

THE WAY OF THE FOUR ELEMENTS

A monk who taps into the natural magical elements around them through their ki, the Way of the Four Elements is a path to self-discovery and self-discipline through communing with and learning from nature. Whether you learn the purity of Fire, the adaptability of Air, the fortitude of Earth, the transience of Water, or the balance of all four elements (which is commonly called an Avatar of the Four Elements), the monk reaches a place of ascendancy through what they learn from the world around them.

A rework of the subclass from the Player's Handbook, we present this as a more intricate (and hopefully more fun) option of the monk who finds peace through nature.

DISCIPLE OF THE ELEMENTS

Starting at 3rd level, you learn magical disciplines that harness the power of the four elements: Fire, Air, Earth, and Water. Each discipline offers different advantages based on the philosophy of their discipline.

In rare circumstances, an individual might be chosen by Fate to be a master of all four disciplines: an Avatar of the Four Elements, and it is possible that you may be such an individual. Your game master may choose to pronounce that the Fates have selected you as an Avatar of the Four Elements, or they may ask you roll a d8: on a roll of an 8, you are an Avatar of the Four Elements.

If you are not an Avatar, select one of the following elements: Fire, Air, Earth, or Water. This is your new elemental discipline. As your level increases you will gain new and unique abilities based on your discipline, and your access to spells that you can cast will also change. Once you select an elemental discipline, you may not change your discipline (though if the game master says you can, who are we to argue).

You gain access to the following spells at the appropriate character level, depending on your discipline. Wisdom is your spellcasting statistic for these, and your DC for saves is equal to 8 + Proficiency modifier + Wisdom modifier. You must spend 1 ki point for each level of the spell you wish to cast, and may spend additional ki points to raise the level of the spell if it may be cast with a higher spell slot, to a maximum of 5 ki points.

DISCIPLINE OF FIRE SPELLS

Monk Level	Spells
3rd	<i>Burning Hands, Firebolt</i>
5th	<i>Flaming Sphere, Control Flames</i>
7th	<i>Fireball, Green-Flame Blade</i>
9th	<i>Fireshield, Create Bonfire</i>
11th	<i>Flame Strike, Immolation</i>

DISCIPLINE OF AIR SPELLS

Monk Level	Spells
3rd	<i>Feather Fall, Thunderclap</i>
5th	<i>Gust, Warding Wind</i>
7th	<i>Gaseous Form, Wind Wall</i>
9th	<i>Freedom of Movement, Ice Storm</i>
11th	<i>Cone of Cold, Control Winds</i>

DISCIPLINE OF EARTH SPELLS

Monk Level	Spells
3rd	<i>Earth Tremor, Magic Stone</i>
5th	<i>Earthbind, Mold Earth</i>
7th	<i>Erupting Earth, Catapult</i>
9th	<i>Stone Shape, Stoneskin</i>
11th	<i>Transmute Rock, Wall of Stone</i>

DISCIPLINE OF WATER SPELLS

Monk Level	Spells
3rd	<i>Create or Destroy Water, Frostbite</i>
5th	<i>Shape Water, Fog Cloud</i>
7th	<i>Tidal Wave, Wall of Water</i>
9th	<i>Ray of Frost, Watery Sphere</i>
11th	<i>Control Water, Maelstrom</i>

AVATAR SPELLS

Monk Level	Spells
3rd	<i>Select 5 spells available at 3rd level from the other disciplines</i>
5th	<i>Select 5 spells available at 5th level or lower from the other disciplines</i>
7th	<i>Select 5 spells available at 7th level or lower from the other disciplines</i>
9th	<i>Select 5 spells available at 9th level or lower from the other disciplines</i>
11th	<i>Select 5 spells available at 11th level or lower from the other disciplines</i>

On a turn where you cast a spell, you may perform an unarmed strike as a bonus action. You are allowed to move before performing this unarmed strike if desired.

