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THE SCHOOL OF HARMONICS
WIZARD TRADITION OPTION

The School of Harmonics is based on the concept of resonating magical structures and the ideas of consonance and dissonance. Certain magical reverberations will complement each other if cast "in tune", whereas others can cause interference and dampen a magical effect. Wizards of this tradition collect resonant energy with each casting of a spell, and learn how to manipulate this resonance to complement or subtract from magical architectures they might then encounter.

STUDENT OF HARMONICS

The cost associated with copying spells into your spellbook is halved. In addition, the diagrams, ratios, and coordinates which compose your spell formulae are a mystery to those who have not studied within the School of Harmonics.

RESONANCE

Starting at 2nd level, every time you cast a spell of 1st level or higher you gain one point of resonance. You can spend a number of resonance to treat a spell you cast as though you used a spell slot one level higher. The number of resonance points required to do so equals the modified spell level. A spell's level modified this way cannot exceed the maximum spell level you can cast. Resonance points are lost when you finish a long rest.

ARCANE PROPOGATION

At 6th level, when you cast a spell of 1st level or higher with a duration longer than instantaneous, you can choose to expend 3 points of resonance as part of the action to give the spell the following property. When the spell's effect ends on a target, it renews itself on a different target of your choosing within 30 feet. The duration of this renewed effect is half as long as the original.

LASTING REVERBERATIONS

When you reach 10th level, you can expend 3 resonance points when you release concentration on a spell either electively or involuntarily. On your next turn, make a Constitution saving throw as if you were still concentrating on the spell. If you succeed, the spell's effects and your concentration resume as if you never lost concentration.

HARMONIC INTERFERENCE

Beginning at 14th level, you may expend 3 resonance points as a bonus action to interfere with magical effects in one of the following ways:

- Force a caster concentrating on or casting a spell to make a Constitution saving throw or lose the spell.
- Grant a creature under the effects of magic advantage on their next saving throw to resist said magical effect.
- Grant yourself or another caster advantage on their next ability check to dispel magic.

homebrew by /u/Zarieth



FAE

VORIN RACED THROUGH THE MEADOW, his wings buzzing loudly as the forest creatures grew quiet. Something was wrong, something not meant to be in the sacred grove was despoiling it even as Vorin raced to inspect the intruder. Whoever or whatever it was would feel the sting of the fae this day, of this Vorin was sure.

Fae consider themselves to be nature's guardians. They call swamps, glades, and many other places in nature home. The fae tend to be reclusive, avoiding any unnecessary interaction with the "big folk," if it can be helped. Fae are very territorial and have no respect for those that do not know when they are overstepping. When anyone or anything encroaches on their land and despoils it in some way, the fae are quick to make an appearance. The first warning is friendly, the second warning is followed by stinging pricks and burning poisons. One should heed the warning when it comes to respecting fae land, unless of course you are looking to gather their ire.

THE FIRST CHRYSILLIS

As Hekodris wandered the new world mending the land he realized that no matter how much

he repairs, destruction will find the land again in time. Hekodris spent many years pooling his arcana into a cocoon he plucked from a felled tree as he traveled the world. The ability to make life, long since lost was sealed away with his true might, but Hekodris believed if he built up that energy over a long period of time and used what nature provided, it could still be done. One day as Hekodris began to replant a grove, the sound of something splitting open stopped him. What he saw moments later was the familiar cocoon he wore around his neck splitting open, with three strange little creatures emerging. Hekodris cradled them in his hand and smiled, he was right, nature always finds a way. Hekodris taught them how to nurture the land and help it grow and flourish, and dubbed them Fae, nature's protectors.

CUPID
Small celestial, chaotic good.

Armor Class 16 natural armor
Hit Points 106 (16d6 + 58)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	19(+4)	16(+3)	20(+5)	19(+4)

Saving Throws Con +3, Wis +4, Cha +3
Skills Stealth +12, Perception +7
Damage Resistances slashing, piercing, bludgeoning from nonmagical weapons
Condition Immunities charmed, frightened, prone
Senses Passive Perception 7, blindsight 40 ft.
Languages all, telepathy 40 ft.
Challenge 5 (2,500 XP)

Angelic Weapons. The Cupid's weapon attacks are magical. When the Cupid hits with any weapon, the weapon deals an extra 3d8 radiant damage (included in the attack).

Magic Resistance. The Cupid has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The Cupid's spellcasting ability is Charisma (spell save DC 16). The Cupid can innately cast the following spells, requiring no material components.

At will: detect evil and good, invisibility (self only), dancing lights, minor illusion
1/Day each: Conjure Volley, modify memory, Heal

Actions

Teleport (Recharge 4-6). The Cupid magically teleports, along with any equipment it is wearing or carrying, up to 80 feet to an unoccupied space it can see. Before or after teleporting, the Cupid can make one shortbow attack.

Shortbow, Ranged Weapon Attack: +7 to hit, range 80/120 ft., one target. Hit: 12 (2d6 + 6) piercing damage plus 12 (3d8) radiant damage. If the target is a creature it must succeed on a DC15 constitution saving throw or be charmed by the Cupid. Creatures immune to being charmed are unaffected, while creatures who are not immune can still be charmed multiple times.

FALLEN CUPID
Small celestial, chaotic evil.

Armor Class 18 natural armor
Hit Points 96 (16d6 + 48)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	10(+0)	17(+3)	14(+2)	20(+5)	16(+3)

Saving Throws Str +2, Con +3, Wis +4, Cha +2
Skills Stealth +12, Perception +10
Damage Resistances slashing, piercing, bludgeoning from nonmagical weapons
Condition Immunities charmed, frightened, prone
Senses Passive Perception 12, blindsight 40 ft.
Languages all, telepathy 40 ft.
Challenge 5 (2,500 XP)

Angelic Weapons. The Cupid's weapon attacks are magical. When the Cupid hits with any weapon, the weapon deals an extra 3d8 radiant damage (included in the attack).

