

CHAPTER 1: DRUIDS

CHIS DOCUMENT COVERS THE SUBCLASSES of the fiercest and most devoted advocates for the natural world; the Druids. Druids across the realm call upon the natural forces that blanket the realm in order to defend it. The power of the Druids is limited only by their understanding of that which lives and breathes beside them.

The following Circles are native to Rhyonis but are compatible with any 5e setting at the DM's discretion: *Blight*, *Continental Sea Farer*, *Seed Tender*, and *Webs*.

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!

BLIGHT

VILE SPELLCASTERS

Druids that come to call the Circle of Blight their own are, more often than not, evil entities that wish to see that the natural world crumbles. They revel in the misery of others and will resort to necromantic magics to destroy wildlife and the natural order, manipulating it to their whims. Blighters despise joy and light and Life Essence, corrupting it into the most putrid of sources of energy in all the realm; Death Essence.

IN THE WAKE OF WILLOW

The originator of the Circle of Blight is the Archfey of Blight and Conjunction; Willow Moss. She is a wicked creature that almost destroyed Rhyona, the Summer Tree of Life, before she was even planted in the Druidic Henges of Arhan-Zoul. Willow lived in her own henge- a mockery of the Druidic Henges far to the north of Arhan-Zoul- known as the Death Henge. Here, she spreads her sinister teachings to those who wish to see the cycle of life and death expedited, thriving in the agony that this brings to the otherwise joyous world around her.

BLIGHT MAGIC

Druids of the Circle of Blight gain access to the following spells. They are considered Druid spells for you, if they are not otherwise. You also always have them prepared and they do not count against the total number of spells you may prepare.

CIRCLE SPELLS

Spell Level	Spells
1st	Hex, Inflict Wounds
2nd	Blindness/Deafness, Ray of Enfeeblement
3rd	Animate Dead, Vampiric Touch
4th	Blight, Shadow of Moil
5th	Danse Macabre, Enervation

WITHERING GRASP

Starting at level 2 when you join the Circle of Blight, you learn the *Chill Touch* cantrip, considering it a Druid spell but not against the total number of cantrips you may know. Additionally, a number of times per long rest equal to your Proficiency Bonus, you may cast it as a bonus action.

REVEL IN WITHERING

At level 6, when you use your *Withering Grasp* feature, you heal for an amount of hit points equal to half of the damage dealt and gain a number of temporary hit points equal to your Wisdom Modifier. You also gain resistance to necrotic damage if you do not already possess it.

BLIGHT WALKERS

Upon reaching 10th level, when you kill a living creature with necrotic damage, it rises as a zombie under your control. You may only have a number of zombies created in this manner equal to your Wisdom Modifier and they last until destroyed or you create a new one that exceeds your total number you may control. They act only in defense of themselves, taking the Dodge action and attacks of opportunity without your command. On your turn, you may issue a command to any number of your zombies within 30 ft. of you with a Bonus Action. They all follow the same command (such as attack a creature, defend an area, etc.) and perform the action until it is completed, they are issued a new command, or they are destroyed.

BLIGHT FORM

At 14th level, you are able to tap into your natural Life Essence and transmute it into the antithesis of Life. By expending two uses of your Wild Shape ability as an Action, you are able to transform into a Standard Blight Elemental, the statistics for which are displayed on the next page.

BLIGHT ELEMENTAL(STANDARD)

Medium elemental, chaotic neutral

Armor Class 17 (Natural)

Hit Points 95 (10d10 + 40)

Speed 50 ft. fly Hover

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	6 (-2)	14 (+2)	6 (-2)

Saving Throws CON +8

Damage Resistances non-magical slashing, piercing, and bludgeoning, acid, cold, fire, lightning

Damage Immunities necrotic, poison

Condition Immunities diseased, exhaustion, grappled, incapacitated, paralyzed, petrified, poisoned, prone, restrained, sleep, stunned

Senses blindsight 30 ft., Passive Perception 12

Languages Primordial

Challenge 9 (5,000 XP)

Necrotic Form. If the Blight Elemental would take necrotic damage, they are instead healed for the same amount.

Corrupting Essence. If the Blight Elemental knocks a creature unconscious, they automatically fail two death saves.

Corruption. Blight Elementals are able to move through organic material such as earth and root as if it were difficult terrain. If the matter is living at the time this is done, the Blight kills it, causing it to grey and decay instantly.

Sense Life. The Blight Elemental can unerringly sense Life Essence out to 30 ft., effectively giving it Blindsight against living creatures that produce Life Essence within that range.

ACTIONS

Multiattack. The Blight Elemental(Standard) makes two *Hand of Blight* attacks.

