

Adamantine Bones

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 8, swordsage 8, warblade 8

Prerequisite: Three Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Personal

Target: You

Duration: 1 round

You are an impenetrable tower of defiance on the battlefield. Attacking you is as fruitless as striking a mountain with a walking stick.

The supreme focus, mental toughness, and physical durability taught by the Stone Dragon discipline culminate in this powerful combat maneuver. When you make a successful attack, your mind focuses your body into the equivalent of a living shard of rock. Even the most ferocious attacks bounce off you without harm.

As part of this maneuver, you make a single melee attack. If this attack hits, you gain damage reduction 20/adamantine for 1 round.

Ancient Mountain Hammer

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 7, swordsage 7, warblade 7

Prerequisite: Three Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature or unattended object

You put the weight of a great mountain behind your attack, pounding through armor and bone.

As part of this maneuver, you make a single melee attack. This attack deals an extra 12d6 points of damage and automatically overcomes damage reduction and hardness.

Bonesplitting Strike

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 4, swordsage 4, warblade 4

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Your attack slams home with a ferocious crack of shattered bones and pulped flesh. Your target reels backward, still alive but severely crippled.

A Stone Dragon adept is an implacable foe. Your attacks smash through armor and turn bone into dust. By focusing your strength into a single, devastating attack, you smash an opponent to the core. His very health and endurance are left wrecked by your attack.

As part of this maneuver, you make a single melee attack. If your attack hits, the target takes normal damage as well as 2 points of Constitution damage.

Boulder Roll

Stone Dragon

Stone Dragon (Boost)

Level: Crusader 4, swordsage 4, warblade 4

Initiation Action: 1 full-round action

Range: Personal

Target: You

Duration: Instantaneous

Like a boulder tumbling down a mountainside, you slam through your enemies.

You are an implacable foe once you gain enough momentum. As you move across the battlefield, your foes must stand aside or be crushed beneath your feet.

If you make an overrun attack (*PHB* pg. 157), you can initiate this boost.

You gain a +4 bonus on your Strength check made to overrun, and if you fail your check, your target can't knock you prone. You simply stop moving in the last legal space you occupied. You do not provoke attacks of opportunity for the movement or the overrun attempts.

Charging Minotaur

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 1, swordsage 1, warblade 1

Initiation Action: 1 full-round action

Range: Melee attack

Target: One creature

You charge at your foe, blasting him with such power that he stumbles back.

As you roar across the battlefield, your position yourself to deliver a devastating charge attack. When you slam into an opponent, you crush him with concussive force and send him stumbling backward.

As part of this maneuver, you make a bull rush attack (*PHB* pg. 154) as part of a charge. Neither the movement nor the bull rush attack provokes attacks of opportunity. Resolve the bull rush attempt normally. If your Strength check exceeds the opponent's result, you deal bludgeoning damage equal to 2d6 + your Str modifier in addition to pushing the target back as normal. Assuming your Strength check is high enough, you can push your target back more than 5 feet (as normal for a bull rush, but without having to follow).

Colossus Strike

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 7, swordsage 7, warblade 7

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude partial

Focusing your strength with a deep, rumbling shout, you execute an attack that sends your opponent flying through the air.

As part of this maneuver, you make a melee attack against your foe. This attack deals an extra 6d6 points of damage, and the creature struck must succeed on a Fortitude save (DC 17 + your Str modifier) or be hurled 1d4 squares away from you, falling prone in that square. A creature of a smaller size category than yours gets a -2 penalty on this save; a creature of a larger size category than yours gets a +2 bonus on the save. The enemy's movement doesn't provoke attacks of opportunity. If an obstacle blocks the creature's movement, it instead stops in the first unoccupied square.

Crushing Weight of the Mountain

Stone Dragon

Stone Dragon (Stance)

Level: Crusader 3, swordsage 3, warblade 3

Prerequisite: One Stone Dragon maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You crush your opponent beneath you, squeezing the life out of him as you pin him to the ground.

Engaging in close combat against you is, at best, a foolish prospect.

Drawing on your understanding of the Stone Dragon discipline, you squeeze a foe within your grasp and force the life from him.

While you are in this stance, you gain the ability to constrict for 2d6 points of damage + 1-1/2 times your Str bonus (if any). You can constrict an opponent that you grapple by making a successful grapple check.

