

# Vilterra Notes

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# CHAPTER 0: PROLOGUE

**W**ELCOME TO THE WORLD OF *Vilterra*.  
From the ecology and geography of  
the regions to the history and cultures  
of the races, this encyclopedia records  
everything you should know about this world.

## MYSTERIES

Of course, the land of Vilterra is vast; There are things that even we do not know. Even more common are dark secrets and sinister plots that you should not know. This encyclopedia is *by no means* all-knowing, or even all-correct.

With this, we hope you happy travels, across the land of Vilterra.



# CHAPTER 1: FRONTIER

**T**HE FRONTIER. A desert wasteland, hostile, inhospitable, indomitable; a land shrouded in rumors – strange creatures, otherworldly elementals, warrior tribes...

The outside world knows practically nothing of this strange desert, sleeping at the north-west edge of Vilterra. The Frontier rejected both the Elven and Draconic lords in the ancient past or the nations and empires of the present day, and remains shrouded in danger and intrigue.

## GEOGRAPHY

Surrounded by mountains and hills, the Frontier is very much like a valley. With not a single drop of water, the inner regions are completely inhospitable. By this, the Frontier is separated into the *Outer* and *Inner* Frontier.

## WATER

For the most part, surface water is nonexistent in the Frontier. However, that is not to say that there aren't *any* water whatsoever. Water from the Crown of the World gathered at the seasonal lake *Kelibo*, and underground reservoirs are the most important water sources of desert life.

However, the position and seasonal nature of *Kelibo* makes it unsuitable for permanent residence, and the size of the groundwater reservoir and the hostile surface made extracting water impractical.

## ECOLOGY

Lacking the most important ingredient of life, the Frontier desert has almost no life sparing a couple cacti and bushes on the edges. However, there are some exceptions, especially on the Outer Frontier.

## ANIMALS AND PLANTS

Heat-tolerant plants such as cacti and bushes exists in the more hospitable Outer Frontier.

Camels also exists there, brought in by settlers. Most are domesticated, though some do roam areas protected from monsters by people.

## HOSTILE LIFE

Because intelligent life exert such little influence over the area, the Frontier (especially the Inner Frontier) is filled with monsters.

The Frontier monsters are mostly reptilian and insectoid. Most, such as basilisks, came down from the mountains. Nagas, Ankhegs, and other beasts fight each other for sustenance.

## ELEMENTALS

The most apt description of these mysterious, hostile creatures is the manifestation of the forces of nature. Their origin are unknown, their actions are inexplicable, all that's known about them is that they have occupied this land since recorded history, and that they will attack anything that they come across.

The elementals of the Frontier desert are mostly Fire, Air, and Earth.

## SANDWORMS

Perhaps the most spectacular of the legends of the Frontier is the *Sandworms*, and they certainly live up to it.

They are beings of massive proportions, some hundreds of feet long. Much of their life is spent underground, where they supposedly sustain themselves on underground water. The few times they surface are primarily for hunting, sunlight, and air.

Ironically, their times of hunting is also when they are most vulnerable. Sandworms are prone to being prayed upon by other monsters. The Shai-al run also use this opportunity to tame them.

Interestingly, Sandworms are attracted by music. The reason of which is unknown. The Shai-al run takes advantage of this to call upon them.

## MIGRATION OF KELIBO

At the north of the Frontier lies a seasonal lake *Kelibo*. In late winter, early spring, the water from the northern mountains flows down into the lake, attracting all kinds of life.

Basilisks from the mountains follows this stream down to the Frontier, and some are left unable to leave.

Notably, the sandworms, despite having a consistent supply of underground water, also gathers around *Kelibo* primarily for hunting.

Because the allure of water is too great, bloody battles ensues everytime water fills the lake. The violent nature of this seasonal event earned it the name *the Red Spring*.

Intelligent life such as the red dragonbornes also joins the fray for sandworms; likewise, the Shai-al run are also present for water and defense of the sandworms.

## HISTORY

Not much occurred in the Frontier worth noting; for the most part, it has remained populated



only by monsters and elementals. Almost all settling attempts have ended in failure.

## SEROVAN TERRAFORMING

Much like what the high elves did to the Aurabe region in the far south, they attempted to use magic to terraform the inhospitable Frontier. However, their attempts are nowhere near as successful as in the South; A mysterious force completely voided all of their arcane arts.

## DESOLATE WASTELAND

After failed Serovan terraforming, for the remainder of their rule (and perhaps much longer after that) the Frontier remained a land of no intelligent life or permanent settlements.

## THE SHAI-AL RUN

It was not until after the Great Dragon War before intelligent life attempted to conquer the Frontier once again – the Shai-al run.

This mysterious group of blue dragonbornes seemingly appeared out of nowhere. They do not have a culture of recording history, thereby we have no record of their origin. Due to the timing of their approximate appearance coinciding with the Great Dragon War, it is speculated that they are nobles of the fallen Meneketes empire.

To this day, the Shai-al run remains the only semblance of occupation in the Inner Frontier.

## ASAKHANI ADVANCES

The most recent attempts at settling the Frontier is made by the Asakhan Empire. As a relatively newborn nation striving to project power across Vilterra, they set their sights on the inhospitable Frontier as a demonstration of force.

The Asakhanis relied on their experience in the Aurabe: sponsoring the people of the southern desert to make for the north, taking with them tools, livestock, and experience suited to settling dry areas. So far, their attempts have been restricted to the Outer Frontier, where permanent settlements are set up, relying on support from the Empire to the south.

## INTELLIGENT LIFE

Due to the harsh conditions of the Frontier, intelligent life is few and far between. However, several exceptions stand out, braving the harsh desert.

## THE SHAI-AL RUN

### OVERVIEW

By far the most notable of the intelligent races that inhabits the Frontier is the assortment of

blue-dragonborne tribes that collectively call themselves the *Shai-al run*. They are the only race that can truly call this land home.

### ORGANIZATION

Rather than a single nation-state, the Shai-al run is more like a collection of cooperative tribes, operating almost completely independently.

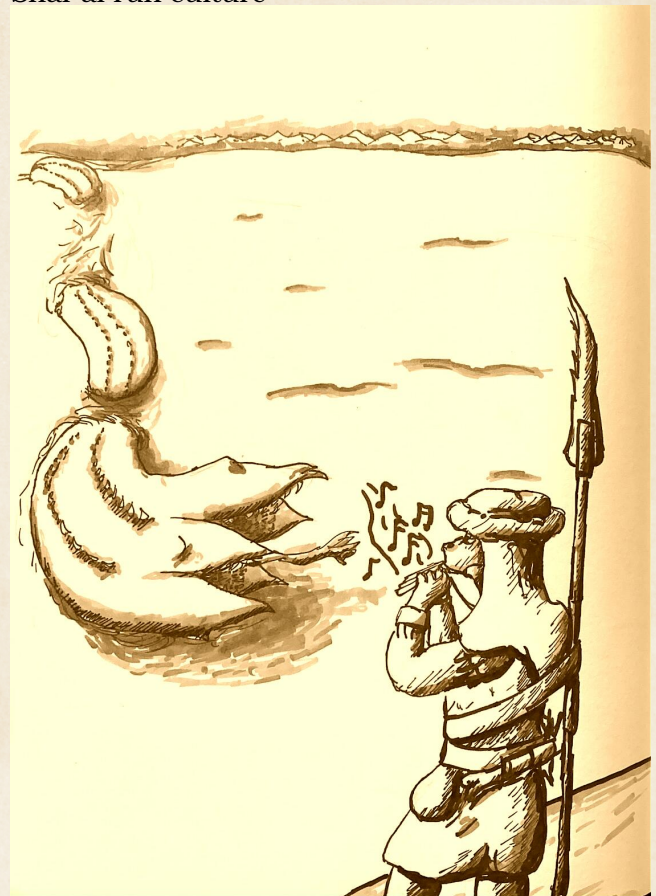
**Kelibo.** As with most creatures of the desert, the Shai-al run tribes makes a annual migration to the lake of Kelibo, primarily to follow and protect the sandworms. It is one of the only instances where all of the Shai-al run work together.

