

AETHERIA



WORLD PRIMER

**A REALM OF UNPARALLELED MAGIC WHERE ANCIENT FANTASY MEETS
THE SPARK OF A MODERN WORLD.**

AETHERIA

WORLD PRIMER

UNVEILING THE HIGH-MAGIC

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WELCOME TO AETHERIA

Welcome to Aetheria, where impossibility is just another Tuesday. This isn't your grandfather's fantasy realm of dusty spellbooks and forgotten lore. Aetheria is what happens when **high-magic fantasy** collides with the **modern age**—and the result is spectacular.

THE AETHER: THE WORLD'S PULSE

The Aether is everywhere. It's in the air you breathe, the ground beneath your feet, and the coffee you grab on your way to the teleportation circle. This pervasive mystical energy doesn't just enable magic—it *is* modern life here. Arcane reactors power entire cities. Personal scrying-screens keep you connected across continents. Sleek, enchanted vehicles glide along magically-stabilized highways. Ancient magical pacts carry the same legal weight as corporate contracts, and a corporate mage is as likely to negotiate a merger as they are to banish a rogue elemental from the server room.

YOUR STORY STARTS HERE

You're not some farm kid destined for greatness. You're already living in greatness—or at least, in a world that's figured out how to make magic pay the rent. You're an adventurer in a fully realized, technologically and magically sophisticated society. So, who are you?

- **Your Past:** Maybe you studied evocation theory at Avelon's University of Applied Arcana. Or worked the magically-automated assembly lines in Ironhelm's industrial districts. Perhaps you piloted enchanted cargo ships through Zephyrath's treacherous mountain passes, or ran less-than-legal goods through Seaphia's port authorities.
- **Your Transport:** Commercial sky-dirigibles run scheduled routes between major cities. Arcane transit circles offer instant travel—if you can afford the fare. Some folks prefer the freedom of an enchanted motorcycle, especially when the destination is off the grid in Valeshia's wilderness.
- **Your Mission:** Track down a corporate executive who's been selling military-grade elemental cores on the black market. Investigate why an entire district's magical infrastructure went dark. Broker a treaty between rival nations before trade war becomes actual war. Or maybe just find that legendary artifact before someone uses it to crash the global economy.

Your past is complex, your skills are sharp, and the world is yours to explore.

MAGIC IN AETHERIA

Magic isn't rare—it's infrastructure. It's utility, commerce, and entertainment. But that doesn't make it any less powerful or dangerous. The Aether flows through everything, and those who can channel it shape reality itself.

AREAS OF PRACTICE

Magical theory recognizes seven distinct areas of arcane practice. Most practitioners dabble in multiple areas, though specialization offers its own advantages. Choose your focus based on what calls to you—or what pays the bills.

Magic Area	Description
Abjuration	Protection, countermeasures, and security systems. Abjurers design magical defenses, from personal wards to building-wide security grids. High demand in corporate and government sectors.
Conjuration	Summoning, teleportation, and dimensional manipulation. Essential for logistics, transportation networks, and extraplanar negotiations.
Divination	Information gathering, prediction analysis, and investigative work. Diviners work everywhere from intelligence agencies to financial firms, uncovering what others want hidden.
Enchantment	Augmentation of objects and influence over consciousness. Enchanters craft everything from magical consumer goods to specialized equipment. Also handles public relations and persuasion—legally, of course.
Illusion	Sensory manipulation and perception alteration. Used in entertainment, security, espionage, and advertising. The line between ethical and questionable is frequently debated.
Invocation	Raw elemental forces and energy manipulation. Invokers power industrial processes, provide emergency services, and handle situations where subtlety isn't an option.
Necromancy	Life force manipulation, death magic, and soul interaction. Heavily regulated in most nations. Legal applications include medical research, forensic investigation, and ancestral communication.

THE CONTINENTS OF AETHERIA

Two major continents define the geopolitical landscape of Aetheria. **Astoria** represents established power—old money, industrial might, and deeply entrenched political structures. **Veridia** is where the Aether flows wild, where reality bends, and where the truly ambitious go to make their mark or lose themselves trying.