Hand of Blight. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) necrotic damage. On a successful hit, the target must make a CON save (16) or suffer half of the necrotic damage they took from the attack at the start of their turn. Additionally, if a target fails two saves against the *Hand of Blight*, it also gains vulnerability to necrotic damage until the end of its next turn. The target is unaffected by this portion if it already has vulnerability, or immunity, to necrotic damage. If it has resistance to necrotic damage, it loses that resistance until the end of the Blight Elemental's next turn..

REACTIONS

Consume Essence. When an enemy within 30 ft of the Blight Elemental is affected by a source of healing (be it spell, potion, class ability, etc.) the Blight Elemental may use its Reaction to instead cause the effect to deal an amount of necrotic damage equal to half of the healing effect. The Blight Elemental also heals for the same amount of damage dealt.

CONTINENTAL SEA FARER

NOMADIC SEA TRAVELERS

Some druids travel the world by way of the Continental Sea instead of laying down roots in a land-bound circle. These druids are known as Continental Sea Farers and seek the far reaches of the realm to lend aid to the natural order where they are needed. This is a noble pursuit that many druids are proud to take on, eagerly spreading their magic and quelling the violence of the world around them. These brave travelers are known far and wide for their skill and ability in the open water. Druids of this circle are often sought after for their skills in traversing the sea, but also to dive beneath the waves to recover lost items.

MAGICAL METEOROLOGIST

The cornerstone of the abilities of the Continental Sea Farers is their connection to, and ability to read, weather patterns. They study extensively to track the natural movements of the zardons, currents, and atmospheric pressure to predict the trajectory of ocean storms. Where the storms will cross their path, they prepare in advance by ensuring they can combat or even entirely subdue the rage of the waters. The Sea Farers see the God of the Wind and Waves, Kyah, as a challenging rival to best at every turn. So long as He remains sealed far beneath the surface in the Abyssal Trench, they have only their own capabilities to compete with. Were Kyah to ever be released however, all of the Continental Sea Farers combined could not match His mastery of the Continental Sea.

SEA FARER MAGIC

Druids of the Circle of Continental Sea Farer gain access to the following spells. They are considered Druid spells for you if they are not otherwise. You also always have them prepared and they do not count against the total number of spells you may prepare.

CIRCLE SPELLS

Spell Level	Spells
1st	Create and Destroy Water, Fog Cloud
2nd	Air Bubble, Gust of Wind
3rd	Tidal Wave, Water Breathing
4th	Control Water, Watery Sphere
5th	Control Winds, Maelstrom

MEANT FOR OPEN WATERS

Starting at level 2 when you join the Circle of the Continental Sea Farer, you are skilled at dealing with the harshest conditions on the Continental Sea. You are able to ignore the swim speed restriction for your Wild Shape from the moment you take on this subclass. Furthermore, while Wild Shaped, you have resistance to cold, thunder, and lightning damage.

A FREE FISH

Upon reaching 6th level, you are able to call upon magic while Wild Shaped into a creature with a Swim speed, allowing you to cast your Circle Spells and Druid cantrips as usual.

INURED TO THE STORM

At level 10, you now have resistance to cold, thunder, and lightning damage at all times. Additionally, you maintain a Swim speed equal to your walking speed in all forms you take, unless the new form you assume has a greater Swim speed.

THE WINDS AT YOUR WHIMS

Once you reach 14th level, you are able to master the weather of the open ocean, allowing you to ensure your voyage is taken safely. Once per long rest, you are able to cast *Control Weather* without expending a spell slot. Furthermore, once you gain the ability to cast 8th level spells, it is always considered to be prepared for you and does not count against the total number of spells you may prepare.

SEED TENDER

SIMILAR CIRCLES, DIFFERENT CUSTOMS

The two existing Trees of Life within Rhyonis are Rhyonis Himself, the Spring Tree of Life, and his daughter, Rhyona, the Summer Tree of Life. They have stood as bastions of life and goodness for the realm. This is especially so in the face of the darkness and vile nature of the vampires of Theurgius which seek to eradicate all Life Essence from the realm. It has been the sacred duty of the Seed Tenders to protect and nourish these Trees of Life, ensuring their survival, and that of the realm at large. Though only Rhyonis and Rhyona exist in the realm at present, it is known that other Seeds for different Trees exist, they have just yet to be discovered and planted.

FEARSOME FORCES OF NATURE

Seed Tenders are known to take their task with the utmost severity. Whilst they undergo

rigorous training, they come away from it with the astonishing ability to transform their bodies into extensions of nature's wrath. Be it through magic spell, or a transfigured limb, a Seed Tender in the middle of a combat to defend their charge is a deadly flurry of foliage and elemental fury. In the rare event a being is foolish enough to attempt to interlope upon the sacred ground of a Tree of Life, the Seed Tenders violently leap to the defense in what some would say is a beautiful yet terrifying display.

