

QUESTLINE

MONTHLY

STONES  
OF THE  
EARTHEN

FREE VERSION

Cover Art By: Midjourney

5TH EDITION SUPPLEMENT

# STONES OF THE EARTHEN

A GEMSTONE THEMED SUPPLEMENT

WRITTEN & DESIGNED BY: CARSON H.

Hello, my name is Carson and I am the sole creator and writer behind Questline. Nearly eight years ago I first discovered Dungeons & Dragons and it has been a creative outlet for me ever since. I found myself constantly weaving story elements together to create plots and situations that I thought players and DM's alike would enjoy. So years later here I am, my passion for D&D is stronger than ever and I spend much of my free time writing homebrew for Questline! My dream is to one day turn my passion for writing and creation into a career, and you are helping me to do just that. So thank you, I greatly appreciate your support!

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# CREDITS & THANKS

This supplement wouldn't have been possible without the help of several talented and dedicated individuals, who collaborated with me to make this supplement a reality. Please, take a moment to acknowledge the work of everyone who contributed their time and effort. I want to send a special thanks to each of you for helping me finish this quest.

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# CONTENT OVERVIEW

Issues of Questline Monthly will contain a unique fantasy setting built around enthralling lore, enriched with enticing locations, and populated with engaging characters and imaginative monsters. Give Game Masters a foundation to create new adventures or to influence their existing world. And give players access to irresistible new player options, extraordinary new spells, and thrilling items. Where will your quest take you?

## INTEGRATION

Attlecier can be seamlessly integrated into your current campaign setting, allowing players to continue their adventure in a rugged earthen setting so they can gain experience, upgrade equipment, or take a break from their current objectives. You can place the Attlecier Drylands wherever you see fit, preferably in a mountainous region.

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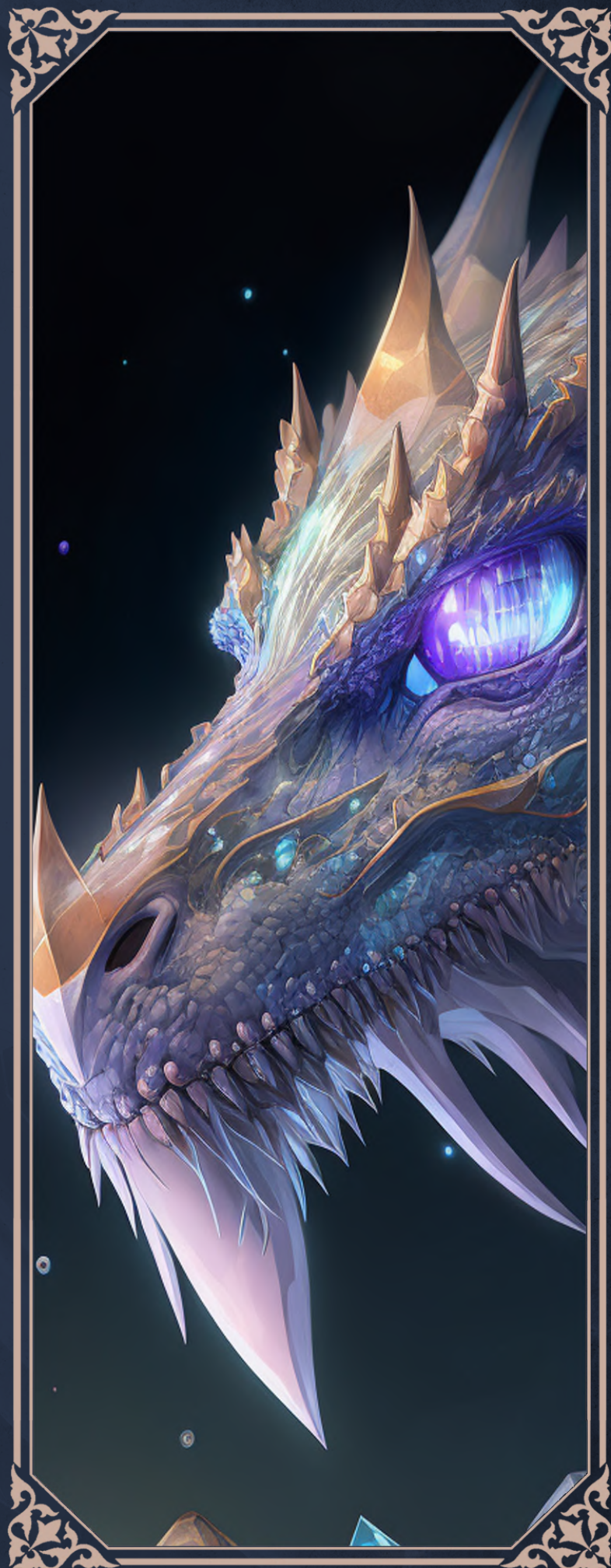
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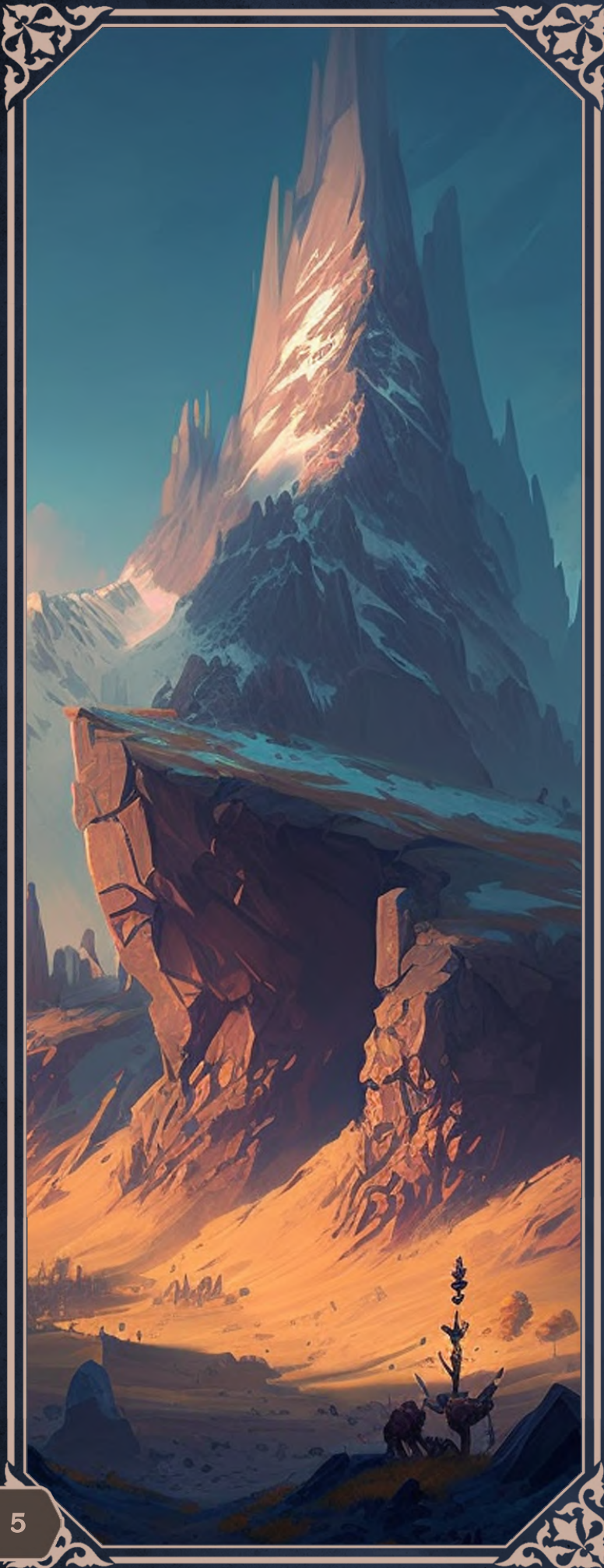
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# LORE

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## RIFTS BETWEEN WORLDS

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FORMATION & EVOLUTION

TEAR

RIFT

INVASION

EARTH RIFT

## THE ATTLECIER DRYLANDS

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LAKE ATTLECIER

TERROS, PRIMORDIAL OF EARTH

DESICCATION OF ATTLECIER

PRECIOUS MINERALS

# THE ATTELCIER DRYLANDS

A rift to the Plane of Earth has opened above a clear lake surrounded by snow-capped alps and grasslands. The elemental energy of the rift has turned the area arid and barren. The lake has completely dried and the absence of water has created a drought, causing the surrounding grasslands to wither. Earth elementals burrow throughout the drylands absorbing any moisture they come in contact with whether it be from the morning dew collecting on blades of grass or the blood of living creatures that once called this place home.

