

NEW MAJOR GEOMANCIES

BURROW

5th-level transmutation (Artificer, Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S, M (a groundworm or mole's claw)

Duration: Concentration, up to 1 hour

You become magically attuned to the earth and ground around you, enabling you to traverse it like a fish in water. Until the spell ends, you have tremorsense that extends out to 60 feet around you, you gain a burrowing speed of 60 feet, and you can hold your breath for 10 times the normal limit.

While burrowing using this spell, you can use an action on your turn to make a melee spell attack against another creature that is above the ground within 5 feet of you. On a hit, if the target doesn't have a burrowing speed, you pull the target's legs (or similar appendages) beneath the ground, causing them to become grappled (escape DC equal to your spell saving throw DC) and restrained while grappled, though it is not a magical effect, and they are grappled by the earth, not a creature or spell.

If this spell ends while you are still underground and you lack a burrowing speed, you become trapped underground until you are excavated or you manage some way out on your own. The effects are as if you had a *living burial* (new 7th level) spell cast on you to completion.

BURROWING AND TREMORSENSE RULES

A creature that has a burrowing speed can use that speed to move through sand, earth, mud, or ice. Most forms of burrowing (such as the *burrow* spell) don't allow you to burrow through solid rock.

A creature's reach with melee attacks is not considered to extend into the floor, walls, ceiling, or other obstacles. Thus a creature who burrows into the ground will trigger opportunity attacks *before* it gains total cover from the ground.

A creature with tremorsense can detect and pinpoint the origin of vibrations within a specific radius, provided that the creature and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures.

SEISMIC JAWS

6th-level transmutation (Druid, Sorcerer, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a petrified jawbone)

Duration: Instantaneous

You cause the earth to tumble and churn until massive slabs of stone crash out of the ground and slam together in a 20-foot cube centered on a point on the ground within range that you choose. Each creature in the area must make a Constitution saving throw. Flying creatures and Gargantuan creatures have advantage on this saving throw, and burrowing creatures have disadvantage on it.

On a failed saving throw, a creature takes 4d10 nonmagical bludgeoning damage, is stunned until the start of your next turn, and is knocked prone. On a successful saving throw, a creature takes half damage and suffers no other effects.

After casting the spell, the ground within the area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Art Credit:
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