







The Wild World



Wilderless is a bit different than my previous 2 games. While BrightRidge and Vandgels focus on characters and stories, Wilderless focuses on nature itself. Wilderless has over 100,000 square kilometers of procedurally generated wilderless, making it order of magnitude larger in size. With no quests or enemies, players can focus on exploring a variety of landscapes: from the mountains of the frozen north to the sun-kissed flowered hills and forests of the south.

Coastalina

Physsus

NAPAL

Baevet

Savar

Nimia

HOLLOES

VIN

SOMET

Savar

Wilderless is set in the nation of Savar. Nestled between the icy, theocratic nation of Tiviscus to the west, and the intellectual, sun-soaked kingdoms of Byria to the east, Savar is an expansive area of largely untamed wilderness.

It is the largest region in the continent of Nimia, and a popular location for adventurers seeking rest and relaxation from the bustling cities of other nations.

The Open Coast

ANTJMARK

NJIVETTE

FROOSRIDGE

IWIN

EASTUARY

SILVERWOOD

HUMBLEPLAINS

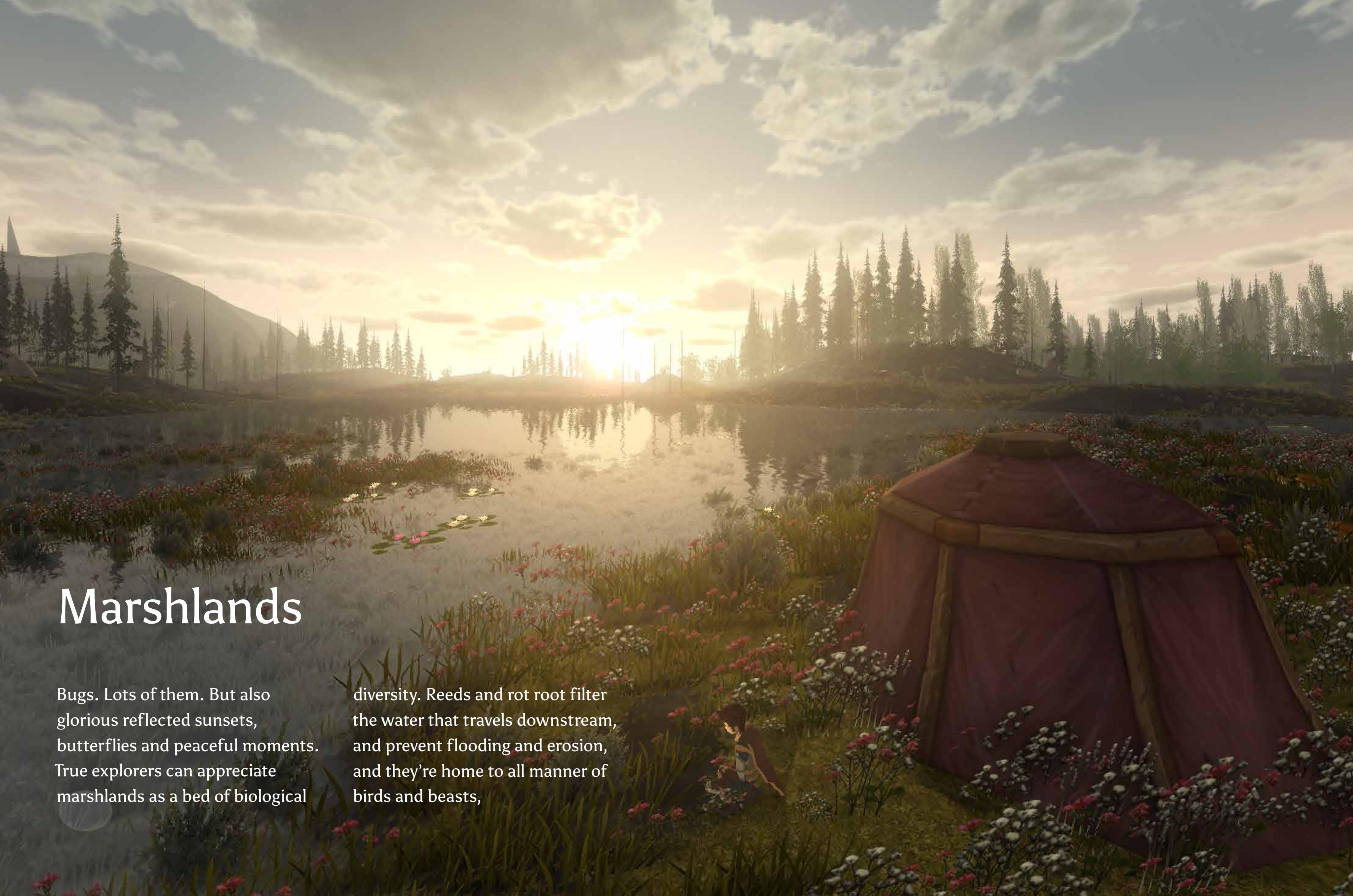
MUR

UNDERMIRE

POLEZ



Landscapes



Marshlands

Bugs. Lots of them. But also glorious reflected sunsets, butterflies and peaceful moments. True explorers can appreciate marshlands as a bed of biological

diversity. Reeds and rot root filter the water that travels downstream, and prevent flooding and erosion, and they're home to all manner of birds and beasts,

Boreal Forests

Between the warm oak woods and frozen arctic lies the ancient boreal forests. Constantly changing as old trees die and sink beneath the soil, while strong pepper root plants and pines grow ceaselessly.

Boreal forests are surprisingly warm during summer months, and not as cold as one might expect during the winter. They also house many rivers that can be easily navigated by row boat.

