

CHAPTER 1: RANGERS

CHIS DOCUMENT COVERS THE SUBCLASSES the brave souls who wander the wilds and tame the various forces that reside there; Rangers. These skilled warriors call upon highly trained skills and magic to enhance their mastery over their chosen domain.

The following Conclaves are native to Rhyonis but are compatible with any 5e setting at the DM's discretion: *Celestial Rider*, *Huntswarden*, *Nightmare Culler*, *Reflection Strider*, and *Theurgian Tamer*.

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!

CELESTIAL RIDER

CELESTIAL CONNECTIONS

It isn't often that the divine of the Celestial Sector of the Trinity Realm look beyond their home and even less often they look beyond their foothold in Theurgius. However, it isn't entirely unheard of. Certain Rangers contacted by, or those who stumble across, celestial entities take on some of their power. These are Celestial Riders, capable of doling out radiant bursts of searing light, or restorative waves of healing energy. Most Celestial Riders roam the wilds of Theurgius to help those in need, as is the nature of the holy energy they fight with. Some are known to roam Rhyonis at large, granting aid where it is needed.

BOUNLESS RIDERS

Skilled and capable Celestial Riders utilize their magic to conjure celestial steeds that carry them into the fray. It has been seen that, once mounted, a Celestial Rider is impossible to restrain. The Rider and their mount are a seamless unit capable of driving darkness and unrest back across the battlefield. Many a Celestial Rider has ridden into battle to save the day when all hope seems lost. Most know and believe Riders to be benevolent heroes but those who stand against them witness how truly deadly they can be.

CELESTIAL RIDER MAGIC

As a Celestial Rider, you learn specific spells upon reaching certain levels in this class. These

spells count as Ranger spells for you, if they are not otherwise, and do not count against the total number of spells you may know.

CONCLAVE SPELLS

Ranger Level	Spells
3rd	Healing Word
5th	Find Steed
9th	Mass Healing Word
13th	Find Greater Steed
17th	Holy Weapon

RADIANT SPARK

Starting at 3rd level, the celestial energy you harness for your magic is also able to be utilized for attacks. Once per turn, when you strike an enemy with a weapon attack, you can choose to deal an additional 1d4 radiant damage. At level 11, this damage increases to a d6.

CELESTIAL ESSENCE

Also at level 3, you are able to intensify your benevolence and violence. A number of times per long rest equal to your Proficiency Bonus, you can choose to increase the potency of healing or radiant damage you emit by adding 1d4 + your Wisdom Modifier to a radiant damage effect or healing spell you cast.

BURST OF LIGHT

Upon reaching 7th level, when you deal damage with your *Radiant Spark*, the target must make a Constitution saving throw against your Spell Save DC or be blinded until the end of your next turn. Once a target saves against or is affected by this feature, they cannot be again until you complete a long rest.

CELESTIAL CHARGER

Once you reach level 11, when you are mounted on a steed conjured by *Find Steed* or *Find Greater Steed*, you are able to charge across the battlefield with divine grace. This mount now has resistance to radiant and necrotic damage, as well as being immune to poison and disease. Also, when you deal damage with a weapon attack to a creature while mounted, you can immediately move up to half of your mount's speed without provoking opportunity attacks.

TAKE FLIGHT

At level 15, you are able to take on the form of a celestial for a brief period. Once per short rest, you can use a Bonus Action to grow angelic wings that emit a faint glow, making you a

beacon of celestial energy. For the minute the wings persist, you gain resistance to radiant and necrotic damage, a flying speed of 60 ft., and deal extra radiant damage with each weapon attack equal to your Proficiency Bonus, regardless of whether or not your attack is successful.

HUNTSWARDEN

CHOSEN BY THE HUNTRESS

In the Feathered Forest of Ish-Gahn, the militaristic sect of Forest Elves known as the Murder Elves protect the wilds at the behest of The Huntress, Goddess of the Hunt.

Occasionally, when a great threat emerges, The Huntress will bless one of these warriors with divine might. One to receive such a blessing is known as Hunstwarden and they are looked to as spiritual leaders, signs of great change to come, and deadly hunters bent on seeing The Huntress vision of balance and order between life and death.

THE FINAL HUNT

The ultimate duty of the Murder Elves, and the Huntswarden fated as the Herald of The Huntress, is to fell The Mistress and Her vampires. This event, the Final Hunt, will lead the Murder Elves and their allies against the Dark Continent of Therugius to destroy the threat The Mistress' poses for all eternity. This Final Hunt is said to be the event that ends the world, or saves it.