ASTORIA: POWER AND PROGRESS

Astoria is where civilization planted its flag and decided to stay. Long-established kingdoms, industrial powerhouses, and vast commercial networks define this continent. Magic isn't just accepted here—it's optimized, productized, and integrated into every level of infrastructure.

AVELON: THE KNOWLEDGE CAPITAL

The intellectual and economic heart of Aetheria. Avelon's skyline is dominated by university towers and corporate headquarters, where the next generation of magical innovation is being developed—and monetized.

People: The largest Elven population in Aetheria maintains much of the ancient infrastructure, working alongside a dynamic Human majority. The result is a society that respects tradition while racing toward the future.

Economy: Higher education, research and development, and arcane technology manufacturing. If it's cutting-edge, it probably came from an Avelonian lab. Major exports include magical components, licensed spellwork, and consulting services.

Government: The Arcane Council—an elected assembly of distinguished academics and magical theorists—maintains overall governance. Powerful corporate interests heavily influence policy through lobbying and campaign funding. It's democracy, but with a considerable budget.

SEAPHIA: THE TRADING HUB

The world's maritime center and the reason global commerce actually works. Seaphia's massive port cities process goods from every corner of Aetheria. Where there's trade, there's money. Where there's money, there's power. And where there's power, things get complicated.

People: Predominantly Human, with significant populations of Halflings, Tieflings, and Merfolk. The diversity reflects the constant influx from international shipping routes.

Economy: Everything moves through Seaphia. Maritime shipping, international trade, and financial services form the legitimate economy. The shadow economy of smuggling, information brokering, and less-legal enterprises is equally robust.

Government: There isn't one. Not really. Powerful merchant guilds and influential "business associations" run things through a complex web of agreements, rivalries, and occasionally violence. It works—mostly—because everyone profits from stability. Mostly.

ASTORIA (CONTINUED)

VALESHIA: THE FRONTIER

Dense forests, rugged mountains, and ancient ruins that predate modern civilization. Valeshia's edges are settled—small towns, mining operations, research outposts. But the interior remains wild, dangerous, and full of mysteries that modern society hasn't quite figured out how to monetize yet.

People: Predominantly Orcs, Half-Orcs, and Goblins who have called these lands home for millennia, alongside isolated communities of Wild Elves. Recent decades have seen an influx of adventurers, researchers, and those running from something.

Economy: Natural resources, especially rare magical herbs and materials found nowhere else. A growing tourism industry caters to thrill-seekers and amateur archaeologists. Excavation rights to ancient ruins are hotly contested and lucratively licensed.

Government: The Circle of Elders—a council of druids representing major tribal communities—maintains loose governance over settled areas. The deeper wilderness follows older laws. Outsiders should respect both if they want to leave intact.

IRONHELM: THE INDUSTRIAL CORE

If Aetheria runs on magic, Ironhelm is the engine. Vast underground mining complexes extract raw materials while surface factories manufacture everything from household goods to military-grade equipment. The work never stops, the forges never cool, and the smoke never quite clears.

People: Overwhelmingly Dwarven. Ironhelm's society is built on centuries of engineering tradition, guild structures, and an almost spiritual relationship with craftsmanship and industry.

Economy: Manufacturing, mining, and engineering. Ironhelm produces the physical goods that magical technology requires—vehicle chassis, arcane reactor housing, consumer appliances, weapons systems. If it's built to last, it's probably from Ironhelm.

Government: The Industrial Council—an alliance of guild leaders and corporate magnates—runs Ironhelm with ruthless efficiency. Policy prioritizes productivity, safety regulations are negotiable, and labor disputes are settled through a combination of negotiation and tradition. Progress is sacred. Everything else is secondary.

VERIDIA: MYSTERY AND AMBITION

Where Astoria represents control over magic, Veridia represents magic's refusal to be controlled. The Aether flows more freely here, creating spectacular and often unpredictable phenomena. This is where people come when conventional civilization feels too limiting—or when they're chasing something that can't be found anywhere else.

