

# Terra Minor World Guide

By Thom Wilson



# Contents

Introduction and Concept	1
Special Thanks	1
Terra Minor	2
Sivona	2
Wynhelm	3
Darkhome	5
Lunrumal	6
Nolgur-Wul	7
The Three Sisters	8
The Wildlands	9
Deities of Terra Minor	9
Adventures in Terra Minor	10

## Tables and Charts

1-1 Sivona Temperature	2
1-2 Sivona Precipitation	2
1-3 Wynhelm Temperature	4
1-4 Wynhelm Precipitation	4
1-5 Darkhome Temperature	5
1-6 Darkhome Precipitation	5
1-7 Lunramal Temperature	7
1-8 Lunramal Precipitation	7
1-9 Nolgur-Wul Temperature	8
1-10 Nolgur-Wul Precipitation	8
3-1 Adventures in Terra Minor	10

## Illustrations

Terra Minor by Thom Wilson	[inside back cover]
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## Introduction

The Throwigames Simple Roleplaying System has been designed to be used with any published or personally-designed world. The system itself is independent of the world the GM is using and both adventurers and foes can exist in any realm, plane or universe. We at Throwigames know that creating an entire world is a time consuming task and GMs may prefer to use one that has been pre-created and developed in advance. In the spirit of the community-based game system, we have developed a partial world. A world where the GM can start with a fully developed portion and either create the rest of the world themselves or look to the community for ideas or community created areas. We introduce Terra, the world for TSRS!

Although the world of Terra is vast and contains several continents, this world guide focuses on the second to largest land mass named Terra Minor, referred to as "Ornaklia" by the people who live there. Several provinces exist within this continent with formalized governments, religions, and cities, while other areas are less developed. We have intentionally left the eastern portion of the continent undeveloped; we envision the community adding their ideas to the map and finishing the continent in a way that best suits their campaign needs.

This world guide is split in to several sections of information to assist the GM with running his or her campaign in Terra. The initial section details the continent in general and provides useful geographical maps and province borders. Following this section, the guide further details each province and its larger cities, rulers, factions, and religions. The last section pinpoints the location of officially published TSRS adventures on the Ornaklia and provincial maps.

We hope that this guide provides additional support to the GM and enhances the experience of the TSRS product line. This guide provides enough detail in each province to get the GM started. As with all TSRS products, we encourage feedback and ideas to further develop this guide.

Enjoy!

*Thom Wilson*

## Special Thanks

*Many people were critical to the success and completion of this guide:*

Abby Wilson (my daughter): map details, design, review

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## Terra Minor

The world of Terra is a vast place, much of which is unexplored and unknown. It is speculated that there are more than a few continents on Terra; the land mass that the game system takes place within is called Terra Minor.

The inhabitants know that there are other land masses beyond Terra Minor but are unable to travel there (in the current time-line) due to the impassable seas surrounding the continent. Scholars and sages refer to their part of the world as "Minor" without having much information about why; they only know that a larger continent exists elsewhere, presumably the "Major" of two (or more) continents in this world. Vague references from ancient tomes indicate additional land masses on Terra yet almost nothing is known of their location or size.

A majority of Terra Minor is unsettled, particularly in the eastern portions of the continent. The western side of Terra Minor is inhabited by people from five provinces or territories. Just off the western shore of the continent are three islands that are part of the two western provinces.

All inhabitants of Terra Minor have named their continent "Ornaklia", after the one original god of the earth. Legend states that Ornaklia shaped and formed the continent before succumbing under its weight, buried under the land mass in the depths of the sea.

There are five settled provinces or territories on Ornaklia. These five provinces represent about thirty-five to forty percent of the land's mass; most of the continent is unsettled and unexplored and is called the Wildlands by most inhabitants of the settled areas. Additionally, there are three large islands off the western shore of Ornaklia.

The farthest western province is called **Sivona**; it borders the Great Sea of the west, or what the Sivonans call "the Angry Sea". To the north, a small part of Sivona borders Darkhome, the land of the Giants. To the east and south, the province of Wynhelm borders its territory. The territory between Sivona and Wynhelm is marked by Helmsrow, a mountain range running north to south. Sovonia, on the sea, is the capital of Sivona.

**Wynhelm**, the largest province, is a central territory, surrounded on all sides by the four other provinces. Three mountain ranges protect Wynhelm from three of the territories who are constantly looking to expand their borders. To the north, the Dragonstail Mountains separate Wynhelm from Darkhome. On the west, the Western Mountains (also called Helmsrow) borders Sivona. The Helmshield range separates Wynhelm from the eastern province, Lunramal. To the south, nothing but plains and a few hills mark the border between Wynhelm and its neighbors in Nolgur-Wul. Wynhelm's capital, the Golden City is an incredible achievement of architecture and magic.

**Darkhome**, the farthest northern province, is known as the land of the Giants (although many races live in the mountainous regions). Dwarves, giants, goblins, orcs, humans, and a mixture of these populate the lawless lands. Darkhome has no capital and is ruled by clans and tribes.

**Lunramal**, the desert province, is the farthest eastern province, yet miles of uncharted lands continue to its east. The inhospitable desert climate and incredible heat prevent many from venturing too far in that direction. Wynhelm calls the mountain range between it and

Lunramal, Helmshield; Lunramal calls this range the Black Razors. This range is well known for the many dragons that live there. The new capital city, Moonfall Oasis, lies deep within the desert hills. It is said to be the most beautiful place in Ornaklia.

The swamps and jungles of **Nolgur-Wul** comprise the majority of the south-most territory. Most of its borders are to the southern seas, except for a small portion just south of Wynhelm. Nolgur-Wul has no cities or large towns; most inhabitants (humans, lizardfolk, goblins, trolls, and other unsavory types) live in small villages and manage as best they can, surviving raids between tribes and avoiding the perilous denizens of the jungles.

## Sivona, Province of the Sea

Along the western edge of Ornaklia and adjacent to the Great Sea is the province of Sivona. The Sivonan people rely heavily on the seas for their survival. Fish, shrimp and other wondrous creatures of the sea are a part of nearly every Sivonan dish. Excess fruits of the ocean are shipped east to Wynhelm for trade. The Great Sea, also known as the Angry Sea for its vicious and unpredictable behavior, prevents Sivonan ships from going too far from land. Many vessels are lost if they venture too far out in to the ocean. Survivors of close calls say that the sea gets "angrier as you go west".

