

Campaign Guide

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*“The World Needs Heroes”
1895 of the Second Age*

Seeing every kingdom, every republic, every piece of terrain and ruins within the world would be the journey of a dozen human lifetimes. Geonidia is a continent that spans thousands of miles, has many types of terrain, and other human types of geography. The world is wide and vast. It is up to you to decide where to go.

Exploring Geonidia

A company of adventurers will find many things to do, many places to go, and many people to interact with in its many political boundaries, cities, and ruins, lairs, and wild places. Heroes are the great travelers and explorers of the world, the privileged few who see new lands with every sunrise and face new challenges every day.

The map below shows the major political boundaries that divide Geonidia into its many regions.

The Ordarian Empire

Stretching across the northern part of the continent and across the seas to the nearby tropical islands, the empire of Ordar has existed for nearly 2,100 years, with many successive emperors, and before that, consuls.

The Ordarian empire consists of the provinces of Ordar, Hezeseth to the east, and Rhidar to the south. It once also contained Turta and Vis, who both fought and won their independence in a series of brutal wars. Rumours of war in Rhidar have become more prominent as the people of that province yearn for their own identity and not that which has been thrust upon them by the elven emperor **Caledor Naedorn**, who has held the crown for 155 years.

Caledor is a vain emperor, having installed many lavish mirrors in the palace so that he can look at himself, or admire the beauty of one of his nine beautiful wives. It is almost as he does not care that his empire has slowly crumbled under his watch, province by province.

The Lands of Geonidia

Ordar

Capital: Ordar

Population: 1,098,000 (humans 55%, elves 35%, dwarfs 5%, other 5%)

Ordar Province Population: 450,000

Government: Imperial

Religions: Avandra, Bahamut, Ioun, Pelor. Evil cults exist as well and an underground war wages between the sects of good and the cults of evil to include Asmodeus cults, Bane, Orcus, and Tiamat.

