



# AETHERNAUT

GNOME, TALL FOR HIS KIN AT 4 FEET, DRAWS a circle in the air around him with his spell-blade. The linear ogham glyphs glowing a soft green, the hermetic circles a deep indigo, light flowing down the shaft to the obsidian leaf-shaped blade at the end. As he salutes his enemy with an ironic grin, The Circle resolves in his vision, encompassing the field of battle, as lines and geometric configurations connect and intersect, projecting his knowledge of the movements of bodies and flow of magic into his field of vision. The circles and lines move as his opponent approaches, and he knows exactly what the other swordsman will do next.

A goliath woman slows her breath, the cold frost flowing out in steady streams as the world slows around her. "Mountain born, to the mountain return", she whispers to herself, and the power of her mountain home fills her, anchoring her with the heavy power of the ancient mountain roots. She lets out a challenging shout as the great beast charges toward her, the unstoppable force about to meet the immovable object.

A chain of lightning streaks across the forecaste of the Dancing Jay to the deck of the pirate vessel, a complex sigil contained in a circle at each end, electrifying the sailors and marines stood between. As lightning slams into a hapless enemy marine, a blue skinned genasi appears within the lightning, crackling spear at the ready.

Each of these is an Aethernaut, a warrior-sage who treats martial practice and esoteric ritual with equal respect and dedication, in order to form an incredible union of physical, intellectual, and magical prowess, riding the aether that gathers around crossroads between worlds to become a storm upon the battlefield.

## RENNAISSANCE MASTERS

Easily mistaken for a mundane sword-master, scholar, alchemist, or mage, the Aethernaut is equally at home in a library, laboratory, training yard, airship deck, or tournament of skill. Aethernaut adventurers are more often than not wanderers in pursuit of new techniques, new esoteric secrets, and new knowledge of scientific, alchemical, and various other fields of study. The art was truly codified for the first time by the Aethership Captain, alchemist, poet, and infamous womanizer, Mary Tych, a hero of the Jotun Wars. The academy Mary founded was known simply as The Magic Circle to the common man, or The Circle of Alchemical Synthesis among scholars. Forged in defense of the Great Crossroad, the first generation of aethernauts went on to found their own schools, orders, and secret societies.

The public knows little of how an aethernaut gains their power, but what little has proliferated has not been of any comfort. Reports of invoking dangerous spirits in

binding circles, drinking strange elixirs that threaten the mind and body in order to remake it, and of carving sigils and seals onto their flesh. The last is almost certainly not true, of course. Probably.

Aethernauts deny the more outlandish rumours, but many delight in the worried curiosity of the working folks who whisper in public houses about enigmatic masters of dark rituals and secret experiments.

## FROM ANTITHESIS TO SYNTHESIS

The Aethernaut doesn't just use science, anatomical knowledge, magic, and martial practice, they combine them in a fluid and inseperable dance. For these warrior-sages, the two are not separate disciplines, but have instead been sythesized into something greater than the sum of it's parts. For generations, the arcane arts and martial arts were seen as somewhat mutually exclusive, antithetical even. Today, Captain Tych's art is often called Synthesis, after her foundational treatise, *The Manual of Aetherial Synthesis*, in which she writes, "First, thesis. Second, antithesis. Third, synthesis. Finally, the fourth becomes the first. The sword, alchemy, aethercraft, arcane magic, these are all tools and reagents at our disposal, and where we find them lacking we must create them anew, and in doing so create ourselves anew."

## AEGIS, AETHER, AND DWEOMER

All Aethernauts learn a series of complex and secret rituals to bind the Aether that surrounds and permeates all things to themselves, anchored by their dweomer weapon. Master Aethernauts learn to bind powerful elementals, and rare schools known as Binders teach the secrets of binding Fey, Shadow, and Celestial, energy and beings. With greater understanding comes a greater ability to bind Aether to themselves as part of the Aegis ritual, gaining more power to fuel their mysterious techniques and empowering the aegis which protects them, and the dweomer-weapon which they weild. The self, the blade, and the aether itself, are the foundation of the art of synthesis, and the heart of every aethernaut.

PLAYING AN AETHERNAUT

The first aethernauts honed their craft in the ancient wars of Chevar aboard flying aethershops or astrid flying mounts as dragons. Your Aethernaut might be a member of an enigmatic esoteric tradition, an arcane knight of a realm, the student of a wandering Master, a marine or officer aboard an aethership, or a child of a weapon-master and an arcanist who has synthesized the two disciples on your own. Do you hold loyalty to those who trained you? How far afield have you traveled? Aethernauts are considered both brave and foolish by most folk, and are viewed as geniuses who would have been better to choose the relatively safe professions of the alchemist or the master at arms. Does this

reputation bother you? Do you play to it, or against it? Do you think they're right, or just too scared to do it themselves?

QUICK BUILD

Your Aethernaut can use either Strength of Dexterity for attacks and damage with weapons, so one of those should be your highest ability score, followed by Intelligence. Constitution will help keep you in the front line and standing, so make it your third highest score. If you choose Strength, a Longsword or Warhammer are good martial weapon choices. If you choose Dexterity, a Rapier or Longbow are you best choices. Choose Arcana, Athletics or Acrobatics, and Investigation. The Scholar background will round out your character.

