

## Mysteria Unveiled: Variant Features

The features herein offer a mix of alternative abilities and enhancements to existing features (many for classes that have generally been considered underwhelming). As with all variants, ask your GM before selecting these features.

### This is Homebrew Playtest Material

The rules presented here are in draft format, and have not been refined through extensive playtesting. These rules are also unofficial material, and don't have the benefit of a fully staffed development team. The content here is experimental, meant to expand the game to include new ideas and options. If you find this material useful, or if you have suggestions for how to improve the system, please drop an email at [mysteria.unveiled@gmail.com](mailto:mysteria.unveiled@gmail.com) with your feedback!

## VARIANT BACKGROUND FEATURES

### CHARLATAN: SNAKE OIL MERCHANT

You may expend one use of an herbalist's kit to produce a drinkable liquid, topical salve, or other concoction, regardless of whether or not you are proficient with herbalist's kits. These concoctions don't actually do what you claim, and may not be safe to use, but you are an expert in convincing wide-eyed customers of their mystical potency.

You can either determine the nature of the concoction or roll on the table below for ideas.

#### d10 Sample Concoctions and Advertised Effects

- 1 ***For-Soothe! Fast-Acting Pain Reliever.*** A liquid that relieves soreness, aches and pains when ingested. Now in delicious fruit flavors! May cause headaches, abdominal pain, or muscle cramps.
- 2 ***Balm du Greiusse.*** An ashy-toned topical cream applied to irritated skin to reduce itching (some discoloration normal).
- 3 ***Extrastrength Dolo-Mite Brand Midgepay.*** An atomized lotion used to kill and repel lice, fleas and rot grubs. Evade the Bite with Dolo-Mite... don't dungeoneer without it!
- 4 ***Gadge Parnwangle's Dwarfwhisker Tonic.*** A topical liquid of gnomish design used to regrow hair at an astonishing rate. Side effects may include itchy scalp, melancholy, head lice, a burning desire to scour the depths of the earth in search of precious mythrill, and unusual body-hair growth.
- 5 ***Satyr-horn Powder.*** Two pinches will fortify the amorous endurance of even the frailest wizard! If the Constitution bonus lasts more than 4 hours, consult your local cleric.
- 6 ***Pegasus Mare's Milk.*** A milky white, chalky liquid guaranteed to prevent unwanted petrification or your money back!
- 7 ***Eldarberry Extract.*** A black, jelly-like paste formulated from feywild sourced natural ingredients and balanced for elven complexions. Apply this secret recipe eldarberry extract to prevent wrinkles and revitalize skin with a youthful glow.
- 8 ***Dr. Yawn's Gentler Repose.*** A miraculous advancement in sorcerous sleep aids, Dr. Yawn's tried and true

soporific will have you sleeping like the dead, night after night. Not recommended for elves, half-elves, or adventurers on first watch.

- 9 **Enchanter Tymm's Instant Pyrotechnic Powder.** Always wanted to shape the arcane forces of the universe into awesome displays of fiery destruction, but you're not a sorcerer? Flunked wizarding 101? The Far Realms not returning your calls? Not a problem! Make one Hell of an Entrance™ with Enchanter Tymm's Instant Pyrotechnic Powder, no flint or tinder required.
- 10 **Illithid Ink Eye Drops.** With these cloudy-black eye drops, you can temporarily open a window to the outer darkness and glimpse sights mortal beings were never meant to behold!

## CRIMINAL: HIDEOUT

You know the locations of safe-houses and secure spots to hide or conduct illicit business. When you roll into a town for the first time, you can reach out to the local criminal underworld to secure lodgings where you won't be disturbed by agents of the law.

## VARIANT SUBCLASS FEATURES

### BATTLELAGER BARBARIAN: PAROXYSMS OF RAGE

#### BATTLELAGER VARIANT FEATURES

##### Level Feature

|      |                                   |
|------|-----------------------------------|
| 3rd  | Unrestrained Rage, Thrashing Rage |
| 6th  | Wild Abandon                      |
| 10th | Violent Charge                    |
| 14th | Savage Retribution                |

### Unrestrained Rage

*Replaces Restriction: Dwarves Only*

Any creature can select the Battlerager Primal Path, regardless of race or lineage.

### Thrashing Rage

*3rd level Battlerager Barbarian Feature, Replaces Battlerager Armor*

This feature replaces the Battlerager Armor class feature. While raging, you can use a bonus action on your turn to make an unarmed strike. You inflict an additional 1d4 damage with this attack if you are armored, as you use your armor as a striking surface. Additionally, if you grapple an opponent while raging, you can inflict your Rage damage bonus in bludgeoning, piercing, or slashing damage. You inflict an additional point of damage against opponents you grapple while raging if you are armored.

### Wild Abandon

*6th level Battlerager Barbarian Feature, Enhances Reckless Abandon*

Unarmed strikes you make as a bonus action while armored and raging are considered magical for the purposes of overcoming resistances and immunities, and inflict 1d6 extra damage, instead of 1d4.

### Violent Charge

*10th level Battlerager Barbarian Feature, Enhances Battlerager Charge*

When you take the Dash action as a bonus action while raging and armored, you add your Rage damage bonus to your AC until you stop moving. Additionally, you can make an unarmed strike as part of the same bonus action. This strike can take place before or after you move, and it benefits from your Thrashing Rage bonus damage.

