

GEOMANCER: BASIC

An aged dwarven sage with a flowing beard casts out his runestones, reading each carefully in a measured tone, “clear weather and good health throughout the land, but one who is mighty will be lain low.”

Geomancer: Basic is a potent spellcasting class that utilizes the world around them to work their magic, turning the basic elements and their very environment into powerful weapons in their hands.



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Whether consulting the fates or manipulating the elements, geomancers are deeply connected to the forces which govern the multiverse. Both while waging war or building community, geomancers bring their peculiar mystical orientation to the forefront of all their magical work.

COMMUNAL MYSTICS

Everything is connected: the co-mingling of the elements that produce the multiverse and the congregations of people that form civilization just different sides of the same coin. Geomancers see the relationships between all beings—energies which circulate the globe—and they manipulate that flow to profound effect through insights grounded in context and community. While some use their power to escape the world, most use their transcendence to serve (or reshape) it instead.

QUICK BUILD

Wisdom should be your highest ability score, followed by Constitution. If you chose order of the Conqueror or Rune Knight, also prioritize Strength. Choose the cantrips *druidcraft* and *produce flame*.

CLASS FEATURES

Hit Points

- **Hit Dice:** 1d8 per geomancer level
- **Hit Points at 1st Level:** 8 + your Constitution bonus
- **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per geomancer level after 1st

Table: The Geomancer

Level	Proficiency Bonus	Features	Cantrips Known	Elemental Spell Slots	Spell Level
1st	+2	Sacred Stone, Elemental Magic, Geomantic Order	2	1	1
2nd	+2	Written in Stone	2	2	1
3rd	+2	Order Feature	2	2	2
4th	+2	Ability Score Improvement	3	2	2
5th	+3	Wholesome Stone	3	2	3
6th	+3	Order Feature	3	2	3
7th	+3	Numinous Acquaintance	3	2	4
8th	+3	Ability Score Improvement	3	2	4
9th	+4	Elemental Rapport	3	2	5
10th	+4	Order Feature	4	2	5
11th	+4	Cosmic Emanation (6th level)	4	3	5
12th	+4	Ability Score Improvement	4	3	5
13th	+5	Cosmic Emanation (7th level)	4	3	5
14th	+5	Order Feature	4	3	5
15th	+5	Cosmic Emanation (8th level), Inerrant Sight	4	3	5
16th	+5	Ability Score Improvement	4	3	5
17th	+6	Cosmic Emanation (9th level)	4	4	5
18th	+6	Global Influence	4	4	5
19th	+6	Ability Score Improvement	4	4	5
20th	+6	Elemental Master	4	4	5

Multiclassing Prerequisites Wisdom 13

Proficiencies Gained Light armor, shields, one tool and one skill proficiency from the geomancer’s proficiency list.

Proficiencies

- **Armor:** Light armor, medium armor, shields
- **Weapons:** Simple weapons
- **Tools:** Choose one from cartographer's tools, jeweler's tools, mason's tools, or potter's tools
- **Saving Throws:** Intelligence, Wisdom
- **Skills:** Choose two from Arcana, History, Insight, Investigation, Medicine, Nature, Perception, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail, (b) leather armor, or (c) chain mail (if proficient)
- (a) a priest's pack or (b) a scholar's pack
- One weapon with which you are proficient
- One tool kit with which you are proficient
- A sacred stone: either (a) a blessed crystal, (b) a bag of runestones, or (c) a stone tablet.

Sacred Stone

At 1st level, you have a sacred stone—such as a blessed crystal, a bag of runestones, or a stone tablet inscribed with scripture or art—to aid you in your magic and focus your spells. You can also use your sacred stone to unleash mystical powers, some of which you gain as you gain geomancer levels.

Stone's Blessing

If you are holding your sacred stone or if it is on your person, you can use it as a bonus action to grant temporary hit points to yourself and each friendly creature you can see within 30 feet. You grant a number of temporary hit points equal to your Wisdom modifier (minimum 1). You can use this ability a number of times equal to half your geomancer level (minimum 1), and you regain all expended uses when you finish a long rest.