THE AETHERNAUT

Level	Proficiency Bonus	Esoteric Technique Level	Aether Dice	Features
1st	+2	1	2d6	Aegis Arcane, Spellcasting, Dweomer Blade
2nd	+2	1	3d6	Esoteric Techniques, Expertise
3rd	+2	1	4d6	Mysterious Order Choice,
4th	+2	1	5d6	Ability Score Improvement, Art of Deflection
5th	+3	2	6d8	Extra Attack
6th	+3	2	7d8	Mysterious Order Feature
7th	+3	2	8d8	Evasion
8th	+3	2	9d8	Ability Score Improvement
9th	+4	3	10d8	Aegis of the Third Circle
10th	+4	3	11d8	Mysterious Order Feature
11th	+4	3	12d10	Enhanced Dweomer Weaponry
12th	+4	3	13d10	Ability Score Improvement
13th	+5	4	14d10	Master Scholar
14th	+5	4	15d10	Mysterious Order Feature
15th	+5	4	16d10	Aegis of The Fourth Circle
16th	+5	4	17d12	Ability Score Improvement
18th	+6	5	19d12	Master of The Fifth Circle
19th	+6	5	20d12	Ability Score Improvement
20th	+6	5	20d12	Final Destiny

CLASS FEATURES

As a Aethernaut, you gain the following features

HIT POINTS

- **Hit Dice:** 1d10
- **Hit Points at 1st Level:** 10 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per Aethernaut level after 1st.

PROFICIENCIES

- **Armor:** Shields
- **Weapons:** Simple Weapons, Martial Weapons
- **Tools:** Ritualist's Tools, and two of Alchemist's Supplies, Herbalist's Kit, Cartographer's Tools, Navigator's Tools, or Vehicles (air or sea)

- **Saving Throws:** Con, Int
- **Skills:** 3 of Arcana, Athletics, Acrobatics, History, Insight, Investigation, Medicine, Nature, Perception, Persuasion, Religion, Sleight of Hand, Stealth

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- *(a)* a shortsword or spear and a dagger or *(b)* a shortbow and 20 arrows
- *(a)* 1 martial weapon
- *(a)* alchemist's supplies or *(b)* herbalism kit
- *(a)* a scholar's pack or *(b)* an sailer's pack
- A sturdy leatherbound book partially filled with diagrams and sketches called a Manual Esoterica, writing instruments, a ritual supply kit, and sturdy travel clothes.

**AEGIS ARCANE**

Every Order of Aethernaut teaches the fundemantal protective art known as the Aegis of Protection, which combines the aether you have bound to yourself with your own senses and martial practices.

Your aegis of protection is active as long as you are concious, though you can end it as a bonus action at any time. Some techniques and class features can add to your aegis of protection, but never replace it.

You can use your intelligence ability modifier in place of dexterity when calculating your armor class, and when you wear no armor your armor class is equal to 10+ your proficiency modifier+ your intelligence modifier. You can use a shield and still gain this benefit.

**DEFLECTING AEGIS**

You can use your reaction to deflect an attack against you that hits, reducing the damage it deals. When you do so, the damage you take from the attack is reduced by 1d10 + your spellcasting ability modifier + your Aethernaut level. You can spend 1 aether die to instead absorb part of the magic of the effect gaining one of two benefits.

- You gain temporary hit points equal to your aether die plus your spellcasting ability modifier.
- The next time you hit with your dweomer weapon before the end of your next turn, you deal extra damage equal to your focus die.

**AETHERCASTING AND ESOTERIC TECHNIQUES**

At level 1 you have progressed sufficiently in your studies to have gained the ability to harness aether, which is the latent power of magic in all things. Through the preparation and embibing of complex alchemical elixirs, and the execution of various complex rituals to invoke the magical energy called aether which permeates all worlds where magic exists, you have created a sympathetic link between your own spirit and body, your dweomer weapon, and the world around yourself. As a result, you have gained the ability to cast spells and use esoteric techniques. You cast spells or use techniques by spending Aether. Each costs 1 aether per level, and can be cast at a higher level by spending more aether, up to your current esoteric technique level. The aethernaut class table shows you how many aether dice you have to spend per day.

At 1st level, you know two cantrips of your choice from the Aethernaut spell list.

When you gain a level in this class, you can replace one of the Aethernaut cantrips you know with another cantrip from the Aethernaut spell list.

You regain all spent aether when you complete a long rest, or when you complete a 10 minute ritual of recovery, which can be done as part of a short rest, up to a number of times per day equal to your proficiency

bonus. Certain features might also allow you to recover one or more aether dice by meeting the correct circumstances.

**MANUAL ESOTERICA**

At first level, you have bound and prepared a special ritual book called a Manual Esoterica, which contains your Aegis diagrams, and in which you can record the various spells, rituals, and techniques that you learn, as well as diagrams related to your artisan skills. At level 1, it contains 4 1st-level Aethernaut spells.

**COPYING A SPELL INTO THE BOOK**

The spells, techniques, and forms, that you add to your spellbook as you gain levels reflect your training, experimentation, and hard won breakthroughs in the arts of combat and spellcraft.

When you find new esoteric technique, or a Aethernaut spell of 1st level or higher, you can add it to your spellbook if it is of a spell level you can prepare and if you can spare the time to decipher and copy it.

For each level of the spell or technique, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

Esoteric techniques will specify in their description if they require a more advanced level of arcane understanding in order to master, by denoting a required spell level. This level must be no greater than the level of spell which you can learn, in order to add the technique to your manual.