HUNTSWARDEN MAGIC

When you choose this subclass at level 3, and when you gain access to higher level spells in this class, The Huntress instills within you some of Her divine blessing. These spells do not count against the total number of Ranger spells you know, and do count as Ranger spells for you if they are not otherwise.

CONCLAVE SPELLS

Ranger Level	Spells
3rd	Bless
5th	Healing Spirit
9th	Mass Healing Word
13th	Guardian of Nature
17th	Mass Cure Wounds

BLESSING OF THE HUNTRESS

Starting at level 3, all healing you cast and receive that roll dice is increased by an amount equal to your Proficiency Bonus.

PRIMAL RESURGENCE

Upon reaching 7th level, the first successful attack you make each turn explodes with primal energy and resounding Life Essence, healing a number of allies up to your Proficiency Bonus, within 10 ft. of the target equal to your Wisdom Modifier. (Note: This is not effected by the *Blessing of the Huntress*).

PACK BLESSING

Once you reach level 10, allies under the effects of your *Bless* spell also receive the effects of *Blessing of the Huntress*.

WARDEN OF THE GRAND HUNT

Upon reaching level 15, when the hunt seems like it may be lost, The Huntress bestows you with renewed vigor and brutality to finish what you've started. When you would be brought to 0 hit points, divine light pulses from your body and you instead survive with hit points equal to your Wisdom Score and gain the following benefits:

You and three allies within 30 ft of you receive the *Bless* spell for 1 minute, no concentration needed on your end.

This version of the *Bless* spell uses a d6 for its rolls in place of a d4..

When this ability is activated, you and all allies affected by the *Bless* receive an amount of Temporary Hit Points equal to your Proficiency Bonus multiplied by your Wisdom Modifier. Once this feature is activated, it may not be used again for one week.

NIGHTMARE CULLER

REAPERS OF THE RESTING

"Of all the battlefields and terrains to traverse, nightmares are the most trying." A Nightmare Culler is a truly terrifying force. From the shadows, they can strike a sleeping foe and keep them locked in a painful, mind-wracking slumber that destroys their very will to live. By imbuing their weapons with insidious magics, they can dive into the psyche and tear it asunder, leaving their foes as mindless husks before lifeless corpses.

DISCIPLES OF THE DARK DREAMER

Many of those who come to call this conclave their's don't do so voluntarily. In fact, the first Nightmare Cullers were converted by Ammoralite Herself from the *Crue*; the family She forged with the rangers of the Bordering Wood Patrol alongside Run-Darian before they Ascended as

the Goddess of Nightmares and the God of Dreams. This leaves most Nightmare Cullers as deranged and hostile, acting, seemingly, out of sheer chaos, but actually serving the bidding of the Mad Goddess.

NIGHTMARE CULLER MAGIC

As a Nightmare Culler, you learn specific spells upon reaching certain levels in this class. These spells count as Ranger spells for you, if they are not otherwise, and do not count against the total number of spells you may know.

CONCLAVE SPELLS

Ranger Level	Spells
3rd	Sleep
5th	Phantasmal Force
9th	Slumber Strike*
13th	Phantasmal Killer
17th	Psychic Siphon*

*Rhyonis Homebrew Spell

AMETHYST ABRASION

Starting at level 3 and becoming Nightmare Culler, you gain resistance to psychic damage. Additionally, once per short rest, when you strike a sleeping target, you force them to make a Wisdom saving throw against your Spell Save DC. If they fail, they remain asleep and the damage is dealt as psychic. You gain an additional use of this feature per short rest at levels 7 and 15.

DEEP SLEEP

Also at 3rd level, you are able to maximize the potential of your *Sleep* spell, and other magical effects that induce sleep, a number of times per long rest equal to your Proficiency Bonus. When you do this, you treat the dice rolled in the casting of the spell as equal to the maximum possible. Additionally, if another creature uses a feature such as the *Sleep* spell within 30 ft. of you that puts a target to sleep, you may use your Reaction to expend a use of this feature to maximize the hit point pool for the effect.

INESCAPABLE REST

Upon reaching 7th level, your sleep inducing abilities can pierce even the most guarded of minds a number of times per long rest equal to your Wisdom Modifier. If a creature is immune to sleep or magically being put to sleep, you may expend a use of this ability to force them to make a Wisdom saving throw against your Spell Save DC. If they fail the save, you bypass the immunity for the use of this ability, and once a creature is affected by this ability, they cannot be again until you complete a long rest.

