

THENNLA

Scenarios, Campaign Ideas, Inspirations

Thennla offers various ideas for scenarios and campaigns. The following ideas are directly from the official setting material, compiled into one little document. It's full of spoilers, so players should be warned.

This supplement is mainly for Gms. It is only understandable for people with access to the source books and with much setting lore. It's purpose is to give GMs plenty of scenario ideas, campaign possibilities and to direct them to the most exciting and awesome elements of Thennla in terms of adventuring.

Campaign and scenario ideas for Korantia and the Sea Routes

- For two decades a confederation of pirates has controlled the northeastern coast of *Jandekot* and threatened the sea routes. Can the characters make pacts with the powerful leader or break up the faction? Are they involved in the orcish slave business, the threads of which converge in *Kasperan*?
- The sea lord of the *Kapolans* has ruled for a long time and with a firm hand. Recently the secret ritual is approaching again, in which an individual chosen by *Father* and *Mother Ocean* is given the task of killing the incumbent ruler and taking his place. Korantines and Korantine colonists are prohibited at this event. But what if the characters secretly gain access and influence this political issue? This would have drastic consequences for the future of the Northern Sea Area.
- Explore the interior of *Fierla*, the island of the dinosaurs. Hunt dinosaurs or learn the secrets of the Slargr.
- *Brotomagia* is a buffer region between the enemy civilizations; a tranquil, peaceful land of the Thennalt, whose chiefs have made pacts with nymphs and fairy creatures. - Are there perhaps currently upheavals in Brotomagia that have an impact on the unstable power structure on the continent? What is the fairies' plan?
- Protect the idyllic *Sunlit Lands* from the recently increasing attacks of orcish slave hunters. Can the characters protect this enchanting land from the Western threat in the long term?
- The jungle coasts of *Uxmal* in the south are full of exotic goods and treasures. Unfortunately a priest-queen rules over her cannibal people, foreigners are sacrificed on the temple pyramids, and Uxmal even controls the southern coasts with its warships manned by zombies. And what secrets are hidden on the cold, icy plateau that rises in the centre of the jungle?
- The strategically important island of *Valos* is a powder keg of different cultures, and in its short history several peoples have left their mark. For example, this is the capital of the *Korantine League*, the political alliance in competition with the Korantine emperor. The

Korantines were able to smash the Kapolan pirate settlements of the previous occupying forces, but some leftovers have remained. - The Kapolan pirates know about the rumor that their pirate ruler has fled to the *barbarian realm of the Marangians*. What if he returns, allied with the most powerful Thennalt people, and takes back control of Valos? This would have catastrophic consequences for the Korantine power structure. And which decisive role do the characters play; either on the Korantine, Taskan, Marangan or Kapolan side?

- Once a year a small, but heavily armed, magical trading fleet of *Assabians* leaves for Jandekot to transport luxury goods like ivory and even more wondrous things to the civilised East. - This year the venture faces a major threat. Perhaps pirates, a tribal uprising, Korantine corsairs or supernatural events organized. And what do the characters have to do with it?
- In *Dariskur*, the origin of the magical *Floatwood*, there has long been a power vacuum of hostile tribes. Now, Assabians and Korantine take hold and try to gain control over the natives in a race for the resource source, thus creating advantages for their own fleets.
- The *Jekkarene Theocracy* with its moon priestesses and control of Thennlas moon, which is anchored over the capital, is a secret to the rest of the world. It is only possible for foreigners to enter in the trade enclave of *Lyortha* (and those in *Ramassa*): the rest of the Jekkarid is forbidden. - The characters may have the mission to infiltrate as spies into the Land of the Moon and learn more about the political plans of the priestesses. Especially since the Jekkarid cooperates with the Taskan Empire, and the Jekkarene Theocracy is the Korantine mortal enemy (the sorceresses of the moon drowned Korantia in a flood). And what is found in the wasteland of *Methalea*, a region of outlaws and magic, the country of origin of the Korantine natives?
- The *Albirs* have long been the strong and loyal mercenaries of the Assabians, without whose powerful support the Assabian hegemony on the sea routes would not be possible. - The current king of the Albirs is old and a succession is imminent. What if the successor gets tired of the services for the Assabians and saw a different future for the Albirs? The Albirs have hardly any resources on their island, fear the sea and are servants of the Assabians. A heroic campaign would be to liberate the Albirs and lead them into a glorious time. The Korantines might be allies...
- *Kipsipsindra* is the most important hub of the northern, Korantine trade routes, as it guarantees the east-west sea route. A stable duarchy of two royal houses rules the region: one king is under the protection of the *wind god*, the other under the protection of the *sun god*. - Serious changes are happening in this region that could tear the political fabric apart. Influential priests or religious warriors of the Sun God are about to subdue the servants of the storm powers. The conflict has wide ramifications: the Korantine emperor is per se the highest representative of the sun. It's time for his elite warriors, the *Paladins*, to move out to hold the Korantine supremacy in a battle for the sun. And what about the weakened sea cult of Korantia, whose god is the arch enemy of the ruler of the winds? And what do the gods themselves think about the conflict? What side are the characters on?
- The queen of *Morkesh*, *Tursiba* on the lion throne, is one of Thennla's most important persons. On the one hand she is a vassal of the Taskan Empire, on the other hand the Queen rules over one of the most important ports for ocean trade. - The land of Morkesh is a central question of power. What's »the Lioness« up to? Does the Taskan Empire flatter her enough

