

Vilterra Notes

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March 10, 2023

CHAPTER 0: PROLOGUE

Welcome 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

The 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. Thereby 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 – Notably the water from the Crown of the World gathered at the seasonal lake *Kelibo*, and the underground reservoirs.

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 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 preyed 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

CHAPTER 2: THE CROWN OF THE WORLD

POLITICS: THE DWARVES

THE COUNCIL OF THE HUNDRED KINGS

Economic reasons

THUNDERPIKE

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.