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## About This Content

### World of Jordoba Player Guide

*The World of Jordoba is the masterpiece swords & sorcery campaign setting written by ENNIE award-winning author **Matt Finch**.*

*Jordoba is an ancient world populated by strange peoples and stranger monsters, physically fraying into the depths of the oceanic multiverse. Ruination has spread across the world, and the civilizations of the Sea of Khoramandu are pushed back to the very coasts. And yet, humankind has risen from worse threats in the past eons of its existence. Scattered villages remain in the wildlands, and new barons carve out freeholds in the wilderness, their names scribed upon new maps. Great wizards make sorties into the very shadows beyond reality, seeking forgotten lore and undiscovered frontiers of arcane scholarship. It is a world where unnatural things survive from ancient times, where nameless gods have turned their unfathomable intentions, and where even civilized regions must literally be re-explored.*

*This is ... the Weirdling world of Jordoba!*

*Fantasy Ground adaptation includes:*

- Reference manual

- 
- Detailed maps linking back to the main text describing the region.

*Converted by:* **Michael Potter**

Released on February 11, 2019. Designed for Fantasy Grounds version 3.3.6 and higher.

**Requires:** An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and any ruleset.

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Title: Fantasy Grounds - World of Jordoba Player Guide (Any Ruleset)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 19 Feb, 2019

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**Minimum:**

**OS:** Windows 7x , 8x or 10x

**Processor:** 1.6 GHz or higher processor

**Memory:** 1 GB RAM

**Graphics:** Graphics card recommended

**DirectX:** Version 9.0c

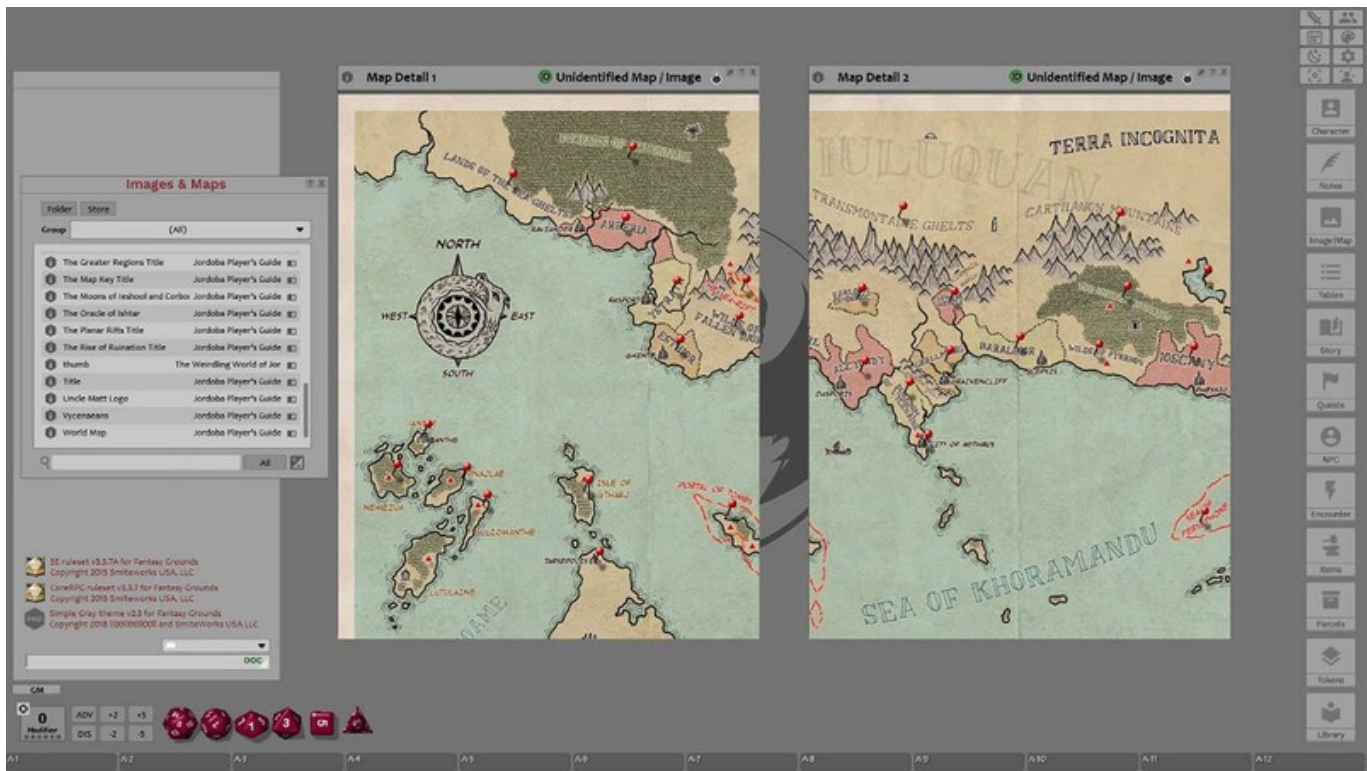
**Network:** Broadband Internet connection

**Storage:** 500 MB available space

**Sound Card:** a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

**Additional Notes:** Requirements vary by the add-ons installed and the number of players connecting to your game.

English



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**Matt Finch**

The Winding World of Jordoba Player's Guide

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JORDOBA PLAYER'S GUIDE

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UNCLE MATT'S RPG STUDIO

changing eras of magic, the deep labyrinths which served as magical power sources for the civilization no longer produced a constant flow of magical items, clay golems, stone golems, or scrolls. Te-Minoan armies found themselves without their accustomed advantages when staying off barbarians or other cultures that had been held in thrall to the deep fortresses of the Te-Minoan riders. Although it was the rise of the Vycesaeans sorcerer-technologists that broke Te-Minoan political power, the empire had most likely rotted deeply already as the Te-Minoan higher castes found themselves facing mundane armies from their borders and lower classes no longer showered with the benefits of powerful subterranean magic. Had the Te-Minoan empire adapted to the machine magic of the Vycesaeans Age, the Vycesaeans would most likely have remained a minor culture, but the Te-Minoans did not adapt, while the Vycesaeans embraced and researched the new permutations of magic that had risen in the world.



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### Story

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### 05.03 The Age of Ruin

The most important of these historical cycles, for the purposes of adventurers, is the Age of Ruin. Over the past five centuries, civilization has been wracked by seemingly endless shocks, all of them most likely related to the increasing power of the force of Ruination acting upon the world. These have included earthquakes, the sudden opening of new dimensional rifts, and flooding rains — but most of all the Age of Ruin has been marked by the tremendous rise of savage raids by the forces of Ruination in the interior of the continents. The effect of this combined assault on civilization has been disastrous. Cultures and countries of the continental interiors have been entirely destroyed by the tide of war, leaving nothing to be seen but to be overgrown by trees (and other twisted) vegetation spawned in the tainted earth of Ruin.

It is for this reason that the only remaining cities of the Sea of Khorsamand cling to the coastlines, and travel are over the safer waters, and fishing and hunting of the immense coastal cities.

The Age of Ruin

### 06.04 The Gods - Temples

Temples aren't focused much on moral teachings — they are sacred places where the gods receive sacrifices from whoever visits, where all the appropriate rites are performed to honor the god, and where holy places and items are protected from the sight of the unwashed masses. Many temples have chambers or gardens that are truly deadly for those who have not performed the correct rituals, or who are not already initiated into the mysteries that allow them to survive the

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### The Age of Ruin



### Unidentified Map / Image

### The Oracle of Ishtar



CM

ADV +2 +5

DIS -2 -5

1 2 3 4 5 6 7 8 9 10 11 12







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