## LAKE ATTELCIER

Lake Attlecier is beautifully situated between steep limestone mountains, in a valley carved into the earth by glaciers long ago. Evergreen trees surround the pure turquoise water adding to the beauty of this magnificent place. Villages in the alps use Lake Attlecier as a water reservoir for drinking and crop irrigation. Without the lake these villagers wouldn't have access to clean water and survival in this beautiful place would be difficult for large communities.



## TERROS, PRIMORDIAL OF EARTH

The earth rift of Attlecier was opened by a powerful elemental being known as Terros, Primordial of Earth. Terros is a very powerful elemental being who forced their way onto the Material Plane, creating a rift. Terros must be defeated to close the earth rift of Attlecier and restore balance to the planes.

## DESICCATION OF ATTELCIER

When the earth rift formed just above the surface of Lake Attlecier, the space violently shattered open. Massive rocky hands reached through and pulled the edges of the rift, further tearing reality and allowing more space for the elemental to begin climbing through and crash into the lake water. The creature was so enormous it created a minor tsunami when it fell into the lake, flooding the surrounding area. The valley trembled as other smaller elemental beings followed. The water seemed to seep into their cracks but they never moistened and the earth behind their wake was dry and cracked. Soon after the invasion began, Lake Attlecier was reduced to nothing more than a dry flat of arid earth. The forest beyond the lake withered and died. Lastly, the villagers that once relied on the lake's water were forced to flee from their once beautiful homes.

## PRECIOUS MINERALS

Explorers may be tempted by an earth rift, for every new spire bursts with precious minerals and gems clearer than water. These riches are but a trap to lure the greedy into the arms of waiting horrors.

# PLACES OF INTEREST

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## THE ATTLECIER DRYLANDS

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CRYSTAL FISSURE

GRORUNES'S CRUMBLING TOWER

SPIRE OF TERROS

PLAYA HOLLOW



## GRORUNES'S CRUMBLING TOWER

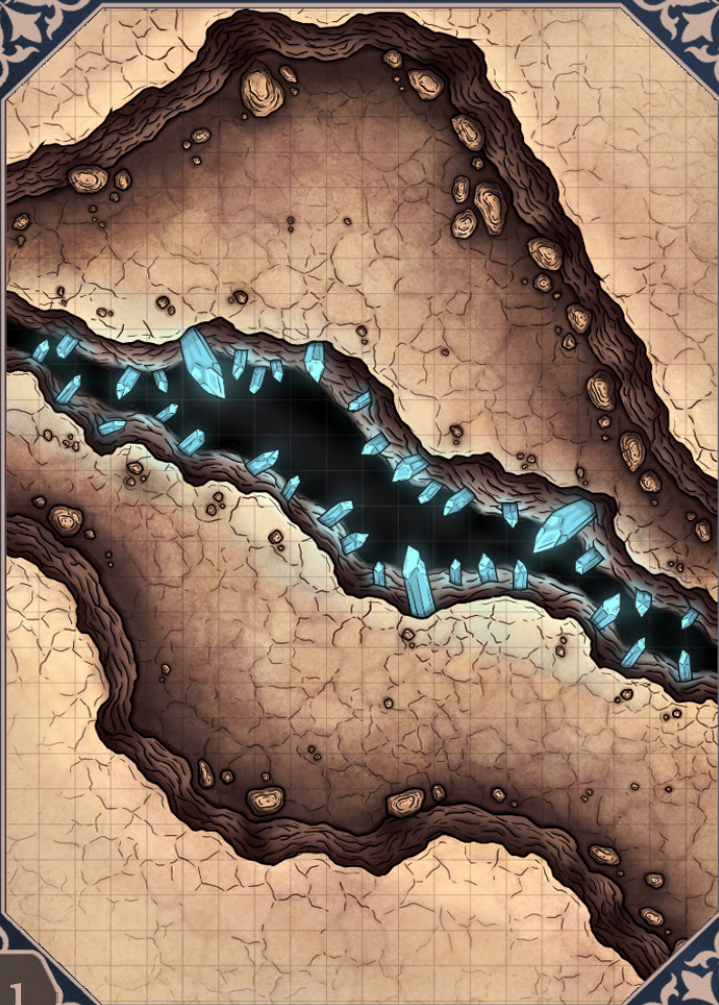
High up in the snowcapped alps overlooking the Attlecier Drylands are the crumbling remains of Grorune's wizard tower. Grorune the Granite is a wizard known for his adeptness and research of the School of Geomancy. Decades before the earth rift of Attlecier, Grorune isolated himself within the Elemental Plane of Earth so that he could further his studies in an area affiliated with his arcane tradition. Grorune's wizard tower was once located in a grand cavern within the Plane of Earth. However, when the earth rift first emerged there was a moment of chaos as material from both planes interchanged rapidly. Grorune's tower was sundered and parts of it were expelled from the earth rift, scattering remnants of the tower across Attlecier Drylands.

Grorune traveled to the Attlecier Drylands to investigate the earth rift and the events that led to his tower being ripped from the Plane of Earth. Using his geomantic specialty, Grorune collected what he could find of his home and reconstructed it atop the mountains overlooking the arid valley below. Much of what Grorune possessed in his tower was destroyed or lost when it was warped into the Material Plane. Grorune now temporarily lives in his crumbling tower until he can retrieve what has been lost and close the earth rift that began his hardships.



GRORUNE'S CRUMBLING TOWER

## CRYSTAL FISSURE MAP BY: DUNGEONÆ



## CRYSTAL FISSURE

The Crystal Fissure is a cave system beneath the Attlecier Drylands where hundreds of crystal structures rapidly formed after the earth rift emerged. The entrance to this lustrous cave is a massive fissure in the ground that reveals a deep chasm of crystal shards beneath it. Spelunkers must climb down the fissure using the large crystals as platforms to descend. The geode-like cave system spans for miles beneath the Attlecier Drylands. The minerals inside are immensely valuable but danger awaits those who attempt to mine them.

### ATTLECIER DRYLANDS ENCOUNTERS

Lvl. 3	Encounter
Easy	Crystal Mephit(3)
Medium	Dwarven Gemshield(1)
Hard	Crystal Mephit(1) Gem Drake(1)
Lvl. 6	Encounter
Easy	Crystal Mephit(2) Gem Drake(1)
Medium	Lesser Earth Elemental(4)
Hard	Dwarven Gemshield(2)
Lvl. 9	Encounter
Easy	Gem Drake(2)
Medium	Dwarven Gemshield(3)
Hard	Dwarven Gemshield(1), Jewel Golem(1)

# CHARACTERS OF INTEREST



GRORUNE THE GRANITE  
KRAYK OF THE CRYSTAL FISSURE  
ONE-WHO-SPEAKS  
PROSPECTOR THYMUR

## GRORUNE THE GRANITE

Terryn Gorune, Male Human (True Neutral)

**Personality.** Gorune is a nonmaterialistic person and judges people by their actions, not their words.

**Appearance.** Gorune is a 90-year-old male human wizard. He has a bald head and black eyes. He has smooth white skin. He stands 182cm (5'11") tall and has a beefy build. He has a diamond-shaped face. He has a tribal tattoo on his neck and his left hand.

