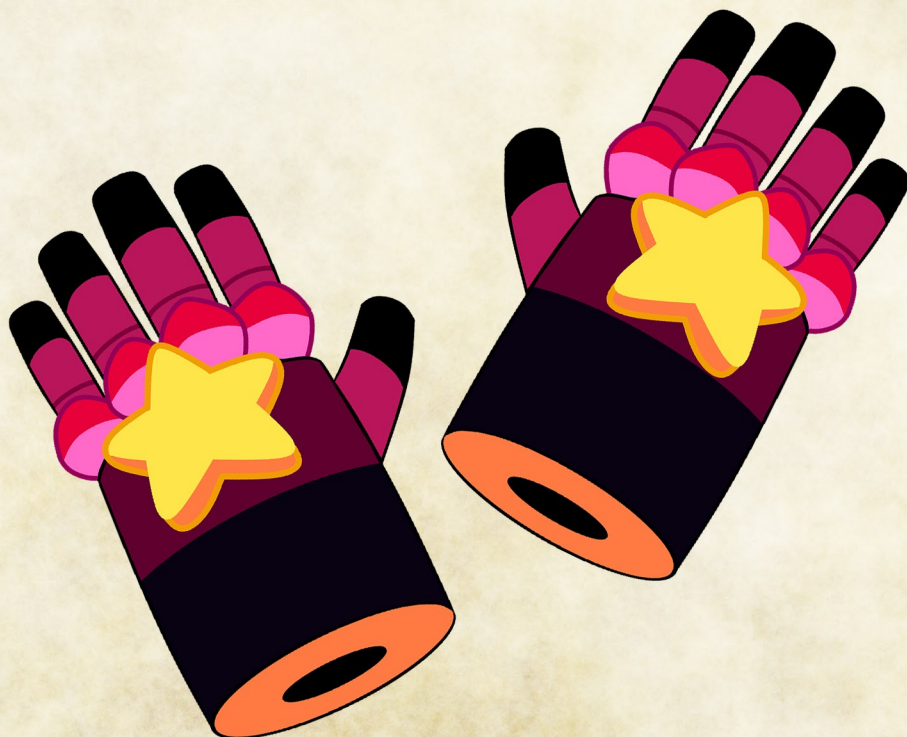




GEM ADVENTURERS



**A VERY UNOFFICIAL DUNGEONS AND DRAGONS
FIFTH EDITION SUPPLEMENT**



GEM

"SIMPLIFIED DOWN TO OUR BASIC FORM, GEMS ARE... WELL, JUST GEMS. OUR BODIES ARE ACTUALLY PROJECTIONS GENERATED BY OUR GEMSTONE. THINK OF IT LIKE A HOLOGRAM, BUT WITH MASS."

-Pearl

Gems are a people of the stars, parasitizing entire worlds to propagate their species. Born into a strict caste system that determines their job and worth from the moment of their birth, most gems have little autonomy to speak of. It takes an incredibly strong-willed gem to break the shackles of its birth, and most are more than happy to live by the purpose for which they are created.

GEM TRAITS

Your gem character has a number of traits borne from your race's unique physical makeup.

Ability Score Increase. Your Constitution score increases by 2.

Age. Gems do not age like other species. They emerge from the ground as fully developed adults and show no physical signs of aging as time passes.

Alignment. Gems are expected to fall into line and dutifully serve their purpose. As such, most gems have a lawful bent and feel no particular pull towards good or evil.

Size. Gems come in a wide variety of sizes, from 4 to nearly 10 feet tall in any number of builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Gem Rebirth. When you are reduced to 0 hit points, your physical form retreats into your gem. During this time you do not need to make any death saving throws, though attacks upon your gem will result in death saving throw failures as normal. You naturally stabilize after 4d12 hours. Your physical body reforms after regaining at least one hit point.

Inorganic Nature. Even though you are not organic, you are a living creature. You are

immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish. Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal. You can sleep if you wish.

Languages. You can speak, read, and write Common.

Subrace. Gem abilities and proclivities are based upon their gemstone. Though hundreds of gemstones exist, they can as a whole be divided into three types: Soldier, Worker, and Aristocratic.

SOLDIER

As a soldier gem, you were bred for battle. A group including the mighty Quartz gems, Soldiers tend to have wide, bulky frames and one-track minds.

