

CHAPTER 1: WIZARDS

CHIS DOCUMENT COVERS ONE OF THE most versatile classes in 5e *Dungeons and Dragons*, the Wizard. Magic in Rhyonis is everywhere and affects every aspect of everyday life. As such, academics from across the realm seek to understand the full extent of what magic- and themselves armed with it- is capable of.

The following Arcane Traditions are native to Rhyonis but are compatible with any 5e setting at the DM's discretion; *Conscript of the Henges*, *Hallicianous Enchanter*, and the *Lockstrider*.

All Rhyonis Homebrew content was made by myself, Rhyonis creator, Austin Rose. Thank you for taking a look at my work and I hope you look forward to seeing more! Until next time, remember, in a cold and dark world, we are each other's warmth and light!

CONSCRIPT OF THE HENGES

NATURE-MINDED ACADEMICS

Most Wizards find themselves in the stacks of libraries and academic circles. Some rare few will find themselves studying along animals in druidic circles. These are typically brilliant activists with a penchant for magic and conservation, seeking to blend both arcane and nature-based magics. These mages, Conscripts of the Henges, utilize their magic to understand the meanings behind both arcane and natural practices. The innate differences in spellcasting and traditions makes the comprehension of druidcraft difficult, but these Wizards prove that drive is all you need.

WEALTH OF KNOWLEDGE

Mastering both arcane and nature magic, these wizards are revered as endless sources of knowledge. Not only are they sought after as adventuring partners, they are often consulted to understand how new magics will impact the environment. It is because of this that they are regarded as invaluable references and hired to uncover the deepest secrets the world holds. But, as most will find, Conscripts would much rather bury themselves in a dirt pile with pigs or in the throes of study in a library than travel the world for adventure.

DRUIDIC DECIPHERING

Upon reaching 2nd level, you've learned to crack the most ancient of ciphers; those found in nature. This grants you the *Druidcraft* cantrip, considering it a Wizard cantrip for you, but not against the total number of cantrips you can know. Additionally, you learn *Druidic* and are able to translate scrolls, slabs, tablets, and records of rituals and spells performed by Druids. If you find Druid spells on your travels, you can transcribe them into your spellbooks as if you were a Druid of equal level. The gold cost required for this is twice as much as regular scrolls but otherwise follows the same rules for transcribing scrolls.

DRUIDIC RECOVERY

At 6th level, when you use your Arcane Recovery feature, you are also able to restore a number of hit points equal to your Intelligence Modifier plus your Wizard level.

IMPERFECT WILD SHAPE

Starting at level 10, you are able to cast the *Polymorph* spell on yourself once per long rest without expending a spellslot. When you do cast this version of *Polymorph* you maintain your mental abilities but cannot cast spells. However, you do have advantage on Constitution saving throws made to maintain Concentration on all castings of your *Polymorph* spells.

MASTER MORPHER

At level 14, you are now able to maintain your mental abilities and cast spells while you are under the effects of your *Polymorph* spells and abilities.

HALLICIANOUS ENCHANTER

MASTERS OF THEIR CRAFT

The Hallicianous Family is renowned far and wide for their premier enchanting capabilities. With ease, these craftspeople craft wondrous machinations that have seen to the betterment of Rhyonian society for millennia. Everything from combat marvels, to expeditious modes of transpiration, to forms of entertainment, the Hallicianous Mark touches people from every walk of life. What's not as well known, however, is just how the Hallicianous Family, and their trusted employ of enchanters taught their craft, produce such fantastical creations.

STUDENTS OF THE ANCIENT LORE

From the moment their ancestors received Sentience from the Dragon Goddess Angehlah, the Hallicianous elves had a fascination and aptitude for magic. They sought to understand all the wonders of the magical world they lived in and their studies have uncovered some of the greatest secrets the realm has known; some unknown to even the Great Wyrm. These teachings have taught them how to harness magic like child's play and it would be a great affront, by anyone, to refute just how effective their methods are.

IMBUING TOUCH

Starting at level 2, when you begin the training to become a Hallicianous Enchanter, you are able to inscribe nonmagical items with your Enchanter's Mark to temporarily infuse them with magic. In your craft, the need for quick enchantments is required when working on large group projects. By using your bonus action to do this, you may touch a piece of nonmagical ammunition, a shield, set of armor, implement/focus, or weapon, and give it an enchantment modifier equal to half of your Proficiency bonus. You may perform this ability a number of times per long rest equal to your Proficiency bonus, and a creature may only be in possession of one of each item type. Each piece affected in this way a creature is in possession of, counts as an attuned item, though they do not need to undergo the typical hour-long attunement process for this item. If a creature is presently attuned to their maximum amount of attuned items, the item functions as it would normally in their hands. An item retains this ability until it is dispelled or you as the caster complete a long rest.