Imports: Spice, jewelry

Exports: Food, Oil, Wood

Alignments: LE, LN, LG

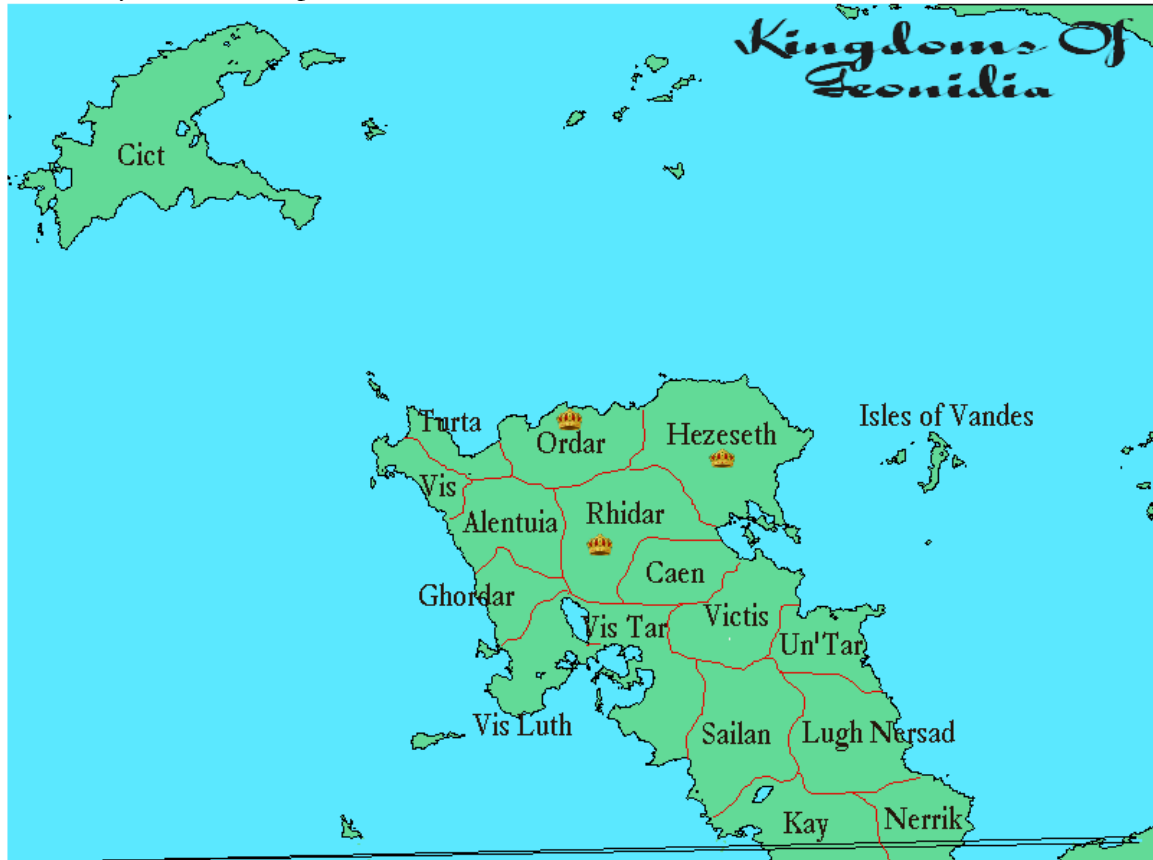


1.1 The region of the Ordarian Empire and surrounding areas

Most of the region is covered in thick temperate forests that house hundreds of plant and animal life. The temperature near the capital of Ordar tends to remain on the warm side as it is close to the tropical region of the world. To the northwest, dense tropical jungles cover most of the city-state of Tarta, while the region of Hezeseth in the north and east also has a strip of jungle along its coast.

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To the south, the forests give way to towering granite mountains that peak high into the clouds. Once, the empire of Ordar covered most of the continent. Over the past three hundred years, it has experienced a drastic decline.



1.2 Political map

When the emperor took his throne in the early 1700s of the Second Age of Civilization after his father was slain at the titanic Battle of Fort Perrigrin. Ordar spanned to every province in the region with the exception of the Kaythans and Nerricians in the south.

The explorer Dito the Younger had obtained a tremendous treasure horde for his emperor and his people on the Isle of Vandes after slaying the mighty Green Wyrn Veshna, and a large army led by General Drake of the house ilMaisen sailed north to conquer the Cictish hordes on the isle of Cict.

