

STONE HEART (PLAYTEST VERSION)

Your blood comes from a steadfast lineage, touched by the elemental forces of the earth itself. Be it the blood of ancient dwarves first formed from stone or from a dao lineage from another plane, your blood runs thicker and your heart beats more steady than others. While particularly common among the genasi and the dwarves, these sorcerers can appear in any bloodline with ancient roots.

Blessed with natural resilience and command over the stones on which they stand, most of these sorcerers are solid and deliberate in both action and thought, slow to act, but once set on a course they become stubborn and immovable from their chosen path.

EARTH MAGIC

You learn additional spells when you reach certain levels in this class, as shown on the Stoneheart Origin Spells table. For each level of spells, you can select one of the two spells to learn. You learn the selected spell and it becomes a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known.

STONEHEART ORIGIN SPELLS

Sorcerer Level	Spell
1st	<i>create pit^K, stone fist^K</i>
3rd	<i>earth ripple^K, stone pillar^K</i>
5th	<i>erupting earth^{XGE}, quickstand^K</i>
7th	<i>stoneskin, stone coffin^K</i>
9th	<i>fissure^K, wall of stone</i>

VARIANT VERSIONS

If you allow Sorcerers to gain two spells per level, simply let them take both spells. If you allow them to swap origin spells for spells of a school on level up, allow them to swap their origin spells for transmutations spells that effect earth or stone from the Druid, Sorcerer or Wizard spell lists.

BOON OF THE EARTH

At 1st level when you select this origin, you learn the *stone forming* cantrip, and gain proficiency with weapons created by it. Your hit point maximum increases by 1, and it increases by 1 again whenever you gain a level in this class.

STRENGTH OF STONE

At 1st level when you select this origin, you gain the ability to use your magical power to draw fortitude from the earth beneath your feet. As a bonus action, you can bolster your strength, gaining the following benefits for 1 minute, ending early if you become incapacitated or you end it as a bonus action.

- You can use your Charisma modifier in place of your Strength modifier for attacks rolls, damage rolls, and ability checks.

- Your skin assumes a stony appearance. If you are not wearing armor and not wielding a shield, your AC equals 13 + your Charisma modifier.
- You form a stone aegis around yourself reducing bludgeoning, piercing, and slashing damage taken by your proficiency bonus.

You can cast *stone forming* as part of the same bonus action used to activate this ability. You can use this ability a number of times equal to your Proficiency bonus. If you have no uses remaining, you can use it again by expending a spell slot of 1st level or higher. You regain all expended uses of this ability when you complete a long rest.

DEFENSIVE BONDS

Starting at 6th level, when you activate Strength of Stone, you can confer the benefits of the stone aegis to another creature of your choice within 30 feet, reducing bludgeoning, piercing, and slashing damage taken by that creature equal to your proficiency bonus.

When a creature with this damage reduction takes bludgeoning, piercing, or slashing damage, as a reaction you can expend a sorcery points to reduce the damage taken by 1d8 per sorcery points spent. When you do so, you store that power until the end of your next turn. The next time you roll damage on a melee weapon attack before the end of your next turn, you can add the absorbed damage the damage roll.

STACKING DAMAGE REDUCTION

The following rule is a recommended rule for multiple sources of damage reduction: If you have multiple sources of damage reduction, any bonus after the highest is halved.

HAMMERING BLOWS

Starting at 6th level, while empowered by your Strength of Stone, you can attack twice, instead of once, whenever you take the Attack action.

STONEWALK

Starting at 14th level, you gain a burrowing speed of 15 feet, allowing you to travel through the earth. You can pass through soil and stone, but when you pass through stone you leave no hole behind you, becoming one with it and passing through. If you would end your turn inside of stone, you get pushed to where you entered the stone surface.

SKIN OF STONE

At 18th level, while you are empowered by Strength of Stone, you have resistance to bludgeoning, piercing, and slashing damage.

EARTH SPELLS

BECOME STONE

2nd-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You solidify into a stone. Until the start of your next turn, you are petrified. Your AC becomes 20 and you gain 10 temporary hit points. Any remaining temporary hit points fade when the spell ends.

CREATE PIT

1st-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You choose a point on the ground in an area of dirt or natural stone you can see. The ground buckles and a 5-foot radius, 10-foot deep pit opens around that point. Creatures in the area must make a Dexterity saving throw. On success, they can move 5 feet outside the radius of the spell. If they cannot move 5 feet out of the radius of the spell, they automatically fail the saving throw. Creatures that fail their saving throw fall to the bottom of the pit (taking 1d6 bludgeoning damage and falling prone). The sides of the pit are rough, and can be climbed. The pit remains until filled.

CREATE BULWARK

3rd-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Targeting an area of dirt or stone within range, you lift the earth, forming lines of earth that are 5 feet high, 5 feet wide, and 10 feet long. You can create up to three of these lines within range. They may be connected to the end or not.

Creatures in the area of these lines are lifted on top of them, or can choose to move 5 feet to one side of them or the other as their reaction. The sides of the risen bulwark are rough, and can be climbed. The earthen bulwarks remain until cleared. Each 5-foot-diameter portion of the area requires at least 1 minute to clear by hand.