## Savage Retribution

*14th level Battlerager Barbarian Feature,  
Replaces Spiked Retribution*

This feature replaces the Spiked Retribution class feature. When a creature within 5 feet of you hits you with a melee attack, and you are not incapacitated, that creature takes your Rage damage bonus in bludgeoning, piercing, or slashing damage (your choice).

## BERSERKER BARBARIAN: INCITEMENTS OF RAGE

---

### BERSERKER VARIANT FEATURES

| Level | Feature |
|-------|---------|
|-------|---------|

|     |                  |
|-----|------------------|
| 6th | Righteous Frenzy |
|-----|------------------|

### Righteous Frenzy

*6th level Berserker Barbarian Feature,  
Enhances Mindless Rage*

When you enter a Frenzy, your mind seems to drift from your body, leaving you acting as a vessel for your primal anger. The fatigue you experience from Frenzying is short lived: you remove one level of Exhaustion gained from your Frenzy class feature after a Short Rest. You also remove an additional level of Exhaustion (from any source) after a Long Rest.

## BARD COLLEGE OF SWORDS: NEW BLADE FLOURISHES

---

*Special Thanks to /u/Enaluxeme from Reddit for  
feedback on the Sword Bard Flourishes*

When a College of Swords bard learns Blade Flourish at 3rd level, they can select any 3 flourishes from the list provided in Xanathar's Guide to Everything or from the list below. At 7th, 11th, and 17th level, the

bard learns an additional flourish, and may swap out a known flourish for a new one.

You may only have 3 flourishes prepared at one time. You can change your prepared flourishes at the end of a long rest. This involves practicing the Flourishes for at least 20 minutes each.

### Arcane Flourish

You can spend one use of your Bardic Inspiration to cause the target you hit to become more susceptible to your magic. If the target succeeds on a saving throw against a spell you cast within the next minute, you can roll your Bardic Inspiration die and add one half of the roll to your Spell Save DC (round up, possibly turning the successful save into a failure).

### Fading Flourish

You can spend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. You can also immediately take the Hide action, provided an adequate hiding spot is within 5 feet of you. The creature you strike with Fading Flourish cannot use their reaction to make an attack against you until the end of your turn. Additionally, you add the roll of your Bardic Inspiration die to the Dexterity (Stealth) check you make as part of the Hide Action.

### Intimidating Flourish

You can spend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. You also cause the target to become frightened if they fail a Charisma saving throw. You add one half of the roll of your Bardic Inspiration die (round up) to the DC of this saving throw if the

creature you struck with Intimidating Flourish has not damaged you since the last time you rolled Initiative at the beginning of combat. If the target fails, it can attempt this saving throw at the end of each of its turns.

### **Invigorating Flourish**

You can spend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. One creature of your choice that can see you perform the Invigorating Flourish gains Temporary Hit Points equal to the roll of your Bardic Inspiration die.

### **Deadly Flourish**

You can spend one use of your Bardic Inspiration to increase the accuracy of your attack with a against the target. You can do this after the attack roll is made but before you know if you hit or missed. You add the roll of your Bardic Inspiration die to your attack and damage roll. Additionally If you choose to make only one attack with the Attack Action when using this flourish, you can select one of the following effects to enhance the attack:

- You do not suffer disadvantage to the attack roll with a thrown or ranged weapon as a result of blindness, obscurement, or occupying a space within 5 feet of a hostile creature.
- You can ignore up to 3/4 cover.

### **Daring Flourish**

You can spend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. You also gain a bonus to your saving throws you make

equal to one half of the roll of your Bardic Inspiration die until the end of your next turn.

### **Gallant Flourish**

You can spend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. If the target's next attack is against a creature other than you, the creature it attacks gains a bonus to their AC equal to the roll of your Bardic Inspiration die.

### **Grandiose Flourish**

You can spend one use of your Bardic Inspiration. Your attack causes normal damage on your turn. At the beginning of the target's next turn, roll your Bardic Inspiration die twice to inflict additional damage of the same type as your weapon. If the attack that triggered Grandiose Flourish was a critical hit, roll your Bardic Inspiration die four times for extra damage at the beginning of the target's turn, instead of twice.

### **Rousing Flourish**

You can spend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. Additionally, the next attack against the target of your Rousing Flourish by a friendly creature adds your Bardic Inspiration die to the damage roll.

### **Scornful Flourish**

You can spend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. All of your weapon attacks critically hit the target of Scornful

Flourish on a 19 or 20 until you use Scornful Flourish again, or until you roll Initiative again. If you critically hit the target while the creature is under the effect of Scornful Flourish, you roll your Bardic Inspiration die as one additional damage die.

### Shocking Flourish

You can use Blade Flourish to perform a Shocking Flourish when you cast a cantrip on your turn that targets a creature. If the spell succeeds against the target, roll your Bardic inspiration die as Psychic damage against the target of the spell, even if the spell does not normally cause damage.

### Violent Flourish

You can spend one use of your Bardic Inspiration to deliver a rapid succession of attacks with a melee weapon when you use Blade Flourish as part of the Attack Action. Roll 2 Bardic Inspiration dice (although you expend only one die from your pool) and add your Proficiency Bonus and your Ability Score modifier for a melee weapon you are holding in one hand with which you are proficient. If the total meets or exceeds the target's AC, you count the Bardic Inspiration roll as a melee weapon attack with that weapon, dealing normal damage. A roll of a 2 on your Violent Flourish dice automatically misses, and you cannot score a critical hit with this attack.