for the emperor to have access to the *Inner Ocean*, or do the Assabian traders have more influence and want to take control of this additional port as well? What are the Korantines doing with »the Lioness«? And what place do the characters take in this political dilemma?

- *Meeros*, the city-state from *Mythras Core*, is also in Thennla and is called *Mersin* there. It's a Korantine colony in the Thennalt region of the powerful barbarian kingdom of *Zathrum*. *Zathrum* is an ally of Korantia and helped in the battle for the cult centre of the Marangians to wage war against the Marangan Thennalt. At the same time, *Zathrum* is the gateway to Thennla's northern lands, and its king has trade pacts with the peoples of the wilderness. - What happens if the Marangians now want to conquer *Zathrum* rather than the Taskan countries? Led by a hero who unites the clans and marches north with supernatural support? Then it is time to take up the spears for the holy religious warriors of the *bull god Myceras*, to request support from the Korantine motherland and to reaffirm the pacts with the peoples of the North. The Marangians are an overpowering enemy, so the characters are also used to influence the Battle of *Zanthrum*. Or maybe the characters are Thennalt themselves and belong to the hordes that want to conquer the northern kingdom? For whoever controls *Zathrum* controls Thennlas North. And whoever controls Thennlas North stands a chance against the Taskan Empire...
- What happens now that the lost Korantine colony of *Zarendra* has been rediscovered in the jungles of *Jandekots*? The current ruler is a Korantia loyal vassal who recently managed to break his father's tyranny. - But the former faithful of his father thirst for revenge and plan the destruction of the weak regime. The colony is an important factor for the trade with *Jandekot* and its exploration. What side are the characters on, and might it need the support of the extraordinary jungle people? What secrets are actually hidden in this vast jungle area?
- What happens when you leave the *Inner Ocean* via *The Wash*, the great strait between the continents, and sail out to the *Outer Ocean* that surrounds Thennla's continents? It is said that behind it lies the edge of the world, that the *Outer Ocean* is not navigable and that its secrets exceed everything that humans could imagine. - The perfect adventure location for epic characters.

Campaign and scenario ideas for the Taskan Empire

The Taskan Empire also offers various possibilities for campaigns and scenarios. In the following I will concentrate on region-specific campaigns. But there are also quite generic things playable in this area.

First, let's take a look at the campaign types that the Taskan Empire offers:

Cults (Imperial Cults, Mystery Cults, Secret Cults)

The Taskan Empire includes a wealth of different cults of varying status.

If you enjoy campaigns that revolve around cults, their intrigues, political plots, conspiracies, plots and their gods, you'll find all the ingredients prepared.

The cults in an Imperial campaign are generally good adventure material, because mysteries and secrets are an essential part of Tassanian religiousness.

In the Taskan Empire there are several interesting organizations and cults with conflicting agendas that threaten the empire from both inside and outside:

Vyako's vampire cult whose members lust for power. The *Light cult of Basat*, whose cultists are recruited into an army of the dead. The mystical goal of the cult is to bring all deceased members of the covenant to life and take control at a certain moment. The *shaman kings of the Beshorites*, who have power over the great river and can flood the land. Or the cult warriors of the *Hradori*, who are nothing more than ghost and undead hunters. And then there are the cavalymen of the *Sheng* in the outskirts...

