

# CHAPTER 1: FEATS AND BOONS

 HIS DOCUMENT ADDS OPTIONS FOR BOTH Feats and Boons that can further refine a specific character's playstyle. While these are all optional and made with Rhyonis lore in mind, these options are intended to be used in the Rhyonis setting, but are compatible with all 5e settings.

## FEATS

Feats are optional rules and abilities to be added to a character at any point during their adventure. These represent innate talents, skills they've picked up, or been taught, and come in a variety of power. These are all additional feat options to incorporate to your 5e Dnd game, but all have inspiration from Rhyonis characters are stories!

## BOONS

Rhyonis is a realm overflowing and pulsing with power. Some from the gods the created the realm, some were created by the beings created by the realm itself. Wherever power stems from in Rhyonis, it often finds itself trading hands a multitude of times before being snuffed out or lost to Time forever. Sometimes these powers will stick with an individual and growing alongside the individual it has attached to, alongside their natural and other gained power. These powers will sometimes come to Rhyonians in the way of Boons, extremely powerful abilities that can be called upon periodically.

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! Till next time, remember, in a cold and dark world, we are each other's warmth and light!

## RACIAL FEATS

These are feats that have certain racial requirements as they empower a particular race's natural ability.

## DEVOTED PROTECTOR

*Prerequisite: Protection Nephilier/Aasimar*

- You increase your Wisdom by 1 to a maximum of 20
- Your Radiant Soul ability recovers on a short or long rest, and while it is active you can add your Wisdom modifier to the roll of a die meant

to recover hp to yourself or an ally once per turn.

## RESOLUTE CONSUMPTION

*Prerequisite: Scourge Nephilier/Aasimar*

- You increase your Constitution by 1 to a maximum of 20
- Your Radiant Consumption now recovers on a short rest or long rest and no longer damages you. Additionally, at the start of each of your turns that the Consumption occurs, you gain Temporary Hit Points equal to your Constitution Modifier.

## TERRIFYING SHROUD

*Prerequisite: Fallen Nephilier/Aasimar*

- You increase your Strength by 1 to a maximum of 20
- Your Necrotic Shroud ability recovers on a short or long rest. Additionally, creatures that fail the initial saving throw are stunned until the end of their next turn, where after the one minute frightened condition takes place.

## MARTIAL FEATS

These are feats meant for physical warriors that use weaponry and martial prowess to get the upper hand on their enemies.

## GREAT WEAPON GRASP

*Prerequisite: Strength 20*

Your strength allows you to swing large weapons around with ease. If a weapon has the Two-handed or Versatile qualities, you are able to use them at their highest damage tier in your dominant hand without issue.

## TOWER SHIELD MASTER

*Prerequisites: Strength 15, Shield Master*

You are a master at defending yourself, a true roving bastion of defense. When using a Tower Shield, you are able to utilize the Shield Master feat, as well as the additions made below:

- You no longer suffer the -5ft Movement Speed penalty while using a Tower Shield.
- When you use your reaction to make a DEX save and defend against an area effect with Shield Master ] while using a Tower Shield, you do so with advantage.
- Also, you may pin a creature up to one size larger than you with your Tower Shield,

attempting to grapple it with an Athletics check. If you succeed, you are able to hold your weight on the shield and utilize your free hand

## MAGICAL FEATS

These are feats meant for spellcasters to alter their spells or make them experts in their various fields.

### MAGICAL FLEXIBILITY

*Prerequisite: the ability to cast at least 2nd Level spells*

As an action on your turn, you are able to transform higher-level spell slots into multiple slots of a lower level that you have expended. The total level of spells recovered may not exceed the level expended for this feature. For example, if you have a 4th level spell slot available but have used all of your 1st and 3rd level spell slots, you may choose to use this action to expend the 4th level slot into a 1st level slot and a 3rd level slot.

### UNINHIBITED CASTING

*Prerequisite: the ability to cast 3rd Level spells*

On your turn, you are able to cast two spells of 1st Level or higher so long as one is an action, the other is a bonus action and they both do not require concentration.

## MISCELLANEOUS FEATS

### FRACTAL GLIMPSES OF THE TETHERS

Your mind has been opened to the fractured remains of the timelines tethered to the Fixed Moment Timeline. After completing a long rest, roll two d20s and record the results for the day. At any point a d20 is called to be rolled for an event you can see, you may choose to preemptively use one of your Glimpses to stand in place of the roll.

## BOONS

### BOON OF PEERLESS CAPABILITY

When you receive this boon, and every time you gain it again afterwards, your Proficiency bonus increases by 1 with no limit.

### BOON OF CLEANSING FIRE

*Prerequisite: Be chosen by a Shard of Ki from Frey-Uum*

A brilliant halo affixes to your head, shining bright light for 10 ft. and dim light for another 10. While the halo is active, magical darkness is dispelled in the radius of the halo, and you have true sight to the point of its radius. You may choose to illuminate or extinguish the halo at any time as a bonus action. Additionally, you always have the following benefits:

- You gain a number of Ki points equal to your Wisdom Modifier. If you already have Ki points, these are in addition to those that you already possess.
- You gain the Ki Weaver abilities of a monk equal to your level.
- Lastly, you gain, if you do not already have a Breath Weapon, a special Breath Weapon attack following the Rhyonis Rules for the Dragonborn Breath Weapon. It has a 30 ft. cone range and deals fire damage. Regardless of the Breath Weapon used, be it your natural Breath Weapon or the ability granted by this Boon, it does not damage your allies and instead heals them for half the damage that it would have been dealt.

