

The Kingdoms



Atlas

by Keith Robinson





AN ATLAS OF ARRASIA

By Keith Robinson

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A whole new world...

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INTRODUCTION

Arrasia represents the material plane in The Kyngdoms cosmology and is where most of your adventures will take place. It offers a wide range of adventure possibilities, from the plains of Karnish, to the scorching Kera Desert, or the orc infested Great Barrier Mountains, to the frozen North Lands. This atlas of Arrasia provides you with all the detail necessary to get a feel for the world and the places in it.

This atlas is an invaluable game tool for when your roleplaying sessions are underway, designed in an easy to use format and with a full index, allowing you to quickly locate any place on the map hassle free. This product is designed to work alongside *The Kyngdoms campaign setting*, which explains the world, the nations and the races that populate it in full, giving you limitless possibilities. For complete details of the campaign setting, plus any other products which may enhance your enjoyment of The Kyngdoms, and to join The Kyngdoms community, please visit our website at <http://www.thekyngdoms.com>.

Using the Atlas

The map of Arrasia has been divided into 10x10 segments. Sections devoid of land have not been included, meaning that there are seventy parts in all. Each segment is split into an 8x6 grid, labeled A to H along the 'x' axis and 1 to 6 along the 'y' axis. When referencing the index to locate a particular place, the precise location is first given a page number and then a grid reference for that page.

For example, should you wish to look up The City of Karnish, you will see the following reference: *The*

City of Karnish (49 G1). The first number tells you which page you need to turn to (in this example, page 49), while the second (a letter followed by a number) is the grid co-ordinates on the map grid. In this case, find the letter G on the 'x' axis (along the top of the map) and the number 1 on the 'y' axis (down the left side of the map). At the square where they both meet, you will see that is exactly where the City of Karnish is located.

Although specific places are easily found in this manner, larger areas (such as nations, mountains and forest, etc.) are not. These places are still located in the index using the same method, but the grid co-ordinates instead point to the *name* of that place on the map. From there, you will easily be able to explore the full region, even if it extends over many pages, using the *Go To Page...* symbols (see *Map Key* below), which are located on each side of every map segment.

Alongside each of these symbols is a number (for example 55). This number represents the *page number* of the map segment adjacent to the page you are presently viewing. Should you see a side that does not have a *Go To Page...* symbol on it, this is because either that edge represents the end of the map in that particular direction and has no adjacent segment, or is missing because it would otherwise be a section devoid of land.

On each page of the map is a compass and a map scale, given in miles.

Use *The Kyngdoms Map Key*, below, to understand the numerous colors and symbols used on the map.

Also included is the basic statistical information for the major nations, including population size and density, demographics, languages and climate.

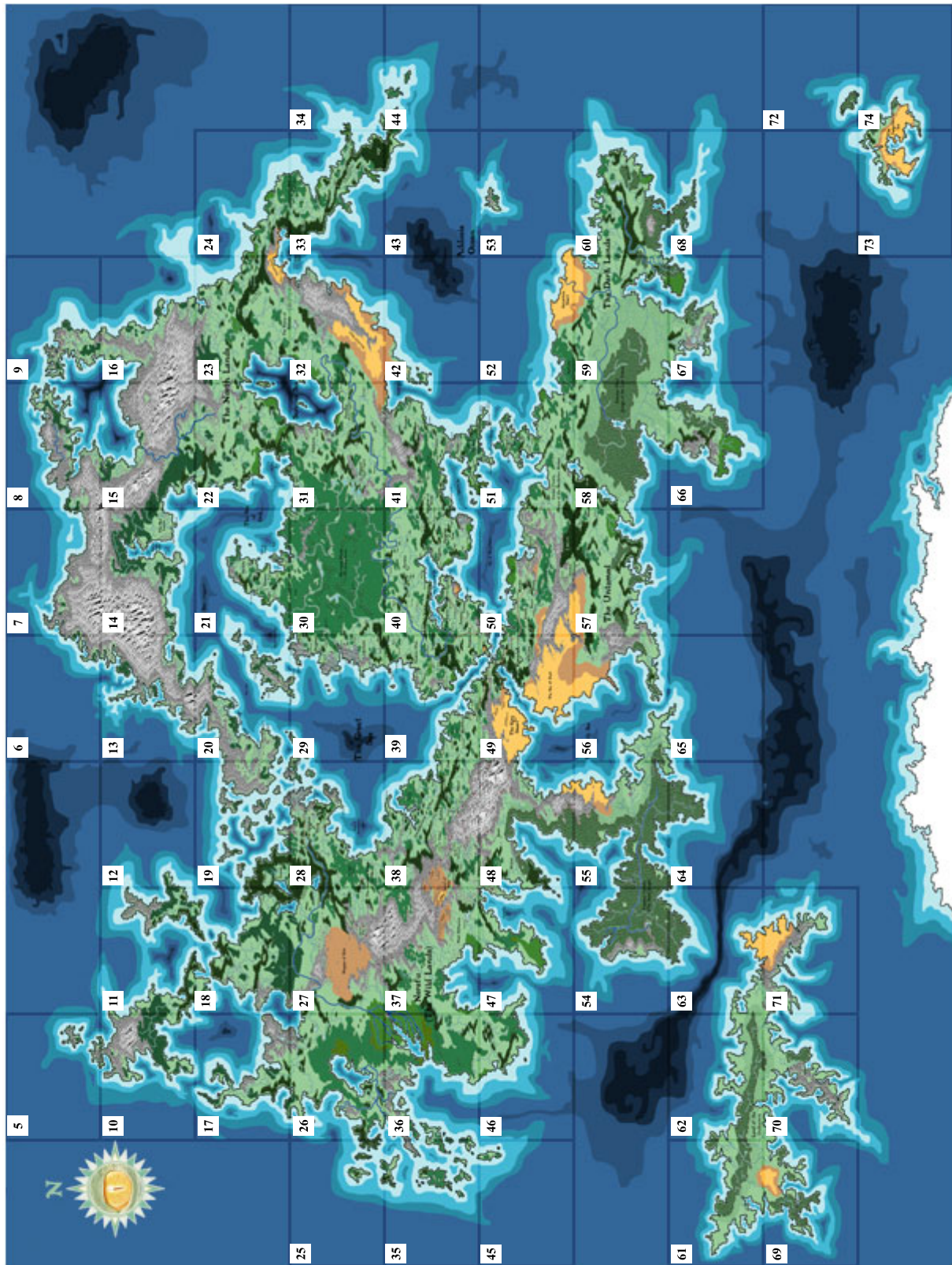
This product is designed to be used in conjunction with *The Kyngdoms Campaign Setting* which fully fleshes out the nations and history of Arrasia and which is available at:

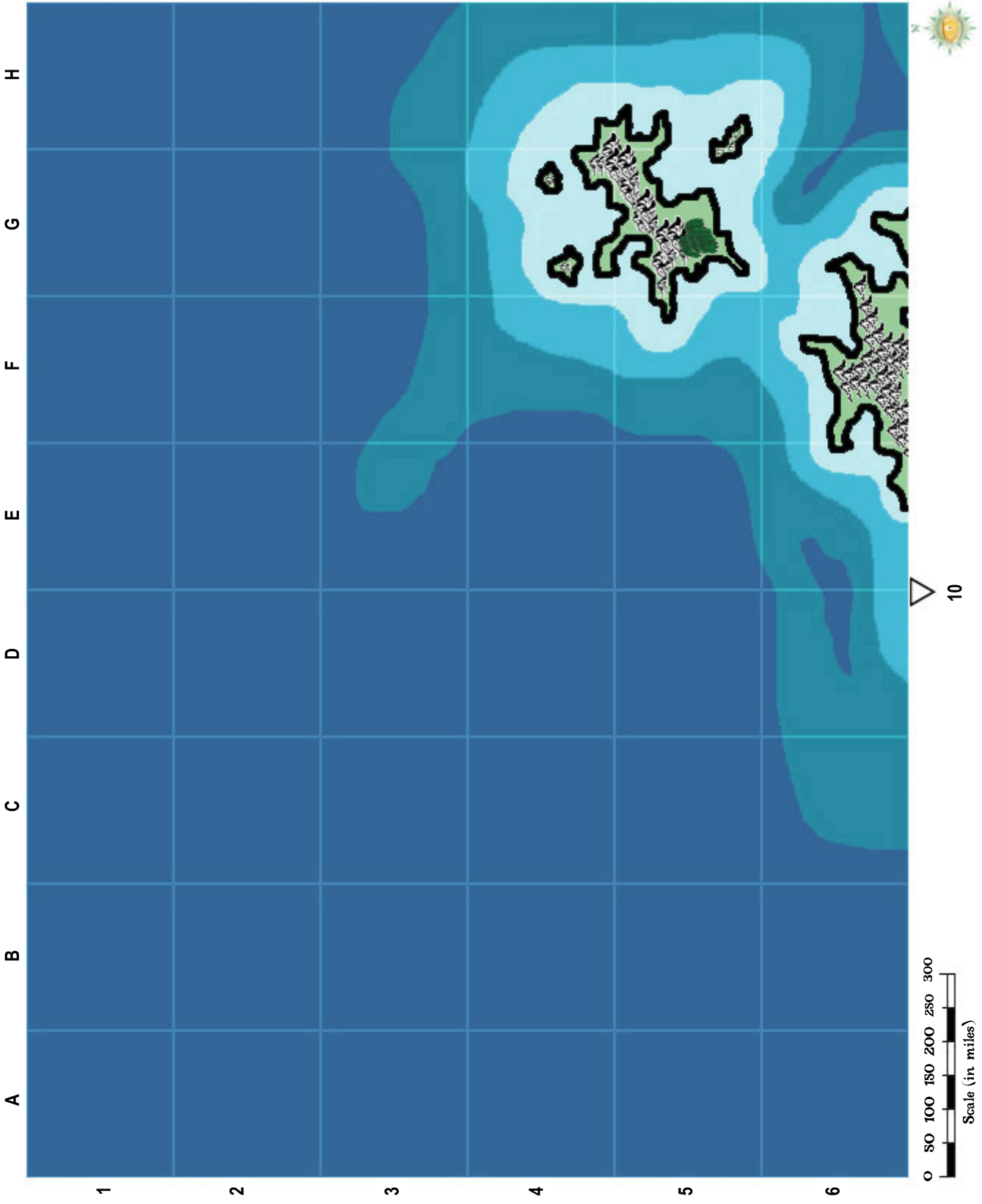
<http://www.thekyngdoms.com/products>

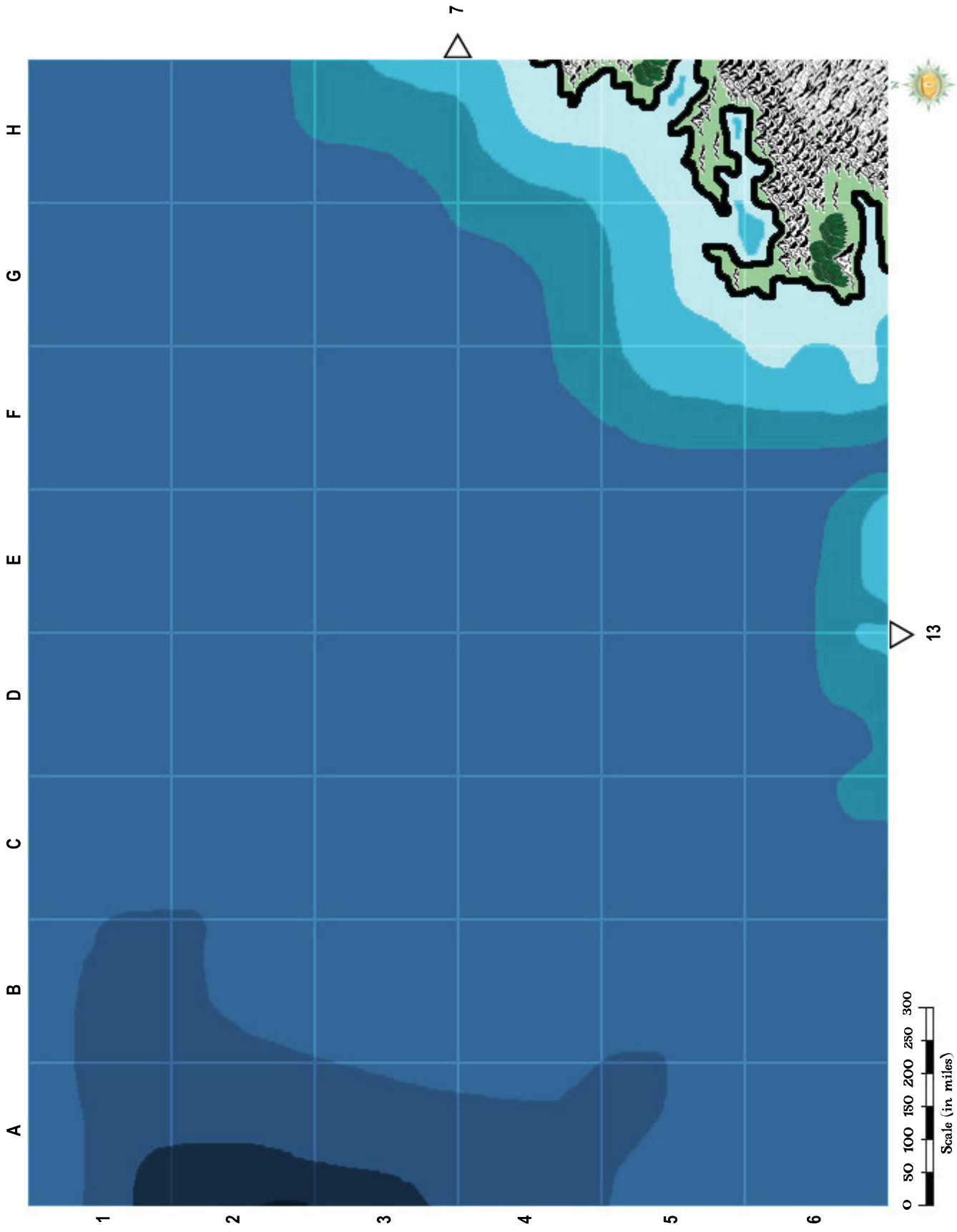
The Kyngdoms Map Key

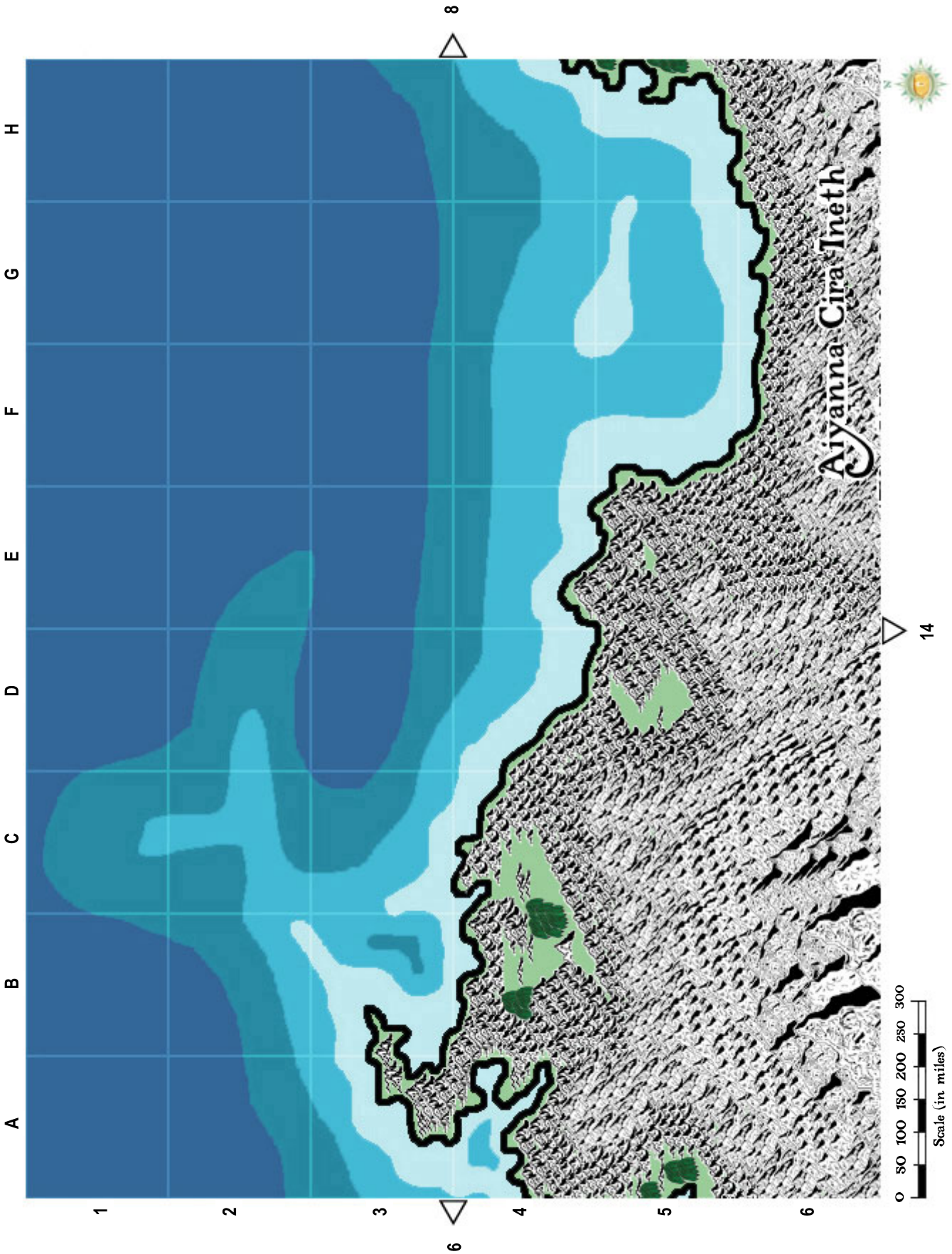
	Plains		Mangrove		Canyon		Capital City
	Desert		Steppe		Road		City
	Mountain Range		Savanna		Major Road		Town
	Volcano		Jungle Hills		Shallow Waters		Village
	Mountain		Wooded Hills		Deep Waters		Freecity
	Broken Land		Pine Wooded Hills		Deeper Waters		Fortification
	Pine Forest		Hills		Sea		Ruins
	Temperate Forest		Lake		Deep Sea		Battlefield
	Jungle		Major River		Deeper Sea		Go To Page...
	Swamp		River		Ocean Depths		