Although the Sivonans rely on the ocean for sustenance, they are capable farmers as well. Much of the inland, or Middle Plains, is fertile ground, and farmers till the rich soil to produce grains, vegetables, and fruit. The mountains to the North and East provide an interesting temperature variance in unique areas of the territory. Those areas of Sivona produce wine grapes and other special fruits. Sivona is the only territory that can provide for itself completely, not having to rely on trades from other provinces. This makes the territory valuable to neighboring provinces.

The mountains of their eastern border, Helmsrow, have rich deposits of coal, gold, diamonds and other precious metals. Several border towns near the three Helmsdoors (the passes over the mountain to Wynhelm) provide security for travelers and workers for the many mines. Although not quite as talented as the northern dwarves of Darkhome, the eastern Sivonan dwarves are known for their work with steel and gold.

### Weather in Sivona

The following tables provide average temperatures and precipitation for the Sivona province. (Note that these are averages and can change from year to year.)

Sivona Temperatures (in Fahrenheit)				
Region	Spring	Summer	Autumn	Winter
Northern	35-55	60-75	45-65	20-40
Mid (W)	40-60	70-85	50-70	25-45
Mid (E)	45-65	75-90	55-75	30-50
Southern	50-70	80-95	60-80	35-55

Table 1-1

Sivona Precipitation (in inches per season)				
Region	Spring	Summer	Autumn	Winter
Northern	10-12	4-6	3-5	12-24
Mid (W)	8-10	2-4	2-4	8-12
Mid (E)	8-16	4-8	4-6	20-36
Southern	12-18	8-10	6-8	10-12

Table 1-2

### Population and Larger Cities

Sivonia by the Sea, the capital of Sivona, has roughly 20,000 people with a standing army of 1,000 men (additional 2,000 militia). Westovia, a western fishing city (farther south of Sivonia) is roughly half the size of the capital. Bordovia to the north and Zenzova to southwest are large to mid-sized towns with army and militia. Lisana, a small southern town of nearly 1,000 people, is one of few areas to repel the Nolgur-Wul raiders. Lisana has 50 well trained, veteran border soldiers and 100 grizzled militiamen. Hundreds of small villages populate the lands and seashores throughout Sivona.

### Military Might

Sivona has a well trained and large standing army of 1,000 seasoned soldiers. Although currently not involved in any major conflicts, Sivona is assisting Wynhelm with its constant struggles with Darkhome to the north, and Nolgur-Wul to the South. Darkhome raiders, currently at war with Wynhelm, are using parts of Sivona to sneak in to Wynhelm, burning and pillaging along the way. Sivona has moved additional forces to shore up their northern borders. Recently, they began assisting Wynhelm by adding troops to the border patrols between Wynhelm and Nolgur-Wul in the south. In response to this, Nolgur-Wul tribesmen, in growing numbers, have begun to raid in to Sivona. Several Sivonan border villages in the south have been destroyed in the last few months.

### Important People of Sivona

Prince Fensor Inadia is the current ruler of Sivona. He rules alone and unmarried from his palace in the capital city of Sivonia by the Sea, or Sivonia for short. He is young, smart, and well trained in military and political strategy. Nearly all the noble women of Sivona long for his attention and dream of becoming a princess. His parents, the former king and queen of Sivona, perished in a shipwreck several years ago. He is an only child.

Cozor, the High Priest of Krall, preaches a return to small fishing villages and wishes to see the cities abandoned. He constantly debates the subject with Prince Fensor and although the prince treats him as a minor annoyance, the high priest is a threat to the Sivonan way of life. When the High Priest is not traveling throughout Sivona, checking on his temples and followers, he leads services in the High Temple of Krall in Westovia.

One of the richest families in Sivona is led by the patriarch Ungur Wyrmbul, the Baron of Bordovia and current leader of the military. Although it appears that the Prince and Baron are on good terms, some say that Wyrmbul's descendents are from Wynhelm and he covertly assists leaders in that province in ways unknown. The Baron leads the military during peaceful times but if war breaks, the Prince assumes the leadership role and has full control of deployment and strategy.

The young Baroness Julicia Von Nadalia from Zenzova protects her small town with her personal wealth and charismatic influences. Zenzova has a large military training school, funded personally by the Baroness, that provides Sivona with fresh recruits each year. Untamed and outspoken, the Baroness spurns all suitors and has no plans to marry any time soon. She is an able warrior trained in many melees and missile weapons, and is rumored to be unbeatable in sword and shield matches.

### Sivonan Languages

All Sivonans speak the common tongue of the continent, known as Terran. Additionally, an old tongue of past Sivona is known by few,

yet still used by nobles and wealthy merchants. This language, called Sivonish, is used in politics, special trades and in other Sivonan ceremonies and rituals.

Dwarves from eastern Sivona speak Thrinbalish, the common tongue of all dwarves of Ornaklia, although the vast majority can speak Terran as well. Dwarves involved with trading and selling will likely speak Sivonish well enough for business transactions.

### Sivonan Religions

Like all the territories of Ornaklia, Sivona is a polytheistic society. Several gods are worshipped by the Sivonan peoples.

The primary Sivonan deity, Krall, the God of the Sea and Fishing [neutral], metes out justice on the waters and blesses faithful fishermen with bountiful catches. Temples for Krall are found on the shores of the Angry Sea or on specially made floating rafts. Sacrifices include the return of living sea creatures to the water and the drowning of the unfaithful. Krall's holy symbol is a kraken with one tentacle wrapped around the sun and one around the moon.

Zeltana, the Goddess of Peace [good], protects the just and watches over the lands. Her temples are open air meeting places, generally found in grasslands or large fields. Zeltana accepts no formal sacrifices but rewards the deeds of the just by their actions alone. A white alabaster statue of a beautiful woman with deep, watchful eyes is the symbol for Zeltana.

