

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 forecandle 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.

RENAISSANCE 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 rumors, 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 inseparable dance. For these warrior-sages, the two are not separate disciplines, but have instead been synthesized into something greater than the sum of its 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 wield. 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 astride flying mounts as dragoons. 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 or 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 your 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	Dweomer Mark, Itinerate Scholar
3rd	+2	1	4d6	Mysterious Order Choice,
4th	+2	1	5d6	Ability Score Improvement
5th	+3	2	6d8	Extra Attack, Greater Aegis and Dweomer
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) a sailor'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 fundamental protective art known as the Aegis of Protection, which combines the aether you have bound to yourself with your own senses and martial practices into what is known as your Aegis of Protection.

Your aegis of protection is active as long as you are conscious, 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 intelligence modifier $+$ your Aethernaut level. If the damage is reduced to 0, the attack misses and has no effect.

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 imbibing 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 aether 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 aether technique level. The aethernaut class table shows you how many aether dice you have to spend per day.

You regain all spent aether when you complete a long rest, and regain half of your total aether dice when you complete a 10 minute ritual of recovery, which can be done a number of times equal to your proficiency bonus. This ritual of recovery can be done as part of a short rest without interrupt your rest. 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.

COPYING A SPELL OR TECHNIQUE 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 aether technique, or an 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 and techniques as you can remember. You recall a number of spells, aether techniques, and aegis forms, equal to your intelligence 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 intelligence 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 dweomer 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 intelligence modifier

Your spell attack modifier is equal to your proficiency bonus + your intelligence modifier

RITUAL CASTING

You can cast an 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 dweomer 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, 2 1st-level spells of your choice from the Aethernaut spell list, and you know the *Power of Body* and *Deductive Observation* aether techniques, as well as 1 *dweomer mark* technique and 1 *ritual magic* technique.

The Esoteric Technique Level column of the Aethernaut table shows when you learn more Aethernaut spells and techniques 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, 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 intelligence modifier when setting the saving throw DC for an Aethernaut spell you cast and when making an attack roll with one.

TYPES OF TECHNIQUES

Every technique has a level, duration, an activation time,

and one or more tags that tell you what type of technique it is. Many have requirements, usually class, or proficiency of some kind.

aethernautica usually indicates a movement related effect, often either teleportation or another form of magical movement, known to many as "riding the aether"

aegis form indicates a technique that enhances your basic defensive aegis features, such as your deflecting aegis or your basic aegis of protection feature.

dweomer indicates that a technique can be used in relation to your dweomer mark or your dweomer blade, or places an effect on a physical object or surface. Dweomers are often utility effects that affect an area by being placed on a surface, such as a forbidding, or the *deductive observation* technique, which uses aether-enhanced observation to mark an object, place, or creature, with a dweomer of seeing and marking. Techniques will be marked dweomer mark, dweomer strike, or simply dweomer if it is not combat related.

ritual magic almost always a utility effect, ritual magic takes at least 10 minutes to complete, and is thus not something you do during combat.

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As described above, you know the two following aether techniques;

POWER OF BODY

level 1 aether technique, aethernautica activation; bonus action duration: end of next turn

As a bonus action you spend 1 Aether to fill your body with power. You can add your intelligence 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

level 1 aether technique, dweomer activation; bonus action duration: varies

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, resistances, 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, they are under your dweomer mark and you gain advantage on your next attack against 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 increases by 30 ft, and the long range increases by 60ft, or becomes 30/60 if it had no range.

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. Your dweomer mark stays on the creature for 1 hour, 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. You can spend 1 aether before the hour is up to extend the dwoemer to last 24 hours.

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 as a reaction. If you spend 1 aether, you can teleport instead of moving normally.

ITINERATE SCHOLAR

At 2nd level, you add half your proficiency bonus to any ability check in which you are not proficient.

MYSTERIOUS 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 weapon masters. Some aethernauts even learn their art from stolen or otherwise

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, some of your fundamental abilities get stronger.