### BOON OF THE JADE KNIGHT

*Prerequisite: Receive a blessing from a user of the Jade Note*

You have been empowered by the resonating power of the Jade Note, becoming a paragon of the devastating energy it is capable of. With this power, you are in possession of the following features:

- Resistant to thunder damage.
- You learn the *Booming Blade* and *Sonic Boomerang* cantrips. These use your Intelligence modifier as your spellcasting ability unless you are already capable of casting spells, in which case you may use your own spellcasting ability.
- You gain the Elemental Adept (Thunder) feat.
- You may learn spells that contain the *Jade Note* tag and your spells that deal thunder damage are considered to use the Jade Note.

### ESSENCE OF THE COWL

*Prerequisite: Slay the Crimson Cowl*

You have slain the Crimson Cowl, gaining a ring of eight red lights around your pupils and the following benefits:

- Once per long rest, you can call upon the power of the Keeper of the Crimson Cowl in a powerful, magical breath attack. This attack deals 2d6 Fire damage +1d6 damage per Proficiency Bonus. This breath attack soars to a point with 120 ft. of you, explodes in a 20 ft.

radius, requires a Charisma save (21), and targets take half damage on a success.

- For one minute after activating this Boon, you are wreathed in the Crimson Cowl. This grants you immunity to Fire damage, resistance to Cold damage and, at the end of your turn, you gain Temporary Hit Points equal to your Charisma modifier, provided you have less than your modifier already.

## ESSENCE OF THE MIRE

*Prerequisite: Slay the Marigold Mire*

You have slain the Marigold Mire, gaining a ring of eight yellow lights around your pupils and the following benefits:

- Once per long rest, you can call upon the power of the Keeper of the Marigold Mire in a powerful, magical breath attack. This attack deals 2d6 Lightning damage +1d6 damage per Proficiency Bonus. This breath attack soars to a point within 200 ft. of you, explodes in 20 ft. radius, requires a Dexterity save (18), and targets take half damage on a success.
- For one minute after activating this Boon, you are wreathed in the Marigold Mire. During this time, your movement speed is increased by 15 ft, you are able to move through enemy spaces, provoking opportunity attacks with disadvantage, and deal your Dexterity modifier in lightning damage to creatures you move through. Creatures may make a Dexterity saving throw to avoid the damage entirely and you may only affect a creature in this way once per turn.

## ESSENCE OF THE SPEAR

*Prerequisite: Slay the Cerulean Spear*

You have slain the Cerulean Spear, gaining a ring of eight blue lights around your pupils and the following benefits:

- Once per long rest, you can call upon the power of the Keeper of the Cerulean Spear in a powerful, magical breath attack. This attack deals 2d6 Cold damage +1d6 damage per Proficiency Bonus. This breath attack is a 10 ft. wide, 60 ft. long line, requires a Dexterity save (18), and targets take half damage on a success.
- For one minute after activating this Boon, your weapons take on the icy edge of the Cerulean Spear. This causes your weapon attacks to deal an additional amount of Cold damage equal to your weapon's ability modifier. This damage is dealt to the target of the attack, and a number of creatures that you choose and are adjacent to it, equal to your Proficiency Bonus.

## KEEPER OF THE LIGHT

*Prerequisite: Possess all the Essence of the Keeper Boons or Fell the Previous Keeper of the Light*

You have collected all of the lingering Essence of the Light Keepers of the Zardoniclasts' Beacons. You are a paragon of gravitational force and light energy, able to call upon it in a limited capacity but to great effect. The rings of light within your eyes has manifested as a singular reflection of the Arcane Cosmic Patron as eight bright stars. This Boon replaces the Essence of the Keeper's Boons but grants you the following benefits:

- Once per short rest, you may choose to activate one of the Essence of the Keeper's breath attacks, but may only use each one once per long rest.
- Resistance to radiant and force damage.
- Immunity to the effects of gravity spells and magical effects.
- Using Charisma as your spellcasting ability, you may cast the *Eldritch Blast* cantrip and, once per long rest, you may cast the *Crown of Stars* spell with a total of eight stars.

## RHYON'S BLESSING

*Prerequisite: Receive a blessing from the Autumn Tree of Life, Rhyon*

Once per week, as an action, you may release a massive surge of Life Essence to restore hit points to yourself and any number of allies within 60 ft. Each target recovers hit points equal to your hit point total and is purged of any poison or disease currently affecting them. This Boon is usable while unconscious.

## SHADOW HARVEST

*Prerequisite: Receive a blessing from Morose, Archfey of Darkness and Necromancy*

You are imbued with reinforced shadow energy and Death Essence. This energy can emerge from you when you strike out and wrack the target of your attack with intense damage and you draw in some of their lost Life Essence. With this Boon, you possess the following features:

- You gain the Sneak Attack feature if you do not already have it.
- The damage your Sneak Attack deals scales regardless of what class levels you take.
- When you successfully kill a creature with a Sneak Attack, you gain Temporary Hit Points equal to half of the Sneak Attack damage dealt.

## TIMELESS MAGIC

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The possessor of this Boon is able to cast spells regardless of the environment they find themselves in. Capable of pulling magics from other realities and they are never cut off from magic sources. This makes them immune to the effects of antimagic fields and grants them advantage on saving throws against magic.