Umwei, God of Commerce and Trade [neutral], blesses the merchants and political negotiations of rulers. Considerable donations of gold and silver are accepted in Umwei's temples for those seeking favor in upcoming meetings and transactions. The unfaithful and miserly are punished by bad luck and misfortune with respect to money and wealth. Umwei's face is unknown; his symbol is two coins, one silver and one gold, paired with two bars of the same metal.

Finally, Etu, Goddess of Life and Creation [good], blesses farmers, child-bearing women, and all that grows. Traditional stone churches dot the country side, and several storied marble temples crowd the city streets. Sacrifices of vegetables and fruits, and the bones of deceased animals are made to Etu on a frequent basis. Funerals of Etu's followers are performed below ground and the remains are buried in small caves or tombs. A woman cradling a baby that grasps a handful of wheat and grass is the common image of the goddess Etu. Her holy symbol is often the crossed wheat stalk and tree branch.

Dwarves follow Thrinbor, the Mountain Father. His symbol of the anvil and hammer surrounded by precious gems is well known throughout Ornaklia.

Several other deities, some from other territories, are worshipped in remote areas or in small pockets of cities.

## Wynhelm, the Central Territory

Between four provinces, protected mostly by mountains on three sides, is the central territory of Wynhelm. Known as the Land of Merchants by most outsiders, Wynhelm enjoys riches and delicacies from all over Ornaklia. Merchants use the gold, timber, gems, and iron ore from its three vast mountain ranges and forests for trade and commerce. Beautiful valleys and dense forests cover most of Wynhelm's lands. Clear streams and deep lakes provide many of the small villages and towns with fish for food and water for farmer's fields.

The mountain range to the north, the Dragonstail, protects Wynhelm from their latest adversaries from Darkhome. These two territories have been either at odds or at war for the last 50 years. Recently, Darkhome raiders have gone around the Dragonstail and through Sivona to attack Wynhelm's border towns. Wynhelm and Sivona have been negotiating an agreement for additional northern protection; Sivona will provide military support in the form of 500 trained foot soldiers, moved in to northern Sivona to shore up their borders. In exchange for this additional help, Wynhelm will provide the western territory with raw iron ore from the Helmsrow. Darkhome sees this pact as an act of war and readies for battle with Sivona as well.

Wynhelm also suffers raids from Nolgur-Wul in the south and Lunramal from the east. The Helmsields, mountains separating Wynhelm from the desert territory, keep the raids on eastern foothill towns to a small number per month. However, with nothing but grassy flatlands between Wynhelm and Nolgur-Wul, several southern villages have seen an increase in jungle tribe attacks. Wynhelm has had to move additional troops to the south to help protect these border areas from the additional conflict.

Miners of the Wynhelm mountain ranges produce large quantities of iron ore each year. Although tensions between Nolgur-Wul and Lunramal are sometimes high, Wynhelm merchants never turn away a favorable trade. Merchants will trade their iron ore, lumber, and gold to the desert princes of Lunramal and tribal chieftains of Nolgur-Wul for rare and expensive delicacies or mystical treasures. These trades are always to the benefit of the master negotiators of Wynhelm. It is often said that one does not negotiate with a Wynhelmian merchant, one is lucky enough to escape the discussion with the clothes on their back.

### Weather in Wynhelm

Wynhelm is sheltered from ocean winds and humid air from the southern jungles of Nolgur-Wul with the massive mountain ranges that line their borders. Weather patterns rarely change; this can be terrible when the weather pattern is rain or snow. The tables below provide details about temperatures and precipitation in Wynhelm.

Wynhelm Temperatures (in Fahrenheit)				
Region	Spring	Summer	Autumn	Winter
Northern	35-55	60-85	40-60	15-35
Mid (W)	40-55	65-90	45-65	20-40
Mid (E)	45-65	70-95	60-75	35-55
Southern	55-75	75-95	65-85	40-60

Table 1-3

Wynhelm Precipitation (in inches per season)				
Region	Spring	Summer	Autumn	Winter
Northern	8-12	3-7	2-4	12-48
Mid (W)	8-12	3-6	2-5	12-24
Mid (E)	8-14	2-6	3-6	12-24
Southern	10-16	4-10	4-10	8-12

Table 1-4

### Population and Larger Cities

The central capital of Wynhelm is the Golden City, made famous for its gilded spires and many storied buildings. Architects from Wynhelm are without equal; their constant quest for taller and more beautiful architectures has them working day and night with experts in science and mathematics. The Golden City is the largest city in Ornaklia with over 25,000 inhabitants. The city is flush with artists, musicians,

philosophers, mathematicians, scientists, and historians. The brightest minds are truly found in Wynhelm.

Helmhall, a large valley town of over 5,000 people, sits at the southern foot of the Helmsields. Dwarves and men work together to mine precious metals and cut timber for trade. The twin towns of Wyndale and Syndale have between 500 and 1,000 inhabitants each and use the central river through Wynhelm, the Winding Crown, as a transport route north to the Golden City, and south to Helmhall and Greensedge. Greensedge has the third largest population in Wynhelm with nearly 2,000 inhabitants of elves and humans providing timber to surrounding areas.

### Military Might

The central province has a strong army, raised and maintained by the considerable funds generated by years of profitable trading. The army is spread very thin, covering all four borders, even along the Helmsrow by Sivona. Each year, the armies of Wynhelm get thinner and are spread farther apart. There is a current campaign by leaders in the capital to double the army headcount in the next year. The current military numbers across Wynhelm are approximately 4,000 trained soldiers with another 1,000 in militia and reserves.

### Important People of Wynhelm

King Torasso Mondecado III rules Wynhelm justly, although he is known to love gold, rare items from faraway places, and young women. The Queen, Marassa Mildenedi Mondecado, overlooks her husband's indiscretions, although rumor has it that she enjoys similar fancies. The queen is extremely attractive for her age but is struggling to keep her appearance.

The King's nephew and adopted son, Prince Jomas Villarusso, is young and uncouth, and is an unlikely heir to the throne until he can adapt to the behaviors expected of a nobleman. Jomas is only 15 but is already a master with the two dagger technique. Some say that he prowls the Golden City late at night in search of victims. Others believe his is just an unruly teenager, trying to find his place in the King's courts.

