

Aetheria is now a kingdom wearing a mask. On the surface, there is order, prosperity and unity. Underneath, there is rot, fear and buried truths.

Valeris - The Red Gem

The heart of Aetheria and the modern-day crown jewel. Valeris is a bastardisation of Thorne and Valis architecture, a careful hybrid to ensure comfort and familiarity with its people, while a slight diversion to the new powers.

- **The Crimson Spire**
 - A secret site in the palace where the blood moon ritual is performed. No one enters or asks questions; only the Queen goes inside.
- **The Hall of Salvations**
 - A public monument depicting the Valis 'saving' Aetheria from the Thorne massacre.
- **The Veil Network**
 - Invisible magic woven through the city that subtly influences emotion and thought

The Necrawood

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.

What makes it terrifying:

- Cursed with dark forbidden magic
- Paths seem to change when unobserved
- Whispers mimic the voices of loved ones
- Time feels inconsistent

The Necrabeasts:

- Animals warped by the Necracurse
- Some retain fragments of memory; most become mindless and savage
- They are cursed to defend the forest's secrets

The Noctyra Vault Temples:

Sunken, overgrown structures that contain

- Lost arcanum artefacts from Noctyra
- Forbidden knowledge

The Heartroot:

- A massive, petrified tree pulsing with dark energy
- Possibly the origin of the curse

Sylvara - The Living City

Once the heart of Sylvaran magic, now the home to Elves of all ancient houses that seek refuge from the Valis rule. In these modern times, Elves are forbidden to use magic of any sort and are forced into servitude to human and half-elven kind.

Sylvara is half reclaimed by nature, but it complements the old structures in a timeless way. The community here is protective of its own and very wary of outsiders, especially those who are not Elves.

Sylvara is led by a council of four elves, known as The Oak. Each member has a lineage that traces back to one of the four great Elven Kingdoms, three of which are Sylvaran, Pyrelion, and Aetheris. Since the Noctyra Royal Family sacrificed their people in order to facilitate their escape, the fourth member is elected as a mediator - an Elf who has blood from all three of the ancient houses.

Key Elements:

The Root Sanctum - where The Oak meet daily to plan and talk of the rebellion and war plans against the Valis.

The Blooming Ruins - completely overtaken by nature magic, these vaults hold ancient Sylaran artefacts.

Ashbourne - The Hearthfire

A city built into the caldera of an active volcano, kept dormant by an artefact known as the Hearthfire. They export slag glass across the continent, which is used to forge affordable jewellery. Not everyone can afford Diamonds, but most people can save up and afford a pair of ruby slag glass earrings.

The Valis family maintain the crimson spires and architecture using this slag glass.

Cities in Modern Aetheria - Controlled

Aetheria has only five cities, conveniently centred in the North, East, West, South, and Midlands.

- North - Hallowcrest
- East - Ashbourne
- South - Sunshore
- West - Valeris
- Midlands - Sylvara

Each city, excluding Sylvara, has an appointed official who reports directly to the Valis family. They ensure everything runs correctly within the regime.

Valewick (and other towns)

A market town that sits in a valley not far from the Eastern border of the Necrawood. Like many towns and villages outside of the capital, life is comfortable but controlled. Harmonic Vanguard remain stationed to ensure the Valis regime is not opposed or questioned.

The further away from the capital, the less influence the blood ritual has on the mind. Some people may question the regime inwardly, but it is rare for anyone to openly oppose the Valis family.