Ability Score Increase. Your Strength score increases by 1.

Soul Weapon. Your gem grants you a special bond with your weapon. Upon your character's creation, choose a weapon type. (Maul, Heavy Crossbow, etc) You can use your action to produce a weapon of this type from your gem, and can have up to two total. The weapon acts as a normal, unenchanted weapon of that type. If your soul weapon remains out of physical contact with you for a full round, it vanishes and returns to your gem.

WORKER

Gifted with knowledge from birth, your technical abilities as a worker gem are second-to-none. Though plentiful, worker gems are clever and competent, forming the backbone of gem society.

Ability Score Increase. Your Dexterity score increases by 1.

Supreme Versatility. You gain proficiency in three skills and one tool of your choice.

Magic Engineer. Choose two 1st-level spells with the ritual tag from the wizard spell list. You have these spells memorized and can cast them as rituals. Intelligence determines your spellcasting ability for these spells.

ARISTOCRATIC

Aristocratic gems are the rarest of the gem types. As an aristocratic gem, your position in gem society is that of a leader, advisor, or commander. Though not expected to take up arms themselves, the power of aristocratic gems is formidable, and not to be underestimated.

Ability Score Increase. Your Charisma score increases by 1.

Crystalline Mind. You have resistance to psychic damage. You have advantage on saving throws against being charmed or frightened.

Voice of Authority. Twice per day, when making a Charisma (Persuasion, Intimidation, or Deception) check, you may choose to add twice your proficiency bonus, instead of any proficiency bonus you normally apply. You must choose to use this feature before rolling the D20.

HALF-GEM

"ISN'T IT REMARKABLE, STEVEN? THIS WORLD IS FULL OF SO MANY POSSIBILITIES. EACH LIVING THING HAS AN ENTIRELY UNIQUE EXPERIENCE. THE SIGHTS THEY SEE, THE SOUNDS THEY HEAR. THE LIVES THEY LIVE ARE SO COMPLICATED- AND SO SIMPLE. I CAN'T WAIT FOR YOU TO JOIN THEM. STEVEN, WE CAN'T BOTH EXIST. I'M GOING TO BECOME HALF OF YOU. AND I NEED YOU TO KNOW THAT EVERY MOMENT YOU LOVE BEING YOURSELF, THAT'S ME, LOVING YOU AND LOVING BEING YOU. BECAUSE YOU'RE GOING TO BE SOMETHING EXTRAORDINARY."

-Rose Quartz

Gems fusing with other gems is a well-known phenomenon. For a gem to fuse with a human, however, is something rare and incredible. Formed through a process halfway between organic procreation and gem fusion, a Half-Gem carries its mother's gem and power within an organic body created from the genetics of both parents.

The birth of a half-gem is an occasion of great happiness, but also one of tragedy. In order for the half-gem to live, it requires a gem of its own. To provide this, the mother gem must give up its own physical form, surrendering its gem to the child. The fantastical nature and mystery of the gem side of their lineage often propels half-gems to great heights of power and success, as they seek to live up to the parent they never knew.

HALF-GEM TRAITS

Your human and gem origins have granted you new advantages held by neither.

Ability Score Increase. Your Charisma score increases by 2, and one other ability score of your choice increases by 1.

Age. Half-gems mature unpredictably, with their physical forms being controlled by their gem. Mentally, half-gems mature at roughly the same rate as humans, but can live to be much older.

Alignment. Half-gems must be raised away from the prying eyes of homeworld, and aren't influenced towards order as strongly as their gem parents. Because of this, half-gems tend to take after the alignment of their human parents.



Size. Half-gems are about the same size as humans, ranging from 5 to 6 feet tall. Your size is medium.

Speed. Your base walking speed is 30 feet.

Gem-Human Hybrid. You count as both a gem and a human for the purposes of meeting the prerequisites of any class or feat.

Magical Reinforcement. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Tactical. You learn one of the following maneuvers available to the Battle Master archetype in the fighter class: Commander's Strike, Distracting Strike, Maneuvering Attack, Rally. You have one superiority die, which is a d6. If you gain superiority dice from another source, this die increases to the size of the largest superiority die you have. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

Languages. You can speak, read, and write Common and one extra language of your choice.