CIRCLE SPELLS

Each Circle of Tenders has specialized spells that they are granted from the power they draw from the Tree or Seed they tend to. Basic nature spells come easily to the Tenders due to their proximity to Life Essence, and these are universal across all circles, but different Trees provide different types of Life Essence for their circles to harness.

Starting at level 2 when you join your Druidic Circle, you are granted certain spells when you reach new spell levels. The following list of spells are provided to you as a Seed Tender, they are always prepared for you, do not count against the total number of Druid Spells you may prepare, and are considered Druid Spells for you if they are not otherwise.

SPRING TENDERS

The Spring Tenders are true Children of Rhyonis. They bloom and flourish with vibrance like flowers in Spring, exuding life and goodness with their magic. They specialize in restoring vitality to the wounded and healing the most invasive of diseases.

SPRING SPELLS

Spell Level	Spells
1st	Cure Wounds, Healing Word
2nd	Healing Spirit, Lesser Restoration
3rd	Aura Vitality, Mass Healing Word
4th	Aura of Life, Death Ward
5th	Greater Restoration, Mass Cure Wounds

SUMMER TENDERS

The Summer Tenders have a lust for life and passion that burns hotter than an unrelenting sun. With fire and light they guide the way for their allies, or burn those that threaten their grounds to a crisp without a second thought.

SUMMER SPELLS

Spell Level	Spells
1st	Burning Hands, Faerie Fire
2nd	Aganazzar's Scorcher, Scorching Ray
3rd	Daylight, Fireball
4th	Fire Shield, Wall of Fire
5th	Dawn, Immolation

AUTUMN TENDERS

The Autumn Tenders are calculating and decisive, slicing through their enemies and delivering protective winds to their allies. An Autumn Tender is able to decieve and drain as they widdle their enemies away over time.

AUTUMN SPELLS

Spell Level	Spells
1st	Feather Fall, Sleep
2nd	Blur, Ray of Enfeeblement
3rd	Feign Death, Slow
4th	Hallucinatory Terrain, Freedom of Movement
5th	Control Winds, Cloudkill

WINTER TENDERS

The Winter Tenders are cold and merciless as the tundral north. When a Winter Tender enters combat, they will not stop until any one who seeks to deliver harm to their Seed falls. With a blizzard on their heels, a Winter Tender freezes and eradicates their foes.

WINTER SPELLS

Spell Level	Spells
1st	Armor of Agathys, Ice Knife
2nd	Rime's Binding Ice, Snilloc's Snowball Swarm
3rd	Life Transference, Sleet Storm
4th	Blight, Ice Storm
5th	Cone of Cold, Hold Monster

WEAPONIZED ANATOMY

When you join this Circle at level 2, you can manipulate magic to transform your limbs into thorny vines. These vines count as natural weapons with which you are proficient. They use your Wisdom Modifier for attack and damage rolls, have a range of 5ft, and deal 1d6 of your choice of bludgeoning, piercing, or slashing damage. You may only use one damage type per attack, but you may choose a different damage type each turn as you transmute your *Weaponized Anatomy*. Additionally, once per turn when you successfully land an attack with your *Weaponized Anatomy*, you can expend one

spell slot to heal an amount equal to your Wisdom Modifier per level of the Spell Slot spent. Starting at level 6, you can make two attacks with your *Weaponized Anatomy* when you take the Attack action on your turn, and these attacks now count as magical for the purposes of damage resistance and immunity.

TENDER'S TEACHINGS

Upon reaching 6th level, a number of times per day equal to your Wisdom Modifier, when you expend a spell slot to cast a Seed Tender Spell, you may choose to recover a spell slot of a lower level.

DEFENDER'S TRANSFORMATION

At 10th level, you may unleash the violence of nature to defend it. By expending two uses of Wild Shape, you transform into a Shambling Mound, following the rules per Wild Shape normally.

RESURGENCE PULSE

Starting at 14th level, you are as much a font of Life Essence as you are a line of defense for the Seed you tend to. Once per long rest, you can invoke a range of powerful energy for one minute without requiring concentration. The *Resurgence Pulse* has a 30 ft. range that moves with you. This provides yourself and/or any number of creatures of your choice within the area a boon or hindrance depending on your specific Circle's Seed. In addition, all plants in the area become magical and rapidly regenerate any damage done to them. While enchanted in this way, they are considered difficult terrain for creatures of your choice. They become nonmagical and are no longer difficult terrain when they are no longer in the Pulse, but they do remain lively as thriving plants.

RESURGENCE PULSE

Seed	Tender Circle	Pulse Effect
Spring		Those affected regains hit points or temporary hit points equal to your Wisdom Modifier, at the end of your turn. At the end of the Pulse, any remaining temporary hit points are absorbed as healing and are then immediately lost if any persist.
Summer		Those affected gain resistance to fire damage. Additionally, once per turn, they may add your Spell Attack Bonus in fire damage to any successful attack they make.
Autumn		Those affected in the area must make a Constitution saving throw against your spell save DC at the start of each of their turns. On a failure, they suffer necrotic damage equal to your Wisdom Modifier and they deal half damage with physical attacks until the start of their next turn. On a success, they suffer the necrotic damage but nothing else.
Winter		Those affected gain resistance to cold damage. Additionally, once per turn, they may add your Spell Attack Bonus in cold damage to any successful attack they make.

