

Terra Nova Primer

About 25 years ago, the world tho's younger brother, Duncan, is the high priest of Valeria's own religion, worshipping the Pantheon known as The Eight. Baron Harald, youngest of the three brothers, is away in the new colonies on Terra Nova, ruling in the king's name across the Great Salt Sea. The rivalry between these two, or a possible usurper, has the entire nation in a tense, expectant mood.

Meanwhile, predations from the Sea Wolves, a band of wildling pirates and raiders from the far north, is the worst in recent memory. Driven from their own lands for reasons unknown in Valeria, the Sea Wolves seek places of refuge for their own people, while they pillage and wreak havoc on shipping and coastal towns of Valeria and Iona. They seem to be an unstoppable scourge. The Sea Wolves thane, Mikkell Wavestorm, and his host of barbarian berserkers, is cursed and feared all along the Alderan's seaboard.

This is the way things were on Alderan, and might likely have continued to be for the indefinable future, but 15 years ago, all that changed. Sailors from Valeria's coastal enclave of West Point, driven far out to sea by an attack of the northern raiders, stumbled on a new continent, unknown up to that point in the history of Alderan. This was The Landing, and began to change the world, though whether for good or ill, remains to be seen. The sailors fittingly named the new land Terra Nova, and returned to West Point to tell tales of utmost wonder: in Terra Nova, wild magic still held sway. The land was peopled with men, the Novans, and the reclusive elves, and other unknown beasts, that were accustomed to the use and training in the ways of magic! The news spread throughout Alderan like wildfire, catching the attention of the wizards of the Cabal as well as the priests of Morgorath. The idea of a new homeland, safe from the terrors of the North, also reached the ears of Mikkell Wavestorm and his bands of Sea Wolves.

King Tannis sent his youngest brother Harald to Terra Nova to carve out a colonial empire for Valeria, while a mission of warrior-priests from Iona landed not far away, establishing their own foothold from which to subjugate and convert the entire continent. The rivalry between these nation-states, the cultural upheavals of newcomers landing on Terra Nova, the predations of the Sea Wolves on the entire new world, and the mystery of the return of arcane magic, including the sub-rosa activities of the Cabal, all set the stage for intrigue and conflict in the new lands. Welcome to Terra Nova!

Races:

Humans (from Alderan): newcomers to Terra Nova. Medieval society. Magic disappeared until The Landing. Multiple nationalities (see below Regarding Alderan).

Halflings: Unknown in Terra Nova, only found in Alderan. Mainly servants or sailors, low class of thieves. Non-magical by nature.

Dwarves: Only found in Alderan (so far). Miners and underground dwellers. Greedy grubby, made from earth; no love of magic, machines instead

Gnomes: not known

Novans: Humans, but with no iron. More primitive society. Used to magic. Shamans, sages etc
Elves: Unknown in Alderan. Reclusive, spiritual, druidic, respectful and protective of nature and the natural order; similar to Native Americans. Highly magical.
Half-Elves : unknown until The Landing. Not fitting in either culture.
Half-Orcs: unknown until the landing. Hated and feared. Outcast by Alderans.

Faiths:

The Eight:

Breg the Mighty, father of the gods, sun god, law, order,
Nyah, goddess of earth, mother nature, nurturer, growth, harvest
Terrigan, god of war, strength, martial prowess, pride,
Alamara, goddess of youth, beauty, love, hope,
Geldan, the builder, creativity, dwarves, crafting,
Gwynesse - death, wisdom, fate, regret,
Cleos - goddess of luck, the sea, dreams, mystery, chance,
Nameless One - evil, fear, nightmares, madness, trickery, loss

Morgath - the one true god of Ionia; bringer of law, enemy of the unbelievers. - law, order, protection,

Novans - ancestor and animalistic worship, not true clerics. Druids, shamans, etc

Elves :

Aradia - goddess of creation and nature. The all-mother.

Peren - god of magic, power,

Dwarves: a version of Geldan, the creator, they call Khallar. The father of dwarves, and the power that turns their hand-made creations to life perpetuating more dwarves.

Opening Setting

The story(s) will open in the village of Tanner's Crossing, which lies in the lands claimed by both Valeria and Iona in Terra Nova. The Baron Harald of Redmont, and claimant to the throne of Valeria, has commissioned a bridge built over the adjacent Lune River. The building of the bridge and the road from Harald's nearby castle of Redmont will only escalate the tensions between Valerian and Ionian colonists on the marches.

A company of dwarves led by Osur Stouthammer has arrived and pitched camp just outside the town along the river to start building the pilings for the bridge. A company of soldiers led by the nobleman Sir Edwin Leafwood keep a watchful eye out on the building project lest forces from Ionia try some kind of raid or retaliation.

