

CHAPTER 1: HERITAGE OPTIONS

THIS DOCUMENT COVERS THE VARIOUS Heritage options for Player Characters in Rhyonis, in addition to those offered in the original source material. You can reference the Peoples of Rhyonis lore document for further information on the lifestyles of the various people of the realm. It should also be noted that Ability Score Improvements for all Heritages in Rhyonis follow the general mindset that one score is increased by 2 and another by 1, unless otherwise noted.

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!

COSMIC CHILDREN CHILDREN OF FATE

The War of Claiming is known across Rhyonis as one of the most horrific atrocities to ever befall the realm, but what very few know outside of Theurgius is that it's also given rise to one of the strongest alliances the realm has ever known. In order to fight back against the scourge of the vampiric forces of The Mistress and Tyrianous, the aasimar city of Radiessnce has bound itself to the tiefling city of Styx. The chosen participants of this rite produce offspring with preternatural and devastating abilities that are said to be the key to the vampires' undoing. These children are referred to as Cosmic Children and are of a mixed lineage that blends both angelic and fiendish blood to take advantage of their most powerful traits and abilities.

THE COSMIC COMING

Every fifty years, the city's leaders select the most promising of their ilk to meet in a ritualistic communion known as the Cosmic Coming. The Cosmic Coming is hosted in turns, the first having been hosted in Radiessence and the second in Styx. These events are highly lauded and celebrated, being revered as a holiday in which festivals are carried out over the course of several weeks where the chosen couplings are granted gifts and lavish feasts are held in their honor. On the final night of the Cosmic Coming, the pairs consummate their union to produce the fated Cosmic Children and

the impregnated women are kept with a full security detail in whatever city the event was held in, even if it is not their home. Nearly a full year later after the events of the Cosmic Coming, the Cosmic Children are born and heavily safeguarded, raised on the ancient traditions of the city they were born to so that one day they may face the vampiric scourge and deliver their people from the oppressive tyranny. Unfortunately, over the thousands of years of tradition, no such children have lived long enough to accomplish this insurmountable task.

COSMIC CHILDREN TRAITS

Size. You are considered medium, standing between 5 and 6 ft. tall, typically with beautiful purple skin with radiant freckles that shine like Zardons in Zardonarys.

Age. Cosmic Children, despite being born from celestials and fiends, have a limited lifespan, typically living around 60 years, while reaching adulthood at the age of 20.

Movement. Your walking speed is 30 ft.

Devil Sight. You can see in complete darkness, even magical darkness, out to 60 ft. as if it was bright light and an additional 60 ft. beyond that as if it was in dim light. This vision is in shades of grey.

Cosmic Resistance. You are resistant to your choice of fire or radiant and necrotic damage.

Scorching Blood. Your blood is poison in the mouth of those that would drain your Life Essence as it is cosmically bound with both celestial and fiendish essence. If a creature restores hit points by drawing your blood, they additionally take poison damage equal to your Constitution Modifier.

Profane Magic. The Cosmic Children are brimming with a combination of divine and fiendish magic. This grants you the *Light* and *Thaumaturgy* cantrips at level 1, using Charisma as your spellcasting ability. At level 3, you learn the *Darkness* spell and at level 5, you learn the *Daylight* spell. You may only cast these spells once before needing to take a long rest. If you are a Sorcerer, you may use your Spell Slots to cast these spells as well.

Languages. You can speak, read, write, and understand Commontongue, Celestial, and Infernal.

ERLYS ELVES

DISCIPLES OF THE FIRST FEY LORD

Similar to the Ascended Gods, when a Fey creature rises in power to embody a full concept or idea or power, they truly become it and the source for which others draw on the power to utilize it as well. Where gods typically have a faith and followership behind them and their teachings as they stand in the Pantheon of Rhyonis, the Archfey exist within the realm's many folds and rule from the comparably small Court of the Fey. The first to rise to the rank and begin the more ambiguous role of fey power figure within Rhyonis was none other than Morose, the Archfey of Darkness. He, himself at the whims of a Goddess, a pawn in the schemes of even his creators, still strives for more power. The Erllys Elves are but a piece in his grab for more and he uses them to serve his means where he cannot be. Through the shadows, on the streets, in the corner of a tavern, Erllys Elves are Elves that have been spared from the very crux of life and death, light and darkness, by Morose. They may not serve an immediate purpose, but every elf who's had the color drained from their flesh and death essence imbued in their heart to tread through darkness is known to be one of Morose's servants, one of these Erllys, or Shadow, Elves.

TIES TO THE GREY LADY

The Erllys Elves of the Shadow Elves, are beings that tread the line between life and death, having been elves of a normal sort before prolonged exposure to a near-death state. In this condition, trapped between the light of the Material Plane and the shade of the Grey-Lit Path, an elf may catch the eye of Morose, the Archfey of Darkness, Servant of the Grey Lady, Alaxendaria, Creation Goddess of Death. Morose is able to bind the Death Essence consuming the Life Essence of such an entity and by doing so, imbues this Death Essence into their heart and locking it with a binding of magical darkness. This prevents the elf in question from passing on to the Grey-Lit Path in that moment, but they are still capable of dying. Morose's investment and willingness to tend to the binds when they are loosened with time and further exposure to death depend entirely on the usefulness of the Erllys Elf to Morose's, and by extension, Alaxendaria's ambitions.