### WAY OF LIFE

**Martial Culture.** To survive in the unforgiving Frontier, the people of Shai-al run became adept at combat by necessity; both for fending of threats and for monster-hunting.

Due to constantly hunting for monsters and fending off the wyvern-riding red dragonbornes, Shai-al run warriors primarily use heavy or ranged weaponry, some of which forged in Kelibo, most of which procured from monster remains.

**Sandworms.** The most distinguishing trait of the Shai-al run is their taming of the sandworms. The exact methods of taming a sandworm is known to very few; it seems to have something to do with the Nu-cha flute – another symbol of Shai-al run culture





## CONFLICT

The Shai-al run tribes are known to be territorial. They are known to attack Asakhani settlers that came too close to the Inner Frontier.

## OUTSIDERS

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While the Shai-al run is the only permanent resident of the Frontier, there are numerous peoples that, despite living elsewhere, frequent the area.

### IRONOK

While primarily residing in the mountain ranges to the west of the Frontier, the Ironok goblins have a great presence on the Frontier.

Similar to the Shai-al run, the Ironok is a collection of cooperative Goblin tribes.

### IO-TO

The Shai-al run are not the only dragonborne seen on the Frontier. Residing in the Northern mountains are the red dragonborne of *Io-to*. They are most famous for their mount – wyverns.

### FOR THE SANDWORMS

Despite the Frontier being a hostile place with little to no natural resources, these Outsiders risk their lives and the wrath of the Shai-al run for one thing – Sandworms.

The Ironok and Io-to hunt sandworms for medicine. This, of course, incurs the wrath of the Shai-al run that rely on those sandworms to stay alive in the arid and dangerous desert. As a result, bloody conflicts are very frequent.

### ASAKHANI SETTLEMENTS

As a testament to the imperious reach of the Askhan Empire, settlers dotted the edges of the Outer Frontier; Most of them are brought over from the Aurabe desert, with one singular goal – conquer the harsh environments of the Frontier.



# CHAPTER 2: DRAGONFANGS

**T**HE HOME OF THE DWARVEN KINGS, the haven of the drow, the lair of dragons. . . The mighty mountain range standing steadfast in the far, far north of Vilterra is known by many, many things. To most of the known world, it is known as the land of the dragons — *Dragonfangs*

## TOP OF THE WORLD

This Northern mountain range is well-known for its snow-capped, jagged peaks — the origin of two of its names: Dragonfangs and the Crown of the World. While the title of the greatest mountain range is disputed (notably by the sister range of the Spine of the World), the size of these behemoths of dirt and stones are nothing to be scoffed at.

As one climbs up the Fangs, the biome varies drastically, leading to an interesting vertical economy not seen in any other parts of Vilterra (See [2](#)).

### THE FIRST STRATUM: BREADBASKET

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### THE SECOND STRATUM: WOODLAND

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### THE THIRD STRATUM: TUNDRA

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## BELOW THE SURFACE

*Beyond the black air, spiders dance,  
With Death, things strange and alien.  
With bane, with fangs, the night expands,  
the Goddess slumbers, pallid.*

## GRAINS AND GOLD THE HUNDRED KINGS

### THUNDERPIKE

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A dwarven citystate in the Crown of the World. It is the biggest of the numerous dwarven citystates in the Sun Crown.

**Volos Ghazant.** King of Thunderpike. His goal is to unite the dwarves, but his efforts are mostly in vain.



# CHAPTER 3: ROSINYA

**R**OSINYA A old kingdom, now growing into a grand empire. A land that is rapidly transforming, at the cusp of a great change that will some consume the world. Where many may see opportunity, others only find the shackles of an oppressive regime.

What ever may occur in this most holy of domain, the whole world watches.

## GEOGRAPHY

Sitting right on the center of viltterra's east coast. Rosinya enjoys a warm mediterranean climate with a rich land and coastal ecosystem. The country spreads across a diverse geographic region which includes grasslands, temperate forests, low mountains, and ria coastlines.

## WEATHER

It is mostly sunny throughout the years, exceptable for rain in the winter. This hosiptal environment is oft attributed to the grace of the revered storm god, *Palid*. Although their might be an underlying current of his wrath, as southern Rosinya has some of the roughest coastlines on the continent. This tough enviroment has bred a powerful Naval culture which contributes to Rosinya's ability to project power overseas.

## ECOLOGY

### FAUNA AND FLORA

#### THE FARMLANDS

Due to rosinya's unmatched fertile soil, agricultural fields proliferate the entire kingdom. These fields are dominated by grains such as wheat, barely, oats and vegetables such as cabbage, kale, and lettuce. However, Rosinya is also a major producer, consumer, and exporter of rice. (in fact exporting rice to the dwarves, has become a competition between Rosinya and the Asakhan).

Agricultural land isn't just reserved for crops, as Ranching is also dominant in Rosinya. Cows, chickens, and pigs are by far the most common farm animals. Cheese, milk, and Egg based products are a long time staple in Rosinyean dishes. On special occasions pigs or cows are slaughtered to provide the ingredients for steak and sausages.

In the past, farmlands fell victim to monster targeting livestock. However both independent monster hunter groups and an, increasingly

interventitist, central government, have managed to stave these attacks.

#### FISHING AND SEA LIFE

Due to the abundance of edible sea life, Rosinya has grown a large fishing industry. Upon the stalls in major cities of Rosinya it isn't uncommon to find a diverse supply of seafood, including fish, squid, clams, and even octopus. Although not all of these fish are available to everyone. Only the rich merchants, guild members, and nobles enjoy such cuisine as octopus. Meanwhile, the average worker often eats mackerel, cod, or sardines. This aquatic food culture even makes it deep into the countryside. Farmers would rather eat the tuna caught downstream, than slaughter a cow that could otherwise provide valuable milk and cheese.

## HOSTILE CREATURES

Despite the best efforts of the Rosinyean government and independent monster hunters. Many mysterious creatures still roam the deep woods of Rosinya.

#### SUBNATURAL PHENOMANIA

For some inexplicable reason, in the west reaches of Rosinya undead and fiendish creatures occasionally return to the mortal plane during the night. They prowl around, some searching for victims to drag prematurely into the afterlife, others more innocently, observe the joys of mortal life they now lack.

#### HORROR BELOW AND ABOVE THE SEA

Well at the very least the kingdom can fight off fiends and necromancy on land, the seas along Rosinya's coasts are a whole different story. Beneath the waves the demonic merrow, krakens, sea turtles, and the sort lurk, waiting to strike on unsuspecting victims sailing on the surface. There are many a tale of lonely fishermen being dragged down by sirens, or travelling families being petrified by swarming cockatrice.

On the rare occasion a hydra or sea turtle graces the shores, drawing the full attention of Rosinya's mighty navy.

With the advent of the caravel and blackpowder cannons, naval patrols have become more successful at challenging these threats. Yet, there is always an air of caution when heading out to sea.



## INTERNAL POLITICS

Rosinya is a land experiencing rapid and unparalleled change. This is most evident within its mutating governmental system and tumultuous domestic politics.

### EXPANDING MONARCHY

The position of *Rei Dom*, the lord king, has grown increasingly more powerful. The current ruler *João Braceo IV* and his predecessors have taken steps to centralize the government and increase their own political power. More than ever, the monarch intervenes in local affairs, and has stunted the authority of the nobility. The most drastic of these actions happened 18 years ago, when the former king *Pedro Braceo II* dissolved the *Cortes*.

This power shift has been aided by the establishment of the *Inquistorius* and the backing of major Guilds. This rise of power has severely split the country. Many praise the strengthening of Rosinya due to the King's divine guidance, while others have thrown accusations of tyranny.