Memorizing Divination Rituals

Your sacred stone also helps you learn divination rituals. When you find a divination ritual spell of 1st level or higher you can memorize it by practicing its use, but only if a cleric or wizard of your geomancer level could prepare it.

For each level of the spell, the process takes 2 hours and costs 50 gp, like a wizard copying a spell into their spellbook. The cost represents material components you expend as you experiment with the spell to master it, as well as the incense used to meditate on the magic. Once you have spent this time and money, you can cast the ritual at will. You cannot cast these spells using Elemental Magic spell slots.

Replacing Your Sacred Stone

Although each geomancer's sacred stone is unique and holds precious sentimental value, a thief may not find it of such intense magical value (unless the fates so conspire). Even so, if you lose your sacred stone, you can find or create another object of similar ritual value for about 50 gold. Some geomancers collect a few such curiosities in case the worst should happen. Even though you cannot activate Stone's Blessing without your sacred stone, losing or replacing your stone has no effect on the divination rituals you've memorized.

Elemental Magic

Your connection to the forces of creation have given you facility with spells.

Cantrips

You know two cantrips of your choice from the geomancer spell list. You learn additional geomancer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Geomancer table.



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out-of-character narrative and descriptive text, character and place names, trade dress, "EN Publishing," "EN World," "ENsider," EN Publishing product and article titles, and EN World and EN Publishing logos, are designated Product Identity.

Spell Slots

Table: The Geomancer shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your geomancer spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *burning hands*, you must spend one of those slots, and you cast it as a 3rd-level spell.

Environmental Availability

Unlike most spellcasters, you do not “learn” spells of 1st- through 5th-level. Instead, your spell list for these levels are split across five elements—Earth, Fire, Metal, Water, and Wood—and those spells are available for you to cast only under certain environmental conditions.

To cast a geomancer spell of 1st- through 5th-level, you must spend an elemental spell slot of that level or higher, and you must meet that spell’s environmental availability. Environmental availabilities are as follows:

- **Earth**—You must be standing on ground or stone, or there must be a Medium-sized or larger earthen or stone object within 30 feet of you.
- **Fire**—There must be a Medium-sized or larger flame within 30 feet of you.
- **Metal**—There must be a Medium-sized or larger metallic object within 30 feet of you.
- **Water**—There must be a Medium-sized or larger body of water within 30 feet of you.
- **Wood**—There must be a Medium-sized or larger plant within 30 feet of you.

Depending on the environmental situation, a geomancer may have many or very few options for spellcasting.

Variant: Expanded Availability

At the GM’s discretion, a Medium-sized or larger creature within 30 feet composed of a given element also counts for providing geomancers with environmental availability. Such creatures might include elementals, plants, or constructs.

Spellcasting Ability

Wisdom is your spellcasting ability for your geomancer spells, so you use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a geomancer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Spellcasting Focus & Material Components

You can use your sacred stone as a spellcasting focus for your geomancer spells. Your geomancer spells do not require material components when the total cost of the material components is less than 100 gp.

Geomantic Order

At 1st level, you have been initiated into an order of fellow geomancers in your discipline. You can choose the order of the Apothecary, Architect, Conqueror, or Rune Knight. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level. The order of the Apothecary, Architect, and Rune Knight appear in *EN5ider: Geomancer (Advanced)*.

Written in Stone

At 2nd level, you learn *augury* and can cast it with Elemental Magic or as a ritual. Your sacred stone suffices for the material components. If a divination spell you cast requires a focus or material components which are not consumed, your sacred stone counts as a substitute material worth a number of gold pieces equal to 25 gp times your geomancer level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can’t increase an ability score above 20 using this feature.

Wholesome Stone

At 5th level, your sacred stone grows in power. The temporary hit points granted by Stone’s Blessing increases to your Wisdom modifier + your geomancer level.



Numinous Acquaintance

From 7th level onward, your forays into the unspeakable realms grant you worldly insight. You can cast *detect evil and good* at will, without expending a spell slot.

