Way of the Four Elements

Revisited

The original Way of the Four Elements is widely considered the worst option of the monk archetypes available in the Player’s Handbook or other official sources. Most critics suggest the primary problem with the Way of the Four Elements is that rather than providing benefits that stack on to the native talents of the monk class it only provides alternative ways of spending ki. Here is an alternative take on the Way of the Four Elements that makes the archetype function like the other "third-casters" in the Player’s Handbook, the Eldritch Knight and the Arcane Trickster. Unlike those archetypes the Way of the Four Elements has its own spell list and four unique spells.

Spellcasting

When you reach 3rd level, your ability to manipulate your own ki blossoms into the power to control raw elemental power by casting spells. See chapter 10 for the general rules of spellcasting and the end of this document for the way of the four elements spell list.

Cantrips. You learn two cantrips of your choice from the way of the four elements spell list. You learn an additional cantrip from this list at 10th level.

Spell Slots. The Way of 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 spell slots when you finish a long rest.

For example, if you know the 1st-level spell burning hands and have a 1st-level and a 2nd-level spell slot available, you can cast burning hands using either slot.

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

The Spells Known column of the Way of the Four Elements Spellcasting table shows when you learn more way of the four elements spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one way of the four elements spell you know with another spell of your choice from the way of the four elements spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your way of the four elements spells, since your ability to control elements is an evolution of your ability to intuitively master ki. 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 way of the 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
### Elemental Discipline

Starting at 6th level, you can use your action to briefly control elemental forces nearby, causing one of the following effects of your choice:

- 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.
- Instantaneously light or snuff out a candle, a torch, or a small campfire.
- Chill or warm up to 1 pound of nonliving material for up to 1 hour.
- 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.

### Mystic Martial Arts

Starting at 11th level, when you cast a cantrip or a spell as your action you can use a bonus action to make one unarmed strike attack.

### Elemental Awakening

Starting at 17th level, you can cast investiture of ice, investiture of wind, investiture of stone, or investiture of flame without spending a spell slot. You can use this feature again when you complete a long rest.

### Spell Citations

For ease of reference spells that cannot be found in the Player’s Handbook have abbreviations next to their entry on the spell lists denoting where they are featured. Spells marked with … can be found in the Elemental Evil’s Player Companion. Spells marked with ² can be found at the end of this document.

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### Way of the Four Elements

#### Spellcasting

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<thead>
<tr>
<th>Monk Level</th>
<th>Cantrips Known</th>
<th>Spells Known</th>
<th>Spell Slots per Spell Level</th>
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### Elemental Bane

Until this spell ends your unarmed strikes deal fire damage instead of bludgeoning damage and deal an additional 1d6 damage whenever you hit a creature with your unarmed strike.

### Mystic Martial Arts

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### New Spells

#### Fangs of the Fire Snake

**1st-level transmutation**

**Casting Time:** 1 bonus action  
**Range:** Self  
**Components:** S  
**Duration:** Concentration, up to 1 minute

You perform a swift kata and flame envelops your hands. Until this spell ends your unarmed strikes deal fire damage instead of bludgeoning damage and deal an additional 1d6 damage whenever you hit a creature with your unarmed strike.

#### Fists of Unbroken Air

**1st-level transmutation**

**Casting Time:** 1 bonus action  
**Range:** Self  
**Components:** S  
**Duration:** Concentration, up to 1 minute

You perform a swift kata and tempest winds envelop your hands. Until this spell ends your reach with your unarmed strikes increases by 15 feet. Additionally, when you hit a creature with your unarmed strike the creature must succeed on a Strength saving throw or be pushed up to 10 feet away from you.
Jade Emperor Emulation
1st-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: S
Duration: Concentration, up to 1 minute

You perform a swift kata and your hands harden into stone. Until this spell ends your unarmed strikes deal magical damage instead of bludgeoning damage and a creature who takes damage from your unarmed strikes must succeed on a Strength saving throw or fall prone.

Water Whip
1st-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: S
Duration: Concentration, up to 1 minute

You perform a swift kata and brackish water envelops your hands. Until this spell ends your reach with your unarmed strikes increases by 5 feet. Additionally, when you hit a creature with your unarmed strike the creature must succeed on a Strength saving throw or be grappled by you.

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Art Credits in Order of Appearance
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