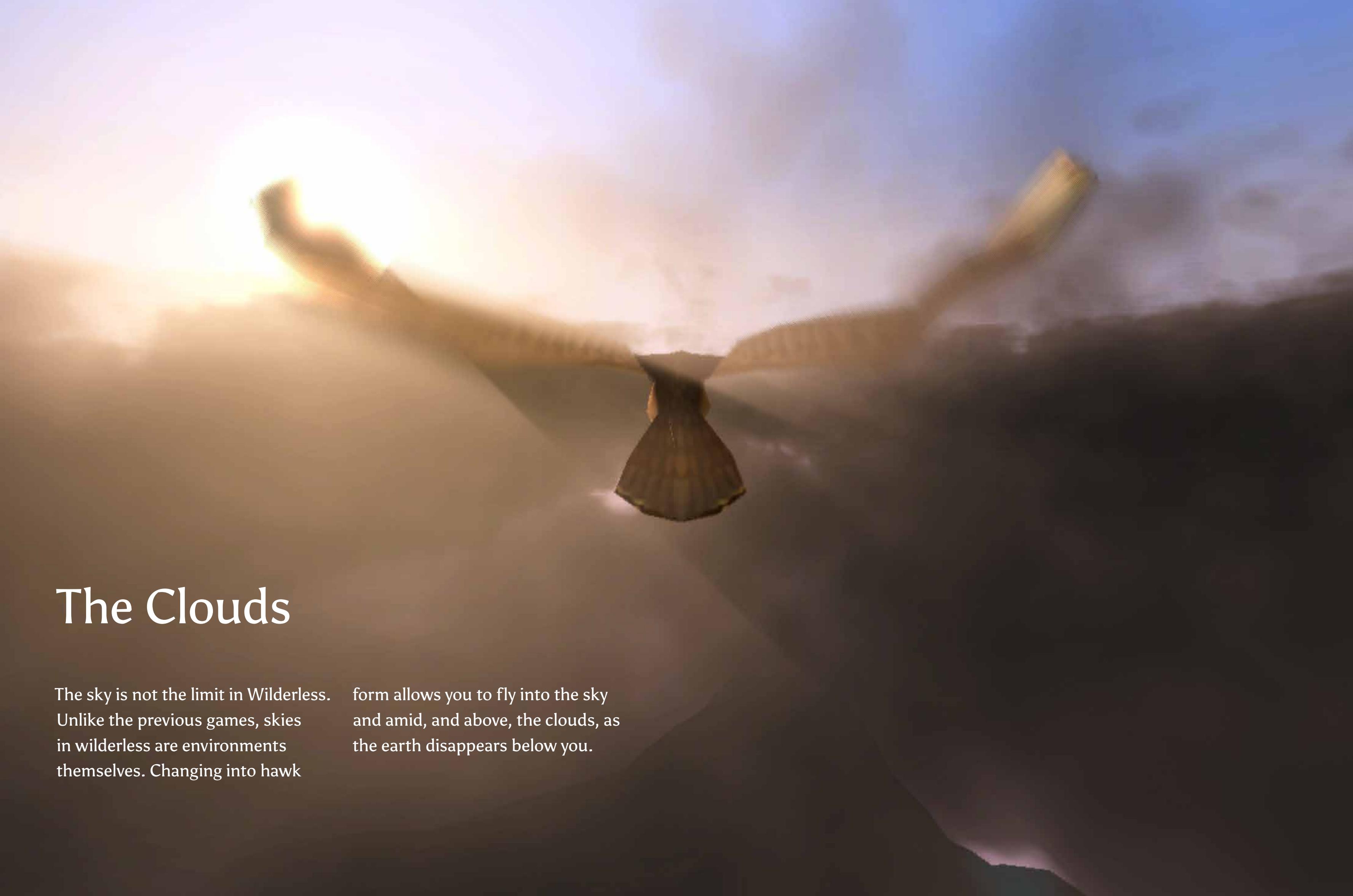


Mountain Peaks

Why climb a mountain peak? Because it's there. This is the call many explorers heed - seeing a high point in the distance, then climbing there just for the fun of it. Cold mountain peaks are popular

jumping points for those who wish to calmly glide into the land below. They are cold and wracked with snow storms, but the view from the top can remind you how small one is in the grand scheme of life.





The Clouds

The sky is not the limit in Wilderless. Unlike the previous games, skies in wilderless are environments themselves. Changing into hawk

form allows you to fly into the sky and amid, and above, the clouds, as the earth disappears below you.



Byrch Woods

Savar Byrch syrup is famous the world over. And local byrch farmers can make a healthy living, selling to people from as far away as Jaal. Byrch bark was used as an early

form of paper, and artisans still make use of it. Take a good look at byrch trees, there's a good chance young lovers may have etched their names into the bark.



Oak Woods

Forests define the Nimian continent, and deep oak woods are among its most common. Somehow the sunshine always finds a way through cracks in the canopy, to light up the ground below like little

theatre lights in an arena made of trees. A short walk each day in the sweet smelling woods helps one maintain good health and positive energy.







Ekarctika

Those who call Vandgels the roof of the world have never been to Ekarctika. Forests give way to a clear, cold tundra devoid of trees and leading straight into the frozen sea. Sunsets and sunrises are

especially powerful here as the view stretches for miles in every direction. There is a quiet peaceful beauty here, and its pull is strong on those seeking absolute isolation and calm.



South Hills

Savar's south hills are treeless and flower filled, with only a few nut bushes to break the flow. This is the perfect place to run free as a horse , or just sit by the sea, and see what shapes you can find in the

clouds. Pink Somon Flower, yellow ButterChafes and white daisys are common here. Blue BellCups, hard to find in other regions, have taken exceptional root on these hills.

Rivers and Lakes

Water is everywhere in Savar, a region blessed with many lakes and rivers. They sparkle like sapphire under the sun, inviting explorers to enjoy them by boat or perhaps with a swim. Water here is unspoiled

and refreshing. Cooled water from glaciers is highly prized for its minerals. The exceptionally vital soil of the region gives Savarian water a unique, almost herb-like taste.