**REPLACING THE BOOK**

You can copy a spell from your own spellbook into another book—for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell.

If you lose your manual, you can use the same procedure to transcribe as many spells, techniques, and forms, as you can remember. You recall a number of spells, esoteric techniques, and agis forms, equal to your spellcasting ability modifier plus your Aethernaut level, without any special effort.

Beyond that number, you must spend 1 hour in concentration per spell level, and must make 1 check with your spellcasting ability modifier and proficiency per hour. You successfully recall the item if your successes outnumber your failures. A familiar, a fellow scholar of arcane lore, so someone with proficiency in Arcana, an Anathemir, Wizard, or Witch, fellow Aethernaut, or other character with a spellbook, can help you with these checks, granting you advantage, but they must make the check and succeed to help with each check.

Your cantrips and dwoemer marks are fully committed to memory, and needn't be recorded for you to recall and use them.

**THE BOOK'S APPEARANCE**

Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.

**SPELL SAVE DC AND ATTACK MODIFIER**

Your DC is equal to 8 + your proficiency bonus + your spellcasting ability modifier

Your spell attack modifier is equal to your proficiency bonus + your spellcasting ability modifier

**RITUAL CASTING**

You can cast a Aethernaut spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook.

**SPELLCASTING FOCUS**

You can use an arcane focus (see the Adventuring Gear section), or your dwoemer weapon, as a spellcasting focus for your Aethernaut spells.

**SPELLS AND TECHNIQUES KNOWN OF 1ST LEVEL AND HIGHER**

At 1st level, you know 2 cantrips, 4 1st-level spells of your choice from the Aethernaut spell list, and the *Power of Body* and *Deductive Observation* esoteric

techniques.

The Esoteric Technique Level column of the Aethernaut table shows when you learn more Aethernaut spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Esoteric Technique Level column for your level. When you reach 9th level, for example, you learn a new Aethernaut spell, which can be 1st, 2nd, or 3rd level.

Intelligence or wisdom, chosen when you take your first level in this class, is your spellcasting ability for your Aethernaut spells, since you learn your spells through dedicated study and understanding of the forces of the multiverse. You use your Intelligence or wisdom whenever an ability refers to your spellcasting ability. In addition, you use your spellcasting ability modifier when setting the saving throw DC for a Aethernaut spell you cast and when making an attack roll with one.

**POWER OF BODY**

As a bonus action you spend 1 Aether to fill your body with power. You can add your spellcasting ability modifier to either your strength or dexterity checks and to strength for the purposes of determining your lift, drag, and carry limits, your jump height and distance becomes your speed. While the effect lasts, you can take the Dash Action as a Bonus Action. This effect lasts until the end of your next turn.

**DEDUCTIVE OBSERVATION**

As a bonus action, you can spend 1 aether to make an Intelligence (Investigation), or Wisdom (Insight) check against a creature, object, or 20ft area you can see, contested by the target's Charisma (Deception) check. An object or room has a DC of 13, or one set by the DM. If you succeed, you learn a creature or object's vulnerabilities, resistences, and immunities, and can ask the DM 3 questions about the whereabouts, activities, and events within the area within the last 24 hours, or about such things in general regarding the target of the check, such as what a room is normally used for.

If you successfully use this ability against a creature, you gain advantage on your next attack agianst them. For the next minute, you can gain advantage on your next attack against the target as a bonus action.

DWEOMER BLADE

At first level, you bind one weapon with which you are proficient to you in a complex ritual, using alchemical mordants to etch sigils upon the weapon, and binding aether, the latent magical power that exists in all things, into those sigils.

This training and harnessed power also allows you to harness aether, and imbue it into your weapons.

- Your Dweomer Weapons can be used as a spellcasting focus when casting a spell. It is a magic weapon that can be made to give off bright or dim light up to 60ft, the light can be dimmed, brightened, extended or drawn in, or extinguished, or the weapon can be summoned to your hand, as a bonus action.
- The weapon gains the thrown property if it is a melee weapon, and returns to your hand immediately after being thrown. It loses the ammunition property if it has it. The short range of your weapons increase by 30 ft, and the long range increases by 60ft, or becomes 30/60 if it had no range.
- When you use a cantrip with an attack roll, you can do so by taking the attack action, and treat the attack as if it were made with your dweomer weapon.

DWEOMER MARK

At level 2, when you hit a creature within 30ft of you with an attack using your dweomer weapon, you can create a connection between the target and your dweomer weapon as a bonus action. Your dweomer mark stays on the creature until you remove it or the target reaches 0 hit points, or you move the mark to a new creature by spending another aether die as a bonus action.

When a creature marked by you hits or misses another creature while within 30ft of you, your next attack against them before the end of your next turn deals extra damage equal to your aether die. When a marked creature targets a creature that is friendly to you with an attack, you can move up to your speed to a space within 5ft of the attacker and the next time you hit the creature with an attack before the end of your next turn, they take extra damage equal to your aether die. If you spend 1 aether, you can teleport instead of moving normally.

You know the *dweomer of branding* and *dweomer of shielding*, which can enhance your mark. Certain esoteric techniques might give you additional dweomers, but you can only have 1 marked creature at a time.

Dweomer of Branding

A creature marked by this dwoemer has disadvantage on checks to hide from you, and you gain a bonus to damage with your dweomer weapon against the target equal to your aether die, and a 10ft bonus to speed when moving directly toward the marked creature. As a

bonus action, you can spend 1 aether die to wreath your weapon in lightning, and the next time you hit the target before the start of your next turn, they must succeed on a strength saving throw or be pulled 15ft toward you and take extra lightning damage equal to two aether dice.

