

ROCK AND STONE

EARTH AND STONE THEMED HOMEBREW

WHAT'S INCLUDED?

This document comes with 6 pieces of homebrew: 2 Subclasses, 2 Magic items and 2 spells.

- The Way of the Petrifying Palm Monk, a monk that has internalized and controlled the Gorgonic curse in order to harden their body and reinforce their strikes.
- The Primordial Earth Sorcerer, a sorcerer dedicated to suffusing their magic with the raw power of bludgeoning, as well as growing their own earthen assimilation.
- The Earthshaker Boots, An artifact-tier magic item that grows in power as the player seeks out those who believe in the power of the inanimate.
- The Rock Collection, a small collection of utility stones that can be re-used whenever you're spelunking or sneaking around.
- Miniature Rock Slide, a variant on the *sleet storm* spell that makes it tough for you to carry your allies around the battlefield.
- Earthpulse, a spin on divination magic that allows the player to take a peek into the caves beneath so that they may plan their next expedition.

NOTE:

Some of the following lore leans upon what is written in "Duran's Dawn" which is an expansion and re-write of the Genasi. It includes the story of how the Primordial Titans fell and how it affected the mortals of the realm.

THE EARTHEN ARCANA

Thousands of years ago, in the realm of Surya, the primordial titans fell. This monumental event ushered in an age of wonders, imbuing the world with the ancient powers of earthen elementals. From this epochal shift emerged a range of magical items, spells, and techniques, each honed and perfected over the ages.

As time passed, these mystical energies found their way into the natural world. Creatures adapted to these newfound forces, societies formed orders and collectives in reverence to them, and the environment itself began to resonate with this power

PRIMORDIAL PRACTICES

Throughout history, various groups have tapped into the magic left by the fallen titans, each driven by different motivations. Some revered these long-lost forces, seeking to harness their power, while others traced their lineage back to the first Duran, or channelled the strength of Basilisks and Medusas for their own ends.

ANIMISTS

Among these practitioners are the Animists. Their reverence extends beyond the worship of the original primordials to a deep respect for the spirit in the inanimate. In their eyes, the mountains and pebbles hold powerful spirits. Some Animists find kinship with those who honor the primordials, as their beliefs often intertwine with the truths woven through history.

ANCIENT RELICS

In the wake of the titans' fall, some mundane items were transformed in titanous ways, becoming artifacts of immense power. These relics, born from the cataclysmic event, are highly coveted. While some are venerated as sacred objects, others, more common, are carved from larger remnants of primordial magic.

OLD MAGIC

Certain individuals choose to explore the archaic magics of yore, stepping beyond the boundaries of contemporary practice. These are often Druids, though historians and enthusiasts also seek to harness the earth's energies in novel ways. Their endeavours offer a glimpse into the awe-inspiring power that once walked the earth, a legacy of the Earthen Arcana.

SUBCLASSES

WAY OF THE PETRIFYING PALM

Monks of the Way of the Petrifying Palm embark on a unique path, dedicating themselves to mastering and enduring the formidable curse of Petrification. Their training involves deliberate encounters with creatures like Basilisks and Gorgons. These encounters are not mere tests of bravery, but essential steps in their spiritual and physical conditioning, enabling them to gradually withstand and internalize the effects of petrification.

As a monk advances and hones their skills, they not only withstand the petrification curse but also assimilate it. This continuous internal struggle and mastery of the curse demonstrate their discipline and control over their bodies. Constantly harbouring the curse within themselves, they learn to harness its power in combat. They can channel this enduring curse to either fortify their defences, or to intensify their offensive capabilities, allowing their fists to strike with the unyielding force of stone.

SUBSIDING STRIKES

Beginning at 3rd level, your connection to the petrifying curse empowers your unarmed strikes, enabling you to hinder a foe's mobility. When you hit a creature with an unarmed strike, you can impose a petrifying effect on it. This effect reduces the creature's speed by 10 feet and prevents it from making opportunity attacks for 1 minute. You can use this feature up to twice per turn. Subsequent strikes on an already affected creature reduces their speed by an additional 10 feet up to maximum of 30 feet.

A creature affected by this feature can make a Constitution saving throw at the end of each of its turns. On a successful save, the effect on it ends. Alternatively, the creature can use an action to attempt this saving throw. A successful save using this action not only ends the effect immediately but also grants the creature immunity to this feature for 24 hours.

HEART OF THE BASILISK

At 6th level, you are immune to the petrified condition.