Magic Resistance. The Cupid has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The Cupid's spellcasting ability is Charisma (spell save DC 16). The Cupid can innately cast the following spells, requiring no material components.

At will: detect evil and good, invisibility (self only), dancing lights, minor illusion
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Teleport (Recharge 4-6). The Cupid magically teleports, along with any equipment it is wearing or carrying, up to 80 feet to an unoccupied space it can see. Before or after teleporting, the Cupid can make one shortbow attack.

Shortbow, Ranged Weapon Attack: +7 to hit, range 80/120 ft., one target. Hit: 12 (2d6 + 6) piercing damage plus 12 (3d8) radiant damage. If the target is a creature it must succeed on a DC15 constitution saving throw or be charmed by the Cupid. Creatures immune to being charmed are unaffected, while creatures who are not immune can still be charmed multiple times.

Designed by Paul Weber 10



I've basically created a whole homebrew world and will be making my own homebrew artifacts and such. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. Using telepathy, the dragon can magically communicate with any other faerie dragon within 60 feet of it. Magic Resistance. My question is, is this too over powered? Would this be a very rare item that I should go later in the campaign? They were particularly fond of the amicable halflings, with whom they shared a great enjoyment of the lighter side of life, and the industrious gnomes, who were always tinkering with the most fascinating trinkets. The dragon exhales a puff of euphoria gas at one creature within 5 feet of it. This effect lasts for 1 minute or until it succeeds on a Wisdom saving throw at the end of its turn. Limited Telepathy. Hit: 1 piercing damage. The dragon has advantage on saving throws against spells and other magical effects. The dragon stays out of sight, watching invisibly as its victims contend with its pranks. Faerie Dragons mature earlier than most dragons, usually at around 5 years, although they are not considered "emotionally mature" (in a relative sense) until they are around 50 years old. STR 3 (-4) DEX 20 (+5) CON 13 (+1) INT 14 (+2) WIS 12 (+1) CHA 16 (+3) Skills Arcana +4, Perception +3, Stealth +7 Senses darkvision 60 ft., passive Perception 13 Languages Draconic, Sylvan Challenge 1 (200 XP) for a red, orange, or yellow faerie dragon; 2 (450 XP) for a green, blue, indigo, or violet faerie dragon Superior Invisibility. Faerie Dragon Names[edit] Faerie Dragons have no real naming conventions, names being a relatively new concept to them. Once you cast this spell, you may not do so again until you finish a long rest. Your creature type is Dragon. I was going to give the armor a +15 to magic resistance and allow the mage to have it enchanted or enchant it themselves if they have the ability. Dragon Color Age Range Red 5 years or less Orange 6-10 years Yellow 11-20 years Green 21-30 years Blue 31-40 years Indigo 41-50 years Violet 51 years or more Tiny dragon, chaotic good Armor Class 15 Hit Points 14 (4d4 + 4) Speed 10 ft., fly 60 ft. A typical Faerie Dragon is around 2 feet long and weighs in the area of 5-10 pounds. You can exhale a puff of euphoric gas at one creature within 5 feet of you. The creature understands you only if the two of you share a language. I was going to allow to most, two additional enchantments, but maybe only one due to the already existent magic resistance. Where wild Faerie Dragons change in color as they age, running the entire spectrum of the rainbow as they get older, the descendants of those who settled into learning the ways of the civilized races can be born any color, and often times have scales that shine in multiple colors at once. I'll try to shoot you a thank you as well, but I don't get much of a chance to respond regularly. On a 6, the target behaves normally for the turn. You know the dancing lights, mage hand, and minor illusion cantrips and can cast them at will. The creature must succeed on a Wisdom saving throw with a DC equal to 8 + your Constitution modifier + your proficiency bonus. The target doesn't move, and the only thing it can do on its turn is make a DC 11 Wisdom saving throw, ending the effect on itself on a success. The only warning of a faerie dragon's presence is a stifled giggle. You can't discern color in darkness, only shades of gray. Dragon. You cannot use this flying speed if you are wearing medium or heavy armor. 5-6. Using telepathy, the dragon can magically communicate with any other faerie dragon within 60 feet of it. All faerie dragons have innate spellcasting ability, gaining new spells as they mature. Superior Invisibility. The Colors of Age. As the dragon ages and changes color, it gains additional spells as shown below. Travelers can play to a faerie dragon's draconic nature by offering it "treasure" in the form of sweets, baked goods, and baubles in exchange for information or safe passage through its territory. The Colors of Age. A faerie dragon's scales change hue as it ages, moving through all the colors of the rainbow. All faerie dragons have innate spellcasting ability, gaining new spells as they mature. Innate Spellcasting. The dragon's innate spellcasting ability in this case uses DC 10. It can innately cast a number of spells, creating no material components. As the dragon ages and changes color, it gains additional spells as shown below. Red, 1/day: color spray Yellow, 1/day: mirror image Green, 1/day: suggestion Blue, 1/day: major image Indigo, 1/day: hallucinatory terrain Violet, 1/day: polymorph Bite. Actions. Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 1 piercing damage. Faerie Dragon's Magic 5-6. The dragon exhales a puff of euphoric gas at one creature within 5 feet of it. The target must succeed on a DC 11 Wisdom saving throw, or for 1 minute, the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn. 5-4. The target takes no action or bonus action and uses all of its movement to move in a random direction. 5-4. The target doesn't move, and the only thing it can do on its turn is make a DC 11 Wisdom saving throw, ending the effect on itself on a success. Limited Ability. Using telepathy, the dragon can magically communicate with any other faerie dragon within 60 feet of it. Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

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