Dweomer of Shielding

A creature marked by this dweomer has disadvantage on attacks against creatures other than you while within 15 feet of you. When a marked creature deals damage to a creature other than you while within 15 feet of you, the target of that damage gains temporary hit points equal to your aether die plus your spellcasting modifier, and you can spend 1 aether as a reaction to teleport up to your speed to a space within 5ft of the marked creature and make a single attack.

ITINERATE SCHOLAR

At second level, you add half your proficiency bonus to any ability check in which you are not proficient.

MYSTIC ORDER CHOICE

At 3rd level, you must choose what Order of Esoteric learning you are most closely adherent to. The Orders represent traditions of learning, and any given Aethernaut academy or enigmatic society might teach techniques and house masters and manuals from multiple Schools.

Think about what this tradition represents for your character. Are they trained in a military, with a rank and obligations, or did they learn from a master aethernaut on the road, or perhaps they grew up in the secretive meetings and ritual of an enigmatic order of mystic weaponmasters.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you can choose a feat (see Chapter 6 for a list of feats).

EXTRA ATTACK

Starting at 5th level, you can make an additional attack when you take the attack action.

Additionally, you can have 2 creatures marked at a time.

ESOTERIC ORDER FEATURE

At level 6, you gain a feature from your esoteric order.

**EVASION**

At 7th level, your instinctive agility and enhanced awareness lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

**AEGIS OF THE THIRD CIRCLE**

Starting at 9th level, you have learned to use your offensive magic to increase your defenses.

When you spend aether to make an attack or deal extra damage, you can spend 1 additional aether and gain temporary hit points equal to your aether die plus your intelligence modifier.

**ESOTERIC ORDER FEATURE**

At level 10, you gain a feature from your esoteric order.

**ENHANCED DEFLECTING AEGIS**

Starting at level 11, you can use your Deflecting Aegis to protect another creature within 10ft of you.

Additionally, your Deflecting Aegis ability can be used once per turn, without using your reaction.

**MASTER SCHOLAR**

Starting at 13th level, you gain proficiency in any two languages of your choice, and you add double your proficiency bonus to checks made to determine the meaning of a written cipher or riddle. You can learn, or teach another creature, a language in half the time it would normally take, and do so at half the normal cost.

**AEGIS OF THE FOURTH CIRCLE**

At 14th level, your experimentations with the energies of magic have infused your body itself with magic. You can spend 1 aether to apply the benefits of your Evasion feature to any saving throw against an effect that deals damage.

**ESOTERIC ORDER FEATURE**

At level 15, you gain a feature from your esoteric order.

**LEGENDARY DWEOMER ARMAMENTS**

At level 17, you dwoemer Weapons become as legendary as their wielder. Your range with ranged attacks using your Dweomer weapons or with aether strikes doubles, and targets that you miss with a weapon attack or a spell attack made through the weapon take half the attack's damage, if they wouldn't normally.

**MASTER OF THE FIFTH CIRCLE**

At 18th level, your Aegis mastery is unparalleled. As a bonus action, you can extend the protection of your Aegis to a number of willing creatures equal to your proficiency modifier, for 1 hour. You can do this once, and regain the use of this ability when you complete a short or long rest, or you can spend 5 Aether to do so again.

Additionally, your ritual to regain aether can be completed as an action.

**FINAL DESTINY**

Rather than a class feature, at level 20 you gain a feature that denotes your Destiny.

# ESOTERIC ORDERS

THE ESOTERIC ORDERS OF THE AETHERNAUT represent exemplars of a style or tradition of martial aethercraft.

## ORDER OF THE ELEMENTAL COMPASS

The symbol of this School is a quartet of concentric circles, each with an opening facing a compass point, and each opening has a symbol for one of the Four Noble Elements affixed in the opening. Many adherents to this order tattoo the symbol or embroider it on their clothing in stages, one circle added as they master a new Elemental Aegis.

### AEGIS OF THE FOUR WINDS

At level 3, you choose an Elemental Aegis when you gain this ability, and gain the following benefits. You learn new Elemental Aegis options as you level. You can only have 1 Aegis option active at one time, the benefits of which are added to the benefits of The Aegis of The First Circle.

Each Aegis has Esoteric Techniques that can be activated while the associated Aegis is Active. You know the Elemental Aegis Techniques associated with your Elemental Aegis, and when you learn a new Elemental Aegis, you also learn its associated Techniques.

### AEGIS OF AIR. (THUNDER)

Mastery of The North Wind

Your speed increases by 10ft, as does the range of your weapon attacks with your zweomer weapon, and your jump height and distance. When you attack a creature, they cannot take attacks of opportunity against you before the start of your next turn.

**Aerokenisis** You can control the air around you to a limited degree.

- Objects under 10 lbs can be moved up to 30ft as a bonus action, or used as a projectile as an action.
- Creatures can be thrown 15ft as an action (spell attack).
- You can make harmless sensory effects as a bonus action.

You have resistance to thunder damage while under this Aegis, and your0 weapon attacks can deal thunder damage, instead of their normal damage type.

- You can Disengage or Dodge as a bonus action.
- When you use Power of Body, you also benefit from the Dash Action

- As a bonus action, spend 1 aether to double the short and long range of all ranged weapon attacks until the start of your next turn.

