

# THE WAY OF THE FOUR ELEMENTS, REVISITED

**Y**ou follow a monastic tradition that works to reveal a mystical connection between its practitioners and the Elemental Chaos. Members of this tradition weave elemental magic into their martial arts, creating a fighting style that is as beautiful as it is deadly.

Many monks of this tradition tattoo their bodies with representations of their abilities, commonly imagined as coiling dragons, but also as phoenixes, fish, plants, mountains, and cresting waves.

## DISCIPLE OF THE ELEMENTS

When you choose this tradition at 3rd level, you learn spells that harness elemental power. See chapter 10 for the general rules of spellcasting.

**Cantrips.** You learn one cantrip of your choice from the four elements spell list. You learn an additional four elements cantrip of your choice at 6th, 11th, and 17th level.

**Spell Slots.** The Four Elements Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended slots when you finish a long rest.

**Spells Known of 1st-Level and Higher.** You know three 1st level four elements spells of your choice.

The Spells Known column of the Way of the Four Elements Spellcasting table shows when you learn more four elements spells of 1st level or higher.

Whenever you gain a level in this class, you can replace one of the four elements spells you know with another spell of your choice from the four elements spell list.

**Spellcasting Ability.** Wisdom is your spellcasting ability for your four elements spells, since you channel your power through an intuitive connection to the Elemental Chaos. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a four elements spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Wisdom modifier

**Spell attack modifier** = your proficiency bonus + your Wisdom modifier

## THINGS TO CONSIDER

How does this homebrew balance with other Monk paths? How does it balance with Eldritch Knight and Arcane Trickster? The player will have to track one resource that replenishes on short rests (Ki) and spell slots which replenish on long rests, how does that compare to other classes? How much power from this archetype should come from features and how much should come from spells?

## ELEMENTAL ATTUNEMENT

Starting at 3rd level, you can use your action to briefly control elemental forces nearby, causing one of the following effects of your choice:

1. Create a harmless, instantaneous sensory effect related to air, earth, fire, or water, such as a shower of sparks, a puff of wind, a spray of light mist, or a gentle rumbling of stone.
2. Instantaneously light or snuff out a candle, a torch, or a small campfire.
3. Chill or warm up to 1 pound of nonliving material for up to 1 hour.
4. Cause earth, fire, water, or mist that can fit within a 1-foot cube to shape itself into a crude form you designate for 1 minute.

Additionally, you can shape spell effects of spells you control into crude forms as you cast them. This feature does not allow you to change the area of effect of spells you cast.

## SPELL WEAVING

Beginning at 6th level, when you use your action to cast a cantrip you can use flurry of blows until the end of your turn.

## INTIMIDATING FORCE

At 11th level you learn how to control your opponent with the momentum of your attacks. When you hit a creature with an unarmed strike and a spell in the same turn, that creature has disadvantage on the next attack it makes against you before the end of your next turn.

## IMPROVED SPELL WEAVING

Starting at 17th level, when you use your action to cast a spell, you can use flurry of blows until the end of your turn.



## WAY OF THE FOUR ELEMENTS SPELLCASTING

Level	Cantrips	Spells Known	1st	2nd	3rd	4th
3rd	1	3	2	-	-	-
4th	1	4	3	-	-	-
5th	1	4	3	-	-	-
6th	2	4	3	-	-	-
7th	2	5	4	2	-	-
8th	2	6	4	2	-	-
9th	2	6	4	2	-	-
10th	2	7	4	3	-	-
11th	3	8	4	3	-	-
12th	3	8	4	3	-	-
13th	3	9	4	3	2	-
14th	3	10	4	3	2	-
15th	3	10	4	3	2	-
16th	3	11	4	3	3	-
17th	4	11	4	3	3	-
18th	4	11	4	3	3	-
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

### FOUR ELEMENTS SPELLS

#### CANTRIPS (0 LEVEL)

Create Bonfire  
Lightning Lure  
Poison Spray  
Ray of Frost  
Thunderclap

#### 1ST LEVEL

Absorb Elements  
Burning Hands  
Earth Tremor

Faerie Fire  
Fog Cloud  
Ice Knife  
Thunderous Smite  
Thunderwave  
Witch Bolt  
Searing Smite

#### 2ND LEVEL

Acid Arrow  
Aganazzar's Scorcher  
Dust Devil  
Flame Blade  
Flaming Sphere  
Gust of Wind  
Maximilian's Earthen Grasp  
Pryotechnics

Scorching Ray  
Snilloc's Snowball Swarm  
Warding Wind

#### 3RD LEVEL

Call Lightning  
Elemental Weapon  
Erupting Earth  
Fireball  
Flame Arrows  
Gaseous Form  
Lightning Bolt  
Melf's Minute Meteors  
Protection from Energy  
Sleet Storm  
Wall of Sand  
Wall of Water

Water Breathing  
Tidal Wave  
Wind Wall  
Water Walk

#### 4TH LEVEL

Conjure Minor Elementals  
Control Water  
Elemental Bane  
Fire Shield  
Ice Storm  
Stone Shape  
Stone Skin  
Vitriolic Sphere  
Wall of Fire