Elder Mountain Hammer

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 5, swordsage 5, warblade 5

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature or unattended object

You draw strength from the earth beneath your feet and transfer it into ruinous power. Your next attack drops like an avalanche upon your foe, hammering him into submission.

The students of the Stone Dragon discipline learn to tap into the power of the earth, channel its endless strength, and use it to grant their attacks tremendous force. A strike delivered by a Stone Dragon adept can shatter a warrior's shield, turn a wooden door into splinters, or slay an ogre with a single blow.

When you use this maneuver, you make a single melee attack. That attack deals an extra 6d6 points of damage and automatically overcomes damage reduction and hardness.

Iron Bones

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 6, swordsage 6, warblade 6

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: Personal

Target: You

Duration: 1 round

As you make a successful attack, you enter a meditative state that leaves you almost invulnerable to harm. For a few brief moments, arrows bounce off your skin, and sword blows barely draw any blood. This maneuver is an evolution of the techniques and abilities covered by the stone bones maneuver. Your meditative focus, ki, and training allow your mind to overcome matter. Weapons bounce from you skin and barely injure you.

When you use this maneuver, you make a single melee attack. If this attack hits, you gain damage reduction 10/adamantine for 1 round.

Mountain Hammer

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 2, swordsage 2, warblade 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature or unattended object

Like a falling avalanche, you strike with the weight and fury of the mountain.

As part of this maneuver, you make a single melee attack. This attack deals an extra 2d6 points of damage and automatically overcomes damage reduction and hardness.

Mountain Tombstone Strike

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 9, swordsage 9, warblade 9

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

You slam into your foe, turning bones into dust and muscle into bloody pulp. Your foe's body is left a crippled, twisted mockery.

Your attack causes damage to the structure of your foe's body. As part of this maneuver, you make a single melee attack. If this attack hits, you deal 2d6 points of Constitution damage in addition to your normal damage.

Stone Bones

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 1, swordsage 1, warblade 1

Initiation Action: 1 standard action

Range: Personal

Target: You

Duration: 1 round

You focus your energy to enhance your defenses, drawing on the power of your weapon's impact with a foe to toughen yourself against a counterattack.

The Stone Dragon tradition teaches its disciples to shrug off attacks through a combination of mental focus, pure toughness, and resilience. When you make a successful melee attack, you attune your mind and body to such an incredible extent that only the sharpest weapons can injure you. Lesser armaments cause mere bruises and minor cuts. When you use this maneuver, you make a single melee attack. If this attack hits, you gain damage reduction 5/adamantine for 1 round.

Stone Dragon's Fury

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 3, swordsage 3, warblade 3

Prerequisite: One Stone Dragon maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: Creature or object struck

With a mighty war cry, you slam your weapon into a slight crack or other fault in an object. The object shudders for a moment before it collapses into broken shards.

Your attunement to Stone Dragon's earth nature allows you to spot flaws in objects with uncanny precision. You use this knowledge to your advantage, allowing you to make devastating attacks against objects and constructs. As part of this maneuver, you make a single melee attack. If your attack hits a construct or an object, you deal an extra 4d6 points of damage. You can use this strike in conjunction with the sunder special attack (*PHB* pg. 158) and attempt to damage held or carried objects. Against other targets, you gain no special benefit from this maneuver.

Stonefoot Stance

Stone Dragon

Stone Dragon (Stance)

Level: Crusader 1, swordsage 1, warblade 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You crouch and set your feet flat on the ground, drawing the resilience of the earth into your body.

The students of the Stone Dragon discipline model their defenses after the earth itself. The wind might batter the mountain, the river might cut through the plains, but in the end the stone and rock shrug off such assaults.

While you are in this stance, you gain a +2 bonus on Strength checks and a +2 bonus to AC against creatures of a size category larger than yours.

This stance immediately ends if you move more than 5 feet for any reason, such as from a bull rush attack, a telekinesis spell, and so forth.

Strength of Stone

Stone Dragon

Stone Dragon (Stance)

Level: Crusader 8, swordsage 8, warblade 8

Prerequisite: Three Stone Dragon maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You enter an impenetrable defensive stance, making it almost impossible for an attack to strike you in a vulnerable area.