Kispa Sundabravo, a legendary merchant and former adventurer, assists the King with important negotiations and large transactions. His fierce bargaining style coupled with his strikingly good looks often unsettles opposing merchants, traders and politicians. His large mansion in the Golden City is only slightly smaller than the King's palace.

Priestess Ohmsa leads the upstart church of Hessa, the Goddess of Love. The growth of her following is both surprising and alarming, and many are asking the King to keep her in check lest Umwei become unseated as the primary deity of Wynhelm. Ohmsa's beauty is secondary only to Hessa and many believe she may be Hessa herself in material form. The priestess seeks to open the first Hessa temple in the Golden City soon.

The pale skinned merchant Tustando is wanted for his dealings in human flesh and exotic southern stimulants. Some say that he is evil and in league with the Red Snake Priests of the southern god of Nolgur-Wul. Whispered rumors suggest that young girls, stolen from their beds in the Golden City, are shipped south to never be seen again. There is a large reward for Tustando's capture.

### Languages of Wynhelm

The people of Wynhelm primarily speak Wyndish, the language of commerce and trade. This language is very similar to Sivonish in its formal syntax and grammar structure. Scholars believe that both are truly the same language and are likely to be provincial dialects, modified over time with the introduction of newer, simpler languages like Terran. Most Wynhelmians can speak the common tongue Terran, but are likely to use it only when speaking with people from other provinces outside of trade or political negotiations.

### Religions of Wynhelm

Wynhelmians worship Umwei, the God of Commerce [neutral] as their primary deity. Umwei is one of the most worshipped human deities in Ornaklia, with followers and temples in four provinces. Like in Sivona, Umwei's symbol is the gold and silver coin and bar. Parts of Umwei temples in Wynhelm are often made of gold and silver.

Although the vast majority of people follow Umwei, those farther removed from the Golden City tend to follow Lintenor, God of Justice [good], or Hessa, Goddess of Love [good]. Lintenor is depicted as an attractive, young warrior and is believed to deliver justice to the faithful and punishment to wrongdoers. His symbol is a scroll pierced with a sword.

A relatively new goddess, Hessa has gained many followers in a very short period of time. As the goddess of love, she preaches forgiveness and other simple virtues. Untrusting people believe that Hessa's followers practice in free love and debauchery, and that her worship services are nothing more than orgies.

Wynhelmian dwarves follow Thrinbor [neutral] and the many elves follow their common deity, Olowane [neutral].

As like all provinces, there are small pockets of minor or foreign deity worship throughout Wynhelm.

### Darkhome, Land of the Giants

The lawless territory of Darkhome occupies the northern tip of Ornaklia, north of the Dragonstail mountain range. The massive range separates Darkhome from Wynhelm but also continues north and west, cutting the territory off from the sea on its eastern side. The western part of Darkhome meets the Angry Sea with only mild foothills of the end of the Dragonstail for protection.

Darkhome is a barren and unforgiving land, with a very short growing season. Dark forests with even darker denizens populate the hilly terrain. Cold streams and fast rivers flow from the Dragonstail to deep lakes throughout the territory. Darkhome's southern borders are split between Sivona and Wynhelm, with the huge mountains separating the latter. The Black Forest grows up to the edge of Sivona, within several hundred feet of the border. Guttaredge, the southern-most Darkhome town, is within sight of the border villages of the western province. Darkhome is at war with Wynhelm but lacks the military organization for an all out assault; their attacks consist mostly of large raiding parties that periodically move back and forth over the border.

The Dragonstail Mountains are rich with precious gems, coal, gold and iron ore. The Darkfolk aggressively mine their mountains, ever digging deeper and farther for additional resources. The Darkhome forests provide many small villages and towns with food; the Darkfolk are primarily hunter gatherers. The deep lakes and many rivers

provide fish for nearby villages. Darkhome has several months of extremely cold temperatures and the warmer months are too rainy and windy for much to grow. Only the heartiest of crops can grow in this territory. Although rare, some of the southern villages will trade with northern Sivonan farmers. Most lack any trust in the Darkfolk and are unwilling to interact with them.

Darkhome lacks an organized political structure, instead relying on strength of tribes and clans, or their short lived unions. Most truces between factions last only a few weeks. Internal struggles dominate the villages and towns, preventing the establishment of any form of government. Darkfolk equally raid Sivonan, Wynhelmian, and their own villages. Weakness is not permitted and is exploited whenever found, including within their own borders.

### Weather in Darkhome

This northern-most province rarely sees warm weather, even in the summer. Mountains encircle the territory, keeping the cold air and precipitation contained for long periods of time. Several feet of snow fall commonly with each storm and many villages and towns become cut off from others after especially severe blizzards. Travelers between towns are rare during the coldest months; frostbite and the freezing death are likely without protection from the elements.

Darkhome Temperatures (in Fahrenheit)				
Region	Spring	Summer	Autumn	Winter
Northern	15-35	40-65	25-40	(-20)-0
Mid (W)	25-40	45-70	35-45	0-20
Mid (E)	30-45	40-60	35-45	(-10)-10
Southern	35-50	45-65	35-50	(-10)-15

Table 1-5

Darkhome Precipitation (in inches per season)				
Region	Spring	Summer	Autumn	Winter
Northern	5-20	1-4	1-4	24-72
Mid (W)	10-14	2-6	2-8	24-48
Mid (E)	10-12	2-6	4-8	24-56
Southern	8-12	4-8	6-12	24-48

Table 1-6

### Population and Larger Cities

The largest city in Darkhome is Greypit, numbering around 10,000 humans, dwarves, and a mixture of goblinoid races. Greypit sits in the valley at the end of the Dragonstail, and is easily accessible from all parts of Darkhome. Other large towns such as Shadowvale, Guttaredge, and Skytop have considerably less people and even less laws and rules. The infamous giant city, Grulbarag, sits high in the Dragontail peaks. Legend says that Gorgalash, a man of huge stature, in battle with the storm gods, spilled blood there, forming the first giants. Grulbarag is the main home of the Darkhome giant races.