ERLYS ELF TRAITS

In addition to the base racial features offered by the base Elf race from the Player's Handbook, Erllys Elves gain the following benefits:

Gloaming Dark Vision. As you did in your full life state, you are able to see out in 60 feet of darkness as if it were bright light and an additional 60 feet as if it were dim. In this range, you only perceive things in shades of grey. Additionally, out to 30 feet, you are able to see through all forms of darkness, magical and mundane.

Shadow Skin. You gain resistance to necrotic damage, however, attacks that deal radiant damage are made against you with advantage and you make saving throws against radiant damage with disadvantage.

Shade Step. A number of times per long rest equal to your proficiency modifier, you are able to teleport a short distance as a bonus action. The distance you may teleport equals your walking speed and if you are in darkness upon ending this teleport, you may immediately make an attempt to Hide.

Languages. You can speak, read, write, and understand Common and Elvish. You can also understand Deep Speech you hear as this is how Morose communicates with the Erllys Elves, but you are unable to speak, read, it yourself.

KOLLYWUMP GNOME

PLUCKY BEACONS OF BRAVERY

Hailing from the Qartian Isle of Corrovahn, there resides an entire family of the happiest beings in the entire realm. Originating just outside a legendary cove of mystery and madness known as the Monster's Maw, the Kollywumps are looked upon as strange travelers, curious merchants, and tellers of tall tales. Apart from the rumors, they are well-known to craft trinkets and perform their elaborate dance style of story telling the lightens even the darkest of moods. Through out Qarte's history, the Kollywumps are known to pop up in times of strife and fight back creatures that seek to spread and sow these Seeds of Madness. By uplifting spirits with their general vibrance, beautiful flourishing combat style, or slaying these creatures with the same, they are looked upon as a fascinating curiosity.

DESTROYERS OF AN ANCIENT EVIL

The Kollywumps originally took their name from a legendary creature known as the Kollywumpus. This vile entity was formed from pure terror that manifested by ancient Gnomes who came to call the Qartian archipelago home. These ancient people's fear was so powerful, so palpable from

their uncertainty, that they willed this vile creature of madness into existence. The Kollywumpus began to feed on this terror and create fragments of itself to spread its Seeds of Madness across Rhyonis, further spreading fear and chaos wherever they found home. These creatures, known as Whisper Fiends, feed on fear and spring up like weeds before great changes befall the realm, sometimes even causing these changes. One such fiend, however, began to develop a will and personality of its own, somehow twisted from the innate spirit of the Kollywumpus. This fragment was known as Kosha the Shadow, a small gnomish woman wrapped in robes of living shadow. She was cursed with mind wracking fear that drew the eye of the original Kollywump, a gnomish man named Jorrah. Upon discovering Kosha, Jorrah embraced her and cast out the fear that pooled like ink running across her face and, together, they defeated the Kollywumpus. From them, their family has become revered as slayers of darkness and happily hosted whenever their traveling troupe will roll through a Rhyonian City. Despite their moderate fame, they rarely tread far from their familial homeland of the Isle of Corrovahn, where they are known to keep the Kollywumpus at rest to this day.

KOLLYWUMP GNOME TRAITS

Size. Small

Age. Kollywump Gnomes age at the same rate as regular Gnomes, reaching adulthood at about 40 years and leaving between 350-400 years.

Movement. 25 ft.

Darkvision. You can see in darkness out to 60 ft as if it were bright light and an additional 60 as if it were dim light. You can only perceive things in shades of grey, however.

Gnome Cunning. The Kollywumps have advantage on Intelligence, Wisdom, and Charisma saving throws. Remnants of the Founders. You gain your choice of one of the following abilities that determine your connection to either the Light or Darkness from your lineage. The powerful, magical Life Essence of the founders of the Kollywump clan, Jorrah Kollywump and Kosha the Shadow, has been passed down for millennia. This power can be tapped into to channel certain magical affects, or even transform you into a bastion of bravery!

Joyous Light. The Kollywumps can be naturally immune to fear and laugh in the face of Seeds of Madness. Alternatively, at 1st level, they can cast the *Light* cantrip at will and *Heroism* once per long rest. Upon reaching 5th level, they can cast *Shadow Blade* once per long rest as well, using Charisma for their spellcasting ability.

Languages. You can speak, read, and write Common and Gnomish.

LIPHINDRIANS

SEPARATED FROM CIVILIZATIONS

In the year 4996, before the Quelling of the Spires and formation of Arhan-Zoul, there were few islands left remaining. Countless islands with creatures and plants the world would never know where consumed by the rolling magmatic perimeter. However, against all odds, just before the lava made contact with the Isle of Liphindr, magic swelled like a heartbeat beneath the lake at the center of the land. This magic swept them upward, delivering the entire island into permanent position miles into the sky, constantly surrounded by a coat of massive clouds. Within the last 2500 years, Liphindr has remained the same, true to the ancient traditions they carried before their elevation into the sky above Rhyonis. They believe this to be the entire world, created for them by their deity, a mysterious magic woman known as Ti Outnyl, or She Who Repairs.