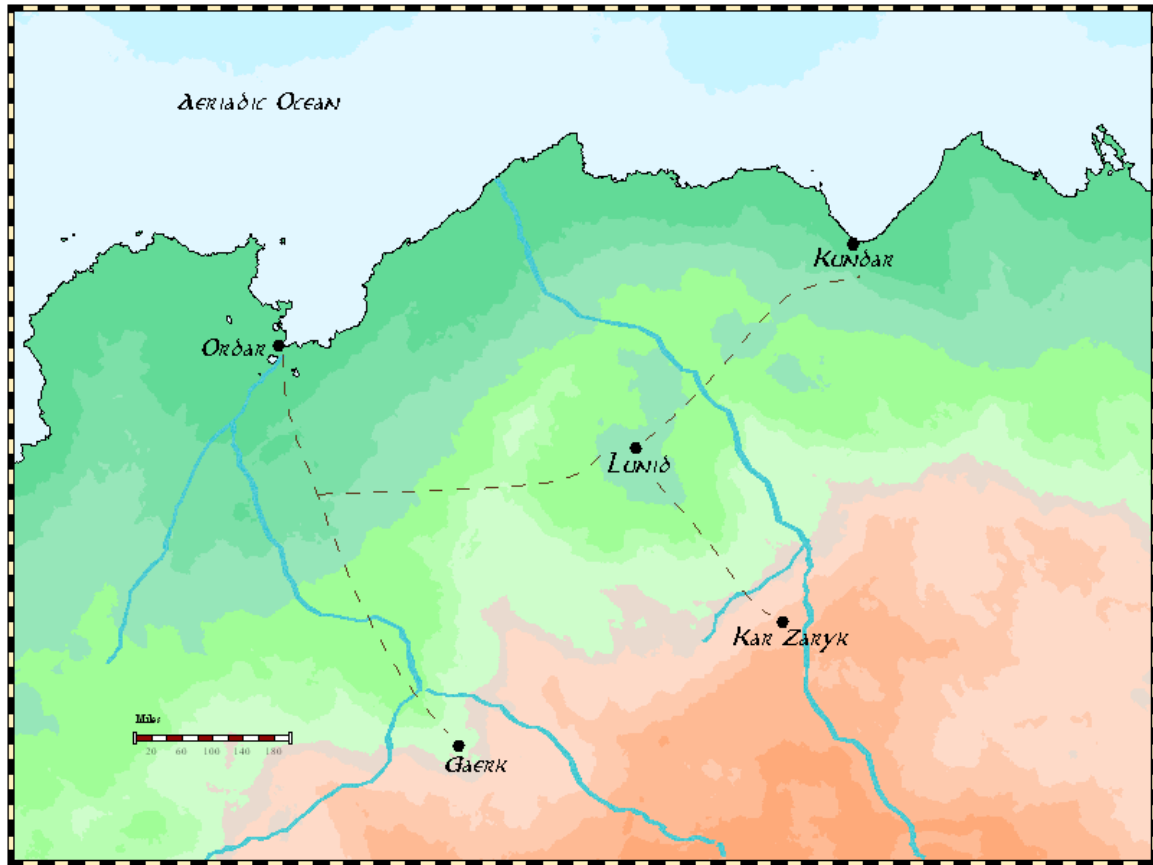
Those glory days are long behind the empire, for the Emperor Caledor has only cared about his harem and pleasing his court and himself. One by one the provinces of the empire revolted and let loose the chains of imperial reign.

Today only Ordar, Rhidar, and Hezeseth remain under the Ordarian banners, and even those are tenuous at best.

The Tartans constantly invade western Ordar and their warships sail east to Hezeseth and raze the lands there, but still the emperor does nothing.

The Lands of Geonidia

Soon, it would seem, the civilized people of Ordar will be wearing mangy fur kilts and painting their face in grotesque parodies of the gods as their Tartish conquerors do.



Much of the infrastructure in the empire is crumbling. Bridges and roads are in dire need of repair. There are three main roadways crossing the Ordar region. From Ordar to Gaerk is the old King's Highway. Past Gaerk it winds into the mountains. The north to south road between Lunid and Kar Zaryk is called the Greenbelt, and is the best of the maintained roadways, with lush gardens and scenic treefalls lining most of the journey.

The last road is the east to west road headed from Kunder to the King's highway. This stretch of road is known as the Beggar's Way, and has many shrines to the gods alongside it where many flaggelents roam preaching death and fire and beggars ply for coin.

There are five main settlements within the Ordar Province. The capital Ordar is the largest, resting atop cliffs that overlook the ocean and built over the bones of an ancient Aeriadic city (the Aerians are a mythological race that myth says built powerful civilizations across the globe before being destroyed by the gods' fiery wrath). It houses 95,000 souls.

Gaerk is built at the foot of the mountains to the south and is home to trappers and fur traders and is warded by a thick curtain of stone and iron.

Kar Zaryk is the home of the dwarfs, built within the mountain itself, its halls go deep, providing minerals and arms and armor to the empire.

The Lands of Geonidia

The garden-city of Lunid sits atop a wooded hill, and it is here that many beautiful species of plant life can be found.

The last city is Kunder, a barbarian trading-post and gateway to the eastern province of Hezeseth.

A town called Pameii is the largest town in the borderlands province to the west of Ordar. While technically within the bounds of the state of Ordar, the people consider the borderlands a separate precinct.

