

# MAJOR GEOMANCIES: BURIALS

## SINKING MAW

5th Level Transmutation spell (Druid, Sorcerer, Wizard)

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (an antlion shell)

**Duration:** Concentration, up to 1 minute

Choose a point you can see on the ground within range. The ground in a 30-foot radius circle centered on that point becomes fluid and permeable, creating a roiling sinkhole of mud, sand, and clay. The sinkhole slopes down as it approaches the center, which is 20 feet below the normal surface level of the ground. When the area appears, each creature that is standing on the ground within the area must make a Dexterity saving throw. Creatures with tremorsense have advantage on this saving throw, and creatures with a burrow speed automatically succeed. On a failed saving throw, a creature sinks halfway into the mud and sand, becoming restrained by the sand until the spell ends.

Until the spell ends, the ground in the area is difficult terrain, and any creature who enters the area or ends its turn within the area must repeat the Dexterity saving throw if it is not already restrained by the spell, becoming restrained on a failure. In addition, when a creature ends its turn while restrained by this spell, it is pulled up to 10 feet along the surface toward the center of the sinkhole.

A creature restrained by the sinkhole can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself and climbs onto the surface of the moving ground.

When the spell ends for any reason, the ground solidifies and the terrain returns to how it would have been if the spell had never been cast. Each creature who is restrained by the spell when this occurs is suddenly crushed by solid stone and rock. It becomes grappled, and is restrained while grappled in this way. They also must each make a Constitution saving throw. Creatures within 10 feet of the center of the sinkhole have disadvantage on this saving throw. On a failed saving throw, a creature takes 8d6 bludgeoning damage. On a successful saving throw, a creature takes half damage.

The escape DC for creatures grappled as a result of this spell equals your spell save DC, and targets are grappled by the ground itself, not by any creature or spell.

## LIVING BURIAL

7th Level Transmutation spell (Druid, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a bone taken from a grave)

**Duration:** Concentration, up to 1 minute

Choose one creature on the ground that you can see within range. You cause the ground beneath it to break and liquefy under its feet, sucking it under and attempting to magically crush it underground. The target must make a Strength saving throw. On a failed saving throw, it takes 10d6 nonmagical bludgeoning damage and is pulled down until it

is fully buried 10 feet beneath the ground.

On a successful saving throw, the target takes half damage and escapes to an unoccupied space within 5 feet of its current space, and it must make a Dexterity saving throw, falling prone on a failure. The target can avoid the spell without leaving its space, but attempting to do so grants disadvantage to both saving throws.

A creature that is fully buried under the ground by this spell suffers the following effects:

- The target is blinded, deafened, and cannot use blindsight.
- The target cannot breathe or provide somatic components. If the target normally needs to breathe, it also cannot speak or provide verbal components, it has disadvantage on Concentration checks, and it must hold its breath or suffocate.
- The target is grappled and restrained.
- The target has total cover from every direction, and everything has total cover from the target, since the target is surrounded by densely compressed earth on all sides.
- At the end of each of the target's turns while the spell lasts, it takes 6d6 nonmagical bludgeoning damage.

A creature can use an action on its turn to attempt to escape. The target must make either a Strength ability check or Dexterity ability check (its choice) against your spellcasting DC. This check is made with advantage if the creature has a burrowing speed. If it succeeds, the target manages to dig themselves up to the surface and is now only partially buried. A partially buried creature is grappled (escape DC equal to your spell saving throw DC) and restrained while grappled, though it is not magical, and it is grappled by the ground itself, not any creature or spell.

If the spell ends early, the target is propelled magically back to the surface, causing it to immediately transition to the partially unburied state. If the spell lasts its full duration, however, the target is left buried underground to suffocate without the aid of magic.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level or higher, the damage dealt increases by 1d6 for each slot level above 7th.

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