SAVED BY TI OUTNYL

The Liphindrians are lithe, orange-skinned and covered with coarse hair that keeps them protected from the harsh wilderness and elements beyond their rustic domiciles. Their entire society works towards pleasing her, taking her orders and boundaries as absolute laws of existence. The Shaman of Liphindr is the major connection between the Liphindrians and Ti Outnyl, who the Shaman alone communes within. This entity is chosen directly by Ti Outnyl and doles out her messages, warnings, and punishments. Due to this enacting of power makes the Shaman a highly sought after position. A Liphindrian acts in blind loyalty to Ti Outnyl, the live in zealous sways of passion, killing creatures across their land, even those who go against her, in order to gain her favor.

LIPHINDRIAN TRAITS

Size. Ranging from 7 and a half to 8 and a half feet tall, Liphindrians are lithe, but strong, Medium humanoids.

Age. Liphindrians reach the age adulthood by 12 typically and live to around 30 but are able to live up to 50 years.

Movement. Your walking speed is 30 ft.

Darkvision. You can see in complete darkness out to 60 ft. as if it was bright light and an additional 60 ft. beyond that as if it was in dim light. This vision is in shades of grey.

High Altitude Acclimation. You are resistant to cold damage and do not suffer any penalties from being at a high elevation. You do have disadvantage on Constitution checks and Saving Throws when at lower altitudes as your body is unable to adjust for the pressure of a lower atmospheric pressure.

Blessing of Ti Outynl. Blessed with limited magic, all Liphindrians are able to cast 1 cantrip and 1 1st level spell, from any spell list of their choice, once per long rest and using Wisdom as their spellcasting ability. If they have any class levels and are able to cast spells, they may alternatively use these spells using their spellcasting ability modifier and spell slots or pact magic per usual.

Skill Proficiencies. You have proficiency in the Survival and Perception skills.

Languages. You can speak, read, write, and understand Primordial.

MERFOLK

THE FIRST TRITATIANS

The most ancient of the aquatic peoples of Rhyonis- and Tritarians in turn- are the Merfolk. They are a whimsical and curious people and while they are not truly humanoids, they are treated as no less than superiors by the humanoids of Tritaria. This stems from the longest standing Merfolk family, the Crestplungers, and their service to those beneath the waves. As followers of Alaxendaria, the Crestplungers perfected the coral burials used to inter the dead beneath the waves. Before Tritaria's founding, the Crestplungers were attacked by Kydazins set to release Kyah from the Abyssal Trench, but before they were decimated, three other families- Maritis, Kionq, and Wailys- stepped in to assist them and drive back the assailants. From this new collective, Tritaria was born either the four families coming together to form the nobility of the new land.

COLLECTORS OF ALL SORTS

One of the most notable traits of all Merfolk is their curiosity. They love to explore and collect, especially things from other peoples. Anything from utensils to statues to cages to weapons can find its way into a Merfolk's collection. While they aren't inherently thievish, some Merfolk will find their way into trouble in the pursuit of a fascinating bauble. Some people have come to view Merfolk with a cautionary lens and are trepidatious in their dealings with them because this curiosity and whimsical nature tends to be more trouble than it's worth. However, those who do work alongside Merfolk are said to have

uncovered some of the greatest lost treasures of all time

MERFOLK TRAITS

Size. Merfolk are Medium in size with a humanoid torso but a large fish tail replaces their legs and they are considered Fey.

Age. Merfolk reach adulthood around 20 years and can live up to 300 years.

Movement. Merfolk have a swim speed of 40 ft., but while in their humanoid form, they have a walking speed of 30 ft.

Amphibious. Merfolk are able to breathe in both air and water.

Humanoid Form. Once per long rest, you may choose to adopt a humanoid form. This form persists for a full Rhyonian day of 20 hours and replaces your fish tail with human legs. After the duration, you must fully submerge yourself in water or your tail will return, slowly turning your humanoid torso into the body of a fish. If you do not submerge yourself before another 20 hours pass, you will completely turn into a fish and nothing short of a *Wish* spell will be able to return you to your former self.

Merfolk Magic. Merfolk have a small amount of innate magic that plays into their desires to collect, explore, and make connections. Starting at level 1, once per short rest, you are able to cast the *Find Object* spell. Additionally, at level 3, you are able to cast *Water Breathing* once per long rest and at level 5, you may cast *Tidal Wave* once per long rest. Charisma is your spellcasting ability for these spells and you may cast them using spell slots if you have them from a spellcasting Class.

Collector's Eye. Your keen eye for treasure allows you to spot it against all odds. You have advantage on Investigation and Perception checks to notice hidden treasure.

Languages. You can speak, read, write, and understand Common and Aquan.