## HISTORY

Even the old Kingdom of Rosinya, is relatively young on the scale of Vilterra's ancient history. Yet the land itself has lived through it all.

### ANCIENT HISTORY

Like the rest of the continent, the lands now known by Rosinya were colonized by the Serovean Empire during the conquests of An Sa'ora. No records exist before this and even records throughout the rest of the Serovean's millennia reign are sparse. It is known that Wood Elven and Gnome tribes have always inhabited forested parts of the region. High Elves initially stuck to grandiose coastal cities, but would venture inland to magically terraform. In fact the abundance of flowers in the region is likely due to Serovean engineering.

The Serovean city of *Tel Shoku* directly south of modern Nirviré, was by far the most populous settlement. It would serve much the same purpose of modern Nirviré; being a trade choke point between the north and south of Vilterra.

### FIRST HUMAN SETTLEMENT

The first humans to arrive in modern Rosinya were Nordic. They arrived a millennium and a half ago to escape famine caused by a mini ice age. At the time the Serovean's had collapsed into pseudo-anarchy so human settlement remained relatively undisturbed. These groups would only

form small clans, performing raids against both Wood Elves and High Elves for resources.

It wouldn't be for two centuries until humans from the Archipelago of Mitos arrived. The Mitosian settlers were much more organized, bringing fleets of ships with the materials to form permanent cities. They also brought professional soldiers and were more knowledgeable in the ways of magic. Detrathesis was the first of these settlements founded, knew the modern city of Ajetos. Not long afterwards the legendary naval general, Sirio, would found the settlement of Nirvidium, direct precursor of modern Nirviré.

To secure their new territory, Mitosian city states, allied themselves with the Serovean Empire. The Serovean High Elves saw them as more civilized than other human groups. They granted the Mitosians land, in exchange for doing the dirty work of repelling Nordic and Wood Elven incursions. Nirvidium and Detrathesis abused this relationship to control the region, and insure future human domination.

### THE MENEKETES EMPIRE

The year 8268 saw a monumental shift for the entirety of Vilterra. The Half-human Half-dragon king, Aeos Meneketes, embarked on a continent-spanning conquest, and Rosinya was his first target. In April 8268, he employed his Dragonborn Vhakhun legions to capture Detrathesis. From there he proceeded to move north to conquer both Tel Shoku and Nirvidium. In a show of force, he used an allied true dragon to incinerate Tel Shoku, but completely spared Nirvidium. His main enemies were the Serovean High-Elves, and his human ancestors shared cultural ties with the Mitosians. Nirvidium willingly surrendered, in turn they were given a great position of power in the empire becoming the new capital.

After the conquest, Rosinya would find itself as the heartland of an Empire spanning the northern half of Vilterra. Over the next centuries its human population exploded. Nirvidium expanded to back a metropolis rivaling the Elven cities of Serova and Junos, and by the great dragon war, was likely the most popular city in the Vilterra. Through this population expansion, the Meneketes was able to field large armies, putting an immediate threat on the Serovean border. The region would contribute to high tensions, both in the early Serovean-Meneketes wars and the proceeding cold war afterwards.

Meneketes' rule undoubtedly shaped the development of early Rosinyean culture. As citizen of the empire, they spoke Imperial Mitosi, a language that would later form the backbone of Common and Rosinyean. They also adopted



the Dragon cult of the half-dragons and dragonborn, primarily worshipping Thré and Nepaté.

The region of Rosinya would also be significant during the Meneketes civil war. The human dominated cities of Nirvidium and Detrathesis were key supporters of the Emperor, Scipio Meneketes, against the Dragonborn Vhakhun insurgents. The Rosinyeans would also provide a valiant resistance against Serovean invasions during the Serovean-Meneketes Wars, with many of the most decisive battles happening in southern Rosinya. It is said that the orcs were only created to compete with southern Rosinyean fighters.

By the time of the Great Dragon War, Rosinya lost prominence as a major influence in the Meneketes Empire. The capital was formally moved to Roanik (Gale), and the Contemporary Emperors were increasingly influenced by Nordic culture. Yet none the less it cemented itself as a force in the empire, and a target for elven aggression.

## FOUNDING OF ROSINYA

The *Great Dragon War* rained hell upon the lands of the little rose. Farmland, forests, and grasslands were completely torn apart. The great cities of Nirvidium and Detrathesis were completely wiped off the face of the world. To the devastated survivors it seemed like their world had ended forever. However, like a phoenix, Rosinya rose from the ashes more powerful than ever.

## AFTERMATH OF THE WAR

After the devastation of the Great Dragon War, Rosinya was left almost barren and depopulated. Refugees from Nirvidium and Detrathesis scattered and fought over the few fertile forests, rivers, and valleys that remained after the war. Without the protection of the Meneketes, waves of monsters and orcish bandits flooded in the lands, terrorizing the local inhabitants. Only the Wood Elves benefited, as many tribes used the opportunity to reclaim their traditional lands. Still, even they didn't find much comfort in the ruin left over.

The small fortress town of Braceo, remained a last bastion of civilization in the wasteland. Its importance and strong defenses made it relatively untouched by Elven forces. It had also housed the Noble Pippin Chavele, who was in line to rule the Province of Petrathesis. Remaining Meneketes Imperial forces rendezvoused at the town, while survivors followed. Chavele declared himself the new lord of Petrathesis, but would keep his forces close in Braceo to protect himself and his wealth.

In the rest of the region, independent groups set up small settlements and villages, defending each other from constant monster attacks. These communities were self-governing, but still held on to their common Imperial identity. Many in desperation passed around prophecy, about the day in which their Emperor would return. The dangers of dust storms and the elements turned many Rosinyeans toward the worship of the minor god Palid. Other groups, growing tight-knit communities, turned to the worship of the bond fire deity, Hestiam. Notable the first Templars of Palid ruled over one of these communities. And, on a fateful summer day in 8867, they would induct a disillusioned war veteran named João Inez.

## JOÃO AGOSTINO'S REBELLION

Only a decade after the Great Dragon War, war would once again break out in Rosinya. Pippin Chavele, having gone insane, declared himself the new Meneketes Emperor. He started securing communities around his neighborhood, at first being received with open arms. But upon resistances, his conquest became brutal. He attacked many communities just to increase his supply of slaves, and would reestablish the old Meneketes caste system separating half-dragons, Mitosians, Nords, Serofeans, and non-humans. While these actions wouldn't have caused a stir in the old empire, years of people surviving together changed these attitudes. Chavele would only become more radical, as distant news came of other leaders claiming the title of Emperor.

On May 22nd, 8887, João Inez, having been named *João Agostino* by the Templars, staged a peasants' protest in Braceo. In response Pippin Chavele publicly tortured him. First cutting off half his right hand, then blinding him, stabbing him, and hanging him on the city gates. His fellow templars the Orc, Yo'gru Un, and human Martim Vanyado would pull his corpse down. However, much to their amazement, he secretly survived, and evidently without necromancy. Upon this miracle João Agostino was named leader of the templars.

Agostino despite his injuries would lead a successful guerrilla campaign. He personally took part in combat to inspire his own troops, strengthening all of his other senses to become an efficient and ferocious warrior. It was said that with his prosthetic bladed gauntlet hand and training with smith techniques, he could kill any enemy in one punch. Even without personal prowess, he effectively commanded specialized warriors who used the wasteland to their advantage. With lush grasslands regrowing across Rosinya, Agostino also employed the



extensive use of Cavalry giving him a major tactical advantage. Many settlements flocked to his support, growing his own personal power.

He took the opportunity to build a new religion based off of Palid. He stress the importances of everyone including leadership were responsible to strict moral codes. He forbade political corruption and talked down the sins of Greed, Envy, and pride. He outlawed slavery, the caste system, and noble prerequisites for positions of power. This slander caused Pippin Chavele to outlaw the worship of Palid, further isolating himself from the his people.

