

Astreia: A World of Change and Magic



A squadron of imperial Yhorian airships descends into a winding canyon.

The world of Astreia is a semi-high-magic setting inspired by anime as well as classic JRPGs like Chrono Trigger, Xenogears, the Final Fantasy series, the Tales series, and others. In Astreia, magic (and artificial magitech) exists alongside a technology level roughly equivalent to the first half of the 20th century, creating a “dungeon punk” or “crystalpunk” aesthetic.

For thousands of years, the world was ruled by the godlike, tyrannical Prometheans. Roughly 400 years ago, the “lesser races” banded together to overthrow the Prometheans, banishing them from the realm. The grand Promethean empire has since split into countless mortal kingdoms.

Ever since the disappearance of the Prometheans, arcane magic, such as that used by Wizards and Sorcerers -- called “old magic” or “true magic” -- has steadily been fading from the world. However, other magic has been taking its place.



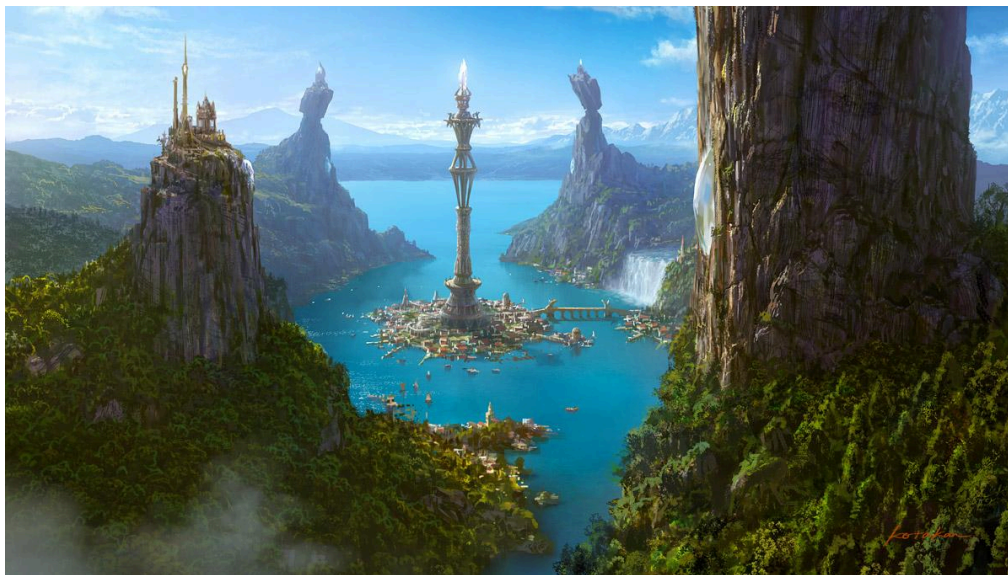
A sentry stands guard above a Yhorian metropolis.

Yhorian Empire

The primary setting of the Astreia campaign setting is the Yhorian empire. Founded by the martyr Terryn Yhor Sadon and his brother Emir Arad Sadon, the leaders of the revolution that overthrew the Prometheans, Yhoria has become a superpower on the world stage.

The key to recent Yhorian dominance has been the discovery of Ether, a secondary magic power source, some 80 years beforehand. Ether fields provide cheap, near-limitless magic within their boundaries, powering devices for warfare, transportation, and common civilian use. The Yhorians have constructed massive towers across their empire, creating vast Ether fields to power their civilization and bring convenience and luxury to their citizens.

All major Yhorian cities are built within -- or have developed around -- an Ether field, and much of the rest of the empire, even outlying rural areas, is powered by these towers.



An Ether tower above a harbor city, providing magical power to the surrounding region.

The current sovereign of the empire is Favian IV di Yhor. He has reigned for 20 or so years, and has carried out a mission begun by his grandfather, Raphael di Yhor: Uniting the world under the banner of Yhor. Emperor Favian sees Yhoria's technology and way of life as one that would benefit all around the world.

While Yhoria's military is powerful (though less so outside the bounds of Ether fields), much of the conquest is relatively bloodless. One common tactic is to approach competing local rulers and offer whichever of them capitulates first an Ether tower in their kingdom.



Airships above a Yhorian city.

One of the biggest benefits of Ether has been the widespread adoption of air travel. While airships function perfectly well within an Ether field, leaving them is much more difficult. Modern airship batteries can typically hold an Ether charge for 4-5 days but no longer. Because of this, countries that want to benefit from airship trade and travel must have Ether towers constructed in their cities.

Yhoria's Ether technology is a jealously guarded secret, and while they are willing to build Ether towers in other countries (giving them significant influence over those countries and cities), the towers are considered Yhorian land, staffed by Yhorian technicians, and heavily guarded by the Yhorian military. Countries that refuse to "play ball" with Yhoria are denied Ether towers and as such are excluded from airship commerce.



Within many Yhorian cities, Ether fields encourage building not just outward, but upward.



A young Yhorian standing in front of an Ether tower in the countryside.

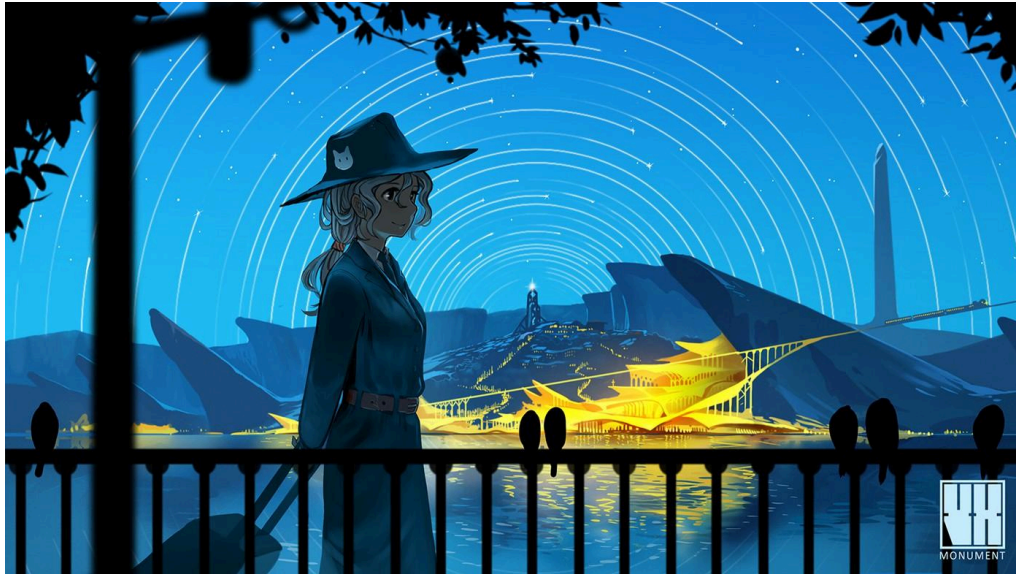


Yhorian cities can range from comfortable and pastoral...



...to industrial and cramped.

Ether fields don't just enable air travel. A network of magic-powered railways, called the Ether Rail, extends all across Yhoria, and is one of the most common ways for travelers to traverse the empire compared to the more expensive airships, which tend to be for the wealthy.



A young traveler arrives at a Yhorian city, with an Ether Rail train departing in the background.



