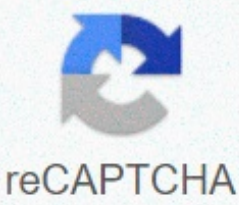




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Fist of unbroken air 5e

Prerequisite: 17th level You can spend 6 ki points on the cast cone of cold. Clench of the North Wind Prerequisite: 6th level You can spend 3 ki points manning hold person. Elemental tuning You can use your action to briefly control elementary forces within 30 feet of you, causing one of the following effects of your choice: Create a harmless, immediate sensory effect related to air, earth, fire or water, such as shower sparks, cloud of wind, spray of light mist or gentle rumbling of stone. Immediately light or snuff out a candle, torch, or small bonfire. Chill or warm to 1 pound of inemable material for up to 1 hour. The cause of the earth, fire, water or mist that fits into a 1-foot cube shape itself into a raw form you determine for 1 minute. Eternal Mountain Defense Premise: 17th level you can spend 5 ki points manning Stoneskin, targeting yourself. Snake fire carpenters When you use attack action on the turn, you can spend 1 ki point to cause the fire to stretch out of your fists and legs. Your range with unarmed strikes increases by 10 feet for this event as well as the rest again. Hit with such an attack deals with fire damage instead of bludgeoning damage, and if you spend 1 ki point when the attack hits, it also deals with an extra 1d10 fire damage. Fist of four thunders you can spend 2 ki points manning Thunderwave. Fist intact air You can create a blast of compressed air that strikes like a powerful fist. As an event, you can spend 2 ki points and choose a creature within 30 feet of you. That creature has to make a power-saving throw. On failing to save, the creature takes 3d10 bludgeoning damages, plus an extra 1d10 bludgeoning damages for every additional ki point you spend, and you can push the creature up to 20 feet away from you and knock it prone. On a successful save, the creature takes half as much damage, and you don't have to push it or knock it susceptible. Flames of the Phoenix Requirement: 11th level you can spend 4 ki points to cast the Fireball. Gong from Summit Prerequisite: 6th level You can spend 3 ki points on the cast of Smash. Fog Stance Requirement: 11th Level You can spend 4 ki points manning the gaseous form, targeting yourself. Wind ride Prerequisite: 11th level you can spend 4 ki points to pass fly, targeting yourself. River of hungry flame Prerequisite: 17. Rush of Gale Ghosts you can spend 2 ki points manning gust of wind. The shape of a flowing river As an event, you can spend 1 ki point to select an area of ice or water no greater than 30 feet on the side within 120 feet of you. You can turn water into ice in the area and vice versa, and you can reshape the ice in the area any way you choose. You can increase or decrease the height of the ice, create or fill a trench, build or flatten a wall, or create a pillar. In the event that the such changes may not exceed half the largest dimension of the area. For example, if you affect a 30-foot square, you can create a pillar up to 15 feet high, increase or decrease the height of the square by up to 15 feet, dig a trench up to 15 feet deep, and so on. You can't shape ice traps or injure creatures in the area. Sweeping Cister Strike You can spend 2 ki points manning burning hands. Water whip You can spend 2 ki points as an action to create a whip of water that shoving and pulling the creature's imbalance of it. A creature that you can see that is within 30 feet of you must throw dexterity savings. On failing to save, the creature takes 3d10 bludgeoning damages, plus an extra 1d10 bludgeoning damages for every additional ki point you spend, and you can either knock the prone or pull up to 25ft closer to you. On a successful save, the creature takes half as much damage, and you don't have to pull or knock it susceptible. Wave Rolling Earth Prerequisite: 17th level you can spend 6 ki points to cast a wall of stone. You will follow a monastic tradition that teaches you to use the elements. When you focus on your ki, you can