### Characteristics

**Ideal.** Knowledge: The path to power and self-improvement is through knowledge.

**Bond.** Gorune entered seclusion to focus on his arcane studies.

**Flaw.** Gorune believes that unlocking an ancient mystery is worth the price of a civilization.

### Background

Gorune is one of the few remaining wizards who study the School of Geomancy. This arcane tradition teaches wizards the techniques required to manipulate the earth around them. Gorune devoted his life to the school of geomancy, choosing to seclude himself on the Plane of Earth so he may better conduct his studies. His way of life abruptly changed when the earth rift to Attlecier opened pulling him and much of his wizard tower into the Material Plane. Gorune's wizard tower sits against steep limestone mountains after crashing into the Attlecier valley. Here Gorune works tirelessly to seal the earth rift and return to the Plane of Earth so that he can resume his studies.



GRORUNE THE GRANITE

## KRAXYK OF THE CRYSTAL FISSURE

Kraxyk, Female Crystal Dragon (True Neutral)

**Personality.** Thymur doesn't pay attention to the risks in a situation.

**Appearance.** Kraxyk is a female crystal dragon. Her scales are crystalline shades of purple and turquoise.

### Characteristics

**Ideal.** Sincerity. Kraxyk believes there is no good pretending to be something she is not.

**Bond.** Kraxyk guards the Crystal Fissure with her life.

**Flaw.** Kraxyk thinks she can outsmart anyone.

### Background

Pulled from her lair in the Elemental Plane of Earth, Kraxyk, like many other creatures found herself plunged into the Material Plane. She quickly found refuge in the Crystal Fissure which reminded her of her lair on the Plane of Earth. Here she waits and observes the earth rift above ground. Kraxyk has taken a liking to the humanoid creatures of the Material Plane and their interest in precious stones. However, the Gemshields have angered her by removing the crystals within the Crystal Fissure against her consent. She does not seek violence, but will not let them harvest the crystals of her new home.

KRAXYK



# GEM SOCKETING

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## SOCKETING MECHANICS

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GEM CUTTING

ATTUNING TO GEMS

ARCANE SOCKETS

AFFICING ARCANE SOCKETS

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## GEM MAGIC

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GEM BREAKDOWN

RARITY

PASSIVE ABILITY

ACTIVE ABILITY

QUALITY

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TABLE OF GEMS

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# GEM MAGIC

**G**em magic, also called gem magic or gemstone magic, is an application of magic involving the use of gemstones. There are two broad types of gem magic: the first type involves a creature attuning to individual gemstones to tap into their natural magical power, and the second involves affixing wearable magic items with arcane sockets which can support the magical benefits of multiple gems at a time. Using arcane sockets, gems, crystals, and other magical stones can imbue weapons, rings, armor, or shields with additional magical effects.

## GEM BREAKDOWN

The information about a gem will be presented in the following way within this supplement. These blocks of information will provide everything you need to know about how to incorporate a gem into your game.

### GEM NAME

*rarity*

**Activate:** (Action/Bonus Action/Reaction)

**Range:** (The range of the gem's magical effect.)

**Condition:** (The condition that must occur for the gem to be activated.)

**Duration:** (The duration of the gem's magical effect.)

*Description (General information about the gem, such as the gems origins, appearance, magical abilities, and common uses.)*

**Passive.** (The magical effect of the gem that works passively without activating the gem's natural magical power.)

**Active.** (the magical effect of the gem that you must be activated under certain conditions. When activated the gem could be damaged as a result.)

## RARITY

Rarity considers the relative availability of this type of gemstone in the market. It includes the gemstone variety, its size, and the absence, presence, and severity of treatment. Depending on rarity, a gem could be any of:

### RARITY VALUE IN GOLD (GP)

Rarity	Raw	Flawed	Fair	Flawless
Ornamental	8	7	8	10
Semi-precious	40	35	40	50
Fancy Stones	80	70	80	100
Precious Stones	400	350	400	500
Gem Stones	800	700	800	1,000
Jewels	4,000	3,500	4,000	5,000

## PASSIVE ABILITY

All gems have a passive ability which is a magical benefit that an attuned creature gains. Passive abilities gained from gems are permanent while the creature is attuned to the gem. If a creature is attuned to two or more of the same gem, the creature gains the benefits of both gems and the passive abilities stack.

For example, if a creature has a rare magic weapon with two arcane sockets and two tektite gems socketed to them, the creature will deal an additional 4 points of fire damage when casting the spell *fireball*. The creature deals an additional 2 points of fire damage for each tektite gem it has socketed to its magic weapon.





## ACTIVE ABILITY

An active ability is an ability that requires an action, bonus action, or reaction from the player to trigger its effect. Additionally, before a gem's active ability can be used a certain condition must be met. These conditions differ depending on the gem. After an active ability is used the player must roll a d20 to determine if the gem fractures or remains intact.

## QUALITY

Quality is the main visual characteristic of the gemstone, consisting of color, clarity, and transparency as well as cut and brilliance. The quality of a gem also determines its likelihood of fracturing after being activated.

### Flawless

Flawless gems are the highest quality of gems after being cut. After you activate a flawless gem, roll a d20. On a **5 or lower**, the gem fractures, shattering into shards, making it unusable to socket, but still valuable to sell.

### Fair

Fair gems are that are of average quality after being cut. After you activate a fair gem, roll a d20. On a **10 or lower**, the gem fractures, shattering into shards, making it unusable to socket, but still valuable to sell.

### Flawed

Flawed gems are gems of low quality after being cut. After you activate a flawed gem, roll a d20. On a **15 or lower**, the gem fractures, shattering into shards, making it unusable to socket, but still valuable to sell.

## FRACTURE TABLE

Quality	Fracture
Flawless	5 or lower
Fair	10 or lower
Flawed	15 or lower

## SUGGESTED PLAYER LEVEL GUIDE

Rarity	Player Level
Ornamental	3rd
Semi-precious	6th
Fancy Stones	9th
Precious Stones	12th
Gem Stones	15th
Jewels	17th

# TABLE OF GEMS

	Gem Name	Rarity	Activate	Affiliation
1	<u>Azurite</u>	Ornamental Stone	Reaction	Fire
2	<u>Fluorite</u>	Ornamental Stone	Reaction	Invisibility
3	<u>Lazurite</u>	Ornamental Stone	Action	Health
4	<u>Malachite</u>	Ornamental Stone	Reaction	Fire & Cold
5	<u>Tektite</u>	Ornamental Stone	Reaction	Fireball
6	<u>Turquoise</u>	Ornamental Stone	Reaction	Defense
7	<u>Aventurine</u>	Semi-Precious Stone	Action	Illusion
8	<u>Clinozoisite</u>	Semi-Precious Stone	Reaction	Defense
9	<u>Danburite</u>	Semi-Precious Stone	Action	Constitution
10	<u>Heliodor</u>	Semi-Precious Stone	Reaction	Light
11	<u>Jasper</u>	Semi-Precious Stone	Bonus Action	Constitution
12	<u>Witherite</u>	Semi-Precious Stone	Reaction	Necromancy
13	<u>Amblygonite</u>	Fancy Stone	Bonus Action	Health
14	<u>Amethyst</u>	Fancy Stone	Reaction	Mind
15	<u>Jargoon</u>	Fancy Stone	Reaction	Magic Missile
16	<u>Jet</u>	Fancy Stone	Reaction	Movement
17	<u>Scheelite</u>	Fancy Stone	Bonus Action	Movement
18	<u>Sinhalite</u>	Fancy Stone	Bonus Action	Vision
19	<u>Alexandrite</u>	Precious Stone	Reaction	Luck
20	<u>Garnet</u>	Precious Stone	Reaction	Weapon Attack
21	<u>Peridot</u>	Precious Stone	Reaction	Defense
22	<u>Sphene</u>	Precious Stone	Bonus Action	Lightning
23	<u>Sapphire</u>	Gem Stone	Reaction	Spell Attack
24	<u>Black Opal</u>	Gem Stone	Reaction	Spell Attack
25	<u>Tanzanite</u>	Gem Stone	Reaction	Concentration
26	<u>Diamond</u>	Jewel	Reaction	Divination
27	<u>Emerald</u>	Jewel	Action	Health
28	<u>Ruby</u>	Jewel	Action	Health