### Warding Flourish

You can spend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. You can immediately take the Disengage action, and add the roll of your Bardic Inspiration die to your speed until the end of your turn.

## BANNERET FIGHTER: BATTLEFIELD COMMANDS

### BANNERET VARIANT FEATURES

#### Level Feature

|      |                         |
|------|-------------------------|
| 3rd  | Battlefield Commands    |
| 7th  | For Land & Sovereign    |
| 10th | Coordinated Assault     |
| 15th | Lead from the Front     |
| 18th | Fortune Favors the Bold |

### Battlefield Commands

*3rd level Banneret Fighter Feature,  
Enhances Rallying Cry*

Creatures that regain hit points in excess of their hit point maximum from your use of Rallying Cry gain temporary hit points equal to the number rolled in excess of their maximum. Additionally, when a creature gains hit points from your rallying cry, that creature gains one of the following benefits, which lasts for one minute, or until the creature is affected by rallying cry again. You choose the benefit, which affects all creatures you designate:

- Add 1d4 to the number they roll on the d20 for their attack rolls, and they score a critical hit on a roll of 19 or 20 on the d20 for their attack rolls.
- Add 1d4 to their d20 roll for saving throws, and add +1 to their AC.
- Add 1d4 to ability checks, and difficult terrain does not hinder their movement.

### For Land & Sovereign

*7th level Banneret Fighter Feature,  
Enhances Royal Envoy*

You may use your Second Wind feature twice, regaining all uses when you complete a short rest.



## Coordinated Assault

*10th level Banneret Fighter Feature,  
Enhances Inspiring Surge*

The bonus to attack rolls, saving throws, or ability checks granted by your Battlefield Commands feature increases to 1d6. Additionally, when you use your Inspiring Surge, any creature currently affected by your Battlefield Commands feature that can see and hear you can also use their reaction to make a melee or ranged weapon attack.

## Lead from the Front

*15th level Banneret Fighter Feature,  
Enhances Bulwark*

If you roll Initiative at the beginning of combat and you have no uses of Indomitable left, you regain one use of that feature.

## Fortune Favors the Bold

*18th level Banneret Fighter Feature*

When you use your Rallying Cry, Inspiring Surge, or Bulwark class features, you can affect an additional creature that can see and hear you.

## CHAMPION FIGHTER: HEROIC EXPLOITS

### CHAMPION VARIANT FEATURES

| Level | Feature                |
|-------|------------------------|
| 3rd   | Combat Stance          |
| 7th   | Heroic Exploits        |
| 10th  | Improved Combat Stance |
| 15th  | Unassailable           |

## Combat Stance

*3rd level Champion Fighter Feature,  
Enhances Improved Critical*

When you gain the Improved Critical feature, you also learn how to adopt various combat stances to improve your martial prowess. You can adopt any of these stances when you roll Initiative at the beginning of combat. As a bonus action on your turn, you may change your stance to a different one.

**Sovereign Stance.** Weapons you use to make melee attacks gain an additional 5 feet of reach.

**Tower Stance.** You gain +1 to all saving throws you make.

**Vanguard Stance.** You add one-half your proficiency bonus to all weapon damage rolls you make on your turn.

## Heroic Exploits

*7th level Champion Fighter Feature,  
Enhances Remarkable Athlete*

When you gain the Remarkable Athlete feature, you also gain one of the following features. You can change your chosen Heroic Exploit feature whenever you complete a short or long rest.

**Bravery.** You have advantage on saving throws against being frightened.

**Swiftness.** Your base walking speed increases by 5 feet.

**Nimbleness.** You can move through the space of any creature that is of a size larger than yours.

**Powerful Build.** You count as one size larger when determining carrying capacity and the weight you can push, drag, or lift.

## Improved Combat Stance

*10th level Champion Fighter Feature,  
Enhances Additional Fighting Style*

When you gain an extra fighting style at 10th level, your Combat Stance bonuses improve as well.

- You gain a +2 bonus to the attack rolls on opportunity attacks you make while in sovereign stance.
- The bonus to saving throws you make while in tower stance increases to +2.
- You now add your full proficiency bonus to weapon damage rolls you make on your turn while in vanguard stance.

## Unassailable

*15th level Champion Fighter Feature,  
Enhances Superior Critical*

When you gain the Superior Critical feature, you also gain this feature. When you strike a creature with a melee weapon attack, until the beginning of your next turn, that creature automatically misses you on a roll of 5 or less on the d20 for attack rolls they make against you, before modifiers.

## ROGUE ASSASSIN: METHODS OF MURDER

### ASSASSIN VARIANT FEATURES

| Level | Feature             |
|-------|---------------------|
| 3rd   | Death Comes Swiftly |
| 9th   | Elimination         |
| 13th  | Betrayal            |

## Death Comes Swiftly

*3rd level Assassin Rogue Feature,  
Enhances Assassinate*

You are proficient in Initiative checks. Additionally, you have advantage on attack rolls you make against any creature whose Speed is reduced to 0.

**Rules Tip:** Initiative rolls count as Dexterity Checks. So an 11th level Assassin can use Reliable Talent on Initiative rolls.

