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Monk

This is Supplemental Material

Monastic Tradition

At 3rd level, a monk gains the Monastic Tradition feature. This is a revision written by Odvaskar for that feature: Way of the Four Elements.

Way of the Four Elements: Revised

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 the tradition dedicate themselves to a single element, but others weave the elements together.

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

Element Bender

3rd-level Way of the Four Elements feature

You learn magical attunements that harness the power of the four elements. You can briefly control elemental forces giving you the following benefits:

- **Casting Elemental Spells.** Elemental attunements allow you to cast spells. To cast these spells, you use the casting time and spell casting rules, but you don't need to provide material components for it. The spell casting ability for these spells is your Wisdom. You gain the *Control Flames*, *Gust*, *Mold Earth*, and *Shape Water* cantrips if you don't already know it.

- **Elemental Strikes.** When you damage a target with an unarmed strike, you can change the damage type to cold, fire, lightning, or thunder.
- You learn to speak, read, and write Primordial.

Elemental Attunements

6th-level Way of the Four Elements feature

At 6th level, you learn four attunements that empower you physically with the elemental energy. As a bonus action, you can spend 2 ki points to use attune to an element for 1 hour. If you use this feature again the previous attunement ends.

Air. You become surrounded by a cloak of wind. You gain the following benefits:

- You can cast the *Gust of Wind* spell once.
- When you use Step of the Wind you gain a flying speed equal to half your walking speed, until the start of your next turn.
- **Rushing Wind.** Once per turn when use an unarmed strike, you can fly up 10 feet without provoking opportunity attacks.

Earth. Your skin turns into hard stone. You gain the following benefits:

- You can cast the *Hold Person* spell once.
- While using Unarmored Defense, nonmagical bludgeoning, piercing, and slashing damage you take is reduced by 3.
- **Unyielding.** when you are subject to an effect that would move you, knock you prone, or both, you can use your reaction to be neither moved nor knocked prone.

Fire. Your fists are engulfed with flame. You gain the following benefits:

- You can cast the *Scorching Ray* spell once.
- While attuned you can cast the *Fire bolt* cantrip.
- **Fiery Strikes.** Your unarmed strikes deal fire damage only and an extra 1d4 fire damage.

Water. You become surrounded by a veil of water. You gain the following benefits:

- You can cast the *Blur* spell once.
- You gain a swim speed equal to your walking speed and you can breathe underwater.
- **Flowing Fists.** When you make unarmed strikes on your turn, your reach for them is 10 feet greater.

Greater Attunements

11th-level Way of the Four Elements feature

Starting at 11th level, the attunements you learned become more powerful allowing you greater control over the elements. Your attunements gain these additional abilities:

Air. The cloak of wind becomes a vortex of wind. You gain the following benefits:

- You can cast the *Fly* spell once, targeting yourself.
- You gain resistance to lightning damage.
- Once per turn if you hit a target with an unarmed strike, the target has to make a Strength saving throw. On a failed save the target gets pushed 10 feet away from you.

Earth. Your stone skin becomes more substantial and hulking. You gain the following benefits:

- You can cast the *Erupting Earth* spell once.
- You gain resistance to thunder, nonmagical bludgeoning, piercing, and slashing damage. (This replaces the reduction from level 6)
- You gain 60 feet of tremorsense.

Fire. The flames from your fists engulf your torso. You gain the following benefits:

- You can cast the *Fireball* spell once.
- You gain resistance to fire damage.
- **Flaming Body.** A creature that touches, hits you with a melee attack, or starts its turn while within 5 feet take 1d10 fire damage.

Water. Your body becomes surrounded by current water. You gain the following benefits:

- You can cast the *Tidal Wave* spell once.
- You gain resistance to cold damage
- **Water Whip.** Once per turn you can make an unarmed strike with a reach of 30 feet. If you hit, the creature has to make a Dexterity saving throw, on a failed save the target gets pull up to 25 feet closer to you or gets knocked prone.

Elemental Master

17th-level Way of the Four Elements feature

At 17th level, your control over the four elements is unmatched. You can spend 1 additional ki point to activate two Disciple of the Elements at the same time. Additionally, you can spend 5 ki points to cast the *Conjure Elemental* spell, and 8 Ki points to cast the *Control Weather* spell.