A massive Ether Rail train prepares to depart a major Yhorian city, perhaps the capital. Trains this size are uncommon, and tend to be either luxurious expressways or imperial transports.



Three Praetor armors patrol the snowfields around a Yhorian mining town.

In terms of Yhorian military might, Ether technology powers everything from troop transports to arcane rifles. Perhaps the most feared part of Yhoria's war machine is the Praetor armor. These magically animated bipedal vehicles are nigh-unstoppable, turning even a common infantryman into a juggernaut on the battlefield. However, their need for Ether power makes them of limited use in offensive operations.

A patriotic citizen of Yhoria would describe the empire as scientifically curious, always inventing and progressing research; expansionist but fair and welcoming, always giving full rights to its new citizens, whether conquered or in territory that joined willingly; just and driven by law, where all citizens have equality under the magistrates; open-minded and fair, letting worshipers of all good-minded faiths pray openly, though its official god is Atar, the God of the Sun, Light, and Justice; peaceful and prosperous, where capital punishment has been all but eliminated.

An enemy of Yhoria would describe the empire as reckless in its pursuit of power; a warmongering empire that cares not for the wishes of the people in a land before it annexes it, even if blood is not shed; a society that claims to be equal under the law but which is ruled not by principles but by a vast bureaucracy, many of whom twist the law to their own ends; culturally tyrannical in supplanting local gods with its near-monotheistic worship; stagnant and decadent; a society that claims to be open but which socially shuns dissenters, which may not execute criminals but which is only too happy to make them do hard labor.

Many of these things can be true, or even all of them. Yhoria is an empire that can rightfully claim to have done much good in the world, and yet is rightfully feared by others for its ambitions. The truth of Yhoria is one that may depend on you, the player, and how your character engages with the empire and its citizens.

Notes Regarding Yhoria

- Yhoria is the largest country on the continent of Kelea. The fertile Kelean Lowlands provide the heart of the imperial core, and are home to most of its settlements.
- The capital of Yhoria is the great ziggurat city of Atarswell. It was formerly the Promethean capital, a four-sided terraced ziggurat raised from the earth itself, cascades of water spilling down its sides. This magical spring is the source of two major rivers, the Beresland and Grand Kelean Rivers.

After the Grand Liberation, Emir Arad Sadon claimed the city for their god Atar, demolishing the Prometheans' palaces to build his own there. The Grand Cathedral, sometimes called Light's Home, stands at the very center of Atarswell's peak, surrounded on three sides by Hivenshem Palace, the imperial seat of power. High in the sky, the mysterious and holy Godsend Temple floats above the city – the place where it is rumored Atar dwells in the flesh.

- The largest city in Yhoria is Talbyrne, nestled into the Red Iron Mountains on the coast of the South Sea. A commercial and economic powerhouse, Talbyrne exerts influence over much of the empire. It is governed by Duke Cassius Emir di Yhor, the Sovereign's younger brother, an accomplished engineer and scientist in addition to his imperial pursuits.
- Yhoria prizes education of its individuals, valuing the exploration of the unknown and discovering secrets. The Ministry of Knowledge is a vast government organization that comprises two primary divisions. The Imperial Yhorian Academia (IYA) is a civilian institution that prioritizes education of the citizenry, while the Imperial Research Bureau (IRB) researches magic of all kinds, working closely with the Yhorian military. The IYA handles everything from primary education of children in local schools to advanced training in Old Magic; it is what awards wizarding licenses.

The IRB in particular funds many scientists who are working for the imperial government but technically not part of it. These scientists are often called Standalones.

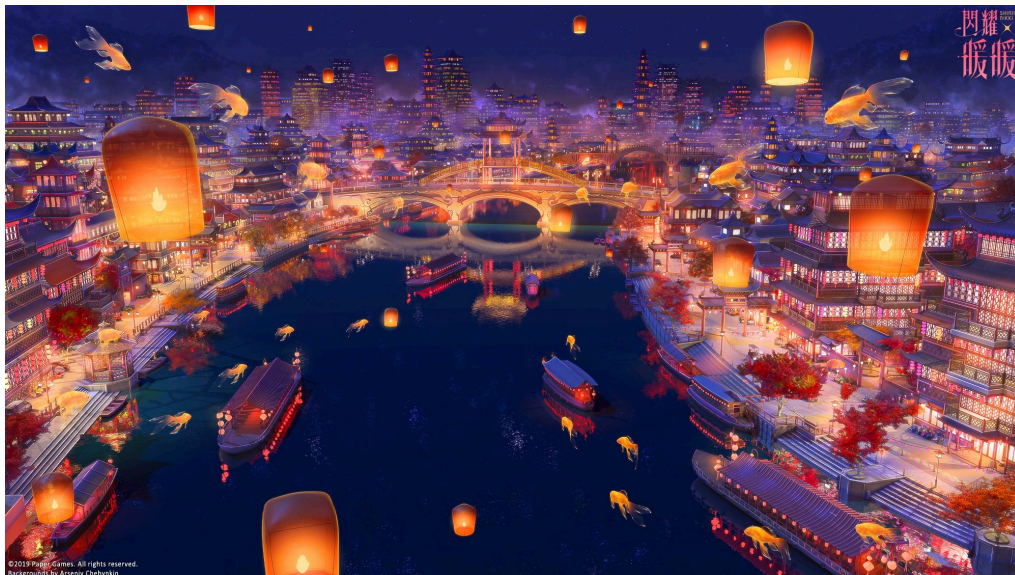
- Other parts of the vast Ministry bureaucracy include the Section for Education in Magical Learning (SEML), Section for Youth Education (SYE), and the Section for Ether Fabrication and Research (SEFR), a R&D organization with close ties to the Imperial military. (Basically, fantasy DARPA).
- The most recent addition to Yhoria was the small country of Vermac, in the northwest of Kelea. A coastal country sandwiched between the Red Iron Mountains and the West Sea, Vermac had considered itself well-defended against invasion, but had been defenseless against Yhorian airships. The mayor of the coastal town of Dinslann was the first to surrender, hoping to get the first Ether Tower constructed in the country in accordance with Yhorian doctrine. The rest of the war ended quickly afterwards in just 10 days.
- As a result, Dinslann has grown in importance and prosperity quite rapidly, but at the expense of much of the rest of the former kingdom of Vermac, which awaits its own Ether power.

- The Vermac side of the Red Iron Mountains is home to one of the few active volcanic peaks in the range, Rochdare Pinnacle.

