

STONE SINGER

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Primordial Tounge, Stone Singing	2	2	—	—	—	—	—	—	—	—
2nd	+2	Stone Form, Minor Stone Shape	2	3	—	—	—	—	—	—	—	—
3rd	+2	Minor Stone Speak	2	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement, Stone Ward	3	4	3	—	—	—	—	—	—	—
5th	+3	Stone Speak	3	4	3	2	—	—	—	—	—	—
6th	+3	Ability Score Improvement, Stone Sense	3	4	4	3	3	—	—	—	—	—
7th	+3	Improved Stone Form	3	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	3	4	3	3	2	—	—	—	—	—
9th	+4	Stone Shape	3	4	3	3	2	1	—	—	—	—
10th	+4	Mastered Stone Form, Stone Glide	4	4	3	3	3	2	—	—	—	—

STONE SINGER



Stone Singers are mostly comprised of dwarves and other subterranean races that dwell in inaccessible mountainous regions or sunless depth below the surface. Stone Singers are very rare. They are only ever gifted their power by an elder elemental creature. Their power comes from their connection to the primal force which allows them to hear the stones call. They excell at aiding with building and expansion, Singers try to prevent reckless mining and irresponsible depletion of precious ores and minerals, seeing a great peril in leaving layers of "dead stone" in your wake. Thy sometimes known as "stone speakers" and seen across the realms as wise and unbiased advisors for anyone who is sensible enough to listen to their words, but it is also not unknown to see them charge ferociously into a cauldron of battle or man the front lines.

CLASS FEATURES

As a Stone Singer you have the following Class Features

REQUIREMENTS

Must have made covenant with elder elemental

HIT POINTS

Hit Dice: 1d10 per Stone Singer level **Hit Points at 1st Level:** 10+ Constitution modifier

PROFICIENCIES

Armor: Light Armor, Medium Armor, Light Shields, Medium Shields **Weapons:** Simple Weapons **Tools:** Mason's Tools **Saving Throws:** Wisdom, Constitution **Skills:** Choose 2 from Athletics, Insight, Nature, Perception, Survival

EQUIPMENT

- (a) a Shield or (b) any simple weapon
 - (a) a Light Hammer or (b) any simple melee weapon
 - Leather Armor, an Explorer's Pack, and a Stone Singer focus



FEATURES

PRIMODIAL TOUNGE

Gain ability to speak basic primordial

STONE SINGING

Drawing on the essence the elements itself, you can cast Spells to shape that essence of reality to your will.

Cantrips

At 1st level, you know two Cantrips of your choice from the stone singer spell list. You learn additional Cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Druid table.

Preparing and Casting Spells

The Spell Singer table shows how many Spell Slots you have to cast your Spells of 1st level and higher. To cast one of these Stone Singer Spells, you must expend a slot of the spell's level or higher. You regain all expended Spell Slots when you finish a Long Rest.

You prepare the list of Stone Singer Spells that are available for you to cast, choosing from the stone singer spell list. When you do so, choose a number of Stone Singer Spells equal to your Constitution modifier + your stone singer level (minimum of one spell). The Spells must be of a level for which you have Spell Slots.

You can also change your list of prepared Spells when you finish a Long Rest. Preparing a new list of Stone Singer Spells requires time spent in prayer and meditation: at least 1 minute per Spell Level for each spell on your list.

Spellcasting Ability

Constitution is your Spellcasting Ability for your Stone Singer Spells, since your magic draws upon your devotion and Attunement to the hard earth. You use your Constitution whenever a spell refers to your Spellcasting Ability. In addition, you use your Constitution modifier when setting the saving throw DC for a stone singer spell you cast and when Making an Attack roll with one.

Spell save DC = 8 + your Proficiency Bonus + your Constitution modifier
Spell Attack modifier = your Proficiency Bonus + your Constitution modifier

Ritual Casting

You can cast a stone singer spell as a ritual if that spell has the ritual tag and you have the spell prepared.

STONE FORM

Starting at 2nd Level, you can use your action to magically assume the form of stone. You can use this feature twice. Your skin hardens and becomes stone. You can stay in this form for 1 minutes per every 2 levels. You gain damage resistance to non magical poison, bludgeoning, piercing, and slashing damage and advantage on saving throws against poison (immunity if already advantage). Your unarmed attacks, while in Stone Shape, deals 1d8 damage + your Str modifier.

MINOR STONE SHAPE

Once per day you touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can not have any moving parts. The shape will last for 10min before returning to normal.

MINOR STONE SPEAK

As an action you imbue stone within 30 feet of you with limited sentience, giving them the ability to communicate with you for up to 1 min. You can question stone about events in the spell's area within the past week, gaining information about creatures that have passed, weather, and other circumstances. You can use this action twice. You regain expended uses when you finish a short or long rest.

STONE WARD

When you reach 4th level, you can't be Charmed or Frightened by Elementals, and you are immune to poison and disease.

STONE SPEAK

As Minor Stone Speak. Additionally, you gain the ability to use feature to turn difficult stone terrain (such as rough or slippery stone) into ordinary terrain that lasts for the duration. Or you can turn ordinary stone terrain into difficult terrain that lasts for the duration. If a earth elemental is in the area, you can communicate with it you can magical influence it's view of you for duration as charm monster spell. The Duration of Stone Speak increases to 5min

STONE SENSE

At 6th level, you gain unnatural ability to feel through stone. You gain ability to feel number and size of creatures that are touching ground in 60 ft. radius around you, and you gain tremorsense 10 ft. Any obstacles or complications, such as shoes, sand or slush, can disrupt or mislead this ability.



IMPROVED STONE FORM

At 10th level, you can harden your skin into stone as stone form. You gain additional features related to type of rock around character. Additionally, you gain an additional use of stone form and melee damage increases to 1d10+ Str modifier.

Type of rock around character Features

Granite or other hard rock: +1 AC. You gain Damage Immune: slashing

Sand or pebble: When making attack, ignore bonus from shield to AC. You gain Damage Immune: piercing

Mud or clay: You have advantage on attack rolls against any creature grappled by you. You gain Damage Immune: acid

Metallic Ore: You gain +2 STR. You gain Damage Immune: fire

STONE SHAPE

As Minor Stone Shape but The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible. Additionally you may use this ability twice a day.

MASTER STONE FORM

As Improved Stone Form except now you may turn into a Huge Stone Elemental. You still gain additional features based off of type of rock nearby as per Improved Stone Form

STONE GLIDE

At 10th level, you can pass through stone and earth as if it were air. You can carry up to twice their own body weight with them in this manner. You must hold your breath while traveling in this manner.