MARTIAL ARCHETYPE

Gem Fighters have the following Martial Archetype option available to them, in addition to any others already available.

GEM WARRIOR

Gems who follow the path of the archetypal gem warrior learn to harness the full potential of their gem. A gem warrior is hardy and formidable, able to blend considerable martial prowess with a measure of magic from within. In combat, a gem warrior is able to make the most of its weapons, shapeshifting, and even fusion with other gems to become an oppressive force on the battlefield.

RESTRICTION:

GEMS ONLY

Only gems and half-gems may become gem warriors. Because the archetype relies so heavily on the innate magical power of one's gem, it wouldn't be feasible for anyone without a gem to learn.

GEM WEAPON

When you choose this archetype at 3rd level, you choose and gain a *Soul Weapon* as written for soldier gems. If you already have the *Soul Weapon* racial feature, you gain a permanent +1 bonus to attack and damage rolls made with your *Soul Weapon*. In addition, it gains the following benefits:

- You are proficient with it while you wield it. It counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- You can summon it using the Use an Object action.
- You can perform a ritual to bind a weapon's enchantment to your gem over the course of a short rest. The ritual irreversibly destroys the original weapon, and cannot be performed on an artifact or sentient weapon. When you summon a *Soul Weapon*, you may choose to summon it with the enchantment effects of any 1 weapon you have absorbed.

SHAPESHIFTING

Starting at 7th level, you can use your action to magically assume the shape of any creature or object you have seen before of your size category or smaller. Maintaining this form requires concentration in the same manner as a concentration spell.

While transformed, you retain colorization based on your own gem color, and your gem is prominently displayed. You cannot perform any actions that your new form would be unable to perform, but otherwise retain your own statistics and abilities. If your transformation has a swim or fly speed, you gain that speed, but it can be no

faster than your own base walking speed.

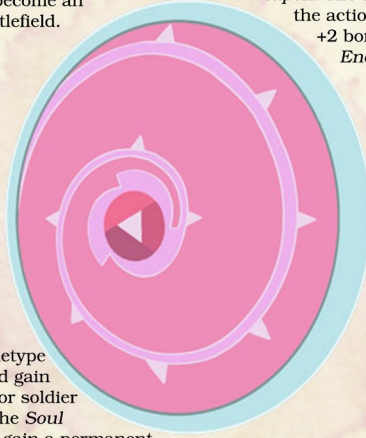
COMBAT SHIFTING

At 10th level, you gain one of the following features of your choice.

Spin Dash. Whenever you make a melee weapon attack, you can move up to half your speed. This movement must be taken before making the attack itself.

Enlarged Weapon. If your *Soul Weapon* is a melee weapon, it gains the reach property.

Energy Shot. You are able to materialize ammunition made of pure energy for your *Soul Weapon*. The ammunition is created as part of the action of loading the weapon. You gain a +2 bonus to damage rolls made with *Energy Shot* ammunition.



COMBAT FUSION

Starting at 15th level, you can use your action to fuse your being with that of any willing ally. After fusing, the fusion acts on your initiative and can take no further actions until its next turn. If you fuse with another fighter with the gem warrior archetype, their fighter levels are added to yours when determining hit points regained from *Second Wind*. You will automatically unfuse if you fall unconscious, drop to 0 hit points, die, or cannot agree on a course of action with the other fused player. After unfusing, neither creature may take an action until their next turn. You must complete a long rest before using this feature again.

While you are fused, the following rules apply:

- You count as all creature types as well as both creatures in the fusion.
- Your ability scores, skills, armor class, speed, and temporary hit points all become the highest among the two fused characters.
- Your size becomes one size larger than that of the largest creature in the fusion.
- You may choose to have any equipment on either creature remain equipped or be absorbed for the duration of the fusion. Equipped equipment changes size with the fusion. Absorbed equipment has no effect for the fusion's duration.
- When you fuse, your hit point maximum becomes the sum of both fused creatures' maximum hit points. Your current hit points becomes the sum of both fused creatures' current hit points. When you unfuse, remaining hit points and temporary hit points are split evenly between both creatures.
- You retain the benefit of any features from your classes, races, or other sources. You may cast any spell that either fused creature could cast, using either creature's spell slots.