The City of Ordar

The city of Ordar was once described by Elias the Poet as being the center point of light with which the gods spread out to the multi-verse. Its streets are packed with intellectuals, poets, artists, and musicians. Its towers capped with gold and full of knowledge. Its women beautiful. Its food delicious. Its wine made for the gods.

The reality is a much dimmer thing, but truly Ordar is a sanctuary in a world pitted with darkness and despair.

The following gives a brief explanation of the important structures within the city.

Districts

There are three main districts within the city. The center of the city houses the palace and is called the King's District. The emperor's fine palace overlooks the entire city, and is the largest structure. Many towers surround the main building of the palace, and all are topped with gold and flutter with the white unicorn banner of the Ordarian empire.

The Workers District houses much of the foundaries and workshops where the working class both live and work. Dirtier and more earthy than the other two districts, most of the real work gets done here.

The last district is the Scholar's District, where the artistic and learned tend to congregate.

Palace – (King's District) – largest structure. It and its towers capped in gold and flutter with the white unicorn banners of the empire.

Judicial Hall – (King's District) – The emperor's judges hold trial here, both criminal and civil.

House of Commerce – (King's District) – The Guild Masters from not just the city but all over the empire converge here to discuss matters of economics. Coins are minted here. Deep vaults are rumoured to hold much wealth.

Warrior's Guild – (King's District) – The Warrior's guild also houses the master of the guard, and acts as headquarters to the city watch.

Church Centre – (Scholar's District) – most of the city's temples are located in this area of the city.

Thieves Guild – (King's District) – the location of this guild is hidden, but rumours abound that they center right under the Emperor's nose in the King's district.

School Arcana – (Scholar's District) – academy of wizardry.

The Lands of Geonidia

Market Square – (Worker’s District) – common market place with stalls and vendors selling all kinds of things. There is a chance anything can be found here, though magic items are very rarely sold (5%).

Stables – (Worker’s District)

The Fine Jeweler – (Worker’s District) – Buy and sell jewelry.

The Armoury – (**King’s District**) – This place is typically watched by the guard. All grades of armor can be bought here, some even exotic. Anyone buying anything heavier than a chainmail shirt, however, must pay the proper fees and questionnaire.

The Lodge – (Worker’s District) – Acts as a hostel for traveling woodsmen, also provides weaponry and equipment for hunters and rangers.

Guild Houses

Bakers Guild

Blacksmith’s Guild

Farmer’s Guild

Clothier’s Guild

Mason’s Guild

Weapon Maker’s Guild

Armorer’s Guild

Alchemist’s Guild

Explorer’s Guild

Warehouse Guild

Fisher’s Guild

Library – (**Scholar’s District**) – Said to be one of the wonders of the world. It is a massive three storied work of architecture containing tomes that span the globe.

Red Light District – (Worker’s District) – Prostitution and pleasure workers.

Grocer – (Worker’s District)

Incense & Candles – (Scholar’s District)

Clothing Market – (Worker’s District)

Fine Clothing – (King’s District)

The Arena – (King’s District)

Restaurants

The Greasy Swine (*) (WD)

The blank Dower (*) (WD)

The Barbaric Way (*) (WD)

Ale House (**) (WD)

The Lands of Geonidia

Sonic Flowery (***) (KD)
Stygian Tankard (***)(SD)
Golden Goose Restaurant (****) (SD)
Silver Spoon (****) (KD)
Sand Bar (****) (KD)
Dalton's Rest (*****) (SD)

Inns

The Sailor's Way (*) (WD)
The Greasy Swine (*) (WD)
Bed & Breakfast (**) (WD)
Ale House (**) (WD)
Sonic Flowery (***) (KD)
Dalton's Rest (*****) (WD)

The Pantheon Art Museum – (Scholar's District)

The Theater Square – (Scholar's District)

Docks – The city sits on cliffs that overlook the ocean, several hundred feet below. To accommodate naval traffic, a set of piers were created at the bottom of the cliffs, and large cranes were positioned to lift cargo as well as people up to the city.