RESERVE STORES

Upon reaching 6th level, when attuned to magic items, your spells and attacks with magic weapons draw on the power of each other to amplify your attack. When you deal damage with a spell or an attack made with a magical weapon, you can channel energy from an attuned magical item to deal an additional amount of force damage equal to your Intelligence Modifier. This damage may be applied to a single damage roll per item you are attuned to per turn. Example: if you are attuned to three items and cast the *Magic Missile* Spell, which produces three bolts of magic to deal damage to targets within range, you may choose to deal an additional amount of Force Damage equal to your Intelligence Modifier on each bolt, harnessing power from your attuned items to do so. If you use an item's

magic reserves in this way a number of times equal to your Proficiency Bonus, the item is destroyed forever. Additionally, each creature within 10 ft. of you must make a Dexterity Saving Throw against your Spell Save DC or take your Intelligence score in Force damage, or half as much on a success. You automatically fail this saving throw.

IMBUEMENT EXPULSION

Once you reach 10th level, if you have an *Imbuing Touch* on a weapon, you can use an action to expend it to release a powerful blast of magic. Without spending a spell slot, you may dismiss your *Imbuing Touch* to cast a spell of a level equal the Imbue, that is normally an action to cast, and that you have prepared. If you choose to cast a spell of a lower level than the Imbue, you may do so at its base level, or up to a level equal to the Imbue.

ATTUNEMENT FLOW

At 14th level, your magical repertoire and personal reserves of magic intermingle and feed each other in a perfect, coterminous union. Due to your closeness and affinity with magic, you are now able to attune to a number of magical items equal to your Intelligence Modifier.

LOCKSTRIDER ARCANE TRADITION

BOUND ONLY BY THEIR CHOOSING

Certain Wizards of Rhyonis have learned how to lock a portion of their magical essence into portable objects referred to as *Keys*. Though they need not be actual keys, many of those who practice this tradition, known as Lockstriders, tend to keep with the standard of using such items. These *Keys*, whatever shape they take, are what Lockstriders use to navigate their day-to-day lives, as well as the battlefield. Many of the arcane practitioners that come to call this study their's have been held back at some point in their life and seek to ensure they'll always have a way out.

FICKLE WANDERERS

While Lockstriders are capable of great things, their self-preservation often leads them to not carry many allies. Their allegiances waiver as quickly as their physical location, but their capabilities speak for themselves. Many a Lockstrider seeks to explore the realm of Rhyonis, and those adjacent to it, and will aide those they can if it means they'll be able to reach them sooner. Though this ambition makes it

hard for those around them to be quick to trust, a Lockstrider is quick to defend those that they intend to use.

KEY BINDINGS

Upon reaching 2nd level, you are able to bind a portion of your magical understanding into mundane items, referred to as *Keys*, when you complete a long rest. You may be in possession of a number of *Keys* equal to your Intelligence Modifier and may attune to one of them as your Spellcasting Focus. While using this attuned *Key* as your focus, you gain a bonus to spell attack and damage rolls equal to half of your Proficiency Bonus. A *Key* remains enchanted this way until it is dispelled or you choose to unbind to it or make an additional one beyond your limit.

SPELL LOCK

Also at 2nd level, when you use your Arcane Recovery, you may choose to store spells of equal levels restored into your *Keys*. A *Key* may only have one spell stored in it and the spell remains locked within the *Key* until used. Once stored this way, you may choose to use the spell within the *Key* at any time, following the rules for the spell. Conversely, anyone you designate as able to utilize one of your *Keys* may cast the spell from the it. *Spell Locks* remain until used or you unbind your magic from the *Key* it is stored in, and once used, the *Key* loses its magic until you complete a long rest to bind to it again.

LOCKSTRIDE

At 6th level, you may use your *Keys* to teleport yourself across the battlefield. A number of times per long rest equal to your Proficiency Bonus, you may use an action to teleport to one of your *Keys* within 100 ft. of you. You may alternatively choose to use a bonus action for a short-range jaunt if a *Key* is within 30 ft. of you on your turn or use your reaction to trade places with another willing *Keyholder* when either they or you are attacked. This can be determined after an attack roll is made, but not before the result is determined and the new target of the attack takes the effects with the roll the attacker made against the original target.

LOCK DOWN

Starting at level 10, your attuned Spellcasting Focus *Key* now amplifies the severity of your spells, increasing their DC by half of your Proficiency Bonus as well. Also, you may now Lockstride across any distance so long as your *Key* is on the same Plane as you.

KEY CASTING

Also at 10th level, you can expend a use of your *Lockstride* to cast a spell originating from one of your Keys' positions.

ULTIMATE LOCKSTRIDE

At level 14, you are bound by no limit of distance or planar barrier. Lockstride can now be used across any distance, and to other Realms, as an action. Your bonus action short-range jaunt can now travel 100 ft. Additionally, you can now use your *Key Casting* ability a number of times per long rest equal to your Intelligence Modifier without expending a use of *Lockstride*. You may still choose to expend a use of *Lockstride* if you have already used *Key Casting* your allotted number of times.