## AZURITE

ornamental stone

**Activate:** Reaction

**Range:** Self

**Condition:** The bearer hits a creature with a weapon attack

**Duration:** 1 round

*Azurite has deep blue striations or blotches mixed with other shades of blue. It is typically tumbled smooth and cut cabochon to be used to decorate rings or belts.*

**Passive.** When the bearer of this gem takes fire damage it is reduced by 1.

**Active.** When the bearer hits a creature with a weapon attack, they can activate this gem. Once activated the bearer's weapon attacks deal fire damage until the end of the bearer's turn.

After you activate the gem, roll a d20 and see the *fracture table*. If the gem fractures, it shatters into shards, making it unusable to socket, but still valuable to sell.

## FLUORITE

ornamental stone

**Activate:** Reaction

**Range:** Self

**Condition:** The bearer makes a weapon attack against an invisible creature

**Duration:** 1 weapon attack

*These ornamental stones cleave easily to form faceted gemstones, but this treatment is reserved for small samples and specimens of the most popular colors: pale blue, green, yellow, purple, pink, and red.*

**Passive.** This gem glows a faint green glow when invisible creatures or objects are within 20 feet of the bearer.

**Active.** When the gem's condition is met, as a reaction, the bearer can activate the gem. When activated the next weapon attack the bearer makes against an invisible creature is done so without disadvantage.

After you activate the gem, roll a d20 and see the *fracture table*. If the gem fractures, it shatters into shards, making it unusable to socket, but still valuable to sell.

## LAZURITE

ornamental stone

**Activate:** Action

**Range:** Self

**Condition:** The bearer is below their hit point maximum

**Duration:** 1 round

*Lazurite is an opaque gem ranging in color from sky blue to dark blue, usually bespeckled with gold.*

**Passive.** The bearer of this gem increases their hit point maximum by 2.

**Active.** When the gem's condition is met, as an action, the bearer can activate it and gain 1d6 temporary hit points. These temporary hit points remain for 1 minute or until they are lost.

After you activate the gem, roll a d20 and see the *fracture table*. If the gem fractures, it shatters into shards, making it unusable to socket, but still valuable to sell.

## MALACHITE

ornamental stone

**Activate:** Reaction

**Range:** Self

**Condition:** The bearer takes fire or cold damage

**Duration:** 1 round

*Malachite is distinguished by its green stripes of many shades. Striking in appearance and inexpensive, these ornamental stones are usually tumbled smooth or cut cabochon and polished for jewelry among those that could not afford fancier gems.*

**Passive.** When the bearer of this gem takes fire or cold damage it is reduced by 1.

**Active.** When the bearer is dealt fire or cold damage, as a reaction, the bearer can activate the gem and gain resistance to either fire or cold damage until the end of the bearer's next turn.

After you activate the gem, roll a d20 and see the *fracture table*. If the gem fractures, it shatters into shards, making it unusable to socket, but still valuable to sell.



MALACHITE

## TEKTITE

ornamental stone

**Activate:** Reaction

**Range:** Self

**Condition:** The bearer casts *fireball*

**Duration:** 1 round

*Tektites are gravel-sized bodies composed of black, green, brown, or grey natural glass formed from terrestrial debris ejected during meteorite impacts.*

**Passive.** When the bearer of this gem casts *fireball* the spell deals an additional 2 points of fire damage.



**Active.** When the bearer of this gem casts fireball, as a reaction, they can activate this gem and increase the explosion's radius by 5 feet.

After you activate the gem, roll a d20 and see the *fracture table*. If the gem fractures, it shatters into shards, making it unusable to socket, but still valuable to sell.

### TURQUOISE

ornamental stone

**Activate:** Reaction

**Range:** Self

**Condition:** The bearer falls a distance greater than 20 feet

**Duration:** 1 round

*This ornamental stone is an opaque blue to greenish-blue, and usually occurs with blotches of darker hues in the mix.*

**Passive.** The bearer of this gem doesn't begin to take fall damage until they fall a distance greater than 20 feet.

**Active.** When the gem's condition is met, as a reaction, the bearer can activate it and decrease their falling speed to 60 feet for one round. If the bearer lands while this gem is active they take no falling damage and can land on their feet.

After you activate the gem, roll a d20 and see the *fracture table*. If the gem fractures, it shatters into shards, making it unusable to socket, but still valuable to sell.

### AVENTURINE

semi-precious stone

**Activate:** Action

**Range:** 5 feet

**Condition:** The bearer detects an illusion

**Duration:** Instantaneous

*This semi-precious stone is a variety of quartz that glittered when viewed from certain angles due to mica inclusions. It can be found in shades of green from medium to light, blues from dark to pale, or a warm gold. Faceting only detracts from the flash below the surface of this translucent stone, so it is tumbled smooth, cut cabochon, or used as an inlay or in carvings.*

**Passive.** The bearer of this gem gains a +2 bonus to (Intelligence) Investigation checks to discern illusions.

**Active.** When the bearer of this gem detects an illusion, as an action, the bearer can activate this gem. When activated allied creatures within 10 feet of the bearer also detect the illusion if it is of 2nd-level or lower without needing to make an (Intelligence) Investigation check.

After you activate the gem, roll a d20 and see the *fracture table*. If the gem fractures, it shatters into shards, making it unusable to socket, but still valuable to sell.

### CLINOZOISITE

semi-precious stone

**Activate:** Reaction

**Range:** 5 feet

**Condition:** A creature makes a ranged weapon or spells attack against the bearer

**Duration:** Instantaneous

*This gem is named for its brown to yellowish brown color that resembled a well-aged ale. It is mined in crystal form and usually facets cut into fashionable gems.*

**Passive.** The bearer of this gem gains a +1 bonus to their AC against projectiles.

**Active.** When a creature makes a ranged weapon or spell attack against the bearer, as a reaction, the bearer can activate this gem. When activated creature's attacking the bearer must do so with disadvantage until the end of the bearer's next turn.

After you activate the gem, roll a d20 and see the *fracture table*. If the gem fractures, it shatters into shards, making it unusable to socket, but still valuable to sell.



CLINOZOISITE

### DANBURITE

semi-precious stone

**Activate:** Action

**Range:** Self

**Condition:** The bearer is afflicted with a disease that comes from fungus or induces rot

**Duration:** Instantaneous

*This semi-precious stone is a hard gemstone that yielded faceted gems of middling size. Danburite crystals are pale yellow or colorless and either transparent or translucent. Danburite crystals prevented mold, mildew, and rot from forming on all organic substances, living, dead, or undead*

**Passive.** The bearer of this gem has advantage on Constitution saving throws to resist fungal diseases and poisons, and diseases that induce rot.

**Active.** When the gem's condition is met, as an action, the bearer can activate the gem. When activated the gem cures the bearer of 1 fungal disease or a disease that induces rot.