MANTLE OF GRANITE

Starting at 6th level, you learn to bring the curse to the surface of your body to lessen incoming danger. When you are hit by a melee attack, you can use your reaction and spend up to 5 ki points to activate this feature. For each ki point spent, reduce the damage from the triggering attack and all subsequent melee attacks against you by 2 until the start of your next turn.

BOULDER FORM

Starting at 11th level, you can use your action to transform your body into a stone-like form, resembling a walking boulder. This transformation lasts for 1 minute and allows you to replace one of your attacks each turn with one of the following special attacks:

Falling Monolith: When you fall 10 feet or more and land within 5 feet of a target, you can make an attack against that target. On a hit, the target and each creature within 15 feet of it must succeed on a Strength saving throw or take damage equal to your Martial Arts die, be knocked prone, and pushed 5 feet away from the point of impact.

Rolling Boulder: If you move at least 10 feet in a straight line towards a target, you can make a Rolling Boulder attack against it. After hitting the target and dealing normal unarmed strike damage, you can continue moving in the same straight line, dealing your Martial Arts die in bludgeoning damage to any creature you pass through, up to your remaining movement. Each creature damaged in this way is knocked 5 feet sideways from your path.

You can use this feature once and regain this use after completing a long rest.

THE KISS OF MEDUSA

At 17th level you have learned the final technique of your order, the ability to completely petrify your enemies, when you hit a creature with an unarmed strike against a stunned target, you can force that creature to make a Constitution saving throw or become Petrified.

Creatures with legendary resistances are immune to this ability and instead become vulnerable to bludgeoning and thunder damage and are considered an object for the purpose of taking damage. You can have only one creature under the effect of this feature at a time. you can choose to end the Petrification without using an action.

PRIMORDIAL EARTH SORCERER

Individuals born into the lineage of the ancient earthborn Duran possess a unique connection to the elemental forces of the earth. This heritage grants them the rare ability to manipulate the Weave in ways that only those with such a profound bond can achieve. These sorcerers are capable of infusing their spells with the raw might of the earth, transforming incantations into earth shattering cataclysms. They draw upon their elemental ancestry to enhance their own physical form, tapping into the enduring strength and resilience of the earth.

EARTHEN SPELLCRAFT

At 3rd level, you learn additional spells when you reach certain levels in this class, as shown on the table below. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

LEVEL	SPELLS
1st	<i>Catapult, Earth Tremor</i>
2nd	<i>Maximillian's Earthen Grasp, Dust Devil</i>
3rd	<i>Meld into Stone, Erupting Earth</i>
4th	<i>Guardian of Nature, Stoneskin, Stoneshape</i>
5th	<i>Bigby's Hand, Wrath of Nature</i>

PETRIFACTIVE REPLICATION

Beginning at 3rd level, your Terran heritage infuses your spellcasting, enabling you to partly transmute spell effects into stone. When you cast a damage-dealing spell, you may expend up to 4 sorcery points. Each point spent allows you to convert the damage type of two of the spell's damage dice to bludgeoning damage.

VIBRATIONAL VISION

At 3rd level, you gain tremor-sense up to a range of 10 feet. This range increases to 20 feet at 6th level, 30 feet at 14th level and 60 feet at 18th level.

LITHIC CONFIDENCE

Starting at 6th level, while you are not wearing any armour, your Armour Class equals 10 + your Dexterity Modifier + your Charisma modifier. You can use a shield and still gain this benefit.

WEIGHT OF THE MONOLITH

Beginning at 6th level, your earthen spellcasting suffuses itself into your targets, weighing them down as they resist your assault. When you deal bludgeoning damage to a creature with a spell, you can force one affected creature to make a Strength saving throw against your spell save DC. On a failed save, the creature's movement speed is reduced to 0 until the end of its next turn. However, if the spell already required a saving throw and the target succeeded, it is immune to this effect.

INESCAPABLE MIGHT

Upon reaching 14th level, the unrelenting force within your body draws you towards your enemies. When you use your Weight of the Monolith feature you can choose to spend a sorcery point to glide 30 feet towards the target without expending any movement or provoking attacks of opportunity

RISE FROM THE MUCK

Starting at 18th level, you learn to fully embrace your primordial might. As an action you can spend 2 sorcery points to partially transform into an Earth Elemental for 10 minutes. While transformed you gain the following benefits:

- You gain resistance to bludgeoning, piercing and slashing damage.
- As a bonus action, you can attempt to grapple a creature. Use your Charisma modifier in place of Strength when making the Athletics check.
- You gain a burrow speed equal to your walking speed.
- You no longer spend sorcery points to use Inescapable Might.
- You gain temporary hit-points equal to 10 x your Charisma modifier.