Excluding Greypit, the vast majority of all villages and towns are primarily mixed goblinoid or dwarvern races (but never together). The human population is considerably less than the other races in this territory. Greypit is more than half human and the most powerful faction in Greypit is the Redshanks, an all human clan.

### Important People and Factions of Darkhome

Although many violent clans have peppered Darkhome's past, the Eyeless Death, Gutripper, and Redshank factions have been present for dozens of generations. These three clans control most of Darkhome

although on any given day, one may hold the upper hand over the other two. Several smaller clans have slowly gained moderate power; the Steel Brothers, Darkhand, Greenbloods, Shadowblades, and Firethroats are growing in number and strength.

The leader of the Redshanks is Shak-dol-Mar, a powerful sorcerer of great renown. His greatest adversary is Uogn'tak, the Orc chieftain of the Eyeless Death clan. Both clan leaders have lived longer than most and have a rivalry that has lasted generations. Both have tried to kill the other on numerous occasions but have somehow managed to avoid death. Both clans continue to hunt down members of the other.

Nearly as powerful as the Redshanks and Eyeless Death clans, the Gutripper faction struggles to keep pace due to constant leadership turnover. Frequent clan-leader assassinations, sometimes several in a single week, prevent the group from thriving. If a single leader could ever maintain his or her seat for more than a few weeks, this group could pose a serious threat to the rest.

Gul'dakchal, a sorcerer of mixed goblinoid and human blood, and leader of the small yet powerful Firethroat clan, is known for his ability to breathe fire on his foes. Many of his devout and fanatical henchmen are also trained in fire breathing. Some say that the fire breathing is not a magical ability, but a simple carnival trick.

The all female clan, the Shadowblades, are gifted assassins and are often hired to wreak havoc amongst the other clans. The Shadowblades thrive best when the other clans are in chaos, without a single clan in power. These female assassins have posed as consorts to other clan leaders and are mistakenly trusted. After an assassination, a small silver brooch with an image of a dagger and rose intertwined, is left behind in the victim's left hand or left eye socket. The meaning of either placement is unknown.

No leader of any clan can tolerate the existence of other leaders or clans for too long, the reason for many short-lived truces and pacts between the Darkfolk.

### **Darkhome Religions**

The vast majority of the Darkfolk follow the Nameless God [neutral]. Only high priests and a few scholars know the Nameless' true name. This genderless being is said to materialize to assist or destroy any who call out its real name. The Nameless God is thought to control evil and law in all of Ornaklia, adding blessings or curses as it sees fit. Followers of the Nameless God believe that all other gods serve their god and that it controls all lesser beings. The common holy symbol for the Nameless God is an empty black circle on a blood red background. Rumor says that the highest of priests in their order worship a many-tentacled creature behind closed doors.

Orcs, goblins, ogres and trolls follow the Eyeless One, God of the Underdark [evil]. Unlike most gods, the Eyeless One spends much time on Terra Minor in material form, wreaking destruction and death throughout. Occasionally, large groups of the goblinoid races will rampage through Darkhome, lead by this twenty foot, eyeless humanoid. The Eyeless One has four arms, each wielding cruelly jagged scimitars. Always searching for his next opponent, he has never been bested in battle. His symbol and idol are exactly the same as the form he takes while on Ornaklia.

Giants and a few large men worship Gorgalash, deity of the Giants [evil]. It is said that Gorgalash created the first giants from his own

blood. Non-giant races must pass an extremely difficult set of three rituals to prove their worth to Gorgalash. First, they must survive the Crushing Rock test (pain and strength). Second, they must kill an ice wyrm with nothing more than a dagger (bravery and battle). Finally, they have to sacrifice one of their own blood to the Giant Father (sacrifice and honor). Needless to say, very few humans pass all three tests and live. Giants need not attempt the rituals unless they wish to gain extra favor from Gorgalash. His symbol is that of a giant hand squeezing an entire mountain. Idols of a giant are often found in Gorgalash's temples.

Dwarves follow Thrinbor, god of their people [neutral]. See more information on Thrinbor in the Sivona section.

## **Lunramal, Sea of Sand**

Beyond Wynthelm's eastern borders lies the Sea of Sand, Lunramal. Miles upon miles of sand dunes stretch across the harsh wasteland of this province. The occasional oasis or settlement can be found in the desert, but are rare and normally an untamed, wild place. Villages and towns in Lunramal are ruled by whoever has the strongest sword or most mercenaries. Travelling alone is a risky choice, one that often results in a premature death. The Lunramal people are transient, moving from oasis to oasis, seeking water and any fruit bearing trees. Food and water are scarce and expensive in Lunramal; travelers will pay highly for those basic necessities. The desert begins to change to grasslands and small forests in the east of Lunramal - if one can make the long, hot trek. Infrequent caravans travel from the South and East to the larger settlements, bringing food, water, and wine, trading for exotic treasures. Fallen empires long forgotten dot the sandy landscapes, with treasures unimaginable.

To the west, the Black Razors (also known as the Helmsshield) protect Lunramal from Wynthelm but also prevent desert raiders from sweeping into their neighbor's lands for supplies and treasure. The Black Razors are filled with dragons, making the number of foothill villages on the Lunramal side of the mountains few and far between. Travel over, through, or under the Razors is nearly impossible, but a few guides on both sides of the mountains know the safest routes. Their fees are said to be ridiculous and far too much for any but the richest kings and princes.

Desert dwellers are primarily bandits and scavengers, looking for easy prey and ancient tombs and dwellings of forgotten kings. They will not hesitate to attack small groups of travelers, even those who look to be more than simple peasants or wanderers. The Lunramal people are a vicious bunch, strong in battle and magic, and should not be taken lightly. They offend easily and seek vengeance for the smallest of insults. Sons and daughters will continue the hunt for vengeance long after their wronged parents die. It is said that insulting a Lunramalian is to take on an enemy for eternity.

Much like Darkhome, Lunramal lacks an organized government or political structure. The vast majority of the region is unpopulated, due to the harsh climate and lack of critical resources, such as water and timber. Each village and oasis-town is ruled by the strongest and richest family. If one does not like the way the village is run, he or she is free to leave. Occasionally, several villages will come together for a single purpose; often, it is to wipe out an oppressive family or to raid over the border for supplies. Families have also worked together to eliminate natural threats like dragons and sand-wyrms who venture too close to an oasis.



