

# AETHERIUM SAGE

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5E COMPATIBLE

A WIZARD SUBCLASS



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# TABLE OF CONTENTS

## 1 Aetherium Sage

### 1.1

1.1.1 Inspiration Behind the Subclass

1.1.2 School of The Aether

1.1.3 Class Features

1.1.4 Story Prompts

1.1.5 Spells



# AETHERIUM SAGE

## INSPIRATION BEHIND THE SUBCLASS

The Aetherium Sage sits in the the venn diagram between the Divination wizard, the Chronurgy wizard and the Evocation wizard.

Inspired in part by the Aes Sedai from Robert Jordan's *Wheel of Time*, in part by Remedy Entertainment's *Control* videogame and also by Marvel's *Doctor Strange*, the Aetherium Sage is a subclass designed for those that want to alter and shift reality, especially on the battlefield.

## SCHOOL OF THE AETHER

Some wizards seek to dominate the will of others, some seek to defy the barrier of death. Those who study the school of the aether think those other wizards lack ambition, for they seek to understand the very nature of what binds reality together. As such they do not study in 'schools', and tend to be lone scholars pushing the boundaries of their own knowledge.

When you choose this class you will have the force of will to defend those you care about from any harm, as well as gaining the ability to see all that is unseen.

There are even whispers that the most powerful of sages even found the ability to tear beings from the very fabric of reality, a power beyond even the gods, but the dangers involved in something so audacious prevent most from even trying, and none who have yet tried it have survived.

## CLASS FEATURES

### AETHER SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy an aether spell into your spellbook is halved.

### DEFENSIVE SHARD

Once per day, starting at 2nd level, when you are attacked you can react to an attack roll made against you or an ally by instinctually twisting reality so that it forms into a crystal like shard that deflects the attack. When this ability is used, it grants disadvantage on an opponents attack roll. At 10th level you can react a second time per day, and at 17th level you can react thrice a day.

### WARP REALITY

From 6th level you can attempt to bend reality to your will. When you cast a spell roll a d100. If the number rolled is equal to or less than *your level + your INT modifier + Proficiency Bonus*, the spell does not consume a spell slot. If it is higher then there is no effect. Regardless of success, you can use this up to 3 times per day without consequence, but beyond that each roll will incur a point of exhaustion upon you.

*" The weave rippled around me, and without knowing why I threw up my hands. The air grew hot, twisting and contorting as a crystalline shard appeared just in time to stop the barbed arrow that had been loosed at my heart from the hiding bandit. I smiled. Now it was my turn to play... "*

## AETHERIUM WEAVER

Beginning at 10th level you can add your intelligence modifier to the damage rolls of any aether spell you cast.

### TEAR REALITY

Beginning at 10th level you can use your knowledge of the shape of the weave to tear a hole in space. You gain the ability to cast *Dimension Door* once per day without using a spell slot.

**Sense Ripple:** Additionally, once per day you can sense what the enemy is about to do, and can use a bonus action to tell to your colleagues, granting the next attack made against that enemy advantage.

### DETECT WEAVES

Starting at 14th level you gain the ability to detect any invisible being or item, magical traps or interdimensional portals within 10ft of your location.

**Bend Light:** Additionally, you gain the ability to cast *Greater Invisibility* once per day as a reaction, without using a spell slot.

## STORY PROMPTS

### FOR DM'S

Aetherium sages should be rare. They are solitary, often isolationist, wizards who do not share what they know lightly.

What might have caused magic like this to manifest in your world? Here are some ideas to get you started.

#### d10 Lore Idea

- 1-2 Tears in reality have been found in the dark places of the world, and strange monsters have appeared around them. Beings caught in these tears develop Aetherium powers.
- 3-4 A magical experiment went very wrong, bestowing strange powers on the researchers.
- 5-6 A secretive group of wizards study reality in order to reconstruct the universe to suit their vision. One of their order fled and has started sharing the knowledge on the black market.
- 7-8 Celestial beings guard Aetherium knowledge to maintain balance in the cosmos. The last of these beings is dying and wishes to pass on its knowledge before it is lost forever.
- 9- Aetherium spells are discovered in the ruined
- 10 remains of a long dead civilisation

### FOR PLAYERS

Wizards are people of great intellect, needing great ambition. It only follows that they would also have equally great flaws. Use this table to help inspire your characters personality.