UNSHATTERABLE

At level 18, your gem becomes as unbreakable as your fighting spirit. Whenever you would be killed by damage, you assume a regenerative state. You retreat into your gem if you haven't already, and begin reforming over 48 hours. Any further damage taken until this process completes will restart the timer of 48 hours.

Fusion With Non-Gems

Canonically, only half-gems can fuse with non-gems. For the sake of keeping the power relevant, the gem warrior archetype places no such restrictions on the player. Depending on your party's makeup (Only one gem, all gems, no full gems) your DM may wish to enforce the canon restrictions on fusion.

As a DM, if your players are coming close to acquiring Combat Fusion, you may wish to include some revaluation in the story explaining how gem/non-gem fusion was made possible.

SORCEROUS ORIGIN

Gem sorcerers have the following Sorcerous Origin option, in addition to those already available to them.

GEM ELEMENTALIST

The magic within your gem was created attuned to the elements. Gem sorcerers who learn to tap deeply into that elemental connection can reach unparalleled heights of power. While every gem has some connection to the elements, yours is one of the rare few dedicated entirely to a single primordial material, allowing you to draw from a well of elemental magic inaccessible to most creatures. You must be a gem or half-gem to choose this sorcerous origin.

ELEMENTAL ATTUNEMENT

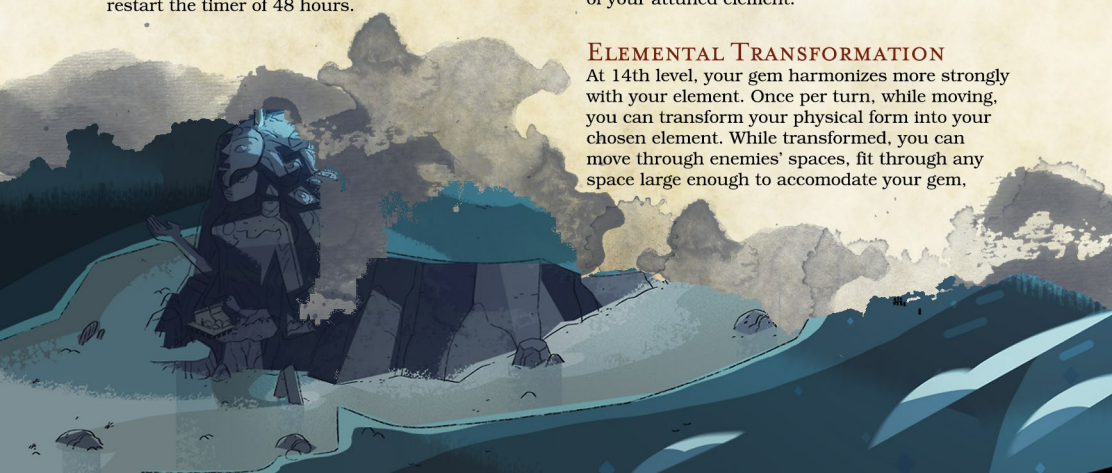
The power within your gem grants you the ability to cast certain spells. At 1st, 5th, and 9th level you learn spells based on your attunement. Choose your attunement - Water, Magma, Sand, or Frost - And consult the associated list of spells.

PRIMAL SURGE

At 6th level, when you cast a spell granted by your *Elemental Attunement* feature, you can choose to regain 1 sorcery point. You can use this feature a number of times equal to your sorcerer level divided by 4, rounded up. You regain all expended uses when you finish a long rest. In addition, you can no longer be drowned in or otherwise harmed by nonmagical instances of your attuned element.

ELEMENTAL TRANSFORMATION

At 14th level, your gem harmonizes more strongly with your element. Once per turn, while moving, you can transform your physical form into your chosen element. While transformed, you can move through enemies' spaces, fit through any space large enough to accommodate your gem,



have resistance to all damage, and do not provoke attacks of opportunity. At the end of your movement, you transform back to your natural form. You must end your movement in an empty space in which your untransformed character can fit.

PRIMORDIAL DOMINION

At 18th level, you gain a great deal of control over natural occurrences of your element.

As an action, you may touch a nonmagical instance of your element to gain control over 5 cubic feet of it. If no suitable material is available, you can spend 2 sorcery points to create and control 5 cubic feet of your element in an empty area adjacent to you or material already under your control. Solid frost becomes slush upon entering a sorcerer's control. Material under your dominion can be used to deliver touch spells, as well as to gain control over more of your element.