## Elimination

*9th level Assassin Rogue Feature,  
Enhances Infiltration Expert*

While you are disguised using your Infiltration Expert class feature, surprised or incapacitated creatures you damage must succeed in a Constitution saving throw (DC of 8 + your Proficiency Bonus + your Dexterity modifier). On a failure, the creature is incapacitated until the end of its next turn.

## Betrayal

*13th level Assassin Rogue Feature,  
Enhances Imposter*

If you initiate combat against a creature that believes your ruse from your Imposter class feature, that creature has disadvantage on its Wisdom (Perception) check to avoid being surprised at the start of combat.

## ROGUE THIEF: CRIMINAL ACTIVITIES

### THIEF VARIANT FEATURES

| Level | Feature                         |
|-------|---------------------------------|
| 3rd   | Bene Whids, Criminal Activities |

## Bene Whids

*3rd level Thief Rogue Feature, Enhances Thieves' Cant*

All rogues pick up useful bits of Thieves' Cant as they learn to ply their trade, but thief rogues don't let all of their secrets slip. The cant spoken by actual thieves is not awkward or cumbersome, having evolved into a fluid patois of slang, archaic phrases, and code words that roll easily off the tongue.

When you select Thief as your Roguish Archetype at 3rd level, it does not take you any longer to converse in Thieves' Cant than it does in any other language you can speak. Your knowledge of the cant also allows you to intuit what less educated rogues are trying to convey when they speak in stilted code, and you can convey concepts to these rogues more eloquently in a sort of "short-hand" cant, allowing them to converse with you at a normal speaking pace even if they do not have this feature enhancement.

Additionally, you know how to put out the High Whisper: a method thieves use to spread news among the criminal underworld. When you converse with a friendly or indifferent creature that can speak and understand thieves' cant, you can ask them to pass along a message that will be picked up and shared by thieves in the local area within 1d4 days. The High Whisper can reach as far as settlements within one day's journey from the area where the Whisper was first spread. The High Whisper can be a short phrase such as "1000gp for information on the Star of Midnight jewel" or "The nomads travelling West are off-limits to the guild."

### Behind the Screen: Thieves' Cant

Real life Rogue's Cant was not so complex, slow, or convoluted that conversing in it required great lengths of time. In fact it's quite possible to convey very specific, criminally-oriented information faster in Cant than it is to say it in plain language.

With this in mind, the Bene Whids feature is meant to allow rogue thieves to converse without the unusual time restriction of the Thieves Cant feature. This is an enhancement, rather than a replacement for the core class's feature, since some players and DMs may enjoy some of the non-historical methods.

## Criminal Activities

*3rd level Rogue Thief Feature, Replaces Second-Story Work*

Rather than gaining the Second-Story Work feature, you can select one of the following features instead:

**Cat-Burglar.** You are able to scale sheer surfaces that offer no visible hand-holds if you have access to your thieves' tools. You can use the bonus action provided by your Cunning Action to anchor yourself to a wall, ceiling, or other surface with a climber's kit. While you are anchored to a surface with a climber's kit, you are considered to have a climbing speed equal to your walking speed. Additionally, you can use your Uncanny Dodge feature to halve the damage you take from falling.

**Rules Tip:** Remember that when you are anchored to a surface with a climbing kit, you can't move farther away from the anchoring point than the length of the rope



between you and the anchor (25 feet according to official rules) unless you re-anchor yourself.

**Cutpurse.** You are adept at deftly slashing pockets, pouches, and bags to get at their contents with a small blade from your thieves' tool set. So long as you have thieves' tools in hand, other creatures have disadvantage on their Wisdom (Perception) checks to notice you taking items from their pockets, pouches, bags, packs, or belt-strings using Dexterity (Sleight of Hand).

Additionally, after you make a Dexterity (Sleight of Hand) check to pilfer or plant an object while you are lightly obscured, you can immediately take the Hide action, regardless of the result of your Sleight of Hand check.

**Eavesdropper.** While you are lightly obscured or completely hidden from sight, you gain advantage on Wisdom (Perception) and Wisdom (Insight) checks you make.

Additionally, if you do not know the language spoken by creatures you can see and hear, you can still gain a general sense of what they are conversing about, although you won't be able to glean specifics.

**Escape Artist.** You can use the bonus action granted by your Cunning Action to attempt to escape from bindings such as rope or manacles. When you attempt to escape from such bindings, you can roll Dexterity (Acrobatics) or Dexterity (Sleight of Hand), depending on how you are bound.

Additionally, if you suffer disadvantage on Dexterity checks to use thieves' tools when picking the lock on manacles you are wearing, or when picking a lock on chains or ropes that are binding you, you instead roll

normally (without advantage or disadvantage).

**Getaway driver.** You gain proficiency in two vehicles of your choice. When you are piloting a vehicle you are proficient with, the vehicle's speed increases by 10 feet, and you add your proficiency bonus to Complication checks you make during a chase. Additionally, ranged attacks and opportunity attacks made against anyone in the vehicle you are piloting (including you) are made at disadvantage.

**Lookout.** You gain advantage on Wisdom (Perception) checks you make to avoid being surprised during the first turn of combat. If you are not surprised, you can roll your Sneak Attack dice and add the result of one of the dice to your own or another creature's Initiative roll. You can affect multiple creatures' initiatives in this way, but each creature can only benefit from the result of one sneak attack die. Lastly, if you have a spyglass in hand, you do not suffer the -5 penalty for noticing threats while traveling at a fast pace.