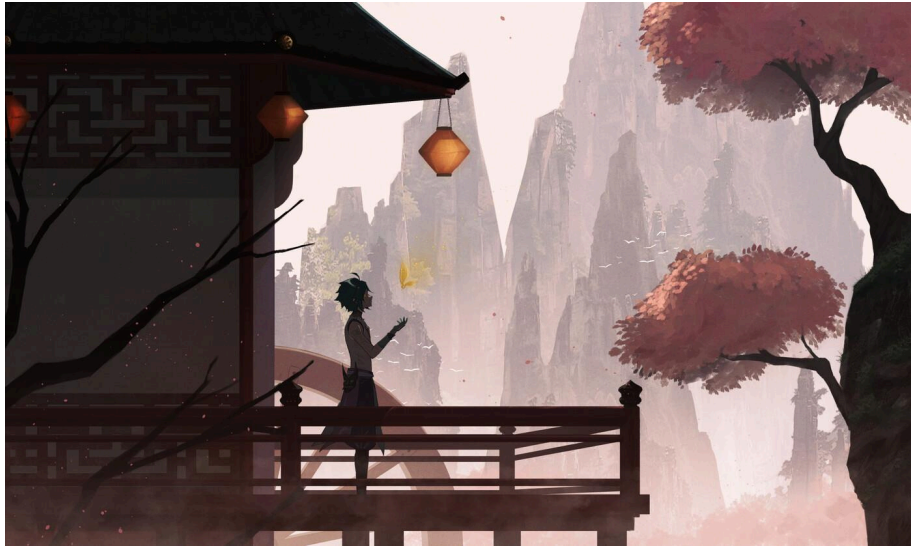
Other Countries: Luoxing Confederacy

The “land of countless stars,” Luoxing is a country of magnificent art and architecture as well as astronomy. Luoxingese seafarers were the first to tame the open oceans, and most large vessels -- whether in the ocean or in the air -- will employ a navigator who has studied in Luoxing.

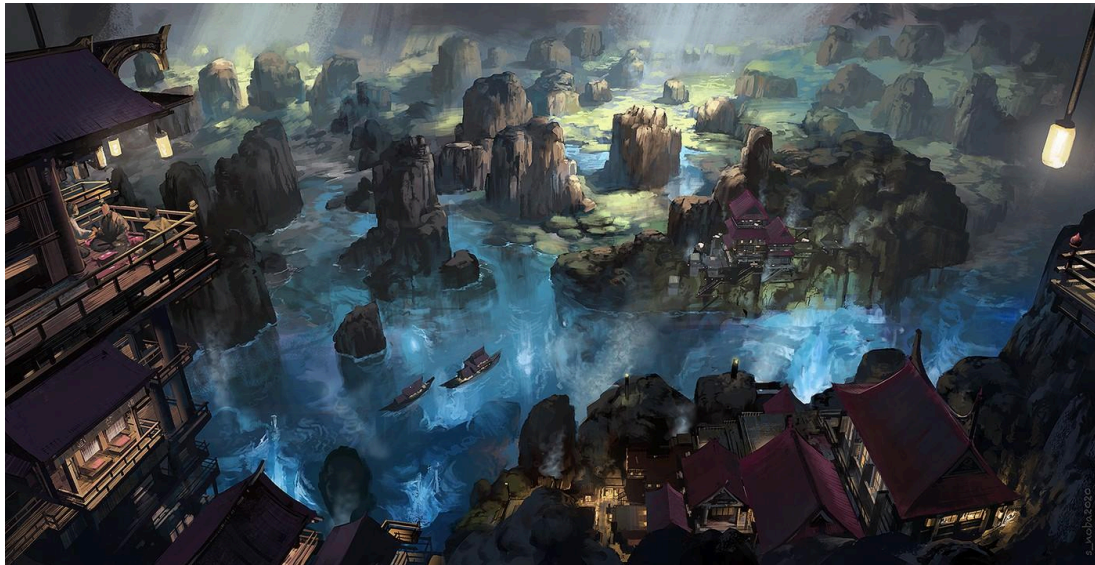
Luoxing is a confederation of states, each independent but united under a common banner. Due to the vast, treacherous mountain range separating it from Yhoria, Luoxing does not consider itself at much risk of invasion, and maintains a cordial relationship with the Yhorians. Luoxing was one of the first countries outside of Yhoria to have Ether towers constructed in its borders.



A festival of lanterns in a major Luoxingese city. Enchanted fish-shaped lanterns fill the sky, a representation of Luoxing's long mastery of river, lake, and sea.



In the mountains of Luoxing.



Much of Luoxing's terrain is characterized by rivers, mountains, and limestone pillars. Cities built into mountain sides are common there, and are where ancient Luoxingese astronomers first learned to read the stars.



A human and silpha from Luoxing share a drink together. The silphan woman seems to be rather outdrinking her friend.

Other Countries: Braelov Dominion

One of Yhoria's chief geopolitical rivals, the Braelov Dominion (sometimes called Braelovum) embraces the "old magic" regulated by the Yhorians, making it an attractive place for would-be wizards or sorcerers who want to freely research and use their magic. Yhorian propaganda portrays the Braelovans as harsh and wild, militaristic and cruel, where those who have magic are tyrannical over those who do not.

The Braelovans, separated from Yhoria by an ocean, are the chief agents in encouraging other countries to refuse Ether towers and airship commerce, lest Yhoria gain a foothold and turn your country into a puppet.

Of course, they don't warn against Braelovan influence, and Yhorian diplomats are quick to point out that Braelov arguably has just as much of an expansionist mindset as they do.

The distance between the two nations has made open warfare unlikely up to this point, but all the world feels that it is some day inevitable.



How all of Braelov looks, at least in Yhorian media and literature. It's probably nicer than this in real life.

Races of Astreia: Aelben

During the length of the Promethean reign, only one group of people could have possibly claimed to be their equal. The High Elves, centered in their hidden capital of Ulme Caelora, were powerful arcanists whose understanding of magic was nearly equal to that of the Prometheans. For centuries, the High Elves were a thorn in the Prometheans' side, undermining their tyranny and their iron grip on the people of Astreia, while the Prometheans simply could not find their homeland thanks to its closely guarded location and magical defenses.

Yet one day, Ulme Caelora was betrayed. Remembered today as the Day of Wrath, the Prometheans' long-awaited victory over the High Elves was brutal and swift, annihilating not just Ulme Caelora itself, but the surrounding area. The Prometheans' wrath buried hundreds of miles of land underneath the sea.

A thousand years later, the descendents of those fortunate enough to be outside Ulme Caelora now call themselves the Aelben. Long-lived and patient, the Aelben remain a people without an ancestral home, a permanent diaspora. Oaths sworn on the memory of Ulme Caelora are

common amongst the Aelben. They are a musical people, with some innate connection to the mysterious Score -- the underlying magical power of music, song, and art in Astreia.

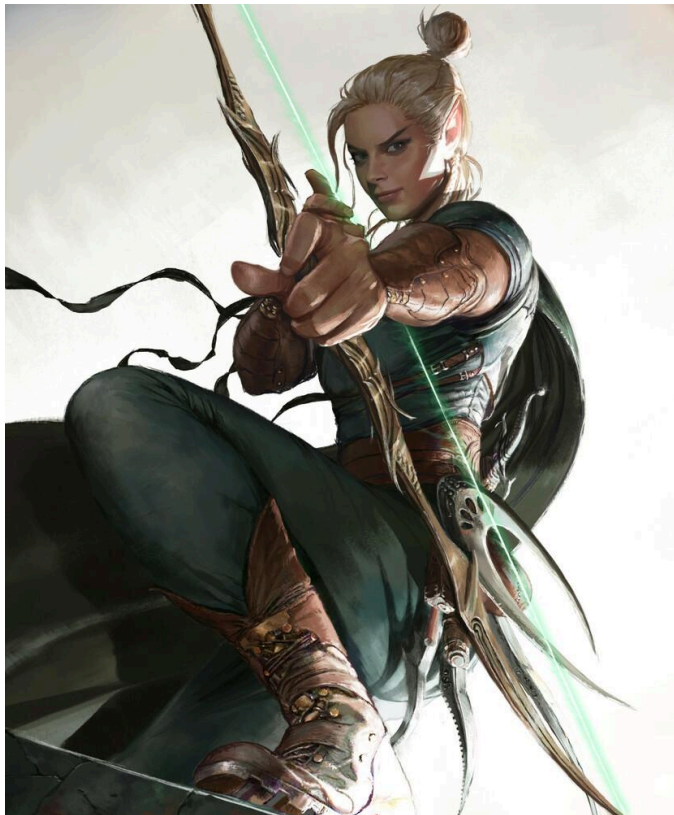
As it contains the land that was once Ulme Caelora, many Aelben call Yhoria home, though there are sizable populations in most nations of Astreia.



