



AERAMANU

Victor Stein's feathers ruffled with anticipation such that he had never felt. He had worked his entire life towards this moment. Twenty Feet in front of him sat the Seed of Darkness - the sole, irreparable source of all evil and madness in the world - and the answer to his single, burning, question.

Decades of research deep within the secret Vatican archives; unanswered prayers and petty, war-mongering devils; the Prophecy of Apocrophia which he had spent the nearly two decades bringing to fruition; It all Culminated here, at this moment, in this place! The Gods had failed to give him answers. The Devils cared not for the secrets they held right within their grasp. But now, with Asmodeus out of the way, He could finally uncover the answer to the single most important question to ever be posed. An answer hidden away so deep that even the Gods Feared to ask.

Carefully, He stepped forward, fingers outstretched, blood from the fallen bishop dripping from his claws. The rune circle glowed. He felt the strength flee from himself and his comrades. They knew not the importance of this moment - knew not the true purpose of this ritual, the true reason he had gathered them together. Reaching upwards, he spoke the words he had memorized a thousand times over, reciting them with untold precision. And then.... The Black Deamon stepped from her place. The circle broken, the ritual descended into chaos. The Darkness Was unbound - The Seed Unleashed! And as it consumed his fool of a companion, he cursed aloud in such words as should never been uttered in this world or the next! She had Ruined it! Destroyed the one chance he would ever have at an answer! She had Broken the Circle, and now, the entire world would suffer for her transgression.

A RISE FROM THE ASHES

Aeramanu are an old people, and for most of their history, have been among the lost and forgotten of peoples. Before The Fall, Aeramanu caravans travelled back and forth across Aetheros, offering exotic wares and occult insights to those willing to trade, and never staying in one place for more than a few nights. Their strong cultural connection to death and the occult labelled them as unclean, And outside of a few exceptions, Aeramanu were treated as little more than thieves, murderers, and assassins - a sentiment that many found easier to embrace than argue.

It was not until after the fall, when an Aeramanu by the name of Victor Stein rose to power over what had once been the nine hells, that the Aeramanu people began to acquire wealth and social standing. Today, the three great Aeramanu houses are some of the wealthiest families in the world, Patronizing the Arts, Sciences, and Occult, but never forgetting the ashes from which they climbed.

STEEPED IN TRADITION

Despite their newfound wealth, the Aeramanu houses hold tight to the traditions of their nomadic ancestors. A great honour for the occult and a particularly grim aesthetic permeate modern Aeramanu Culture, and to dishonour the spirits or the family is seen as a punishable sin. Aeramanu are slow to trust, and often hold secrets like currency, coveting arcane knowledge above all others. The occult is born into their very blood, and an Aeramanu without magic is like a bird without feathers - already dead and worth only the meat on it's bones.

AERAMANU IN SOCIETY

Aeramanu are a Proud People, both of their ancient traditions, and of their recent rise to power, and no Aeramanu will pass up the chance to recount wealth and accomplishments of their House. Modern Aeramanu dress in fine clothes which mimic the traditional wrappings of their nomadic ancestors, and often decorate themselves with colourful dyes or bright feathers in homage to Lord Victor Stein, who earned them their place within noble society.

Because of this Great Pride, other races often see Aeramanu as elitist or presumptuous, And indeed many Aeramanu hardly consider other races worth their time. But this does not describe the race as a whole, and all things told, Aeramanu are a driven and dedicated people, eager to make a name within a world that has only just begun to recognize their potential as anything more than thieves and charlatans, and their preoccupation with titles and social standing is the result of centuries spent deprived of any sense of worth among other races

AERAMANU NAMES

Aeramanu names are traditional and eclectic, often passed down through generations.

Female Names: Alexandru, Adrian, Andrei, Mihai, Ionuț, Florin, Daniel, Marian, Marius, Cristian
Male Names: Ana-Maria, Mihaela, Andreea, Elena, Alexandra, Cristina, Daniela, Alina, Maria, Ioana

AERAMANU TRAITS

An avian of one of the three noble houses, you gain the following traits.

Ability Score Increase. Your Wisdom and Intelligence scores both increase by 1

Age. Aeramanu live similar life-span to that of their human counterparts, but their cultural proclivity for taboos means few shy away from extending this life-span using unwholesome magic or similarly unsavoury means.

Alignment. Though steeped in shadows of necromancy and other dark fascinations, Aeramanu are not definably good or evil, and often seek such things purely out of curiosity. As a whole, the deep traditions of Aeramnū culture push children towards more lawful alignments.
Size. Aeramanu average slightly taller than many other races, rarely falling below 6 ft in adult height. Your size category is medium.

Speed. No faster than an average human, your speed is 30 feet.

