

# GEOMANCER: ADVANCED

*Surrounded by plant beasts, the cunning elf waits for the right moment and—when her dragonborn ally’s breath catches a nearby tree ablaze—she rewires the threads of fate to produce a mighty inferno!*

*A youth in mourning stumbles through a desecrated temple and picks up a fractured piece of colorful tile when suddenly they are overtaken by visions in the lost mosaic staring in ominous silence on the wall above, the multiverse revealed to their waking eyes—yes, this slab is the key to **everything**.*



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## READING THE EARTH

Geomancers have an intimate relation to the soil on which they tread—and thus to the cosmos in which they live. Like how close friends can detect shifts in one another’s season of life, so too do geomancers read and respond to the spiritual movements of the earth. The relationship between worldly objects shape the paths of elemental energy that geomancers practice manipulating, and indeed the very nature of their elemental magic changes based on their location and environment. This also informs their battle strategy, prompting them to see opportunities and resources emerging from moment to moment.

## CREATING A GEOMANCER

When you create your geomancer, consider where you might ply your prophetic trade. Are you heir to a long line of village sages, or are you a mystical court vizier? Perhaps you could be a member of a separatist enclave using divination to reshape the course of history, or maybe you are self-taught and learning the language of stone as you wander, lonely as a cloud amidst the mountains.

Additionally, you will need to choose the nature of your sacred stone and how you obtained it. It could be a sacred heirloom of your tradition, or you might have made it as part of your initiation. Perhaps it is a mysterious relic you found or purchased thanks to sheer happenstance. Does the nature of your sacred stone say anything about your quest going forward?

**The full Geomancer class, spell list, and the order of the Conqueror appear in *EN5ider: Geomancer (Basic)*.**

## ORDER OF THE APOTHECARY

Apothecaries are mystical healers whose reputation makes them widely respected—even among regions unfamiliar with the art of geomancy. This order prides itself on its distinctive application of herbs, incense, massage, and acupuncture, but its most distinguished technique is to manipulate chi in the body just like one might bend the very elements.

## Bonus Proficiency

Starting when you take this order at 1st level, you gain proficiency with herbalism kit.

## Chi Healing

Starting when you take this order, your grasp of fundamental energies lets you manipulate the flow of chi in people to heal them. These are spells always available for you to cast with Elemental Magic:

- 1st—*cure wounds, goodberry*
- 2nd—*lesser restoration*
- 3rd—*revify*
- 4th—*freedom of movement*
- 5th—*greater restoration*

## Chi Abundance

At 3rd level, your healing spells are more effective. Whenever you use a spell of 1st-level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell’s level.

## Chi Empathy

At 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st-level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell’s level.

## Aura of Wellbeing

Starting at 10th level, your very presence promotes physical health. You and friendly creatures within 30 feet have resistance to poison damage, and make saving throws against poison and disease with advantage. While a creature within this aura has temporary hit points, it is immune to poison damage, poison effects, and disease.

A creature already under the effect of poison or disease who comes under your aura has that effect suppressed so long as it has temporary hit points from your Stone’s Blessing.

## Vitality of Interbeing

Beginning at 14th level, all healing helps you and your comrades along the path of enlightenment. Whenever you or a friendly creature within 30 feet regains hit points from any source, you regain additional hit points equal to your Wisdom modifier (minimum 1).

When a friendly creature within 30 feet regains hit points from any source, it also regains additional hit points equal to your Wisdom modifier (minimum 1). This benefit stacks with the benefits of Healing Chi and Chi Empathy. A creature can only regain hit points from this feature once per turn.

## ORDER OF THE ARCHITECT

For Architects, fate and the forces of nature exist to serve civilization, working in conjunction to establish order that builds communities with both stone and divination. This is the most common geomantic order, thus it is a good fit for civil servants and city planners attempting to align good luck with good living. It is also a fine fit for lone mystics on the quest to discern the order of the multiverse.

### The Ground of Being

Starting when you take this order at 1st level, you always have access to Earth element spells.

### Arrange Fates

Starting at 3rd level, you can use your reaction to apply a +5 bonus or –5 penalty to any one attack roll, ability check, or saving throw made by a creature you can see within 30 feet. You can wait until after it rolls the d20 before deciding to use this feature, but must decide before the GM says whether the roll succeeds or fails. You begin with one use of this feature, and gain one more use each time you use Stone's Blessing. Your number of uses resets to 1 whenever you complete a long rest.

### Impenetrable Hermitage

Starting at 6th level, you learn the spell *tiny hut*. You can cast it as a ritual or by using Elemental Magic spell slots.

### Mystic Masonry

Also at 6th level, whenever you cast *tiny hut*, at your option you can instead use the spell to produce a stonework house. To do so, you must have adequate materials present. The available stone, clay, and other materials in a 20-foot cube are reshaped instantaneously into an earthen abode 20 feet on each side



and one story tall. The floorplan is your choice (average contains 4 rooms).

At 11th level, the cube and resulting house is 30 feet wide and two stories tall (average contains no more than 10 rooms), at 16th level it is 40 feet wide and two stories tall, and at 20th level it is 50 feet wide and three stories tall.



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## Auspicious Warding

At 10th level, you plan it so that malefic forces fall flat against your supernatural defenses. When you or a friendly creature you can see within 30 feet takes damage, you can use your reaction to halve that damage. If you used *Arrange Fates* this turn, you can activate *Auspicious Warding* without using your reaction. Once you use this feature, you must finish a short or long rest before you can use it again.

## Spirit Tectonics

Starting at 14th level, whenever you use *Stone's Blessing* to grant temporary hit points to friendly creatures, hostile creatures that are within 30 feet and touching the ground must make a Strength saving throw. A creature takes 4d6 force damage and is knocked prone on a failed save, or takes half as much damage and remains standing on a successful one.

## ORDER OF THE RUNE KNIGHT

Rune knights are the rarest of geomancers. Their unique discipline is to learn the runes of the fates and elements to be wielded in war, transforming into fully embodied elemental warriors whose runic focus flows through steel and flesh alike.

## Bonus Proficiencies

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

## Rune of War

Also at 3rd level, you can use your action to inscribe elemental energy into a sigil on your weapon. Choose acid, cold, fire, or lightning. For 1 minute, you add your Wisdom modifier to attack rolls made with that weapon (with a minimum bonus of +1), and change the damage type to the energy type you chose. The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, the effect ends. Once you use this feature, you must finish a short or long rest before you can use it again.

## Elemental Smite

At 3rd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal extra damage to the target, in addition to the weapon's damage. The damage type is force damage or the same as your *Rune of War* if it is active. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. These damage dice change to d12s if you used an *Elemental Magic* spell slot.

## Extra Attack

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

## Rune of Vengeance

At 10th level, when you use *Rune of War*, the same rune appears on your armor. While your *Rune of War* is active, enemies that hit you with a melee weapon attack take damage of the type you chose for the *Rune of War*. The damage your attacker takes is 1d8 + your Wisdom modifier. At 15th level, the damage increases to 2d8 + your Wisdom modifier.

## Prophecy of Ragnarok

At 14th level, your runic arts and swordplay become prefigurations of the end times, spelling certain doom for your enemies. When you hit a creature with a melee weapon attack, as a bonus action you can end the ongoing benefit of your *Stone's Blessing* for creatures other than yourself. If you do, your attack deals extra damage equal the number of temporary hit points removed as the effect ended. Bonus damage is force damage or the same as your *Rune of War* if it is active. Once you use this feature, you must finish a long rest before you can use it again.