**Mugger.** If you are holding a weapon with which you are proficient and brandish the weapon menacingly toward a creature who is unarmed or who cannot see any creatures friendly to it, you can add your weapon's damage die to a Charisma (Intimidation) check you make.

Additionally, if a hostile creature is surprised and you are holding a weapon when you roll for initiative, add your weapon's damage die to your initiative roll.

## UNDYING WARLOCK: VANITAS OF DEATH

---

### THE UNDYING VARIANT FEATURES

| Level | Feature            |
|-------|--------------------|
| 1st   | Inter the Undead   |
| 6th   | That Which Is Dead |
| 10th  | Beyond the Pale    |
| 14th  | Perpetual Life     |

### Inter the Undead

*1st level Undying Warlock Feature,  
Enhances Among the Dead*

Your familiarity with the undead helps you understand their weaknesses. You gain a bonus to your attack and damage rolls against any undead that is immune to the effects of your Among the Dead class feature. This bonus is equal to your maximum number of spell slots as shown on the Warlock Table. The bonus damage is considered force damage.

**Rules Tip:** Since an undead becomes immune to Among the Dead when you target it with an attack or harmful spell, and the attack roll is made after you specify which creature you are attacking, you do gain the attack bonus from Inter the Undead on the first (and subsequent) attack roll(s) you make against that undead creature in any 24 hour period.

### That Which Is Dead

*6th level Undying Warlock Feature,  
Enhances Defy Death*

You are proficient in Death saving throws. Additionally, when you regain hit points through Defy Death, you become momentarily more corpse-like. For one minute, when you suffer damage from an

attack, spell, or effect, you reduce that damage by your maximum number of spell slots as shown on the Warlock table.

### Beyond the Pale

*10th level Undying Warlock Feature,  
Enhances Undead Nature*

You are resistant to Necrotic damage and Poison damage, and you may use a bonus action on your turn to cast *spare the dying*.

### Perpetual Life

*14th level Undying Warlock Feature,  
Enhances Indestructible Life*

When you regain hit points through your Indestructible Life feature, you regain use of your Defy Death feature (if you do not have any uses of that feature left), and you gain the damage reduction effect from your That Which is Dead feature for one minute.

## WAY OF THE FOUR ELEMENTS MONK: ELEMENTAL STYLES

---

### WAY OF THE FOUR ELEMENTS VARIANT FEATURES

| Level | Feature                                    |
|-------|--------------------------------------------|
| 3rd   | Elemental Styles,<br>Technique Versatility |
| 6th   | Breath of the World                        |
| 11th  | Master the Flow                            |
| 17th  | Elemental Incarnation                      |

### Elemental Styles

*3rd level Way of the Four Elements Feature,  
Replaces Elemental Disciplines*

When you choose the Way of the Four Elements tradition at 3rd level, you learn martial arts styles that gather and project elemental forces. By altering the internal

flow of your Ki so that it resonates with the Ki energy permeating the world, you can move the elements in the same way you move your limbs and body.

You know the Elemental Attunement technique, and one elemental style from those detailed below. You also know one of the 3rd level techniques listed for the style you choose, and you learn another technique for that style at 6th and 11th level. Each time you learn a new style, you can also change out one of the techniques from a style you know for a new technique.

You learn an additional elemental style of your choice (and one of the techniques for all levels of that style available to you) at 6th and 11th level.

At 17th level, you learn a fourth and final style, as well as a 3rd, 6th, and 11th level technique for that style. You learn only one 17th level technique, which can be from any style.

For example:

- a 3rd level Way of the Four Elements monk might select the Hurricane Wind style, and choose *fist of unbroken air* as their technique.
- At 6th level, they might select *lifting wind stance* as their 6th level Wind technique. For their second style they choose Towering Mountain, as well as the *molten fist* and *raging earth strike* techniques (at 3rd and 6th level, respectively).
- At 11th level they choose *stormfront stance* (Wind 11), *duneguard stance* (Mountain 11), and the Rushing River style, along with *fading fog* (River 3), *stillwater stance* (River 6), and *crashing wave fist* (River 11).

- Finally, at 17th level, the monk chooses Unquenchable Flame, gaining the *palm of smoke and flame* (Flame 3), *breath of the dragon* (Flame 6), and *flames of the phoenix* (Flame 11) techniques. The monk can choose one 17th level technique from any of the four styles. The monk chooses *monolith stance* (Mountain 17).

**Casting Elemental Spells.** Some elemental style techniques allow you to cast spells. To cast one of these spells, you use the standard rules for that spell, but you don't require material components. Instead of spending spell slots, you spend Ki points to cast these spells.

When you reach 5th level as a monk, you can spend additional ki points to increase the level of an elemental style technique spell you cast, as long as the spell has an enhanced effect at a higher level. The spell's level increases by 1 for each additional ki point you spend.