WAKING NIGHTMARE

Once you reach level 11, your *Amethyst Abrasion* intensifies to leave splinters in the minds of your targets. After an enemy affected by your *Amethyst Abrasion* awakens, they take psychic damage equal to 1/2 the damage dealt by the Abrasion.

UNENDING SLUMBER

At level 15, you are the deadliest and most relentless when striking those lost in the Realm of Dreams. Targets no longer get to make a save against your *Amethyst Abrasion* and, once per long rest, you may make a melee spell attack to touch a creature and force it to fall asleep, regardless of hit points, if they fail a Wisdom saving throw against your Spell Save DC.

PSYCHIC SIPHON

5th-level Enchantment

Casting Time: 1 action

Range: 60 ft.

Components: S, M (a dream catcher)

Duration: Instantaneous

You target a sleeping creature within range of the spell with insidious threads that emanate and flail from the weaves of the dream catcher used to cast the spell. The target must make a WIS save or take $7d8 + \text{your spellcasting ability modifier}$ in psychic damage, or 1/2 as much on a success. Regardless of whether or not they succeed, you recover a total number of hit points equal to 1/2 the damage dealt and they are immediately awoken. If they have immediate line of sight on you upon awakening like this, they must make another WIS save or become frightened of you for a number of rounds equal to your spellcasting ability modifier.

Casting this spell at higher levels: If you cast this spell using a spell slot higher than 5th level, you may roll an additional 1d8 per slot above 5th.

SLUMBER STRIKE

3rd-level Conjunction

Casting Time: 1 bonus action

Range: Self

Components: S, M (a weapon)

Duration: Concentration, up to 1 Minute

You quickly imbue your weapon with woven threads of magic to induce a heavy sleep upon your next target. This magic persists on your weapon for the duration of the spell and is expended upon a successful attack. After dealing the damage, roll $5d8$ and add 1/2 the damage dealt by the attack. If the total exceeds the targets hit points after the damage is dealt, they

immediately fall asleep for the duration of the spell, or until damaged.

Casting this spell at higher levels: If you cast this spell using a spell slot higher than 3rd level, you may roll an additional 1d8 per slot beyond 3rd.

REFLECTION STRIDER

WEAVERS OF LIGHT

Also known as Mirror Knights, Reflection Striders are able to bend and manipulate light around them to create illusions and even move through short distances. This Conclave was started within the mines of the Fractal Peaks where rampant gem elementals would wreak havoc on workers. The reflective sheen of their bodies were ideal for light manipulation that granted these defenders the ability to slip through space. Now it is a fine art that Reflection Striders have mastered to grant themselves the upperhand and ensure that they never have to face a foe alone, even if they have to watch their own back.

PREPARATION IS KEY

While capable warriors without time to prepare, the proper battlefield can make a Reflection Strider nigh unbeatable. Light is the key to the Strider's magic to establish the visuals needed for their reflective capabilities, but magic is able to make due where the mundane is not. In the event that the Strider can manipulate a battlefield beforehand, ensuring they have plenty of opportunities to move about the area unimpeded, a Reflection Strider can prove to be as ephemeral as the light they move through.

REFLECTION STRIDER MAGIC

As a Reflection Strider, you learn specific spells upon reaching certain levels in this class. These spells count as Ranger spells for you, if they are not otherwise, and do not count against the total number of spells you may know.

CONCLAVE SPELLS

Ranger Level	Spells
3rd	Faerie Fire
5th	Invisibility
9th	Blink
13th	Greater Invisibility
17th	Far Step

REFLECTION JAUNT

At 3rd level, you can teleport short distances through reflections. So long as you can see your image in something reflective, such as a piece of

armor, water, or a mirror, you can cast the *Misty Step* without using a spell slot. You can perform this feature a number of times per long rest equal to your Proficiency Bonus and must end the teleportation in a space adjacent to the source of the reflection. Additionally, after using this feature, the next attack you make before the start of your next turn has advantage and critically strikes on a roll of 19 or 20.

DISTORTING REFRACTION

Upon reaching 7th level, you are able to weave the light in the immediate vicinity, granting you the image of multiple illusions around yourself. Once per short rest, you are able to cast the *Mirror Image* spell on yourself without using a spell slot. Additionally, while the images persist and an attacker does land a blow against you, you can use your Reaction to choose to destroy an image instead.