In desperation Pippin Chavele made a pact with a true dragon, hoping to gain a tactical advantage over both the rebels and other imperial claimants. Upon hears this Agostino led a direct attack upon Braceo, successfully leader his forces in a quick siege. He proceeded to form a party with Yo'gru Un, Vanyado, and Balif, an allied monster hunter, to slay pippin's dragon. Agostino then tracked down Pippin and completely incinerated him with a barrage of punches as to prevent him from being revived through spells or necromancy.

Upon this he declared, *for now on the land of the Rosinya shall shake off the shackles Empire. We only server one, and that's Palid*

### THE GREAT CRUSADER

Agostino immediately organized his new government. He sent messagers to all the major settlements, employing them to sent representative to discusses their new governmental relationship. He also immediately set on rebuilding the region and secure fertile lands. At home in the city of Braceo, he immediately went about flexing his new position of power. Former dragon blood nobles where either executed or imprisoned, quickly be replaced by Palid Templars and talented peasants. He also completely reorganized the city.

Being overpopulated, he sent Braceo preasants to colonize the neirby region. In this new settlements Agostino would establish peasant led communes, creating the testing grounds for his new economic reforms.

In the years of 8891, would declare the start of the great pilgrimage. He sent messagers and settlers to the lands surrounding his new rosinyean state, with the intentions of converting more to the religion of Palid. As part of this campaign, Agostino vastly expanded Rosinya's borders. In 8892, he sent forces and colonizists south taking a large sowth of area going down to the Anjoi river. By the end of the year his armies were within strike distance of Vara and Junos. He ultimately stuck to taken advantage of the Anjoi's fertility but notably restrained from

conquering the old elven cities. Many of his generals hated the high elves and saw it as a riteous crusade, and argued the Agostino could supplant the Serovean Empire. However, Agostino disagreed, seeing the invasion as untatically sound, and pointless.

Instead he refocused north, claiming the straights surrounding the ruins of Nirvidium. His armies set up forts to protect the survivors of the city, who at that point were already fostering a new generation. Many settlement were already building on top of Nirvidium's foundation, so Agostino sent more settlers with the hopes of Reviving the anchient imperial capital.

For four more years Agostino went uncontested, but in 8896, a new entity entered the region. For decades the minor noble, Archimedes Citadil, had gone about creating a new imperial remnant in the inner sea. Ruling from modern Kamelon, Citadel would declare himself the legitimate successor to the Menekete's empire. His forces moved into the region around Nirvidium aiming to gain legitimacy though controlling the formal imperial capital. Alarmed, Agostino would preemptively declare a crusade to defend Nirvidium and Rosinya would Thre worshipping tryants. The templars score several immediate victories, but ended up being bogged down by Citadil's forces. Agostino started to realize that Citadel was a respectable war general, but still saw him as corrupt and a threat to his revolution.

The war would go on for two years, until a Necromantic army attack both powers. Agostino ended the war seeing necromancers as a significantly larger threat. Citadel and Agostino agreed to joint rule of Nirvidium, Citadel's conversion to Palid worship, and Agostino stepping down from power (and Martim Vanyado taking over). The alliance fought a three year campaign against the necromancer king, eventually defeating him in 8901, but in the process losing Joao Agostino.

### SAINT MARTIM VANYADO

Saint Agostino designated his most trusted apprentice Martim Vanyado to replace him. Vanyado took power as soon as Agostino abduncated, but didn't truly start to use his great power, until after the death of his master.

When news reached his eyes, Vanyado occastrated a grand funeral for Agostino. He used this occasion to gather the new lords of Rosinya, and test their loyalty to him. However, he also rewritten the Rosinyean laws created by Agostino. This included rearranging the commune land grants, and granted more powers to his officials. He allowed commune leaders and



lords to choose their own successors. These changes signalled the transition to feudalism brought on by his reign.

## THE INVASIONS AND RECONQUEST

### THE PRELUDE

The year 8928 would mark a significant year on the continent of Vilterra. A united horde of dozens of Asakhani Tribes crossed the mouth of the world into the formal territories of the Serovean Empire. Their leader Teljin 'the Wavemaker' sought to conquer the entire continent, which had still barely recovered from the Great Dragon War, 62 years before. However, for the kingdom of Rosinya it was only distance rumors.

The aging Martim Vanyado was more focused on closer affairs. Their shakey allies, the Citadil's Remiant, had recently collapsed into civil war. The Rosinyeans no longer trusting the remiant fully annexed Nirvidium, and sent templars north to prepare for another war with the Citadel. However, these anxiety melodied as by 8933 the Citadel's Remiant completely collapsed into competing kingdoms. With the north secured, it seemed like for a time Rosinya would have breathing room, but this peace would be short lived.

In late 8937, the new Asakhan leader, Mahmud Ibn Teljin, secured a peaceful annexation of Junos and Vara. This put the new empire right on Rosinya's border, sending a mixed reaction though the land. Many were ecstatic to witness the final blow to high-elven rule, others were wary of these nomadic invaders. Martim was frantic in securing a diplomat mission to the Asakhan. First he wanted to get in good terms with these new human rulers, second he hoped to convert Mahmud to the worship of Palid, and he finally wanted to secure Rosinyean lands on the Anjoi.

It was late winter in early 8938, when the two leaders first met. They preformed extended talks in Junos for much of the following year. Martim secured limited cooperation with Mahmud, insuring a temporary peace. Martim would allow free Asakhani passage through the Anjoi, while the Rosinyeans kept these lands. However, Martim never secured any lasting relations, only aliening the Asakhan through his fervor. Either way, way there was not much he could do. In 8942, Martim died of a stroke, leaving his regime in the hands of an unprepared ruling council.

### THE SURGE

Everything quickly escalated in 8953. Mahmud Ibne Teljin is assassinated, leading to a two year power struggle between various elven and

human factions in the Asakhan Empire. In 8955, Mahmud's 17 year old son Ahmet barely secured the Asakhan throne. Within internal problem's surging through the empire, Ahmet wanted an external victory to distract the country and secure his reign. Only a month into his reign, Ahmet launched a surprise attack into Rosinya.

The combined force of light Horse Archer, Wyverns, and Battlemages quickly overwhelmed Rosinyean forces. Within weeks, the Rosinyean's lost all territory along the Anjoi. Ahmet reoriented his forces to push north, hoping to complete cripple Rosinya. Braceo surrendered quickly, Ajetos and even the great Nirvire fell within month, while most other intial Rosinyean forces were wiped out within half a year. Ahmet temporarily returned home to celebrate his victory. Remaining Rosinyean forces gathered in the in the last stronghold of Miridea. Preparing for a final stand in the war.

In May 8956, a new wave of Asakhan forces entered Rosinya, with the intent to mop up any last resistance. Ahmet emboldened by his previous victories, rushed to seige Miridea with the bulk of his new force. On May, 23st, 8956, Ahmet marched on Miridea, asking for surrender or death.

According to one legend an old Rosinya, "who had probably seen the Dragon War," bites her thumb at the invaders. Asakhan forces, offended, cast fireball on the women. Only for her to surprisingly use counterspell. Her illusion disappeared, revealing the figure of Palid.

While this story is apocryphal, it reflects how strong rosinyean resistance was. Trained Asakhani horse archers where wiped out by stapeding herds of bulls. Wyvern riders where massacred upon aeral driving runs, as insane peasant jumped upon their steeds dragging them down into murderous mobs. Powerful high-elven mages were challenged by holy templar knights. In all these chaos a peasant woman named Carla rose to a position of leadership. Through day and night, she spread the word of Palid, invigorating the masses of Miridea. At the gates of Miridea 400 northern berseckers stood strong. Day and night under the command of Carla they held against Ahmets rushed attacks.