align with the forces of creation and bend the four elements according to your wee, using them as an extension of your body. Some members of this tradition are dedicated to a single element, but others combine elements together. Many monks of this tradition tattoo their bodies with representations of their ki powers, commonly imagined as writhing dragons, but also as phoenixes, fish, plants, mountains, and cresting waves. Pupil elements When you choose this tradition on the third level, you will learn magical disciplines that use the power of the four elements. Discipline requires you to spend ki points every time you use it. You know the elemental tuning discipline and one other elemental discipline of your choice, which are detailed in the Elemental Disciplines section below. You will learn one more elemental discipline of your choice at the 6th, 11th and 17th. Every time you learn a new elemental discipline, you can also replace one elemental discipline that you already know by another discipline. Casting of elementary spells. Some elementary disciplines allow you to pass spells. The general spellcasting rules can be found in Chapter 10. If you want to cast one about f these spells, you can use its casting time and other rules, but you don't have to provide material components for it. Once you get to 5. The spell level increases by 1 for each additional point you spend. For example, if you are a 5th-level monk and use sweeping Cinder Strike cast burning hands, you can spend 3 ki points to pass as (the basic price of discipline is 2 ki points plus 1). The maximum number of f ki points that you can spend to cast a spell this way (including its basic ki point cost and other ki points you spend to increase your level) is determined by your monk level as shown in the Spells and Ki Points table. Spells and Ki Monk level points..... Maximum Ki points for magic 5th-8th 3 9th-12th 3 9th-12th 4 13.-16..... 5 17.-20..... 6 Elementary disciplines Elemental disciplines are presented in alphabetical order. If discipline requires a level, you must be that level in this class to learn discipline. A whiff of winter (17. You can spend 6 ki points cast a cone of cold. Clench of the North Wind (6. You can spend 3 ki points manning to hold the person. Elemental tuning. You can use your action to briefly control the elementary forces around you, which will cause one of the following effects of your choice: • Create a harmless, instant sensory effect related to air, ground, fire or water, such as a shower of sparks, a cloud of wind, a spray of light mist or gentle rock rumbling. • Immediately light or snuff out a candle, torch, or small bonfire. • Cool or warm to 1 pound of non-life-like material for up to 1 hour. • Cause soil, fire, water, or mist that fits into a 1-foot cube to shape itself into a raw form that you determine for 1 minute. Eternal Mountain Defense (11th) You can spend 5 ki points manning the stoneskin, targeting yourself. Fire snake carpenps. When you use attack action on the turn, you can spend 1 ki point to cause the fire to stretch out of your fists and legs. Your range with unarmed strikes increases by 10 feet for this event as well as the rest of the f turn. Hit with such an attack deals with fire damage instead of bludgeoning damage, and if you spend 1 ki point when the attack hits, it also deals with an extra 1d 10 fire damage. Fist of four thunder. You can spend 2 ki points manning the thunder wave. Fist of intact air. You can create a blast of compressed air that strikes like a powerful fist. As an event, you can spend 2 ki points and choose a creature up to 30 feet by f you. That creature has to make a power-saving throw. On failing to save, the creature takes 3d10 bludgeoning damages, plus an extra 1d10 bludgeoning damages for every additional ki point you spend, and you can push the creature up to 20 feet away from you and knock it prone. On a successful save, the creature takes half as much damage, and you don't have to push it or knock it susceptible. Flames of the Phoenix (11th) You can spend 4 ki points to cast a fireball. Gong on f summit (6. You can spend 3 ki points cast to break. Fog Stance (11. You can spend 4 ki points to cast a gaseous form, targeting yourself. Driving in the wind (11. You can spend 4 ki points manning the fly, targeting yourself. River of Hungry Flame (17. You can spend 5 ki points to occupy the wall of fire. A rush of gale spirits. You can spend 2 ki points manning the gust of wind. The shape of a flowing river. As an event, you can spend 1 ki point to select an area of ice or water no greater than 30 feet on the side up to 120 feet by f you. You can turn water into ice in the area and vice versa, and you can reshape the ice in the area any way you choose. You can increase or decrease the height of the ice, create or fill a trench, build or flatten a wall, or create a pillar. The extent of such changes may not exceed half the largest dimension of the area. For example, if you affect a 30-foot square, you can create a pillar up to 15 feet high, increase or decrease the height of the square by up to 15 feet, dig a trench up to 15 feet deep, and so on. 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