ELYSIUM: THE IMPOSSIBLE REALM

Reality is optional in Elysium. Entire landmasses drift through the sky, untethered from conventional physics. The fabric of reality is thin here—sometimes transparent—acting as a natural gateway to the Feywilds and other planes. Beautiful, perilous, and absolutely not recommended for casual tourism.

People: Celestial beings, planar travelers, and mages seeking primal magic or a quick path to insanity. Permanent residents are rare. Long-term survival is questionable.

Economy: Research grants fund most activity—studying planar mechanics, harvesting unique materials, and documenting phenomena that shouldn't exist. Some trade occurs with entities that may or may not exist in traditional space-time.

Government: None. Various research organizations and planar entities maintain their own rules within their territories. Treaties exist, but enforcement is complicated when one party exists in four dimensions simultaneously.

THULE: THE ARCHIVE

Scattered enclaves across Thule preserve what remains of Aetheria's earliest civilizations. These aren't museums—they're living libraries, where scholars dedicate their lives to understanding magic before it became industrialized, before it became commerce, when it was still raw and untamed and infinitely more dangerous.

People: Dedicated academics from Human, Elven, and Dwarven backgrounds. Also home to a few extremely long-lived individuals who remember things personally that everyone else reads about in books.

Economy: Knowledge. Specifically, selling knowledge to those wealthy enough to afford it. Research contracts, consultation fees, and licensing of rediscovered magical techniques fund the preservation work.

Government: Each enclave maintains internal governance, usually a council of senior scholars. They coordinate through the Confederation of Enclaves—a bureaucratic nightmare that somehow preserves independence while enabling cooperation.

FAERYSTONE: THE LIVING GALLERY

Faerystone is what happens when the Fey influence becomes permanent architecture. Buildings shimmer, float, or reshape themselves based on ambient magical currents. The cities are art installations that people happen to live in. Logic is negotiable. Beauty is mandatory. Mundane reality need not apply.

People: Fey creatures (Satyrs, Pixies, Sprites) share space with Humans and anyone else drawn to concentrated magical expression. Artists, performers, and magical researchers create a society where creativity is currency.

Economy: Arcane arts, entertainment, magical innovation, and tourism. Faerystone exports include unique magical items, performance recordings, and licensing deals for new spell techniques. The economy runs on inspiration, and inspiration is abundant.

Government: The Confluence—a rotating council that reorganizes based on artistic and magical currents. Democracy by vibes. Somehow it works. Policy tends toward preserving natural beauty and maximizing creative expression. Disputes are settled through artistic competition.

ZEPHYRATH: THE SKY ROADS

An impassable mountain range splits Zephyrath down the middle. Rather than tunnel through or build around it, civilization simply went over it. Massive sky-dirigibles connect cities nestled in mountain valleys, creating a culture that lives vertically as much as horizontally.

People: Predominantly Human, with substantial Orc and Dwarf populations managing the complex infrastructure that keeps the dirigible fleets running.

Economy: Aviation, logistics, and engineering. Zephyrath controls the fastest trade routes across its territories. Dirigible manufacturing, navigation services, and aerospace engineering drive the economy.

Government: The Skyfleet Authority coordinates infrastructure, but individual city-states maintain significant autonomy. The council prioritizes what keeps ships flying and trade flowing. Everything else is local governance.

THE PEOPLES OF AETHERIA

Aetheria is home to all the major races, each contributing to the modern world in their own way. **Humans, Dwarves, Goblins, Orcs, Half-Orcs, Half-Elves, Elves, and Halflings** are common across all continents. More unusual species—Tieflings, Dragonborn, Genasi, and others—congregate in planar-touched regions like Elysium and Faerystone, or in the cosmopolitan port cities of Seaphia.

Your adventure begins now. Welcome to a world where you can hack a magical security system, catch a high-speed train to a floating city, and broker a deal with an ancient dragon—possibly all before lunch.