### Weather in Lunramal

The entire region is a sun-scorched, blistering hot land. There is little shade to protect those from the intense sun, and water is more precious than gold. The heat is dry but oppressive. Sand is found in every part of the region.

Lunramal Temperatures (in Fahrenheit)				
Region	Spring	Summer	Autumn	Winter
Northern	60-80	70-95	65-85	55-70
Mid (W)	55-75	75-100	80-95	60-80
Mid (E)	70-90	85-120	85-100	75-85
Southern	70-90	85-110	80-90	65-80

Table 1-7

Lunramal Precipitation (in inches per season)				
Region	Spring	Summer	Autumn	Winter
Northern	2-4	1-2	1-3	2-5
Mid (W)	1-3	< 1	< 1	1-2
Mid (E)	0-2	< 1	< 1	1-2
Southern	1-3	1-2	1-2	1-3

Table 1-8

### Important People and Places of Lunramal

Control of Lunramal changes often and new capitals shift multiple times per year. Moonfall Oasis, led by Sheik Al'kantaf (the Dune Prince), is the current capital of Lunramal. An unmarried, charismatic leader, the Sheik prefers concubines from his legendary harem to an actual wife. Rumor suggests that he carries "Blood-drinker", a legendary blade from an ancient world.

The Sheik has two outspoken enemies: Ikshal'na, the High Priest of Kabullunal, and Oltep-Na, the Sky Prince of Laznatal (the former capital before Moonfall Oasis).

One of the few villages that have more than a couple of families is Majal-Zabul, an oasis in central Lunramal with a legendary water supply. Village leadership changes hands daily as each family attempts to control the water supply. Sheik Al'kantaf has been trying to stabilize the village to work out a regional water trade agreement but has failed to do so at this point. There are well over 50 families vying for power in this quickly growing oasis-town.

Brave adventurers speak of a golden pyramid far in the east that sits within a plush oasis. They say that the even in the hottest of days, the water is cool and the fruit trees are bent over with their bountiful harvest. No entrance to the pyramid has ever been discovered.

### Languages of Lunramal

As travelers and nomads, the majority of Lunramalians speak a mixture of languages. The most used language is Terran with some Wyndish and Sivonish thrown in when needed. A few of the oldest families in Lunramal still use an ancient language called Lunramese, but its use is carefully guarded. No outsiders are permitted to learn this language. Additionally, any family member found to be teaching this language to anyone outside the oldest caste is executed.

### Lunramal Religions

Kabullunal, the God of Destruction and Desolation [evil], is the primary deity of most Lunramalians. His named is associated with every blight and sandstorm that ravages the region. He destroys the weak and curses the unbelievers, but blesses the faithful with riches

and protection from weather and disease. A fiery sand dune under a red sky is Kabullunal's worshipped symbol.

Sheik Al'kantaf is one of a growing movement of desert people to follow two other gods, Hustafal, Deity of Weather [neutral] and Hassamul, God of Wealth and Good Trades [neutral]. These twin brother gods work together to strengthen Lunramal and its people by thwarting Kabullunal's destructive ways while providing for the less fortunate few. Although helpful to most, they are quick to weed out the weak. Those followers and families not strong enough to survive, quickly lose favor with the brothers. Their holy symbol is that of an oasis under a yellow sun, with fruit-bearing trees and a pile of treasure.

Very few other gods are followed, except for a small number of villages in northern Lunramal that follow the Wynhelmian deity Hessa, the Goddess of love [good].

## The Jungles of Nolgur-Wul

Smallest of the five provinces, Nolgur-Wul occupies the southern portion of Ornaklia. The northwestern portion of this territory borders Wynhelm slightly but the majority of its northern edge is adjacent to the unsettled wild lands to the northeast. The massive Nul-Gat-Fal Mountains (translated as 'tall north mountains' separates the jungles from the plains of the untamed areas of Ornaklia. This mountain range diminishes to foothills at the Wynhelm border; nothing but grasslands separates the two provinces in the northwest. The Angry Sea wraps around the southern tip of Ornaklia and Nolgur-Wul, preventing the tribal villages and other denizens of the jungle from travelling too far abroad.

The people of Nolgur-Wul rely on the many exotic fruits and vegetables that grow naturally within the jungles. Very few tribes or villages have land to cultivate crops as a majority of the jungle territory is under water. Villages outside the jungles near the border of Wynhelm or on the edges of the Angry Sea have some land to cultivate but the entire Nolgur-Wul society seems to prefer to hunt and gather, or fish the sea. A few northern grasslands villages occasionally trade with nearby Wynhelm communities but the two territories are often unfriendly and unwilling to interact with the other; border raids and small conflicts are commonplace.

Nolgur-Wul lacks any government or large cities. Numerous villages and small, single family tribal plots occupy the jungles. Travelers can often find dozens of villages in a day's travel on the outer edges of the jungles. Communities become less frequent and less civilized as one delves deeper within the rain forests. Rumors of head-hunters, cannibals, and ancient temples deep with the jungles are unfounded yet still lure brave adventurers who seek valuable treasures and immeasurable hordes of gold. Even the semi-civilized tribal communities at the jungles edges shun the deep, dark center. Villages in the grasslands tend to be the largest and the most civilized areas of Nolgur-Wul.

### Population and Larger Settlements

Humans represent about half of the known Nolgur-Wul villages, with most of their population in the grasslands in the northwest. Along the jungle's edge, a few human settlements survive amongst the larger populations of lizardmen, swamp trolls, goblins, and ogres. Other strange and dangerous denizens lurk deeper within the jungles and

are best avoided by all. Two large human settlements, Vasna-Tul and Haalto, are within a few miles of the Wynhelm border.

Within the jungles, two other large villages are well known to travelers. Jansul-Pul and Pul-Sa-Ful are rough and rowdy, mixed race, and lawless villages that beckon to brave adventurers looking to trade or buy exotic and ancient treasures. Rumors suggest that a few jungle guides that know the location of ancient tombs are available for hire.