### AEGIS OF EARTH (FORCE)

Mastery of the East Wind

You gain a bonus to saves against being moved against your will equal to your proficiency modifier, and bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by a number equal to your spellcasting ability modifier.

**Geokenisis** You have learnt to use the aether in the earth around you to manipulate it and even see through it.

- Gain tremorsense out to 30ft as a bonus action, until end of next turn
- You can lift up to 5ft cube of earth, or a loose stone that fits in a 5ft cube, and move it up to 30ft, as a bonus action. You can continue to control the object by concentrating and spending a bonus action on each turn.
- You can attack with a stone or a solid chunk of earth by spending 1 aether as an action. If the attack hits, you move the target 5ft and deal damage equal to 2 aether dice.

You have resistance to force damage while under this Aegis, and your aether strikes and weapon attacks can deal force damage, instead of their normal damage type.

- Spend 1 aether as an action to grant yourself and allies within 10ft of you temporary hit points equal to your aether die.
- When you make a weapon attack and hit, you can spend 1 aether to push the target 10ft away from you.
- When you reduce damage to 0 with your aegis of deflection, you also gain THP equal to your aether strike die plus your spellcasting ability modifier.



AEGIS OF FIRE (FIRE)

Mastery of The South Wind

You gain a Flame Shield, which emits bright light for 5ft around you, and dim light for 5ft beyond that. When a creature within 30ft of you deals damage to you, you can use a reaction to deal fire damage to that creature equal to your aether die plus your spellcasting ability modifier, if they fail a dexterity saving throw.

**Pyrokenisis** You have learned to use the aether that flows through all things to manipulate fire.

- You can light, dim, or put out, a flame you can see within 30ft of you, as a bonus action
- Cause fire to dance and move about in unnatural ways, creating harmless visual effects, or rough images in light and shadow
- Use an existing flame at least the size of a hand to attack a creature or object, setting it on fire. The target takes fire damage equal to your aether die + your intelligence modifier and is aflame, taking fire damage equal to your aether die at the start of each subsequent round. They can use an action on their turn to put out the flames.
- You have resistance to fire damage while under this Aegis, and your aether strikes and weapon attacks can deal fire damage, instead of their normal damage type.
- Spend 1 aether as a bonus action to make your weapon attacks or the attack granted by your pyrokenisis deal extra fire damage equal to your aether die, and increase their reach by 5ft, until the end of your next turn.
- By spending 1 aether as a bonus action when you hit with a ranged weapon attack with your Dweomer weapon, you cause your weapon to explode in flame. All creatures within 10ft of the creature you hit must succeed on a dexterity saving throw or take fire damage equal to twice your aether die, and 1d4 fire damage on subsequent turns until they use their action to put out the fire. If they succeed, they take half damage from the initial explosion, and no damage on subsequent turns.
- As a reaction when a creature hits you with a melee weapon attack, or you take fire damage, you can spend 1 aether to empower your Flame Shield, gaining a bonus to AC equal to your spellcasting modifier until the end of your next turn. You can perform this technique as part of the same reaction as your Flame Shield reaction.

AEGIS OF WATER (COLD)

Mastery of The West Wind

You can hold your breath for a number of hours equal to your proficiency modifier, and gain a swim speed equal to your speed. You also increase your maximum hit points by an amount equal to your aether strike die plus your spellcasting ability modifier, and have

advantage on saves against cold effects, and the effects of extreme temperatures.

**Hydrokenisis** You tap into the aether which flows through the primordial water.

- You can mold water to your will, moving water and shaping ice up to a 5 foot cube.
- You have resistance to cold damage while under this Aegis, and your weapon attacks can deal cold damage, instead of their normal damage type.
- You regain hit points equal to 1d8+ your intelligence modifier.
- Enemies you hit with weapon attacks gain vulnerability to cold or fire damage until the end of your next turn, chosen when you use this technique.
- An ally within 30ft of you regains hit points equal to your focus die +your intelligence modifier if they are below half their hit point maximum.

AEGIS IMPROVEMENT

At 6th level, you gain the knowledge of a second Elemental Aegis, and learn it's associated Techniques. You can still only have 1 Aegis active at a time. You can only use those Aegis techniques associated with your active Aegis.

ELEMENTAL SYNTHESIS

Starting at 10th level, you learn a third Elemental Aegis, and learn it's associated Techniques. You have mastered the art of Elemental Synthesis, with which you can spend 4 aether as a bonus action to activate a second Elemental Aegis, which stays active, simultaneous to your primary aegis, for 1 hour.

FOUR WINDS ALLIGNED

Starting at 15th level, you learn the final Elemental Aegis, and learn it's associated Techniques. You can only use those Aegis techniques associated with your active Aegis. You can now adopt a new Aegis as an action.

Additionally, each elemental aegis gains an additional bonus spell, which you always have prepared as long as you are under it's associated aegis.

AEGIS SPELLS

Aegis	Bonus Spells
Air	Feather Fall, Fly
Earth	Earthen Grasp, Stoneskin
Fire	
Water	Mass Healing Word

MASTER OF THE ELEMENTAL COMPASS

Starting at level 15, when you choose your Aegis, you activate two of your Aegis options, gaining all their benefits. You can use your Elemental Synthesis feature to activate a third Aegis, which lasts for 1 hour.