A scenic forest path leads through a dense forest of tall evergreen trees towards a warm, glowing cabin. A character with purple hair stands on a wooden deck railing, looking out over the scene. The sky is a soft pinkish-purple, suggesting dawn or dusk. The overall atmosphere is peaceful and cozy.

Shelters

Egg Tents

Usually reserved for celebrations, and festivals, wealthier citizens have taken to egg tents as a sign of civilization in the wilderness. Add a plate of sweet boar fat and unripened cheese, combined with a

solid wine, and it becomes a recipe for a quaint time in the country. Egg tents also provide solid shelter, their shape is excellent for withstanding high winds, and cold temperatures.







Wedge Tents

Wedge tents are a classic part of Nimian survival. Simple to set up and easy to transport, they provide ample shelter from Nimian weather.

A favorite of fishers, and explorers who want to set up shelter near the edge of a river, or on the side of a mountain top.



Homestead

Sometimes a tent is not enough. People need a place to call their home. A solid shelter that will protect from all but the harshest environments. With some gardening and a warm fireplace

burning, homesteads can be a cozy refuge. Some people make a home on the side of frozen lakes, all the better for skating. Or build one in deep woods, and listen to the sound of the wind and the leaves.









A deer stands in a lush green field filled with tall grasses and small pink flowers. In the background, a calm lake reflects the surrounding dense forest of tall evergreen and deciduous trees under a clear blue sky.

Wildlife



Glarestone Golems

Glarestone collects the heat of the sun during the day and radiates it during the nights. It's a popular construction material, but it is also used in the creation of Glarestone Golems. These peaceful colossi

roam most environments. It's unknown who created them and why, but they have been known to defend against powerful forces that threaten the balance of the world around them.



Lore

Solid Glarestone was used in the construction of Vandgels, the spiritual center of the east.



Crocozids

Crocozids are related to dracozids, but they share none of the dracozids intelligence and cunning. Like hungry cows with sharp teeth, crocozids can actually survive on a diet of grasses and swamp root.

But an agitated crocozid can quickly become a deadly threat. With rows of sharp teeth and a jaw more powerful than a crocodile's, they are more than capable of doing great damage to even larger creatures.





Glo Flies

These fairy like spirits only come out at night. Its said they are the embodiment of human spirits, the point where the souls of those who have left us intersect with the real world. Even the tiniest sliver

of a soul provide a great amount of light. In reality no one know exactly what they are. But there are numerous studies underway in the universities of Byria, trying to decipher what makes them shine.

Wild Boar



Wild boar is a delicacy in Nimia - if you can catch one. With thick hides that resist even the sharpest of arrows, and sharp tusks that can gore through flesh, Wild Boar are more than capable of taking care

of themselves. That said, most Nimian boar are peaceful when not disturbed. They prefer the shade of forests, kicking up leaves and dirt as they frolic between meals of Mushroots and Rot grubs.



Deer

What is a wilderness without deer? Savar is no exception. Rusted Deer are one of the most common larger animals in Savar. Skittish bit curious, it's entirely possible to come across a deer that is friendly

enough to eat from the palm of your hand. Faster than humans, there are said to be some people who take the shape of a deer to get where they need to go quickly.





Foxils

Was that a foxil? You'll probably never know, because by the time you sense something moving, it will be far away, running feverishly through the tall grass. But if you ever manage to see one up close,

you'll likely find it charming, playful, and friendly. Wealthier nations trap foxils as pets and entertainment. But in Savar they run carefree, living the life they were meant to.





