

WAY OF HARMONY

A MUSICAL SUBCLASS FOR MONKS



BY KAI LINDER



MONK WAY OF HARMONY

INTRODUCTION

Monks of the Way of Harmony are unifiers who believe in bringing people together, with the power of song as their most powerful tool. They seek to share the incandescent joy of music and use it to form bonds based on understanding and collaboration.

Those who follow the Way of Harmony are found wherever disagreement is, and they're known as wanderers with a song in their heart and a tune on their lips.

SUMMON MELODY

When you choose this tradition at 3rd level, you can call forth ethereal notes to sing wondrous and inspiring melodies. As a bonus action, you summon a melodic note of your choice from the options below, immediately gaining its effect. The note then hovers around you for 1 minute, and disappears early if you are knocked unconscious or you dismiss it (no action required). A musical note sheds 5 feet of dim light, and is intangible and invulnerable.

While there are melodic notes around you, you or a creature within 60 feet of you can use a bonus action to harmonize with a note and gain its effects. A creature can't harmonize with a note while it's deafened.

Resonant Mid. When a creature harmonizes with this note, it gains blindsight with a range equal to your proficiency bonus x 5 until the end of its turn.

Solid Low. When a creature harmonizes with note, it gains temporary hit points equal to one roll of your martial arts die + your proficiency bonus.

Heroic Mid. When a creature harmonizes with this note, the next time it deals damage this turn, all of that damage changes its type to thunder damage.

Soaring High. When a creature harmonizes with this note, it can immediately fly a number of feet equal to your proficiency bonus x 5. If it ends its turn in the air, it floats harmlessly to the ground in the nearest unoccupied space.

You can summon melodic notes a number of times equal to your Wisdom modifier (minimum once), and you regain all expended uses when you finish a long rest. When you reach 6th level, whenever you summon a melodic note you can summon two notes at once. At 10th level you can summon three melodic notes at once, and at 14th level you can summon all four melodic notes.

FOSTER UNDERSTANDING

At 6th level, you're adept at reading people and can magically help others communicate and understand. You gain proficiency in the Insight skill if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses Insight.

As an action, choose a number of creatures up to your Wisdom modifier (minimum of one creature) that are within 60 feet of you and speak at least one language. For 10 minutes, you and the chosen creatures can magically understand each other regardless of the languages being spoken.

Once you use this feature, you can't use it again until you finish a short or long rest, unless you spend 2 ki points to use it.

IN UNITY, HEALING

At 11th level, you can channel feelings of unity and togetherness into healing magic. When you finish a long rest, if all of your allies spent at least one hour talking and interacting as a group, you can spend 3 ki points to cast *greater restoration* without requiring components. One of the options for this version of the spell is to end an effect that has changed the creature's alignment, personality traits, bonds, ideals, or flaws.

HARMONIC SOUL

At 17th level your very soul sings out, adding to your summoned music to create a truly transcendent harmony. When you use your Summon Melody feature you can let your soul sing in harmony. If you do so, while you have any notes summoned you gain the following effects:

- Creatures that can see you learn your alignment.
- You hover 1 foot above the ground. You ignore difficult terrain and can move over water and other liquids as if they were solid ground.
- Your body glows from within, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. Whenever a creature moves into the light's area for the first time on a turn or starts its turn there, you can end one disease or one of the following conditions affecting the creature (no action required): blinded, deafened, paralyzed, poisoned, or stunned.
- You can use your action to spend 1 ki point and consume a melodic note, emitting a reverberating tone. Each non-hostile creature in the area of your light regains hit points equal to 2d10 + your Wisdom modifier. This has no effect on deafened creatures, constructs, or undead.

Once you use this feature, you can't use it again until you finish a long rest.

FEAT

SINGING PRODIGY

Talented at using the power of song and voice, you gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Performance skill if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses that proficiency.
- You can cast *enthrall* once with this ability. Charisma is your spellcasting ability for this spell. You regain the ability to cast the spell when you finish a long rest.

MAGIC ITEM

BANDS OF SOLIDARITY

Wondrous item, uncommon

Bands of solidarity come in pairs. Each sturdy bracer bears a unique insignia that matches the other so they can easily be recognized, with the insignia typically representing an aspect of the bond between the pair for whom the bands were made. When a creature wearing a band takes damage, the creature wearing the other band can use its reaction to divide that damage equally between the two wearers.

SINGER'S WAND

Wondrous item, common

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges to summon a 5-foot-diameter, 30-foot-high cylinder of shimmering light centered on you. The light moves with you, and lasts for 5 minutes or until you end it by bowing thrice in a row. While in the area of the light, you can make your voice heard up to 300 feet away and you have advantage on Performance checks made while singing.

The wand regains all expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, a loud boing sound is heard as the wand crumbles to dust and is destroyed.

SOUNDS OF HARMONY

At its simplest, harmony is playing different musical tones together. Virtually all music we listen to today uses harmony. Interestingly, the classic chant associated with western monks, Gregorian chant, lacks harmony as all voices sing the same notes rather than different ones! For a few examples of harmony in action, check out:
Accapella: <https://youtu.be/UFFWH8N9SLk?t=68>
Expert chordwork: <https://youtu.be/hQjwkXrcUrs?t=30>
Top tier layering: <https://youtu.be/dQw4w9WgXcQ>

The mind flayer slithered a tentacle into its own nose and out its mouth, flapping it like a tongue as it began to speak alien words. "Ah, happy to have a chat for once," the monk said, his tattooed goliath shoulders relaxing. He hummed a note and pointed at the tentacle-faced creature, and its speech became clear.

"What's it saying," asked the cleric.

"No peaceful resolution this time, it says if we surrender we can serve as thralls instead of as meals."

"Time for a song then?"

"Always." The monk raised his arms, and in response a chorus of four voices rose into the air as glowing notes, harmonizing an epic of soaring heroes. A light began to glow in the goliath monk's chest and he rose from the ground as the song intensified.

"Never get tired of that soul song," the cleric smiled, eyes closed. He began to sing along as he readied his shield.

"I don't want to sing, I never get it right," grumbled the rogue."

SPELLS

HARMONIC AMPLIFICATION

1st-level evocation

Casting Time: 1 reaction, which you take when a creature casts a spell of 1st-level or higher

Range: 60 feet

Components: V

Duration: Instantaneous

Spell List: Artificer, bard, sorcerer, warlock, wizard

You attempt to enhance the power of another spell through arcane harmonics. If the creature is casting a spell of 2nd level or lower that is on your class spell list, you make its effects harder to evade for this casting. If the creature makes any attack rolls or ability checks as part of the spell, they have advantage on all of those rolls or checks. If the spell forces other creatures to make a saving throw, those creatures have disadvantage on their first saving throw against the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, it can enhance the effects of a spell that is cast at one level higher than the spell slot you expend to cast this spell.

CREDITS

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