The quagmire of a seige lasted for nearly seven months, dragged Ahmets reputation into the mud. His lack of real battle tatics were fully demonstrated in these battles. His previous victories, being more due to Asakhan strenght and numbers were nullified. However, he wouldn't give into Rosinyean demands, his power and even life were on the land.

After several failed raids, Asakhani forces final



broke into the city. Peasants hordes, templars, and royal bersecks fought to the last inch, as exhausted Asakhani forces massacred the city in vengences. Carla was brutally executed dying a martyr, however her efforts gave time for many important figures to escape. Most notably the lord of Braceo, Joao Miguelez, was able to flee north to modern Gale.

### THE GLORIOUS RETURN

By 8956, Rosinya was under Asakhan occupation, but Ahmet's position was once again weak. His forces were humiliated in Miridea, his reputation was shaky in Asakhan, while a pretender to Rosinya was still alive. Still needed to secure his own reign at home, and once again provide battle for his fighting force, he embarked on a rash plan. The Asakhan invaded north and east of Rosinya into the lands of the former Citadel Remant. Throughout the bay the once bickering kingdoms and the remaining Rosinya templars united to repel this incoming invasion. At the same time Joao Miguelez moved south to support a new key ally, the Kingdom of Camelon.

In mid 8956, Allied Camelonian and Rosinyean forces repelled Asakhani forces in the Battle of Torel. Later that year Armies led by the Templars would intrap major Asakhani forces in northern Camelonian taking the opportunity to wipe them out. These battles would also allow the Rosinyeans to flex their new mastery of Pegasus and Wyvern riding.

Simutanously, many who fled Rosinya years earlier would take to the seas. Rosinyean pirates and privateers raided along the Asakhan coast, even stiking far south into the Avi and Aurabe. One of these pirate, Marina Calcio, would become infamous among the Asakhani. She used a mysterious artifact to summon Dragon Turtles to battle.

In 8958, Rosinyean forces, Camelonian, and the Minor kingdoms mounted an offensive to retake Rosinya. They quickly overran Miridea, Sivid, and Nirvire, and official established the second kingdom of Rosinya. for the moments being it looked like the Asakhan were on the retreat. However further allied advances were imdiately halted.

Ahmet was assassinated, leaving his eight year old brother to the throne. However, in truth the general Khalid Ibne Mehmet held all power in the empire. With significant more battle and tactical experience, he more successfully pushed back Allied forces. In the battle of Ajetos, Joao Miguelez, lost all of his forces and was captured by Khalid. Later, Khalid would wipe out Camelon and Templar forces in the north planes near miridea. Having been exhausted by the war, the allies sued for peace.

Khalid gave Nirvire independence, allowing Camelonian nobles to rule it. He also allowed Joao Miguelez to retake his title, Lord of Braceo, but the lands of Rosinya proper would remain under Asakhan control. The allies were outraged, but were exhausted, conceding to a drawn out Asakhan victory. The Glorious return fails.

### THE SECOND WAR

Both sides would rest for two decades. Khalid Ibne Mehmet would lose control of the Asakhan to the now older Fahri Ibne Mahmud. Fahri started putting heavier restrictions on Rosinya, circumventing local power structures to increase Asakhan influence. Tension once again simmered, as the lords of Rosinya tired to contest Asakhan control over their area. Simultaneously, Rosinyean pirates and Camelonean forces had rebuilt hoping for a rematch.

In June 8979, peasant riots broke out across the territories of Braceo, Vasquea (renamed Teyokir by the Asakhan), and Ajetos. They were protesting increased taxes imposed by the Asakhan, although initially also targeting Joao Miguelez de Braceo. The local lords along with the Asakhan crushed the peasants. But resentment was becoming more prominent. Joao started to become more assertive about his position to the Asakhan, out of fear of more rebellions.

Fahri started to take offense to Braceo's descent, eventually sending Khalid, the now veteran war general. To help resecure the province. Khalid hoped to negotiate with Miguelez, but diplomacy broke down. Joao Miguelez started withholding taxes from the Asakhan, and would harass tax collectors using his personal knights. Upon hearing this, Fahri called upon Khalid to stage a coup on Braceo. Reluctantly, Khalid followed orders.

In December, 8979, Khalid stormed into the city of Braceo. He quickly overwhelmed Miguelez's knights and arrested him. Khalid then installed another minor Rosinyean noble to power, hoping to quickly quell any dissent. However, the carriage transporting Lord Miguelez was intercepted by a group of thieves. Initially, the thief, were hoping to rob from the lord. However, by sympathetic to his plight, their released him. At the same time, more peasant riots broke out across the Asakhan provinces of Rosinya. Khalid, was forced on an untidy return to Serova, leaving the puppet ruler of Braceo alone.

After a harsh winter, the territory of Rosinya was at the breaking point. Small scale revolts started breaking out, Asakhan reinforcements were ambushed, and several lords started declaring independence. In March 8980, former allies of



Rosinya from two decades earlier, along with new players in the north meet up in Camelon. Among them was Connor Redfyr, a half-dragon descent of Aeos Meneketes, who'd just conquered the remains of the Meneketes formal capital. The new Queen, Lorraine Odela, of Camelon also played a prominent role within this meeting. This group would officially form the Second Coalition to restore Rosinya, and declared war on the Asakhan. Only a week after this Joao Miguelez recaptured Braceo, declaring the third kingdom of Rosinya.

Fahri was fanatic in trying to crush this rebellion. He allowed Khalid to return to Rosinya, hoping to once again pull off a decisive victory. Before the generals' arrival, coalition forces quickly recaptured Miridea, Ajetos, and Sivid. Palid Templar crushed Asakhan defensive forces, meanwhile Nirvire wyvern and pegasus riders harassed enemies from the air. At sea privateering and raids continued as legendary pirate, Marina Calcio, mysteriously returned.

However, Rosinya's victories were short-lived. General Khalid returned, and immediately crushed coalition forces. Using superior battle tactics, along with magic, he managed a continuous string of victories. By the end of the year, all major Rosinyean cities were recaptured, and two-time king Joao Miguelez once again had to flee.

The war slowed. Khalid focused on defending Rosinya, but was constantly dealing with coalition forces. Decades ago, he opposed Ahmet's invasion of the far north, however he changed his mind. Seeing it as the only option to end the war, Khalid captured Nirvire, and processed to move into Camelon. Once again he managed a string of decisive victories, but could never capture Joao Miguelez. In anger he set Camelon aflame, destroying everything in his path.

Finally Khalid faced all the major coalition leaders in the Battle of Jor Dulee. Outnumbered 4 to 1, Khalid still managed an impressive victory. Killing dozens of prominent generals, capturing Queen Odela, and effectively conquering half of Camelon. However, once again, Joao Miguelez escaped. Khalid continued on a year-long chase to find the unifying leader. In the process, slowly losing his tactical edge. He kept winning in battle, but was taking heavier losses. Finally in 8982 he sued for peace.

Queen Odela seceded southern Camelon, and the Asakhan also annexed Nirvire. Miguelez's claim on Braceo was revoked, and royal Asakhani nobles were placed in charge of Rosinya. The Empire had only entrenched itself deeper north, and it was only a matter of time

until the next war.

### THE THIRD AND FINAL OF THE MAJOR WAR

By 8995, Joao Miguelez was still in hiding, long having lost his kingdom. He had become an old man, raising a secret son Antonio to adulthood. General Khalid had taken up the position of Great Vizier once again, gaining power over King Fahri. Queen Odela, Redfyr's replacement Gale Stormcrown, and the Veteran, now Queen of Cossairs, Marina Calcio, meet in secret to discuss a potential third coalition.

