Optional Subclass Features (PHB)

Optional Features for the Warrior of Mercy

Level 3: Deathbringer

Replaces the Hand of Harm feature

Once per turn when you hit a creature with a Monk weapon and deal damage, you can expend 1 Focus Point to deal extra Necrotic damage equal to one roll of your Martial Arts die plus your Wisdom modifier.

Level 3: Lifebringer

Replaces the Hand of Healing feature

As a **Magic** action, you can expend 1 Focus Point to touch a creature and restore a number of Hit Points equal to a roll of your Martial Arts die plus your Wisdom modifier.

When you use your Flurry of Blows, you can replace one of those attacks with a use of this feature without expending a Focus Point for the healing.

Level 6: Physician's Blade

Replaces the Physician's Touch feature

Your Deathbringer and Lifebringer features improve, as detailed below.

Deathbringer. When you use Deathbringer on a creature, you can also give that creature the **Poisoned** condition until the end of your next turn.

Lifebringer. When you use Lifebringer, you can also end one of the following conditions on the creature you heal: **Blinded**, **Deafened**, **Paralyzed**, **Poisoned**, or **Stunned**.

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Level 11: Flurry of Life and Death

Replaces the Flurry of Healing and Harm Feature

When you use Flurry of Blows, you can replace each of the attacks with a use of Lifebringer without expending Focus Points for the healing.

In addition, when you make an attack with Flurry of Blows and deal damage, you can use Deathbringer with that attack without expending a Focus Point for Deathbringer. You can still use Deathbringer only once per turn.

You can use these benefits a total number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a **Long Rest**.

Optional Features for the Warrior of Shadow

Level 11: Shadow Flèche

Replaces the Improved Shadow Step feature

You can draw on your Shadowfell connection to empower your teleportation. When you use your Shadow Step, you can expend 1 Focus Point to remove the requirement that you must start and end in Dim Light or Darkness for that use of the feature. As part of this Bonus Action, you can make an attack with a Monk weapon immediately after you teleport.

Optional Features for the Warrior of the Elements

Level 3: Elemental Empowerment

Replaces the Elemental Attunement feature

At the start of your turn, you can expend 1 Focus Point to imbue yourself and your Monk weapons with elemental energy. The energy lasts for 10 minutes or

until you have the **Incapacitated** condition. You gain the following benefits while this feature is active.

Reach. When you make an attack with a Monk weapon, your reach is 10 feet greater than normal, as elemental energy extends from the weapon.

Elemental Strikes. Whenever you hit with your Monk weapon, you can cause it to deal your choice of Acid, Cold, Fire, Lightning, or Thunder damage rather than its normal damage type. When you deal one of these types with it, you can also force the target to make a Strength saving throw. On a failed save, you can move the target up to 10 feet toward or away from you, as elemental energy swirls around it.

Level 11: Elemental Movement

Replaces the Stride of the Elements feature

While your Elemental Empowerment is active, you also have a Fly Speed and a Swim Speed equal to your Speed.

Level 17: Elemental Sabreur

Replaces the Elemental Epitome feature

While your Elemental Empowerment is active, you also gain the following benefits.

Damage Resistance. You gain Resistance to one of the following damage types of your choice: Acid, Cold, Fire, Lightning, or Thunder. At the start of each of your turns, you can change this choice.

Destructive Stride. When you use your Step of the Wind, your Speed increases by 20 feet until the end of the turn. For that duration, any creature of your choice takes damage equal to one roll of your Martial Arts die when you enter a space within 5 feet of it. The damage type is your choice of Acid, Cold, Fire, Lightning, or Thunder. A creature can take this damage only once per turn.

Empowered Strikes. Once on each of your turns, you can deal extra damage to a target equal to one roll of your Martial Arts die when you hit it with a Monk weapon. The extra damage is the same type dealt by that attack.

Optional Features for the Warrior of the Open Hand

Note: A subclass called the "Warrior of the Open Hand" would feel off-theme for a character that specializes in weapon use. You may wish to call this subclass the "Warrior of the Tranquil Blade" when it is taken by a Blademaster. In accordance with this change, you may also want to rename the feature "Open Hand Technique" to "Tranquil Blade Technique." You can also come up with your own name for this subclass and/or feature if you like.

Level 17: Deadly Flourish

Replaces the Quivering Palm feature

Your weapons can cut at a creature's life force directly. When you hit a creature with a Monk weapon, you can expend 4 Focus Points to tug on a strand of its life essence, which wraps around your weapon and remains there for a number of days equal to your Monk level. When you take the **Attack** action on your turn, you can forgo one of the attacks to cut this strand if you and the target are on the same plane of existence. When you cut the strand, the target must make a Constitution saving throw, taking 10d12 Force damage on a failed save or half as much damage on a successful one.

You can have only one creature under the effect of this feature at a time. You can dismiss the strand harmlessly (no action required).

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