### Weather in Nolgur-Wul

The jungles of Nolgur-Wul are hot, humid, and rainy. There are very few days of clear sunshine throughout the year. The Nul-Gat-Fal Mountains prevent the hot ocean air from moving too far northward, causing the southern territory to remain warm year-round. Rain clouds and humid mists surround the jungles for days or weeks at a time, causing some days to look and feel like twilight. Time is not easily measured in the jungles of Nolgur-Wul, for days tend to blend together.

Nolgur-Wul Temperatures (in Fahrenheit)				
Region	Spring	Summer	Autumn	Winter
Northern	45-65	75-90	60-80	40-65
Mid (W)	45-65	75-90	65-75	40-65
Mid (E)	45-65	80-95	65-80	35-60
Southern	50-70	85-95	60-80	45-65

Table 1-9

Nolgur-Wul Precipitation (in inches per season)				
Region	Spring	Summer	Autumn	Winter
Northern	20-40	10-20	10-20	12-24
Mid (W)	10-12	8-12	6-12	8-12
Mid (E)	4-8	2-6	2-4	6-8
Southern	12-24	10-20	8-18	10-15

Table 1-10

### Important People and Places in Nolgur-Wul

The humans in the northwestern grasslands are well known to those close the borders. Although not unfriendly, these humans rarely travel far and keep to themselves much of the time. The leaders of the two largest human settlements are known to both peoples of Wynhelm and the tribal leaders within the jungles.

Avralok the Hunter, a large mountain of a man, sits at the head of the Vasna-Tul council. He and the other ten members wisely rule over the town, keeping peace and exercising justice as needed. He is a fair man but quick to anger, and quicker to react. It is said that no other man has ever bested him in In-Ji-Ta wrestling (blindfolded wrestling).

Inna Essa, the charismatic town leader of Haalto, runs the village by herself. An elected position, Inna has been in the place of First Chair for several five-year terms. She is kind, fair and even in middle age, quite attractive. She is widowed, losing her husband seven years ago to Grey Fever. She remains single, putting town improvements over her social life. Her efforts are paying off as the town is prospering for the first time in several years.

Very little is known about the leaders of the jungle villages. Many villages in the jungles change leadership too often for anyone to know who is in charge. Some say that anyone who can see in all directions at once can lead a jungle village.

Some inhabitants whisper of a growing village of lizardmen deep in the heart of the jungles. They are supposedly led by a half lizardman, half demon named Xak'nuul. It is rumored that Xak'nuul requires several meals of human flesh each day to survive.

### Languages of Nolgur-Wul

Although a majority of Nolgurians speak the common tongue, one cannot get far without knowing Wullish, the primary language of the territory. Fluency in Wullish will likely benefit the traveler in these strange and dangerous lands. Luckily for most, Wullish is a rudimentary language at best, lacking in the developed sentence constructs of most languages. Even those of average intellect can pick up the basic words and phrases of Wullish in matter of days.

### Religions of Nolgur-Wul

Most of the grasslands humans worship Juntol-Ka, the deity of survival and health [neutral]. Very few non-humans follow this deity as most prefer the Snake God. Juntol-Ka's worshippers build grass hut shrines throughout the plains. These shrines have the wooden statue of Juntol-Ka at the altar, depicted as a healthy looking hunter. Sacrifices of roots or the carcasses of game are made twice weekly to Juntol-Ka. His holy symbol is that of a stalking grey wolf. Legend states that Juntol-Ka blesses his followers with strong, healthy children and by leading game and fowl close to villages.

The rest of the jungle territories, including the humans that reside along with the other races, worship Sshanasa, the Snake God [evil]. Feared and respected by all followers, the Snake God appears as half man, half snake. Lizardmen are amongst the most devoted and radical of his followers. Acolytes of the Snake God will tattoo their skin to look like snake scales. Only the most devoted acolytes become Red Snake Priests; humans who become high priests go through a ritual that partially transforms their skin to that of the slithering reptile. Acolytes and Red Snake Priests are easily spotted - they always wear black cloaks with red hoods or cowls. The holy symbol of the Sshanasa is that of a snake swallowing a man whole. The symbol mirrors the actual sacrificial ceremony. There are rumors that mention the Red Snake Curse; this curse is uttered whenever a Red Snake Priest is killed by a non-follower. The killer is marked with a colied snake scar on their faces or hands. This scar marks them for retribution later.

A few sea-side villages worship a new, emerging deity, Juscalla, the Goddess of love and fertility [good]. Her following is growing at an alarming rate, even with the many attempts to destroy the villages by the Red Snake Priests of Sshanasa. Worshippers of Juscalla do not believe in violence and do not defend themselves when attacked. Juscalla is depicted as part woman, part tree, growing from the ground and nurturing everything around her. Her symbol is a large brown and green tree, set on a gold background.

### The Three Sisters

Off the shore of the northwest section of the Terra Minor continent, there are three islands known as the "Three Sisters". The Three Sisters currently belong to two different provinces. The islands are close enough to Ornaklia to minimize the strength of the Angry Sea, allowing easy access by small boat between the land masses. These islands have always been a source of tension between the western territories as each province has tried to control and occasionally retake ownership of one or more of the isles.

The northern most island "Blackrock" is currently controlled by Darkhome. It is the middle-sized of the three islands and is covered in mountains and ancient forests. Darkhome uses the land mass for mining and timber. Several clans have training villages near the shoreline.

"Redsky", the tiny island between the other two, is owned by Sivona but is often invaded by Darkhome. Redsky is an inhospitable place, with huge volcanic mountains, little to no timber, no fresh water or fertile ground for crop growing. A few small fishing villages can be found on the southern shores of Redsky, but the majority of the population is found in several large prison-towns, built generations ago by feuding clans in Darkhome. A mixture of Darkhonian, Sivonan, and Wynhelmian peoples are now found within these prison-towns, each one guarded carefully by the Sivonan military. Sivona still sends convicted criminals to these prison-towns; the population never seems to decrease. Rumors and legends state that ancient fire-breathing dragons living deep underground feed the volcanoes. Several of the larger mountains spit fire and ash weekly, keeping the skies above the island dark and cloudy or bright red during the many eruptions.