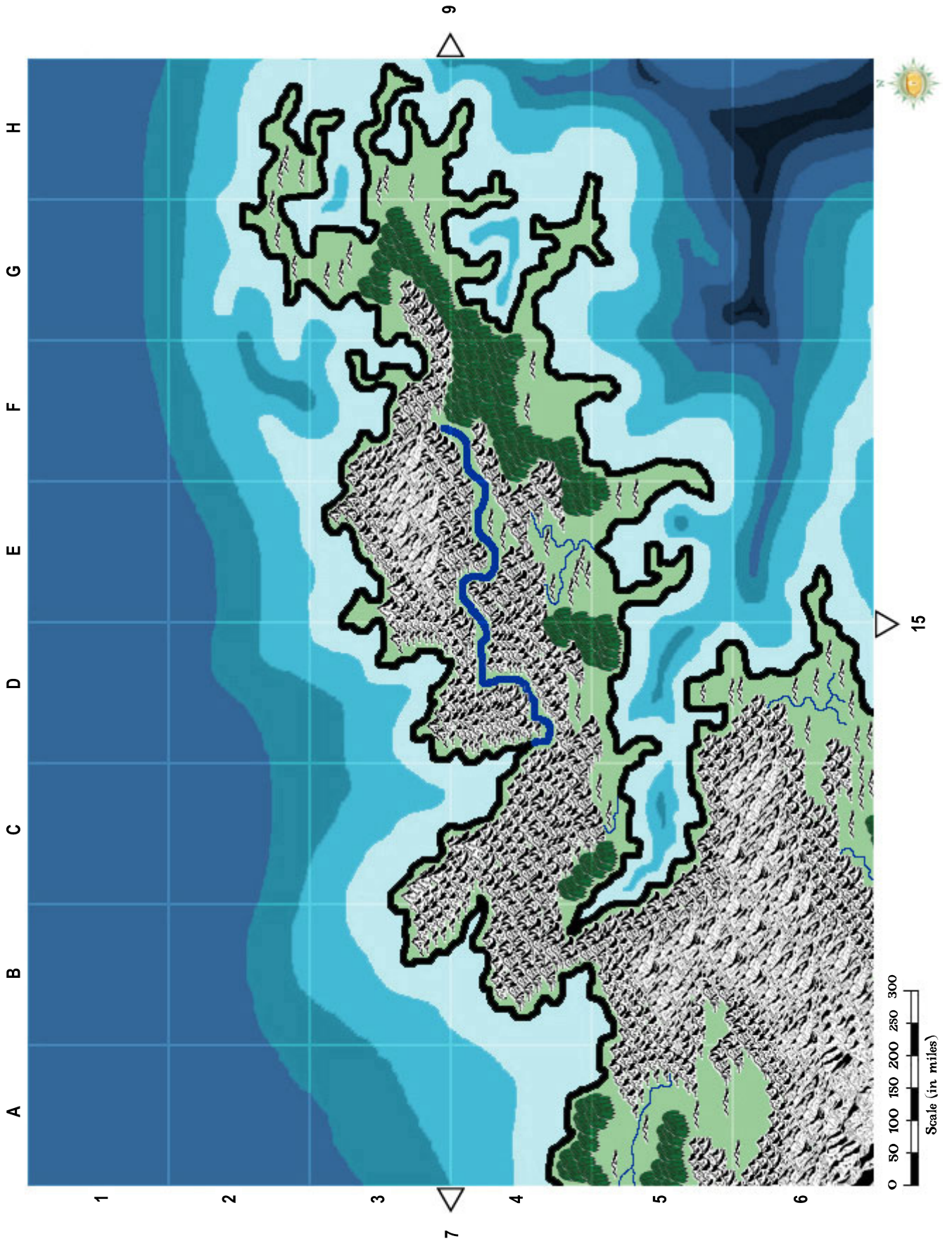
ARRASIA

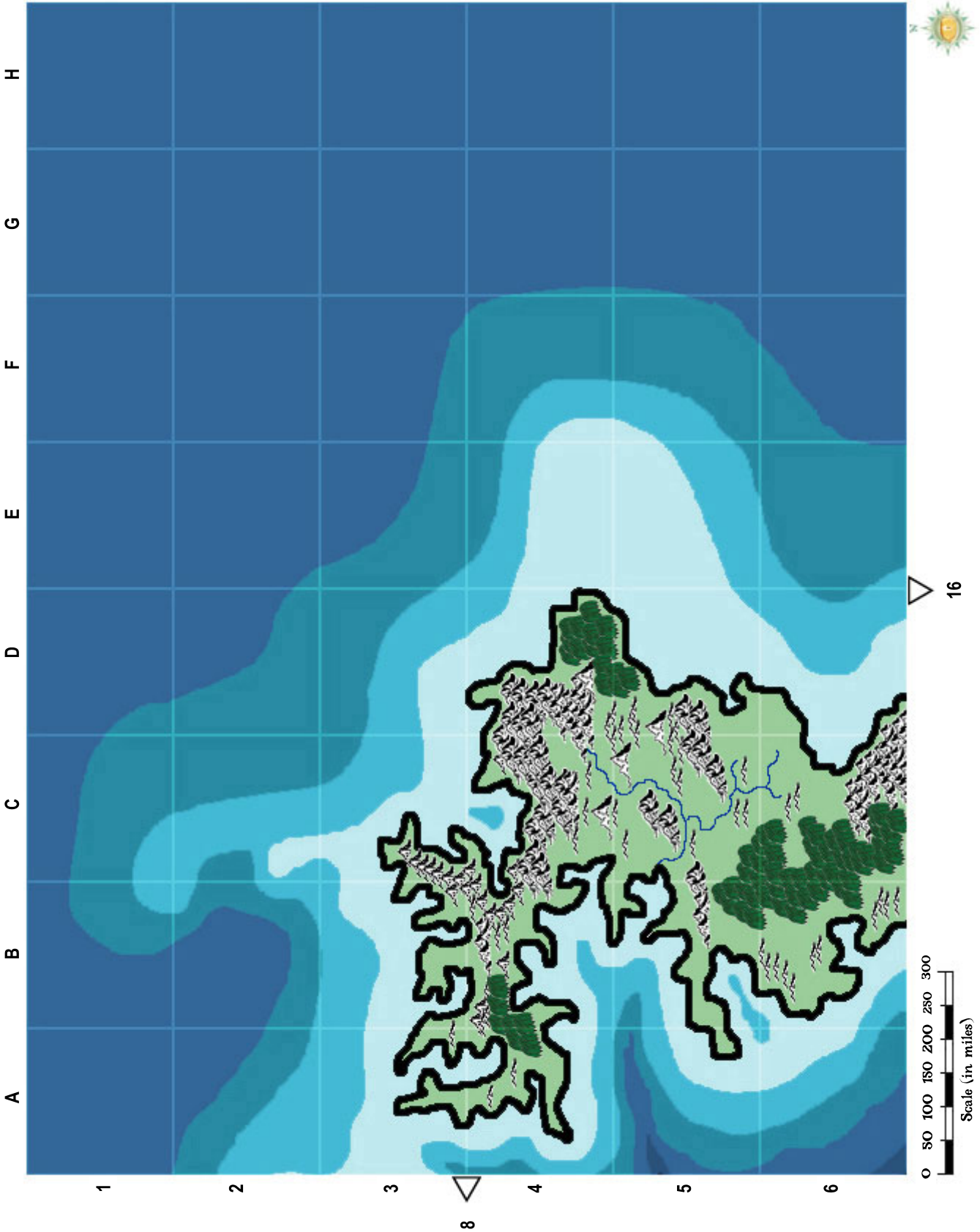


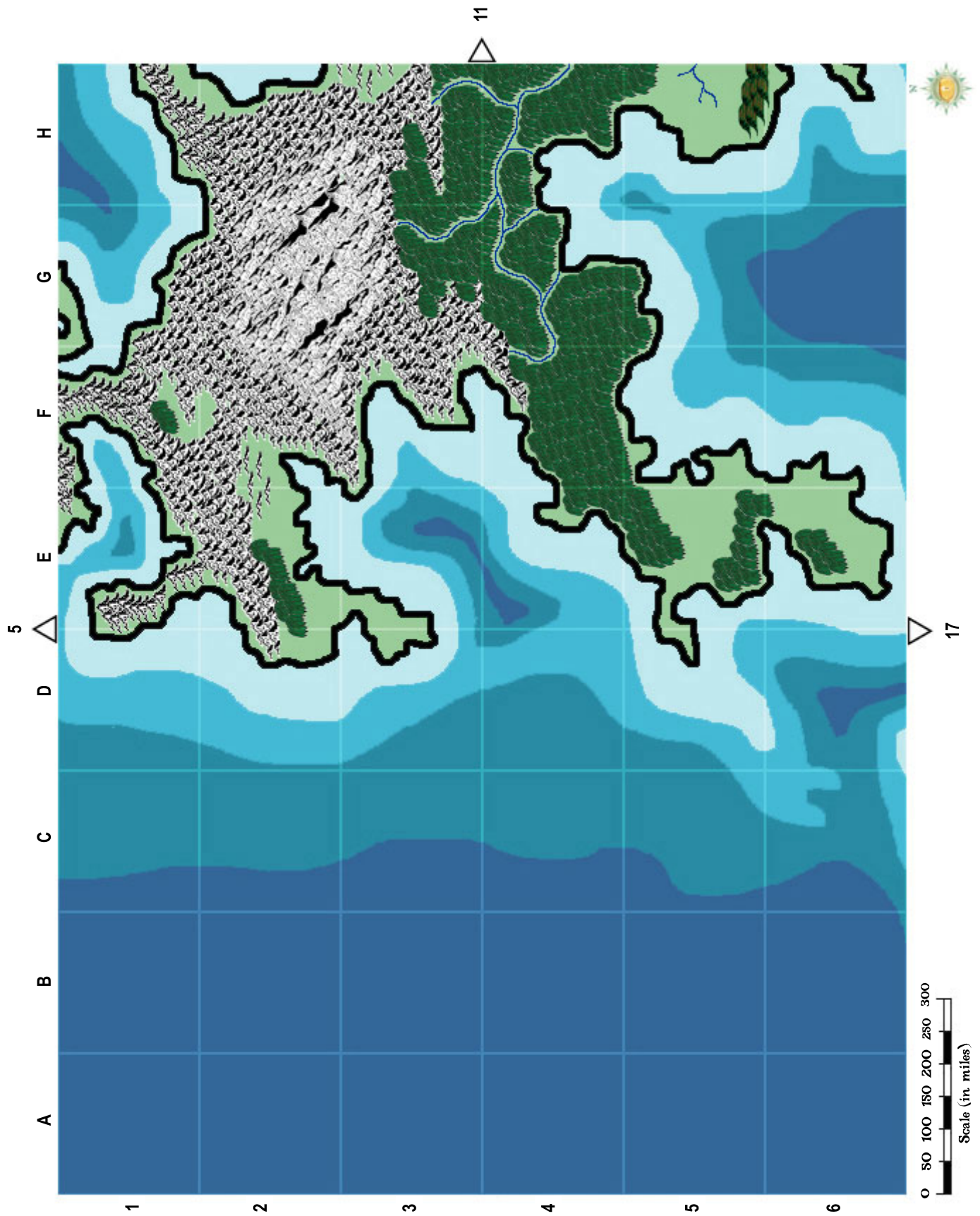


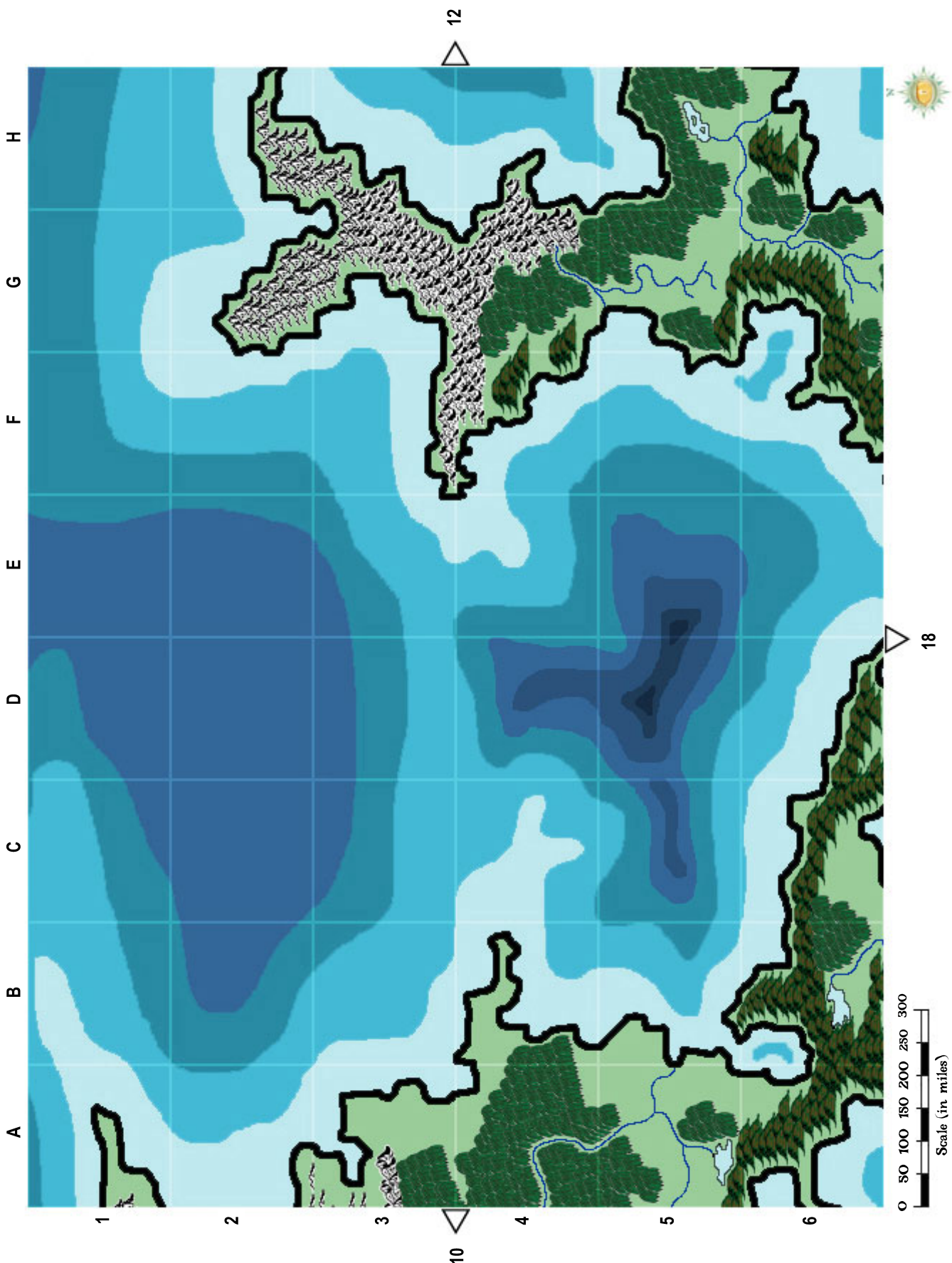


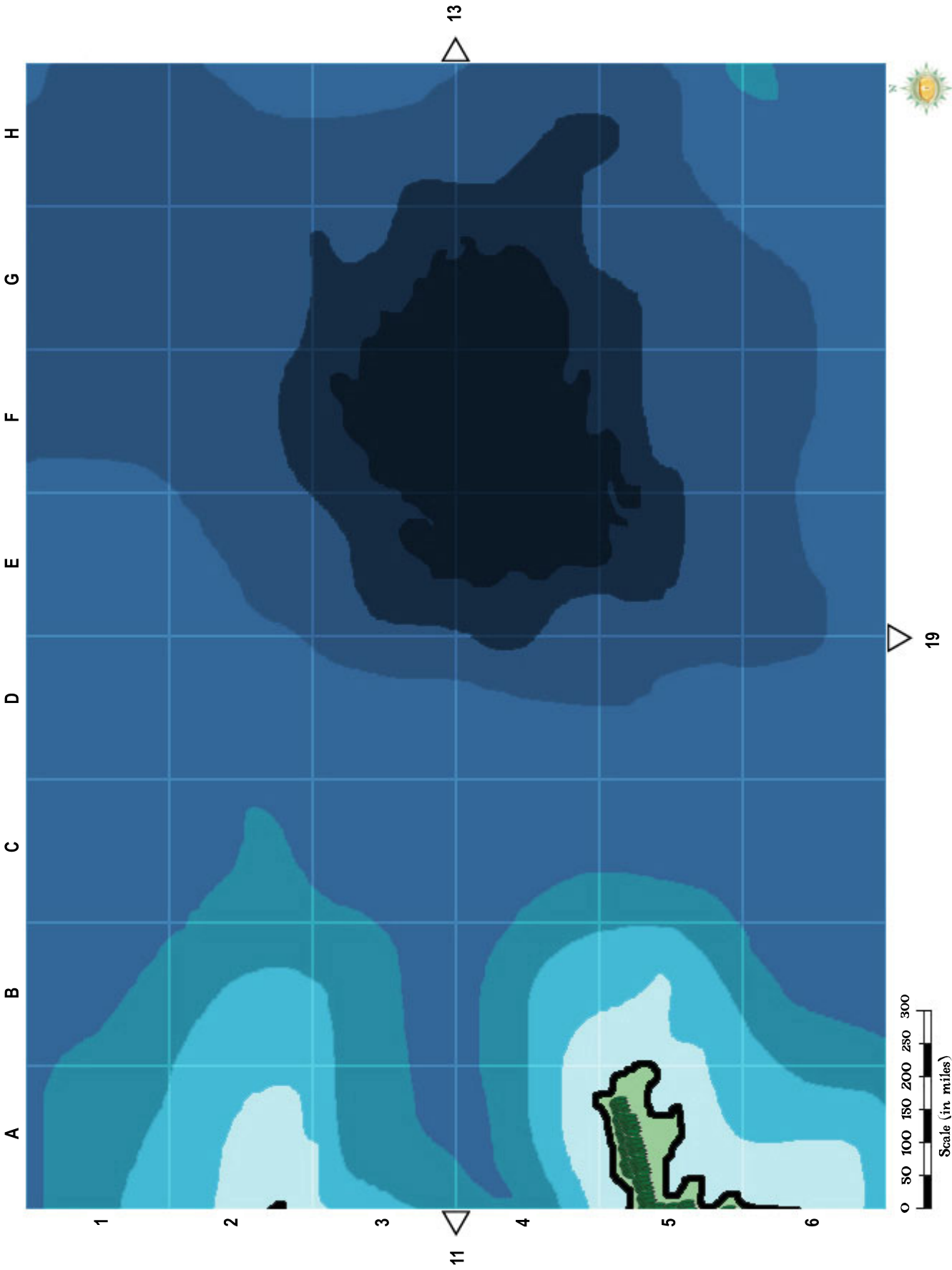


