DUALINK

# Way of the Unforgiven Wind

*Subclass*



Runeterra Edition

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Monks of the Unforgiven Wind are wandering duelists who bind their breath to the sky. Their blade sings with gathering pressure, their steps never still, and when the wind howls, their enemies are lifted helpless into the storm.

This tradition emphasizes mobility, tempo, and conditional burst windows. Standing still is weakness. Flow is survival.

## Flow

At 3rd level, you generate momentum through motion.

- When you hit a creature with an unarmed strike or monk weapon on your turn, you gain 1 **Flow** (maximum equal to your proficiency bonus).
- You lose all Flow if:
- You end your turn without moving at least 10 feet, or
- You are knocked prone, restrained, stunned, or incapacitated.

While you have Flow:

- You gain a +1 bonus to attack rolls for each point of Flow.
- Your walking speed increases by 5 feet per point of Flow.

This bonus applies only on your turn.

## Sweeping Steel

Also at 3rd level, when you take the Attack action, you may replace one attack with a line technique:

- 10-foot-long, 5-foot-wide line

originating from you.

- Each creature in the line must make a Dexterity saving throw against your Ki save DC.
- On a failure, a creature takes damage equal to one roll of your Martial Arts die + your Dexterity modifier.
- On a success, it takes half damage.

If you use Sweeping Steel on two consecutive turns, the next time you use it before the end of your following turn, it becomes **Rising Gale** instead.

### Rising Gale

- 15-foot cone.
- Creatures that fail their save are knocked prone.
- On a success, creatures are not knocked prone.

After using Rising Gale, the sequence resets.

### Wind Wall

Starting at 6th level, as a reaction when you or a creature within 10 feet of you is targeted by a ranged weapon attack, you may spend 2 ki points to conjure a barrier of slicing wind.

The wall lasts until the start of your next turn and forms a 10-foot-long, 10-foot-high line within 5 feet of you.

- Ranged weapon attacks that pass through the wall automatically miss.
- Spell attacks that pass through the wall are made with disadvantage.
- A creature that willingly moves through the wall takes slashing

damage equal to two rolls of your Martial Arts die.

If you completely negate a ranged weapon attack with this feature, you gain 1 **Flow**.

## Sweeping Dash

At 11th level, your motion becomes untouchable.

Once on each of your turns, when you move within 5 feet of a creature, you may spend 1 ki point to dash through it:

- You move through its space without provoking opportunity attacks from that creature.
- You make one melee weapon attack against it during the movement, or you can expend 1 additional Ki point to replace the melee weapon attack with a Sweeping Steel attack, which has a 10-foot radius centered on yourself.
- You cannot use this feature on the same creature again until the start of your next turn.

If you hit a prone creature with this attack, you may immediately make one additional unarmed strike against it (no action required).

Additionally, while you have at least 1 **Flow**, opportunity attacks against you are made with disadvantage.

## Last Breath: Unforgiven

At 17th level, you answer imbalance with violence.

When a creature within 30 feet of you is knocked prone or restrained, you may use your reaction and spend 3 ki points to unleash a storm

of strikes:

- You teleport to an unoccupied space within 5 feet of that creature.
- You immediately make three melee attacks against it.
- These attacks score a critical hit on a roll of 19–20.
- The target cannot stand up until the end of your turn.

After resolving these attacks:

- You lose all **Flow**.
- You cannot gain **Flow** until the end of your next turn.

You may use this feature once per long rest unless you expend 5 additional ki points to use it again.