Nimian Bears

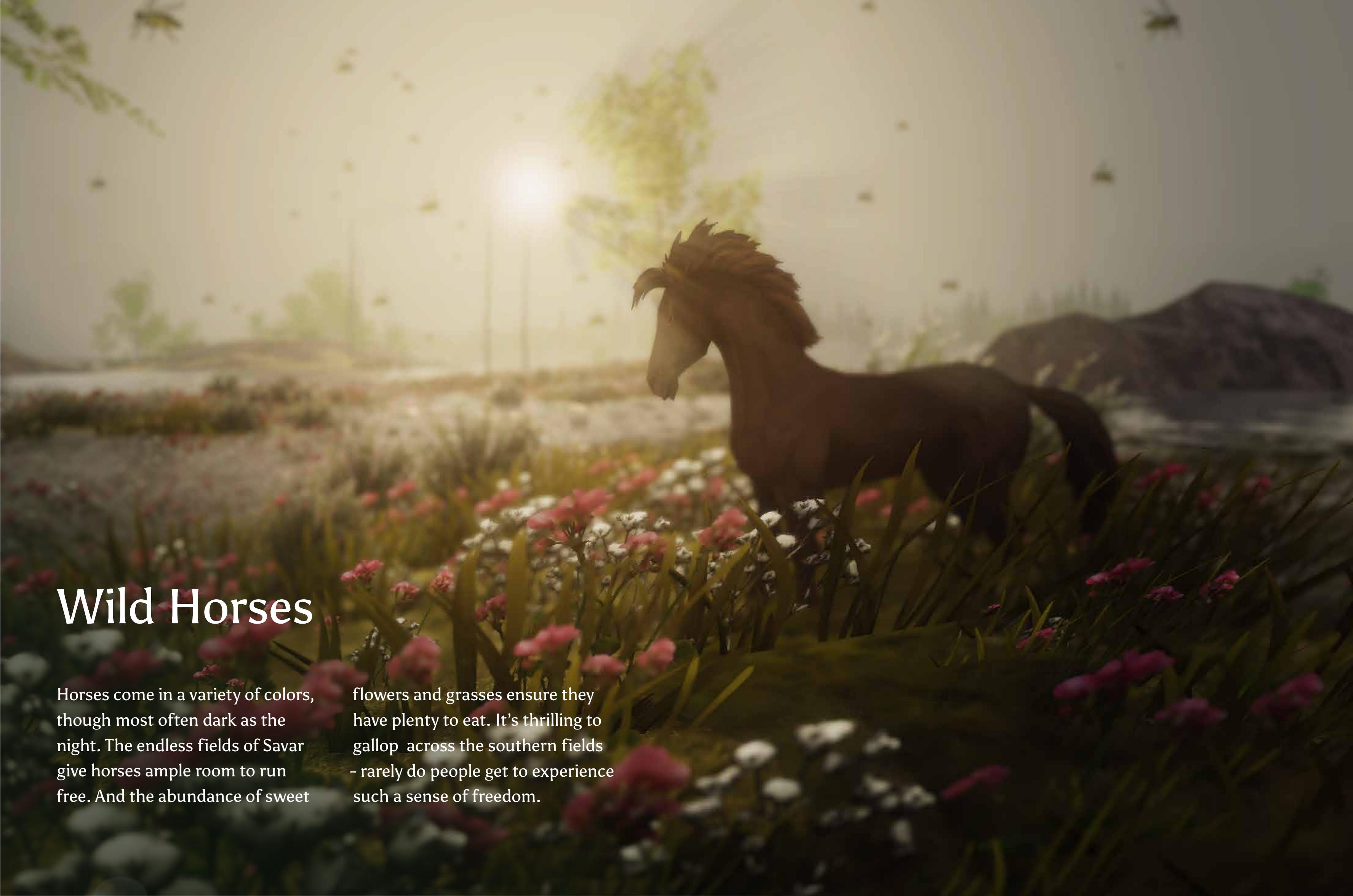
Nimian bears are quite friendly, unlike their ferocious cousins in Jaal. They plod along, eating honeyroot (much to the dismay of honeyroot farmers) and care

for their young. Nimian bears are unique in that they do not hibernate. Instead they remain active at all times of the year and in all climates.

Wild Horses

Horses come in a variety of colors, though most often dark as the night. The endless fields of Savar give horses ample room to run free. And the abundance of sweet

flowers and grasses ensure they have plenty to eat. It's thrilling to gallop across the southern fields - rarely do people get to experience such a sense of freedom.







