

# Player Handout

[Vostera](#) is on the brink of a world-wide war. 825 years after the birth of the mythical figure known as [The Planewalker](#) and of the new world, the world has progressively moved through bronze, iron, steel - now a new age-defining technology is upon Vosterians, [Aetherates](#). Rocks, minerals and their derived and engineered materials that seem to seep and ooze [Aether](#), magical energy. The first aetheric lamps have just been made, and it seems like there is no stopping the train of progress. However these are a limited natural resource that seem to be only found in specific places. This is destabilizing the already fragile relationships in between the 6 political entities on [Vostera](#), wrestling for control over this new resource. The [Ashir Empire](#) is the largest, a colonial bully that just twenty years ago swiftly crushed and conquered [Imar](#), a smaller continent to its south. It had before this peacefully stayed within its borders for about a century, thanks to a change in leadership at its helm, [The Hudals](#). Only about a month ago at the time of writing this article, for the first time since this peaceful century, the senate of the empire has changed hands, to the [Vesperians](#). The Vesperians are allies of [Vespera Argent](#), the consul of the Ashir Empire, and the head of the [Academy Arcanum](#)'s peacekeeping branch.

As the newly elected consul and with the majority of the popular opinion in her favor, she has declared war on [Aegur](#), a continent to the south-west of the empire, across a large sea. This is with the exception that if the [Aegurian Confederation](#) cooperates with the empire when it comes to trade and extraction of [Aetherates](#) on their territory, and cooperation when it comes to the extermination of a terrorist group by the name of the [Order of the Black Sun](#). The motives behind which the players are still uncertain about.

Through a series of quests and happenstance, the party of this campaign, [Cheetoh's Angels](#), has become entangled with [Vespera Argent](#), worked for her for a limited amount of time before eventually quitting her employment. They have recently learned that [Vespera Argent](#) is on the hunt for a book that would contain the schematics for an aetheric machine that could teleport massive amounts of troops and cargo across the world, which is one of the only feasible ways for the conquest of Aegur to be swift. This book is supposedly in the hands of a dragonrider situated in the [Aegurian Wildlands](#), an island to the south of [Aegur](#) filled to the brim with monsters, wyverns and dragons of all kinds, famous for killing the vast majority of hunters that come across it.

This campaign is heavy with mystery, lore, and diplomacy. The majority of quests have been stealth based, however recently have veered into different genres of ttrpg play from adventure to adventure, touching on hack and slash, monster-hunter style survival and crafting, adventure and exploration focused sandbox and more.

The party is currently comprised of a wizard, a bard, a rogue, a warlock, and a barbarian.