SERVANT OF THE ELEMENT

Starting at 6th level, you learn how to harness your element with greater power, increasing its effectiveness as you give yourself over to its teaching. You gain the following benefit based on your elemental discipline:

Flaming Fury (Fire): You may perform two unarmed strikes as a bonus action after you cast a spell as an action for the turn. If the spell was an attack spell, you gain advantage on these unarmed strikes.

Swirling Winds (Air): When you cast an Air spell, your Armor Class increases by your proficiency modifier until the start of your next turn. In addition, you always gain a flying speed equal to your movement speed.

Grounded Stance (Earth): You gain advantage on Athletics (Strength) checks when grappling or avoiding being grappled. In addition, you gain advantage on Strength and Intelligence saving throws.

Ebbing Flow of Water (Water): While you are within 5 feet of water (which includes being in the rain, having water in a flask at your side, etc.), roll a d4 whenever one of your spells requires a saving throw: all targets of the spell reduce their rolls by that amount.

Harmony with the Elements (Avatar): You add the *Absorb Elements* spell to your spell list. You do not need to spend ki points to cast this spell unless you are casting it with a higher spell slot than 1st level.

ACOLYTE OF THE ELEMENT

Starting at 11th level, your knowledge of the element deepens, and your devotion to its power and wisdom give you added strength. You gain the following benefit based on your elemental discipline:

Flashing Strike (Fire): When performing a weapon attack or unarmed strike, you add 1d6 fire damage to the damage of the attack. You may spend 1 ki point to increase this to 2d6 fire damage up to once per strike.

Rush of Wind (Air): If you cast a spell and it is not blocked with a *Counterspell*, you immediately gain 10 feet of movement for the turn. In addition, you gain the benefits of the Dodge action on turns where you cast a spell and it is not blocked with a *Counterspell*.

Earthen Fortitude (Earth): You gain resistance to all damage except psychic and force damage. You also add +2 to your Constitution Score.

Elusive Form (Water): You add the Misty Step spell to your spell list. You do not need to spend ki points to cast this spell.

Attuned to the Elements (Avatar): When performing a spell attack, you gain advantage on the roll. When you force a target to perform a saving throw, all targets you select suffer disadvantage on the saving throw.

MASTER OF THE ELEMENTS

Starting at 17th level, you are now a master of the art, wise enough to teach others through your great control over the element, and more keenly aware of how much more there is to learn. You gain the following benefit based on your elemental discipline:

Consumed by Fire (Fire): You may spend ki points to raise your spells to 7th level spell slots. In addition, your added fire damage from *Flashing Strike* is increased to d8s instead of d6s.

Leaf on the Wind (Air): Targets you select suffer disadvantage on saving throws against your spells. In addition, on a turn where you cast a spell, you gain the effects of the Dash action if it is not blocked with a *Counterspell*.

Heart of Stone (Earth): When dealing spell damage, you may treat a die roll of 3 or lower as a "4." In addition, if you are targeted by a spell or ability that would move you against your will, you may instead choose to reduce your speed to 0 on your next turn to negate the effect, as the earth holds you fast. Any effect that would require you to pass a Strength saving throw deals no damage if you succeed on the saving throw, and you suffer half damage if you fail.

Streams of Wisdom (Water): You gain the ability to use water to heal those around you and glimpse the future. If you have water within 5ft of you, you may use either an action or a bonus action to use 1 cup of water to restore 1d4 hit points on a target within touch distance of you. You may spend up to 1 quart of water (4 cups) in this way as a single action or bonus action. In addition, you add the Scrying spell to your spell list, cast using ki points normally.

Astral Form (Avatar): While under the effect of the Astral Projection spell, your cord to the material plane may never be severed. In addition, you may reroll any damage dice you wish (though you must keep the second roll), and when you deal critical damage, you deal maximum damage.

Some claim that there are other elements that can be bent with magic (Sand and Swamp, for example); in the future we may create these for your perusal. If you have thoughts on these elemental disciplines, feel free to reach out to aaronk@zurncentral.com with your ideas.