MISTAVIANTS

UNCHANGED AND MYSTERIOUS

These eccentric and remote people are direct descendants of the ancient people that settled the Myst Valley they call home. Among one of the first races to come after The First People, The Mistavians quickly settled in a small, obscured valley to the south of The Life Glade. They remain so unchanged from their ancestors due to their symbiotic relationship they have forged with the magical mist over The Mist Valley. Its mind-altering magic makes it impossible for anyone except the Mistavians to pass through it. Their ancient rituals and practices have granted

them mastery of the magic of the mist that has become an innate part of their body. They can use this magic to escape harm, create fog of their own, and even summon ethereal spirits to damage their enemies. Gracefully and knowingly, the Mistavians maneuver through the mist without cause of fear. They face adversity within their valley with a typical calm demeanor, but have never been known to leave their homeland. On average a Mistavian is almost white and pallid as milk, but some have deeper grey skin tones ranging to an almost black charcoal. Their features are soft, curved, and has pointed and upward as elvan features are, a Mistavians' are turned down in the opposite direction. Those lucky few who have come to meet a Mistavian would describe them as dower, stoic, and timid people, but once they learn the customs and mannerisms, it is apparent just how much love and vibrance the Mistavians keep within their cool steely eyes.

MISTAVIAN TRAITS

Size. Medium, standing anywhere from 6 to 7ft tall, lithe and slender like a reed in the wind.

Age. The Mistavians are a mystical people that live exceedingly long life spans, maturing to adult hood around the end of their first century, and living till about 1000. Most Mistavians are asexual, focusing on their spiritual studies that aide in shrouding their valley, and reproduction is usually a ceremonial process where spiritual leaders are chosen to breed offspring most likely to carry on favorable characteristics.

Movement. 30 ft.

Darkvision. You can see in darkness out to 60 ft as if it were bright light and an additional 60 as if it were dim light. You can only perceive things in shades of grey, however.

Mist Magic. Mistavians have magic abilities innately from the magical mist they live in. As immersed as they have become, so too has the mist as part of their biology. At 1st level, you are able to cast the spell *Fog Cloud*. You also gain the ability to cast *Misty Step* at 3rd level, and *Spirit Shroud* at 5th level. Wisdom is your spellcasting ability for these spells, and upon casting them, you are not able to do so again until you complete a long rest.

Ties to the Mist. All Mistavians have a similar connection to the mist of the Myst Valley that can manifest in one of two ways. You may choose to adapt to these surroundings with one of the following features:

Blindsight. The Mistavians time in the Myst Valley has granted them the ability to navigate in even the densest fog. They are able to perfectly see out to 10 ft, even when considered blind or

through total obfuscation

Fog Flight. Upon being attacked, either successfully or not, you may use your reaction after the result of the roll to move up to half your speed without provoking opportunity attacks as your body turns to mist. After doing so, you may not again until you complete a short rest.

Languages. You can speak, read, write, and understand Common and Primordial.

PRIMODS

HIGHLY INTELLIGENT PRIMATES

The Primods are a people that resemble primates but act with an intelligence that far exceeds that of most humanoid heritages. With great efficiency, and study from knowledge across the realm by way of shipwrecks or personal travels, the Primods have carved out a productive, if secluded, home for themselves on the lush jungle island of Salanyss. Here, they obey the commands of the Monkey King, the longest-lived of their people, and the founder of their way of life. It is the Monkey King, whose extensive life and wisdom set the Primods on their path as one of the most intelligent peoples across the entire realm. He still lives today as one of the oldest beings in the realm, being rivaled in age by only the Wyrms of Rhyonis.

CHILDREN OF THE MONKEY KING

The first Primod to come into the realm emerged directly from Rhyonis' roots after the Gift of Sentience was imparted on the First People, thus came into existence with an awareness of his surroundings and understanding a sense of self. He would take up a great deal of wisdom among the druids that called the Life Glade home, taking in a great deal of nature-based magic for himself. This would greatly extend his life and see to more of his ilk come into Rhyonis. After a sizable number of the Primods, he would call them, came into the Life Glade, their exploratory nature sought a home beyond the Glade. The Monkey King, as they would call him, lead them through the Life Glade, across the Dragon's Spine Range, to a lush jungle to an island connected to the Serpentys Isles; Salanyss.

RIVALS OF THE SERPENTS

On their found home of Salanyss, they've taken up a great collection of knowledge they keep safe on their remote location. From across the realm, the Primods gather information to bring back to this home that is completely cut off from other peoples due to the shared occupation with the Serpentysans. With a toxic passion, the Primods

slaughter any Serpentyans that cross their path or strive to steal their knowledge. It is the vile nature of the Serpentyans that prevents trespassers from accessing the island, and in turn keeps the Primods' library safe from intrusion. Though they seek to not cause harm to any of Rhyonis' other children, they will not deter the Serpentyans from scaring them off, and slaughtering them in turn when their scaly hands get too close to their amassed knowledge.

PRIMOD TRAITS

Size. Medium with large lengthy limbs and hunched posture, standing roughly 6 to 7 ft.

Age. Primods reach maturity at around 10 years old and typically live about 80 years.

Movement. You have walking and climb speeds of 30 ft.

