

FEATS AND BOONS



THIS 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!

CHANGES TO SHIELD MASTER FEAT

In Rhyonis, Shield Masters are granted Proficiency with Tower Shields and may use Block (See Optional Rules) as a Bonus Action.

SHIELD BASH

With the Shield Master feat, you may use your shield as an offhand attack on your turn as a Bonus Action to bash a target within 5 ft. of you. You make a Strength-based melee attack with an equipped shield dealing 1d6 in bludgeoning damage (1d4 for a Buckler or 1d8 for a Tower Shield).

Shields may be outfitted with spikes or blades for piercing or slashing damage. You do not include your Strength modifier for damage on a successful hit unless you have the Two-Weapon Fighting style.

HERITAGE FEATS

These are feats that have certain racial requirements as they empower a particular Heritage'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

Rhynis 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 Rhynis, 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 Rhynians in the way of Boons, extremely powerful abilities that can be called upon periodically.

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 \textit{Eldritch Blast} cantrip and, once per long rest, you may cast the \textit{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

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.

OPTIONAL RULES



THESE ARE OPTIONAL GAME RULES THAT CAN BE WORKED INTO A GAME SET IN THE RHYONIS CAMPAIGN SETTING, OR ANY setting you are familiar with if you like them and they fit in at your table!

*-Inspired by an Unknown Internet Sourcer

HERITAGES

DRAGONBORN

BREATH WEAPONS

Who is anyone trying to kid when they say they've never wanted to be a dragon?! An incredible, terrifying magical force of elemental fury, that can fly? Well, maybe flying is a little far fetched, but the Dragonborn race is pretty much the closest thing someone can come to playing a real dragon with things being fair. That being said, the rules Rhyonis uses for Dragonborn Breath Weapons vary slightly from the core rules in the following ways:

- Damage dealing Breath Weapons deal a base of 2d6 damage plus 1d6 damage per point of Proficiency Bonus.
- You may use your Breath Weapon a number of times per long rest equal to your Proficiency Bonus.
- As opposed to their regular Breath Weapon options, Gem, or Wythstone, Dragons and Gem Dragonborn within Rhyonis may choose to have a magical breath weapon drawn from their gem types consulting the following table for significant gems within Rhyonis:

GEM/WYTHSTONE DRAGONS

Gem type	Damage Type
Amber	Acid
Amethyst	Psychic
Diamond	Physical (Bludgeoning, Piercing, and Slashing)
Emerald	Poison
Jade	Thunder
Ruby	Fire
Sapphire	Cold
Topaz	Electric

MAGIC

RESURRECTION

Death and How to Handle It Death is a very real part of life and the game Dungeons and Dragons itself. It should always be handled with care and respect as it can be a very jarring and emotional experience. It's important to take real-life feelings into consideration as the bonds players form with their characters and their party can feel very real and intense. In the event a Player Character dies, use the following guides on how to address the situation, but always support one another and remember to have fun. Ultimately, that's what life is about and we should enjoy it as much as possible when we can!

RAISING THE DEAD

Pulling a soul back from the Grey-Lit Path is never an easy thing to do. Alaxendaria is protective of her souls and sometimes they themselves don't wish to come back or already have in a new body through Reincarnation if they arrived on the Path with a Soul Stone. Apart from the components and spell needed to resurrect someone, a Spirit Calling ritual must be performed to beseech the soul's return. This Ritual is determined by three things; the will and resilience of the soul, the power of the spellcaster, and the determination of those closest to the soul during the Spirit Calling ritual. Using the Wisdom modifier of the soul, the proficiency bonus of the resurrector, and offerings made by up to three entities that wish to entreat the soul's return.

SPIRIT CALLING

The Spirit Calling ritual starts with a DC of 13. This number can be modified with positives or negatives based on the offerings made during the ritual, and increases by 2 for every subsequent death the soul endures. Offerings are made as skill checks with rolls below a 13 counting as a failure and rolls above 13 counting as a success. Alternatively, physical offerings can be made by providing important items to the spellcaster as sacrifices that may have substantially higher or lower DCs depending on the significance of the item. Failures increase the DC by 1 while successes decrease the save by 2. A natural 1 counts as two failures and a natural 20 counts as two successes. After the offerings are made, the Resurrector makes a roll adding their proficiency and the Wisdom modifier of the soul in question. If they meet the DC, the soul is resurrected, if not, the body disintegrates (immolation to ash on land or dissolves to sea foam underwater) and can't be attempted to be raised again unless certain circumstances are met for that specific soul.