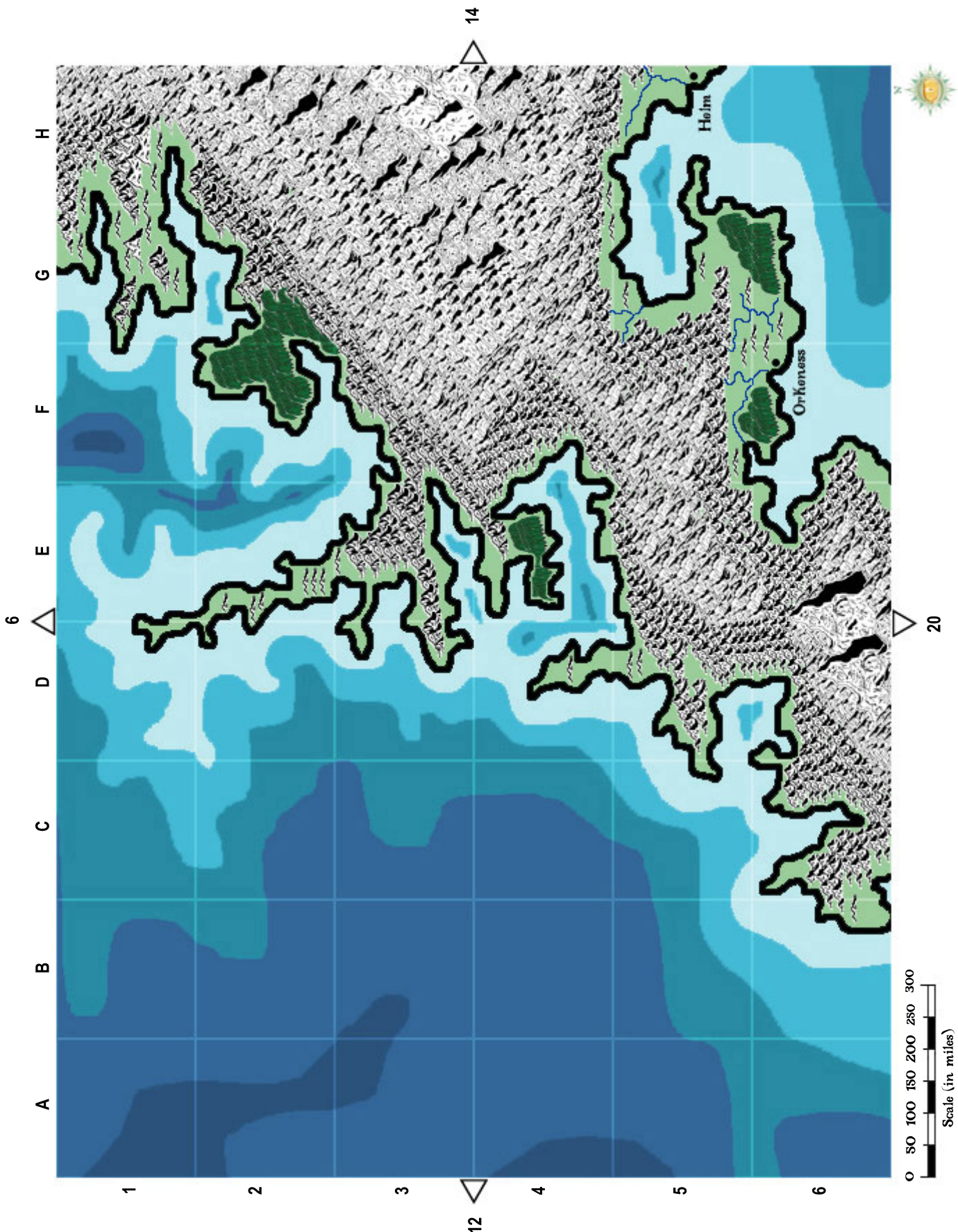


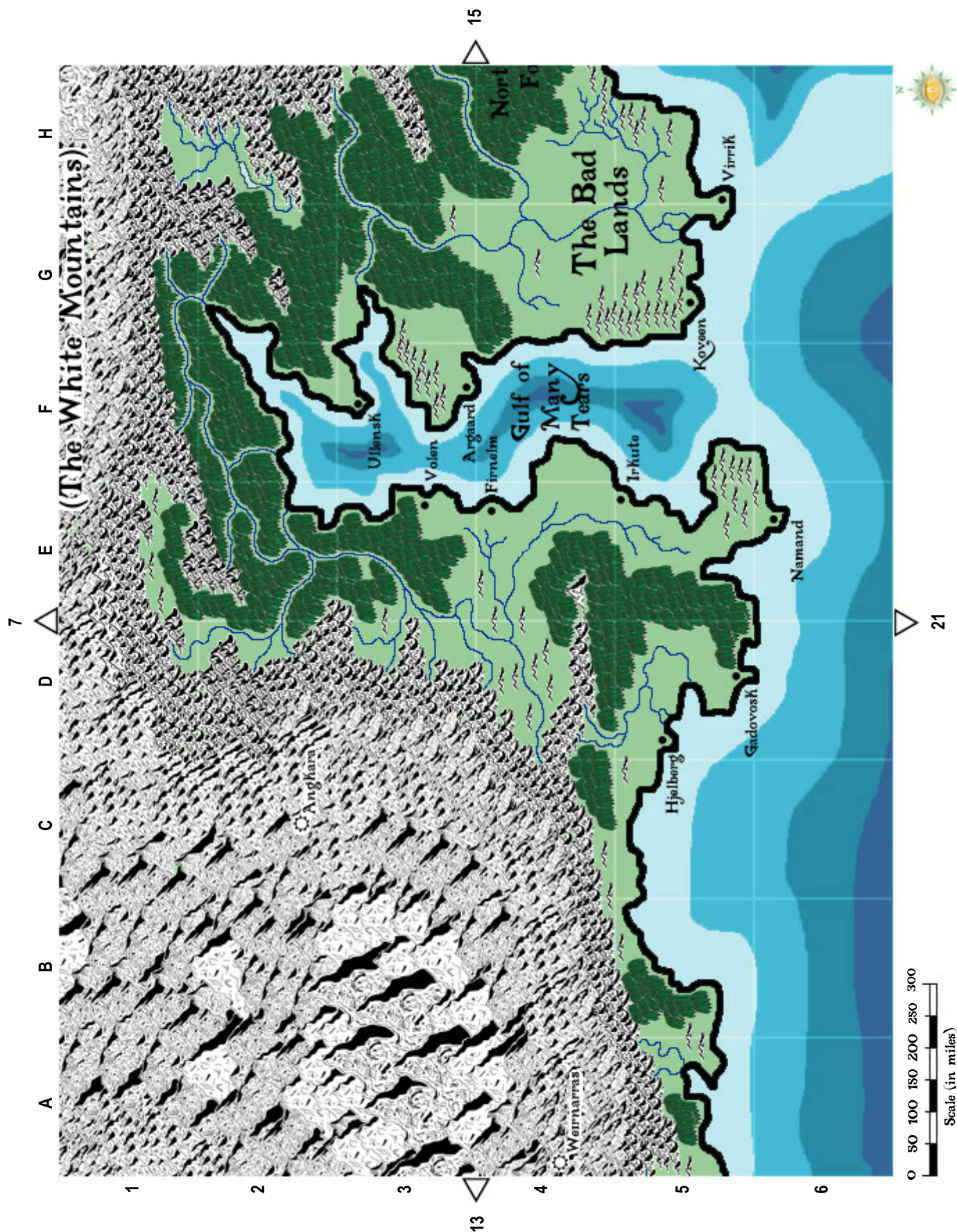


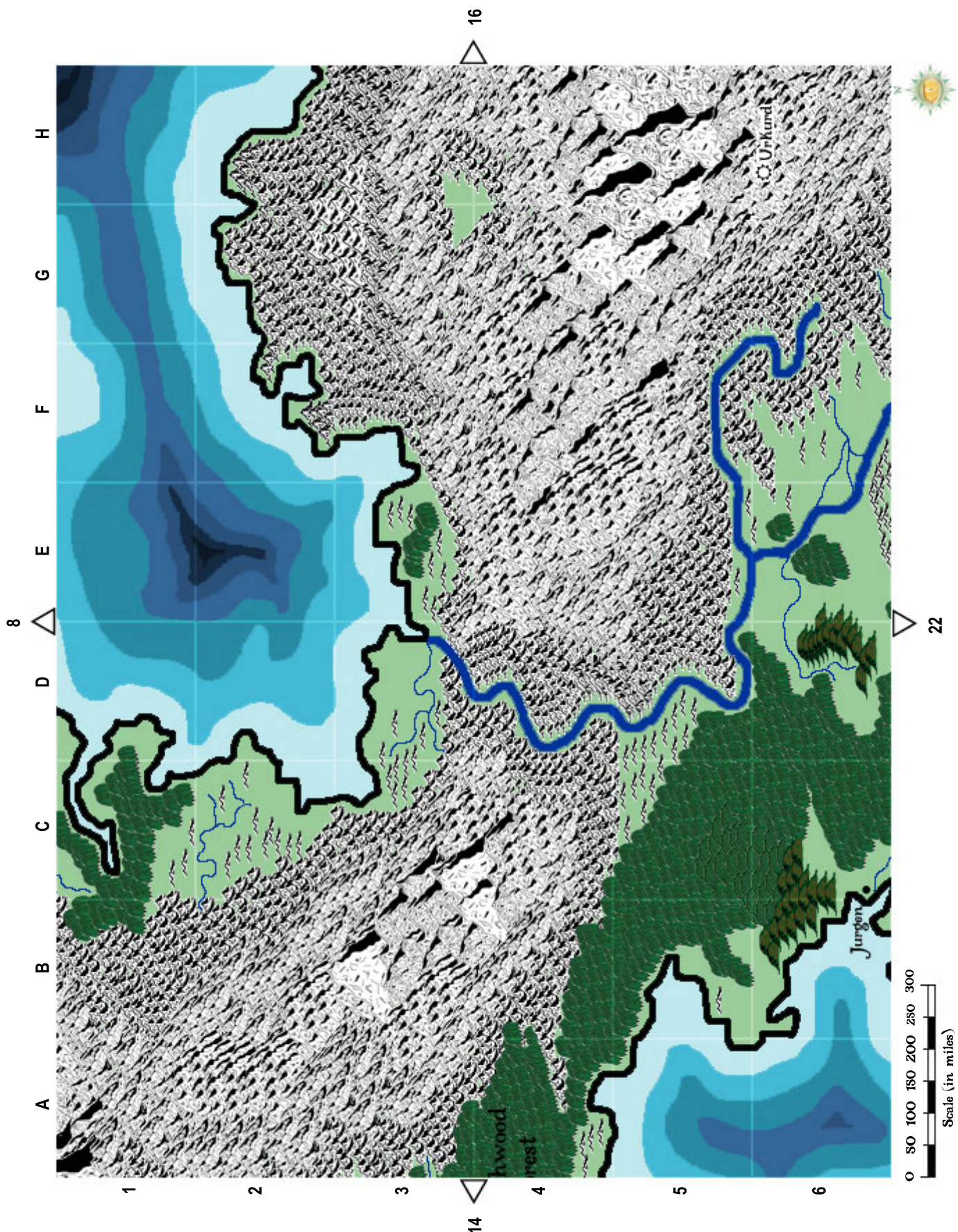


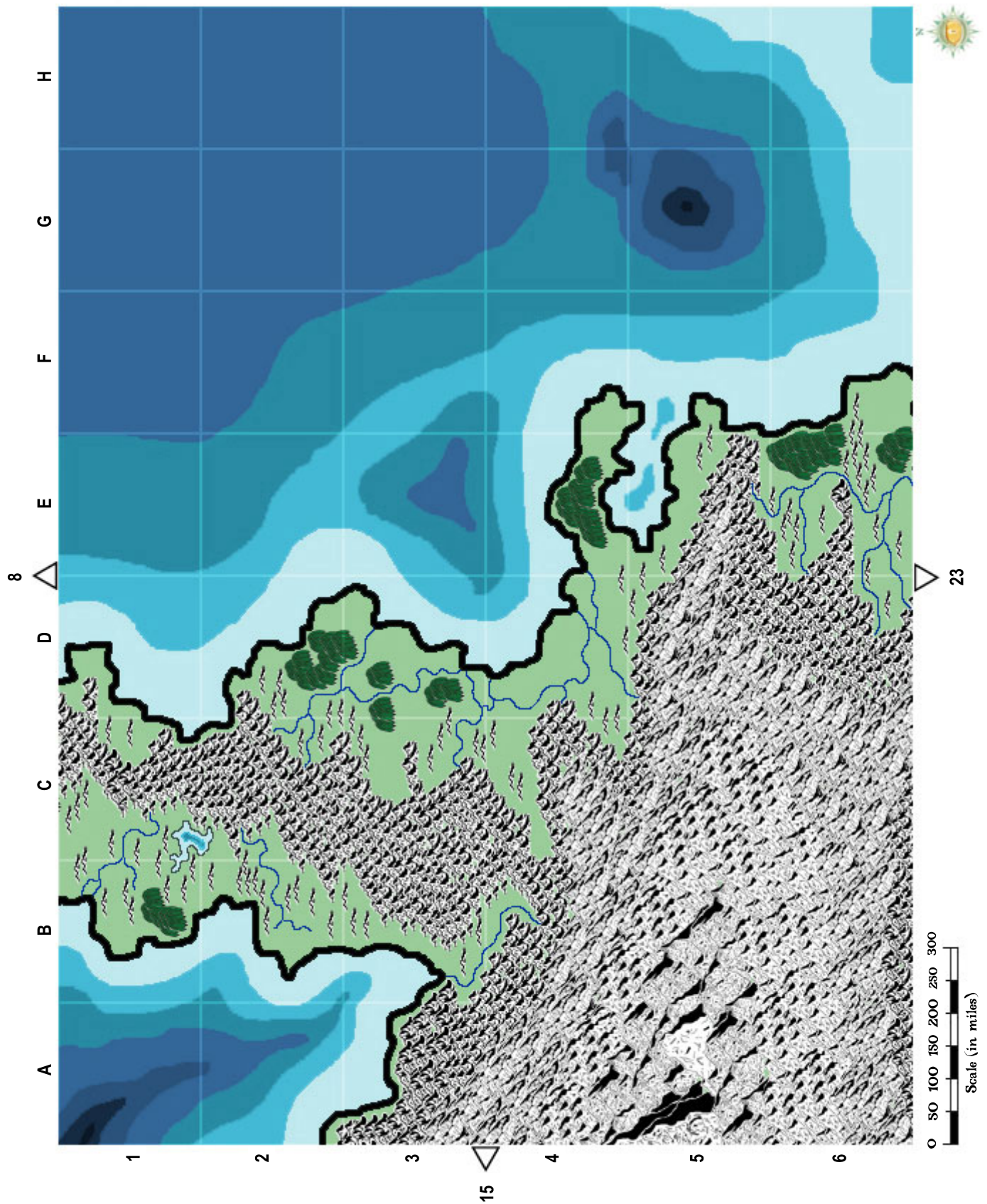


