack, you can choose to grapple them instead of dealing damage

Dance of Ilstrava

An ancient dance of celestial origin that focuses on movement and speed.

- Your additional Unarmored Movement speed is doubled.
- When you use your Step of the Wind feature, you can choose to both Dash and Disengage.