An Aelben musician playing her harp.



An Aelben man playing a traditional Luoxingese instrument.



An Aelben archer zeroing in on her quarry.

Races of Astreia: Silphan

What Silphan might lack in brawn or intimidating physical presence, they often make up for in wits or deftness. Short in stature, the Silphan people live all across Astreia, with presence in virtually every city in every nation.

Under Promethean rule, Silphans were often used as scribes or cleaners, due to their small size making it easy for them to squeeze into tight areas the larger races could not go. During the revolution, that small size aided them, and many Silphans helped overthrow their rulers as spies, scouts, and assassins.

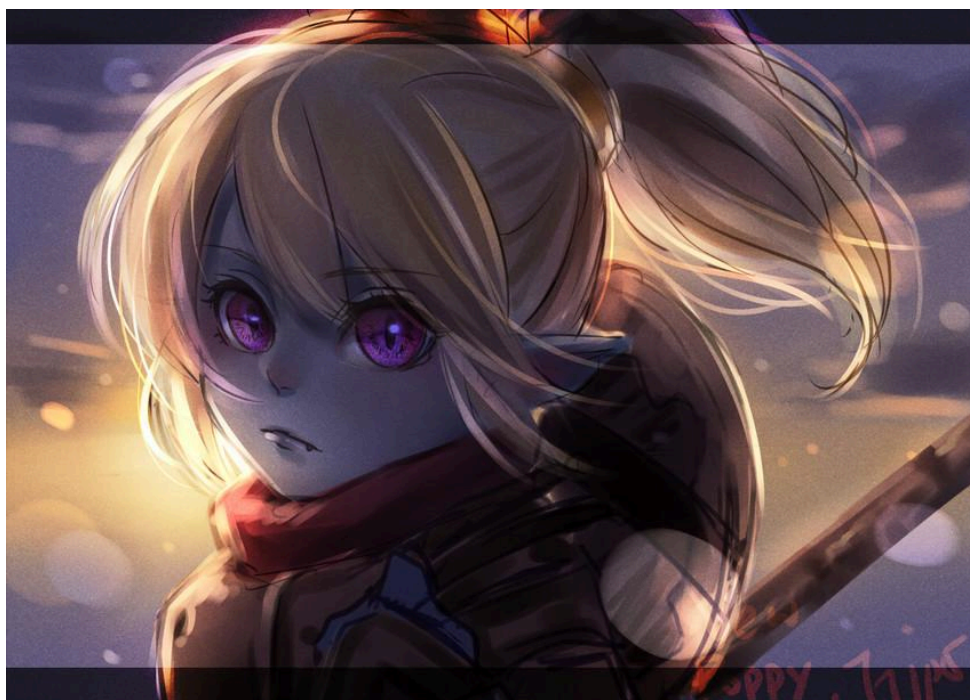
A gregarious and curious people, Silphans can often be found working as tinkers or merchants, and many find themselves hit -- especially in younger life -- with an irrepressible wanderlust to explore the world.

Interestingly, perhaps due to intermarriage between people of Astreia, there are some Silpha who possess animalistic features typically found in beastfolk, like ears or tails.



A Silphan scholar waiting in snowfall.

A Silphan woman of means, perhaps invoking some pact with an Animus.



A Silphan traveler, armed with a shield.



A Silphan blademaster in combat.

Races of Astreia: Deimosene

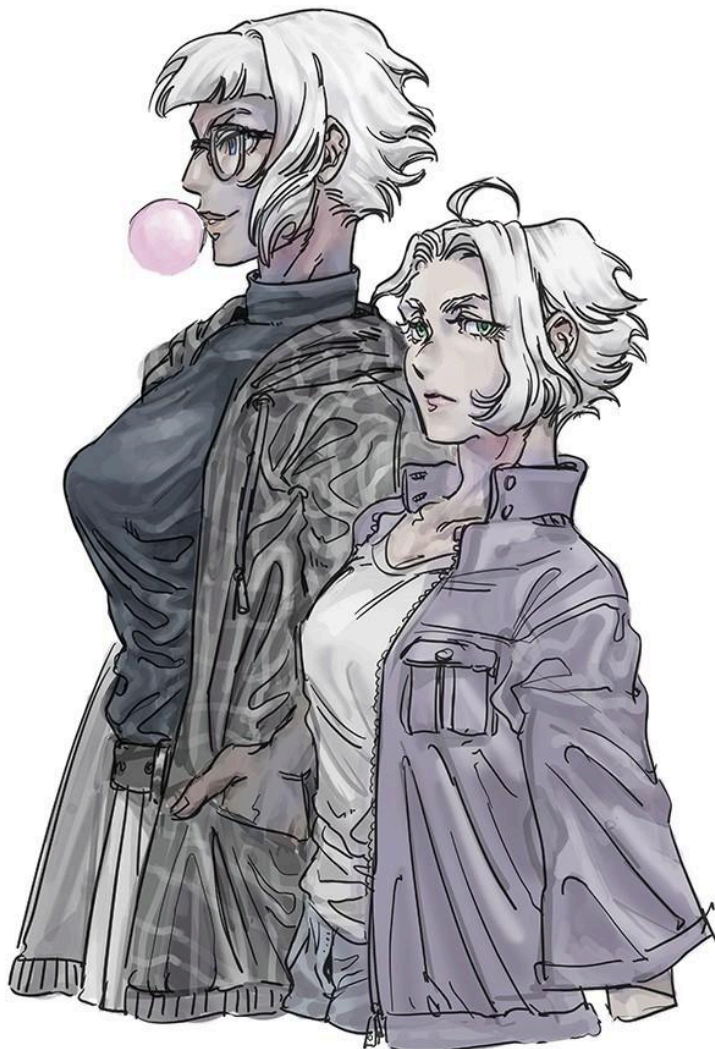
The “people of sky and stone,” the Deimosene are known for their large stature, with most easily exceeding 7 feet tall, and some individual Deimos larger still. Originally hailing from the rough mountain crags of Astreia, the Deimosene tend to favor cooler climates, though a Deimos living in warmer climes is hardly unheard of. It is often said that as long as a Deimos can see the sky, he or she will be at ease.

The Deimosene's physical brawn made them handy physical laborers under Promethean rule, and many still find work doing that today. However, they are also often employed as artisans, guards, and scouts through mountainous terrain. The creation myth of the Deimosene says that the gods sculpted them out of living stone, and their affinity for it would make them excellent miners... if only most Deimosene didn't hate being underground.