People of Note in Ordar

The Emperor Caledor Naedorn
Alexander Garcci

{place holder for Gaerk}
{placeholder for Kunder}

Kar Zaryk

Home of the dwarfen clan Steelsmiter.

Ludin, City of the White Rose

The City of the White Rose is built on a large hill. It received it's name due to the white roses that bloom in the area.

The Borderlands

The Borderlands is the name of land to the west of Ordar. The largest settlement here is Pamaeii, which is nothing more than a small town.

The Borderlands suffer from all kinds of malignant threats, from bandits, to monsters, to Turtan warbands prowling the area.

Pamaeii

Bordertown to the west of Ordar. Largest settlement in the west belonging to Ordar. Governed by Lord Paidrag.

The Lands of Geonidia

Turta

Capital: Pirtas

Population: 472,000 (Kshar (humans) 85%, Felapai (dark-elves) 10%, Ghrum (abyssal dwarf) 4%)

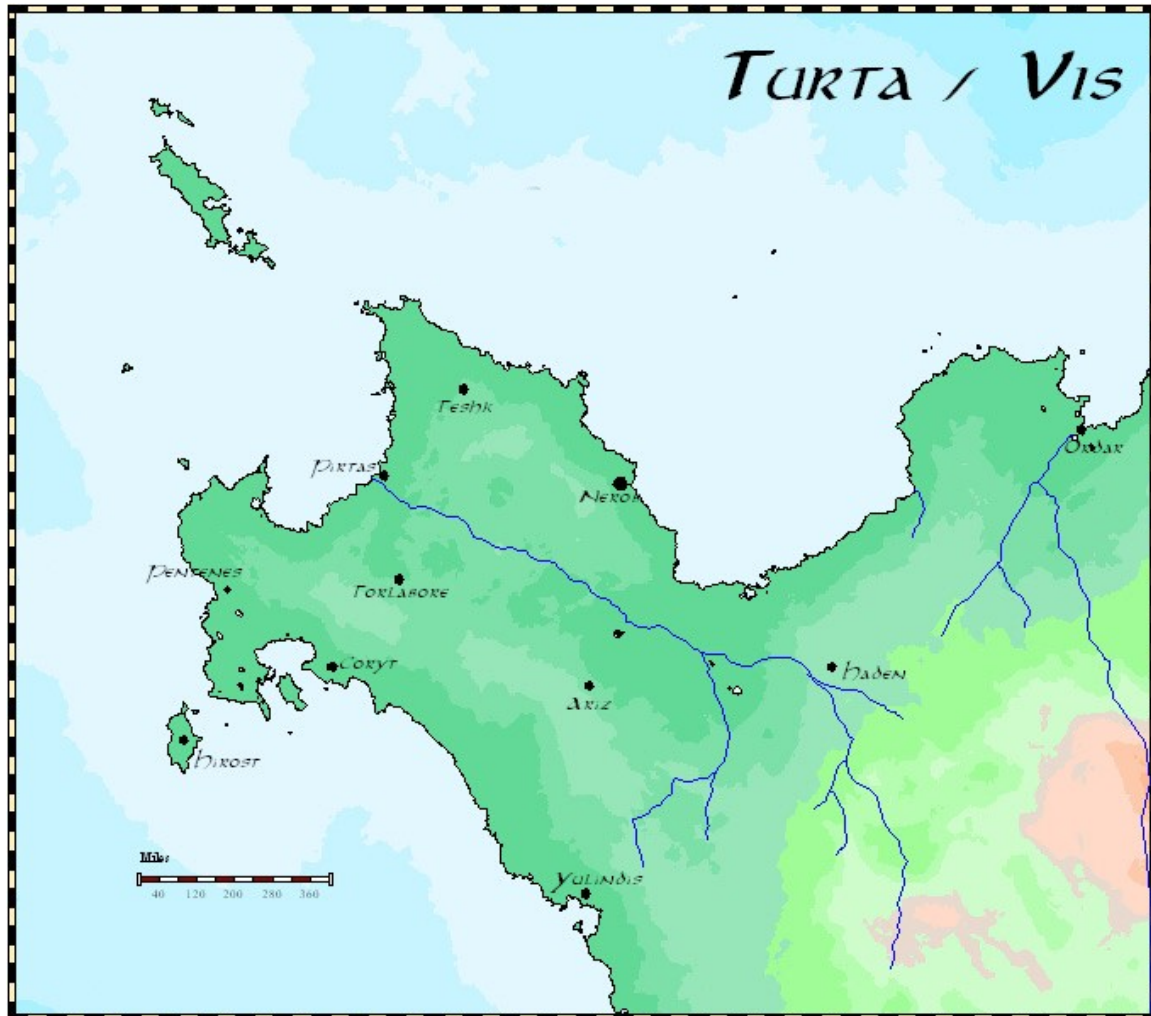
Government: Tribal Kingdom

Religions: Kharn the Blood God

Imports: Slaves, Jewelry, Stone

Exports: Food, Arms, Wood, Naval Ships

Alignments: LE, NE, CE, N



Turta is the imperial name given to the province of people who call themselves Kshar’Ksan, which in their language means “Chosen Blood”. They were briefly brought into the Ordarian Empire after being conquered by the general Fibius Cruzza in 1685. This period is known to the Turtans as “Varkadar tuntakaday” or the Dark Time.

The Lands of Geonidia

Brief History

In the year 1735, a Turtan chieftain named Khar (his real name unknown, the warlord named himself after his god) was said to have been visited by a demon avatar of the Blood God Kharn. Kharn instructed Khar to devour the flesh of forest trolls, which granted the man regenerative powers. Armed with this ability, Khar raised an assault on Nerob, one of two imperial-built forts. The Ordarian soldiers within did not stand a chance and were brutally slaughtered.

Their skulls were boiled and the bone bleached and then hung about the gates. The Ordarian citizens were all slain except for two small girls, who were let loose into the forest and who fled to the eastern fort of Haden.

Even with the advanced warning, the Ordarian soldiers in Haden were also mercilessly slaughtered by Khar and his frenzied, flesh tearing zealots. Like Nerob, this fort was also decorated with the skulls of the fallen.