Military

Another possible form of campaign would be the military campaign.

Every Tarsenian citizen must serve in the militia during his lifetime, and the brigands, i.e. the *Imperial Light Infantry (ILI)* or the *Pikes of Ashkor*, need brave recruits. The characters can all be soldiers in the same unit.

There are various operational areas, fronts and hot spots in the Empire where you can place your military campaign. The characters start as youngsters and work their way up the military ranks as the character develops. They see foreign lands and deal with the central figures of the Empire. One example for such a military campaign is found in *Age of Treason - The Iron Simulacrum* for LEGEND. The campaign has not yet been republished for MYTHRAS.

Tarsenian Propitiation Cults

Tarsen, the mythical founder of the Tarsenian people, had defined the state pantheon, which at the same time excluded many gods and spirits. Again and again, untamed or reawakened local lesser gods and spirit powers cause unrest, disasters or problems. Therefore there are so-called propitiation cults in the empire, which make it their business to calm these entities down, put them to sleep or otherwise negotiate with them.

The characters are all part of such an propitiation cult and have to travel from place of action to place on behalf of the empire to deal with these supernatural, local problems.

Such missions are particularly difficult in areas on the front lines, where unknown lands and dangers prevail; an example of such a scenario is provided by the adventure KHAKUN SHRUGS, which deals with a giant mountain spirit in *Futher Tarsennia*.

Settlers' Campaign

The Taskan Empire is expanding and - as usual for Thennla - quite young.

Daring men and women are moving to the frontlines of the empire, buying land and trying to settle and expand the area. In doing so, they face extreme adversity such as barbarian tribes, monsters, untamed gods and spirits, and the wilderness.

For such projects, various professions in society must work together, so there is something for all characters to do. For example, a priest of the earth god Hoonvel can be useful, as his miracles make it possible for the harvest to be hidden from looters, for Gnomes (earth elementals) to plough the ground, and for livestock to be fattened more quickly.

A possible area for such a campaign is provided by the adventure KHAKUN SHRUGS, with a map of the area around *Ralmyra*. Currently, this region is particularly sought after and also dangerous for settlers.

Pious characters and pilgrimages

An important aspect of the Taskan Empire is *personal religion*. In addition to all the cults, it is possible for each character to have a personal relationship with one of the gods without being a cult member. He becomes a pious person who can attain divine powers and gifts. Central to this is the *pilgrimage* of the pious, which leads them through the entire Taskan Empire. Each temple or holy place offers different access to miracles, insights and powers.

Players interested in playing wandering pious people blessed by individual gods can use the Story Arc of the pilgrimage. It serves as an adventure hook and for character development. To expand their powers and serve their gods well, characters are forced to travel a lot, but no local cult keeps them in one place.

Intrigues and politics at the court of the emperor

For those who enjoy intrigue and power political social campaigns, the supplement *The Taskan Empire* features the entire staff of power with their own agendas and goals.

The characters are either part of the court, or the players themselves embody individual rulers of the source book.

Rebels against the Empire

If you prefer to play against the Empire and a campaign of revolt and rebellion, you have several options.

Some of the most exciting are:

Rebellion of the Thennalt: The characters could play Thennalt (more precisely: Marangians), who reconquer their territory in a campaign. Seven years ago, the Imperial soldiers conquered and occupied the Thennalt royal city of *Timolay*, took control of the *Camtri* pasturelands and drove the Thennalt into the wild countryside. The characters are *Marangians* and experience a time of great upheaval and revolt. There are many problems in Marangia: the hostile, disunited clans, the occupied royal city with the puppet ruler, the patrolling soldiers of the empire and the apostate Camtri. The last retreat of the Marangians and thus the center of the Thennalt is the holy place *Oster*, which now serves as a provisional capital.

The characters must unite the tribes and clans, liberate the old royal city and protect the cult centre of Oster from another invasion.