Some Deimosene have horns. It is unknown what causes this or what different heritage led to it. Some theorize that, like Silphans with animal ears or tails, it was the result of intermarriage or perhaps Promethean meddling. Many Deimosene have skin the color of various types of stone.



A horned Deimosene man, with a powerful build typical of his kind.



Tall and powerfully built, even Deimosene women tend to tower over the other races of Astreia, as shown here with her human friend.

Races of Astreia: Orsinn

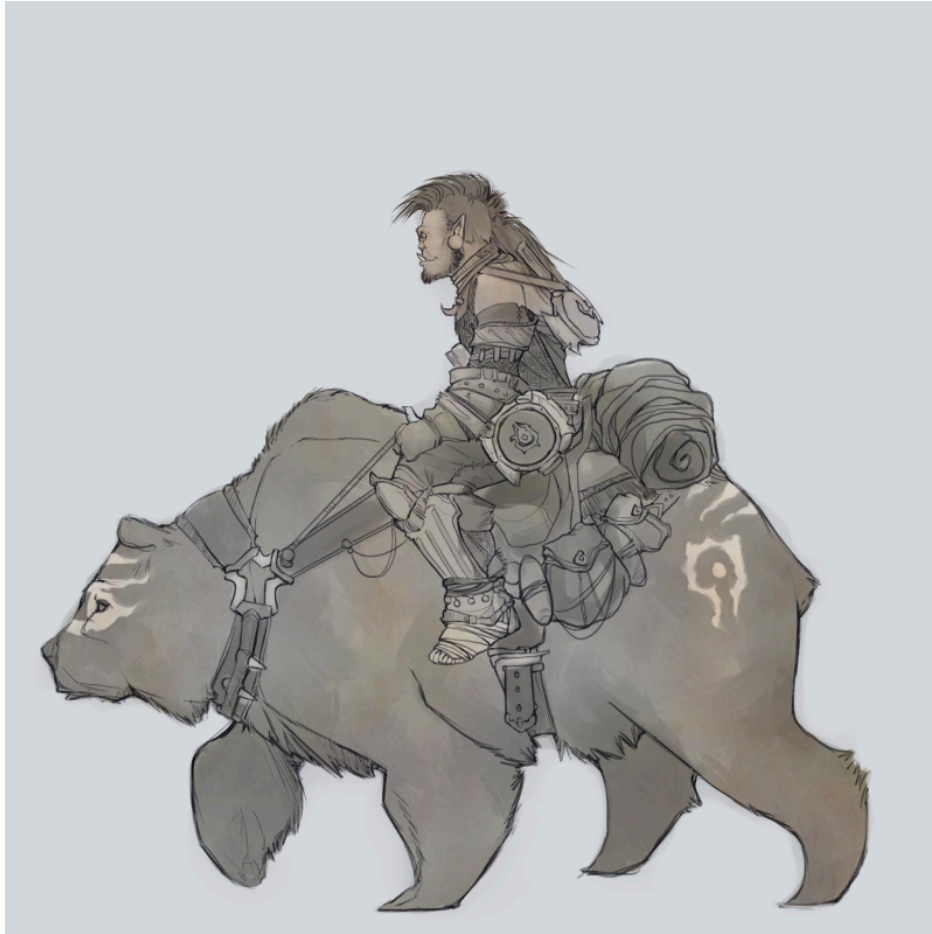
A point of pride in Orsinn ancestral memory is this: “The Prometheans never conquered us.” While they were never as much of a direct threat to the Prometheans as the ancestors of the Aelben were, and certain groups of Orsinn were indeed subjugated, many of the nomadic Orsinn tribes remained free and untamed, even over the millennia of Promethean rule.

Indeed, it can be argued that despite lacking the power of the High Elves, it was the Orsinn who lit the spark that turned into the flame that consumed the Promethean dynasty, thanks to their history of revering those who become Invokers -- channelers who invoke a pact with an Animus, one of the primordial spirits of the world.

Many Orsinn today still live the nomadic, free lifestyle of their ancestors, but some have opted to settle in cities. Still, even those who have chosen a fixed lifestyle, whether agrarian or urban, often maintain some sort of connection to their ancestral clan.



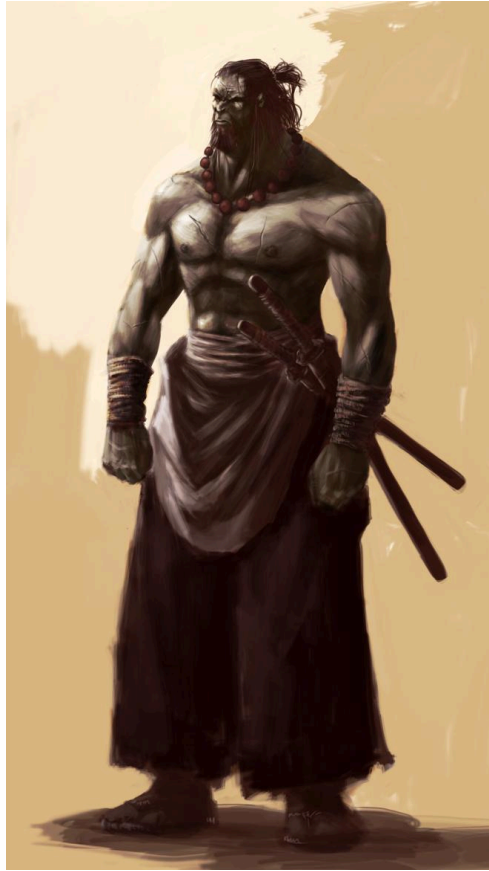
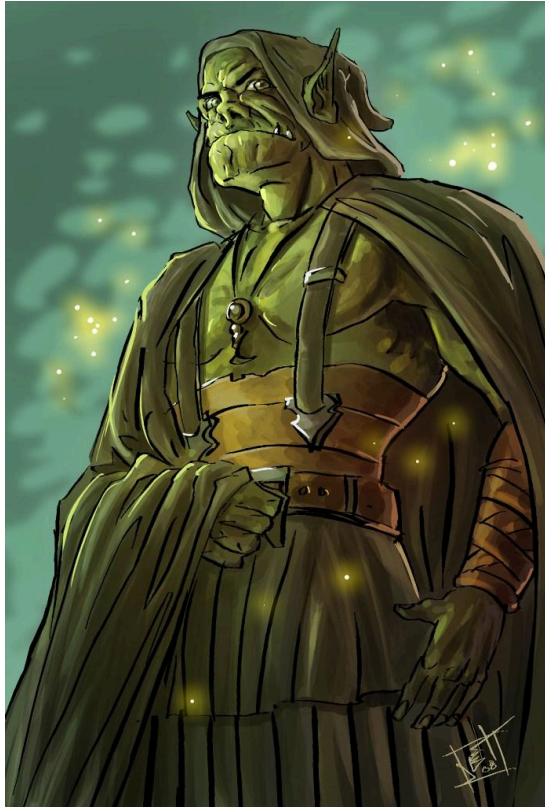
A young male Orsinn warrior, wearing a death mask that signals a readiness to head into battle.



An Orsinn scout and his trusty steed.



A suave Orsinn man woos a Silphan paramour. Good luck on that, buddy.