## d6 Ambition

- 1 You lost someone you love, and you'll tear reality apart to bring them back
- 2 If only you could discover how the universe is built, you could build a perfect utopia for everyone.
- 3 Life is harsh and uncaring. If you can twist the odds in your favour, you could become the richest person who ever lived.
- 4 You seek immortality, but not corporeal. You hope to transcend the physical realm and become divine.
- 5 The universe is finely balanced. You want to study it and preserve the harmony of existence.
- 6 You hope to become the wisest wizard who ever lived, and to start a university.

## d6 Flaw

- 1 Power comes to those that grasp it. There is no place for sentimentality or empathy.
- 2 The power of the Aether is addictive. You bear no heed to the risks of dangerous/ cursed items or spells.
- 3 Studying the secrets of reality has made you paranoid, you fear people stealing your knowledge and guard your spellbook aggressively.
- 4 You have seen the results of those that tamper with reality, and have consequently become hesitant to use your aether spells except in dire need.
- 5 Your love for those you care about makes you reckless when it comes to protecting them.
- 6 Your ability to tamper with reality has made you proud, arrogant of your own abilities and dismissive of others.

## SPELLS

### AETHERIUM SHARD

*Cantrip*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V,S

**Duration:** Instantaneous

You manifest a small shard of condensed reality that you can blast at a single target in range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 radiant damage.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

### WILD ELEMENTS

*1st level Aether*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V,S

**Duration:** Concentration, up to 1 min.

Your ability to manipulate the Aether allows you to manifest the elements in a 1 foot cube, though not with any great skill. Roll a d4:

**On a 1:** You cause rocks to manifest and crush the area for 2d6 bludgeoning damage. Opponents can make a dex save to avoid it, and take no damage on a successful save.

**On a 2:** You conjure a mini hurricane that deafens the opponent for one round unless they pass a constitution saving throw against your Spell save DC.

**On a 3:** You conjure a flame that burns for 4d4 fire damage per turn. Opponents can make a dex save to avoid it, and take no damage on a successful save.

**On a 4:** Water flows in a ball that can suffocate any living creature if they are caught inside. Creatures caught inside this are considered drowning if their head is small enough to fit inside, unless they can pass a strength saving throw against your spell save DC to move their head out of the water.

**Control the Elements** If you cast this spell at 3rd level or higher you can choose which element to conjure.

### BALE FIRE

*3rd level Aether*

**Casting Time:** 1 action

**Range:** 30 feet (10ft)

**Components:** V,S

**Duration:** Instantaneous

An arc of blinding white light streaks forth from your hands in a beam 30ft long and 10 feet wide as you channel the very force that binds reality together. All creatures in range must make a dex saving throw against your spell save DC or receive 5d10 radiant damage. On a successful save they take half damage.

**At Higher levels:** When cast at higher levels spell damage increases by 1d10 per level.

### PERCEIVE THE WEAVE

*5th level Aether (ritual)*

**Casting Time:** 10 mins

**Range:** self

**Components:** V,S,M (Spellbook & aether shard)

**Duration:** Instantaneous

As a ritual you can attempt to discern the shape of the reality that lies directly ahead of you. You must ask a question to the DM of which the answer is yes or no, and then make an Arcana skill check to see if you can understand the divergent paths. The DM sets the DC according to the difficulty of the question, and if you pass you receive a truthful answer.

**Deja Vu** if you pass your skill check, you also receive the ability to re-roll a single attack roll, saving throw or ability check for the next 12 hours.

### TIDES OF CHAOS

*7th level Aether*

**Casting Time:** 1 reaction

**Range:** 30 feet

**Components:** V,S

**Duration:** Instantaneous

You reach into the aether and divert its flow. As a reaction you can use this spell to force an opponent to fail an attack roll against you or any ally you can see within 30 feet of you. You can also use this spell to enable yourself or one ally to automatically succeed on a saving throw.



## UNRAVEL

*9th level Aether*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V,S

**Duration:** Instantaneous

Unravel the very fabric of existence and tear a being out of reality. When this spell is cast if the creature has less than 100HP they instantly cease to exist, and all knowledge and evidence of them is permanently erased from the world other than you. All possessions they have on their form also disappear permanently. This cannot be undone, even by a wish spell.

If the target has more than 100HP, they must make a DC saving throw against your spell save stat, or take 30d6 radiant damage. On a successful save they take half damage. A creature killed by this damage disintegrates and cannot be revived, even with a wish spell.

**Forbidden Knowledge:** Using this spell inflicts three levels of exhaustion upon you that take 2d4 days of downtime to fully recover from.

**Negation:** If the creature has more than 100hp when you cast the spell, the effort of will required to cast this spell endangers your very being. Roll a d100. If the roll is equal to or less than your character level, you suffer the effects of the spell as well.