MULTIPLE DEATHS

The life of an adventurer is a dangerous one and, sometimes, death strikes frequently. Every time a Player Character dies and is successfully brought back, the DC for the Spirit Calling Ritual is increased by 2. There is no limit to how many times a body can be brought back so long as the Spirit Calling is successful, but the more a soul is brought to and from the Grey-Lit Path, the darker and more tainted its potential becomes.

WHAT TO DO IF THE PARTY DOESN'T HAVE A RESURRECTOR?

There are a plethora of powerful casters in Rhyonis that may be approached with the request to raise a fallen comrade. Some are more receptive than others, some may request payment or ask a favor in return, but most will at the very least request the components needed for the ritual are provided as it is costly to resurrect the dead. What Happens to the Player if Their Character Dies? It very much depends on how the Player wants to proceed. Someone may want to make a new character or have their character resurrected, to start. During that time, the party would also have to decide to find a way to raise the person and the dead player could spectate the following sessions, sit them out, or create a temporary character that could accompany the party on this side mission. The group not having someone that can raise the dead makes this a little more difficult but could make a fun side quest itself. It would be in poor sport if a Player did want their character to come back and the rest of the Players decided they didn't want the character back or to take on the side quest, but that's why party bonds are so important. During the time leading up to the resurrection, the Player can choose to make a fill-in character the party could recruit during this time to play if they so wish.

SUMMONED CREATURES

In most cases, the specific details of how a summoned creature from a spell or item functions is listed in the description of the effect. However, for simplicity's sake, I believe all creatures will act in defense of themselves or follow a command until it is completed, requiring no additional commands once one is issued. One future turn, it requires the summoner's bonus action to issue a command that the summoned creature uses its turn and action economy to accomplish. Unless specifically stated that the creature rolls its own initiative, any and all summoned creatures act immediately after their summoner's turn. Swarm Mechanics Spells that summon multiple creatures such as, but not limited to, Conjure Animals, Minor Elementals, and Woodland Beings or Summon Lesser Demons, now function as summoning a singular powerful swarm. This changes the spell in the following ways:

- The maximum number of creatures a swarm can contain is four.
- A swarm's hit point total equals up to four times the individual creature's hit points that is summoned. (i.e. a wolf has 11 hit points so a Summoned Wolf swarm would have 44 hit points)
- The swarm uses the caster's proficiency bonus and spell-casting ability modifier for the purposes of calculating attack rolls, ability DCs, and damage dealt by attacks.
- The swarm has a number of attacks per round equal to the individual creatures summoned in the swarm.
- The swarm is considered one size larger than their individual creatures summoned and cannot benefit from any changes to their size.
- The swarm loses attacks from its multi-attack feature based on its hit points, losing one attack for every 'creature' worth of its hit points it loses. (i.e. a wolf swarm with 44 hit points has four attacks, if it loses 11 hit points, one member of the swarm effectively vanishes and it loses an attack.) So long as the swarm's hit points do not fall past these thresholds, they can have hit points restored to the maximum of their current threshold.

MARTIAL

CUMULATIVE (Dis)ADVANTAGE*

When you have multiple abilities and effects on a single instance that grant disadvantage or advantage, they stack together or cancel each other out if they are opposing effects. Additional instances of advantage add a stacking +2 to the roll on top of the initial roll of two dice. Conversely, additional instances of disadvantage add a stacking -2 penalty to the initial roll of two dice.

GLANCING BLOW*

If you managed to just barely miss a target with an attack roll by rolling 1 less than the target's AC, you can still deal minimal amounts of damage determined by the associated ability modifier for the attack.

HEAVY BLOWS*

For every 5 points above a target's AC you roll with an attack roll, you deal an additional amount of damage equal to the associated ability modifier. For example, if you have a +5 Strength modifier and roll a 25 to hit and the target's AC is 20, you deal an additional 5 points of damage on top of the attack's normal damage.

THE ORDER OF DEFENSE

Creatures in Rhyonis have a great deal of defense, naturally, magically, and mundanely. When targeted by an attack, this is the order in which I envision these defenses come into play and are how the effect is rebuffed if it misses:

- Base 10
- Dexterity Modifier/Natural Armor (if applicable)
- Armor
- Shield
- Magical Benefits

SHIELDS

BUCKLER

Shield, Common

A plain small shield that can easily be affixed to a forearm to grant minor protection.

- +1 AC and usable with two-handed weapons

TOWER SHIELD

Shield, Uncommon, requires Shield Master Feat for proficiency A massive fortified shield meant to act as a mobile fortress. Requiring advanced training in shields, Tower Shields can be quite unwieldy without practice.

- +4 AC
- Disadvantage on Stealth checks
- 5 Movement Speed while equipped

BLOCK

As an Action, you gain +2 to AC and you make Strength saving throws with advantage until the start of your next turn.