The maximum number of ki points you can spend to cast a spell (including its base ki point cost and any additional ki points spent to raise the spell's level) is determined by your monk level, as shown below on the Spells and Ki Points table:

#### SPELLS AND KI POINTS

| Monk Level | Max Ki Points for a Spell |
|------------|---------------------------|
| 5th-8th    | 3                         |
| 9th-12th   | 4                         |
| 13th-16th  | 5                         |
| 17th-20th  | 6                         |

#### ELEMENTAL STYLES

The elemental styles below each provide a number of techniques associated with the

element the style focuses on:

## Hurricane Wind Style

The Hurricane Wind Style draws power from breathing techniques, drawing the world's ki into the practitioner's body where it winds and wends with roiling, sometimes chaotic movements that are nonetheless graceful and beautiful and terrifying to behold.

**Rolling Thunder Kata.** When you learn the Hurricane Wind style, you learn the *rolling thunder kata*. When you make an attack roll as part of an unarmed strike, you can cast the *gust* cantrip (Elemental Evil Player's Companion, pg. 157) as a bonus action.

You can also cast the *thunderclap* cantrip (Elemental Evil Player's Companion, pg. 168) in place of one of your attacks when you take the Attack Action on your turn. Casting this way counts as making an unarmed attack for the purposes of Martial Arts and Flurry of Blows.

**Rules Tip:** The rules for Making an Attack (PHB pg. 194) allow you to target a location with an attack. This means that you can pick a space in your reach as the target of an attack, even if no creature occupies that space. By targeting an empty space with an unarmed attack, a Way of the Four Elements monk can perform one of their Kata effects (like the *sculpting hand* or *flowing tide* katas) even outside of combat. For simplicity's sake, if the monk wishes to use their Katas outside of combat, you don't need to have them make the attack roll or even roll for initiative (unless the action would precipitate combat): instead, you can just let the monk cast the cantrip using both an action and a bonus action to save time. Note that the monk must still be

able to make the attack (so they can't be incapacitated or paralyzed, for example), and this doesn't apply to effects that require you to take the Attack Action (such as casting *blade ward* with the *sculpting hand kata*).

**Hurricane Wind Techniques.** When you learn the Hurricane Wind style, you select one of the 3rd level techniques, and you can select additional techniques of an appropriate level when you gain a new technique.

### Level Techniques

- |    |                                                                                                   |
|----|---------------------------------------------------------------------------------------------------|
| 3  | Fist of Four Thunders,<br>Fist of Unbroken Air,<br>Gust of the Gale Spirits                       |
| 6  | Clench of the North Wind,<br>Guarding Gale Stance,<br>Lifting Wind Stance,<br>Reaping Wind Stance |
| 11 | Buffeting Wind Stance,<br>Ride the Wind,<br>Stormfront Stance                                     |
| 17 | Raging Sky Stance                                                                                 |

## Rushing River Style

The Rushing River style evokes the stillness of a tranquil pond as deftly as the unrelenting force of a torrential downpour. The ripple of a babbling brook flows seamlessly into the devastation of a tsunami. Grace and conservation of movement are key to the stances utilized by Rushing River practitioners, and deceptive motion plays a large role in this style.

**Flowing Tide Kata.** When you learn the Rushing River style, you learn the *flowing tide kata*. When you make an attack roll as part of an unarmed strike, you can cast the *shape water* cantrip (Elemental Evil Player's Companion, pg. 164) as a bonus action.

You can also cast the *frostbite* cantrip (Elemental Evil Player's Companion, pg. 156) in place of one of your attacks when you take the Attack Action on your turn. Casting this way counts as making an unarmed attack for the purposes of Martial Arts and Flurry of Blows.

**Rushing River Techniques.** When you learn the Rushing River style, you select one of the 3rd level techniques, and you can select additional techniques of an appropriate level when you gain a new technique.

#### Level Techniques

|    |                                                                                                                    |
|----|--------------------------------------------------------------------------------------------------------------------|
| 3  | Damp ground after Rain,<br>Fading Fog Stance,<br>Shape the Flowing River,<br>Shattering Rime Strike,<br>Water Whip |
| 6  | Deep Mire Grip,<br>Rippling Pond Stance                                                                            |
| 11 | Driving Rain Stance,<br>Mist Stance,<br>Crashing Wave Fist,<br>Shore Stance<br>Stillwater Stance                   |
| 17 | Breath of Winter,<br>Falling Hail Strike,<br>Ocean Stance,<br>Sea Stance                                           |

### Towering Mountain Style

The Towering Mountain Style teaches the monk to harness the power of earth and stone through body posture. These techniques are forceful and direct, controlled and precise. Great force is brought to bear by leveraging the movement of the martial artist's entire body, with stances that often plant firmly and close to the ground.

**Sculpting Hand Kata.** When you learn the

Towering Mountain style, you learn the *sculpting hand kata*. When you make an attack roll as part of an unarmed strike, you can cast the *mold earth* cantrip (Elemental Evil Player's Companion, pg. 162) as a bonus action.

You can also cast the *blade ward* cantrip in place of one of your attacks when you take the Attack Action on your turn. Casting this way counts as making an unarmed attack for the purposes of Martial Arts and Flurry of Blows.

#### Level Techniques

|    |                                                                     |
|----|---------------------------------------------------------------------|
| 3  | Earthen Guard,<br>Trembling Ground Strike                           |
| 6  | Molten Fist,<br>Gong of the Summit                                  |
| 11 | Duneguard Stance<br>Eternal Mountain Defense,<br>Ragin Earth Strike |
| 17 | Wave of Rolling Earth,<br>Monolith Fist Form                        |

### Unquenchable Flame Style

The Unquenchable Flame style builds strength from rhythmic movements that coil and project in flickering strikes and fading steps. Like a flame, the practitioner is ephemeral and deadly. Flame style relies on sweeping, quick movements that confound opponents: sometimes these stances are almost still like a burning coal, sometimes they flare into explosive violence.

