



DRAGON TYPE TABLE

Dragon Type	Damage Type	Draco Breath Weapon	6th-Level Feature
Faerie	Radiant	Cone	Invisibility or Psionics (your choice)
Sapphire	Thunder	Cone	Psionics or Tunneling (your choice)
Shadow	Necrotic	Line	Climbing or Stealth (your choice)
Turtle	Fire	Cone	Amphibious

*The breath weapon of a turtle Draco is a blast of scalding steam that does not set objects on fire. Being in water does not give a creature resistance to this breath weapon's fire damage.

DRACONIC GIFT

Each dragonfriend has a special gift determined by their Dragon Type. The Dragon Types presented in this document use the following Draconic Gifts or ones found in *Tasha's Crucible of Everything Else*, Volume 1:

Invisibility (Faerie*). You can cast *invisibility* on yourself once each short rest without expending a spell slot.

Psionics (Faerie*, Sapphire*). You can telepathically speak to any creature you can see within 30 feet of you, but this does not grant the creature any ability to telepathically reply. You must share at least one language with the creature to do this. Additionally, you learn the *mage hand* cantrip, which counts as a druid cantrip for you and does not count against the number of cantrips you can know. When you cast *mage hand* using this trait, the hand is invisible.

Stealth (Shadow*). You gain proficiency in Stealth if you do not already have it. Your proficiency bonus is doubled for any ability check you make that uses Stealth.

*This Dragon Type gives you an option between two Draconic Gifts. You choose one.



Water can flow or it can crash. Be water, friend. Someone much wiser than me said that.

TASHA

Patient Defense. You grow a hard shell, resilient scales, or another natural defense feature. You have resistance to the damage of the first attack that hits you before the start of your next turn.

Step of the Wind. You grow small wings, gliding flaps, or some other feature that helps you travel through the air. Until the end of your turn, your jumping distance triples instead of doubles and you are immune to damage from falling.

FLUID FORM

6th-level Way of the Warshaper feature

You are capable of rapidly and easily reshaping your form. When you are knocked prone, you can stand up as a reaction.

As an action, you can spend 2 ki points to cast *alter self* or *darkvision* on yourself, or 1 ki point to cast *enlarge/reduce* or *spider climb* on yourself.

REBUILDING OF BODY

11th-level Way of the Warshaper feature

You know how to rebuild your damaged body, and how to reshape yourself to avoid and recover from damage. As a reaction, you can reshuffle your organs to turn any critical hit against you into a normal hit instead. Whenever you spend ki points to use your *Flurry of Blows*, *Patient Defense*, or *Step of the Wind* features in combat, you can spend one Hit Die to heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1).

ANCIENT WARBEAST

17th-level Way of the Warshaper feature

You have mastered the techniques required to remold your form and gain the powers of an ancient warbeast. You can assume this new form as a bonus action. This form lasts for 1 hour, until you are reduced to zero hit points, or until you dismiss the effect as an action. While you are in this form, you gain the following benefits.

- Your size is Large.
- If your Strength score is lower than your Dexterity score, it increases to match your Dexterity score.
- Your Martial Arts die is 1d12.
- Your unarmed attacks deal your choice of bludgeoning, slashing, or piercing damage.
- You gain *darkvision* for a radius of 120 feet, *tremorsense* for a radius of 60 feet, or *blindsight* for a radius of 30 feet (your choice when you transform).

You can choose the details of the appearance of this form each time you assume it. A terrifying hybrid of humanoid and ancient beast that time forgot is the most common. You might choose to take the form of a six-legged beast with savage claws and bloodshot eyes, a shaggy-furred minotaur with great piercing horns, a scaled serpentine body with eerily muscular arms extending from below its head, or any other beast form hybrid you can imagine. Once you have used this feature, you may not do so again until you finish a long rest.

NEW ELEMENTAL DISCIPLINES

At 3rd level, a Way of the Four Elements Remastered monk learns and can prepare elemental disciplines. The following Elemental Discipline options are made available to these monks, in addition to those offered in *Tasha's Crucible of Everything Else* Volume 1.

