

WAY OF THE FOUR ELEMENTS (REVISED)

ELEMENTAL TECHNIQUES

When you choose this tradition at 3rd level, you learn elements techniques that allow you harness elemental powers to unleash them at your command. You learn three techniques of your choice, which are detailed in the "Elemental Techniques" section below. You learn two additional techniques of your choice at 6th, 11th, and 17th level.

Elemental Techniques that involve attack rolls can only be performed with unarmed strikes or monk weapons. If an element technique uses a DC, it uses your Ki Save DC. Any spells cast through Elemental Techniques require no verbal or material components, but always require a somatic component.

Whenever you gain a new level in this class, you can replace one elemental technique you already know with a different technique.

You can spend a number of ki points on mystical techniques equal to your proficiency bonus, after which you cannot spend more ki on Elemental Techniques until the start of your next turn.

This subclass assumes that the optional content Ki-Fueled attack is allowed. If it is not, add it as an additional 3rd level feature for this subclass.

KI-FUELED ATTACK

If you spend 1 ki point or more as part of your action on your turn, you can make one attack with an unarmed strike or a monk weapon as a bonus action before the end of the turn.

FORCE OF NATURE

Starting at 6th level, You learn the *bend the earth*, *control the flames*, *gust the wind*, and *shape the river* Elemental Techniques. These do not count against your Elemental Techniques. If you already know any of these techniques, you select a new technique to replace it.

EMPOWERED TECHNIQUES

Starting at 11th level, at the start of your turn, you gain 1 free ki point you can spend on an Elemental Technique before the start of your next turn. If it is not spent before the start of your next turn, it is lost.

ELEMENTAL AVATAR

At 17th level, You learn the *form of fire*^K, *form of ice*^K, *form of stone*^K, and *form of water*^K, and *form of wind*^K spells. You can cast them by expending 6 ki points.

Additionally, you can activate all of them at the same time, casting *form of the elements*^K without expending a spell slot or ki points. Once you do so, you cannot do so again until you complete a long rest.

ELEMENTAL TECHNIQUES

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

Arms of Stone (1+ Ki). Your arms become stone until the start of your next turn (no action required). For the duration, your melee attack damage and AC increase by the number of ki points spent.

Bend the Earth (1 Ki). You can cast *mold earth*^{XGE} as a bonus action. You can use this technique as an action without spending a ki point.

Control the Flames (1 Ki). You can cast *control flames*^{XGE} as a bonus action. You can use this technique as an action without expending a ki point.

Elemental Power (1+ Ki). You learn one spell from the Elemental Spell List. You can cast this spell by expending ki point to equal to the level of the spell. You can cast the spell at a higher level by expending additional ki, increasing the level of the spell for each ki spent, up to the limit of ki you can spend in a turn.

You can select this elemental technique multiple times, selecting a different elemental spell each time.

Fangs of the Fire Snake (1-2 Ki). Your unarmed strikes become tendrils of fire until the start of your next turn (no action required). Your reach with unarmed strikes increases to 15 feet, and your unarmed strikes do fire damage. You can spend an additional ki point to increase the damage of your unarmed strikes during the duration by your martial arts die for the duration.

Fist of Unbroken Air (1+ Ki). As an attack as part of the attack action, you can launch a blast of compressed air at a creature within 30 feet. On hit, the target takes damage equal to two rolls of your martial arts die + your Dexterity modifier and must make a Strength saving throw or be knocked 10 feet away from you. You can spend additional ki on this technique, increasing the damage dealt by your martial arts die and the distance knocked back by 10 feet for each ki point spent.

Gust the Wind (1 Ki). You can cast *gust*^{XGE} as a bonus action. You can use this technique as an action without spending a ki point.

Shape the River (1 Ki). You can cast *shape water*^{XGE} as a bonus action. You can use this technique as an action without spending a ki point.

Skyward Leap (1+ Ki). As a bonus action, you jump 20 feet per ki spent and can hover as if under the effect of the *levitate* spell by concentrating (as if concentrating on a spell) until the end of your next turn. You can end this concentration at any time.

Water Whip (1 Ki) As an attack as part of the attack action, you can create a whip of water and attack a creature within 30 feet of you with it. On hit, the target takes damage equal to two rolls of your martial arts die + your Dexterity modifier and must make a Strength saving throw. On failure, it is either knocked prone or pulled up 25 feet closer to you.

ELEMENTAL SPELL LIST

1ST LEVEL

- Absorb Elements^{XGE}
- Arctic Breath
- Burning Hands
- Crashing Wave^K
- Create Pit^K
- Earth Tremor^{XGE}
- Entomb^K
- Gale Bolt^K
- Feather Fall
- Thunderwave
- Water Blast^K

2ND LEVEL (5TH LEVEL REQUIRED)

- Aganazzar's Scorchers^{XGE}
- Become Fire^K
- Become Stone^K
- Become Water^K
- Become Wind^K
- Cold Snap^K
- Dancing Wave^K
- Earth Ripple^K
- Hurricane Slash^K
- Levitate
- Pyrotechnics^{XGE}
- Gust of Wind
- Shatter^K
- Scorching Ray
- Stone Pillar^K
- Warding Wind^{XGE}

3RD LEVEL (9TH LEVEL REQUIRED)

- Erupting Earth^{XGE}
- Fireball
- Flash Freeze^K
- Fly
- Gaseous Form
- Meld Into Stone
- Quicksand^K
- Sleet Storm
- Tidal Wave^{XGE}
- Vortex Blast^K
- Wall of Sand^{XGE}
- Wall of Water^{XGE}
- Water Breath
- Water Cannon^K
- Wind Wall
- Water Walk

4TH LEVEL (13TH LEVEL REQUIRED)

- Aero Barrage^K
- Control Water
- Geyser^K
- Fire Shield
- Ice Spike^K
- Orbital Stones^K
- Suffocate^K
- Stoneskin
- Wall of Fire
- Watery Sphere^{XGE}

5TH LEVEL (17TH LEVEL REQUIRED)

- Cone of Cold
- Fissure^K
- Immolation^{XGE}
- Maelstorm^{XGE}
- Pressure Cutter
- Sky Burst^K
- Tornado^K
- Transmute Rock^{XGE}
- Wall of Stone

KIBBLES' GENERIC ELEMENTAL SPELLS

This document draws heavily on the free supplement Kibbles' Generic Elemental spells. Any spell noted with a ^K can be found in that document. Kibbles' Generic Elemental Spells is also available as a module for FoundryVTT.

FORM OF THE ELEMENTS

9th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration of the spell, you gain the benefits of the form of fire, form of ice, form of stone, form of water, and form of wind spells.



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