The World



Idols of The Olde Faith

Before Imperial Doctrine swept the known world, there was The Olde Faith. People looked at the world in front of them and saw the beauty, and the balance, of nature. These are the cornerstones of this ancient

belief. While the Empires would rather you dismiss it as old myth, many people still take the time to stop and smell the roses, and to reflect for a moment on where it all came from.



Green Weavers

Green Weavers are the symbol of balance and nature, and these beliefs are widely held by the citizens of Savar's expansive wilderness. Never straying too far towards any one extreme, Green

Weavers remain neutral in a world where change is a constant. Trees roots crack through rock and waves crush boulders into sand. Change may take tie, but it is inevitable. After all, nothing lasts forever.



Boating

There is something peaceful about riding in a rowboat. The ripples in the water. The methodical motion of the oars. You'll find rowboats littered around the world. No doubt

abandoned by explorers who lost their taste for adventure. When you're finished rowing, take a jump into the water for a refreshing swim with the fishes.

Ice Skating

Travel high enough or far north and water will freeze to ice. Wilderless ice is solid - perfect for traveling quickly along frozen rivers - the further you skate, the faster you go. Or relax with a leisurely spin

around a tree lined, snow covered icy lake, and enjoy the fresh frost breeze. Just be careful not to get stuck under the ice - some unlucky explorers have been entombed below the ice for an eternity.





Gliding

You'll be doing a lot of this. Gliding is as simple as jumping, and it's a great way to get around. Try gliding over small rivers and creeks to avoid getting your feet wet. Or find the

highest peak around and take a flying leap off the top, gliding down quietly into the valleys below, with nothing but the wind beneath you.

A detailed illustration of a sunset over a lush landscape. The sky is filled with warm, golden and orange hues, with rays of light filtering through tall, thin pine trees on the left. In the foreground, a field of tall green grass and a variety of colorful wildflowers in shades of purple, blue, and white stretches across the frame. A large, dark tree trunk is visible on the right side. The overall atmosphere is serene and magical.

Sunsets

There's nothing like a Nimian sunset. Some people seek violence, others wealth and power, but some are content to admire nature's work, exemplified by the soft rays of light that slip between the leaves as the

sun says goodbye for another day. It's said that the first pine tree was created when a broken man sat on a hill, and watched sunset after sunset until he took root, forever enjoying those last rays of sun.



Moonlit Night

When the wolves begin baying at the moon, it might be a good idea to retire to your homestead and enjoy a warm, crackling fire. But if you venture outdoors, you'll find

a magical world where glow flies lazily flit across the grass, and the pale blue moonlight reflects on quite lakes.

The background image shows a misty, atmospheric landscape. In the foreground, there are dark, silhouetted shapes of trees and bushes. Below them, a field of low-growing plants with small, light-colored flowers is visible through the mist. The sky above is a pale, hazy blue-grey.

Fog and Mist

Mists have always seemed to hold mysteries behind their veils. What lurks beyond the fog? Was that an animal i saw rushing to the left?

The quiet beauty of mist an fog can come at anytime, slowly rolling over the landscape until it is only you and the moment around you.

A 3D character model with a light brown complexion and short dark hair is standing in a field of flowers. The character is wearing a dark orange tunic with black shoulder guards and a belt, along with dark pants and boots. The background features a dense forest of tall evergreen trees under a bright sky.