WEAPONS

Rhyonis is home to inspiration from all across the world and this inspiration is reflected in the various weapons that people have brought as ideas to the table and I have flavored them for 5e Dungeons and Dragons below.

SWITCHING WEAPONS

To switch between weapons or shields within one's inventory requires a bonus action. Alternatively, if you have the Extra Attack feature, you may use one of your attacks to switch between weapons as well. This rule is also usable for the purposes of reloading weapons with the Loading property.

BOOMERANG

A curved piece of material, typically varnished and decorated wood, boomerangs are fascinating weapons that require a great deal of precision and accuracy to master. They are able to be thrown from a moderate distance and by understanding the pattern of the airflow around the weapon, you are able to manipulate the trajectory to change course and return to your hand after throwing it.

BOOMERANG

Properties	Stats
Damage	1d6 bludgeoning
Range	40/80 ft.
Misc.	Light, Returning, Thrown, Training

CHAKRAM

Chakrams are circular bladed weapons that are usually wielded in pairs. They are affixed to tether coils which withdraw into the connector grips held at the wrist and holsters on the hips. This effectively grants the weapon the Returning property.

CHAKRAM

Properties	Stats
Damage	1d8 Piercing
Range	20/40 Ft.
Misc.	Returning, Special, Thrown, Training

CROW BOW

The specialized weapons of the Murder Elves of the Feathered Forest from Ish-Gahn, the Crow Bow is actually a brilliantly constructed composite weapon. While in its shortbow form, it is completely functional with a bowstring that extends from the hilt of the conjoined shortswords that form it. The diligent training required to use the bow is part of the basic regimen for the Murder Elves and can be implemented as a bonus action to switch the weapons between its two states once proficient.

CROW BOW

Properties	Stats
Damage	1d6 piercing as a shortbow or 1d6 piercing as twin shortswords
Range	80/320 ft. as a shortbow or 5 ft. as shortswords
Misc.	Light, Ranged, Special, Training

GARROTE

Garrotes can be made with gathered tools such as wire and sticks, but durable weapons meant to last are known to be fashioned with reinforced bars and strong-sharp line. Primarily used to cut off the air flow of a target’s throat, garrotes can also be used to slice into extended limbs and appendages. If the target of a garrote is humanoid and is struck by a critical hit, they are additionally Silenced until they escape the grappled condition of the garrote.

GARROTE

Properties	Stats
Damage	2d4 Slashing
Range	5 ft.
Misc.	Light, Martial, Special

NUNCHAKU

Nunchaku are dazzling weapons used primarily by the monastic orders of the Isles of Taerys. Through quick and precise movements, the wielder is able to attack and defend themselves with remarkable speed. Resembling blunt pegs, these weapons are held together by either chain or durable fiber, meant to be wielded and used with both hands through the flurry of movements.

NUNCHAKU

Properties	Stats
Damage	1d6 bludgeoning
Range	5 ft.
Misc.	Light, Finesse, Training

SCYTHE

Scythes are long handled bladed weapons that can be used to make wide swings or devastating slices. While typically used to cut grain or grass, scythes are also deadly weapons that can be used to slash or stab to deal massive damage.

SCYTHE

Properties	Stats
Damage	2d6 slashing or piercing
Range	5 ft.
Misc.	Heavy, Martial, Two-Handed

SWORDWHIP

These artistic blades are versatile and stunning as they seamlessly form a blade and break off into a wicked segmented whip. Held in place by a reinforced central core, the swordwhip can be used to attack in either form, interchangeably, with no action required.

SWORDWHIP

Properties	Stats
Damage	1d8 slashing as a sword or 1d6 slashing as a whip
Range	5 ft. (sword), 10 ft. whip
Misc.	One-Handed, Reach, Special, Training

MISCELLANEOUS

CRITICAL BASE*

When rolling for critical damage on an attack roll, we take the base damage for the attack and additional bonuses (such as Smites, Sneak Attacks, Weapon Damage, etc.) and consider those to be rolled as the maximum. We then add any other modifiers (such as ability modifiers, damage bonuses, Sharpshooter/Great Weapon Master, Rage, etc.), and add them together. Lastly, we roll all of the associated dice, plus additional Critical Hit modifiers (Piercer, Half-Orc Savage Attacks, Barbarian Brutal Critical, etc.) and add that to the previous total.

INTELLIGENCE MODIFIER*

The Intelligence score of Dungeons and Dragons characters is notably overlooked for most characters and is greatly underutilized. In order to grant it a little more significance, per point of Intelligence modifier a character has, we offer the option to choose another proficiency, be it a skill, language, weapon, type of armor, tool, etc.