To this day, both locations bear little resemblance to the ordered imperial design that they sprung up from.

Khar spent the next twenty years warring with the Empire, and was finally blunted in the only victory that the Imperials won in the battle. That epic battle occurred two hundred miles from the capital itself at the battle of Perrigrin's Hill. Using superior tactics, the famous general Tican held Perrigrin's Hill from Khar's forces for over a week before leading a counter charge that broke the Tartans and forced a stale mate.

That site came to hold a fort, Fort Perrigrin, which served as a last defense against western forces heading to the capital.

This road has since fallen into ruin as the current Emperor, who took the throne only a couple decades before Turta revolted, has given little thought to the savages breathing down the neck of his empire.

Fort Perrigrin, like most borderland outposts, also fell into disrepair and was finally abandoned by the imperials in 1855.

Regardless of the emperor's apathy, the imperial officers keep runners spread out through the west to give warning should the Turtan warriors march east once more. Lately, the Turtans have sent warships along the coast and have raided farms and small villages, so their activity has escalated.

The Races of Turta

Turta is composed of three main races. The Kshar, which are black skinned humans, the Felapai, which are dark skinned elf-born, and the Ghrum, which are red skinned dwarfs enslaved to the Kshar.

The Kshar are very much feral, and their population centers are for the most part composed of huts and tree villages. When defenses are called for, a wooden palisade will be erected around the town center.

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All settlements have a deep pit dug into the center with which blood sacrifices are made on a regular basis. The more important the civilization, the deeper and more elaborate the blood-pit.

The Kshar paint their bodies with runes and dark writing that is said to give them the protection of Kharn, their demonic blood god. They often wear trophies from fallen victims, and many wear skull masks.