Each turn following, you can forgo your own movement to telekinetically move a connected mass of your controlled element up to 40 feet, take a bonus action to maintain your dominion, or take an *elemental action* dependant on the element you are controlling. If your turn ends and you have not gained control of more material, moved your controlled material, taken an *elemental action*, or taken a bonus action to maintain dominion, you lose control of your element, and it falls to the ground. Once you have lost control of your element, you must complete a short or long rest before using this feature again.

Material under your control forms into 5 foot cubes unless otherwise specified and remains stationary, even in midair, until you move it. Controlled material cannot be moved through another creature's space and moving through it constitutes difficult terrain. Creatures within controlled water or sand cannot breathe and are blinded and deafened. Creatures that move into or end their turn in frost or magma take 4d10 cold or fire damage, respectively.

ELEMENTAL ACTIONS

Water. You can use your action to coat a creature within 5 feet of your controlled element in water. A medium or smaller creature requires 5 cubic feet to cover. For each size category larger, an additional 5 cubic feet is required. The water confers no negative effects and grants immunity to blindness, charm, deafness, fear, paralysis, poison, and disease. Any of these conditions on the creature end and any diseases are healed. Healing done to a creature coated this way is doubled, and attack rolls against them are made with disadvantage. The effect ends and the water is lost once the creature moves or takes an action.

Magma. You can use your action and 5 cubic feet of magma to fling magma at any number of targets within 50 feet. The magma leaves your control once flung. Each target must make a Dexterity saving throw equal to your sorcerer spell save DC. On a failed save, the target takes 10d8 fire damage and is covered in magma. On a successful save, it takes half that much and

isn't covered in magma. Creatures covered in magma take 4d8 fire damage at the end of their turn unless they use their action to clear the magma off of themselves.

Sand. You can use your action to convert your controlled sand into a magical sandstorm sphere centered on yourself. For each 5 foot cube of sand you convert, the sandstorm's radius increases by 25 feet. Creatures within the sandstorm are blinded and deafened. Any flying creatures must make a Dexterity saving throw equal to your sorcerer spell save DC at the end of their turn or be knocked prone. Creatures who end their turn in the sandstorm take 3d10 slashing damage. You may choose to make any number of creatures immune to the sandstorm's effects when you create it.

Frost. You can use your action to convert any amount of controlled frost into Air Elementals. One elemental is created for every 5 foot cube of frost consumed. All damage dealt by these elementals is cold damage. Up to three elementals created this way obey you as though summoned through *Conjure Elemental*. Any further elementals created are hostile to all creatures but other air elementals and might attack you or your party. After one hour, the elementals disappear.

ELEMENTAL ATTUNEMENT SPELLS

Water

Sorcerer Level	Spells
1st	<i>Fog Cloud, Create or Destroy Water</i>
5th	<i>Water Walk, Wall of Water*</i>
9th	<i>Lapis' Water Wings†</i>

Magma

Sorcerer Level	Spells
1st	<i>Burning Hands, Earth Tremor*</i>
5th	<i>Erupting Earth*, Fireball</i>
9th	<i>Conjure Elemental (Earth/Fire only)</i>

Sand

Sorcerer Level	Spells
1st	<i>Desiccate†, False Life</i>
5th	<i>Major Image, Wall of Sand*</i>
9th	<i>Seeming</i>

Frost

Sorcerer Level	Spells
1st	<i>Ice Knife*, Sleep</i>
5th	<i>Feign Death, Sleet Storm</i>
9th	<i>Cone of Cold</i>

* Spell is found in the *ELEMENTAL EVIL PLAYER'S COMPANION*

† Spell is found in Appendix B



APPENDIX A: WEAPON TYPES

This appendix details several new weapon types shown in Steven Universe without a proper analogue in DUNGEONS AND DRAGONS.

BATTLESIELD

Martial Melee Weapon

The battleshield is the iconic weapon of Rose Quartz. Providing both Offense and Defense, the battleshield is a sound tactical choice for sentinels of the battlefield who must keep an arm free, but cannot afford to give up their weapon.

Cost. 15gp.