While you are in this stance, you focus your efforts on preventing any devastating attacks from penetrating your defenses. You are immune to critical hits while you are in this stance.

This stance immediately ends if you move more than 5 feet for any reason, such as from a bull rush attack, a telekinesis spell, and so forth.

Roots of the Mountain

Stone Dragon

Stone Dragon (Stance)

Level: Crusader 3, swordsage 3, warblade 3

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You crouch and set your feet flat on the ground, rooting yourself to the spot you stand. Nothing can move you from this place.

Like a living mountain, you choose your position on the battlefield and sink your roots into the earth. With your spot chosen on the field, you cannot be shifted from your position.

(Continued on Back)

While you are in this stance, you gain a +10 bonus on checks to resist bull rush, overrun, and trip attacks, as well as on grapple checks made to resist an opponent's grapple attempt. Any creature that attempts to move through your threatened area or the space you occupy takes a –10 penalty on any Tumble checks it makes. This stance also grants you damage reduction 2/—.

This stance immediately ends if you move more than 5 feet for any reason, such as from a bull rush attack, a telekinesis spell, and so forth.

Overwhelming Mountain Strike

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 4, swordsage 4, warblade 4

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

Saving Throw: Fortitude partial

Your mighty strike temporarily disorients your opponent, costing him precious seconds as he shakes off the attack.

You slam your foe with a mighty strike, almost knocking him from his feet and forcing him to find his footing and steady himself before he can react.

(Continued on Back)

As part of this maneuver, you make a melee attack. This attack deals an extra 2d6 points of damage. If the creature you hit is standing on the ground, your attack also causes the target to lose its ability to take a move action for 1 round. It can otherwise act normally. A successful Fortitude save (DC 14 + your Str modifier) by the creature struck negates the loss of its move action, but not the extra damage.

This maneuver functions only against opponents standing on the ground. A flying creature or a levitating target need not save against the action loss effect, but still takes the extra damage.

Mountain Avalanche

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 5, swordsage 5, warblade 5

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 full-round action

Range: Personal

Target: You

Saving Throw: Reflex half; see text

You wade through your enemies like a stone giant rampaging through a mob of orcs. You crush them underfoot and drive them before you, leaving a trail of the dead in your wake.

As part of this maneuver, you can move up to double your speed and trample your opponents. You can enter the space of any creature of your size category or smaller. If you enter and occupy all of the space occupied by such a creature, it takes damage equal to 2d6 + 1-1/2 times your Str bonus (if any).

(Continued on Back)

You can deal trampling damage to a creature only once per round, no matter how many times you move into or through its space. You must move into every square a creature occupies to trample it. If you move over only part of the space a creature occupies (for example, you are a Large creature moving over half the space of a Large opponent), it can either attempt an attack of opportunity against you or it can attempt a Reflex save (DC 15 + your Str modifier) to avoid half of your trampling damage.

Irresistible Mountain Strike

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 6, swordsage 6, warblade 6

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

Saving Throw: Fortitude partial

You slam your weapon into your foe with irresistible force. He can barely move as he struggles to marshal his defenses against you.

Your mighty attack causes your opponent to stagger aimlessly for a few key moments, leaving him unable to act fully on his next turn.

(Continued on Back)

As part of this maneuver, you make a single melee attack. This attack deals an extra 4d6 points of damage. A creature hit by this strike must also make a successful Fortitude save (DC 16 + your Str modifier) or be unable to take a standard action for 1 round. It can otherwise act as normal. A creature that successfully saves still takes the extra damage. This maneuver functions only against opponents standing on the ground. A flying creature or a levitating target need not save against the action loss effect, but still takes the extra damage.

Giant's Stance

Stone Dragon

Stone Dragon (Stance)

Level: Crusader 5, swordsage 5, warblade 5

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You swing your weapon in a wide, deadly arc that slams into your foe with incredible force. Only your mastery of the Stone Dragon techniques allows you to make such reckless blows without losing your footing.

Tapping into the power of the Stone Dragon, you strike with resolute, irresistible force. You learn to set the full weight of your body into each of your attacks. A warrior with less skill would lose his balance and fall to the ground when using this fighting style.

(Continued on Back)

While you are in this stance, you deal damage as if you were one size larger than normal, to a maximum of Large. This benefit improves your weapon and unarmed strike damage. It does not confer any of the other benefits or drawbacks of a change in size, such as a modifier to ability scores or AC, or an improved reach.