Hardy Endurance. You have resistance to poison damage and have advantage on saving throws against poison.

Powerful Build. You are considered Large when calculating your maximum carrying capacity and you gain proficiency in Athletics checks.

Arms of the King. You gain proficiency in Quarterstaves and Spears. You also have the *Polearm Master* feat when wielding one of these weapons.

Languages. You can speak, read, write, and understand Common, Sylvan, and one of your choice.

PSILOCYBINOID

DESCENDENTS OF PRIMAL POWER

Like many ancient creatures, the Psilocybinoid of Ki-Ohn are direct descendents of the first creatures to walk Rhyonis, gifted their Life Essence directly by Lady Siesmet, Goddess of Life and Nature. The Psilocybinoid claimed Ki-Ohn as their home for there were no other entities that lived on the island so they flourished, uncontested, beneath the shadow of the Blood Cap at its center. These wonderful fungal creatures vary in size and color and capabilities, ideal specimens that simply existed as the Creation Gods intended. They all worked in unison with a combined effort and shared hive-mind that drove them to serve the Cap from which they all originated. It was their innate instinct to thrive and it wasn't until their thriving was threatened by interlopers that their true fangs were born. When other creatures would find their way to Ki-Ohn, the Psilocybinoid acted in defense of themselves and their land, using their greatest asset to their advantage. As it would seem, the spores and mycelium they used to communicate with one another could be

used to consume the consciousness of others. So, when dwarves and gnomes and humans and what else found their way to Ki-Ohn through cave networks and eventual naval passage, the Psilocybinoid worked together to stave off the infection. To this day, they remain more or less unchanged by outside forces and continue on as they had for millennia.

DISCIPLES OF THE SPORCERER

Originally from Thergius a human mage was drawn to the Blood Cap. Having traveled through the Gravel Way, he, the Sporcerer, found himself within the heart of the island of Ki-Ohn, no sense of who he was aside from a part of the Blood Cap. All sense of self had been lost as the Blood Cap connected to the Sporcerer's mind and, instantly, they were suddenly more than one, but many. Every Psilocybinoid is connected to the Blood Cap by way of their shared spores and by extension, this connects them to the Sporcerer bound within the Cap itself. Together, all of the Ki-Ohnians work as one and preserve one of the most ancient places in the entire realm.

PSILOCYBINOID TRAITS

Ability Score Improvement. +2 Constitution and +1 Wisdom

Size. Ki-Ohnian Psilocybinoid range in size from roughly 2 ft. to over 7. They are flexible in their sizing and you may choose to be either Small or Medium.

Age. Ki-Ohnian Psilocybinoid age fairly quickly, reaching adulthood before about a year and are capable of living for over 100. Upon dying, such a Psilocybinoid immediately withers and becomes a cloud of spores that is drawn into the Blood Cap of Ki-Ohn by way of impercitable magical currents.

Movement. Your walking speed is 20 ft.

Darkvision. You can see in complete darkness out to 60 ft. as if it was bright light and an additional 60 ft. beyond that as if it was in dim light. This vision is in shades of grey.

Spore Power. You have resistance to poison and necrotic damage due to your fungal nature. Additionally, you gain one of the following abilities that you are able to utilize a number of times per long rest equal to your Proficiency Bonus.

Healing Spores. When you restore hit points to yourself or another creature, you can choose to increase the amount of hit points restored equal to your character level.

Deteriorating Spores. When you deal damage hit points to another creature with a spell or attack, you can choose to deal additional poison

damage equal to your character level. Controlling Spores. You are able to use an action to target a creature within 30 ft. of you, forcing them to make a Constitution saving throw (DC=8+Proficiency Bonus+Constitution Modifier). On a failure, the target is charmed by you for 1 minute, making additional saving throws at the end of each turn at the end of each of their turns. On a natural 1, the target is essentially dominated by you and you may use a bonus action to issue a command of the target, taking total control of them for the duration of their next turn. After a successful save, the target is immune to this effect for 20 hours.

Languages. You cannot speak any languages but emit Telepathic Spores that allow you to communicate telepathically within any creature whose Intelligence is at least 4. These spores extend around you in a 30 ft. beyond which you are unable to communicate beyond mumbling noises. You do understand Common, however, and any languages you have been taught, but cannot speak yourself.

RHYONITONS

STEAMFINGER DESIGNED, PROGENITOR MADE

Within the past several decades, the Steamfinger gnomes of Towverys have developed, and begin creation of, automatons- mechanical humanoids- known as Rhyonitons. These remarkable beings follow similar principals to the creation of Prosmechic limbs, but instead of fusing a specialized magical limb made of Miracle Metal to an organic body, the Steamfingers have discovered a way to create a vessel and imbue it with Life Essence and the Gift of Sentience to grant it life of its own. While it takes a skilled hand and an incredibly complicated series of procedures, rituals, and craft hours to create the vessel of the Rhyoniton, it is not granted its own life until it is infused with the Gift of Sentience and Life Essence of at least two 'Progenitors' that supply the Rhyoniton with the needed magic through a ritual known as Vidafusion. Any number of Progenitors may provide energy to the Vidafusion, binding their Life Essence into the Rhyoniton.