Enhanced Aegis

You can spend 1 aether die when using Deflecting Aegis to absorb part of the magic of the effect, gaining one of two benefits.

- You grant an ally within 10ft of your temporary hit points equal to your aether die plus your intelligence modifier.
- You can make a single weapon attack with your dwoemer weapon.

Enhanced Dweomer Blade

When you cast a cantrip as an action, you can choose to treat the action as the Attack Action, rather than the Cast a Spell or Magic action, for the purpose of how the action interacts with other features and abilities, such as fighting with two weapons.

Additionally, you can have two dweomer weapons active at one time, instead of one.

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, such as with the deflecting aegis feature, 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, your dweomer Weapons become as legendary as their wielder. Your range doubles with ranged attacks using your Dweomer weapons, 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.

MYSTERIOUS ORDERS

THE MYSTERIOUS 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 Protection.

AEGIS OF AIR. (THUNDER)

Mastery of The North Wind

Your speed, jump distance, and jump height, increases by 10ft. When you attack a creature, they cannot take attacks of opportunity against you before the start of your next turn. You have resistance to thunder damage while under this Aegis, and your weapon attacks can deal thunder damage, instead of their normal damage type.

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

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

- Gain tremor sense 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.
- 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.

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 intelligence modifier, if they fail a dexterity saving throw. You have resistance to fire damage while under this Aegis, and your weapon attacks can deal fire damage, instead of their normal damage type.

Pyrokinesis 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.
- Spend 1 aether as a bonus action to make your weapon or spell attacks deal extra fire damage equal to your aether die, and increase their reach by 5ft, until the end of your next turn, or to make a ranged weapon attack with your dwoemer weapon, and all creatures within 10ft of the target must succeed on a dexterity saving throw or take fire damage equal to your weapon attack damage plus your aether die.

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 die plus your intelligence modifier, and have advantage on saves against cold effects, and the effects of extreme temperatures. You have resistance to cold damage while under this Aegis, and your weapon attacks can deal cold damage, instead of their normal damage type.

Hydrokinesis 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 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 ALIGNED

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.

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 any of the four elements you have mastered.

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

Also at level 3, you gain proficiency with alchemist's supplies. If you are already proficient with alchemist's supplies, 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 Duomeer weapon instead of using it in the normal way. If you do, you apply its 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

At level 6, You gain double proficiency 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 dealt by the preparation or poison if you spend 1 aether die when you use the preparation, and if you spend 2 aether when you use the preparation, you force the target to treat immunity as resistance.

HERMETIC MASTERY

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

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

- **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 your aether die + 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 dexterity save or become a beacon. The target emits bright light out to 10ft, and dim light out to another 10ft, and has disadvantage on its 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 transferred 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 molasses 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. If you spend an aether die when you use this preparation, it deals extra damage equal to your aether die.
- **Phosphorus Flare.** *requirement level 6* 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 its 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 intelligence 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, which can allow someone to travel between worlds or teleport great distances, and can share this special sense with you.

DARING CHARGER

At level 10, you and your vesper crow have trained to attack in tandem, performing aerial feats others can only be envious of. You learn the avian charge ability.

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 one

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 intelligence 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. This size change lasts for up to 1 hour.

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 and can speak languages you know
- **Companion Bonus (CB)** your intelligence 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

- **Vesper Sense** The vesper crow can sense teleportation and world-hopping magic as if smelling it. (level 6)

ESOTERIC TECHNIQUES

ARCANE PARRY

*level aether technique, *

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.

ARCING THROW

level 3 aether technique, dwoemer strike activation: action duration: instantaneous

You make a ranged weapon attack with your dwoemer 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 aether technique level.

ARCANE SHARDS

level 2 aether technique, dwoemer strike activation: action duration: instantaneous

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 damage of the same type equal to your aether die, and then the weapon reforms in your hand.

At higher levels You can spend additional aether when you use this technique, limited by your aether 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 aether technique level.