After you activate the gem, roll a d20 and see the *fracture table*. If the gem fractures, it shatters into shards, making it unusable to socket, but still valuable to sell.

# PLAYER OPTIONS



RACE

TROG

BACKGROUND

PROSPECTOR

SUBCLASS

SCHOOL OF GEOMANCY

# ARCANE TRADITION: SCHOOL OF GEOMANCY

CREATED BY: XPERTRANGER

[LINK](#)

While bending the elements to one's will is no extraordinary feat to practitioners of the arcane, it takes a certain type of individual to seek control over the earth around them. The school of geomancy offers just that. It teaches wizards the techniques required to manipulate the earth around them.

## EARTH WEAVER

When you choose this arcane tradition at 2nd level, you learn the *Mold Earth* cantrip, it doesn't count against the total number of wizard cantrips you know.

## CONTROL STONES

Starting at 2nd level, you gain the ability to seep your magic into the ground beneath you as you rest, raising a number of stones when you wake. You can have a maximum number of stones raised equal to half of your wizard level (rounded up). When you spend a stone, it is unavailable until you finish a long rest, at the end of which you regain all expended stones. You learn 2 of the features listed below of your choice. You can use only one feature per turn. You learn an additional feature from this list of your choice at 6th, 10th, and 14th level.

**Stone Armor.** As a bonus action you can spend 1 stone to coat yourself in stone armor for one minute. For the next minute, you gain temporary hit points equal to half of your wizard level + your Intelligence modifier.

**Hovering Stone.** As a bonus action you can spend 1 stone to gain a flying speed of 25 feet for 1 minute. If you take damage equal to or greater than your wizard level from a single effect the stone you are riding is destroyed and your flying speed is lost.

**Shove.** As a bonus action you can spend 1 stone to attempt to shove a target away with your stones. Choose a creature within 30 feet of you to make a Constitution saving throw against your spell save DC. On a failed save the creature is pushed up to 15 feet away from you.

**Encase.** As an action, you can spend 2 stones to cause the earth to encase a target within 30 feet. The target must make a Strength saving throw vs your spell save DC or be restrained and gain 20 temporary hit points. While restrained the target cannot gain temporary hit points. The target is restrained for one minute or until it no longer has temporary hit points. A restrained target may attempt to free itself by making a Strength(Athletics) check vs your spell save DC as an action.

**Rupture.** As a bonus action, you can spend 1 stone to designate a 15-foot square within 30 feet of yourself. When a creature touches the ground in that area within the next minute you may use your reaction to cause the area to erupt. All large or smaller creatures in the area make a Dexterity saving throw vs your Spell Save DC or be knocked prone.

## SWIRLING STONES

Starting at 6th level, while you concentrate on a spell your magic causes your stones to swirl around you defensively granting you +2 AC so long as you have at least one stone from your Control Stones feature.

## QUICK RECOVERY

Starting at 10th level, you've learned quicker methods of gaining control over the earth around you. When you finish a short rest you may regain a number of stones equal to your Intelligence modifier, you cannot exceed your maximum number of stones this way.

## EARTH GOLEM

Starting at 14th level, your command over stone is uncontested. As an action, you may spend 4 stones to cause an earth elemental of Challenge rating 5 or lower to appear in an unoccupied space within 90 feet of you. The elemental lasts for 10 minutes after which it crumbles into a pile of rocks and boulders.

The elemental is friendly to you and your companions for the duration. The elemental's maximum hp is increased by an amount equal to your wizard level and it gains a bonus to attack rolls and saving throws equal to your Intelligence modifier. Roll Initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no action. The GM has the elemental statistics.

Once you use this feature, you cannot do so again until you finish a long rest.



# SPELLS



EARTH SPIKE  
CRYSTALLIZE  
CRYSTAL CLONE  
SEISMIC STRIDE  
RAISE MONOLITH  
LANDSLIDE

## CRYSTAL CLONE

3rd-level conjuration

**Casting Time:** 1 action

**Range:** Touch

**Components:** V S

**Duration:** 1 hour

**Classes:** Bard, Wizard

An icy clone that resembles you is formed in a location you can see within range. This clone is identical to you but made entirely of ice. It may be positioned in any pose you can naturally have and is unmoving from the location of your choice for the duration of the spell.

Any creature within 30 feet of the glacial clone, that is hostile to you, must succeed in a Wisdom saving throw or be magically provoked by the clone. Creatures make the Wisdom saving throw at the start of each of their turns as long as the clone is within range. On a failure, the creature must use its movement and action to approach the clone and make a melee attack against it.

The crystal clone has an AC of 13 and 22 hit points. If at any moment the crystal clone drops to 0 hit points it will explode. All creatures within a 10-foot radius of the clone must make a Constitution saving throw. A creature takes 2d8 cold damage on a failed save, or half as much on a successful one.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, you can place an additional crystal clone for each spell slot level above 3rd.



## CRYSTALLIZE

3rd-level evocation

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V S M (A small crystal shard)

**Duration:** Instantaneous

**Classes:** Druid, Sorcerer, Wizard

You create a 10-foot radius burst of jagged crystal centered on a point within range. Each creature in the area must make a Dexterity saving throw. On a failed save, a target takes 4d6 piercing damage, the creature is incapacitated, and has a speed of 0 as it's encased within the crystal. On a successful save, a target only takes half as much damage and is not incapacitated. A creature encased in a crystal can make a Strength saving throw at the end of each of its turns, breaking free of the crystal, thus ending the conditions on a successful save. Additionally, each crystal has an AC of 13 and 22 health points. If a crystal is destroyed, any creature within it is immediately released.

When you cast this spell, you can decrease the piercing damage by 2d6 to increase the crystal area's radius by 10 feet, to a minimum of 0 damage.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 2nd.



# ITEMS



GEM ARMOR

GEM SHIELD

GEM WEAPON

PROSPECTOR'S KIT

QUAKEN

DOORWAY TO STONE, GRORUNE'S MANTLE

DIAMOND SWORD

## DIAMOND SWORD

Weapon (any sword), legendary (requires attunement)

The bluish-diamonds that form the blade of this weapon are usually found deep in the earth. The dwarven gemshields specialize in crafting this weapon, combining rare metals and precious gems. This sword is often gifted to gemshield generals for their service. The blue diamonds used to craft this weapon have natural properties to absorb magic and be enchanted, but they are more brittle than colorless diamonds.

You gain a +2 bonus to attack and damage rolls made with this sword. Additionally, if you move at least 10 feet on your turn and make a *Long Jump* before attacking a creature with this sword, you score a critical hit on a roll of 19 or 20.

**Attack Recovery.** Attacking with this weapon can cause severe wounds to your opponents, but doing it multiple times too quickly reduces the strength of the attacks. The first attack on each of your turns deals an extra 1d4 slashing damage to any target it hits.

**Enchantment.** This item holds 8 charges, and regains 1d6 + 2 expended charges daily at dawn. When you hit a creature with a melee weapon attack using this sword, you can expend one charge to enchant its blade with a specific effect.

- **Fire Aspect:** The attack deals an extra 2d6 fire damage to the target. At the start of each of its turns, the target must make a DC 18 Dexterity saving throw taking 1d6 fire damage on a failed save. If a creature's saving throw is successful the effect ends.
- **Knockback:** The target must succeed a DC 18 Strength saving throw or be pushed 15 feet away from you. If it hits another creature, or an object equal to its size or larger, the target falls prone and takes an extra 1d8 bludgeoning damage.
- **Sharpness:** The target takes an extra 3d4 slashing damage. Additionally, if the target of your attack is an object or plant creature, you can deal maximum slashing damage with this attack, instead of rolling.
- **Smite:** The target takes an extra 2d8 radiant damage. If the target is an undead or a fiend, the target must succeed on a DC 18 Constitution saving throw or be stunned until the start of your next turn, or it takes damage.
- **Sweeping Edge:** Your attack with this sword also affects hostile creatures adjacent to the original target. If the initial attack roll would hit a creature adjacent to the original target, they take the same amount of weapon damage as the original target.