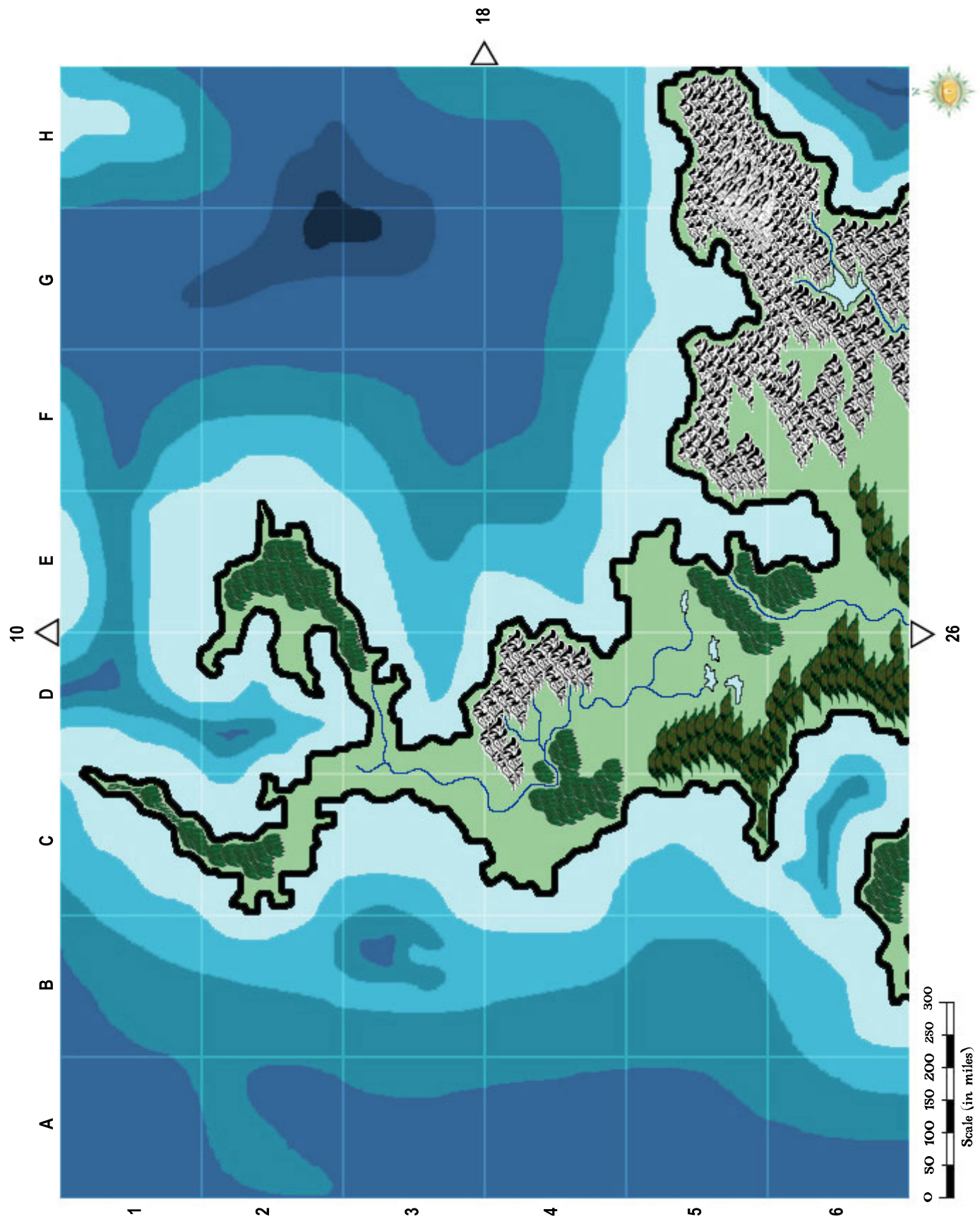


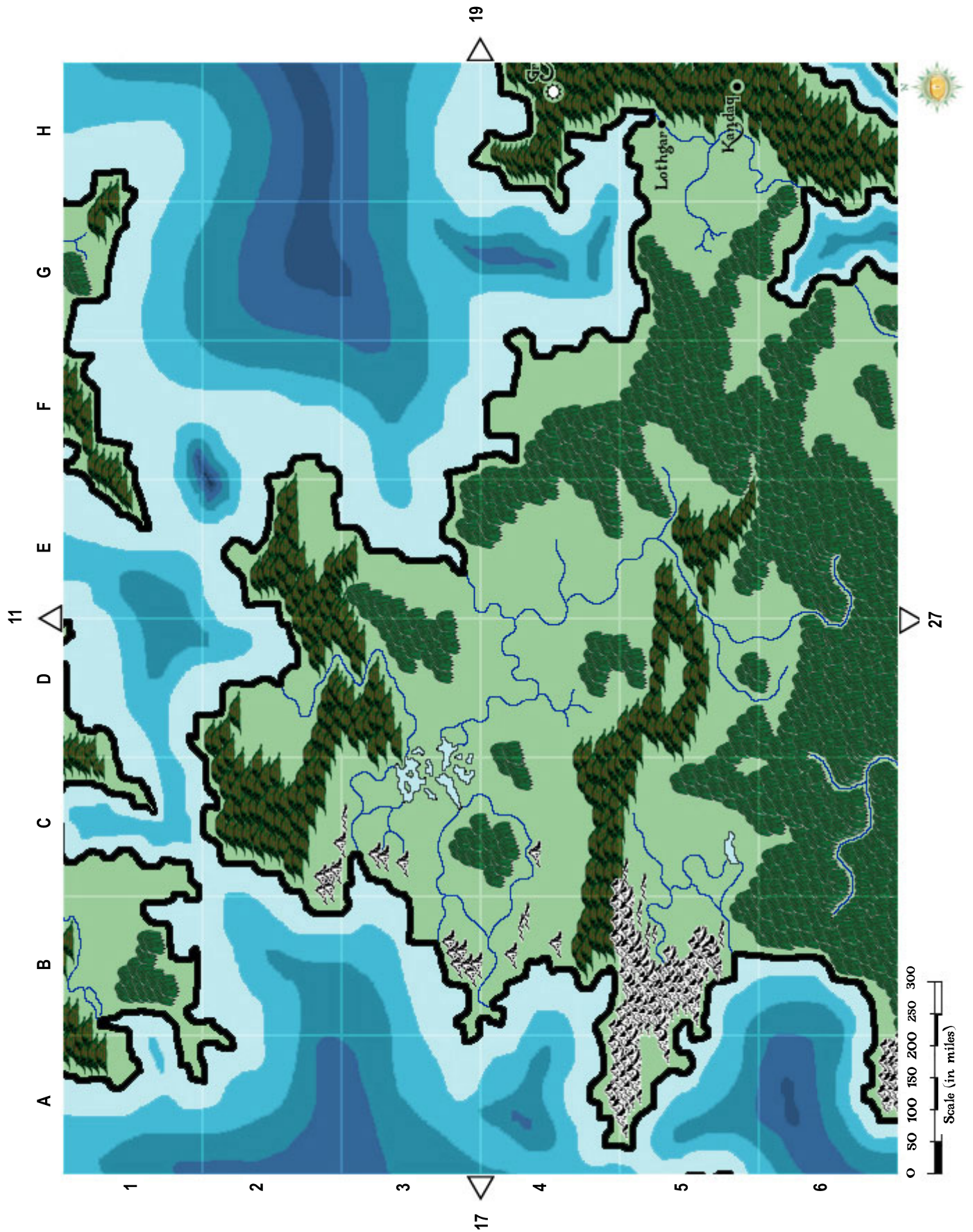


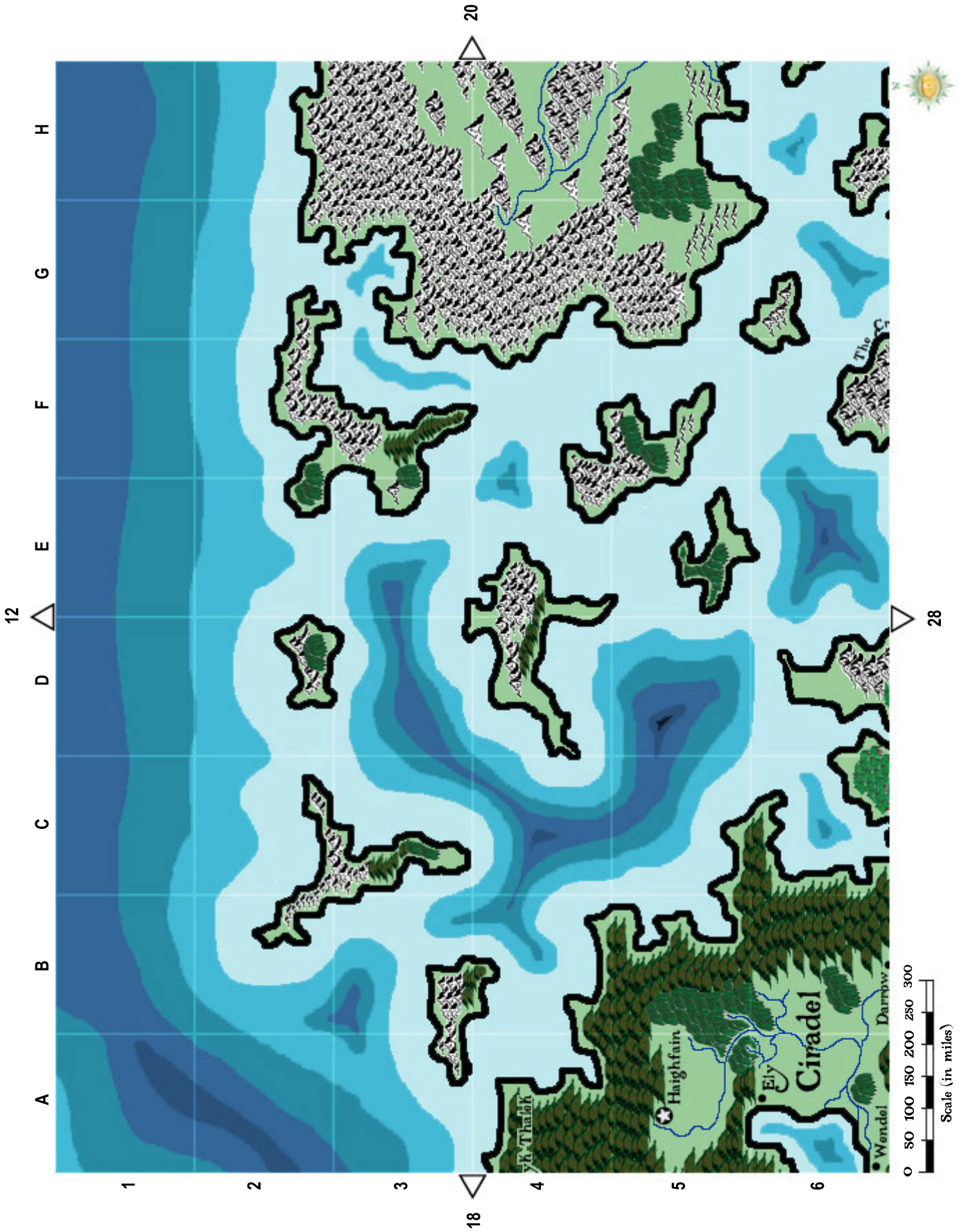


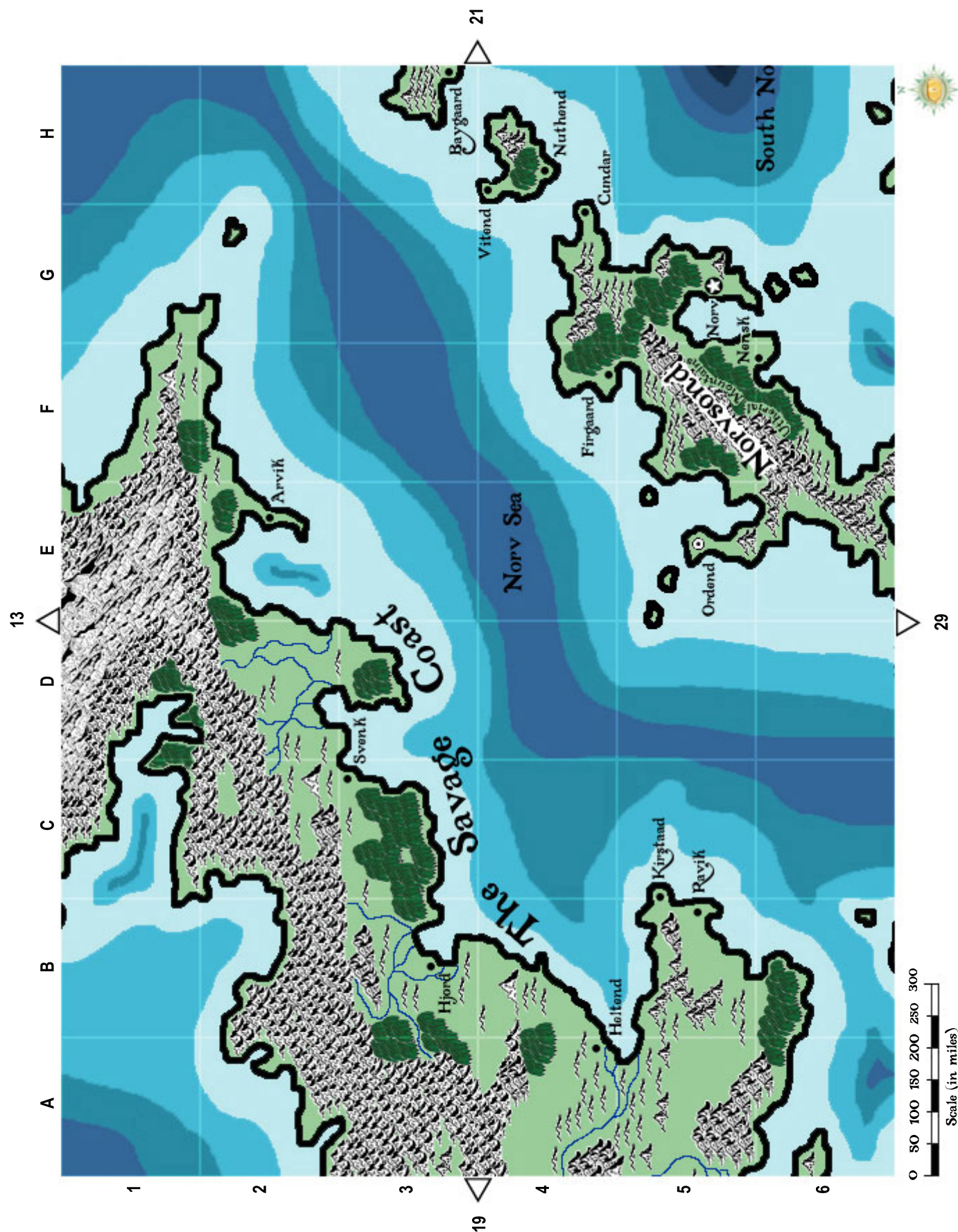


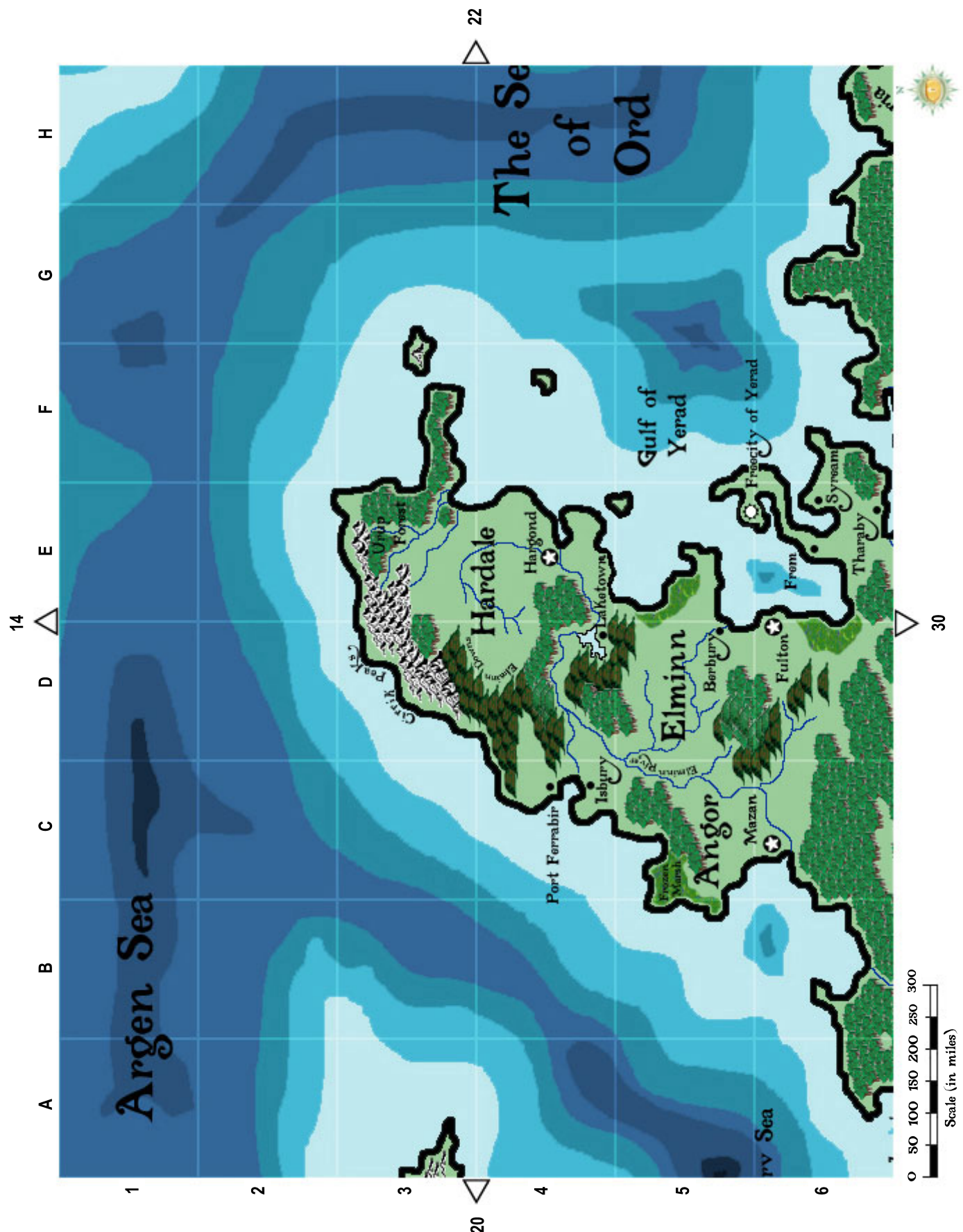