DWEOMER OF BRANDING

level 1 aether technique, dwoemer mark activation: on attack duration: varies

If you choose this dwoemer when you mark a creature, the target has disadvantage on checks to hide from you, and you gain a 10ft bonus to speed in any turn where you move toward the target. When you hit the creature, you deal extra damage equal to your aether die.

As a bonus action you can spend 1 aether die to wreath your weapon in lightning and make a ranged weapon attack. On a hit, the target is pulled up to 15ft toward you and takes extra lightning damage equal to

your aether die.

DWEOMER OF SHIELDING

level 1 aether technique, dwoemer mark activation: on an attack duration: varies

If you choose this dwoemer when you mark a creature, the target has disadvantage on attacks against your allies while within 15ft of you. When the creature deals damage to a creature other than you while within 15ft of you, the target of that damage gains temporary hit points equal to your aether die, and when you use your reaction to move to a space within 5ft of the attacker, you can spend 1 aether die to make a single weapon attack at the end of that movement.

FURIOUS ASSAULT

level 2 aether technique, aethernautica activation: bonus action duration: instantaneous

As a bonus action you can spend 1 aether point to make an attack 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

*level 2 aether technique, aethernautica, dwoemer strike activation: action duration: instantaneous *

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 dexterity save or take 2d6 lightning damage, half on a success, and be unable to take reactions until the start 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 aether technique, aethernautica, dweomer strike
Duration: 1 minute, concentration Activation: Action

As an action, you spend 3 aether to become wreathed in lightning, 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 doubles while the effect lasts.

MOUNTAIN'S ROOTS

Level 2 aether technique, dwoemer

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 aether technique limit, as shown in the Aethernaut class table. When you do so the target takes bludgeoning damage equal to your aether die for each additional aether you spend.

STORM ARC

level 1 aether technique, dweomer strike Activation: bonus action Duration: instantaneous

As a bonus action when you hit a creature with an attack, you charge your weapon with the power of the storm. You 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.

AETHERNAUT SPELLS

As an Aethernaut, you can learn any of the following spells, as long as they are of a level no higher than your aether technique level, as shown on the Aethernaut class table.

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

1ST LEVEL	Zephyr Strike	Call Lightning	Galder's Speedy Courier
Aegis Brand	2ND LEVEL	Counterspell	Greater Invisibility
Aegis Mark	Acid Arrow	Dispel Magic	Private Sanctum
Alarm (r)	Arcane Lock	Elemental Weapon	Secret Chest
Arcane Shards	Branding Smite	Feign Death (r)	Shadow of Moil
Armor of Agythis	Cloud of Daggers	Flame Arrows	Skill Empowerment
Compelled Duel	Cordon of Arrows	Galder's Tower	Staggering Smite
Comprehend Languages (r)	Darkvision	Gaseous Form	Summon Elemental
Detect Magic (r)	Dragon's Breath	Glyph of Warding	:
Detect Poison and Disease (r)	Enhance Ability	Haste	5TH LEVEL
Ensnaring Strike	Hold Person	Intellect Fortress	Arcane Hand
False Life	Invisibility	Lightning Arrow	Banishing Smite
Feather Fall	Kinetic Jaunt	Magic Circle	Circle of Power
Find Familiar (r)	Misty Step	Protection From Energy	Cone of Cold
Gift of Alacrity	Shadow Blade	Sending	Contact other Plane (r)
Identify (r)	Silence (r)	Spirit Shroud	Far Step
Jump	Summon Beast	Thunder Step	Gaes
Longstrider	Blur	Tiny Hut (r)	Hold Monster
Protection From Evil and Good	Warding Bond	4TH LEVEL	Legend Lore
Tensor's Floating Disk (r)	Branding Smite	Dimension Door	Seeming
Thunderous Smite	Wrist Pocket (r)	Elemental Bane	Steel Wind Strike
Unseen Servant (r)	3RD LEVEL	Fire Shield	Swift Quiver
	Blinding Smite	Freedom of Movement	Telekinesis
	Blink	Hallucinatory Terrain	Teleportation Circle
			Wall of Force