Additionally, as an action, you can spend 5 Aether to activate all four Elemental Aegis at once, entering a state of Elemental Balance. While in this state, you deal bonus damage when you hit a creature marked by you, equal to your aether die on every attack, and can choose the damage type from the four presented by this agent.

## ORDER OF THE MERCURY BLADE

Founded by aethernauts focused on the practical applications of physical alchemy, aethernauts of the mercury blade blend alchemical concoctions into their martial practice, surprising foes with

### ALCHEMICAL PREPARATION

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Also at level 3, you gain proficiency with alchemist's supplies. If you are already proficient with alchemist's spoopsies, you can instead gain proficiency with herbalism kit, or poisoner's kit.

At the end of a short or long rest, you can prepare a number of Alchemical Preparations equal to your proficiency bonus, and regain the ability to do so when you complete a long rest.

When you use a Preparation, you can apply it to your Dweomer weapon instead of using it in the normal way. If you do, you apply it's effect to the target of your next successful attack with that weapon. These preparations can be any basic adventuring consumable listed under alchemist's supplies, herbalist's kit, or poisoner's kit, or one of the Alchemical Preparations listed at the end of the description of this archetype.

You have advantage on saving throws against your own concoctions.

Your DM might allow other alchemical preparations.

### ESOTERIC PRODIGY

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At level 6, You gain double proficiencny in two skills chosen from Arcana, History, Investigation, Nature, Medicine or Religion, or one of these skills and alchemist's supplies.

Additionally, targets of your alchemical preparations or poisons do not benefit from resistance to the damage type death by the preparation or poison, and if you spend 2 aether when you use the preparation, you force the target to treat immunity as resistance.

### HERMETIC MASTERY

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Starting at level 10, whenever you use Alchemist's Supplies, Herbalism Kit, or Poisoner's Kit, to craft an item, you spend half in materials and time as much to do so.

A number of times equal to your proficiency bonus, you can cast a spell or use a technique which has the ritual tag as if it's casting time as a ritual were 1 minute, rather than 10 minutes. You regain the ability to do so when you complete a long rest.

### ANYTHING CAN BURN

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At level 15, you have learnt the secrets of chemical

combustion and applied them to your craft. When you deal fire damage to a target that has resistance or immunity to fire damage, you ignore that resistance, and you treat immunity as resistance. You can spend 1 aether to impose disadvantage on a saving throw made by a creature you can see within 30ft of you, made against an effect that deals fire damage, and you can spend 5 aether to cancel the use of a legendary save. The legendary creature that used the ability must instead roll the save, taking the new result.

### ALCHEMICAL PREPARATIONS

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- **Energy Resonance Tincture.** When splashed with this tincture, the target must make a Con save or take 1d6 damage of a type chosen when you make the tincture, and until the end of your next turn the target takes extra damage equal to 1d6 + your intelligence modifier any time it takes any damage of the chosen type. The tincture can be made to resonate with acid, cold, fire, lightning, necrotic, radiant, or thunder, damage.
- **Beacon Oil.** When splashed with this oil, the target must make a dex save or become a beacon. The target emits bright light out to 10ft, and dim light out to another 10ft, and has disadvantage on it's next saving throw against a spell or other magical effect. When applied to an object such as a weapon, the oil emits the same light for 1 hour, or until transfered to a creature by a successful attack.
- **Greater Alchemist's Fire.** *prerequisite level 6* This improvement on the traditional formula explodes on impact, and sticks like molassus to whatever it lands on. Each creature within 5ft of the targeted space or creature must make a dexterity saving throw or take 1d6 fire damage, and continue to take 1d4 fire damage at the start of each of their turns until they or another creature uses an action to put the fire out.
- **Phosphorus Flare.** Every creature within 10ft of the target space or creature must make a constitution saving throw or be blinded for 1 minute. Blinded creatures can make a saving throw to end the effect at the end of their subsequent turns.

# ORDER OF THE ETERNAL NOCTURNE

From the City of Night, a group of aethernauts rose to defend their city from the horrors of the Deep Night, in the name of The Queen of Ravens.

## RAVEN KNIGHTS

Starting at level 3, you can speak to and understand crows, ravens, and closely related creatures, and you have raised and bonded with a creature known as a Vesper Crow. Your Vesper Crow is intensely loyal to you, and the creatures are generally very social, intelligent, and creative. At this level, the crow still requires frequent rests in order to carry you in battle, and can only remain in the air with you riding it for 10 minutes at a time, and must remain on solid ground for 1 hour before it can do so again. It is a medium fey, and it's transformation into adulthood, known as a vesper genesis, has yet to come upon it.

The vesper crow is an intelligent mount, but can choose to be treated as a beast with an intelligence of 4 if doing so benefits it. If the creature is killed, your bond allows you to call it back from the lands of death as part of a long rest, spending 1 aether and 1 hit die at the end of the rest. Additionally, you can spend 1 aether as a bonus action while within 30ft of the vesper crow to allow it to regain hit points equal to your aether die plus your spellcasting modifier.

The statistics for the vesper crow can be found at the end of the description of your subclass.

## VESPER GENESIS

At level 6, you are able to perform a ritual that takes 1 hour, to help your avian friend come into adulthood, achieving vesper genesis. The vesper crow is now large, and gains the ability to carry you in the air for up to 1 hour, needing only 10 minutes grounded to do so again. It also gains two special traits which are described here and in the statistics for the mount.