Elemental Rapport

At 9th level, you learn to relate personally with the forces of creation. You can speak and write Aquan, Auran, Ignan, Primordial, and Terran. You also have advantage on Charisma (Deception), Charisma (Persuasion), and Wisdom (Insight) checks made when interacting with elementals.

Cosmic Emanations

At 11th level, your connection to the foundations of reality grants you a magical secret called an emanation. Choose one 6th-level spell from the geomancer spell list as this emanation. You can cast your emanation spell once without expending a spell slot. You must finish a long rest before you can do so again. At

higher levels, you gain more geomancer spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Mystical Emanations when you finish a long rest.

Elemental Radiance

At 13th level, your sacred stone surrounds allies in a holy light. When you use Stone's Blessing, choose one of the following: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. While a creature has temporary hit points from Stone's Blessing, it also has resistance to the type of damage that you chose.

Inerrant Sight

Starting at 15th level, your eyes awaken to cosmic truth. You can use this feature to cast *true seeing* on yourself once between long rests, without spending material components or a spell slot.

Global Influence

At 18th level, your Stone's Blessing and other geomancer features (including those gained from your order) improve from a range of 30 feet to 60 feet.

Elemental Master

At 20th level, your being becomes connected to reality itself, allowing you to draw on new reserves of mystical power to regain expended spell slots. You can spend 1 minute contemplating the unity of existence to regain all your expended Elemental Magic spell slots. Once you regain spell slots with this feature, you must finish a long rest before you can do so again.

ORDER OF THE CONQUEROR

"If you know the enemy and know yourself, your victory will not stand in doubt; if you know Heaven and know Earth, you may make your victory complete."

—Sun Tzu, *The Art of War*

Not everyone awakened to mystical truths seek peace—others still fight for peace through conquest. Conqueror geomancers often apply their mystical arts in service to a military force (be that an imperial army, a rebel alliance, or for ragtag mercenaries) and conduct supreme victory.

Bonus Proficiencies

Starting when you take this order at 1st level, you gain proficiency with heavy armor and martial weapons.

Conqueror's Decree

At 3rd level, you obtain a pool of d4s called conqueror dice. At the end of a long rest, you lose any unspent conqueror dice and regain a number of conqueror dice equal to your proficiency bonus.

When you or a friendly creature you see within 30 feet hits on a spell or weapon attack and deals damage, you can expend one conqueror die to add it to the creature's damage roll.

Whenever you use Stone's Blessing, you gain a number of conqueror dice equal to the number of creatures that gain temporary hit points (up to a maximum number of additional dice no higher than your Wisdom modifier). You regain a number of conqueror dice equal to your proficiency bonus when you finish a short or long rest.

Extra Attack

At 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Sovereign Strike

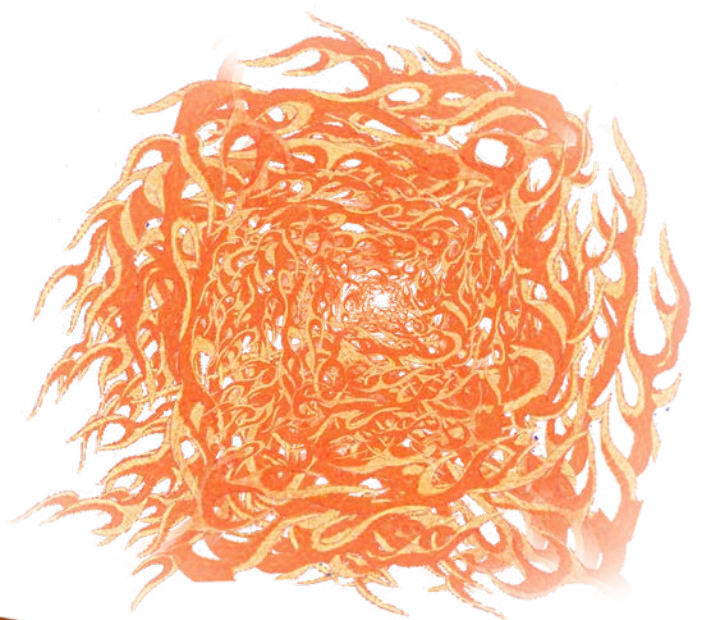
At 10th level, your imperial presence empowers your weapon attacks. When you use Stone's Blessing, once per turn a melee weapon attack that you make deals bonus damage equal to twice the number of conqueror's dice you just gained. This bonus lasts for 1 minute.

