

World Builder Guide: Heresy Gaming Minecraft Server (Gothrasea Map)

Overview

World Name: Gothrasea

Server Type: Towny RPG with MMO mechanics

Map Size: 2048 x 2048 blocks

Minecraft Version: 1.21.4 (Java Edition)

Tools Required: WorldPainter, WorldEdit, optional: WorldMachine, Chunky, VSCode

This guide is for Fiverr contractors tasked with building the custom terrain, infrastructure, and layout for the Gothrasea Minecraft world. The final product will serve as the world foundation for Heresy Gaming's Towny server.

Contents

1. Heightmap & Terrain Generation
2. Biomes & Environmental Zones
3. Kingdoms & Lore Descriptions
4. Settlements & Towny Integration
5. Rivers & Water Systems
6. Trade Routes & Road Systems
7. Points of Interest (Markers & Lore Sites)
8. Dungeons & Special Zones
9. Technical Details (WorldPainter, Exporting)
10. Deliverables & Checklist

1. Heightmap & Terrain Generation

Heightmap:

- Use `Gothrasea Heightmap.png` or `.svg` to import into WorldPainter
- Y-level range: 50 (low/ocean) to 160 (mountain peaks)

Elevation Configuration:

Color	Feature	Y-level Range	Notes
Deep Blue	Ocean	50–61	Lakes/rivers
Light Blue	Shoreline	62–65	Beach/Stony Shore
Green	Plains/Forest	66–80	Standard land
Yellow	Hills	81–100	Gentle slopes
Orange	Lower Mountains	101–130	Mid-height terrain
Red	Mountains	131–160	Jagged/cliff edges

2. Biomes & Environmental Zones

Distribution:

Reference `Gothrasea Biomes.csv` and the Biome Map PNG.

Terrain	Biomes
Plains	Plains, Meadow
Forests	Forest, Birch Forest, Dark Oak
Hills	Windswept Hills, Savanna Plateau
Mountains	Jagged Peaks, Stony Peaks
Water	Ocean, River
Jungle/Tropical	Jungle, Mangrove Swamp

Apply biome brushes after terrain formation. Smooth transitions are critical.

3. Kingdoms & Lore Descriptions

Use `Gothrasea States.csv` and the political map to define borders. Each major state has a unique lore profile:

1. Thearchy of Silean

A mystic, lunar-worshipping society led by spiritual dreamseers. Architecture is temple-based with gothic towers. Ancient relics lie buried beneath cities.

- **Style:** Gothic, Monastic

- **Towny Tag:** Silean

2. Kingdom of Hlioriat

A noble, tradition-bound kingdom with banners on every hill. Known for elite knights and stone keeps. Biomes are temperate forests and plains.

- **Style:** Feudal European
- **Towny Tag:** Hlioriat

3. Republic of Cielb

Technocratic and advanced, with coastal merchant cities and canal systems. Central hubs for trade.

- **Style:** Venetian, Harbor City
- **Towny Tag:** Cielb

4. Kingdom of Harlythaneth

Isolationist and mountainous, this kingdom thrives in alpine terrain. Home to rugged stonemasons.

- **Style:** Nordic/Mountain Dwarven
- **Towny Tag:** Harlyth

5. Dironglian Empire

Imperial and expansive, this faction builds monumental architecture and aqueducts across the land.

- **Style:** Roman/Byzantine
- **Towny Tag:** Dirongl

6. Republic of Kut yurt

Desert merchants and oasis builders. Their cities are hub-stops for caravans crossing wastelands.

- **Style:** Adobe, Middle Eastern
- **Towny Tag:** Kut yurt

7. Asyturt Horde

Nomadic plainsmen with mobile towns and vast herds. Expect yurts and seasonal encampments.

- **Style:** Mongolian Steppe
- **Towny Tag:** Asyturt

8. Commonwealth of Alkenrodel

Artisan nation, valuing nature and magic. Glimmering forests, elven-style builds.

- **Style:** High Fantasy/Nature
- **Towny Tag:** Alken

9. Principality of Yanesin

A seafaring archipelago chain with coral cities and port towns. Naval dominance.

- **Style:** Pirate/Island Nation
- **Towny Tag:** Yanesin

10. Tyerel Theocracy

Militant and disciplined, this theocracy trains elite inquisitors. Fortified cities and clerical strongholds.

- **Style:** Crusader Monastic
- **Towny Tag:** Tyerel

4. Settlements & Towny Integration

Reference `Gothrasea_Burgs.csv` and `Markers.geojson`

Type	Size	Notes
Capital	300–500 blocks wide	Largest, custom-built
City	200–300 blocks	Mid-size hub
Town	100–200 blocks	Towny-joinable
Village	60–100 blocks	Background flavor

Towny Requirements:

- Each major settlement must have flat land
- Include space for Towny plots: farms, homes, outposts

5. Rivers & Water Systems

Use `Rivers.geojson` or `Rivers.csv`. Carve water networks:

- Major rivers: 10–15 blocks wide
- Tributaries: 5–8 blocks wide

- Flow toward oceans/lakes

Rivers must:

- Follow terrain curves
- Connect with trade routes where applicable

6. Trade Routes & Road Systems

Use `Routes.geojson` and `Routes.csv`

- Main roads: 5 blocks wide (gravel, coarse dirt, stone brick)
- Secondary roads: 3 blocks
- Trails: 2 blocks

Include:

- Bridges over rivers
- Tunnels through hills
- Rail corridors (3–5 blocks cleared for future rail line placement)

7. Points of Interest (POIs)

Use `Markers.geojson` or `Markers.csv`

Marker Types:

- Dungeon Entrances
- Lore Shrines
- Abandoned Fortresses
- Mythical Trees / Totems
- Warp Hubs / Fast Travel Points

Minimum: 1–2 POIs per kingdom.

8. Dungeons & Special Zones

Suggested Dungeon Sites:

- Abbey of Nightmares (-1800, ~70, -1600)

- **Ghost Tower** (2100, ~90, -1900)

Dungeon Terrain:

- 100x100 flat areas
- Atmospheric terrain (foggy, cliffs, ruins nearby)
- Mark these zones clearly with wool blocks underground

9. Technical Details

WorldPainter Instructions:

- Use 2048x2048 heightmap at 1:1 scale (1 pixel = 1 block)
- Y levels: 50 (deep ocean) to 160 (mountain)
- Use Noise , Smooth , Flatten , Raise/Lower tools
- Paint biomes post-terrain

Resource Distribution:

Ore	Height	Location Notes
Coal	-64 to 128	Common, especially near Axstone
Iron	-32 to 64	Hills and mountains
Gold	-64 to 32	Sparse, mountain-only
Diamond	-64 to -16	Very rare
Copper	-16 to 112	Windswept areas

10. Deliverables & Checklist

Files to Deliver:

- WorldPainter project (.world)
- Exported Minecraft world folder
- Top-down overview map (PNG)
- README with settings used
- Coordinate reference list
- Zip of all files

Requirements:

- Smooth terrain transitions
- Accurate biome placement
- Flat areas at each major settlement
- Rivers and roads match data files
- No unwalkable or unbuildable terrain zones
- No pre-built structures unless specified

End of Guide.