**Variable Size** The vesper crow can reduce its own size down to medium. This lasts up to 8 hours, and during that time the creature has the same carrying and flying restriction it had before level 6.

Your vesper crow can now feel the presence of portals, crossroads, and other devices, artifacts, and places, that can allow someone to travel between worlds.

## DARING CHARGER

At level 10, **Avian Charge** You command the vesper crow to perform an all-out charge against a single enemy, or a strafing charge against several targets. If it targets once creature, it can make 2 attacks with its action, one bite and one claw attack. If it performs a strafe, it targets a straight line of 20ft, and every creature it passes over must make a dexterity save or

take damage equal to two rolls of your aether die plus your spellcasting modifier. The vesper crow does not provoke opportunity attacks during its charge.

When your mount makes an Avian Charge, you can spend 1 aether to make a single melee weapon attack against the target, or you can add your weapon attack damage to the damage against which targets must save in a strafe.

## GREATER VESPER CROW

At level 15, your vesper crow grows further in size and in magic. If you allow it, the crow can spend 1 of your aether die to grow to huge size, allowing it to carry up to 6 medium creatures over great distances, and in any size it no longer has any limit to its ability to carry you in flight.

Additionally, the crow can cast the following spells once, regaining the ability to do so when it completes a long rest, or when you spend aether dice equal to the spell's level.

fly, pass without trace,

### VESPER CROW

Medium, any alignment

- **Armor Class** 12+CB
- **Hit Points** (1d8 hit die) 5+1d8+CB per level
- **Speed** 30ft, fly 40ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)
Place +4, +3, +3, +2, +1, +1 where you want					

- **Proficiencies** Perception, and choose 2 from the aethernaut list, and one tool you are proficient with
- **Condition Resistances** charmed, frightened, while it can see you
- **Senses keen sight** The eagle has advantage on Wisdom (Perception) checks that rely on sight, darkvision (120ft)
- **Languages** understands languages you know
- **Companion Bonus (CB)** your spellcasting ability modifier plus your proficiency modifier

### ACTIONS

- **Bite** Melee Weapon Attack: CB to hit, reach 5 ft., one target. Hit: 1d6 + CB piercing damage.
- **Claw** Melee Weapon Attack: CB to hit, reach 5 ft., one target. Hit: 1d10 + CB piercing damage, and the vesper crow can try to grapple the target if it is one size smaller than it, or smaller.

### SPECIAL TRAITS

nfadf

**ORDER OF THE BINDING**  
**CIRCLE**

Summons and binds creatures from other planes, and applies Aegis to them. Gains Tasha's Summon spells, as well as a buff to Find Familiar.

# ORDER OF THE CROSSED BLADES

Ramps up the martial focus. Most straightforward and beefy school? Also gets a fighting style.

# ORDER OF LUNAR ASCENSION

Fighting evil by moonlight, finding love by...also moonlight. Heavy defender, with some healing.

## By The Light of The Moon

Starting at level 3, you gain darkvision out to 30ft, and dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

## LUNAR SPELLCRAFT

Aethernaut Level	Additional Spells
3rd	Cure Wounds, Faerie Fire
7th	Moonbeam, Warding Bond
10th	Beacon of Hope, Blinding Smite
14th	4th level spells
17th	5th level spells

## ORDER OF THE GUARDIAN

It's a defender, harry. Gains an Aegis Aura that deals damage to any enemy that deals damage to a creature other than you, and slows enemy movement.

## ORDER OF THE STORM KING

That Thor shit. Flight, storm Aegis, increased thrown weapon range, lightning damage on all attacks, lightning bolt attack, Call Lightning. Brutal damage dealer. Maybe ability to cast lightning lure in place of one attack?

## ORDER OF THE TEMPLE GUARDIAN

Divine school, radiant damage, prof bonus per day turn undead and fiends, focus on polearms and reach. Turn ability.

# ESOTERIC TECHNIQUES

AS AN AETHERNAUT, YOU CAN LEARN ANY OF the following spells, as long as they are of a level no higher than your esoteric technique level, as shown on the Aethernaut class table.

A (R) indicates that the technique can be cast as a ritual.

<b>1ST LEVEL</b>	Wrist Pocket (r)
Aegis Brand	
Aegis Mark	
Alarm (r)	
Arcane Shards	
Armor of Agythis	
Compelled Duel	
Comprehend Languages (r)	
Detect Magic (r)	
Detect Poison and Disease (r)	
Ensnaring Strike	
False Life	
Feather Fall	
Find Familiar (r)	
Gift of Alacrity	
Identify (r)	
Jump	
Longstrider	
Protection From Evil and Good	
Tensor's Floating Disk (r)	
Thunderous Smite	
Unseen Servant (r)	
Zephyr Strike	
<b>2ND LEVEL</b>	
Acid Arrow	
Arcane Lock	
Branding Smite	
Cloud of Daggers	
Cordon of Arrows	
Darkvision	
Dragon's Breath	
Enhance Ability	
Hold Person	
Invisibility	
Kinetic Jaunt	
Misty Step	
Shadow Blade	
Silence (r)	
Summon Beast	
Blur	
Warding Bond	
Branding Smite	

Far Step  
Geas  
Hold Monster  
Legend Lore  
Seeming

Steel Wind Strike  
Swift Quiver  
Telekenisis  
Teleportation Circle  
Wall of Force