*Left: An Orsinn elder dressed in robes that suggest he is an Invoker in his clan's tradition.
Right: An Orsinn warrior of Shikawa, a region in the south of Luoxing.*

Races of Astreia: Beastfolk

While the Prometheans were happy to enslave the lesser races of Astreia they were dominating, they found themselves needing more specialized labor across different tasks and biomes. It is unclear whether the Prometheans created life from nothing, or if the original beastfolk had once been humans who were magically changed. What is certain is that the Prometheans' vast magical power let them create a race of people who had the traits and abilities of animals.

Many beastfolk -- perhaps even most -- resemble humans with animal characteristics, like ears or tails. Others are more animalistic still, and may resemble purely bipedal versions of their animal ancestors. From tigers and wolves to fish and birds, the variety of beastfolk in Astreia is immense.

Unique among the races of Astreia, many beastfolk fought on the side of the Prometheans during the revolution -- not by choice, but because they were forcibly and magically compelled to by their masters. Due to this, discrimination against beastfolk is common in many countries around the world, even centuries later. Fear of the Prometheans someday returning is not uncommon, and the beastfolk are sometimes thought of as a potential "fifth column" of

inadvertent traitors. Others have no such rationale for discriminating against them, and simply do so because that's how they were raised.

Beastfolk can be found in all countries in Astreia, though due to their circumstances, many seek out others of their kind to form enclaves of community support. These can be communities in cities or even entire villages, depending on the location and population size.

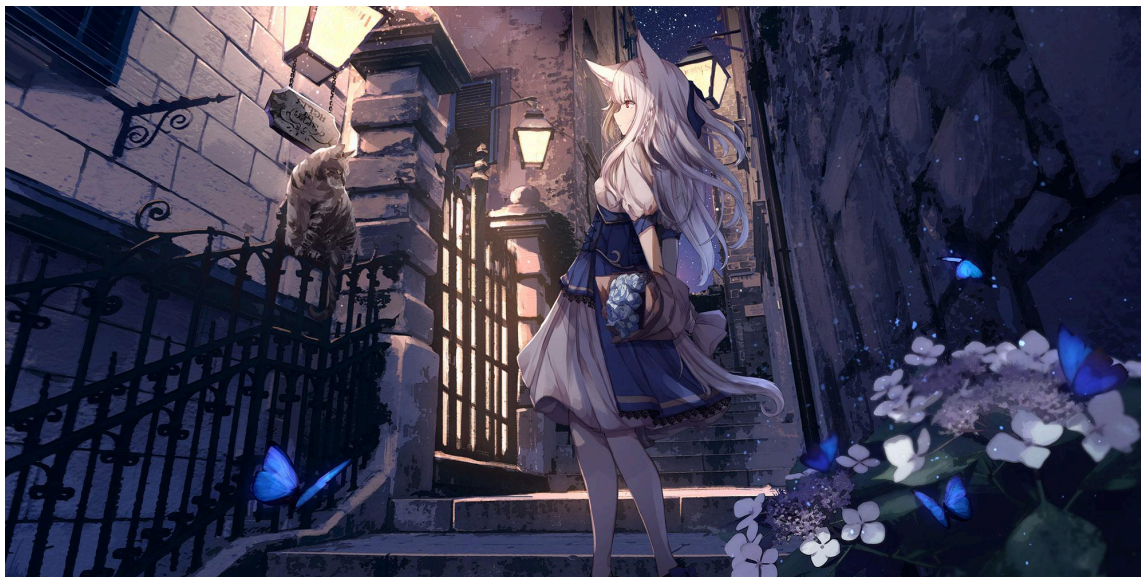
A point of pride in Yhoria is that in the empire, beastfolk are considered full citizens with equal protection and rights under the law. However, that does not preclude bigotry within the law, or up to the bounds of what the law would protect against. (And that Yhorian law isn't even 100 years old yet, either.)

Beastfolk: Reversion

One point of concern among many beastfolk is the concept of "reversion." Pejoratively called "turning wild" (something that if said to a beastfolk's face might get you roughed up -- and deservedly so), it involves beastfolk populations progressively losing their sense of reason and returning to a more "feral" state.

Reversion is all but unheard of in mammalian beastfolk, and still quite uncommon in other types, but it remains a significant concern in beastfolk communities, especially since it seems to be hereditary and, thus far, has no known cure.

It seems to be happening with greater regularity since the fall of the Promethean empire and the beginning of the decline of "old magic" in this world, however, any link is speculative at best. It is entirely possible that this happened just as much under Promethean rule, it was just then dealt with lethally and swiftly, with no-one the wiser.



A beastfolk girl encounters a cat on the streets of a Yhorian city.



A lionfolk man, on the “appearing human” end of the spectrum.



A tigerfolk warrior, on the “bestial” end of the spectrum.



A lizardfolk hunter, taking a rest in the middle of a swamp.



A rabbitfolk warrior.



A rabbitfolk assassin.

Races of Astreia: Humans

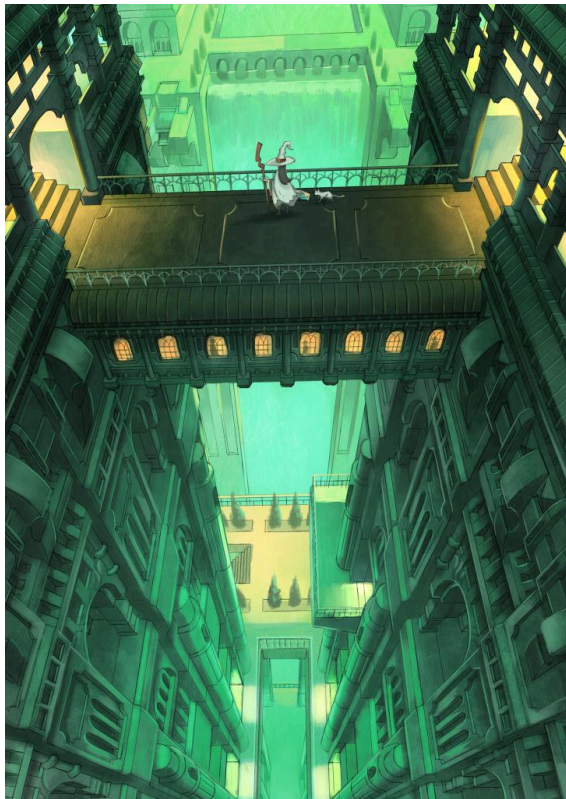
They're humans! You don't need me to tell you what they are.

They are the most numerous race in the world, and are often the majority in most countries, though it is not unheard of to have populations where some of the other races are more numerous. Humans are humans, and can be bastards and heroes alike in equal measure.

Visualosities: Other Images of Astreia



A Silphan and their foxfolk friend eat lunch in a Yhorian city.



