

WAY OF THE FOUR ELEMENTS MONK (ZURN VARIANT)

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 being 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) grasp of the concept of a monk who communes with nature, drawing on its power to aid them in their work.

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 favors different things, giving greater room for specialization from your choice.

In rare circumstances, an individual might be chosen by Fate to be a master of all four disciplines - this person is referred to among the Four Elements monks as 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 stat for these, and your DC for saves is equal to 8 + Wisdom modifier + Proficiency 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.

Monk Level Fire Discipline Spells

3rd	<i>Burning Hands, Fire Bolt</i>
5th	<i>Fangs of the Fire Snake, Flaming Hands</i>
7th	<i>Fireball, Flaming Sphere</i>
9th	<i>Fireshield, Scorching Ray</i>
11th	<i>Conduit, Conjure Elemental (Fire)</i>

Monk Level Air Discipline Spells

3rd	<i>Ball of Air, Thunderwave</i>
5th	<i>Feather Fall, Fist of Unbroken Air</i>
7th	<i>Gust of Wind, Wind Wall</i>
9th	<i>Freedom of Movement, Hold Person</i>
11th	<i>Cone of Cold, Conjure Elemental (Air)</i>

Monk Level Earth Discipline Spells

3rd	<i>Obsidian Skin, Shield</i>
5th	<i>Mending, Shatter</i>
7th	<i>Create Boulder, Tremor Tracking</i>
9th	<i>Pillars of Stone, Stone Shape</i>
11th	<i>Conjure Elemental (Earth), Wall of Stone</i>

Monk Level Water Discipline Spells

3rd	<i>Acid Splash, Water Whip</i>
5th	<i>Prestidigitation, Fog Cloud</i>
7th	<i>Create or Destroy Water, Ray of Frost</i>
9th	<i>Control Water, Gaseous Form</i>
11th	<i>Conjure Elemental (Water), Scrying</i>

Monk Level Avatar Discipline Spells

3rd	<i>Select 5 spells available at 3rd level from the other disciplines</i>
5th	<i>Select 5 spells available at 5th level from the other disciplines</i>
7th	<i>Select 5 spells available at 7th level from the other disciplines</i>
9th	<i>Select 5 spells available at 9th level from the other disciplines</i>
11th	<i>Select 5 spells available at 11th level 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 *Flurry of Blows* after you cast a spell as an action for the turn without spending any ki points. 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 gain resistance to acid, cold, fire, and lightning damage. You may then add 1d6 of that damage type to your next attack.

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. Your maximum Constitution Ability Score is raised to 22.

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 ELEMENT

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. You suffer no damage when you successfully pass a Strength saving throw to resist an effect, and you suffer half damage if you fail the saving throw.

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.

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 (Sand and Swamp have been said to be practiced by some); in the future we may create these for your perusal. For now we do not feel they are necessary to create. If you have thoughts on these elemental disciplines, feel free to reach out to aaronk@zurncentral.com.