This stance immediately ends if you move more than 5 feet for any reason, such as from a bull rush attack, a telekinesis spell, and so forth.

Earthstrike Quake

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 8, swordsage 8, warblade 8

Prerequisite: Two Stone Dragon maneuvers

Initiation Action: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius burst, centered on you

Duration: Instantaneous

Saving Throw: Reflex negates

You swing your weapon in a wild arc, slamming it into the ground at your feet. Energy surges out from you, causing the ground to shudder with a sharp tremor.

(Continued on Back)

You channel ki into the earth with your mighty strike, causing the ground to rumble and shake briefly. Anyone standing on the ground in this maneuver's area must make a successful Reflex save (DC 18 + your Str modifier) or be knocked prone. Any creature standing on the ground in this area that is currently casting a spell must succeed on a Concentration check (DC 20 + spell level) or lose the spell.

You are immune to the effect of the earthstrike quake maneuver. Your allies must still save as normal against its effect.

Walls and similar barriers don't block the line of effect of an earthstrike quake.

Crushing Vise

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 6, swordsage 6, warblade 6

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

The overwhelming power behind your attack leaves your opponent unable to move. The punishing strike forces it to waste a few moments shrugging off the effects of your attack.

By making a powerful, focused blow, you leave your opponent unable to move. The crushing weight of your attack forces it to waste a precious moment regaining its footing.

(Continued on Back)

As part of this maneuver, you make a melee attack. This attack deals an extra 4d6 points of damage. If the creature you hit is standing on the ground, your attack also drops the target's speed to 0 feet (for all movement types) for 1 round. It can act normally in all other ways.

This maneuver functions only against opponents standing on the ground. A flying creature or a levitating target is immune to the speed reducing effect, but not to the extra damage.

Bonecrusher

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 3, swordsage 3, warblade 3

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: See text

Save: Fortitude partial; see text

You deliver your attack, and your enemy's eyes jerk wide open in panic as his skeleton begins to fracture in hundreds of places.

As part of this maneuver, you make a melee attack. If your attack hits, it deals an extra 4d6 points of damage. The creature struck must succeed on a Fortitude save (DC 13 + your Str modifier) or its skeletal structure becomes massively weakened, and all rolls made to confirm a critical hit against the target gain a +10 bonus. A successful save does not negate the extra damage.

(Continued on Back)

This effect lasts until the target's hit points are restored to their full normal total, whether by magical or normal healing.

Creatures without a discernible anatomy or that are immune to critical hits are immune to this maneuver's special effect. The extra damage still applies against such targets.

Stone Vise

Stone Dragon

Stone Dragon (Strike)

Level: Crusader 2, swordmage 2, warblade 2

Initiation Action: 1 standard action

Range: Melee attack

Target: Creature struck

Duration: 1 round

Saving Throw: Fortitude partial

You make a crushing blow that staggers your opponent, leaving it unable to move.

By making a powerful, focused blow, you leave your opponent unable to move. The crushing weight of your blow forces it to waste a precious moment regaining its footing.

(Continued on Back)

As part of this maneuver, you make a single melee attack. This attack deals an extra 1d6 points of damage. If the creature hit is standing on the ground, your attack also drops the target's speed to 0 feet (for all movement capabilities) for 1 round. It can otherwise act normally. A successful Fortitude save (DC 12 + your Str modifier) by the creature struck negates the immobilization, but not the extra damage. This maneuver functions only against opponents standing on the ground. A flying creature or a levitating target need not save against the speed reduction effect, but still takes the extra damage.

Based on the original **Dungeons & Dragons**® game by E. Gary Gygax and Dave Arneson and on the new edition of the **Dungeons & Dragons** game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison. **D&D**, **Dungeons & Dragons**, and **Forgotten Realms** are registered trademarks owned by Wizards of the Coast, Inc. All Wizards characters, character names, and the distinctive likenesses thereof are trademarks owned by Wizards of the Coast, Inc. This material is protected under the laws of the United States of America. Any reproduction of or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit www.wizards.com/d20. ©2001-2006 Wizards of the Coast, Inc. All rights reserved. Made in the U.S.A.

Permission granted to photocopy for personal use.

Visit our website at www.wizards.com/dnd