

Vilterra Notes

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March 27, 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 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 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 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 inhabit 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 make an 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 off 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

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 hunts 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

The 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*

GEOLOGY AND ECOLOGY

Dragonfang bear witness to some of the most unique biomes of Vilterra. It is one of the two greatest mountain ranges in the area (the other being the Spine 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.

CHAPTER 3: ROSINYA

Rosinya. 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. Their prowls 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 increasing 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 happen 18 years ago, when the former king *Pedro Braceo II* desolved 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 Kings 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 grant 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 processed 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 stressed the importance 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 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 hearing this Agostino led a direct attack upon Braceo, successfully leading 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 serve one, and that's Palid*

THE GREAT CRUSADER

Agostino immediately organized his new government. He sent messengers to all the major settlements, employing them to establish representative to discuss 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 were either executed or imprisoned, quickly being replaced by Palid Templars and talented peasants. He also completely reorganized the city.

Being overpopulated, he sent Braceo peasants to colonize the nearby 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 messengers 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 colonists south taking a large swath 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 righteous crusade, and argued the Agostino could supplant the Serovean Empire. However, Agostino disagreed, seeing the invasion as untactically 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 settlements were already building on top of Nirvidium's foundation, so Agostino sent more settlers with the hopes of Reviving the ancient 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 tyrants. 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 abdicated, but didn't truly start to use his great power, until after the death of his master.

When news reached his eyes, Vanyado orchestrated 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 Wavemarker' 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 Remaniant 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 ecsatic 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 Ibn 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.

THE CONTEMPARY ERA

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_XxK (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: SaitamaS, ZarthosK

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

- Named Followers: ZorzhoonV

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 Longsv

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: MiguelV, ManuelV, AndreV, CarlosV, FranciscoV, RodrigoV, AlfonsoV

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_V, Vizmir Mar_{SV}, Dain Battlehammer_S

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_V, Vizmir Mar_S

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_V

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_S, Uruk (Jerry)_S

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

- The homeland of: Saitama_S, Aodjkin Leisfeil_V

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_S, Larry Longs_V

The Spine of the World:. The mountain chain along the west end of Vilterra. It is known for its Dark Elf and Goliath inhabitances, 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.