**Chapter 1:**

**Northern Media**

The Central Continent

The continent of Northern Media is the primary region that most all Ages of Aether content takes place. It is the northern half of the supercontinent of Media, and is separated from Southern Media by the Dwarves’ Bulwark mountain range, which splits the supercontinent almost perfectly in half. Throughout this section is described the nations, empires, countries, major tribes, guilds, and factions, and calendar that inhabit, divvy up, and rule over the continent.

GMs are absolutely free to use the world of Aethra and the continent of Northern Media, as well as all the information contained in this section of the book, for their campaigns, or they can make up their own completely unrelated world of their own design. When doing so, they can make up all the lore from scratch, or steal and borrow as much as they need from the words written here. The information here is presented entirely as a baseline and a guideline, and it is free to be altered and modified to suit a GM’s needs and desires and absolutely does not need to be adhered to if the GM does not want to. For this reason, certain details, in both this and other sections of the book, are left intentionally vague to foster and leave room for players’ and GMs’ imaginations and creativity.