Imperial Certitude

At 14th level, your guidance fills the troops with world-shaking resolve. Creatures with temporary hit points from your Stone's Blessing have resistance to non-magical bludgeoning, piercing, and slashing damage.

Variant: Expanded Elements

At the GM's discretion, the geomancer's spell list can also include any spell that uses the elements in its name (such as "earth", "ice", "stone"). This is helpful if the campaign showcases content outside the main rulebooks. The GM can also rework or replace available elements with others—such as Air or Ice—depending on the flavor of the campaign (removing Earth is not recommended and the total number of elements should remain around four or five.)



GEOMANCER SPELL LIST

Cantrips

druidcraft
mending
resistance
true strike
shillelagh
produce flame

Fire

1st—burning hands
2nd—flame blade, heat metal
3rd—fireball, lightning bolt
4th—wall of fire
5th—flame strike

Water

1st—create or destroy water, fog cloud
2nd—invisibility
3rd—sleet storm, water walk
4th—control water
5th—cone of cold

Wood

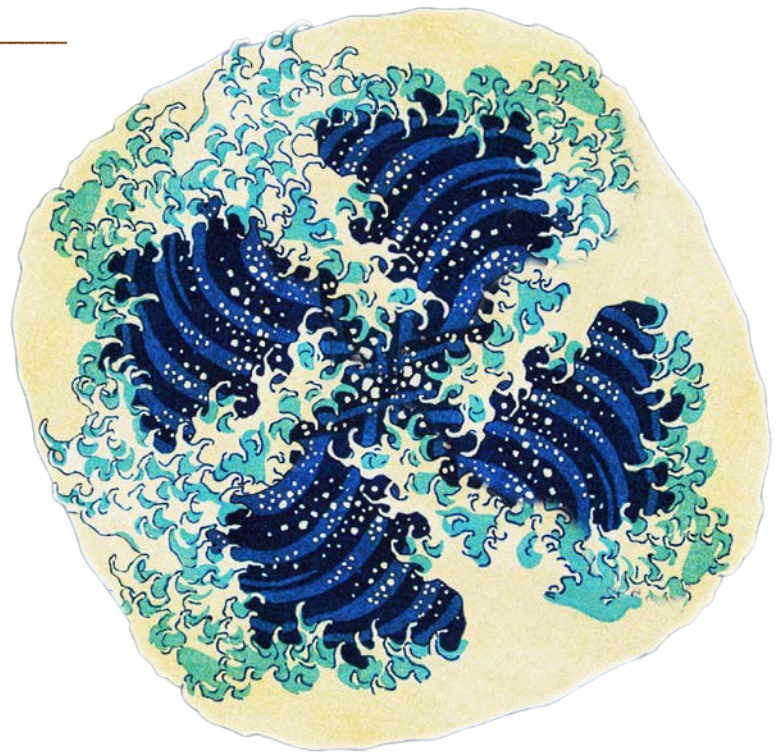
1st—entangle
2nd—barkskin, spike growth
3rd—plant growth
4th—blight
5th—tree stride

Earth

1st—shield
2nd—shatter
3rd—protection from energy
4th—stoneskin, stone shape
5th—greater restoration, wall of stone

Metal

1st—shield of faith
2nd—hold person, magic weapon
3rd—dispel magic, magic circle
4th—banishment
5th—hold monster



6th

move earth
conjure fey
heal
true seeing
guards and wards

7th

reverse gravity
force cage
plane shift
regenerate

8th

control weather
earthquake
demiplane
maze

9th

astral projection
true resurrection
time stop
foresight
wish

