

SORCERER

STONEHEART V1.1

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>quick sand^K, seismic wave^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 transmutation spells that affect 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^K* cantrip, and gain proficiency with weapons created by it. Any weapon you create with *stone forming^K* gains a bonus to attack and damage rolls equal to any bonus you have to the spell attack and damage rolls from magic items.

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 attack rolls, damage rolls, and ability checks.
- Your skin assumes a stony appearance. If you are not wearing armor, 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^K* 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 a sorcery point. You regain all expended uses of this ability when you complete a long rest.

EARTHEN ENDURANCE

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 under the effect of your protection takes damage (of any damage type), as a reaction you can expend one or more sorcery points to reduce the damage taken 1d8 per sorcery points spent. When you absorb damage in this way, the next time you hit an melee attack before the end of your next turn, you can add 1d8 per sorcery points to 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.

EARTHEN ONSLAUGHT

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

Additionally, when you cast a spell using your action, you can expend 1 sorcery point to make a single melee weapon attack as a bonus 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

ROCK SLAM

transmutation cantrip (primal)

Classes: Druid, Occultist, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You fling a rock at a creature you can see within range. Make a ranged spell attack. On hit, the target takes 1d10 bludgeoning damage. On a critical hit, the target is knocked prone or 10 feet backwards (your choice).

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

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.

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 (5 ft radius)

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. If the surface is not large enough to contain the pit, the spell fails. Creatures in the area must make a Dexterity saving throw. On success, they can move 5 feet outside the radius of the spell. 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. If a creature saves, but cannot move 5 feet, they fall prone, hanging from the edge of the pit, and cannot stand until they move out of the pit area or fall into it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the pit is 5-feet deeper for each slot level above 1st (to a maximum of 20 feet deep).

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.

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.

INSTANT BULWARK [NEW]

3rd-level transmutation (primal)

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 reaction, which you can take when a creature within range takes damage from a ranged attack or area of effect.

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause a 10 foot long, 10 feet tall, several inch thick wall of earth to erupt on the ground, granting total cover and blocking any damage that originates from the far side of the wall until the wall breaks. This blocks ranged attacks, and areas of effects that have a point of origin on the far side of the wall (for example, the center point of a radius spell or the source of a cone or line)

All damage the wall blocks is applied to the wall, even if that damage normally only affects creatures, but it takes the blocked damage only once, even if blocking the same damage against multiple creatures. The wall has 4d10 + your spellcasting modifier hit points, and crumbles to dust when it is reduced to 0 hit points. Any damage remaining after the wall is destroyed is dealt as normal. If the wall is not destroyed, it crumbles at the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the wall has 1d10 additional hit points and is 5 feet longer for each level above 3rd.

SEISMIC WAVE

3rd-level transmutation

Classes: Druid, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: Self (30 foot cone)

Components: V, S

Duration: Instantaneous

You release a seismic wave, slamming the ground in front of you causing the earth to explode violently in a 30 foot cone in front of you. Creatures touching the ground in the area must make a Strength saving throw. On failure, they take 4d10 bludgeoning damage and fall prone. On success, they take half as much damage and do not fall prone. Large or larger objects and structures in the area of effect automatically fail the save and take double damage. The ground becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

QUICK SAND

3rd-level transmutation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of sand)

Duration: Concentration, up to 1 minute

You cause the ground in a 20-foot radius centered on a point you can see to turn to quicksand for the duration of the spell. A creature moving through or out of the area must spend 4 feet of movement for every 1 foot it moves. A creature that ends their turn must make a Strength saving throw. On failure, they fall prone.

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 COFFIN

4th-level transmutation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You cause a surge of stone to attempt to engulf a Large or smaller creature in stone. The target must make a Dexterity saving throw. On a failure, they become restrained and blinded in the stone coffin. A creature can choose to fail their save. While trapped within the coffin, they have total cover against all sources. The coffin has an AC of 15 and 50 hit points, and resistance to all damage beside bludgeoning and thunder damage. When the spell ends or the coffin is reduced to 0 hit points, it crumbles to fragments and the creature within is no longer restrained and blinded.

For the duration of the spell you can use your bonus action to attempt to crush a creature encased in the coffin, dealing 1d10 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the stone coffin gains 10 additional hit points for each level above 5th.

BURIAL BARRAGE [NEW]

5th-level transmutation (primal)

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You unearth and launch a barrage of five heavy chunks of earth or stone at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each hurled object. On hit, the target takes 1d12 + 1 bludgeoning damage, and if it is Large or smaller, it is knocked prone. Attacks made as part of this spell have advantage against prone targets, and ignore the normal disadvantage ranged attacks made from more than 5 feet away from a prone target have.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can hurl one additional object for each slot level above 5th.

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.

AVALANCHE [NEW]

6th level transmutation (primal)

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self (60 foot line)

Components: V, S

Duration: Instantaneous

You cause the earth to ripple, triggering an avalanche of rock and stone to surge forward in a 60 foot long, 15 foot wide line. The length of the line is doubled if the cast on the surface has more than a 15 degree downward slope (a moderately steep hill). Creatures caught in the surging tumble of rocks must make a Dexterity saving throw. Creatures that fail their save take 6d10 bludgeoning damage and are knocked prone. Creatures that fail by 5 or more are stunned until the end of their next turn, and creatures that fail by 10 or more are additionally knocked to the closest free space at the end of the line created by the spell. On a successful save, a creature takes half as much damage and suffers none of the spell's other effects.

The spell creates a 15 by 15 foot area of difficult terrain at the end of the line created by the spell.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d10 for each slot level above 6th.

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.

VOLCANIC BURST

6th-level transmutation (primal)

Classes: Druid, Warlock, Spellblade Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of obsidian)

Duration: Instantaneous

You call fiery forces from below the earth to erupt upwards violently, causing the rocks beneath a point to melt and erupt into magma. The ground in a 10 foot radius explodes in a shower of fire and magma, raining down in a 20 foot radius. Creatures within the area must make a Dexterity saving throw. On failure, they take 4d10 bludgeoning damage and 4d6 fire damage. If a creature is within the 10-foot inner radius, then they are additionally flung 10 feet into the air, taking 1d6 bludgeoning damage and falling prone when they land. On a successful save, a creature takes half damage, and suffers no additional effects.

The center 10 foot radius becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

CHANGELOG 1.1

- **Strength of Stone** can be reused for Sorcery Points, rather than Spell Slots (you could still convert a spell slot to a sorcery point, so this is a straight buff).
- **Strength of Stone** no longer restricts you from using shields. It doesn't give you shield proficiency, but I've reduced my anti-shield agenda slightly.
- **Hammering Blows** renamed **Earthen Onslaught**
- **Earthen Onslaught** now also allows you to take a single weapon attack as a bonus action when you cast a spell at the cost of a sorcery point. This is an alternative to Quicken Spell with Bladetrips.
- **Defensive Bond** renamed **Earthen Endurance**.

CREDITS

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