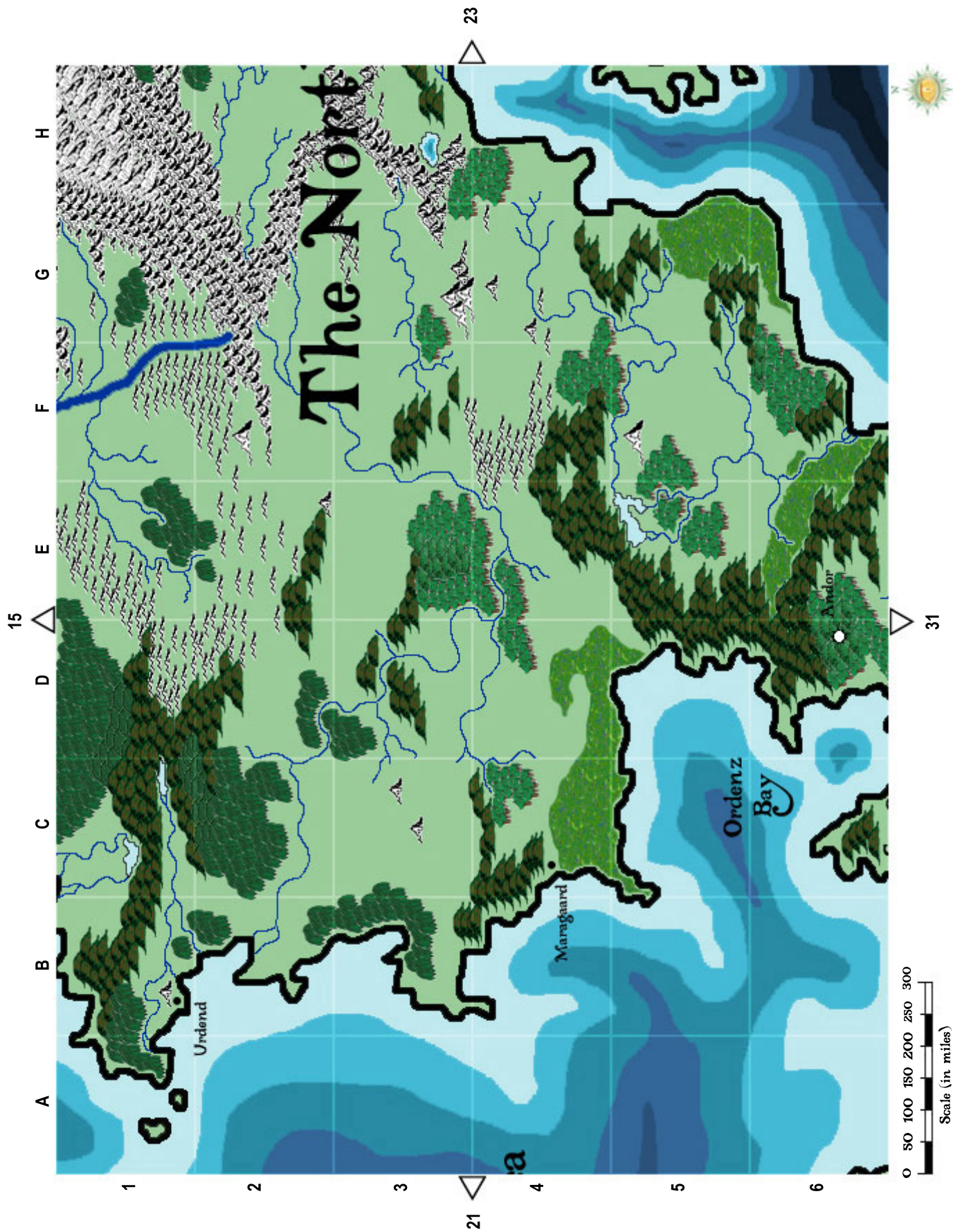


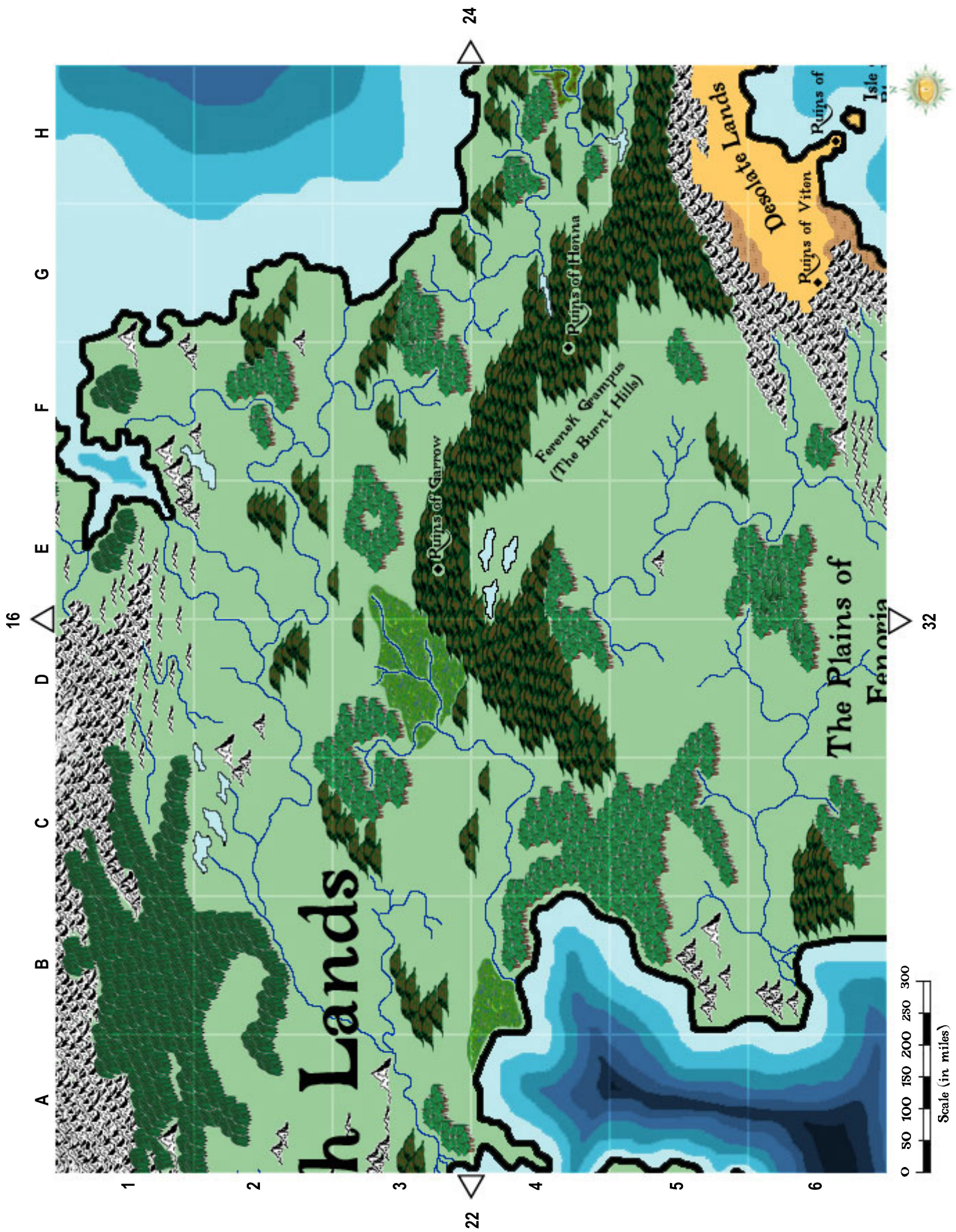


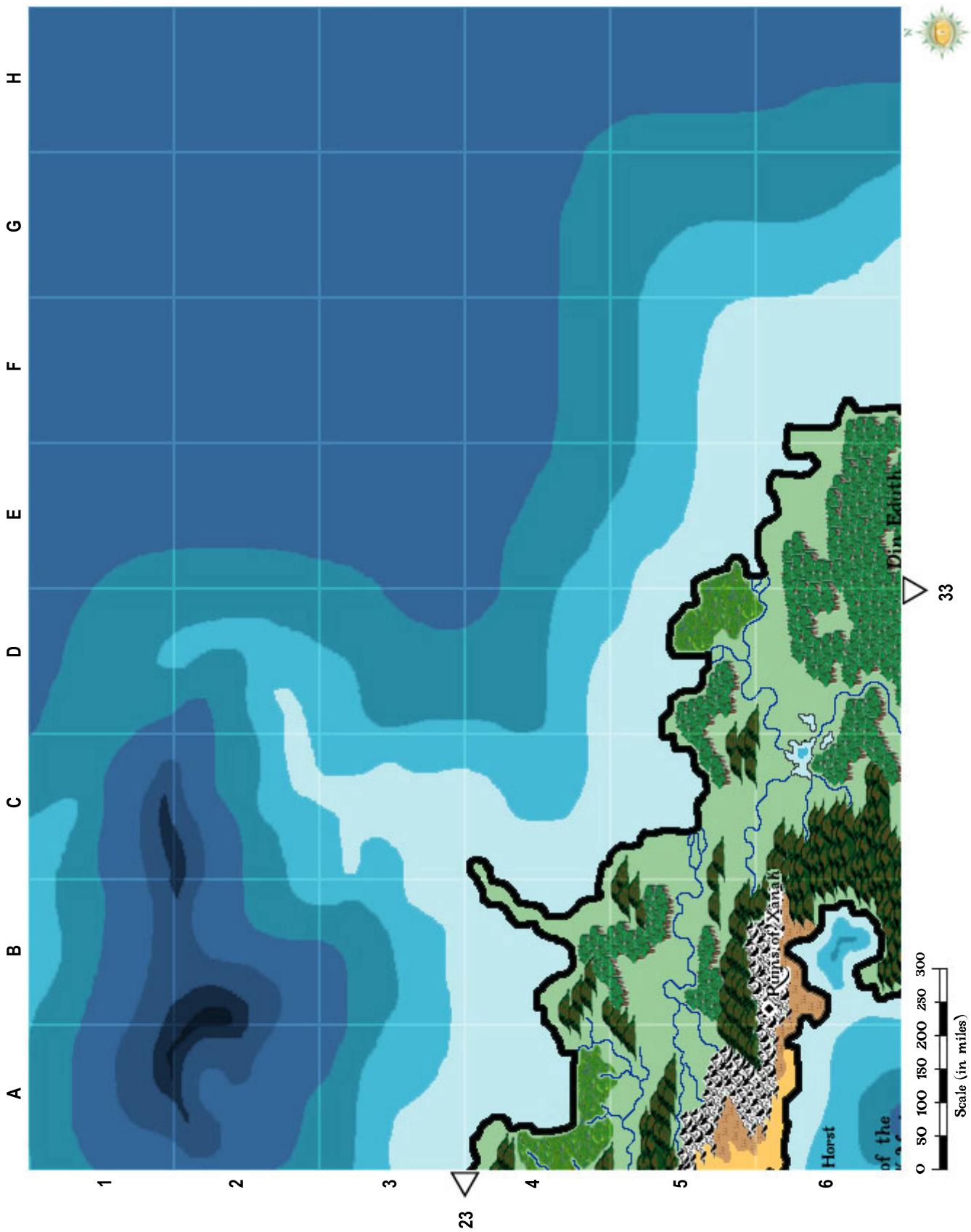


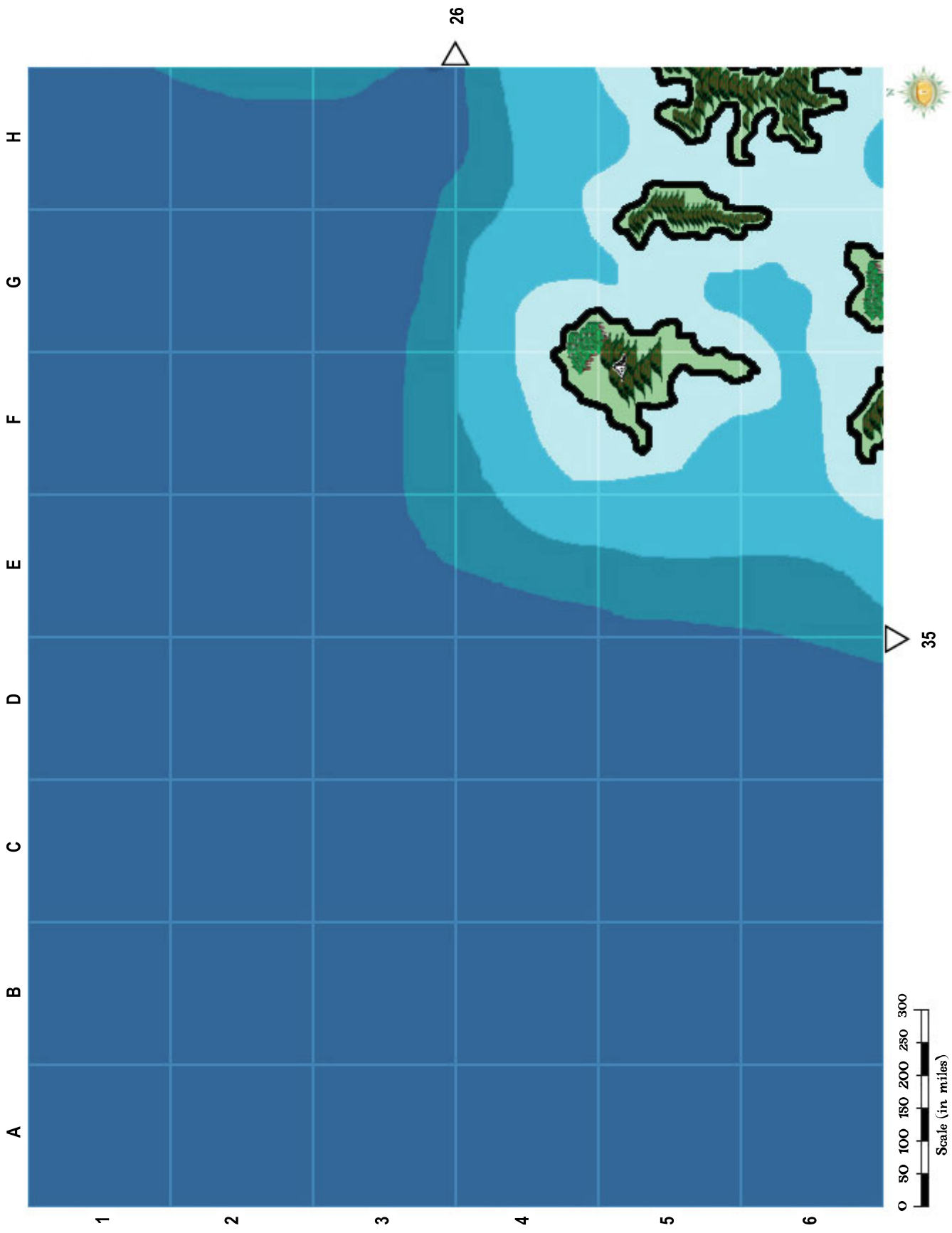




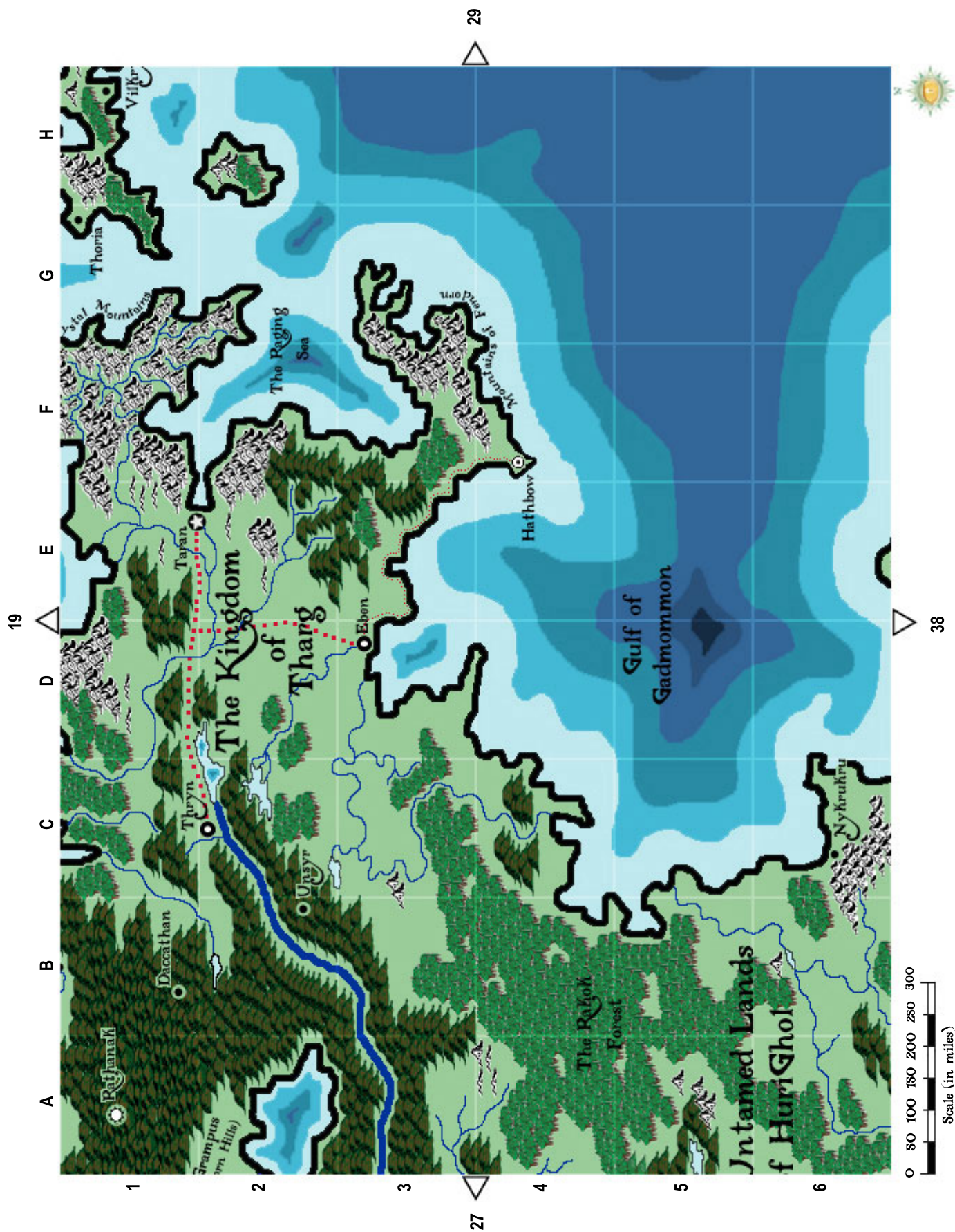