ACCELERATED UNDERSTANDING

Through the unique processes in which Rhyonitons come into the realm, these fascinating beings are able to take in a great deal of information from the world and those around them. This allows for rapidly growing comprehension skills and are refined

understanding of society, laws, magic, and even combat prowess. While similar to other Peoples of Rhyonis by way of their Life Essence and Gift of Sentience, they are mechanical bodies reinforced with organic material, and as their physical bodies do not grow, all energy they receive is utilized towards mental cognizance and honing the skills they innately have per their design.

RHYONITON TRAITS

Size. Small or Medium

Age. Made of magically infused metal, and still relatively new in the world of Rhyonis, it is unknown just how long Rhyonitons can remain active if safeguarded from outward destruction. A Rhyoniton's body does not grow, and all start with a base Sentience that allows them to perceive and interact with the world. The rate of maturation depends entirely on the Life Essence of their progenitors and the influence imparted on the Rhyoniton within the first year of their creation. During this period, a Rhyoniton rapidly matures in mental cognizance and overall perception and understanding of the world around them, reaching adult maturation after about 400 days per a full Rhyonian year.

Movement. 30 ft.

Intent of Design. Rhyonitons are crafted and infused with Life Essence with a specific skill set in mind. You may choose any two skills to gain proficiency in.

Mechanical Nature. Rhyonitons do not need to sustain themselves through the same means as fleshbound humanoids. As such, they do not need to eat, breathe, or drink to survive, have resistance to Poison damage, and do not need to sleep to receive the benefits of long rest. Additionally, magic cannot put them to sleep, but a Rhyoniton can enter a semi-dormant state in which their Life Essence recharges and repairs the body. This state must last 4 hours of uninterrupted stasis in which the Rhyoniton remains semi-conscious and able to perceive threats as they approach, utilizing their Passive Perception as if they were fully conscious.

Prosmechic Base Feature. All Rhyonitons have at least one Prosmechic Base Feature worked into their frame upon creation. You may choose one of the following features to begin play with; *Ablative Projection*, *Spell Glyph*, *Weapon Compartment*, or *Hidden Coating*.

Languages. You can speak, read, and write Common, and up to one language from each of your progenitors.

SOOTPRINT HALFLINGS

NOMADIC HISTORIANS

The Soot Print Halflings wander the whole of the continent of Qarte, unlike the Farming Families that have set literal roots on their massive farmlands. On their wanderings, with their bare feet in the soil, they collect knowledge and lingering Life Essence scattered across the land. They spread the teachings they learn on their travels and act as spiritual guides and healers wherever their services would be accepted. At times, Soot Print Halflings can be seen as an unwelcome nuisance as they do tend to track soot and ash where they tread.

WITH ASH COMES LIFE

Despite the frustration other Qartian folk may find from their sooty neighbors, it's difficult for anyone to refute how wonderful they Soot Prints are. From their core, they can draw out the collected Life Essence from Fire's ashes in Qarte's soil. In bursts of fire or revitalizing energy, or even an extension of their will as a healing spirit, Soot Print Halflings are a powerful people who've honed their skills over years of travel and study.

SOOTPRINT HALFLING TRAITS

Size. Small, standing just under 3 ft.

Age. Soot Print Halflings are capable of sustaining their life force with the power of Fire's remaining Essence. They reach maturity at about the age of 20 and have been known to live up to 400 years.

Movement. 25 ft.

Lucky. Halflings are born with innate luck, some times turning success out of the worst scenarios. When you roll a natural 1, you may immediately roll the die again, but must take the replacement roll.

Sustaining Soot. When you would take fire damage, you may use your reaction to gain temporary hit points equal to your WIS score. While these hit points persist, you have resistance to fire damage. You may use this reaction a number of times per long rest equal to your Proficiency Bonus.

Fire's Essence. The lingering Life Essence Fire has left within the Qartian soil has become infused in the feet of the Soot Print Halflings. They've absorbed this soot and Life Essence and can release it in bursts of magical energy. Using Wisdom for the Spellcasting Ability where applicable, they know the *Spare the Dying* cantrip at 1st level. They also learn *Burning Hands* at 3rd level, and *Healing Spirit* at 5th level, which they may cast once before taking a

long rest. If the Soot Print Halfling is of a Class that uses Wisdom for their Spellcasting ability, they may cast these spells using Spell Slots of that Class as well.

Languages. You can speak, read, and write Common, Halfling, and Primordial.

STEAMFINGER GNOMES

CURIOUS CRAFTERS

There is not an aspect of Modern Day Rhyonian Culture that is not, in some way, touched by the Steamfingers. Their technological advancements in a great many fields have proven invaluable for the entire realm. Due in part to the fact that they are descendent from the family which the God of Wealth, Business, and Craft, Bohatsvi ascended from. Apart from His ascension and masterful crafts, all Steamfingers have a natural curiosity and talent that belies their intense need to dismantle and understand things to their most minute details.