**Flaming Hand Kata.** When you learn the Unquenchable Flame style, you learn the *flaming hand kata*. When you make an attack roll as part of an unarmed strike, you can cast the *control flames* cantrip (Elemental Evil Player's Companion, pg. 152) as a bonus action.

You can also cast the *produce flame* cantrip



in place of one of your attacks when you take the Attack Action on your turn, and you may hurl the flame you produce as part of the same action. Casting this way counts as making an unarmed attack for the purposes of Martial Arts and Flurry of Blows.

**Unquenchable Flame Techniques.** When you learn the Unquenchable Flame style, you select one of the 3rd level techniques, and you can select additional techniques of an appropriate level when you gain a new technique.

#### Level Techniques

|    |                                                                                                     |
|----|-----------------------------------------------------------------------------------------------------|
| 3  | Fangs of the Fire Snake,<br>Sweeping Cinder Strike,                                                 |
| 6  | Breath of the Dragon,<br>Palm of Smoke and Flame,<br>Scorching Sword Form<br>Scorpion's Fiery Sting |
| 11 | Flames of the Phoenix                                                                               |
| 17 | Flameguard Stance,<br>River of Hungry Flame                                                         |

#### ELEMENTAL TECHNIQUES

The elemental styles provide special techniques - forms that use the monk's Martial Arts training to produce magical, elemental effects. Techniques listed in red are new, while those in black text can be found in the PHB.

**\*Breath of the Dragon (Unquenchable Flame 6th level).** You can spend 3 ki points to cast the *Aganazzar's scorcher* spell. (Elemental Evil Player's Companion, pg. 150)

**Breath of Winter (Rushing River 17th level).** See the PHB, pg. 86.

**\*Buffeting Wind Stance (Hurricane Wind 11th level).** You can spend 4 ki points to cast the *slow* spell. The spell manifests as driving winds that buffet the targets.

**Clench of the North Wind (Hurricane Wind 6th level).** See the PHB, pg. 86.

**\*Crashing Wave Fist (Rushing River 11th level).** You can spend 4 ki points to cast the *tidal wave* spell.

**\*Damp Ground after Rain (Rushing River 3rd level).** You can spend 2 ki points to cast the *grease* spell. The effect manifests as puddles of water.

**\*Deep Mire Grip (Rushing River 6th level).** You can spend 3 ki points to cast the *web* spell. The effect manifests as a swampy, stagnant morass that pools around the target area.

**\*Driving Rain Stance (Rushing River 11th level).** You can spend 4 ki points to cast the *sleet storm* spell.

**\*Duneguard Stance (Towering Mountain 11th level).** You can spend 4 ki points to cast the *wall of sand* spell. (Elemental Evil Player's Companion, pg. 170)

**\*Earthen Guard (Towering Mountain 3rd level).** As long as you are within 10 feet of at least 1 cubic foot of earth or stone, you can spend 2 ki points to cast the *shield* spell. The spell manifests as a plate of earth or stone that rises from the ground or walls nearby, which then returns to its original form. If you use this technique on your turn as an action, you can instead cast *shield of faith* on yourself, which manifests as plates of stone or rock that hover inches from your body, guarding vital targets.

**Elemental Attunement.** All Four Elements monks learn this Technique. See the PHB, pg. 86.

**Eternal Mountain Defense (Towering Mountain 11th level).** See the PHB, pg. 86.

**\*Fading Fog Stance (Rushing River 3rd level).** You can spend 2 ki points to cast the *fog cloud* spell. At 6th level, while concentrating on *fading fog stance*, you can spend 3 ki points to cast *misty step*, so long as the space you teleport to is within the radius of your *fog cloud* spell. You do not need to be able to see the destination space you teleport to.

**\*Falling Hail Strike (Rushing River 17th level).** You can spend 5 ki points to cast the *ice storm* spell.

***Fangs of the Fire Snake (Unquenchable Flame 3).*** See the PHB, pg. 86.

***Fist of Four Thunders (Hurricane Wind 3rd level).*** See the PHB, pg. 86.

***Fist of Unbroken Air (Hurricane Wind 3rd level).*** See the PHB, pg. 86.

**\*Flameguard Stance (Unquenchable Flame 17th level).** You can spend 5 ki points to cast the *fire shield* spell.

***Flames of the Phoenix (Unquenchable Flame 11th level).*** See the PHB, pg. 86.

***Gong of the Summit (Towering Mountain 6th level).*** See the PHB, pg. 86.

**\*Guarding Gale Stance (Hurricane Wind 6th level).** You can spend 3 ki points to cast the *warding wind* spell. (Elemental Evil Player's Companion, pg. 170)

**\*Lifting Wind Stance (Hurricane Wind 6th level).** You can spend 3 ki points to cast the *levitate* spell.

***Mist Stance (Rushing River 11th level).*** See the PHB, pg. 86.

**\*Molten Fist (Towering Mountain 6th level).** You can spend 3 ki points to cast the *heat metal* spell.

**\*Monolith Fist Form (Towering Mountain 6th level).** You can spend 5 ki points to cast the *stone shape* spell.

**\*Ocean Stance (Rushing River 17th level).** You can spend 5 ki points to cast the *control water* spell.

**\*Palm of Smoke & Flame (Unquenchable Flame 6th level).** You can spend 3 ki points to cast the *pyrotechnics* spell. (Elemental Evil Player's Companion, pg. 163)