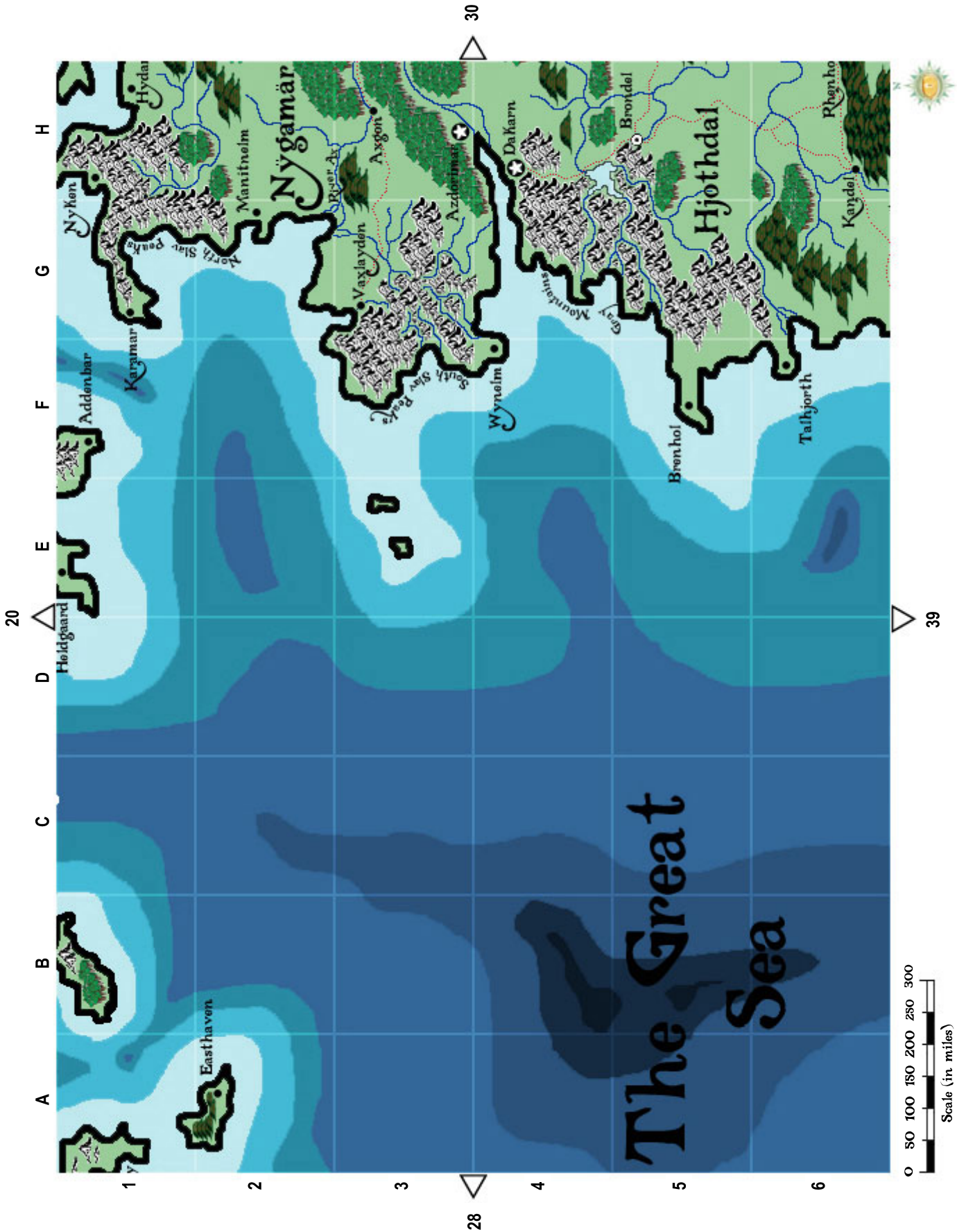


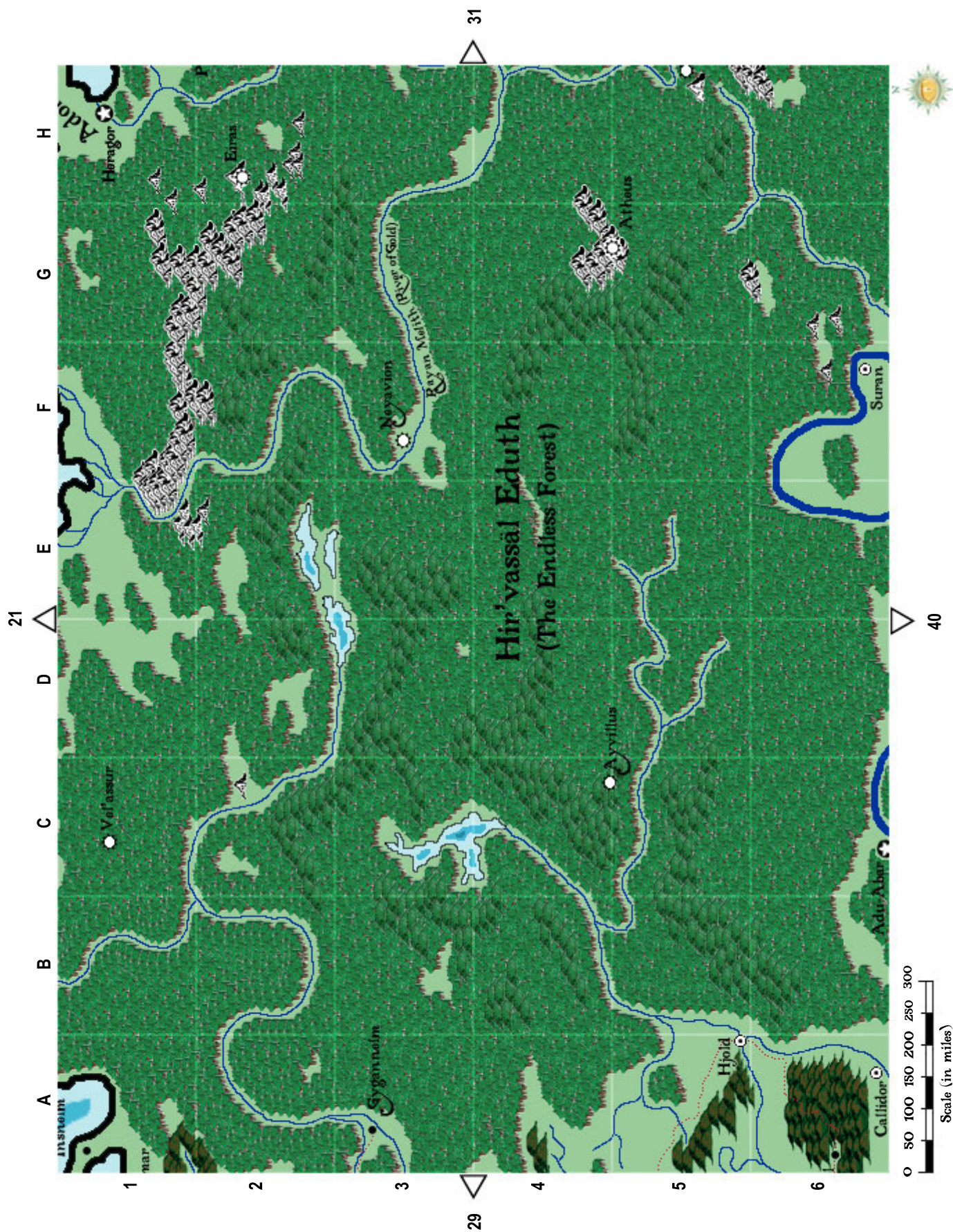


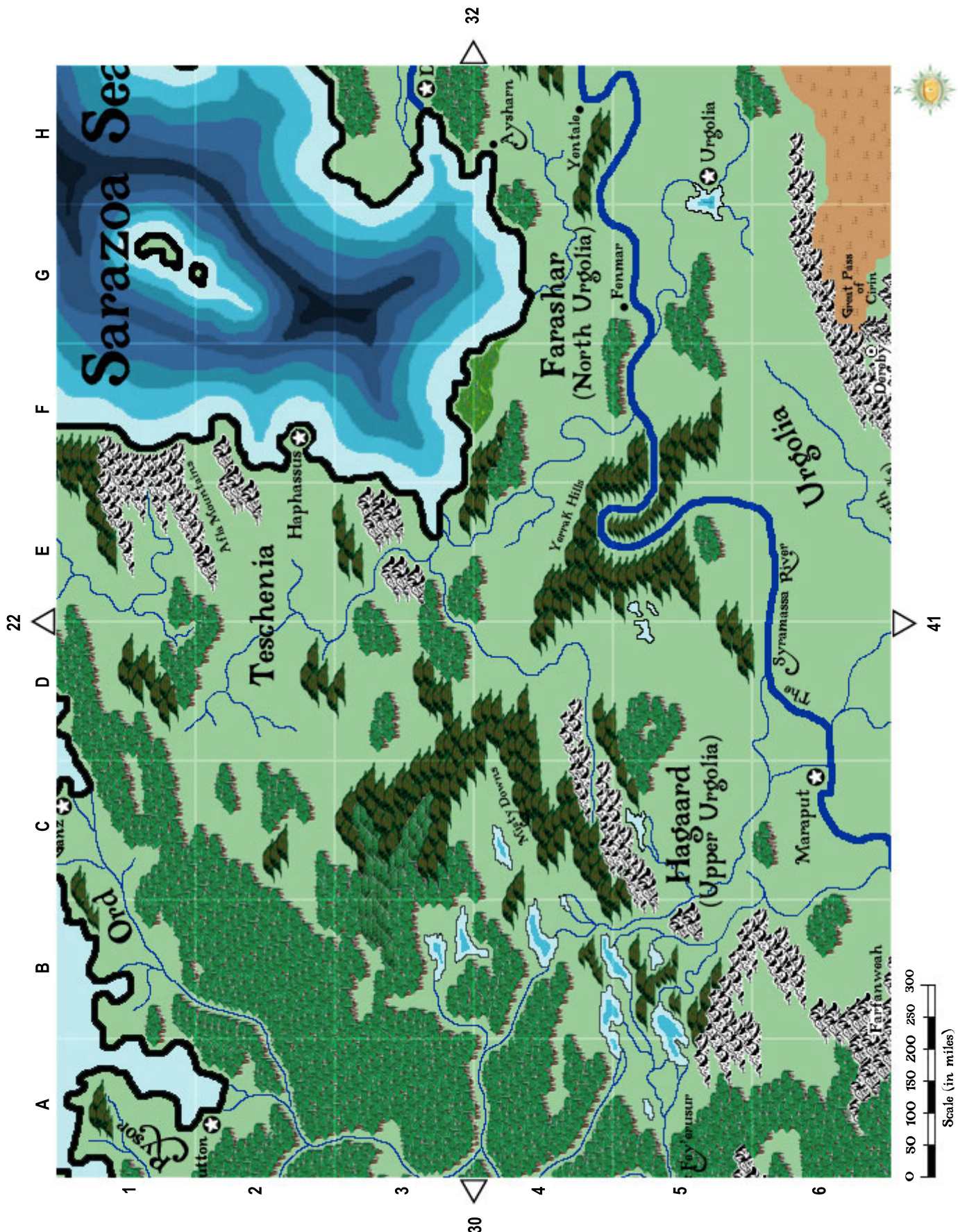


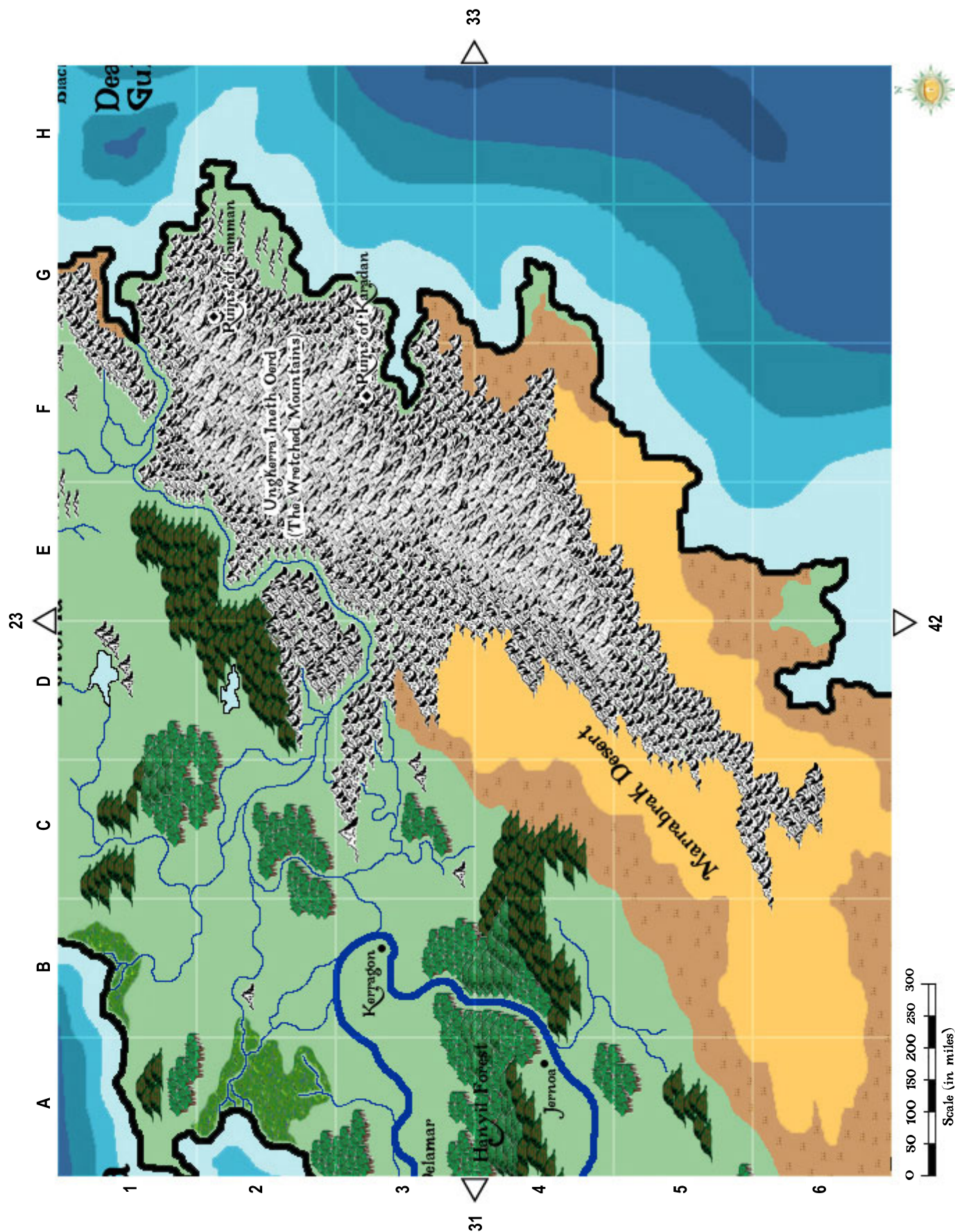


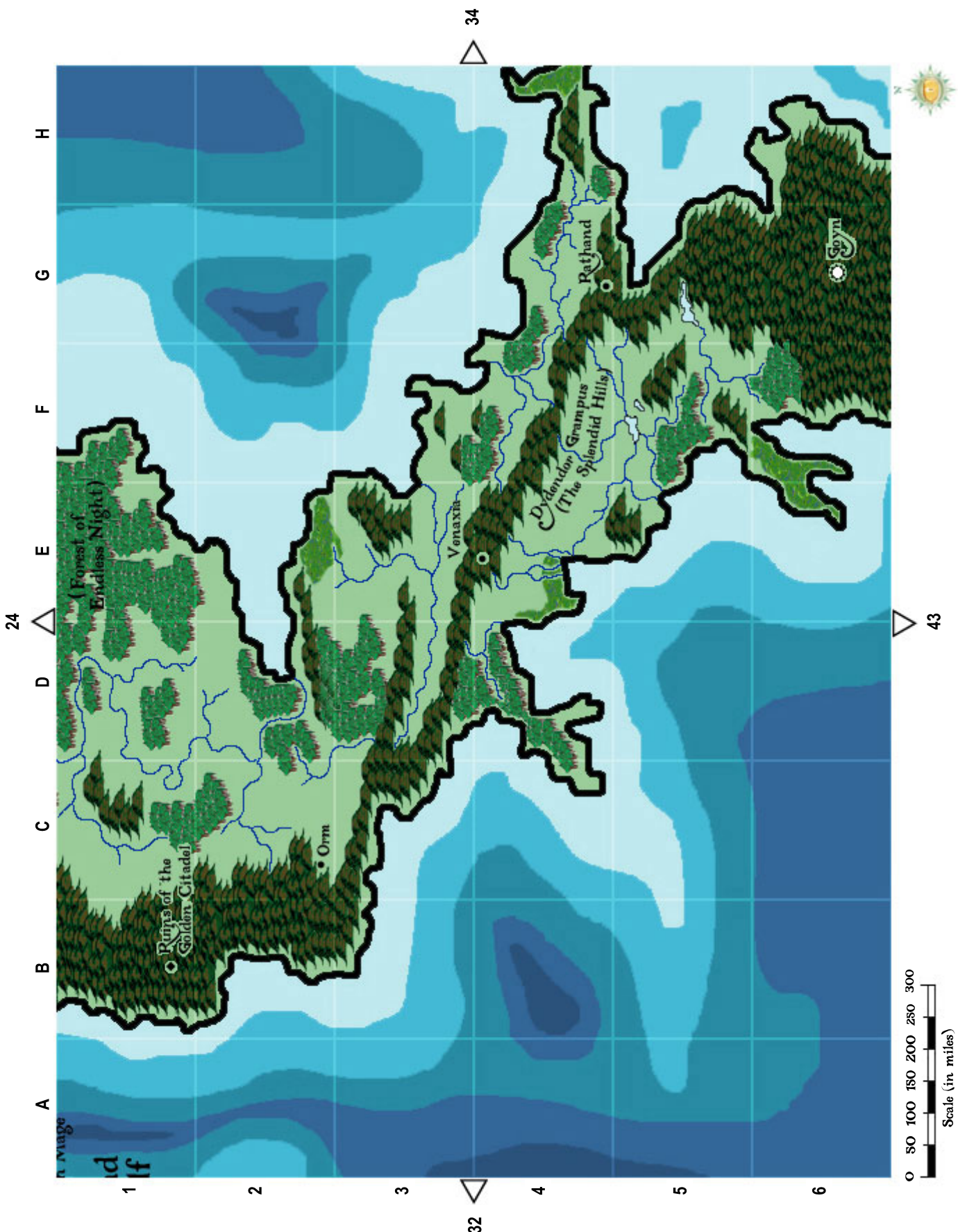