MERCIFUL MECHANISTS

The Mechanists of the Steamfinger family, and their various off branches, are wonderful crafters of the mechanical, magical marvels known as Automail. Many of the Steamfingers act as traveling healers and surgeons that will affix those in need with Automail to improve their quality of life. From the upper echelon of society in Areezah, to the deepest pits of Theurgius, Mechanists brave the trials of Rhyonis to spread the influence and life saving machinations of the Steamfinger family.

STEAMFINGER GNOME TRAITS

Size. Small

Age. Steamfingers reach adulthood around the age of 40 and can live between 400-500 years, but usually don't live longer than three centuries as their crafts tend to lead to an early end.

Movement. 25 ft.

Darkvision. You can see in darkness out to 60 ft as if it were bright light and an additional 60 as if it were dim light. You can only perceive things in shades of grey, however.

Prosmechic Limb. Steamfingers usually get their choice of a Prosmechic limb (as described in the Prosmechic section of the Crafting Professions Chapter) when they reach adulthood. The Prosmechic comes equipped with a Base Feature of your choice, which must be attuned to utilize, and a +1 increase to your Constitution Score.

Skill and Tool Proficiencies. You gain proficiency with Prosmechic Repair Tools, and an Intelligence skill of your choice, or another tool proficiency of your choice.

Gnome Cunning. Gnomes make Intelligence, Wisdom, and Charisma saving throws at advantage.

Languages. You can speak, read, and write Common and Gnomish.

VINRITE DRAKIN

TENDERS TO THE LIFE GLADE

Predating even the creation of the dragons, beings of concentrated life essence borne from plant life, Vine Dragons and Vine Dragonborn have guarded the Life Glade and tended to it over the course of Rhyonis' existence. Never seen outside of the Glade, most people believe the Vine Dragonborn to be a myth, but they are very much real, and very powerful. Their composition makes them more plant than creature, but they do have a sentience all their own, fostered by the overflowing Life Essence that keeps them intact. Few elevated Vine Dragonborn perform various tasks through the Glade as a sort of Druidic hierarchy, while others simply exist as part of the substructure, tending to pockets of Life Essence within the Glade.

FLORAL VARIATIONS

Vinrite Drakin range from about 4 to 8 feet tall, but stray in appearance based on what Phase of the Year they were created in. Spring Vinrite Drakin are rigid and sturdy in shape with green vines while their veins and leaves are noticeably gold. Summer Vinrites are more fluid, curvy, having soft dull gold vines and cherry pink veins and leaves. Autumn Vinrites are elongated and droopy, their vines are dull forest green and their veins and leaves are faint umber gold. Lastly, Winter Vinrites are stiff and twig-like, not having leaves, their veins are deep grey and brown, their veins shiny black pock marks across their branches.

VINRITE DRAKIN TRAITS

Size. Medium

Age. Vine Dragonborn emerge directly from Rhyonis as a fragment on Him, fully conscious and capable adults. Rhyonis instills each Vine Dragonborn enough Life Essence upon their creation to serve whatever purpose they may. This creates vastly varying ages across Vine Dragonborn, some living only minutes, while others millennia.

Movement. 30 ft.

Darkvision. You can see in darkness out to 60 ft as if it were bright light and an additional 60 as if it were dim light. You can only perceive things in shades of grey, however.

Limited Tremor Sense. While standing on dirt, grass, or otherwise naturally organic ground, you can sense the presence and movement of anything also on the ground within 15 ft. of you

Breath Weapon. (NOTE: Drakin Breath Weapons are changed in the Rhyonis campaign setting from the rules in the Player's Handbook.) A number of times per long rest equal to your Proficiency Bonus, you may exude a powerful breath attack against your foes. Vinrites have two options for their Breath Weapon and the DC for these effects is calculated as 8 + Proficiency Bonus + Constitution Modifier.

Poison Breath. Your breath extends out in a 15 ft. cone, rolling clouds of noxious green fumes assail all those in the range. They must succeed on a Constitution saving throw or take poison damage equal to 1d6 / Proficiency Bonus.

Slumber Breath. Your breath extends out in a 15 ft. cone, faint blue mist filling the area. Creatures in the area must succeed on a Constitution saving throw or fall unconscious for a number of rounds equal to your Proficiency Bonus. You may only affect a number of creatures with this ability equal to your Constitution Modifier (Min. 1) and if a creature's current hit points exceed your own, they are immune to the effect.

Languages. You can speak, read, and write Common, Sylvan, and Draconic

VIXERAI

A CURSED HISTORY

Some time ago, when the first of the human settlers came to Arhan-Zoul, a particular scouting pack had come across some trouble when they stumbled into an enchanted wood. Their leader was cunning, but cocky and reckless. Her name was Vixen and she had been charged with scouting the forest. Upon stumbling into a pocket dimension of the Fey Wild with a small battalion of elite hunters, she met a fox who lead her own pack. The human hunters, lead by Vixen, attempted to hunt and skin these strange foxes that seemed to have a silver shimmer to their coats. At every turn the foxes of the Fey Forest outsmarted the humans and lead them into painful traps. When only Vixen was left, the leader of the fox pack revealed herself to The Huntress, goddess of the Hunt and Wilds. For her carelessness, the goddess cursed Vixen and her tribe on the Material plane to an immutable bestial form. Furthermore, she was shunted from the Fey Wild and the Vixerai were forbidden from ever returning. Now, their ancestral home, protected and sacred as it may be, is haunted by Fey spirits from between the planes.