WEBS

ARACHNID ACADEMIA

The Circle of Webs is a misunderstood and reclusive order of scholarly Druids. Their magic comes from their connection to spiders and the intricate flow of Life Essence they weave within their webs. While they don't always converse with the arachnids they study, simply observing their techniques and lifestyles have greatly influenced the nature of magic these druids utilize. Be it in a tree, dungeon, or even your very own tavern room, a connection to the Circle of Webs is never far behind.

SEQESTERED SECRETS

Many Druids who work within the Circle of the Webs do actually listen to the spiders they study. From their corners across the world, spiders

hear more secrets than any other network, and Web Druids dabble and trade them across webs of their own. Outsiders who know of the Druids and make dark offerings to the upper echelon of the Circle's hierarchy will come to barter for the secrets the Circle has gathered in their vaulted hordes.

WEB MAGIC

Druids of the Circle of Webs gain access to the following spells. They are considered Druid spells for you, if they are not otherwise. You also always have them prepared and do not count against the total number of spells you may prepare.

CIRCLE SPELLS

Spell Level	Spells
1st	Alarm, Ray of Sickness
2nd	Web, Spiderclimb
3rd	Nondetection, Vampiric Touch
4th	Faithful Hound (appears as a spider), Freedom of Movement
5th	Insect Plague, Passwall

SILK SPIDER

Starting at level 2 when you join the Circle of Webs, you are able to conjure your connection to your Circle in the form of a conjured silken Spider Companion by expending a use of your Wild Shape. The Spider is friendly to you and your allies, acts immediately after you on your turn, and will only take the Dodge Action (alongside its reactions) unless you use a bonus action to command it to do something. The Spider's stat block is displayed at the end of this section; its hit points equaling $5 + 5 \times \text{Druid Level}$. Your Spider also gains +1 to Strength, Dexterity, Constitution, and Wisdom when you reach levels 4, 8, 12, 16, and 19 as a Druid. If your Spider's hit points drop to 0, it immediately unravels into a wispy pile of gossamer. After which, you may not summon it again until you complete a long rest.

POTENT POISONS

Upon reaching 6th level, the poison you and your Spider assail your foes with is extremely potent. Your poison-based spells and poisons from your Wild Shape feature are considered magical and will bypass a creature's resistance to poison damage. Additionally, a number of times per long rest equal to your proficiency bonus, when you deal poison damage to a creature that is immune to poison, you may force them to make a Constitution saving throw

against your spell save DC. On a failure, you remove the target's immunity for a number of rounds equal to your Wisdom Modifier.

LIMITED MUTIBILITY

At level 10, your affinity for spiders and their behaviors has become ingrained in your body's biology. At will, you can grant yourself spider-like characteristics, mutating to gain the *Spider Climb*, *Web Sense*, and *Web Walker* traits. Also, while a creature is poisoned by you, they have vulnerability to poison damage dealt by you and your Spider.

ARACHNID ASCENDANT

At 14th level, you are a paragon of the Circle of Webs and can take on a radical transformation to become the embodiment of your order. By expending 2 uses of Wild Shape, you transform into a *dridger* variant, retaining your mental stats and the ability to cast spells. You do not gain the dridger's innate spellcasting, fey ancestry, languages, or sunlight sensitivity, unless you have them in your original form. You may also retain the use of any equipment used by the top half of your body as this transformation leaves your torso free.

SPIDER COMPANION

Medium magical beast, unaligned

Armor Class 15 (Natural)

Hit Points

Speed 30 ft. walk, 30 ft. climb

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +3 (Plus your Proficiency Bonus)

Senses blindsight 10 ft., darkvision 60 ft., Passive Perception 10

Languages Understand all that you do, but cannot speak

Challenge 0 (0 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. Melee Weapon Attack: +3(Plus your Proficiency Bonus) to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage and the target must make a Constitution saving throw against your Spell Save DC, taking 9 (2d8) (Plus your Proficiency Bonus) in poison damage on a failed save, or half as much damage on a successful one. (Once you reach level 10, the Bite deals 2d6 piercing damage and 2d12 poison damage.).

Web (Recharge: 6). Ranged Weapon Attack: +3(Plus your Proficiency Bonus) to hit, range 30/60 ft., one target. **Hit:** 1 bludgeoning damage and the target is restrained by webbing. As an action, the restrained target can make a Strength check against your Spell Save DC, tearing the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage and all conditions..