The Taskan Empire is certainly a powerful enemy, but the Thennalt have advantages: they know better in the wilderness, the earth-mother *Theyna*, and the war and storm god *Palaskil*, are on their side. The mighty barbarian kingdom of *Zathrum* in the north could be an ally, and there are many great spirits and gods in the forests, e.g. the supernatural wolves around *Voka*, with whom pacts could be renewed. The tombs of Marangia certainly contain powerful artifacts from the early days, but you would have to fight your way through the enemy occupied territory and deal with the great dangers of the tombs. Further information about Marangia can also be found in the scenario *TDM305 The Arakuline Tribute*.

Haran and his rebel farmers: A trouble spot in the Beshor Valley and the two kingdoms of *Yegusai* and *Zagre* on the Great River. When Yegusai was annexed by the Empire, the population of the city of *Haran* rebelled and revolted. The Empire did not wait too long and destroyed the city, devastated the surrounding area (now a wasteland), and forced the people of Haran into bondage.

They are forbidden to join the cult of the emperor and many of their rights are curtailed. Haran peasants therefore flee from Yegusai via the Beshor to the opposite kingdom of Zagreb, but are again tracked down and brought back.

In such a campaign, the characters would be members of the subjugated Haran people and part of a conspiratorial network planning the coup again. This time again with the support of the Assabians and the desert nomads. But now the kingdom of Zagre is supposed to be a participant, since Yegusai is under imperial control.

The whole situation is made explosive by the fact that the kings of the Beshorites are the ones who control the flood miracle to ask the river god Beshor to irrigate the land. Both kings, of Yegusai and Zagre, have this power.

What if the rebels were to influence the eternal river god, kill or capture the king of Yegusai or otherwise influence the annual ritual? Failure to observe the annual ritual would have catastrophic consequences for the fertility of the entire region, as the valley would then dry up and drive the population into famine. Or what consequences would a total flood have? So whoever controls the river controls the entire territory.

More ideas for scenarios and adventure hooks

Beshorite people as exorcists and ghost hunters: The people of the Beshor Valley enjoy a high respect in the empire, because the shaman priests are often used for exorcisms or against other supernatural problems. This way, Beshor Valley characters can easily be included in a Taskan campaign. The campaign could just as well revolve around a complete group of Beshorite characters who roam the country as foreign ghost hunters and demon exorcists. The *Hradori* would also be useful here, who as Beshorite cult warriors possess additional powers against undead, vampires and spirits.

The vampire demon Vyako and his cult: One of the illegal secret cults entwines itself around the vampire demon *Vyako*, who has the goal to become a god. The individual cells, which operate independently of each other, operate underground. The members can rise further and further in the cult and mutate into vampires, and the great, true promise of the cult is *immortality*. Since immortality in the Empire is a capital crime and constitutes high treason, because only the Emperor may live forever, the vampire cult is one of the biggest inner enemies of the state apparatus. Either the characters are enemies of the vampire cult, or they are cultists and vampires themselves.

Funeral clubs and Gomorg: One of the most important institutions of the empire are *funeral clubs*. They shall see to it that members are given a proper burial in accordance with their folk rites. Often the funeral clubs also buy members free from captivity.

Basically, every citizen is interested in joining a funeral club to protect his or her soul. Whose soul has not been properly handed over to the world of the dead in the funeral, *Gomorg*, the greedy, all devouring underworld god, has a claim on his soul, who imprisons and keeps the souls imprisoned. A scenario or campaign can revolve around this topic: Either there are conspirators in a funeral club (the light cult of *Basat* or *Vyako* for example), or the soul of an important person has fallen into the clutches of *Gomorg*, and the characters must travel to the underworld of the *Many Hells* to free it from the hands of the demon. The characters could also be commissioned by a funeral club to free a member from the captivity of enemies or at least deliver a ransom. The theme of funeral clubs overlaps with the other death themes of the Taskan Empire such as the vampire cult, immortality as high treason and the mystical death cult of *Basat*, the arch-enemy of *Gomorg*.

Spell slaves: From the profession of the *spell slaves* an adventure can be knitted. A female spell slave of an Assabian sorcerer was bought as a servant of an Imperial ruler, since slavery is

forbidden in the Empire, and must serve him for a certain time until she is free. What the new master of the spell slave doesn't know: She is still bound to the Assabian sorcerer by love or other reasons, and the sorcerer gains access to property or the Imperial's social network through his former slave. This can have bad consequences, which characters surely could solve, when they mediate between Assabian sorcerers and imperial leaders. And what does the slave herself want?