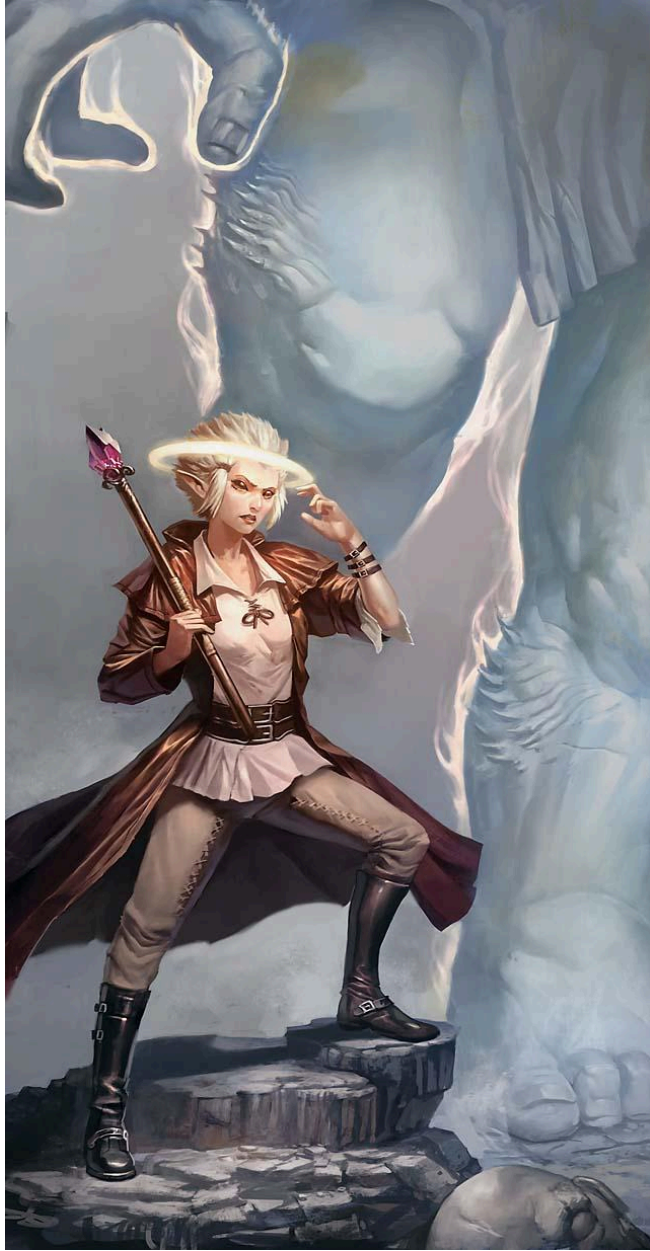
The largest Yhorian cities are known for skyscrapers and alleyways of dizzying heights.



A Yhorian plaza during snowfall.



The Cathedral to Atar in Talbyrne, the largest city in the Yhorian Empire.



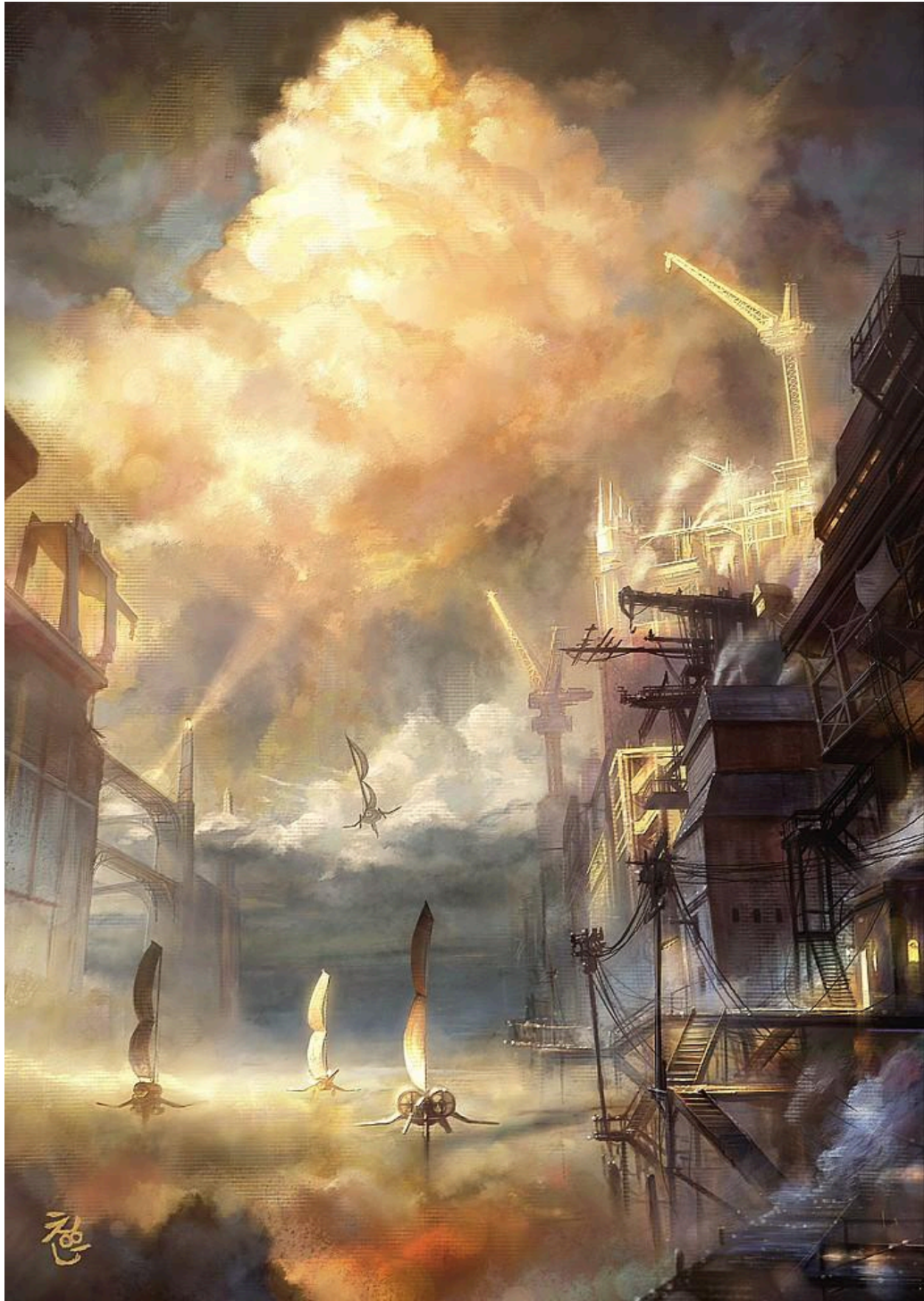
An Aelben invoker summoning her pact Animus.



A young cat beastfolk beneath an airborne Yhorian outpost.



© ORBITAL EXPRESS <http://nocras666.tumblr.com/>
A young cat beastfolk in a bustling Luoxing city.



Construction and airships, two common sights in the Yhorian Empire.



Imperial Yhorian military airships prepare to embark.



A rabbitfolk woman cares for her animals.

Pantheon

Atar, God of Light and Justice

En'm, Goddess of Abundance, Harvest, and Forests. (Sister of Raely)

Raely, God/ddess of Change, Autumn, and Fortune. (Brother/Sister of En'm, Father of Ny)

Erack, God of Inspiration, Knowledge, and Tricks (Brother of Lan)

Ciatel, Goddess of the Sea, Animals, and Childbirth (Wife of DossI)

Isekan, Goddess of Night, the Moon, and Winter (Mother of Ny)

Ny, God of Sleep, Dreams, and Desire (Son of Isekan and Raely)

Nelio, God of War, Summer, and Craftsmen (Brother of Araenif)

Araenif, Goddess of the Wind, Wanderers, and Borders (Sister of Nelio)

Idethar, God of Stars, Storms, and Spring (companion of Nelio and Araenif)

Lan, Goddess of the Hearth, Fire, and Families (Sister of Erack)

Lea, Goddess of the Underworld, Mountains, and Endings (Mother of DossI)

DossI, God of Graves, Names, and Nightmares (Husband of Ciatel, Son of Lea)

Due to the influence of Lan, many towns will have names that end in -lann. Similarly, --citel is a common ending for large bodies of water like rivers and lakes due to reverence of Ciatel.