The northern kingdoms were left unsatisfied with previous campaigns, and wanted revenge for the humiliation by general Khalid. At the same time, rumors of Miguelez's survival spread across the Adateira bay (bay next to Vilterra). In Rosinya itself, many underground rebellions were formed to combat the Asakhan. This included the travelling Rose Guard. Founded by former Palid Templars, they spied on Asakhan nobles who they believed subverted Rosinyean laws to install their own power. They undermined these lords by stealing their wealth, raiding their guards post, and inciting protests among Rosinyean peasants.

Vizier Khalid once again took interest in Rosinya. He knew, despite his best hopes, that another war was inevitable. Through 8995 Khalid transferred thousands of elite Asakhani cavalry and battlemage units into Rosinya. He hand-picked a young general, Telsin, to oversee defensive and counter-insurgency operations in Rosinya. In response the Rose Guard grew its efforts, and officials contacted Marina Calcio for help contesting Asakhan power.

Rosinyean pirates from across the Asakhan coastlines started raiding Asakhan merchant ships in an organized harassment campaign. The situation got worse enough, that the Asakhani upper council and king Fahri would be approving giving more power to Vizier Khalid to deal with the crisis. Already by November 8995, the Asakhan were openly at war on the sea. Only two months later, active combat started around Rosinya's major cities. The Rose Guard attacked Asakhan soldiers in open combat, and were surprisingly successful. Their new leader, Dorotheia, had managed to defeat General Telsin during the battle of Braceo. In the process opening up the gateway for Braceo's liberation from the Asakhan. On February 2nd, 8996, Dorotheia declared the Fourth Kingdom of Rosinya, installing a temporary Ruling Council based on the political organization of Agostino's empire.

This event sent shockwaves across Vilterra. Vizier Khalid marched towards Rosinya, hoping to crush the last Rosinya resistance once and for



all. Adjucancently, northern kings rushed to support the uprising, haphazardly creating the third coalition. The Asakhan vizier smashed into Rosinyean with a vengeance. On land, the Rose guard lost most of their gains, stuck to defending key cities in brutal sieges. At sea, Asakhani wizards reverse engineered Calcio's monster summoner trick. They unleashed a Kraken upon the unsuspecting Rosinyean pirate, quickly regaining the coastal front. Queen Odela's forces in Camelon quickly got bogged down retaking southern Camelon, and couldn't lead any aid to Rosinya.

In early 8997, after a year of fighting, it seemed as if Rosinya was in its darkest hour. Dorotheia was forced to flee to Nirvire, Queen Odela had only barely stretched Asakhan defenses in Camelon, and Khalid despite his advancing age once again provided his tactical might. However, on April 7th, the Asakhani Kraken was defeated by a daring pirate crew. A crew which included former king Joao Miguelez and his son Antonio (Their probably weren't involved fighting the Kraken, yet the defeat became heavily associated with the royal dynasty, hints why they have a kraken as their symbol) The news spread fast, and Vizier Khalid was furious. His desire to end a decades long feud, overcame his logical thought process, as he took direct control of naval operations to capture Miguelez.

Khalid assembled a massive fleet at lightning speed and set sail. On May 17th, he intercepted Rosinyean forces, engaging in the most concidental battle of the war. Both sides survived tremendous casualties, and partially destroyed both of those fleets. In the end Khalid would finally get his wish, but at a great cost. Mid battle, his personal wyvern, caught, killed, and ate Joao Miguelez, but in the process leaving himself vulnerable to counter attack. Khalid was captured by Calcio, and executed by burning. Calcio, sent in envoy to Dorotheia, declaring their new king Antonio.

The Asakhani were shocked by the death of their greatest military general and leader. Because of their numbers and superior technology, they were able to drag the war out for three more years. Yet, with a new Rosinyean king, the alliance in the north, now had far more morale and unity than ever. Camelon was reunited, northern Rosinyea was liberated, and Asakhan faced intense staggering losses. The front settled along the Viere river, when King Antonio (now Antonio de Braceo) signed a peace treaty with the Asakhan upper council. The battle lines were submitted as final borders, and Antonio was given control of Rosinyean, with the

exception of Nirvire which was to be its own kingdom.

In the year 9000, Rosinya finally summited lasting independence.

## BEGINNING OF BRACEO RULE AND THE OTHER WARS

The end of the third Rosinyean-Asakhan war only secured independence of northern Rosinyea. Throughout the 91st century, both the Rosinyeans and Asakhan had three more wars. However, these conflicts aren't often remembered. The Asakhan and alliance in the north also ended up in stalemates, and both sides became tired of fighting. Were once kings like Nirvire saw the Asakhan as enemies who opposed their fellow Rosinyeans and Vasq people, they now saw them as lucrative trading partners. The Dwarven -> Gale -> Nirvire -> Asakhan trade route became highly profitable. Rosinyean's allies quickly abandoned them, quickly making future wars lopsided towards the Asakhan's favor.

At the same time, the Asakhan wanting to keep their new trade partner didn't dare annexing Rosinya again. This created a cycle in which Rosinya would fight to gain back land, only for the Asakhan to resubmit the status quo. The Rosinyean's slowly gave up on retaking Vasqea. They stopped performing all out wars, and focused on naval proxy wars to disrupt Asakhan trade. These would be known as the Pirate Wars lasting for a decade. However, this only served to anger their previous allies, causing the Nirvire to join the Asakhan in the war.

The Piracy Treaty of 9257, officially ended all directed hostilities between the Rosinyeans and Asakhan. This submitted Rosinyean to a new submissive role in the proceeding two centuries of Asakhan domination. The Braceo kings afterwards tried reorganizing Rosinya to fit and thrive within this new world order. However, underlying resentment survived the centuries.

While the later Rosinyean-Asakhan conflicts were happening, Rosinya itself started to see massive change. In the aftermath of the third Rosinyean-Asakhan war, Antonio de Braceo I, rushed to submit himself as the leader of Rosinya. In 9001, he married Dorotheia, and disbanded the Rose Guard to return control of Rosinya back to the monarchy. He proceeded to reinstall various exiled lords to power, while setting up a new royal dynasty through land grants to rich peasants. He allowed regional lords within his kingdom to field their own knights and militia with the idea that each of them would be able to defend themselves in war.



Despite being dedicated to the feudal system, Antonio allowed his action to get mediated by the existing ruling council. Inspired by the council's of Agostino's first Rosinyean kingdom, the ruling council allowed for limited representation from peasants and smaller local leaders. This council evolved into the Rosinyean Cortes, a limited democratic system which lasted until the War of the Witch King. Antonio's rule helped establish the system of government that would dominate Rosinyea for nearly four centuries.

## THE CONTEMPARY ERA

Asakhani domination of the world significantly impacted the development of the Rosinyean state. The Piracy Treaty of 9257, officially ended centuries of Asakhan-Rosinyean conflicts. The then king at the time, Tomas de Braceo I, started a transition into loose Asakhan cooperation. The time period saw the shrinking of monarch power, federalization, and the growth of Rosinyean middle class. This would be the status quo for two centuries during the pax Asakhan.

However, approaching into the modern day, the Rosinyeans pushed back against the Asakhan. The 94th century saw the start of Rosinyeans overseas colonization, along with great technological advancement. The Rosinyean got rich, gaining more influence of vilterrean trade and greater power projection. New guilds, born out of Rosinya's middle class, wanted to replace the old aristocrats. They allied with the king to submit more power and centralize the government.

In the meantime, Asakhani aggression, intervention, and foreign mishaps, alienated their once former trade patterns. To the Dwarves and northern human kingdoms, the Rosinyeans looked like the good guys, despite their horrifying treatment of non-humans. The War of the Witch King was the straw that broke the camels back. An event in where the Rosinyeans submitted themselves on the right side of history.

