

Sorcerer: Stoneborn Soul

Your magic springs from a mystical link between your soul and the magic of elemental earth. You might trace a distant ancestor to the Plane of Earth, your family might have earned a mighty boon in return for a service to the dao lords, or perhaps you are a descendant of stone giants, manifesting the gifts imparted by the ordning, granting you sorcerous magic that allows you to command the elements.

Whatever your past, the magic of elemental earth is yours to command.

Your link to earth magic grants you extraordinary resilience, and stoneborn sorcerers have a natural affinity for combat, showing a knack for wielding both shields and weapons. In combat your place is amid the fray. You rely on your elemental nature to shield you from harm and your magic and stonebond weapons to overwhelm your foes.

Earthen Magic

1st-level Stoneborn Sorcery feature

Starting at 1st level, you learn the *Magic Stone* and *Mold Earth* cantrips. You also learn additional spells when you reach certain levels in this class, as shown on the Earth Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a Transmutation spell from the sorcerer, druid, or wizard spell list.

Earth Spells

SORCERER LEVEL	SPELLS
1st	<i>Earth Tremor, Longstrider</i>
3rd	<i>Maximilian's Earthen Grasp, Spike Growth</i>
5th	<i>Erupting Earth, Meld into Stone</i>
7th	<i>Stone Shape, Summon Elemental (Earth only)</i>
9th	<i>Transmute Rock, Wall of Stone</i>

Stone's Durability

1st-level Stoneborn Sorcery feature

At 1st level, your connection to stone gives you extra fortitude. Your hit point maximum increases by 1, and it increases by 1 again whenever you gain a level in this class.

As an action, your skin assumes a stony appearance and your AC equals 13 + your Constitution modifier. You can use a shield and still gain this benefit. This effect lasts until you end it as a bonus action, you are **incapacitated**, or you don armor other than a shield.

Stoneborn Warrior

1st-level Stoneborn Sorcery feature

At 1st level, you gain proficiency with shields, simple weapons, and martial weapons.

As an action, you can plunge your hand into earth or stone and pull forth a weapon made of stone. You can create a Stonebond weapon in the form of any melee weapon that you are proficient with and that lacks the two-handed property.

You can have only one Stonebond weapon at a time. Your Stonebond weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die. When you attack with your Stonebond weapon, you can use your Constitution modifier, instead of Strength or Dexterity, for the attack and damage rolls.

Stoneborn Bond

6th-level Stoneborn Sorcery feature

Starting at 6th level, you can have up to two Stonebond weapons but can summon only one at a time with your action. Your Stonebond weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. They can also be used as a spellcasting focus for your sorcerer spells. You can attack with a Stonebond weapon twice, instead of once, whenever you take the Attack action on your turn.

In addition, you can transform a magic melee weapon into a Stonebond weapon by performing a special ritual while you hold them. You perform the ritual over the course of 1 hour, which can be done during a short rest. You then plunge the weapon into the earth, where it can be summoned from thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your Stonebond weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon erupts from the nearest patch of earth or rock when the bond breaks.

Stone Aegis

6th-level Stoneborn Sorcery feature

Starting at 6th level, your command of earth magic grows stronger, allowing you to harness it for your allies' protection. As a bonus action, you can grant an aegis to one other creature you can see within 60 feet of you. The aegis is a dim, gray aura of earth magic that protects the target. Any bludgeoning, piercing, or slashing damage the target takes is reduced by your proficiency bonus. This effect lasts for 1 minute, until you use it again, or until you are **incapacitated**. *At 18th level you may choose up to three creatures to gain the benefits of your Stone's Aegis.*

In addition, when a creature you can see within 60 feet of you hits the protected target with a melee attack, you can use your reaction to teleport to an unoccupied space you can see within 5 feet of the attacker. You can teleport only if you and the attacker are on the same surface. You can then make one melee weapon attack against the attacker. If that attack hits, it deals an extra 1d10 force damage. This extra damage increases to 2d10 at 11th level and 3d10 at 17th level.

At 18th level you can choose to make the attack not cost your reaction. This can only be done once until the beginning of your next turn.

One with Earth

14th-level Stoneborn Sorcery feature

Starting at 14th level, you gain the ability to become one with the earth. As a bonus action, you can spend 1 or more sorcery points to magically transform your body for 10 minutes. For each sorcery point you spend, you can gain one of the following benefits of your choice, the effects of which last until the transformation ends:

- Your current hit points and your hit point maximum both increase by 1 per sorcerer level.
- You gain resistance to bludgeoning, piercing, and slashing damage.
- You gain Tremorsense with a range of 60 feet.
- Your walking speed increases by 5 feet, or you gain a burrowing speed equal to your walking speed.
- You can move across difficult terrain made of earth or stone without spending extra movement.
- When you cast a spell that deals damage, choose one creature damaged by that spell on the round you cast it. That creature takes extra force damage equal to half your sorcerer level. This feature can be used only once per casting of a spell.
- You gain a bonus to the damage rolls of your melee weapon attacks; the bonus equals your Constitution modifier (minimum of +1).

Earth Master's Aegis

18th-level Stoneborn Sorcery feature

Beginning at 18th level, when you cast *Magic Stone*, *Mold Earth*, or one of your **Earth Spells**, you can spend 1 sorcery point to make an attack with your Stonebond weapon as a bonus action.

Additionally, when you use your Stone's Aegis to protect an ally, you can choose up to three creatures to gain its benefits. Instead of using a reaction to strike an enemy that has hit a target with Stone Aegis you may do so as a free action. This can only be done once until the start of your next turn.