The largest and southernmost island, "Hystovia", is controlled by Sivona and is nearly double the size of Blackrock and is less mountainous. Hystovia has rolling hills, large forests and several large, deep lakes that provide island inhabitants all they need to survive.

At the moment, Sivona has enough military on Redsky and Hystovia to discourage Darkhome from invading either of the islands. Sivona has no interest in Blackrock.

## The Wildlands

To the east of Lunramal, miles of wasteland stretch to distances unknown. Bold warriors and cunning survivalists tell tales of ancient civilizations, vast riches, and strange creatures beyond the eastern border in the Wildlands, if their stories can be trusted. No one can quite recall meeting anyone who has truly ventured east and returned alive. The common story heard in the provinces is the variety of a failed attempt to get farther than a few days or a week in to the wasteland. Those that do return from their adventure in to the Wildlands mostly suffer from dehydration and hunger rather than injury from encounters with the legendary foes of night time stories and fables.

The hardened desert raiders of Lunramal allegedly have delved the farthest in to the Wildlands. Guides that will help adventurers explore eastward can be hired for bags of gold, but are more likely to strand their clients in the wastes or worse, lead them in to raider traps. Adventurers likely have the same or even greater chance to explore the harsh Wildlands without the "assistance" of the Lunramal guides. Heroes should beware the oasis tavern stories of deserted palaces made of gold, ancient tombs of mummy-kings, and magical treasures buried deep within the sand dunes. The more likely truths of the eastern wasteland are the stories of acid spitting sand drakes, gargantuan lizards, and the hordes of unbreathing that roam the dead plains beyond the oceans of sand.

No one is sure of what lies far beyond the eastern borders of Lunramal. Some say that on the abnormally clear day, enormous mountains can be seen in the distant east. Rumor has it that one of the desert princes

has a magical far-seeing device that has allowed him a glimpse of the world beyond the dunes. The vast majorities of the Lunramal people avoid the east, and prefer to live their lives in the comfort of their small oasis villages or travelling caravans.

## Other Deities in Terra Minor

Worshippers and temples of most provincial deities can be found outside of their common locations but a few gods and religions can be found almost anywhere on the continent. With the exception of Lanbur, who is only worshipped on the island of Redsky by a fanatical few, the following deities and their temples may be found throughout Ornaklia.

### Jo-Ki-Kas [neutral]

The neutral god of battle and combat is worshipped throughout Terra Minor by men and women who have trained in the art of war. He blesses those that fight in battle for a cause, regardless of the reason. Jo-Ki-Kas is worshipped through a simple statuette in his likeness, a giant of man wielding an axe and sword, crossed against his chest. His holy symbol is that of a large wooden shield with crossed axe and sword behind it. Legend says that he curses those that fight without cause, punishing the reckless with physical weakness and illness. It is said that Jo-Ki-Kas has appeared in battle in material form to help his most devout followers.

### Lanbur [neutral]

The devoted few who reside on Redsky worship Lanbur, the God of Fire. His temples are found high in the volcanic mountains of the small island. Sacrifices are made to the god by execution of criminals in the lava pits and fires of the volcanoes. Lanbur's holy symbol is that of a fiery circle in the heart of a black triangle. Followers believe that dying by fire cleanses the sins and returns them to the world as a spirit to continue Lanbur's work. There are several small factions of Lanbur that believe more sacrifices are needed to advance their god's will.

### Maztak [evil]

The god of the Unliving is worshipped by intelligent undead creatures like liches or the evil creators of the dead. Corrupted high priests of other religions will fall into Maztak's embrace, and are granted great powers to destroy and create havoc in the world. Maztak's symbol is that of a black skull on a silver or white full moon. Followers of Maztak are often granted these powers while losing their souls to the god's unending thirst for corruption and chaos.

### Novil Sa [good]

The sky goddess blesses the flying creatures of the world and those that live in high places. Novil Sa protects her followers from the evil that lurks from below, especially those that serve the Eyeless One and Maztak, god of the Unliving. Her symbol is that of an airborne bird silhouette in front of a glowing sun. The temples of Novil Sa are usually found in the mountains and are small buildings with a simple shrine within. A golden bird statue usually adorns the altar with a large gold bell nearby. The religion teaches that any true soul that rings the bell may be granted a single wish from Novil Sa. Although worshipped all across the continent, some of the larger concentrations of worshippers are found in Sivona and Wynhelm.

## Peno-Peno [neutral]

The Drunken God is not necessarily worshipped by his followers, but is named and often blamed during long stretches of drunkenness, debauchery, and laziness. Legends say that Peno-Peno watches all mortals and tries to influence those who are easily susceptible to indulge in drink, exotic hallucinogens, or prostitutes. Many a devout follower of a different deity has fallen to Peno-Peno during the hard times. The holy symbol of the Drunken God is a jeweled goblet, lying on its side, empty. His followers are found throughout Terra Minor, but his influence seems greatest in Nolgur-Wul and Lunramal.

## Zunta-Pul [evil]

Those that practice deceit and treachery often worship Zunta-Pul, the Goddess of Lies. Her followers are untrustworthy and are often found in the shadows, looking for a way to gain advantage over the just. Zantul-Pul blesses her followers with stealth, intellectual boons, or knowledge of poisons. Worshippers sacrifice the holy symbols of other gods to Zunta-Pul. The highest concentrations of followers are found in Nolgur-Wul with a small but growing number of devotees in southern Wynhelm. The small wooden statuette of a naked woman with one hand and dagger behind her back and one hand beckoning is the symbol for Zunta-Pul. Her religion states that the most devout are visited by the beautiful goddess for a night of pleasure only to be murdered in the morning.

## Adventures in Terra Minor

Several adventures both short and long in length are in production at the time of this writing. These adventures can be used singly or combined to form a long lasting campaign. The electronic version of this document, found at our website, will be updated as new adventures are published. Here is what is currently available:

Code	Name	Difficulty	Province	Location
TSC1	In Defense of Thuil	Easy	Wynhelm	Thuil
E1	Mysteries in Mannath	Easy	Wynhelm	Mannath

Table 3-1

Note that the electronic version of this guide will have the latest information about TSRS adventures and their locations within Terra Minor.

# TERRA MINOR ORNAKLIA





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