THE PANTHEON OF AETHERIA

The gods of Aetheria are not distant, mythological figures. They exist, they act, and their influence shapes reality in measurable ways. Most Aetherians maintain a practical relationship with the divine—respecting the gods not out of blind faith, but because ignoring powerful entities with demonstrable reality-altering capabilities is statistically a bad idea.

Divine power is studied academically, negotiated with legally, and occasionally invoked contractually. Clerics and paladins aren't rare mystics—they're professionals with divine backing, and that backing comes with expectations.

MAJOR DEITIES

ANATHERIA, THE DREAMER

Anatheria, the Dreamer (Chaotic Good) is the Goddess of dreams, inspiration, and boundless creativity. She encourages breaking boundaries and pursuing impossible visions. Artists and innovators frequently invoke her name, especially when deadlines loom.

- **Domains:** Trickery, Arcana
- **Symbol:** A swirling vortex of colors bleeding into reality.

ASTRAEA, THE PATHWALKER

Astraea, the Pathwalker (Neutral Good) is the Goddess of journeys, exploration, and new beginnings. Travelers, merchants, and anyone starting something new seek her favor. Transit workers swear by her.

- **Domains:** Travel, Protection
- **Symbol:** A single footprint glowing with starlight.

ANYA, THE WEAVER

Anya, the Weaver (Lawful Neutral) is the Goddess of fate, destiny, and the flow of time. She maintains the fundamental structure that prevents reality from collapsing into chaos. Bureaucrats and lawyers surprisingly often invoke her blessing.

- **Domains:** Fate, Time
- **Symbol:** A silver thread glowing with soft, ethereal light.

INTHEMIS, THE ASHEN PHOENIX

Inthemis, the Ashen Phoenix (Chaotic Neutral) is the God of destruction, transformation, and chaos. He represents both catastrophic endings and necessary change. Revolutionary movements claim his patronage. So do demolition contractors.

- **Domains:** War, Chaos
- **Symbol:** A phoenix consumed in its own flames, leaving only ash.

KAITO, THE ARCHITECT

Kaito, the Architect (Lawful Neutral) is the God of knowledge, logic, and structure. He embodies systematic understanding and carefully constructed order. Engineers and researchers invoke him daily. Academic papers cite him in acknowledgments.

- **Domains:** Knowledge, Arcana
- **Symbol:** Silver compasses with intricate gears glowing with faint light.

MAIA, THE ILLUSIONIST

Maia, the Illusionist (Neutral) is the Goddess of illusions, deception, and artistry. She represents creative truth—that reality is partly perception, and perception is negotiable. Performers and advertising executives both claim her blessing.

- **Domains:** Trickery, Arcana
- **Symbol:** A swirling mask with ever-changing features.

THE MORAI, THE FATES

The Morai, the Fates (Neutral), are three sisters who work alongside Anya, representing past (Clotho), present (Lachesis), and future (Atropos). They spin the threads of individual destinies while Anya maintains the broader pattern.

- **Domains:** Fate
- **Symbol:** Three interlocking threads—white, gold, and black.

MORWREN, THE REAPER

Morwren, the Reaper (Lawful Neutral) is the Goddess of death, endings, and transformation. She guides the flow of energy from life to death and back, ensuring the cycle continues. Medical examiners and hospice workers honor her work.

- **Domains:** Death, Grave
- **Symbol:** A silver scythe with a single perfect moonstone.

NEMETIS, THE REVENANT

Nemetis, the Revenant (Lawful Neutral) is the Goddess of vengeance, justice, and balance. She ensures those who disrupt the flow face consequences. Law enforcement and prosecutors frequently invoke her name in court proceedings.

- **Domains:** War, Justice
- **Symbol:** Balanced scales with a flickering flame on one side.

NYX, THE OBSCURER

Nyx, the Obscurer (Neutral Evil) is the Goddess of secrets, manipulation, and forgotten things. She disrupts the flow deliberately, twisting it for personal gain. Intelligence agencies acknowledge her influence while denying her worship.

- **Domains:** Trickery, Shadow Magic
- **Symbol:** A warped obsidian raven feather trailing shadow energy.