## 3RD LEVEL

Blinding Smite  
Blink  
Call Lightning  
Counterspell  
Dispel Magic  
Elemental Weapon  
Feign Death (r)  
Flame Arrows  
Galdar's Tower  
Gaseous Form  
Glyph of Warding  
Haste  
Intellect Fortress  
Lightning Arrow  
Magic Circle  
Protection From Energy  
Sending  
Spirit Shroud  
Thunder Step  
Tiny Hut (r)

## 4TH LEVEL

Dimension Door  
Elemental Bane  
Fire Shield  
Freedom of Movement  
Hallucinatory Terrain  
Galdar's Speedy Courier  
Greater Invisibility  
Private Sanctum  
Secret Chest  
Shadow of Moil  
Skill Empowerment  
Staggering Smite  
Summon Elemental

## 5TH LEVEL

Arcane Hand  
Banishing Smite  
Circle of Power  
Cone of Cold  
Contact other Plane (r)



# ESOTERIC TECHNIQUES

## ARCANE PARRY

When you are hit by an attack, you use this technique as a reaction to parry the blow. Add your proficiency modifier to your AC until the start of your next turn, including against the triggering attack. The first time a melee attack against you misses in that time, the attacker takes 1d6 + your intelligence modifier force damage.

You can spend additional Aether when you use this Technique. If you do so, the damage dealt when you are missed by an attack increases by 1d6 per additional aether spent.

## FURIOUS ASSAULT

As a bonus action you can spend 1 aether point to make an aether strike against a target you can see. You can move up to half your speed either before or after the attack. If you spend 2 aether instead, you can teleport up to half your speed rather than moving normally.

## LIGHTNING LEAP

As an action, you designate a creature or space within 30ft of yourself that you can see, and draw a circle with your weapon in the air between you and the chosen point. Mirrored circle glyphs flash in the air, one in your space and one in the destination space. You teleport along a straight line between the two points, creating a line of lighting that connects the two circles. All creatures except yourself within 5ft of the line, and any creature in the destination space, must succeed on a dex save or take 2d6 lighting damage, half on a success, and be unable to take reactions until the stat of their next turn.

*at higher levels:* When you use this technique by spending additional aether, you gain greater range. At 2 aether, you add 20ft for every aether you spend above 2, to a maximum of 5 aether.

## PATH OF LIGHTNING

*level 4 esoteric technique Duration: 1 minute, concentration Activation: Action*

As an action, you spend 3 aether to become wreathed in lighting, moving faster than sight and leaving a trail of lightning behind you, for 1 minute or until the spell ends. You have resistance to lightning damage, and your speed is increased by 10ft. When you move, you can move through enemy spaces, you suffer no opportunity attacks, and any creature whose space you move through must succeed on a dexterity saving throw or take 2d6 lightning damage and be knocked prone. On a successful save, targets take half damage and are not knocked prone.

At Higher Levels. When you use this technique by spending additional aether, the effect increases. If you spend 5 aether, your speed instead doubles while the effect lasts.

#### Arcane Shards \*level 1 esoteric technique\*

You throw your weapon at a target, and it splits into many shards as it flies. Make a ranged weapon attack against a target within 30ft. Regardless of whether it hits or not, in addition to the normal effects of the attack, the target and all creatures within 10ft take 1d6 damage of the same type dealt by the weapon, and then the weapon reforms in your hand.

**At higher levels** You can spend additional aether when you use this technique, limited by your esoteric technique limit, as shown in the Aethernaut class table. When you do so, the targets take 1d8 additional force damage for every aether you spend above 1, to a maximum of your current esoteric technique level.

## MOUNTAIN'S ROOTS

*Level 2 esoteric technique*

Calling upon the deep roots of the mountain, you take on an immovable stance. If you are forced to move by any effect, you can reduce the distance you are moved by 1d10+your intelligence modifier+your Aethernaut level as a reaction. If you reduce the forced movement to 0, you can reverse it, forcing a creature within 10ft of you to succeed on a strength saving throw or be moved 5ft away from you and fall prone.

You can spend additional aether when you use this technique, limited by your esoteric technique limit, as shown in the Aethernaut class table. When you do so the target takes bludgeoning damage equal to your aether strike die for each additional aether you spend.

## ARCING THROW

*level 2 esoteric technique*

You make a ranged weapon attack with your dweomer weapon against 3 creatures you can see, as an action. You can spend additional aether on this ability. You can target an additional creature within range for each aether above 3 that you spend on this ability, up to your current esoteric technique level.

## STORM ARC

*lvel 1 esoteric technique*

As a bonus action, you charge your weapon with the power of the storm. The next time you hit a creature with a weapon attack in the next minute, you can cause the target to take 1d6 additional lightning damage, and make a constitution saving throw. If the target fails, they also take 1d6 thunder damage and are pushed 10ft away from you.

other techniques: Lightning arrow is already on the spell list, but maybe a lower level version that does an AoE centered on the target? Also a Thunder version that knocks creatures away from the target, and another that causes the target and the caster to swap places via teleportation.

Throw weapons, target up to 5 targets for the weapon to sweep past and hit.

A minor spiritual weapon with an arcane theme, making a force copy of your weapon that flies around and attacks.

A spell to create a mirror of yourself that fights for you, a la the Tasha's summon spells.

CREDITS:

Here you can provide acknowledgment of anyone who has helped you in your class' design, including constructive critics, playtesters and ideas people. This is also the place to provide citations and links to any artists whose artworks you have used.