



## MONASTIC TRADITION

Below is a revised version of the Way of Four Elements Tradition to improve the flexibility of the class option.

### WAY OF THE FOUR ELEMENTS

You follow a monastic tradition that teaches you to harness the elements. When you focus your ki, you can align yourself with the forces of creation and bend the four elements to your will, using them as an extension of your body. Some members of this tradition dedicate themselves to a single element, but others weave the elements together.

#### DISCIPLE OF THE ELEMENTS

Starting At 3rd level, you learn magical disciplines that harness the power of the four elements. Some disciplines require you to spend ki points when you use them.

You learn the Elemental Attunement discipline and other two elemental disciplines of your choice, which are detailed in the “Elemental Disciplines” section below. You learn two additional elemental disciplines of your choice at 6th level and again at 11th level.

Whenever you learn a new elemental discipline, you can also replace one elemental discipline that you already know with a different discipline.

#### ELEMENTAL COMBATANT

Also at 3rd level, each time you make an unarmed strike or use elemental discipline, the damage type is your choice of: fire, cold, thunder, piercing, slashing, or bludgeoning damage.

#### ADEPT OF THE ELEMENTS

Beginning at 6th level, whenever you target one or more creatures with an Elemental discipline, you can spend 1 ki point to force each creature to succeed on a Strength saving throw or be pushed 10 feet and be knocked prone.

#### MASTER OF THE ELEMENTS

Starting at 11th level, when you use a cantrip granted by your Elemental Attunement discipline, you can spend 1 ki point to increase their area of effect to a number of 5-foot cubes equal to your monk level.

#### AVATAR OF THE ELEMENTS

Once you reach 17th level, you are able become a being of elemental might for a short period of time.

As an action, you may cast one of the following spells: *Investiture of Fire*, *Investiture of Ice*, *Investiture of Stone*, or *Investiture of Wind*. When you do so, you do not need to concentrate on the spell. If the spell requires a creature to make a saving throw, you use your Ki save DC.

Once you use this feature, you cannot do so again until you complete a long rest.

## ELEMENTAL DISCIPLINES

The elemental disciplines are presented in alphabetical order. If a discipline requires a level, you must be that level in this class to learn the discipline.

**Elemental Attunement.** You can cast the following cantrips: *Control Flames*, *Gust*, *Mold Earth*, and *Shape Water*. You use your Ki save DC for any effect that requires a saving throw.

**Elemental Barrier (11th level).** As an action, can spend 3 ki points to create a wall of elemental material, consisting of ten 10-foot-by-10-foot panels. Each panel must be contiguous and are 1 foot thick. The wall obscures line of sight and lasts for 1 minute. Additionally, you can spend 2 ki points to give the wall one of the following properties:

- The wall blocks ranged weapon attacks and creatures must succeed on a Strength saving throw to move through the wall.
- The wall becomes solid earth or ice. Each 10 foot section has an AC of 12, and 120 hit points. The wall lasts for 1 hour or until it is destroyed.
- A creature that starts their turn next to the wall, or moves adjacent to it must make a Dexterity saving throw. On a failed saving throw, they take 4d8 damage, or half as much on a successful one.

**Elemental Defense (6th level required).** Until the start of your next turn when you take the Dodge action, you can use your reaction to gain one of the following effects when a creature creature deals damage to you:

- You can make a single unarmed strike against the triggering creature if they are within reach.
- You can move half your speed without provoking opportunity attacks.
- You reduce the triggering attack or spell's damage by half, unless the damage is psychic damage.

**Fangs of the Four Elements.** When you take the Attack action, your reach with unarmed strikes is increased by 10 feet until the end of your turn.

In addition, whenever you hit with an unarmed strike, you can spend 1 ki point to deal extra 1d10 damage.

**Fist of Four Elements (6th level required).** You can create a condensed burst of elemental energy to erupt from from your fists. When you take the Attack action, you can make a single unarmed attack against a target within 60 feet. If you hit, the deal additional damage to the target equal to your 1d10 + half your monk level.

You can increase the attacks damage by spending ki points. Each point you spend, up to maximum of 3, increases the damage by 1d10.

**Leaf on the Wind (11th level required).** When you use Step of the Wind, you gain a fly speed equal to your speed until the end of your next turn.

**Primordial Shackles (6th level required).** When you hit a creature with an unarmed strike, you can spend 1 ki point to force that creature to make a Dexterity saving throw. On a failure, the target is restrained for 1 minute or until you lose your concentration (as if you were concentrating on a spell)

The creature can use its action to make a Strength check against your Ki save DC. On a success, it frees itself.

**Primordial Wrath (11th level required).** As an action, you can produce a huge wave of elemental energy in a 30-foot cone. Each creature in the 30-foot cone must make a Dexterity saving throw or take 2d10 damage.

You can increase the cone's damage by spending ki points. Each point you spend, up to maximum of 5, increases the damage by 1d10.

**Roots of the Land (11th level required).** You reach out with your ki to the ground beneath you. You gain tremorsense with a range of 30 feet.

Also, you can spend 2 ki points to gain a burrowing speed equal to half your speed until the end of your turn.

**Sheltering Stone.** As an action, or a reaction whenever you or a friendly creature within 30 feet is targeted by an attack, you can create a temporary barrier to block attacks. The barrier provides half-cover against attacks and consists of a pillar made of earth or stone 2 feet wide and 5 feet tall.

The pillar can be attacked, it as an AC of 10, and has 10 hit points. The barrier lasts for 1 hour or until you use this feature again.

**Sweeping Elemental Strike.** When you use Flurry of Blows, you can choose to make a single unarmed strike against every creature within 5 feet of you.

**Shape the Flowing River (6th level required).** You can spend 1 ki point to gain a swim speed equal to your normal speed for 1 minute. During this time, you can use your action to bring along any willing creature within 5 feet when you move.

**Zephyr's Embrace (6th level required).** When you use Slow Fall, any falling damage you take is reduced to 0.

In addition, you may use your reaction and spend 1 ki point to extend this benefit to any creature within 30 feet of you until the start of your next turn.

## ART CREDITS

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