

# ETHEREA<sup>©</sup>

## Fantasy Role Playing Game

*“Raven Riders are flying at us from below! And there’s something else…”*

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*Etherea* is a vast realm of enchanted cloud kingdoms where airborne races known as Ethereans may be noble Sun Skyknights on flying mounts searching for the gleaming City of Jade, treasure seeking Rain Rogues exploring Crystal Citadels or mystic Lightning Wizards wielding potent storm magic against enormous Air Serpents.

The **Heroes** of *Etherea* are humanoids evocative of highflying Wu Jen martial artists from Hong Kong action films that possess an uncanny ability for aerial combat, along with enhanced strength and fleet reflexes. These dynamic races operate within the *class parameters familiar* to D&D players. Etherean clans are identified by skin color variations reflecting their respective Cloud Kingdoms. Ethereans from the enlightened Snow Cloud clan are blue-skinned with light hair and eye color, while the fierce Storm Cloud clans are red skinned with darker colored hair and eyes. The wealthiest warlords and their elite knights also use all manner of flying mounts including Giant Eagles, Ravens, Owls and Hawks.

**Bushiko** is the loyal bronze skinned Skyknight leading a dangerous attack against the relentless Monsoon Legions near the recently destroyed Stratos city. (Sun Cloud Paladin)

**Shazen** is the dedicated and stunningly beautiful pale skinned monk who wields divine magic and seeks to extinguish dangerous Fire Demons guarding the Veil of Haze. (Female Rain Cloud Cleric)

**Gyoku** is the impetuous indigo Dwarf who specializes in sonic drum weapons avenging the terrible losses suffered by his kingdom to the dark forces of the Vortex. (Thunder Cloud Barbarian)

There are an enticing variety of **Objectives** for the stouthearted heroes of *Etherea*. Bold Skyknights set out to combat the devilish Monsoon Legions spewing forth from the Vortex, an ominous swirling tunnel of darkness devouring the Sky. Curious Wind Wizards seek to expand their powers with the innumerable enchanted treasures hidden in the ancient City of Jade. Sun Clerics embark on a quest through the Veil of Haze to face the Fire demon hordes along the Stratos Frontier.

A major **Threat** to the Cloud Kingdoms comes in the form of the Vortex, a destructive phenomena of unknown origin. The grotesque armed forces dubbed the Monsoon Legions have destroyed much of the Cloud Continent, which is rapidly vanishing. All the kingdoms are in dire peril of extinction since the Legions began their devastating assault, and many quests for answers have failed. Domestic **Conflicts** also torment the feudal Cloud Clans now forced to form tense alliances in order to survive. Giant Air Serpents roam the Cloud Continent stalking unwary prey. The main **Villain** is the depraved Emperor of the Void who seeks to enslave the Cloud Kingdoms as the first stage of his war to conquer all the Elemental Planes. His Vortex enabled the Monsoon Legions to enter the Cloud Continent’s domain.

The **Nature of the Magic** can be described as the permeating energy that sustains each of the Cloud Kingdoms on the Cloud Continent. Each kingdom is dedicated to the Sun, Rain, Thunder, Snow and Lightning respectively. Arcane, profane and divine magic is prevalent, and mages are common. The profane magic swells within the dark Vortex, and empowers the Monsoon Legions. There are enchanted weapons as well including the Storm Scepter, the Fog Cloak, Ice Armor and the Lightning Katana.

**So, What’s New?** The boundless firmament as a setting (Ice Citadels and Flame Forests), unusual weapons (Sleet Arrows and Electrified Shurikens) as well as the distinctive races and classes (Sun Clerics and Rain Rogues) make *Etherea* **Unique**. Together these elements evoke a magnificent celestial adventure where airborne martial artists face the awesome power of the heavens.

Imagine ‘*Crouching Tiger, Hidden Dragon*’ in the clouds, with monsters and magic.