If an Elemental Discipline has prerequisites, you must meet them to prepare it. A level prerequisite refers to your monk level. Each spell is in the *Player's Handbook*, unless it has an asterisk (a spell in both *Xanathar's Guide to Everything* and the *Elemental Evil Player's Companion*, available for free on the Wizards of the Coast, DNDBeyond, and DMs Guild websites) or two asterisks (a spell in *Xanathar's Guide to Everything*).

FLOATING DODGE RETREAT

As a reaction when a creature first comes within 5 feet of you or starts its turn within 5 feet of you, you can spend 2 ki points to jump a distance equal to your walking speed. This movement does not provoke opportunity attacks.



PRISON OF ICE

As an action, you can spend 2 ki points to attempt to restrain a creature in ice. You target a creature you can see that is within 30 feet of you, which must succeed on a Strength saving throw or else be restrained. A creature restrained in this way can use its action to repeat this saving throw, ending the effect on a success. A creature that starts its turn encased in this ice takes 1d6 cold damage. For every additional ki point you spend, you can target an additional creature.

SHROUD OF THE CLOUDS

You can spend 1 ki point to cast *fog cloud*.

STANCE OF SHAKING WORLDS

You can spend 1 ki points to cast *earth tremor**.

CYCLONE OF THE SEVEN WINDS

Prerequisite: 6th level

You can spend 3 ki points to cast *dust devil**.

FIST OF THE EARTH

Prerequisite: 6th level

You can spend 3 ki points to cast *Maximilian's earthen grasp**.

GLORY OF THE MORNING SUN

Prerequisite: 6th level

You can spend 3 ki points to cast *scorching ray*.

SIGHT OF THE CLOUDS

Prerequisite: 6th level

Fog, mist, rain, snow, and similar substances do not obscure your vision.

SIGHT OF THE METAL MASTER

Prerequisite: 6th level

You can spend 1 ki point to gain tremorsense for a range of 30 feet for 1 minute. For every additional ki point you spend, the radius increases by 30 feet.

VESTMENT OF THE SOUTHERN WIND

Prerequisite: 6th level

You can spend 3 ki points to cast *warding wind**.

SWELL OF RISING WATERS

Prerequisite: 9th level

You can spend 3 ki points to cast *tidal wave**.

WAVE OF ANGERED WIND SPIRITS

Prerequisite: 9th level

You can spend 3 ki points to cast *wind wall*.

WAVE OF BLINDING SANDS

Prerequisite: 9th level

You can spend 3 ki points to cast *wall of sand**.

WAVE OF SLOWING WATERS

Prerequisite: 9th level

You can spend 3 ki points to cast *wall of water*.

MASTERY OF WATER

Prerequisite: 14th level

You can spend 4 ki points to cast *control water*.

SPHERE OF STORM

Prerequisite: 14th level

You can spend 4 ki points to cast *storm sphere**.

SPHERE OF WATER

Prerequisite: 14th level

You can spend 4 ki points to cast *watery sphere**.

VESTMENT OF THE NORTHERN LIGHTS

Prerequisite: 14th level

You can spend 4 ki points to cast *fire shield*.

CYCLONE OF THE SEVEN SEAS

Prerequisite: 17th level

You can spend 4 ki points to cast *maelstrom**.

DANCE OF THE FOUR WINDS

Prerequisite: 17th level

You can spend 4 ki points to cast *steel wind strike***.

GRASP OF HUNGRY FIRE

Prerequisite: 17th level

You can spend 4 ki points to cast *immolation**.

MASTERY OF AIR

Prerequisite: 17th level

You can spend 4 ki points to cast *control winds**.

MASTERY OF EARTH

Prerequisite: 17th level

You can spend 4 ki points to cast *move earth*.

PRISON OF EARTH

Prerequisite: 17th level

You can spend 5 ki points to cast *flesh to stone*.

SPHERE OF ICE

Prerequisites: 17th level

You can spend 4 ki points to cast *Otiluke's freezing sphere*.

VESTMENTS OF THE ELEMENTS

Prerequisites: 17th level

You can spend 4 ki points to cast *primordial ward**.

WAVE OF FROZEN TEARS

Prerequisite: 17th level

You can spend 4 ki points to cast *wall of ice*.