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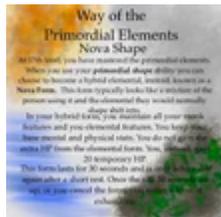
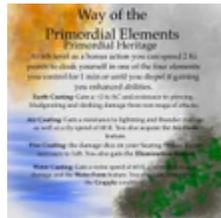
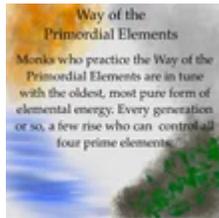
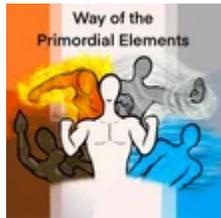
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Subclass Way of the Primordial Elements - Subclass (OC ART)

12 (old.reddit.com)

submitted 24 days ago by Apexx_27

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[-] [Rob_using_Reddit](#) 6 points 23 days ago

This is beyond OP, would need to removed about 80% of the features to bring it in line with other monk subclasses. Was designed to be overly powerful?

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[-] [Apexx_27](#) [S] 4 points 23 days ago

Could you go more into detail of why you think 80% of it needs to be removed?

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[-] [Bjorn_styrkr](#) 6 points 23 days ago

Yeah you took way of the 4 elements monk and turned it into a god.... sorry effects with no saves, free consistent healing, I could go on. My dude I like the variations this give you but you need to crank the way of the 4 elements to 11 not to 49.

If you'd like further details, reply and I will do my best to go line by line.

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[-] [Apexx_27](#) [S] 1 point 23 days ago

Clear this up, effects with no saves? Which effects could i put a save on? They are all internal effects except for the searing strikes and thats just if the attacks land. Which in itself is a save.

The healing is only 1d4 as well. It doesnt even get your modifier.

And even when you change into elementals, you retain none of your features from being a monk

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[-] [Bjorn_styrkr](#) 3 points 23 days ago

Searing strikes. Level 3 feature. 1d4 fire damage for 6 rounds or until healed. No save to prevent it. No save to end it. Just auto damage for 6 rounds.

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Cirrec

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We want this to be the place where a DM can go just before playing and find something that will be useful.

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3. **Use Clear and Searchable Titles.** Users need to be able to easily browse and search for content. Give your post a title that clearly communicates what's inside it. Include the name

Healing is always problematic. Free healing (no consumables, no spell slot etc) is always a problem. The game isn't balanced around regen.

Buddy what class was this for if not the monk? You've literally cribbed Avatar the last Airbender. The same source material as the monk and the monk subclass Way of the Four elements. You named it Way of xxxxxxx which is the monk convention.

I'm not saying you're out of line to update the 4 elements monk. Crap it REALLY needs it. This just isn't a balanced subclass option. You are too far ahead of any other class.

Again I will gladly go into detail and attempt to cite as many published sources as possible to help you here. I love this platform and this form of expression. I would much rather help balance than crap on people's ideas.

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[\[-\]](#) [Apexx_27](#) [\[S\]](#) 1 point 23 days ago

i was not saying it isnt for the monk class. im saying at level 11 when you can shape into elementals, you retain no monk features. its basically just polymorph.

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[\[-\]](#) [Apexx_27](#) [\[S\]](#) 1 point 23 days ago

i could add a save to searing strikes and i could shorten the radius of healing strikes

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[\[-\]](#) [Bjorn_styrkr](#) 3 points 23 days ago

That's a great start. Almost every continuous damage in 5e requires a save to take and to avoid.

Healing has a lot. I would really dig into healing at large. I'm not sure there is fixing it short of removing it. Maybe temp hit points? It would be a lot more balanced that way.

Again I'm sorry that things are so focused on page one, but I am just trying to help.

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[\[-\]](#) [Bjorn_styrkr](#) 2 points 23 days ago

The last thing I want to do is discourage you from creating.

of the content (e.g. the name of the subclass you're submitting).

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Don't advertise other content (Kickstarters, Patreon, etc.) in your title.

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[\[-\]](#) [Apexx_27](#) [\[S\]](#) 1 point 23 days ago

the issue with the healing is that most of the time, you wont be using that, because you will probably want to use zephyr or searing strikes.

healing strikes is probably going to be a last ditch thing, unless you have no healers in the first place. how many monk players are selfless?

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[\[-\]](#) [Stegosaurus5](#) 3 points 23 days ago

.... I'm sorry. Start over.

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Searing Strikes: added a Dex Save vs Ki Save DC to put out the flames at the start of each of the targets turns .

Healing Strikes: range lowered from 60 ft to 15 ft.

hopefully that is more up to par as far as balance is concerned.

if you want, when you play this subclass, you can take out the 20 Temp. Hp that is granted in the Nova Shape feature at level 17.

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[\[-\]](#) [NubsackJones](#) 1 point 23 days ago

I just have to know. What is the reason the art direction of this presentation is that of a pamphlet from a new age healer from the 80s?

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[\[-\]](#) [Apexx_27](#) [\[S\]](#) 1 point 23 days ago

not entirely sure if this is a reference or if you are just being funny.

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Apexx_27 has made the following comment(s) regarding their post:

[Searing Strikes: added a Dex Save vs Ki Save DC to...](#)

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