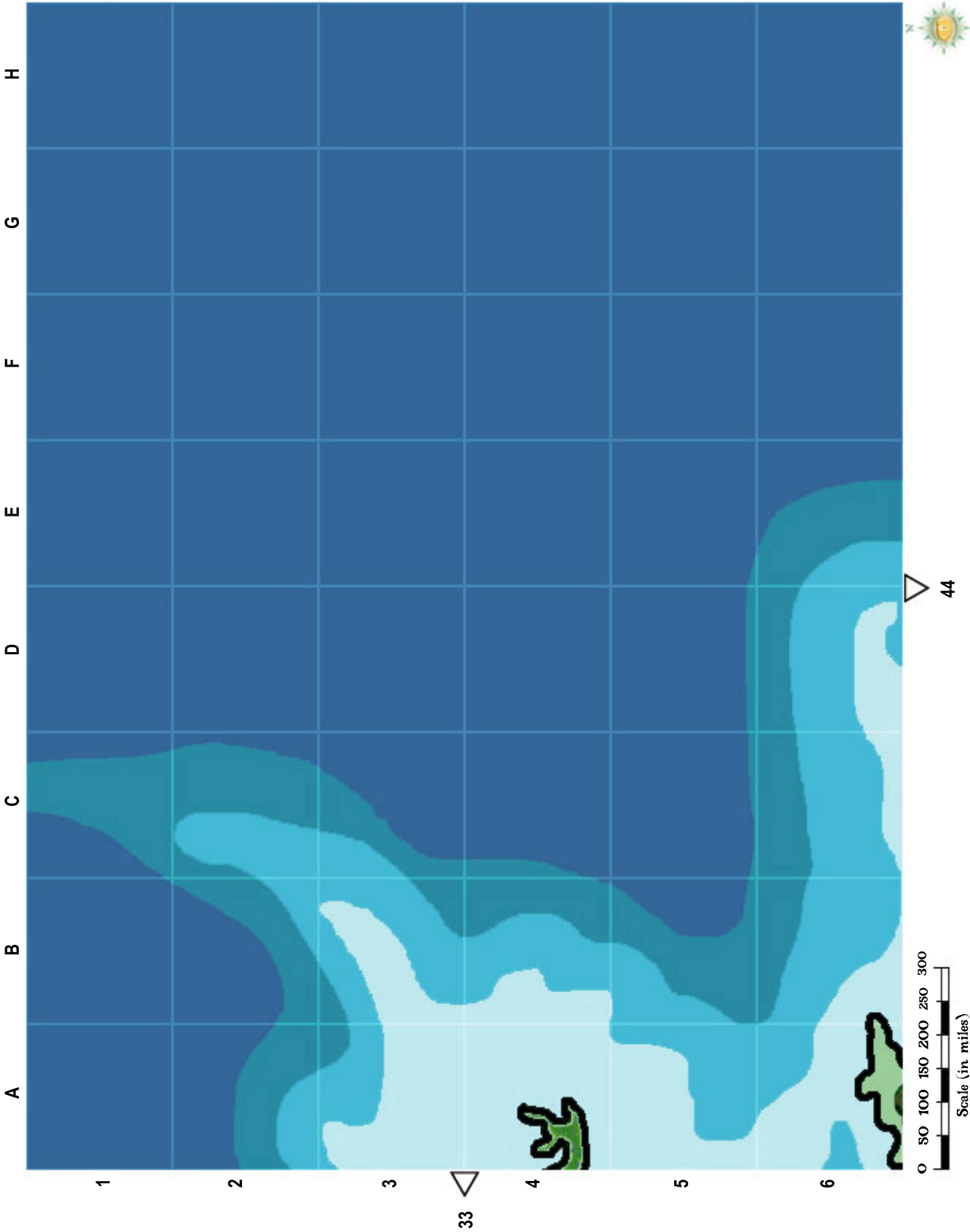


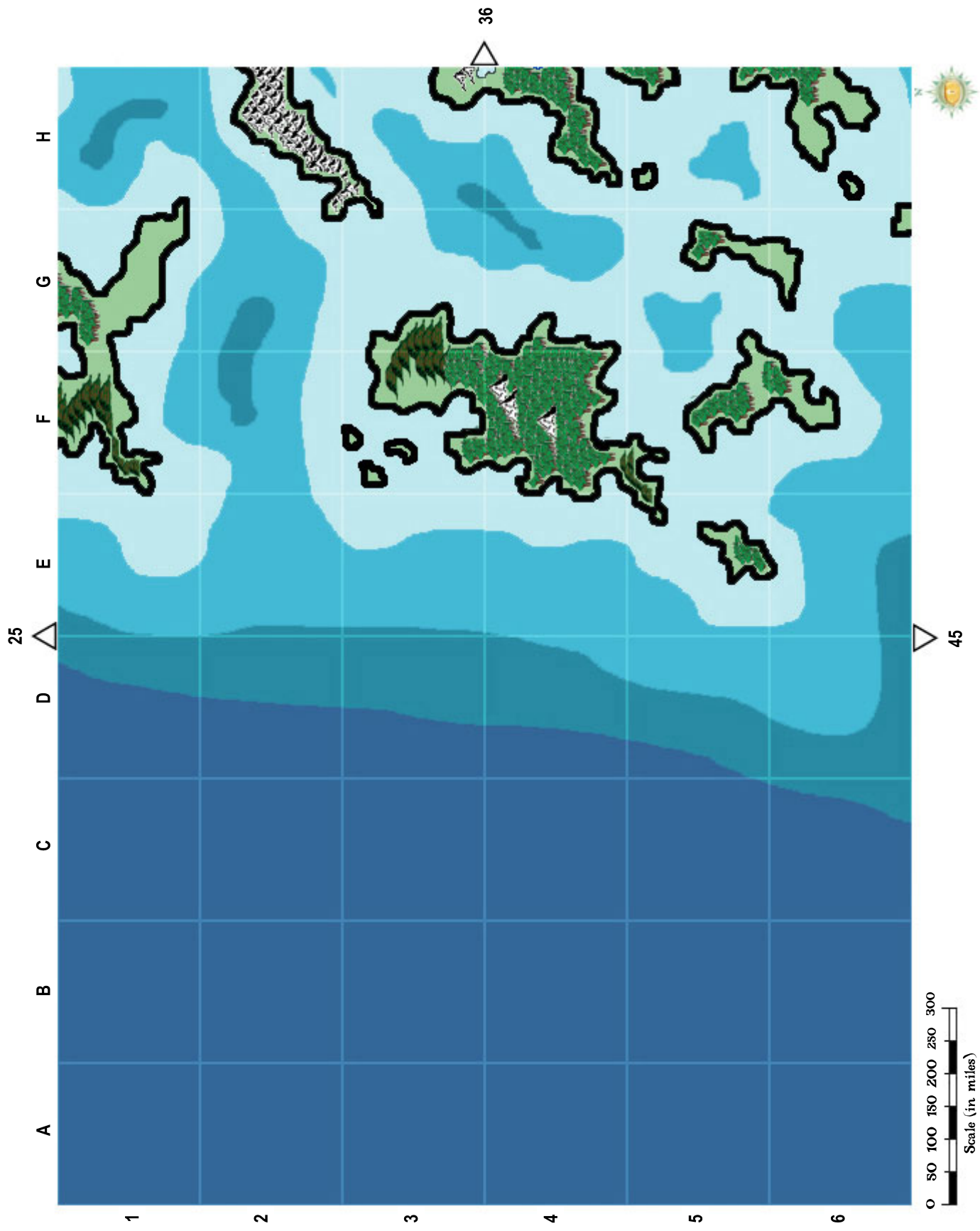


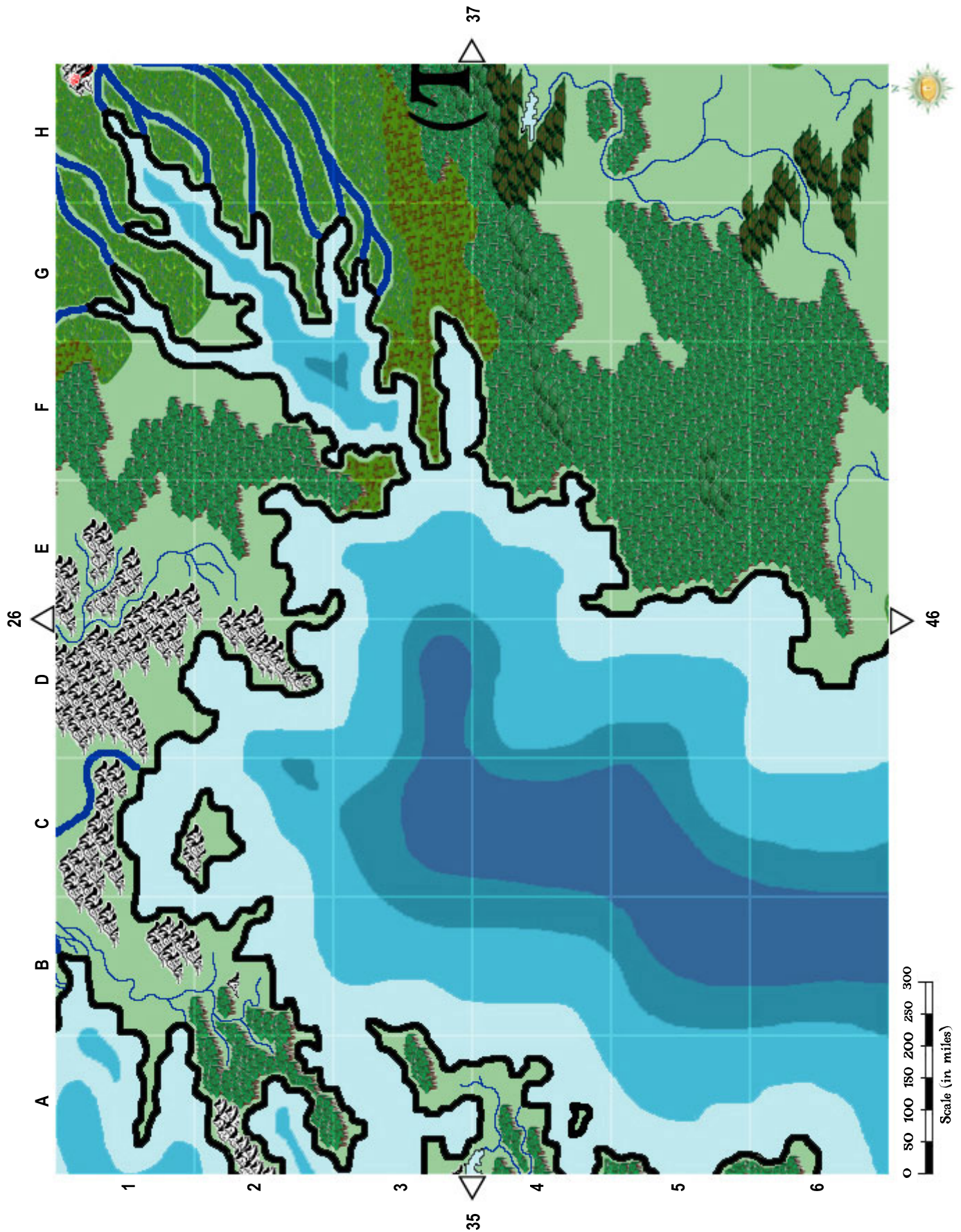


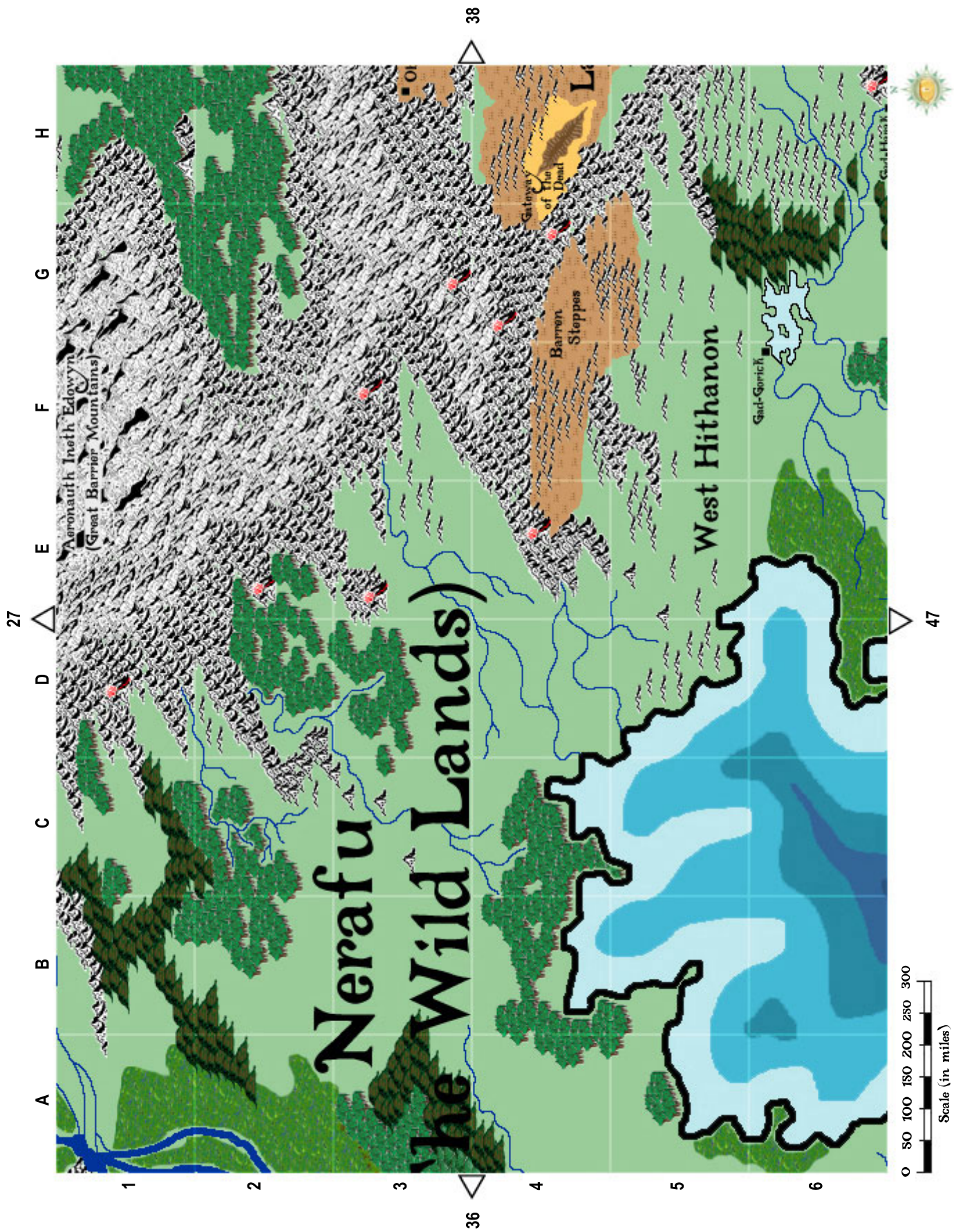


