

Aetheria is a land of contrast layered on contrast. Ancient Elven ruins are scattered around in forgotten, crumbled cities and forests. Newer human and half-elf cultures now lead the way.

At a distance, Aetheria feels almost idyllic, and perhaps it once was:

- Rolling green plains
- Towering mountain ranges cutting into the clouds
- Vast forests that shimmer with lingering magic
- Rivers that seem to glow under moonlight

But stay a little longer... and the illusion fractures. Not that most of the inhabitants would know that.

The Shape of the Land

Aetheria is a continent of natural extremes, shaped as much by arcanum as it is by nature and time.

Mountains:

- Jagged, ancient, and impossibly tall
- Some peaks are scorched black from old dragonfire
- Others glow faintly at night, threaded with dormant ley lines
- The range cuts through the centre of Aetheria at a slight diagonal from east to west, splitting the continent in two
- All trade and travel routes pass through the valley at the centre of the range

Forests:

- Dense, sprawling, and abundant with wildlife
- Most regions are lush and vibrant, entwined with old elven magic
- The Necrawood is a large forest and the ancient home of the **Noctyra** house and kingdom. It is cursed, and only those with a death wish or members of unsavoury criminal gangs enter.

Coastlines:

- Violent seas crash against blackened shores in the north and west
- Cliffs rise sharply, carved by centuries of storms and forgotten invasions
- Golden sands and calmer oceans grace the east and south coastlines
- The south is more known for it's idyllic sunny weather
- The North is harsher, colder, but more easily defensible

Plans & Heartlands:

- Fertile, golden, deceptively peaceful
- The breadbasket of Aetheria
- Villages and towns dot the land... loyal, quiet, and watched

Magic in the Environment

Magic in Aetheria is not hidden. It's ambient and subtle, always present but not immediate. With the ancient elven structures now in ruins, their leyline amplifiers have dimmed considerably.

- Ley lines run beneath the land like veins
- Certain plants emit soft bioluminescence at night
- Water sometimes reflects things that aren't there
- Air pressure shifts slightly in areas of high arcane density

Even people who can't use magic can still feel its presence. Arcanum feels like static pressure; the more of it that's present, the more pressure it builds.

Architecture & Typography (The Visual Identity)

Old Elven Structures

- Flowing organic shapes
- Built with nature and gallum, an arcanum-enchanted gold metal that boasts both flexibility and durability
- Curved arches, living roots, and gallum constructs for mechanisms and defence
- Covered in ancient runic inscriptions

Thorne Influence

The forgotten capital of Aetheria, Zodia, has undergone many iterations because of the various wars fought across the continent. The Thorne House took inspiration from their dragons and incorporated them into the city's architecture where possible.

- Mostly durable stone
- Open spaces with gardens
- Bustling markets and entertainment

Valis Influence

Since the Valis family's occupation, they have tried to erase the Thorne presence in the city where possible. Dragon statues and architectural influences have been built over, knocked down or hidden.

- Newer structures made from black stone and polished surfaces
- Subtle crimson accents
- Designed to feel perfect and intimidating