Way of the Blowing Breath

Over the ages many have sought enlightenment and calm, whether through music, art, or meditative technique. Monks of the Way of the Blowing Breath seek the triple virtues of mobility, tranquility, and egolessness, embodied by their distinctive full-face basket headgear and their flute which does double duty as instrument and weapon.

Flautist's Awakening

Upon choosing this monastic tradition at 3rd level, you receive a set of robes, a head-covering straw bascinet, and a long hardwood flute. You have proficiency in playing the flute, and when making a Charisma (Performance) check on music played with your flute you may add your Wisdom modifier to the roll.

Encompassing Tranquility

Starting at 3rd level, your supernal command over your own tranquility begins to spread to others, as by embracing an emptiness of mind you can calm and strengthen your allies. As an action on your turn, you can grant 1d6 temporary hit points to any creatures you choose within 30ft. of you. While those creatures have these hit points, they can choose to sacrifice them for advantage on a single Wisdom saving throw.

Calm Countering

At 6th level, whenever a creature misses you with an attack while you are in the defensive stance provided by your Patient Defense feature, you can immediately use your reaction to make an unarmed melee attack against that creature.

Song of Placidity

Beginning at 6th level, you can attempt to avoid combat by playing charming music on your flute to calm an enemy. As an action, you can spend 2 ki points to cast charm person or animal friendship. You can cast the chosen spell at a higher level by spending an additional ki point per level, up to but not higher than your proficiency bonus.

Emptiness of Mind

Your reduction of ego proceeds to the point where you are difficult to capture in any way. Starting at 11th level, by spending a ki point you can cause your Stillness of Mind feature to also apply to a single effect that is causing you to be restrained or paralysed.

Chain of Selflessness

Upon reaching 17th level, you've gained the ability to temporarily reach a flowing oneness with the cosmos, entirely losing your ego and attacking on pure instinct. When you hit a creature with all of the attacks granted by your Flurry of Blows, you may continue making attacks by spending a ki point for each, for as long as the attacks continue to hit. You may move up to 10ft. between each attack, regardless of your speed, and may attack different creatures. A missed attack terminates the Chain of Selflessness.