SLIGHT, SWIFT, AND SO CUTE

“Releasing two arrows into my feet and dropping with two blades drawn at my throat before I could spot them, the tiny furry woman before me had an elongated face and wild red fur bursting from beneath her mask. The rumors of the Fox Forest were true, and I was meeting the monsters that guarded them.” Standing about 2.5-3.5 ft, the Vixerai are a humanoid race of fox like creatures cursed by an ancient spell. Wildly clever and deadly when they work together, they have an innate talent to learn and often adapt to living outside of their forest in cities as scholars if so inclined. Many have a tendency for mischief and tend to find themselves in trouble, but there aren't many situations a Vixerai can't figure their way out of.

VIXERAI TRAITS

Size. Small

Age. Vixerai are the descendants of cursed humans and as such age at approximately the same rate and live about as long.

Movement. 30 ft.

Darkvision. You can see in darkness out to 60 ft as if it were bright light and an additional 60 as if it were dim light. You can only perceive things in shades of grey, however.

Pack Tactics. You have advantage on attack rolls while within 5ft of a conscious ally.

Skills. Survival and one Intelligence skill of your choice.

Languages. You can speak, read, and write Common, Sylvan, one of your choice.

ZARDONICLASTS

STAR CHASING NAVIGATORS

Of the countless civilizations that were devoured by the expanse of the land flow from the Fire Worn Spires, referred to as The Lost, one stands out as a true mystery to the common day Rhyonians. A genocidal war path was tread by the rolling heaps of molten rock that threatened to consume all of the world. Fortunately, many dragons sacrificed themselves to stiffen the consuming creation of Arhan-Zoul. A truly unknown number of lives were lost, but there was a culture among The Lost who's ancient structures still dot three islands off the coast of Arhan-Zoul that just managed to be spared. What's more curious still is that, apart from these three Beacons, there is no trace of this race of people known as the Zardoniclats. What little does remain of these people, something that can't be said for charred archeological discoveries across Arah-Zoul from other ancient peoples, leads researchers to believe that they were primarily a sea faring people who used the Zardons for navigation, spiritual guidance, and the primary source of their power.

DESTROYED. OR DEPARTED?

Their remnants, the lighthouse like structures they left behind, stand as strange tourist attractions that have seen a great decline in visitation, their story a mute ghost haunting the looming distance of peoples thoughts. While the tourism has petered out, a recent discovery within the Eldritch Observatory has sparked a new found interest in the ancient sites. It has been revealed that the strange runes and lettering that overlap one another on the exterior of these lighthouses are a repeated phrase. It is unknown exactly what happened to these mysterious people, but observers look to the same stars they did, however long ago they walked the realm, for answers. The question is asked, were the Zardoniclats destroyed alongside the rest of The Lost, or did they depart for something beyond this realm? Like a taunting riddle, carved and sculpted from the very stone that makes the lighthouses, the only communications left from the Zardoniclats reads just as mysteriously as their disappearance; *These Beacons three shall stand*

still and sealed, The realm is broken, and must be healed. The Descendent Champions, of those we left behind, Shall enter, and to the Zardons will climb.

ZARDONICLAST TRAITS

Size. Medium

Age and Karmic Rebirth. Zardoniclasts age at the same rate as humans, on Rhyonis that is, but among the Zardons they call home now, they've mastered the mental arts practiced by the Zardon Rhyos. Upon a Zardoniclast's 'expiration' or natural death after roughly a century, they undergo a process known as Karmic Rebirth with the same memories of their previous life. This is an ability they picked up from the Zardon Rhyos who have undergone this process since their emergence from Zardonis. Alignment. The Zardoniclasts have lived a very different life than their terrestrial ancestors since delving into Rhyonian Space. The creatures they've encountered, lands they've settled, and technologies they've mastered, have found them acting chaotically, and in a self serving nature.

Movement. 30 ft.

Darkvision. You can see in darkness out to 60 ft as if it were bright light and an additional 60 as if it were dim light. You can only perceive things in shades of grey, however.

Zardonic Magic. Their affinity for Rhyonian Space, and work alongside the Zardon Rhyos, have found ways to harness bits of gravitational magic, using Intelligence as their Spell Casting modifier. At level 1, you learn the *Eldritch Blast* and *Message* cantrips. Additionally, at level 3 you can cast *Levitate* on yourself at will, and at 5th level, you may cast *Pulse Wave* once per long rest.

High Gravity Immunity. Zardoniclasts, like creatures native to Rhyonian Space, are adept at handling the affects of different levels of intense gravity. Creatures with this ability are immune to spells, abilities, and magical affects that alter the gravity around it.

Languages. You can speak, read, and write Common and Zardonic.