**\*Raging Earth Strike (Towering Mountain 11th level).** You can spend 4 ki points to cast the *erupting earth* spell. (Elemental Evil Player's Companion, pg. 155)

**\*Raging Sky Stance (Hurricane Wind 17th level).** You can spend 5 ki points to cast the *storm sphere* spell. (Elemental Evil Player's Companion, pg. 166)

**\*Reaping Wind Stance (Hurricane Wind 6th level).** You can spend 3 ki points to cast the *dust devil* spell. (Elemental Evil Player's Companion, pg. 154)

***Ride the Wind (Hurricane Wind 11th level).*** See the PHB, pg. 86.

**\*Rippling Pond Stance (Rushing River 6th level).** You can spend 3 ki points to cast the *blur* spell.

***River of Hungry Flame (Unquenchable Flame 17th level).*** See the PHB, pg. 86.

***Rush of the Gale Spirits (Hurricane Wind 3rd level).*** See the PHB, pg. 86.

**\*Scorching Sword Form (Hurricane Wind 6th level).** You can spend 3 ki points to cast the *flame blade* spell.

**\*Scorpion's Fiery Sting (Unquenchable**

**Flame 6th level).** You can spend 3 ki points to cast the *scorching ray* spell.

**\*Sea Stance (Rushing River 17th level).** You can spend 5 ki points to cast the *watery sphere* spell.

**Shape the Flowing River (Rushing River 3rd level).** See the PHB, pg. 86.

**\*Shattering Rhime Strike (Rushing River 3rd level).** You can spend 2 ki points to cast the *ice knife* spell.

**\*Shore Stance (Rushing River 11th level).** You can spend 4 ki points to cast the *wall of water* spell. (Elemental Evil Player's Companion, pg. 170)

**\*Stillwater Stance (Rushing River 11th level).** You can spend 4 ki points to cast the *water walk* spell.

**\*Stormfront Stance (Hurricane Wind 11th level).** You can spend 4 ki points to cast the *wind wall* spell.

**Sweeping Cinder Strike (Unquenchable Flame 3rd level).** See the PHB, pg. 86.

**\*Trembling Ground Strike (Towering Mountain 3rd level).** You can spend 2 ki points to cast the *earth tremor* spell. (Elemental Evil Player's Companion, pg. 155)

**Water Whip (Rushing River 3rd level).** See the PHB, pg. 86.

**Wave of Rolling Earth (Towering Mountain 17th level).** See the PHB, pg. 86.

## Technique Versatility

### *3rd level Way of the Four Elements Feature*

You can learn additional techniques by studying with a member of the Four Elements tradition who knows the technique. Additionally, when you swap out

a technique you know for a new technique when gaining monk levels, you are still considered to “know” the original technique you swapped out - you simply no longer have it prepared.

There is no limit to the number of techniques you can know, but any techniques learned through training (that do not come from gaining Monk levels) must be learned using the rules for learning proficiencies during downtime. It takes one day of practice and study per level of the technique to learn that technique.

You may only have a number of techniques prepared at one time equal to those you have learned through raising your Monk level, one of which must always be *elemental attunement*.

Changing your prepared techniques requires meditation and practice during a period of rest. When you finish a short rest, you can change one of your prepared techniques for another technique you have learned. When you finish a long rest, you can exchange a number of prepared techniques equal to your Wisdom bonus.

## Breath of the World

### *6th level Way of the Four Elements Feature*

You have learned to tap into the ambient Ki energy permeating the world around you. By opening your chakra points through practiced physical actions, you can capture some of the ambient Ki of the elements to replenish your inner strength.

When you use your Deflect Missiles, Slow Fall, or Extra Attack class feature, you gain a number of Ki points equal to your Wisdom bonus (minimum 1). These Ki points can only be used to perform Elemental Style techniques or to fuel your Master the Flow

or Elemental Incarnation features. You lose these points when you complete a short or long rest.

At 7th level, you can gain Ki points from Breath of the World when you use your Stillness of Mind class feature.

Once you use this feature, you must complete a short or long rest before you can use Breath of the World again.

## **Master the Flow**

### *11th level Way of the Four Elements Feature*

At 11th level, you learn to disrupt or amplify the ambient ki around you. You may use your reaction to spend 2 ki points to cast *absorb elements*, 4 ki points to cast *protection from energy*, or 5 ki points to cast *elemental bane*. You can use this feature once, and regain use of Master the Flow when you complete a short or long rest.

**Rules Tip:** The spells cast through Master the Flow and Elemental Incarnation aren't considered techniques, and so aren't restricted by the maximum number of ki points by level for spellcasting shown on the Spells and Ki Points table.

## **Elemental Incarnation**

### *17th level Way of the Four Elements Feature*

At 17th level, you can spend 7 ki points to cast one of the following spells: *investiture of flame*, *investiture of ice*, *investiture of stone*, *investiture of wind*, or *primordial ward*. You must complete a long rest before using Elemental Incarnation again.