PRESS & MEDIA KIT

# AURELIA TESSAR

*Fantasy author • former architect • worldbuilder*

NEW RELEASE
**What Harmony Forgot**

SERIES
The First Voices, Book One

PUBLICATION
October 25, 2026

GENRE
Adult fantasy / speculative fantasy

FORMATS
Kindle, paperback; additional editions forthcoming

PUBLISHER
Tessarae Press

## THE BOOK

*For thirty years, Cassia Alarian has devoted herself to mastering the six harmonics that shape her world.*

At forty-two, she is a Sixfold Master Tuner: accomplished, precise, and certain of the rules she has spent her life learning.

Then a machine designed to make harmony accessible to everyone begins working exactly as promised, and Cassia becomes increasingly convinced that something is wrong.

Traveling with a pragmatic builder named Tristan, she follows the machine's effects across cities, workshops, archives, and forgotten places, uncovering evidence that challenges not only the technology but the foundations of everything she was taught.

**What Harmony Forgot** is the first book in *The First Voices*, a five-book fantasy series about resonance, belonging, suppressed history, and what happens when expertise meets evidence it cannot explain.

## ABOUT AURELIA

Aurelia Tessar writes immersive fantasy about competent adults, unusual magic, hidden systems, and women whose adventures don't expire at forty.

Before building imaginary worlds, she spent nearly twenty years thinking about real ones through architecture, strategy, art, and extensive travel. Her approach to fantasy worldbuilding draws on architecture, acoustics, materiality, movement, geography, and the ways people shape and are shaped by the places they inhabit.

*What Harmony Forgot* began as a challenge to write the kind of fantasy she wanted to read approaching her forty-fourth birthday: a story in which a woman's accumulated expertise is the beginning of her adventure, not evidence that she has missed it.

*She writes as Aurelia Tessar and lives in Mexico.*

## CONVERSATION & INTERVIEW ANGLES

*Six directions for interviews, features and guest essays.*

I

### What if magic behaved more like physics?

How resonance, sympathetic vibration, acoustics, cymatics and spatial experience inspired a fantasy magic system.

II

### How an architect builds a fantasy world

Why fictional cities need economies, materials, infrastructure, climate, travel times and cultural logic, not just beautiful maps.

III **Why does fantasy adventure so often belong to the young?**

Writing a 42-year-old heroine whose expertise, history, relationships and capacity for change make the adventure possible.

IV **Twenty years building real things. Now fantastic ones.**

Moving from architecture, strategy and art into fiction, and what professional reinvention can look like in midlife.

V **When expertise becomes the obstacle**

Why Cassia's greatest strength, thirty years of mastery, is also what makes it difficult for her to recognize that the system itself may be wrong.

VI **Travel as worldbuilding research**

How years spent traveling through eleven countries influenced the architecture, geography and lived texture of three fictional lands.

## THE READING EXPERIENCE

Adult Heroine | Competence | Unusual, Science-Inspired Magic | Architectural Worldbuilding | Slow-Burn Mature Romance | Travel & Investigation | Hidden History | Philosophical Mystery | Political Tension | Hopeful Fantasy

Romance is present but not the central plot. The story favors discovery, conversation, place, ideas and accumulated clues over constant combat.

## MEDIA

Aurelia is available for podcast interviews, written Q&As, guest essays, book-club conversations, worldbuilding discussions, collaborative features and virtual events.

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*Digital ARC, cover art, author imagery, book excerpts, sample chapter and additional media materials available on request.*