

Vilterra Notes

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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 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 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: 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.

CHAPTER 3: ROSINYA

Rosinya. A old kingdom, now growing into a grand empire. A land that is rapidly tranforming, at the cusp of a great change that will some consume the world. Where many may see opportunity, others only find the schackles 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 vilterra's east coast. Rosinya enjoys a warm meditarean 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 thoughout 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 field 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 domiant in Rosinya. Cows, chickens, and pigs are by far the most common farm animals. Cheese, milk, and Egg based products are a long time stable in Rosinyean dishes. On special occassions pigs or cows are slaughtered to provide the indredients 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 markerel, cod, or sardines. This aquatic food culture even made 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 occasional return to the mortal plane during the night. Their prowel around, some searching from victims to drag prematurely into the afterlife, others more innocently, observe the joys of mortal life their 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 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.

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.