**Blue Diamond Curse.** When you roll a 1 for an attack roll using this sword, it cracks and some parts of the blade splinter and vanish. When this happens, the sword's durability decreases by 1. When the durability decreases 5 times, the weapon shatters and it becomes unusable. You must spend diamonds worth 300 gp for each durability point you wish to repair, which the sword consumes during a short or long rest. Upon expending the diamond and finishing a rest the sword restores to its original form.



DIAMOND SWORD

# STATBLOCKS

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## ELEMENTAL INVADERS

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CRYSTAL MEPHIT  
LESSER EARTH ELEMENTAL  
SAND ELEMENTAL  
QUAKE OF ELEMENTALS  
MINERAL MYRMIDON  
TERROS, PRIMORDIAL OF EARTH

## PLANE OF EARTH INHABITANTS

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EARTHBOUND BASILISK  
GEM DRAKE  
MONOLITHIAN  
TROGLODYTE MEATSEEKER

## GEMSHIELDS

---

DWARVEN GEMSHIELD  
JEWEL GOLEMS



## CRYSTAL MEPHIT

*Small elemental, neutral evil*

**Armor Class** 13 (Natural Armor)

**Hit Points** 27 (5d6 + 10)

**Speed** 30 ft., burrow 20 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	15 (+2)	10 (+0)	11 (+0)	11 (+0)

**Skills** Athletics +5, Perception +2

**Damage Vulnerabilities** Thunder

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 60 ft., Passive Perception 12

**Languages** Terran

**Challenge** 1/2 (100 XP)

**Stoneglide.** The mephit can burrow through nonmagical stone. While doing so, the mephit doesn't disturb the material it moves through.

**Death Burst.** When the mephit dies, it explodes in a burst of crystal shards. Each creature within 5 feet of it must then succeed on a DC 12 Dexterity saving throw or take 5 (2d4) slashing damage and be knocked prone.

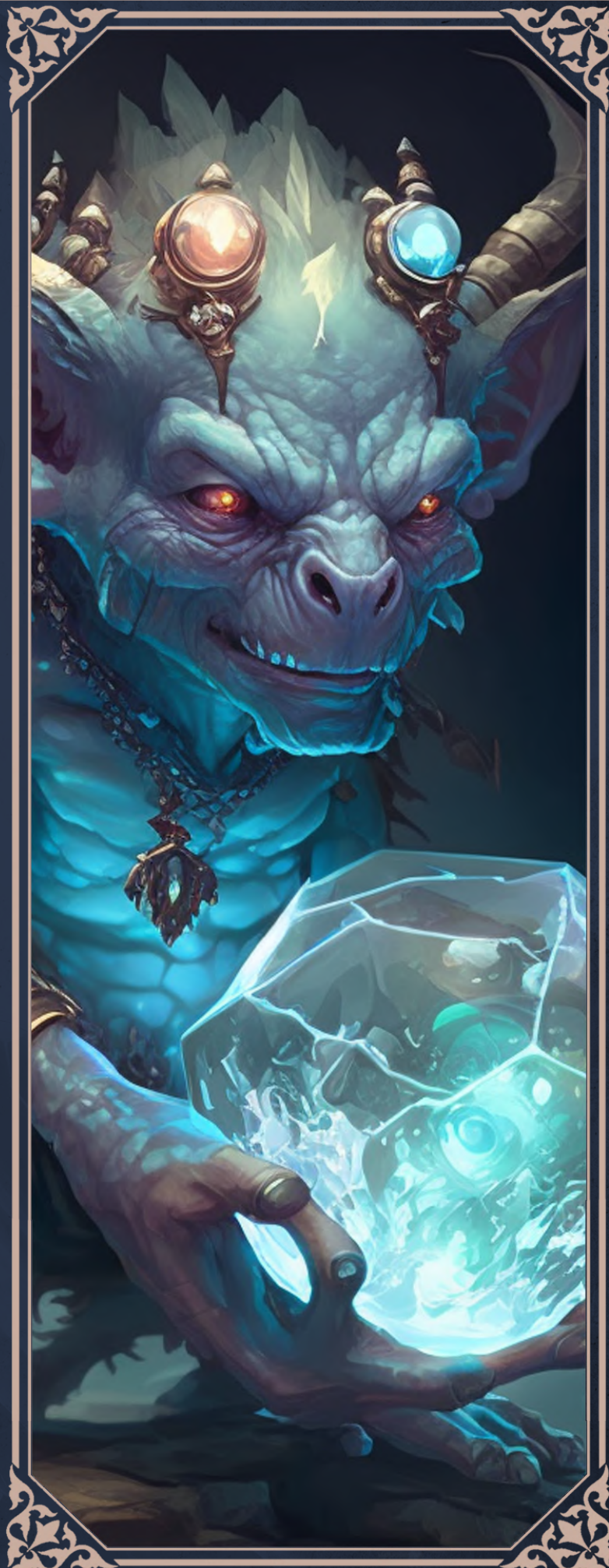
### Actions

**Sparkling Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 8 (1d6 + 3) slashing damage. This attack deals an additional 3 (1d6) damage to a charmed creature.

**Fool's Greed (Recharge 6).** The mephit holds out a worthless crystal. Each creature within 5 feet that can see it must succeed on a DC 12 Wisdom saving throw or be charmed by the mephit until the end of the mephit's next turn, or until the creature takes damage. While charmed in this way, a creature can do nothing but stare greedily at the gem.

### Reactions

**Scratchproof Facing.** As a reaction to being targeted with a weapon attack that deals piercing damage, the mephit may gain a +5 bonus to AC against the triggering attack.



## SAND ELEMENTAL

Large elemental (earth), chaotic evil

**Armor Class** 16 (Natural Armor)

**Hit Points** 102 (12d10 + 36)

**Speed** 0 ft., burrow 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	6 (-2)	10 (+0)	5 (-3)

**Damage Vulnerabilities** Bludgeoning Damage From Effects That Create or Manipulate Water

**Damage Resistances** Bludgeoning, Piercing, and Slashing From Nonmagical Weapons

**Damage Immunities** Poison

**Condition Immunities** Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Stunned, Restrained, Unconscious

**Senses** Darkvision 60 Ft., passive Perception 10

**Languages** Primordial, Terran

**Challenge** 5 (1,800 XP)

**Arid Aura.** The sand elemental moisture from the area it traverses. Creatures within the elemental's space must make a DC 15 Constitution saving throw. A creature takes 4 (1d8) necrotic damage on a failed save or half as much on a successful save.

**Dehydration.** Constructs, undead, and creatures or objects that are submerged in water are immune to the damage caused by this elemental. However, plants have disadvantage on Constitution saving throws caused by the elemental and take maximum damage from attacks that deal necrotic damage.

**Dust Devil.** If the elemental is targeted by a spell or in an area with strong winds, the elemental disperses into a 10-foot radius sphere of swirling sand until the start of its next turn. Creatures in the area must succeed on a DC 15 Constitution saving throw or be blinded until they leave the area or until the strong winds dissipate.

**Earth Glide.** The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

**Sand Form.** The elemental can enter a hostile creature's space and stop there. While in another creature's space the elemental has advantage on grapple checks against creatures that are Large or smaller in size.

**Water Susceptibility.** If the elemental starts its turn fully immersed in water or immerses itself for the first time on its turn, it takes 13 (2d12) cold damage. It takes half as much damage if only partially immersed. When one or more gallons of water are splashed on the elemental, it takes 3 (1d6) cold damage.