Their weapons range from metal blades forged by the Ghrum, or bone weapons created from fallen victims. It is not unusual for a tribe chieftain to bear a sword that is carved from the thigh bone of the chieftain that they bested in combat for their position.

The Felapai are like shadows in the forest and jungles of Turta. Born of the elf blood, they feature the same sharp accents of the fey, though their skin ranges from brown to dark black and they bear more resemblance to the drow of the underdark. Their eyes are pupilless white orbs, for Felapai are blind. They have, however, a series of sonar much like a bat and this enables them to “see” far greater than people with natural sight.

Felapai are brutal hunters, able to travel through the trees like forest animals, and move as silent as wind.

The Ghrum are a slave race gifted to the Kshar by Kharn. They are descended from the dwarf race, though have a red pigment to their skin. The Ghrum work the forges of their masters and provide metal arms and armor for the warriors of Kshar'ksan.

Relations with Other Nations

The Turtans hate the Ordarian empire and any province allied with them. They plot to sack Ordar and carry the emperor's body to the most revered ceremonial blood-pit in their capital city Pirta.

They also border the people of Vis, though their relationship is friendlier and the two share trade routes.

Borderlands Map Information

1. Ordar City
2. Pamaei (Village, Population: 977)
3. Ruined temple of Obad Hai
4. Ruined Fort Perrigrin
5. Druid circle Yoatai
6. Ronal (Village, Population: 599)
7. Terrik (Village, Population: 875)
8. Ostairmek (Village, Population: 639)

The Lands of Geonidia

Hezeseth

Capital: Tenekhtetan

Population: 955,000 (humans 85%, dwarfs 10%, elves 4%, other 1%)

Government: Kingdom

Religions: Re, Anubis, Bast, Hathor, Imhotep, Isis, Nephthys, Osiris, Thoth. Evil cults of Set exist as well though they are against the national religion and persecuted.

Imports: Water, Food

Exports: Glass, Pottery, Jewelry

Alignments: All

The kingdom of Hezeseth lies on the eastern borders of the empire and is the largest province. Most of the land is scraggly low grassy hills with some forest.

The western border of the province is largely foot hills and mountains with coniferous forests. The northern coast is covered in tropical forest, and the eastern coast is mostly white sand desert.

The ancient lands of Hezeseth hold many secrets, many of which lie in tombs buried by the sands and dirt of the ages. Ruined foundations and temples have been found underneath the sands or dirt in the mountains.

The capital of Tenekhtetan sits on the very eastern edge of the province, within the Burning Desert. It is one of the oldest known cities in the world, having been built nearly three thousand years prior.

It is from there that the kings of Hezeseth rule from the Pax Tektahan, or palace of the Sun. A marvelous building covered in gold plate and topped with a brilliant red ruby that stands as tall as a man and catches the sun's rays in a bloody ripple effect.

The Burning Desert

Encompassing a good part of the eastern part of the province, the Burning Desert is aptly named as a land of fiery death. The scorching heat and non-existent moisture suck the life out of anyone crossing it.

The Six Pillars of Anubis stand here, carved from basalt rock and etched in faded, ancient glyphs from a time when Hezeseth was a dominant power.

The middle of the desert is cracked in two, and a temple of Anubis was erected on the western side of the crack, to honor the gods.

The Lands of Geonidia

Rhidar

Capital: Karak Dar

Population: 600,000 (dwarfs 65%, Then 25%, Humans 9%, other 1%)

Government: Kingdom

Religions: Moradin

Imports: Water, Food

Exports: Metal, Jewelry, Stoneworking

Alignments: Mostly good

The mountain principality of Rhidar is a rough place to live, and very few humans call it home. The dwarfs, however, have lived there since the beginning of their race, and ancient holds and keeps are burrowed far into the rock.

The dwarfs are a reluctant province of the Empire, placated only by gold from the emperor and in turn they produce some of the finest arms and armor that the imperial soldiers wear.