DM Questions & Answers

Generally, how do the ruling powers/elite treat the common people?

Officially, the Empire is definitely pro-commoner. It absolutely has the trappings of a Lawful Good country. The emperor, Sovereign Favian IV di Yhor, is on the record as stating that Yhoria exists for the good of its people. The Yhorian expansion can certainly be argued to be overall a good thing, as they're bringing the power of Ether to areas that didn't have it, enabling wondrous things like clean drinking water. Their main god, Atar, is a god of justice, equality, and kindness.

And to its credit, the Empire + its forces do very much seem to be in a spot where they watch out for the citizens. One of the potential draws for your PCs to Dainslann is going to be that there were major landslides up in the mountains of Vermac so the imperial forces were moved there to rescue people/reconstruct roads, etc, and mercenaries were needed to be temporary guards.

THAT SAID... for one, it's still an empire, and "we're doing this for your own good" is not an explanation that will sit well with everyone, nor should it. One could also validly make an argument that Sovereign Favian's position is paternalistic - "the common folk need to be cared for and protected, and we elites are the ones to do it."

For another, it's a big empire. Even if Favian truly does mean well and have a good, noble vision, there's lots of other nobility and bureaucrats who probably are not nearly as scrupulous

Is there any things (gods/religions, peoples, cultures, races, etc etc) that are either taboo or forbidden or punishable by death/etc etc? Any known great evils besides the Prometheans?

There's probably going to be some form of demons that I haven't really worked out yet, I'm not sure. The Twelve pantheon is explicitly good-aligned, and idk if I'm gonna come up with an "evil pantheon" to mirror them but some form of Satan figure or figures is probably in the cards.

Yhoria has all but abolished capital punishment, major crimes are instead punished by forced labor. The exception is in rebellion or treason. Those who incite rebellion against the empire or those who are found to be working as agents of its rivals, chiefly the Braelov Dominion, are usually executed.

Under the law, all races are equal, but Beastfolk and Orsinn (half-orcs) do face a fair amount of de facto discrimination, if not de jure..

What can we do to make it easier on you this campaign?

Take notes! If y'all can be the ones to arrange stuff like food, that'd be amazing. But I can't think of anything in particular.

What's the assumed level of education of your average working-class person?

It really depends on the part of the empire they're from. The Yhorian Imperial Academy is not just a school, it's more akin to like... Department of Education mixed with whatever federal agency funds R&D. It's a massive government bureau that governs everything from basic education to magical education and Ether research.

If you grow up in a city, especially one of the large ones, there's a very good chance that even commoners have basic education, probably what we would consider high school level. Smaller cities and small towns that are still within the imperial heartland (the Kolean plains, mainly) also probably also have government schooling, probably through 5th grade or so. In the sticks, or in newly conquered areas, schooling is inconsistent and yet to be established for a variety of reasons, though overall literacy is quite high. Students across the Empire can test into the higher education institutions, which are usually in Talbyrne, Atarswell or Zesummen

So in a city, pretty solid universal education, which falls off the farther you get from the imperial core

A child of a newly conquered territory like Vermac has the ability to test into one of the big imperial lyceums, but realistically, are they going to get in? Probably not

How much cultural suppression do conquered peoples face? Are their old practices actively stamped out, discouraged, or left to run their course with the assumption that cultural exchange will dilute them?

There isn't an effort to suppress cultural traditions for the most part, unless they would be A) against Atar's goals of equality and justice (so, say, a local tradition of subservience of women would be pretty harshly stamped out) or B) subversive against the empire.

That said, there tends to be efforts to supplant them. Just kind of going along with the general Yhorian mindset that "hey we're awesome and our shit's much better, once everyone is exposed to it they'll be on board."

So like, if you had a newly conquered area that primarily worshipped one of the Twelve, the Yhorians wouldn't say "this is forbidden," they'd just build a new temple to Atar and be like "oh, and we know you like Doss here, so we've included this little shrine off to the side where you can pray to him, isn't that nice? c:

...but the main space is all for Atar, he's a great god, you'll really dig him, we promise"

It's a very Alexandrian or Roman mindset of "don't rock the boat unless you have to"; locals are recruited to govern and local traditions are left to be preserved unless they fuck with imperial unity

But, like I said, there's that characteristic Yhorian paternalism Imao

What are the types of Ether Towers?

There are three types of Ether towers. Pinnacle Towers are the "main" types, they're the ones that are primarily responsible for generating Ether fields in Yhoria. They're hundreds of feet tall and their Ether field can stretch multiple dozens of miles. Constructing a Pinnacle tower takes years.

Foundation Towers are kind of preliminary towers. They're much less tall, maybe 50-100 feet, but their radius is only a couple of miles. They can be built much more quickly, within a couple of months. Usually when a new site for a Pinnacle Tower is identified, they'll build a Foundation Tower first, which then powers the Ether machinery used to build the much larger one, after which the Foundation Tower is dismantled.

Mobile Towers are, like they sound, mobile. They're mounted on the backs of large tracked vehicles and can be moved, albeit slowly. Kind of like those mobile ICBM launchers you'll see in parades in Russia or wherever. They can be set up in days, however, their range is much smaller, less than a mile. They're a major part of Yhorian military operations, as the Yhorian army's machinery relies on Ether power, so usually you'll have a few Mobile Towers with any army force.

Ether-powered sea craft do exist, but they must remain close to the coast to take advantage of regular Ether fields.

Batteries do exist, and air travel relies on them (since airships are going from field to field). However, the higher up the Ether generator, the larger the source of the field (like how a radio tower is more effective when higher up), and the sea tends to interfere with Ether generation / batteries tend to be awkward to have on boats, so the max charge of an Ether battery in a sea ship results in much less battery life than in an airship.

For this reason, Yhoria doesn't have much of an offensive navy. It's also the reason that Vermac was unconquered for so long. The mountains made army invasion impossible and an amphibious assault was unlikely.

The Yhorian air force does have combat airships, however - like your airship in the first campaign - combat actions rapidly drain the battery, so they must recharge in hours rather than days. However, if they have an Ether field to refuel in, they can be very effective bombers.

And that was more or less how Yhoria conquered Vermac - send bombers over the Red Iron Mountains, rain down destruction from the sky. It was only a couple of weeks before they surrendered, rather than live like that in perpetuity.

And since then, they've sent in forces to construct a Foundation Tower with the aim of building a Pinnacle Tower soon.

TBD: What's To Come

- **Other countries.** The world is more than Yhoria, Luoxing, and Braelov, I just haven't figured out what else exists yet. (If you have some ideas, please invent one!)
- **Write up the difference in magic.** That is, "old magic" / true magic vs Ether vs Blessings vs the Score vs Invokers & Anima.