Silk trade: The Sultanate of *Jelhai*, which is notorious for its evil practices, is also the only place of origin of silk. The characters protect the silk caravan or have to do with the dangerous secret organization *The Black Hand of Jelhai*. Perhaps the Empire is also looking for alternatives to silk, and the Sultanate, which insists on its monopoly, does not like that.

Sorandib: The wondrous city offers a whole adventure setting for itself; see *TDM306: Sorandib*

The ruined cities of the Korazoon: The Korazoon Desert is a result of the past. Remains of ancient times can be found in the ruins hidden in the desert sand. Plenty of material for discovery, - travel and dungeon adventures.

Smuggling Moon Barley: The magical grain of the Jekkarene Theocracy is a popular smuggled good in the Taskan Empire. The characters must either serve as smugglers themselves or break up a smuggling ring. Very good opportunity to get in touch with the mysterious moon kingdom as a Taskan.

Grave robbers in Marangia: The characters are grave robbers who travel to the embattled area of Marangia, where they crawl around in vaults under difficult conditions. Treasures, artifacts and deadly dangers await the marauders.

Good starting points for campaigns and scenarios

Given the size of the Taskan Empire, the players might find themselves overwhelmed with the question of where exactly to start their adventures. Regardless of the obvious central cities and *Sorandib*, the following places are particularly suitable:

Pryjarna is the border town to the *Korazoon Desert*. Desert nomads, military roads through the wilderness, camel caravans, the capital of the light cult around Basat. The perfect place for desert adventures.

Ashkor is the winter camp of the imperial army. A very good start for a campaign to get to know the military, and the festivities and amusements also allow different characters to come together. Ashkor has a large port and has access to the inland sea.

Players who would like to do something with magicians could start in **Felsang**. It is the stronghold of Taskan magic with a large magic school.

The city of **Merat**, the city of artists and aesthetes, has something completely different. Once a year a big cult festival in favour of the city goddess *Merai* takes place here, in which artists from all over the civilised world participate. Maybe the characters are there too?

Abdera in northern Thafna would also be a good starting point for campaigns. The fortified barbarian city serves as a place for peaceful gathering. This is where trading takes place and alliances were forged. It is the perfect place to bring together a character group of different peoples, as the city is cosmopolitan and peaceful. Right in the north there are also adventure regions, e.g. the uncivilized *Falsikund* with its constant natural disasters.

Epic Challenges (Korantia)

Korantia's weak emperor: Korantia is the great old empire, which has been in decline for 150 years and rather exists only as a culturally area than as an empire. *Koibos*, his young dynamic emperor, wants to reverse this decline, stabilize Korantia and return it to its former greatness.

But that's difficult, because apart from his title he doesn't have much to enforce it with. Korantia's overseas colonies are either loosely connected to the empire, have broken away, have been taken over elsewhere or have been erased.

In the supplement SHORES OF KORANTIA there are various hints on how to develop an exciting campaign out of this struggling gap of the emperor. Will the characters help the emperor to former power and turn the political situation of Korantia upside down? In a time of greatest threat?

Paladins of the emperor: Do the characters side with the Korantine emperor and become his vassals? Do the characters perhaps even qualify for the emperor's *Paladins*, a currently weakened group of supernatural warriors?

Will they be able to rediscover forgotten skills such as the ability to ride the legendary *Griffins* and form a shining elite unit in the name of Korantia? Do they travel to the ocean to recover the Empire's lost artifacts that were lost in the sea during the Cataclysm?

Return of the Ocean Power: The cult of *Pylonus*, the Korantine god of the oceans, was so weakened by the cataclysm that its mythology, its miracles and also the mission of the cult changed. From the overpowering cult of the oceans, whose priests were able to conquer the oceanic winds, has now become a weaker god with cult, whose abilities are very limited.

Since now the sailors of Assabia and the other empires also sail the seas and win colonies and thus endanger and limit Korantia's hegemony in Thennla, it would be a epic task to help the sea cult to its former flourishing. It could be the decisive factor when the seafaring nations' struggle for conquest comes to light. But what if the cult in Korantia becomes too strong and the other cults envy its power?