EARTH RIPPLE

2nd-level transmutation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause the earth to deform and ripple, a target creature must make a Dexterity saving throw or suffer one of the following effects (your choice):

- It is pulled into the earth, taking 1d8 bludgeoning damage and reducing its movement speed to zero until a creature spends an action to dig it free.
- It is slammed 5 feet in a direction of your choice by a wave of earth, taking 2d8 bludgeoning damage and being knocked prone.
- It is impaled by a spike of earth, taking 4d8 piercing damage.

FISSURE

5th-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 Action

Range: Self (60 foot line)

Components: V, S

Duration: Instantaneous

You rend asunder the earth in a 60-foot-long 5-foot-wide line, targeting an area of dirt, sand, or rock at least 10 feet deep.

Creatures in that line must make a Dexterity saving throw. On a failure, a creature falls into a suddenly opened crevice in the ground, falling into it before it snaps shut, crushing them. Creatures that fail the saving throw take 6d10 bludgeoning damage from the fall and crushing. The creature is buried in 10 feet of rubble, and creatures without a burrowing speed require 25 feet of movement to extract themselves from the loose rubble to return to where they failed the saving throw. If they end their turn while buried, they take an additional 1d10 bludgeoning damage.

FORM OF STONE

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You become made of stone. Until the spell ends, you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move across difficult terrain made of earth or stone without spending extra movement. You can move through solid earth or stone as if it was air and without destabilizing it, but you can't end your movement there. If you do so, you are ejected to the nearest unoccupied space, this spell ends, and you are stunned until the end of your next turn.
- You can use your action to call spikes of stone to raise from the ground. All creatures of your choice within 15 feet of you must make a Dexterity saving throw. A creature takes 4d8 piercing damage on a failed save, or half as much on a successful one. Their space becomes difficult terrain either way.

HEAVY BLOW

1st-level transmutation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You impart great heft to a weapon you are holding. The first time you hit with a melee weapon attack with that weapon during the spell's duration, your blow strikes with great force, and the attack deals an extra 2d6 bludgeoning damage to the target and must succeed a Constitution saving throw, or become stunned until the start of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 2nd.

IMPACT

transmutation cantrip

Classes: Druid, Occultist, Sorcerer, Warlock

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You impart great force into a target you touch. Make a melee spell attack against the target. On hit, the target takes 1d10 bludgeoning damage, and is knocked 5 feet directly away from you.

The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

ORBITAL STONES

4th-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You lift three inanimate Small or Medium sized rocks or similar objects from within 10 feet of you, causing them to defy gravity and slowly circle you. With all three stones orbiting, you have three quarters cover. With at least one stone remaining, you have half cover.

As a bonus action while at least one stone remains in orbit, you can magically fling a stone at target within 60 feet. Make a ranged spell attack roll. On hit, the target takes 3d10 bludgeoning damage and is knocked backward 5 feet.

STONE FIST

1st-level transmutation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

You turn your hand and forearm (or similar appendage) to stone until the start of your next turn. As part of casting the spell, you can make a melee spell attack against one creature you can reach. On a hit, the target takes 2d10 bludgeoning damage.

Until the start of your next turn, you can use your reaction when you take slashing or piercing damage from an attack to gain resistance to damage from that attack.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

STONE FORMING

transmutation cantrip

Classes: Druid, Occultist, Sorcerer, Warlock

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a stone surface or the ground, and call forth stone that shapes itself to your command. You can make any roughly shaped Small or Tiny item from the stone, including functional simple or martial melee weapons (for Medium or smaller creatures), possess magical durability to resist shattering or breaking.

Alternatively you can encase your limbs in stone, causing your unarmed strikes to deal 1d8 bludgeoning damage for the duration of the spell.

Items made this way lose any magical durability after one hour, and become easily broken if they would not normally be functional in that shape. You can have three items or effects created by this cantrip at a time, and upon creating a fourth the oldest one loses its magical durability and becomes easily broken.

STONE PILLAR

2nd-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause a pillar of stone to rise from the ground in a space you can see. The pillar of stone has a diameter of 5 feet and raises 30 feet into the air. The ground where a pillar appears must be wide enough for its diameter, and you can target the ground under a creature if that creature is Medium or smaller.

If a pillar is created under a creature, that creature must succeed on a Dexterity saving throw or be lifted by the pillar. A creature can choose to fail the save. The pillar does not rise fast enough to do damage, if it is prevented from reaching its full height, a creature on top of it is restrained, pinched between the pillar and the obstacle. The restrained creature can use an action to make a Strength or Dexterity check (the creature's choice) against your spell save DC. On a success, the creature is no longer restrained and must either move off the pillar or fall off it.

The pillar has AC 15 and 40 hit points. When reduced to 0 hit points, a pillar crumbles into rubble, which creates an area of difficult terrain with a 10-foot radius that lasts until the rubble is cleared. Each 5-foot-diameter portion of the area requires at least 1 minute to clear by hand.

CREDITS

- Subclass created by KibblesTasty

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CHANGELOG

- Completely overhauled. For the older version, [click here](#).



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