PROJECTION

Once you reach level 11, you can project your essence into a tangible clone of light. Once per long rest as an Action, you can call upon this clone to move about the battlefield. This clone is an exact copy of you (equipment, hit points, armor class, spell slots etc., at the time of creation) and is completely indiscernible from you unless a viewer has Truesight. When summoned, the *Projection* appears in a space within 60 ft. of you and lasts for a number of hours equal to your Wisdom Modifier or until destroyed. While it persists, though it may not take any Actions itself, you may take Actions as if you were in the *Projection*'s space so long as you have line of sight.

DIRECT REFLECTION

At level 15, you are able to make a powerful reflection of yourself that is able to exist and move about on its own. You are able to cast the *Simulacrum* spell on yourself following all the same rules for the spell.

THEURGIAN TAMER

WASTELAND STALKERS

Regardless of how one comes to Theurgius, they rarely do so happily. Some are born into the living hellscape that threatens to devour all who tread it, some are thrown to it by the hands of evil entities, and some are simply lost to it forever. There are those rare, exceptional few, who thrive here, taking on the corrupt magic within the land to combat the vile creatures that exist on the Dark Continent. These rangers are known as Theurgian Tamers, a Conclave of

wanderers that are powerful, capable, and steadfast in their convictions. As rare as they are to be found, it is believed that any successful delve into Theurgius must be headed by a Theurgian Tamer, or the entire cause is lost.

TAMERS OF THE UNTHINKABLE

To call a Theurgian Tamer a 'tamer' is to greatly overlook exactly what they are capable of. Where most would see a tainted corrupt figure as certain demise, a Theurgian Tamer looks upon the same figure as a beast to be corralled and broken. With a flick of the wrist, the most capable Tamers are able to break a creature's will, even the most resilient of foes, and bind them to their own desires. Most Theurgian Tamers take to their line of work with the genuine intent to help those in need. Some do it for the genuine thrill.

THEURGIAN TAMER MAGIC

As a Theurgian Tamer, you learn specific spells upon reaching certain levels in this class. These spells count as Ranger spells for you, if they are not otherwise, and do not count against the total number of spells you may know.

CONCLAVE SPELLS

Ranger Level	Spells
3rd	Detect Evil and Good
5th	Altar Self
9th	Magic Circle
13th	Charm Monster
17th	Hold Monster

STEEPED IN CORRUPTION

Starting at level 3, you have waded through the worst regions of Theurgius, immersing yourself in the blight and foul magics there. You gain resistance to poison and necrotic damage. You additionally have advantage on saving throws against poison and disease.

ACCUSTOMED TO THE NIGHT

Also at 3rd level, your time in the endless night of Theurgius has granted you the ability to see in darkness to great distances. If you do not already possess Darkvision, you can now see out 60 ft. in total darkness as if it were bright light, and another 60 ft. as if it were dim. If you already possess Darkvision, you can see out to 120 ft. as if it were bright light. This version of Darkvision allows you to see in color and perfect clarity.

BREAKER OF THE CORRUPTED

Upon reaching 7th level, your skill in fighting the affronts to the natural order which stalk through

Theurgius is exemplary. When fighting aberrations, fiends, and undead, you are able to study their movements and gain the upper hand in the confrontation. As a Bonus Action, you can survey a creature of one of these categories and roll a Survival (Wisdom) check against their Deception (Charisma) check. If you win the contest, for the next minute, you have advantage on attack rolls and saving throws against that enemy. If the target succeeds against this feature, or after you successfully use it on them, they are immune to it until the end of your next long rest.

IMPROVED BREAKER

Once you reach level 11, you further your skill so that enemies under the effect of *Breaker of the Corrupted* now have disadvantage on saving throws against your spells and you deal an additional amount of damage with weapon and spell attacks to them equal to your Wisdom Modifier. Lastly, creatures under the effect of *Breaker of the Corrupted* who would normally be immune to Charm effects no longer are for your spells and effects.

INOCULATION VIA IMMERSION

At level 15, you are immune to the most insidious pollutants Theurgius has to offer. In addition to now being immune to poison and necrotic damage, you are also immune to diseases, curses, and poisons. Additionally, once per turn when you would take either poison or necrotic damage, you gain temporary hit points equal to your Wisdom Modifier.