MAGIC ITEMS

ROCK COLLECTION

Wondrous item, uncommon

This bag contains six magical stones. When you draw a stone from this bag, you choose one of the following types to draw:

Stone of Booming: Up to 10 minutes after drawing this stone, you can use a bonus action to cause it to emit a loud bang, similar to an explosion, audible up to 300 feet away.

Stone of Locating: After drawing this stone, you can use an action to determine your exact distance from it, as long as you are on the same plane of existence. Only one Stone of Locating can be active at a time.

Stone of Illumination: Upon removing this stone from the bag, you can throw it up to 60 feet. When it lands, it emits bright light in a 20-foot radius and dim light for an additional 40 feet. You can use a bonus action to turn off the light at any time after throwing the stone. Once turned off, this stone becomes mundane and cannot be reused.

Stone of Whispers: Within 8 hours of drawing this stone, you can use an action to cause it to emit senseless whispers for 10 seconds, audible up to 30 feet away.

The bag replenishes 1d4+2 stones at dawn and renders any existing stones from this collection mundane.

EARTHSHAKER BOOTS

Wondrous item, artifact (requires attunement)

The Earthshaker Boots have an enigmatic past, passed down through generations within the Animist Orders. Their wielders, all heralds of their beliefs, traversed the realms to enlighten others about the natural wonders of the world. Historical records mention at least ten wielders, yet none are said to have fully unlocked the boots' latent power.

Skin of the Forefathers. While wearing these boots, you gain a +1 bonus to AC.

Walk the Earth. These boots allow you to move across difficult terrain created by natural phenomena without any penalty.

Animist Affinity. These boots gain power through increasing your Affinity with them, gaining access to further properties as you advance. Starting at 0, Affinity can be increased by 1 point by performing the following actions:

- Freeing earth elementals from captivity or forced servitude.
- Visiting and paying respects at primordial earthen worship sites.
- Meeting a new Animist and aiding in their goals.

Affinity Boons.

3 Affinity. Meld into Stone - You can use these boots to cast the spell *meld into stone* once per long rest, without using a spell slot.

6 Affinity. Small Steps - While attuned to this item, gain one minor beneficial property.

9 Affinity. Earthshaker - As an action, the wearer can stomp the ground to create a shockwave. All creatures within a 10-foot radius must make a DC 15 Strength saving throw or be knocked prone.

The DC of this ability increases to 17 at Affinity 15 and 19 at Affinity 21.

12 Affinity. Reach for What Was - As a bonus action, you can create a 15-foot high pillar beneath you. This pillar remains for 1 minute or until dismissed as a bonus action. On subsequent turns, you can raise an existing pillar by an additional 15 feet or create a new one within 30 feet of the base of another pillar. This ability can be used three times and is restored after a long rest.

15 Affinity. Another Step - While attuned to this item, gain one minor beneficial property.

18 Affinity. Arms of the Earth - All weapons you wield gain the thrown property with a normal range of 20 feet and a long range of 60 feet, returning to your hand immediately after making a ranged weapon attack.

21 Affinity. The Final Step - While attuned to this item, gain one major beneficial property.

24 Affinity. Rightful Return - The *Reach for What Was* ability now has unlimited uses.

SPELLS

MINIATURE ROCK SLIDE

3rd-level conjuration

Casting Time: 1 Action

Range: 150 feet

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

Duration: Concentration, up to 1 minute.

Until the spell ends, small pebbles and dust swirl in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and sources of water become murky and opaque.

The ground in the area is covered with jagged rock, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it takes 1d6 piercing damage, as well as an additional 1d6 piercing damage for every 5 feet it moves until the end of its turn. If a creature starts its turn in the spell's area and is carrying a creature or object one size smaller than them or larger, they must make an Athletics or Acrobatics check against your spell save DC or drop it.

(This spell is a variant of sleet storm)

EARTHPULSE

2nd-level divination

Casting Time: 1 minute

Range: Self (1-mile radius)

Components: V, S, M (a hard object suitable for striking the earth)

Duration: Instantaneous

You perform a geolocative ritual that allows you to sense variations in the earth's density and life within a 1-mile radius centered on you. Upon completion of the ritual, you gain an understanding of the following information:

- The number and location of any caverns or hollow spaces beneath the earth, as well as their depths below the surface.
- Areas of unusual density in the earth, indicative of concentrations of minerals or ores.
- An estimative count and location of living creatures of small size or larger within the spell's area. This does not provide the exact type of creatures or their precise movements.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the radius of the sensory information increases by 1 mile for each slot level above 2nd.

Classes: Druid, Sorcerer, Ranger, Wizard

ACKNOWLEDGEMENT

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