Epic Challenges (Taskan Empire)

Players who prefer to play an epic campaign for the good of the Taskan Empire or Thennlas as a whole will find suggestions below.

At the highest level of the Taskan Empire, there is an emerging internal conflict on three levels:

The emperor who wants to ascend to divinity: The emperor pursues his core aim of becoming a god and reaching immortality. What happens when the emperor actually ascends to god-status? That would have consequences for the Empire and the whole Thennla.

The secret plans of the Iron Simulacrum: The emperor has an oversized, animated metal golem ruling over the empire as viceroy.

The Iron Simulacrum is the leader of the Imperial Army, but secretly pursues its own plans. It envies mortals for their humanity and wants to become more and more human itself. At the same time it fears its own destruction if the emperor becomes a god. Therefore the Iron Simulacrum seeks ways to become immortal, which also means treason in its own country.

Even now, the Simulacrum is planning the time after the Emperor's disappearance to secure the Taskan Empire with its Imperial armies. What would happen if it decided to march its armies all over Thennla?

The head of the Thesh cult: *Maresh Martek*, the head of the Thesh cult, the god of fire and craftsmanship of the empire, is the third most powerful man.

He had once helped to create the Iron Simulacrum, and he controls one of the empire's most important cults from the capital.

After the disappearance of the Emperor, Maresch plans to seize power himself and rule over the lands from the capital. He is the one who is responsible for the operation of the Iron Simulacrum. But he can't take power directly, because he would have to get the army of the empire into his hands, and the army is controlled by the Iron Simulacrum.

The secret of the Marble Simulacrum: Before the Iron Simulacrum, there was already a prototype, the *Marble Simulacrum*, but it suffered from hubris and was smashed to pieces in a failed military operation. What became of the remains of this simulacrum is not entirely clear. On the one hand, it is said to have fallen into the hands of the enemy, i.e. the Assabians, the Beshorites and the desert barbarians, or to have disappeared in the desert sand.

A few years ago, an adventurer found fragments of the marble golem in the Korazoon and now belongs to the inner circle of the Iron Simulacrum.

What became of the remains of the Marble Simulacrum? Does the Iron Simulacrum plan to find and reassemble the pieces? Are different peoples in possession of the fragments? What happens when this powerful simulacrum is reassembled?

Unfortunately, there is officially no one left who has the skills to recreate or restore such a marvel as far as possible. It was once made in Sorandib, which is now in a state of decay and ruin. The city with its artisans supplies the Taskan Empire with firearms and other specialties. No one may control Sorandib, the emperor sees to that. But what if the Iron Simulacrum, or anyone else, explores Sorandib's magic workshops and puts them back into full operation?

Further Suggestions

The city of ***Bandaknar*** is the rat-infested, polluted city of the horse nomads. The dirtiest city in the world, with unimaginable stench, located on the *Black River*, whose water is better not to drink.

At the same time this evil moloch is also the centre of the horse trade in the known world. A disgusting, polluted city with a »Nadsokor feeling«.

Flying ships and submarines: How about a sailing ship that can navigate through the clouds or that can descend into the ocean? Elementals like sylphs and undines make it possible.

Such vehicles are also needed if you want to explore the sunken *Old Korantis* with the former capital. Or if one wants to travel on the moon or other celestial bodies of the celestial dome.

Thennla's Minotaurs: The Minotaurs in Thennla have an interesting status that lies between monsters and saints. In contrast to the Minotaurs of the *Meeros* Setting from MYTHRAS CORE, the animal people of Thennla are solitary beings, too rare to establish a social structure.

Due to their character and appearance they are considered monsters in many parts of the world; they are feared and sometimes even hated. At the same time, they are considered holy beings by the Thennalt, the natives of the background world, because Minotaurs originated and sometimes arise during archaic cult rites between priestesses and bulls. Thennalt nevertheless feel compelled to see a Minotaur but killing the animal-man is a sacrilege for the barbarians.

Playing such a tragic creature (a Minotaur as a player character) should be a very interesting task: on the one hand solitary monster on the other hand sacred; brought into the world without a chance for real community. The player character Minotaur would then be an exception, a very rare specimen of a species that is rare in itself.

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2019