PROMETHEUS, THE DEFIANT SPARK

Prometheus, the Defiant Spark (Chaotic Good) is the God of innovation, rebellion against tyranny, and pushing boundaries. He represents the spark that challenges the status quo and drives progress. Tech startups love him. Regulatory agencies less so.

- **Domains:** Arcana, Trickery
- **Symbol:** A stolen golden spark flickering against darkness.

STYX, THE OAKEN GUARDIAN

Styx, the Oaken Guardian (Neutral Good) is the God of unseen realms, borders, and nature spirits. He protects boundaries between the mortal world and spirit world, and guides lost souls. Border patrol and wilderness rangers honor his watch.

- **Domains:** Nature, Grave
- **Symbol:** A gnarled oak branch overflowing with bioluminescent fungi.

SYRIC, THE MENDER

Syric, the Mender (Neutral Good) is the God of healing, restoration, and renewal. He repairs imbalances in the flow, offering hope and second chances. Medical professionals and therapists invoke his name constantly.

- **Domains:** Life, Light
- **Symbol:** Shimmering hands cradling a pulsating orb.

XYLOS, THE WILDSRING

Xylos, the Wildspring (Chaotic Good) is the God of untamed nature, growth, and primal energy. He embodies the wild power that fuels creation and change. Environmental activists and wilderness preservationists claim his patronage.

- **Domains:** Nature, Wild Magic
- **Symbol:** A gnarled oak branch bursting with vibrant bioluminescent flowers.

DIVINE RELATIONSHIPS

The pantheon isn't a peaceful family gathering. These relationships shape divine politics and, by extension, mortal events.

- **Anya and Xylos** represent the eternal balance between order and chaos—the structure that contains wild growth, the wild growth that prevents stagnation.
- **Morwren and Syric** are complementary opposites, ensuring the cycle of life and death continues properly. They rarely agree on methods but coordinate constantly.
- **Anatheria and Kaito** influence each other—dreams spark new knowledge, logic shapes creativity into reality.
- **Nyx** actively opposes Anya, seeking to disrupt fate's flow and sow chaos for personal gain. This isn't philosophical disagreement. It's cosmic opposition.
- **Inthemis** represents both destruction fueled by Nyx and natural transformation within Anya's flow. His allegiance shifts depending on the nature of the change.
- **Astraea** follows paths guided by Anya, encouraging exploration within the flow rather than against it.

LESSER DEITIES

Lesser deities are mortals who ascended through extraordinary achievement, divine intervention, or sheer stubborn refusal to accept death. They maintain more specific areas of influence and often have more personal relationships with their followers.

ALISTAIR, THE WANDERER

Alistair, the Wanderer (Neutral Good) ascended from a wise Elven bard who spent centuries traveling the world, collecting stories and fostering understanding between cultures. His influence encourages wanderlust, cross-cultural exchange, and academic documentation of living traditions.

- **Domains:** Travel, Lore
- **Symbol:** A worn lute with a map woven into its tapestry.

BALOR, THE STEEL FANG

Balor, the Steel Fang (Chaotic Evil) ascended from a ruthless Orc warlord who conquered through violence and terror. His worship is outlawed in most nations, but he maintains followers among those who believe power justifies any means.

- **Domains:** War, Strength
- **Symbol:** Dripping, bloodstained axe blades.

CYRA, THE STORM'S FURY

Cyra, the Storm's Fury (Chaotic Good) ascended from a daring Halfling pirate captain who defied tyranny and protected the downtrodden. She embodies freedom, righteous fury, and the refusal to accept injustice. Naval officers and freedom fighters both claim her blessing.

- **Domains:** Tempest, Trickery
- **Symbol:** A tattered sail billowing in a lightning storm.

THE GREEN CHILDREN

The Green Children (Neutral Good) are mischievous yet benevolent forest spirits who emerged from an ancient grove and achieved divinity through collective worship. They embody playful nature, the interconnectedness of life, and protection of wild places.

- **Domains:** Nature, Trickery
- **Symbol:** Two intertwined vines with glowing green leaves.