## ROSINYA ENTERING THE PAX ASAKHAN

King Tomas de Braceo I, was well known for signing the 9257 Piracy Treaty, however this wasn't necessarily a strict turning point within his reign. For decades Asakhani-Rosinyean relations had been warming up, and both sides were edge towards peaceful diplomatic relations. In 9251, Tomas, became the first Rosinyean leader in centuries to travel to Serova. Along with members of Camelon's Odela, and Nirvire's Ducal dynasties, Tomas participated in a diplomatic conference establish by the Asakhan. It was a very unique experimentation for the world, and for many a sign of great hope.

This first conference didn't really accomplish anything, but would help establish the route of Rosinya participating in diplomatic relations. More monumental was the 9253 treaty of Serova, in which King Tomas officially relinquished all claims to Vasqea. In turn the Great Vizier, Abdulla Hassamon, promised guaranteed independence for Rosinya. The 9257 treaty, was only the final cherry on top, for the slow deceleration of conflict.

Soon Tomas turned around to restructure Rosinya for this new age. He would scale back trade restriction with the Asakhan, and lax border security. In the 9260s, he'd introduce Common as a secondary language in many facets of life, as it was more familiar to Asakhan traders than Rosinyean.

Tomas' daughter, officially crown Queen Claudia de Braceo would only further amplify those existing trends. She made learning Common as a second language mandatory for governmental officials and military generals, allowed Asakhani citizens free travel in Rosinyean territory, and halved most trade tariffs. Along with this outward diplomatic motions, she made parallel reforms to help change Rosinya itself.

At the time of Claudia's rule, Rosinya already had a growing merchant class, which only benefited from getting integration with the rest of the world's economy. Claudia actively funding many merchant adventures, and cooperated alongside them on economic issues. She also invested heavily into the expanding city of Porto Viere, which had grown due to Asakhani connection.

Founded as a fishing settlement during Asakhani occupation, Porto Viere rapidly expanded during the 23rd century. It grew from backwater to the most prosperous hub for business and involution. This city became the birth place for major guilds, which quickly expanded their operations outside to other major cities. Claudia would only further help the cities monumental growth, and by the end of her reign in 9311, Porto Viere would become the richest and most populous city in Rosinya.

Claudia's support for economic ventures extended to overseas expeditions. In 9281, she invested into an explore named Rico. His original mission was to find a path to the holy lands of Kori No Azumi. With according to his reports were successful. however, on his return journey he ended up stumbling upon a mysterious land mass southeast of vilterra and north of Seforea. Returning from his journey, his description of the continent led many to believe it was the lost land of Seyaka'ir recorded by ancient elven



explores. Throughout the last decades of her reign, Claudia continued to send explores to chart out Seyaka'ir for its natural riches.

The queen was monumental in advancing Rosinyean towards a more modern era, but it turn many of her desicions would lay the ground work for future conflict. Little to her knowledge would Rosinya turn into an oversees empire, nor would her contabutions to the guild, make them extremely powerful.

### ONTO TO THE MODERN ERA

In 9324, a Rosinyean trade settlement in Seyaka'ir struck sliver. And only a year later the first shipment arrived in Porto Viere. Celebration come along the city streets as this daring expedition was successful. Elsewhere however, other major Vilterrean powers become nervous. Sliver wasn't the start of Asakhan and Dwarven worries about the rising country.

During the late reign of Queen Claudia, Rosinya found that produce such as coffee, sugar cane, and tabacco grew extremely well in the tropical climate Seyaka'ir. The queen allowed Porto Viere based guilds to transport prisioners to Seyaka'ir to work for labor on newly established plantations. This prisioners were disporportiatly Wood Elven rebels, a fact that would help for the later reintroduction of Rosinyean slavery.

This cash crops gave Rosinya a competitive edge over all in the coastal Vilterrean markers, making the country quite rich. More and more Dwarvish and Nirvire gold start flowing into Rosinya a fact which scared Asakhani leadership. In 9316, the Asakhan and Rosinya's struck a temporary deal where other countries could freely trade with Rosinya's colonies. However, this deal was very one sided, as the Rosinya control the ocean, giving them easy leverage over Asakhani vessels.

Increased colonial trade eventually led to a Rosinya naval build up with stuck fear in the Asakhan. In 9322, the Asakhan and Rosinyeans signed a second treaty, limited Rosinyean naval size, in exchange for Asakhani help crack down on their own domenstat pirates..

So when the Rosinyeans struck silver. It sent a shock wave of distress to many rulers of Vilterra. The Dwarves were particularly concerned as they secure monopoly on metal was being threatened. At the same time many economic analysises feared the reduction in sliver's value which could led to a market crash. Even beyond that, silver gave Rosinya the raw material to create their own magic items, giving them a new military adventure against the Asakhan.

This new found tension cumulated until the 9326 Nirvire bay incident. A major Rosinyean

guild cargo ship, was seiged by a wizard cultist, leading to a drawn out naval engagement. Following this, evidence was found linking this mage to Thunderpike dwarven merchenaries. Immediately many Rosinyean blamed the Asakhan for inciting the incident, and fear of another war was on the horizon. However, cooler heads prevailed.

For the most part the Nobility and Guilds of Rosinya were not interested in war. The Asakhan had become their largest trading partner, and Rosinya didn't have any allies to substane a war. The Rosinyean King, Great Vizier, Thunderpike king, along with several Guild leaders meeting up to discuss a new treaty to target economic woos. In the 9327 Nirvire treaty Rosinya agreed to regulate of Silver, in exchange for Asakhan and Dwarven recognition of oversees territories. At the same time, the dwarves, put a Rosinyean guild member on the council of hundred kings, so that the dwarves could regulate Rosinyean silver.

Many at the time hoped that trade intergration would prevent Rosinyean aggression. The Dwarves particularly saw this is a golden opportunity, making the Rosinya's part of their cartel instead of rivals. A move that would help their relationship, and contribute to the current shift of Dwarven support away from the Asakhan and to the Rosinyeans. Even still this move wouldn't completely buy piece on the continent.

### COLONIZATION OF SEYAKA'IR

Oversea, the Rosinya had a whole other set of political challenged face. The land of Seyaka'ir was populated. It was primarily split between three groups. Like Vilterra, Seyaka'ir had scattered wood elves tribes, having lived on the continent for as long as remebered. Their shared their lands with two umbrella human groups. From the north were the people the Roinsyeen called Tahão, and from the south were migrate groups from Seforea. Even within these broad distuiguisht there were hundreds of independent ethnic groups, kingdoms, tribe, city states, all competing for power in the region.

Rosinyean guilds carefully exploited this portugal situation for their own gain. They carefully chose easily manipulated allies, and pitied rival kingdom against each other. In the end carefully grabbing land to expand plantations and securing important national resources. The wars also saw them gain hold of wood elven war prisions, which their then set to work cash crop plantations. The colonies would see the first time that the Rosinya's would exemplate non-humans from protections against enslavement, a trend that only continuned across the century. And in 9349, the Rose Thorn



Brotherhood was formed, eventually becoming the Slave Traders Guild.

Human indigenous groups weren't trended well either. Many were forced out of their land, and innocent villages were desimated by raids. Rosinyean trade of magic items, cannons, and early construct technology heated competition between Seyaka'ir groups leading to the increase in brutual conflict across the continent.

All this chaos made Rosinyean guild rich, yet their still had a heavy cost to all this conquest. The indigenous peoples of Seyaka'ir were still quite strong in battle, and the depths of the jungles contained unimaginaire monsters. The Sugar, tabacco, and coffee guilds had to grow personal militias to protect their claims in Seyaka'ir. This process was aided by the rise of the artificier's guild (also known as the mechanic guild), which proceed constructs that the Rosinyean could use in combat.

This growth in guild wealth, resources, and even military power would soon return to mainline Rosinya. Overtime Guild leaders grew closer with the monarch, recieving more direct aid. Within a century they had suppressed the power of the old nobility, coming to governor Rosinyean life.