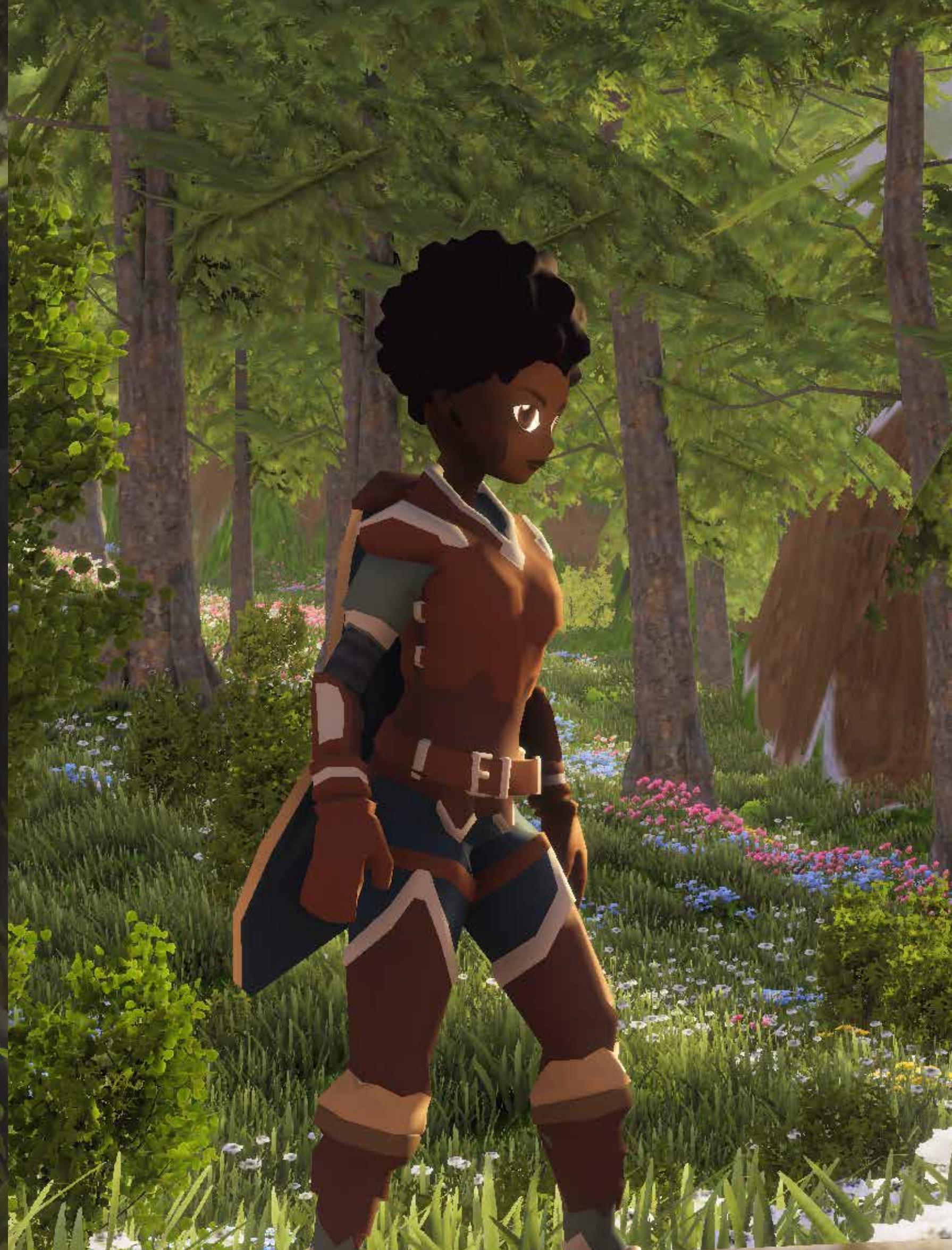
Character Creator

Custom Characters

What is a world without personality? Wilderless lets you express your own through custom characters. You can change your hats, hair, clothes and more. No need to stop at the natural. Want

bright magenta skin and green hair? You can have that. Or maybe you're a knight, with a suit of solid shining armor and a helmet that hides your true self.



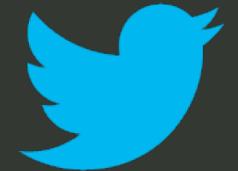








WILDERLESS



Screenshots from iPad Pro

Version 001

NimianLegends.com