## Actions

**Multiattack.** The sand elemental makes two slam attacks.

**Slam. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. Hit 12 (2d8 +3) bludgeoning damage on a failed save or half as much damage on a success.

**Desiccate (Recharge 5-6).** The elemental saps moisture from everything nearby. Creatures within the elemental's Arid Aura must make a DC 18 Constitution saving throw. On a failed save, a creature takes 22 (5d8) necrotic damage, and gains one level of exhaustion. On a success, it takes half as much damage and doesn't suffer a point of exhaustion. Any nonmagical plants in the elemental's space that aren't creatures, such as trees or shrubs, don't make a saving throw; they simply wither and die. Exhaustion caused by this ability can be removed by finishing a short or long rest with ample rehydration.



## MINERAL MYRMIDON

Medium elemental, neutral evil

Armor Class 18 (Natural Armor)

Hit Points 123 (19d8 + 38)

Speed 30 ft., burrow 20 ft., fly 10 ft.

STR DEX CON INT WIS CHA

18 (+4) 14 (+2) 14 (+2) 9 (-1) 10 (+0) 10 (+0)

Skills Athletics +7, Stealth +5

Damage Resistances Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities Poison

Condition Immunities Paralyzed, Petrified, Poisoned, Prone

Senses Darkvision 60 ft., Passive Perception 10

Languages Terran

Challenge 7 (2,900 XP)

**Stoneglide.** The myrmidon can burrow through nonmagical stones. While doing so, the myrmidon doesn't disturb the material it moves through.

### Actions

**Multiattack.** The myrmidon makes three melee attacks, one of which it may replace with its Fool's Greed, if available.

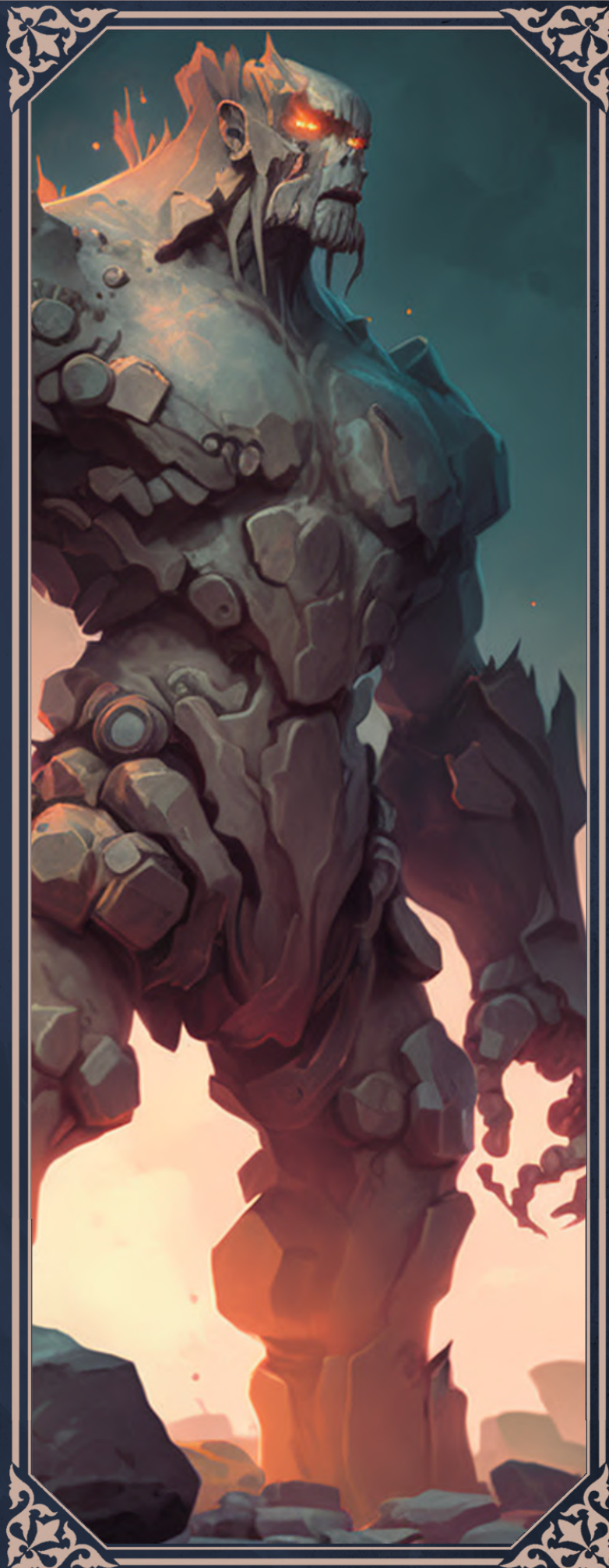
**Sparkling Greataxe.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 10 (1d12 + 4) slashing damage. This attack deals an additional 6 (1d12) damage to a charmed creature.

**Fool's Greed (Recharge 5-6).** The myrmidon holds out a worthless gem. Each creature within 5 feet that can see it must succeed on a DC 15 Wisdom saving throw or be charmed by the myrmidon until the end of the myrmidon's next turn, or until the creature takes damage. While charmed in this way, a creature can do nothing but stare greedily at the gem.

### Reactions

**Elemental Riposte.** As a reaction to being missed with a melee attack, the myrmidon unleashes a burst of minerals. The attacker must succeed on a DC 15 Dexterity saving throw or take 5 (2d4) slashing damage and be knocked prone.

**Scratchproof Facing.** As a reaction to being hit with a weapon attack that deals piercing damage, the myrmidon may gain a +5 bonus to AC against the triggering attack, potentially blocking it.



## EARTHBOUND BASILISK

Medium monstrosity, unaligned

Armor Class 16 (Natural Armor)

Hit Points 80 (14d8+36)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	17 (+3)	3 (-4)	8 (-1)	7 (-2)

**Damage Resistances.** Poison

**Senses** Darkvision 60 Ft., passive Perception 9

**Challenge** 5 (700 XP)

**Ossifying Gaze.** A creature that starts its turn within 30 feet of the basilisk that can see it (or its reflection) must make a DC 13 Constitution saving throw. On a failed save, the creature magically begins to turn to stone and is restrained until the beginning of its next turn.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again.

### Actions

**Stonecrushing Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage plus 7 (2d6) poison damage.

**Petrify.** One creature affected by the basilisk's ossifying gaze must succeed on a DC 13 Constitution saving throw or be petrified for the next 24 hours. A creature that fails this save by 5 or more is petrified until cured with a Greater Restoration or similar magic.

### Reactions

**Darting Snap.** As a reaction to a creature that is averting its eyes missing the basilisk with a melee attack, the basilisk may make a bite attack against the attacker.



## GEM DRAKE

Medium dragon, unaligned

Armor Class 16 (Natural Armor)

Hit Points 60 (8d8 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	8 (-1)	16 (+3)	16 (+3)

Skills Insight +5, Perception +5

Damage Resistances Bludgeoning, Piercing, and Slashing Damage from Non-Magical Attacks

Senses Darkvision 120 Ft., passive Perception 15

Languages Can Understand Common and Draconic but Cannot Speak it, Telepathy 120 Ft.

Challenge 4 (1,100 XP)

**Magic Resistance.** The drake has advantage on saving throws against spells and magical effects

**Mind Sense.** The drake can pinpoint the location of a creature that has an intelligence of at least 6 while it is within 120 feet of the dragon.

**Reflective Scale.** When the drake succeeds a saving throw against a spell effect, it takes no damage. If the spell only affects the drake, it can reflect it back at the attacker.

**Psychic Absorption.** When the drake takes psychic damage, it takes no damage. Instead, it regains a number of hit points equal to the damage dealt instead.