Damage. 1d6 bludgeoning.

Weight. 6 lb.

Thrown. (range 20/60)

Defensive. This weapon provides the defensive bonus of a shield while wielded. This bonus does not stack with other shields. If you attack with it, you lose this benefit until the start of your next turn.



HAMMER HELM

Martial Melee Weapon

The hammer helm is the weapon of choice for soldiers wishing to instill fear into the heart of their enemy. Despite looking like an oversized pompadour, the hammer helm in action is a sight to behold. Worn on the head, rather than held, the helm requires its wielder to attack with a nauseating series of headbutts.

Cost. 20gp.

Damage. 1d6 bludgeoning.

Weight. 4lb.

Helm. A helm weapon does not require a free hand to wield. It is instead worn on the head.



APPENDIX B: SPELLS

This appendix contains several spells suitable for the sorcerer, warlock, and wizard spell lists. *Desiccate* is also suitable for the cleric spell list.

DESICCATE

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You raise a hand against up to two creatures' bodies and draw the moisture from them. The targets must make a Constitution saving throw. Constructs and undead aren't affected, and plants and water elementals make this saving throw with disadvantage. A target takes 3d8 necrotic damage on a failed save, or half as much damage on a successful one.

LAPIS' WATER WINGS

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: S, M (Two vials of pure water)

Duration: 3 hours

Wings of water appear on your back. You gain a flying speed of 60 feet and can hover for the duration. If the spell ends and you are still in the air, you float gently to the ground as though affected by *Feather Fall*.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, its duration increases by 9 hours for each slot level above 5th.



APPENDIX C: MONSTERS

Gem Mutants

Shuffling, shambling husks of their former selves; Gem Mutants are the sorry result of Homeworld experimentation on shattered gems. Fragments of gems were forcibly fused together into gem clusters to create these abominations.

Bits and Pieces. The mutants aren't the result of mutation at all, but are merely a mishmash of various gem body parts. Each shard in the cluster creates what parts it can remember, be it limbs, an eye, or a hair. Smaller gem mutants are generally made up of a couple of limbs, while larger ones have more complex structures. This can lead to both surprisingly humanoid-looking mutants as well as unnervingly alien ones.

Scattered Mind. Being an amalgam of various gem pieces, a cluster cannot think clearly like a gem. Its consciousness is formed from the broken minds of its composite gems. As a result, gem mutants are generally incapable of understanding what they are, what they're doing, or what exactly is going on around them.

Hunger For Wholeness. Gem mutants desire nothing more than to become whole again. In their very nearly mindless attempts to do so, they sense, seek out, and attack other gems. Due to their fractured nature, a gem mutant's attempts at regaining their former lives rarely, if ever is planned beyond this.



LIMB CLUSTER

Tiny construct, unaligned

Armor Class 13 (natural armor)

Hit Points 6 (1d8 + 1)

Speed 15ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	12 (+1)	4 (-3)	4 (-3)	3 (-4)

Damage Vulnerabilities bludgeoning

Condition Immunities blinded, deafened

Senses blindsight 30 ft. (blind beyond this radius), tremorsense 60 ft., passive Perception 6

Languages understands Common but can't speak

Challenge 1/8 (25 XP)

Gem Rebirth. When reduced to 0 hit points, the cluster retreats into its gem and falls unconscious. After 4d12 hours, it reforms with a single hit point. If the cluster receives damage equal to its maximum hit points before reforming, the gem shatters and the cluster dies.

ACTIONS

Latch on. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage and the cluster attaches itself to the target. If two or more clusters are attached to a Medium or smaller target, it is grappled (escape DC 13).



CLUSTER WALKER

Medium construct, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	4 (-3)	4 (-3)	7 (-2)

Skills Acrobatics +4, Athletics +4

Condition Immunities blinded, deafened

Senses blindsight 30 ft. (blind beyond this radius), tremorsense 60 ft., passive Perception 7

Languages understands Common but can't speak

Challenge 1/2 (100 XP)

Gem Rebirth. When reduced to 0 hit points, the cluster retreats into its gem and falls unconscious. After 4d12 hours, it reforms with a single hit point. If the cluster receives damage equal to its maximum hit points before reforming, the gem shatters and the cluster dies.

ACTIONS

Multiattack. The cluster makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.