KARA, THE SILENT GUARDIAN

Kara, the Silent Guardian (Lawful Neutral) ascended from a stoic Human warrior who defended a sacred mountain pass for decades, never abandoning her post. She represents vigilance, loyalty, and the defense of sacred places. Security professionals and guards honor her dedication.

- **Domains:** War, Protection
- **Symbol:** A weathered stone tower shrouded in mist.

KARSUS, THE DELVER

Karsus, the Delver (Neutral Evil) ascended from a power-hungry Human wizard who delved too deep into forbidden knowledge and emerged... changed. He represents the pursuit of knowledge at any cost and the dangers of obsession. His worship is legal but frowned upon.

- **Domains:** Necromancy, Knowledge
- **Symbol:** A cracked skull radiating ominous purple light.

KELDA, THE WEAVER OF ILLUSIONS

Kelda, the Weaver of Illusions (Chaotic Neutral) ascended from a manipulative Tiefling bard who used illusions to sway hearts and minds, building and destroying political careers with carefully crafted performances. She embodies deception, performance, and the power of perception.

- **Domains:** Trickery, Glamour
- **Symbol:** A shimmering mask with swirling colors.

THE STARLIEGE

The Starliege (Neutral Good) is a collective consciousness of ascended astronomers, scholars, and mystics who study the heavens. They guide lost travelers and reveal cosmic mysteries to those who seek understanding.

- **Domains:** Knowledge, Light
- **Symbol:** A swirling star chart forming an open eye.

TYRONE, THE COIN LORD

Tyrone, the Coin Lord (Neutral) ascended from a cunning Gnome merchant who built a vast trading empire through shrewd negotiation and calculated risk. He represents commerce, deal-making, and the ever-shifting nature of fortune. Business schools study his strategies.

- **Domains:** Trickery, Arcana
- **Symbol:** A gold coin spinning through the air.

VALDA, THE HEARTHKEEPER

Valda, the Hearthkeeper (Lawful Neutral) ascended from a Dwarf revered for her blacksmithing skill and dedication to family. She watches over hearths, forges, and the protection of homes. Families and craftspeople honor her at forge and table alike.

- **Domains:** Forge, Light
- **Symbol:** A simple iron hammer glowing with warmth.

ZEPHYR, THE WEAVER'S WHISPER

Zephyr, the Weaver's Whisper (Lawful Good) serves as messenger for Anya—a gentle air elemental who carries fate's whispers and guides those on their destined paths. More servant than independent deity, but venerated nonetheless.

- **Domains:** Light, Air
- **Symbol:** A single shimmering feather swirling on a gentle breeze.

The gods are real. Their followers have demonstrable power. Their influence shapes policy, commerce, and daily life. Whether you honor them out of respect, fear, contractual obligation, or simple practicality is up to you.

But ignoring them entirely? That's just poor risk management.



Welcome to Aetheria

This is your world now. A place where ancient magic powers modern cities. Where you can catch a train to a floating city, negotiate with an ascended pirate goddess, and hack a corporate security system with a well-aimed spell—all before dinner.

The lines between impossible and everyday blurred here centuries ago. Elemental cores power the lights. Scrying-screens connect continents. Sky-dirigibles carry cargo across mountain ranges that would take months to cross on foot. Magic isn't mystical—it's mechanical. It's infrastructure. It's the reason everything works.

But that doesn't make it safe. Ancient ruins still hide power that nobody quite understands. Planar boundaries are thin in places, and things slip through. Corporate executives make deals that would make demon lords jealous. Political tensions simmer between nations that possess weaponized magic. And somewhere out there, someone is always trying to use power they don't understand for purposes they haven't thought through.

That's where you come in. You're an adventurer in a world that's complex, dangerous, and absolutely thriving. Your skills are sharp. Your contacts are valuable. Your past is complicated. And the opportunities? Endless.

So check your gear, charge your scrying-screen, and figure out which dirigible gets you where you need to go. Aetheria doesn't wait for anyone.

Your story starts now.

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