# CHAPTER 4: GLOSSARY

**Slivermoon Guild Campaign S (2020 - ):** The ongoing Dungeons and Dragons campaign I run for my younger brother and my highschool friends back in Washington state. (On long-term hiatus, close to finishing)

**Violet Lotus Campaign V (2022 - ):** The ongoing Dungeons and Dragons campaign I run for my friends at UC Davis.

**Kori no Azuma Campaign K (2021 - ):** The ongoing Dungeons and Dragons campaign my young brother runs for his friends and I. It takes place in the same universe as my campaigns, but on a different continent.

**Serova Founding Calendar:** The primary date system I use to track the timeline of events taking place in our Dungeons and Dragons universe.

- Year 0 marks the founding of the Serova city-state.
- The Great Dragon War happened in the year 8866. Rosinya, Gale, and the Asakhan Empire are founded within the proceeding centuries.
- The Slivermoon Guild campaign occurs in the years 9373 - 9376.
- The Violet Lotus campaign starts in the year 9396.
- The date of the Kori no Azuma campaign is to be determined.

**The Apocalypse Calendar:** An alternative date system for our Dungeons and Dragons universe. Measures years since the Great Dragon War, encompassing a more human dominated era.

- Year 0 marked by the Great Dragon War. Rosinya, Gale, and the Asakhan Empire are founded within the proceeding centuries.
- The Slivermoon Guild campaign occurs in the years 507 - 510.
- The Violet Lotus campaign occurs in the years 530.
- The date of the Kori no Azuma campaign is to be determined.

**Vilterra:** The continent that serves as the setting for both the Slivermoon Guild and Violet Lotus campaigns. It encompasses the Asakhan Empire, Rosinya proper, Gale, and the Dwarven Kingdoms, along with the formerly existing Serovean and Meneketes Empires.

**Lukanos:** The all father, the supreme monkee, mr. green man. Lukanos is the ruler of the gods and the universe. Lukanos is the life source of the indomitable human spirit to fight Samu'El of all evil. Also happens to hold power of life domain.

- Named Followers: xX\_SilentBlade\_Xx<sub>K</sub> (also Monkee)

**Palid:** The god of storm, god of lawfulness, and guardian of the afterlife. Palid holds power over the tempest domain. Worshippers of Palid diverge radically on how their interpretations of his belief system, however, are united by their hatred of necromancy and the undead.

- Named Followers: Saitama<sub>S</sub>, Zarthos<sub>K</sub>

**Hestiam:** The god of familial bonds, individuality, and the hearth fire. Hestiam holds power over the light domain.

- Named Followers: Zorzhoon<sub>V</sub>

**Elon:** . The god of money, scamming, and economic exploitation. Literally the Ferengi from Star Trek. Elon holds power over the trickery domain

- Named Followers: Larry Long<sub>S</sub>

**Shar:** The god of Darkness, loss, and necromancy.

**Aranakas:** One of the most powerful Fiend lords; known for taking advantage of people who makes pact with him.

- Named Warlock: Fenrir Norns

**Si'ma\*@m'yu&d'El/Samu'El:** The physical incarnation of the indifferent cruelty of the universe.

**Rosinha/Rosinya:** A kingdom, located on the central east coast of Vilterra, which serves as the setting for the Violet Lotus campaign. It was founded by Saint Joao Agostino in the decades proceeding the Great Dragon War. This religious origin established the prevalence of Palid worship within the politics, culture, and daily lives of Rosinya's inhabitants. The kingdom is currently ruled by the Braceo Dynasty and sports an overseas colonial empire. Rosinya has infamously become more tyrannical: dissolving the courts, restoring slavery, increasing surveillance, and persecuting worshippers of Hestiam.

- The homeland of: Miguel<sub>V</sub>, Manuel<sub>V</sub>, Andre<sub>V</sub>, Carlos<sub>V</sub>, Francisco<sub>V</sub>, Rodrigo<sub>V</sub>, Alfonso<sub>V</sub>

**Rosinyean/Rosinhe.** Rosinyean or Rosinhe refers to members of the country's dominant human ethnic/cultural group. Although these terms can also be applied to non-human inhabitants of Rosinya.

**Asakhan Empire:** The largest contemporary empire on the continent of Vilterra. It is known for its diversity, technical/magical advancements, and strong governmental institutions. However due to the empire's



self-righteousness and militarism, it has attracted the hostility of its neighbors. Their longtime rival, Rosinya, has become more aggressive in contesting the Asakhan's control over Vilterra.

- The homeland of: Zorzhoon<sub>V</sub>, Vizmir Mar<sub>SV</sub>, Dain Battlehammer<sub>S</sub>

**Asakhan:.** A group of humans who originated in the grassland west of Vilterra, and conquered the remnant of Serova to form the Asakhan Empire. Asakhan could also refer to non-human inhabitant or citizens of the Asakhan Empire, particularly high-elves, Tieflings, half-orcs, and half-elves.

- Notable Asakhan include: Zorzhoon<sub>V</sub>, Vizmir Mar<sub>S</sub>

**The Council of One Hundred Kings:.** A loose multi-national organization, this council established laws that all Dwarven kingdoms in the Crown of the World must follow. In practice the council functions similarly to a cartel, regulating the price of precious metals; including gold, silver, tin, and copper.

- Volos Ghazant, the king of Thunderpike, is one of its most prominent members.
- Larry Longs probably had to navigate the council's jurisdictions when working as one of Ghazant's revenue/tax service agents.

**Thunderpike:.** The largest city-state in the Crown of the World, Thunderpike serves as the de facto center of dwarven civilization. It is historically significant due to the paramount leadership of its ruling dynasty, the Dulmons, during the 9th millennium. Volos Ghazant serves as the currently ruler of Thunderpike.

- The homeland of: Larry Longs<sub>V</sub>

**Gale:.** A kingdom located on the northern east coast of Vilterra. It serves as the setting for the Slivermoon Guild campaign, where the War of the Witch King Occurred.

- The homeland of: Shawn Blackcrows<sub>S</sub>, Uruk (Jerry)<sub>S</sub>

**Frontier:.** A geographic region in the northwest of Vilterra. Known for its desert ecosystem.

- The homeland of: Saitama<sub>S</sub>, Aodjkin Leisfeil<sub>V</sub>

**The Crown of the World:.** A mountain chain on the far north of Vilterra. The traditional homeland of the Dwarves, Dragonborn, and Dragons.

- The homeland of: Sum One Else<sub>S</sub>, Larry Longs<sub>V</sub>

**The Spine of the World:.** The mountain chain along the west end of Vilterra. It is known for its Dark Elf and Goliath inhabitations, although there are several Dwarven colonies scattered throughout its peaks.

**Serova/Serovean Empire.** A historical regime, which at its greatest extent ruled all of Vilterra. It had a majority High-Elf population and was ruled by an elected monarchy.

- Serovean can refer to people belonging to the Serovean high-elf ethnic/cultural group.
- Serova take its name from its capital city of Serova. This metropolis currently serves as the capital of the Asakhan Empire.

**Meneketes Empire .** A historical regime which served as rivals to the Serovean Empire though the 9th millennium. It was predominantly human and was ruled by the Dragon descent Meneketes Dynasty. The Empire was destroyed during the Great Dragon War, but its lasting impact can still be felt today. The Rosinyean and Galean cultures are descent of the Meneketes, and their language Imperial Mitosi would serve the basis of Common, Modern Rosinyean, and Galean. The Meneketes also introduced the Mitosi alphabet which became the dominant writing system in Vilterra.

**The Great Dragon War .** A historical conflict that led to the mutual destruction of both the Serovean and Meneketes empires. Its name comes from the extensive use of full grown Dragon slaves during the war. This use of dragons would result to the destruction of early major city and mass devastation to Vilterra's natural ecosystem. This war is the bloodiest conflict in the continent's history.

**Seforean: .** Refers to an inhabitant from the southern continent of Seforea. However colligatively this word is used as a catch all term to describe humans with dark brown skin.