Hollow Bones. While flightless, Aeramanu still retain the hollow bones of their avian heritage, making them exceptionally light for their size. You calculate fall damage as if the distance fallen were halved.

Occult Tradition. Aeramanu excel at all things arcane, and have been practicing magic since long before most races first dabbled in the arcane arts. You gain two cantrips of your choice from the wizard spell list. Choose wisdom or intelligence as your spellcasting ability for these spells.

Languages. Common, Aeramanu, and your choice of one other.

GREAT HOUSES

Aeramanu Society is built around a strict caste system, ruled over by three Great Houses. These houses, like large families, govern every aspect of Aeramanu society, and the house an Aeramanu is born into, or under which their family serves defines the role they are expected to full fill within the world.

HOUSE CARROW

Shrewd traders and businessmen, the Carrow family has become one of the wealthiest noble houses in all of aetheros, and specialise in the acquisition and sale of antiquities and occult artefacts.

Ability Score Increase. Your Intelligence Score score increases by 1

Appraising Eye. All member of House Carrow are taught from a young age how to conduct business and appraise valuable wares. You have advantage on checks made to haggle or appraise an item's value, And may cast *Identify* as a ritual once per day without expending material components. Your spellcasting ability for this spell is the same as your Occult Tradition racial feature.

HOUSE TALLOS

Dark and secretive, House Tallos presents outwardly as a pious order devoted to pseudo-religious study, but beneath the surface has earned a reputation for training some of the most deadly assassins in all of Aetheros.

Ability Score Increase. Your Dexterity Score score increases by 1

Assassin's Art. Children of House Tallos are trained since birth in the ways of death and disguise. You gain proficiency with poisoner's kits if you ar enot already proficient, and may cast Disguise Self once per day without expending a spell slot. Your spellcasting ability for this spell is the same as your Occult Tradition racial feature.

HOUSE BRIGHTFEATHER

Flamboyant and Fashionable, the House Brightfeather is known across Aetheros for their exceptional talents as artists and performers. Even those who pursue other occupations do so with a flare unmatched by common men.

Ability Score Increase. Your Charisma Score score increases by 1

Artist's Clout Brightfeathers exude an aura of pomp and circumstance, and have an unmatched way with words. You gain proficiency in your choice of performance or persuasion if you are not already proficient, And may cast Charm Person once per day at it's lowest level without expending a spell slot. Your spellcasting ability for this spell is the same as your Occult Tradition racial feature.

DISGRACED/OUTCAST

Not all Aeramanu are welcome within the great houses. Those who have disgraced their family, or who choose to wilfully reject the Great Houses are cast out and shunned by other Aeramanu.

Ability Score Increase. Your Wisdom Score score increases by 1

Old-world Magics Without the prominence of the Great Houses, Aeramanu outcasts rely on the old ways and forgotten magics of their people. You gain the *Ritual Caster* feat, as listed on page 169 of the Players Handbook

CREDITS AND ACKNOWLEDGMENTS

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A SPECIAL THANKS

To My friends and players, who have helped me playtest and fine-tune this class

To My wife, who not only has put up with my obsessive work, but was also the source of inspiration behind this race.

And of course, to all my patrons and supporters, and to those fans who continue to enjoy my work. I love what I get to do for you guys, and hope to continue doing it far into the future

IMAGES IN ORDER

The Single Cover Image for this Race is actually composed of two images that I heavily edited together. I am my no means an artist, but I did my best to blend the background of one into the other in a way that was not immediately noticeable.

Wind Vale - Alayna
<https://www.deviantart.com/alayna>

Priest K'hilleck - Uruno-Morlith
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NOTE FROM THE AUTHOR

This Race took me far longer than most to complete, which is strange, considering it was one of the first that I imagined for my home brew setting. Victor Allen Stein was a character I played long ago in a campaign that never quite took off, but his story took on a life of it's own with the help of my wife, and that story eventually laid the groundwork for all of Aetheros.

The problem was, when I originally designed the character it was in 4th edition, and in 4e, kenku were a very different race. When moving him into 5th edition, the Kenku race no longer suited him, and the Aracokra were not suitable either, so I imagined my own race of avian humanoids, with a heavy inspiration from Romanian culture and history (which I in no way do justice within this fantasy race).

Despite being one of the first elements to make up my new world, I dragged my feet in creating this race, partially because I struggled to find the right artwork (I still intend to commission something specific in the future), but mostly because I had developed so deep a connection to the Aeramanu as a people, that stepping back to Isolate the mechanics of the race became a struggle.

In the end, I'm not sure I will ever be happy with this race, because I'm so closely involved I cant help but try to make it perfect. But at some point we all have to step back and say "that's good enough" And move on to something new. Who knows, maybe I will revisit the Aeramanu in the future. but until then, I think I did alright.