## Actions

**Karma Fang Melee Weapon Attack:** +6 to hit, 5ft., one target. *Hit* 8 (1d8 + 3) piercing damage + 5 (1d8) psychic damage. On a hit, the attack suffers disadvantage on attacks until the end of its next turn. The first time the target damages the drake before the start of the drake's next turn, the attacker takes an additional 9 (2d8) psychic damage.

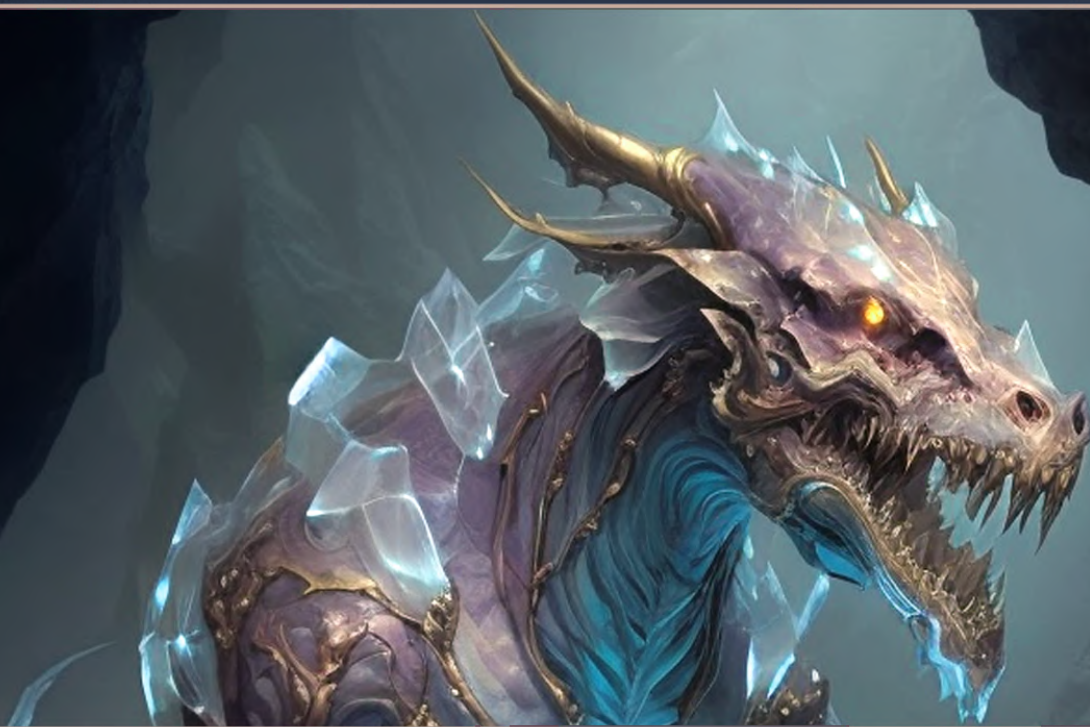
**Prismatic Breath (Recharge 5-6).** Creatures of the gem drake's choice in a 30 ft. range must succeed a DC 13 Dexterity saving throw or take 11 (2d10) radiant damage + 11 (2d10) psychic damage or half as much on a success. This attack can ignore half and three fourth's cover and can curve around corners.

## Bonus Actions

**Telepathy Bond.** The drake can use its bonus action to form a telepathic link with a creature it can see within 60 feet of it. It can only form this link with one creature at a time

## Reactions

**Adaptive Scales.** When the drake takes damage, it can use its reaction to grant itself 10 temporary hitpoints until the start of its next turn. For the duration of these temporary hitpoints, the drake has resistance to all damage.



## MONOLITHIAN

Huge giant (stone), chaotic neutral

Armor Class 17 (Natural Armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	15 (+2)	9 (-1)

**Saving Throws** DEX +5, CON +8, WIS +5

**Skills** Athletics +9, Perception +5

**Damage Resistances** Attacks made without advantage

**Senses** Darkvision 60 ft., Passive Perception 15

**Languages** Giant, Jotunstein

**Challenge** 7 (2,900 XP)

**Stone Camouflage.** The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

**Stone Shaper.** The giant can scoop and mold solid earth and stone with its hands as though it were soft clay.

## Actions

**Multiattack.** The stone giant makes two attacks with its sculpted greatclub, one of which it may replace with the use of its sweeping club ability.

**Sculpted Greatclub.** Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage and the creature is pushed 5 feet away.

Each creature within 5 feet of the target must succeed on a DC 17 Dexterity saving throw or take half the attack's damage.

**Hurl Rock.** Ranged Weapon Attack: +9 to hit, range 30/120 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage and the target must succeed on a DC 17 Strength saving throw or be knocked prone.

**Rolling Rock.** Each creature in a 60-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 17 Dexterity saving throw or take 22 (4d10) bludgeoning damage and be knocked prone, or take half as much damage on a success.

**Sweeping Club (Recharge 5-6).** Each creature in a 15-foot cone must make a DC 17 Dexterity saving throw or take 18 (4d8) bludgeoning damage and be pushed 10 feet away. A creature may fall prone as a reaction to gain advantage on this saving throw.



## GEMSHIELDS

**D**warf gemshields are elite dwarven soldiers found within subterranean kingdoms across the Underdark. As their name suggests, they are well known for their gem-laden armor that grants them their invincible reputation. The opening of the earth rift in Attlecier has brought the emergence of precious minerals in the alps. The gemshields have made the rare decision to venture to the surface in search of their stake in the ore and minerals that can now be found in the Attlecier Drylands.

### JEWEL GOLEM

Jewel golems are constructed from a single piece of carefully chiseled stone and affixed with dozens of arcane sockets. Flawless gems were socketed into the golem and acted as boosters to the magical power bestowed to them. Jewel golems appear as merely beautiful statues until commanded by their master to move and act. They are almost never outfitted with any sort of weaponry or armor so their lustrous jewels are observable from every angle.

Like any golem, these constructs possessed an immunity to magic and could not be harmed by normal weaponry. Jewel golems can also possess differing abilities depending on the gems socket to it during its creation.



DWARVEN GEMSHIELD

## DWARVEN GEMSHIELD

Medium humanoid (dwarf), lawful neutral

Armor Class 20 (Gem Armor & Shield)

Hit Points 51 (6d8 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +2

Senses Darkvision 60 Ft., passive Perception 12

Languages Common, Dwarvish

Challenge 4 (1,100 XP)

**Gem Armor.** The dwarf can reduce damage taken by 5.

**Crystalline Defense.** When the dwarf takes damage from a critical hit, it can treat the damage as a normal roll instead

**Spell Reflection.** The dwarf has advantage on saving throws against spells and magical effects. If the dwarf succeeds a saving throw against an effect that affects only the dwarf, it can reflect the effect back to the attacker.

### Actions

**Multiattack.** The dwarf can make two attacks with its Gem Hammer or Gembolt Launcher

**Gem Hammer. Melee Weapon Attack:** +6 to hit, 5 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage. If the dwarf used its Prismatic Resistance on the previous round, this attack deals an additional 4(1d8) damage according to the triggering attack.

**Gembolt Launcher. Ranged Weapon Attack:** +2 to hit, 150/600 ft., one target. *Hit:* 11 (2d10) piercing damage. If the dwarf used its Prismatic Resistance on the previous round, the target and creatures within 10ft. of it must succeed a DC 10 Dexterity saving throw or take 7 (2d8) damage according to the trigger damage type.

### Reactions

**Prismatic Resitance.** When the dwarf takes cold, fire, force, lightning, psychic, necrotic, or radiant damage it can grant itself resistance to the triggering damage until the end of its next turn. Upon using this feature, the attacker must succeed a DC 14 Constitution saving throw or become blinded until the end of its next turn.

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Sincerely, *Carson H.*

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