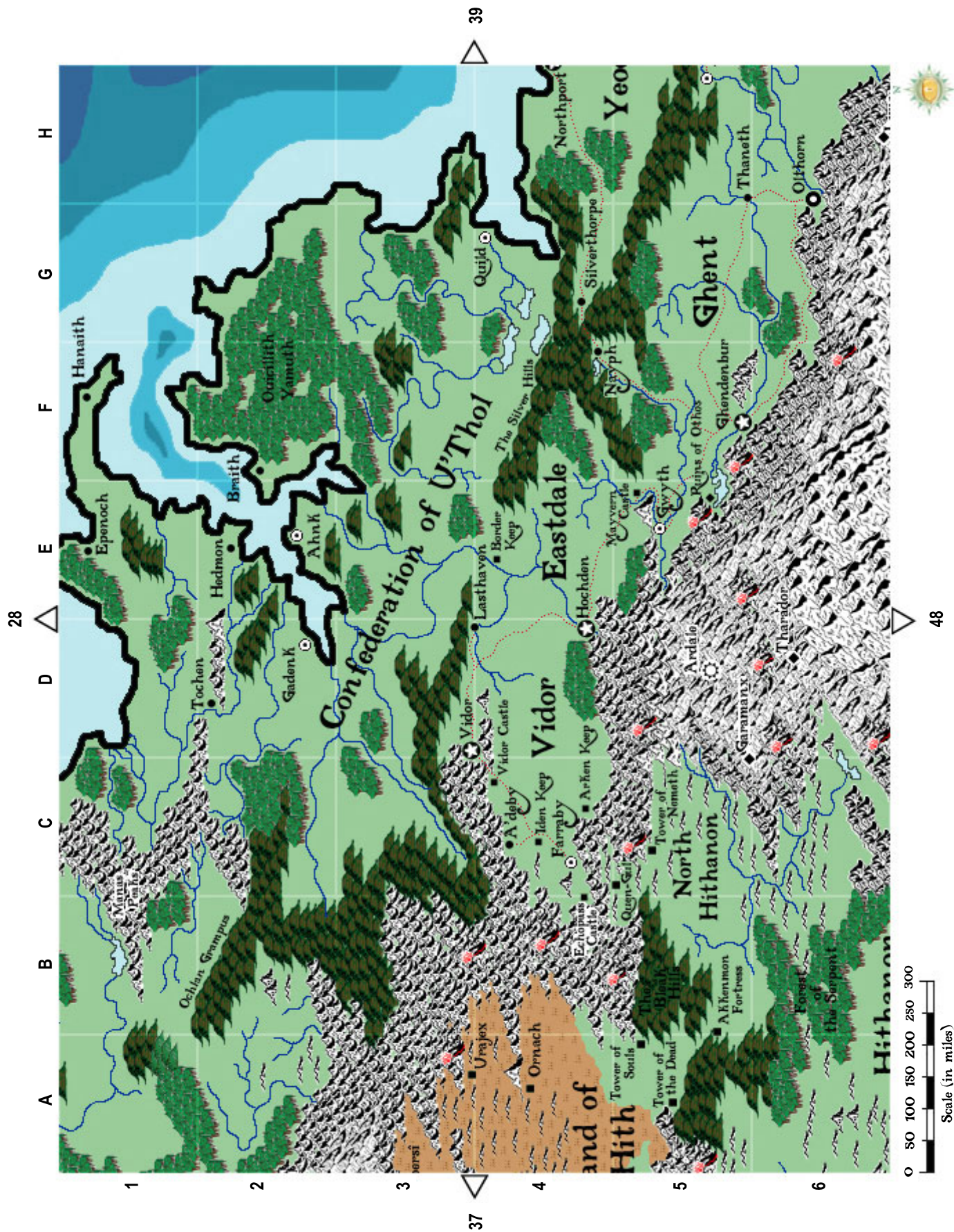


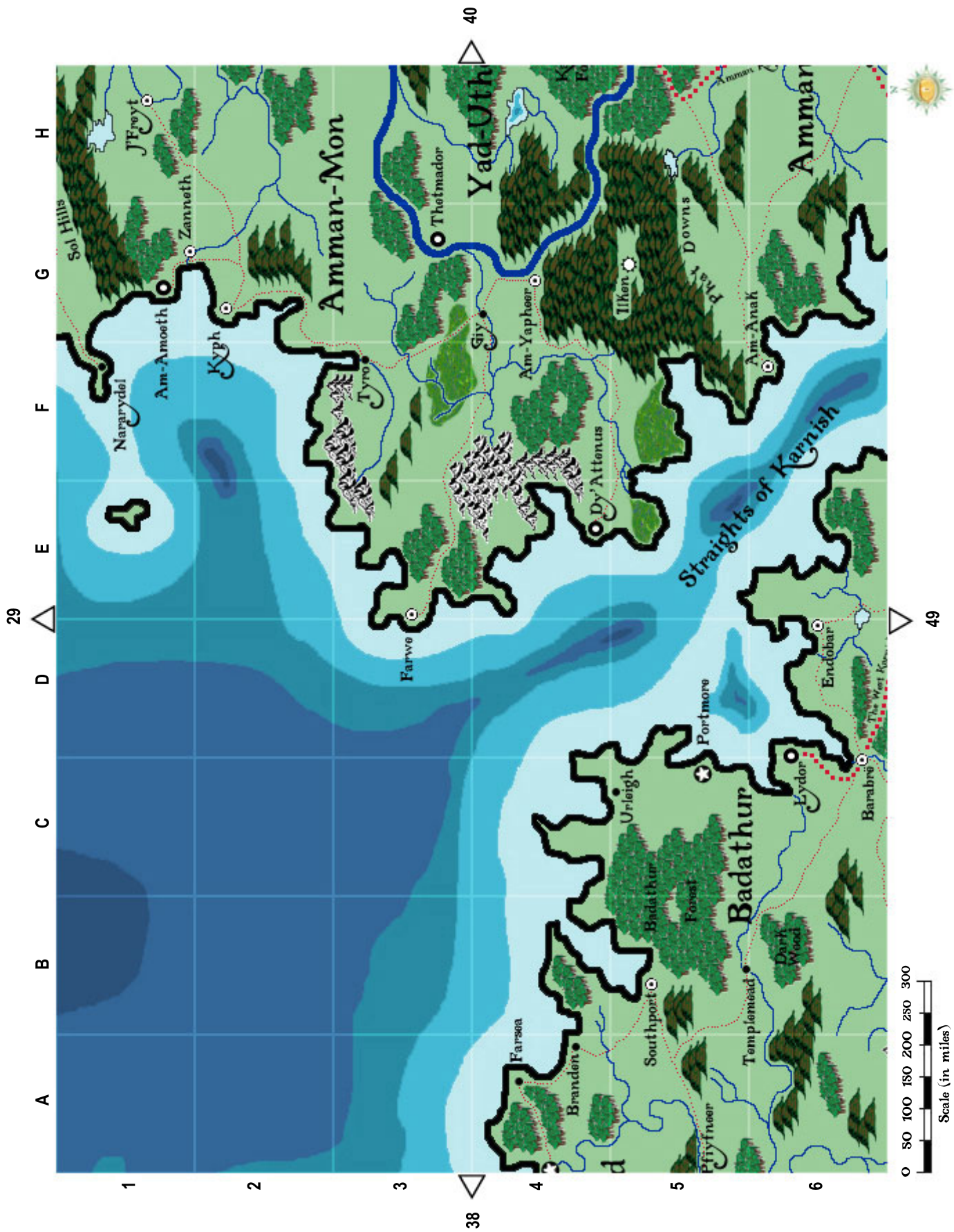




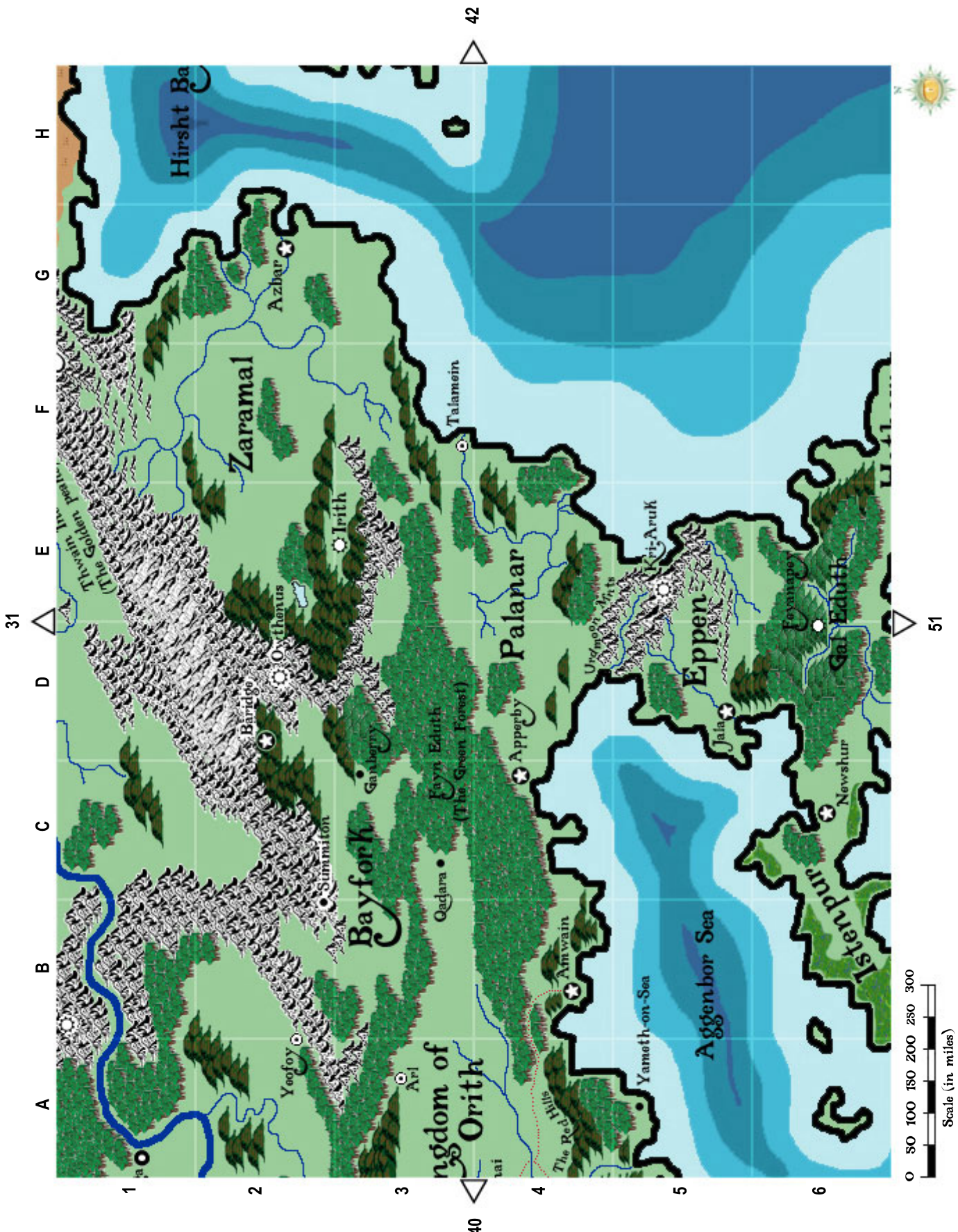


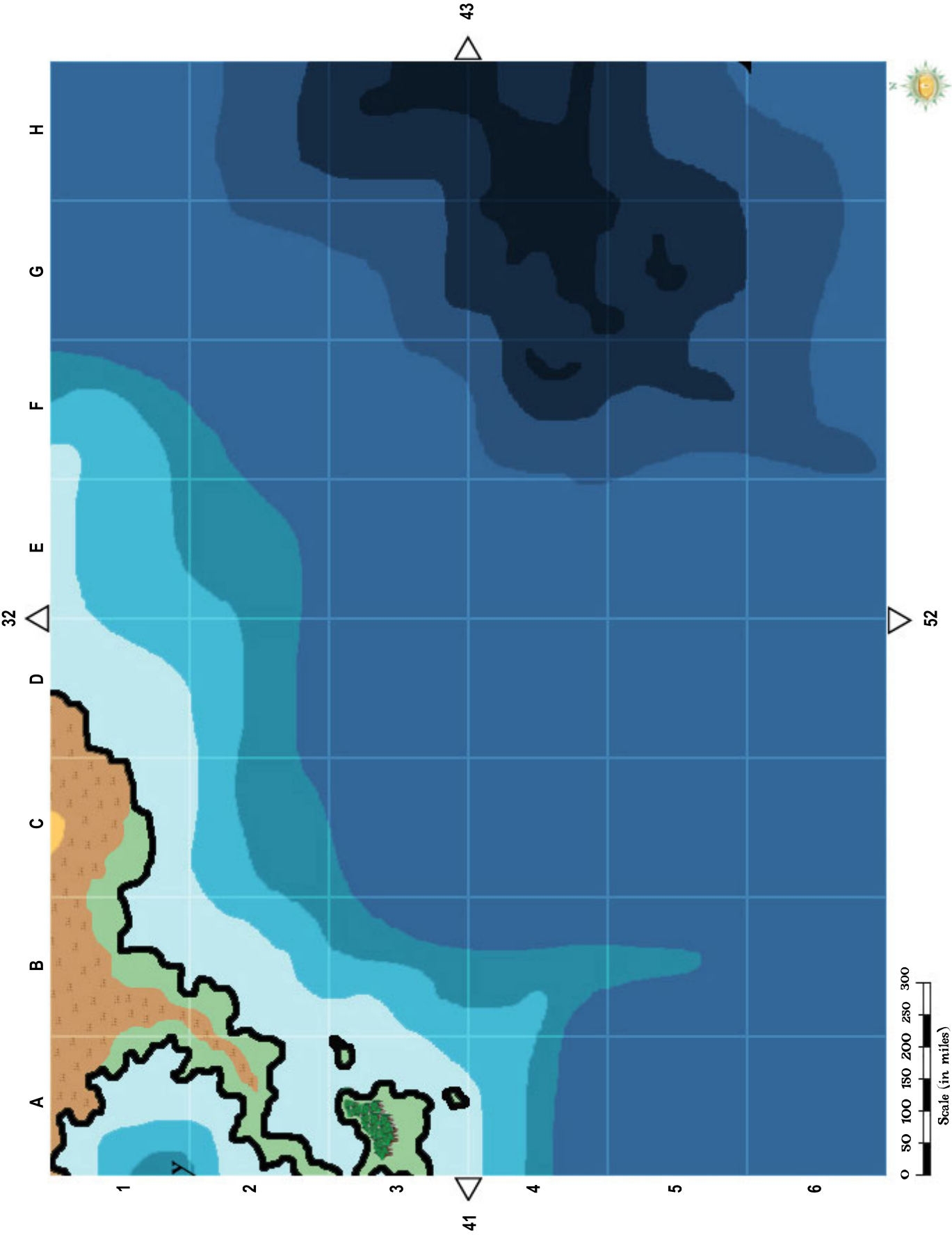


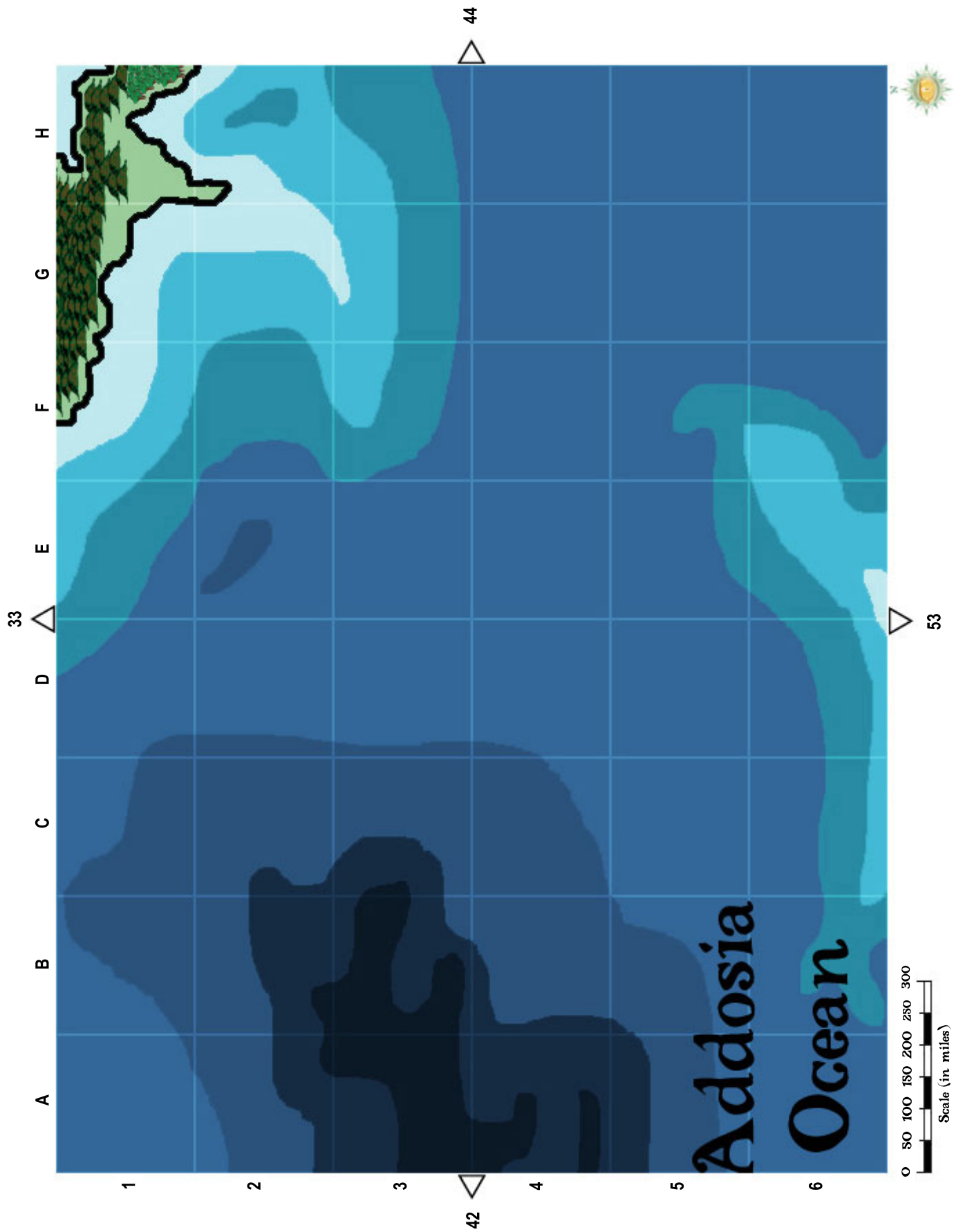


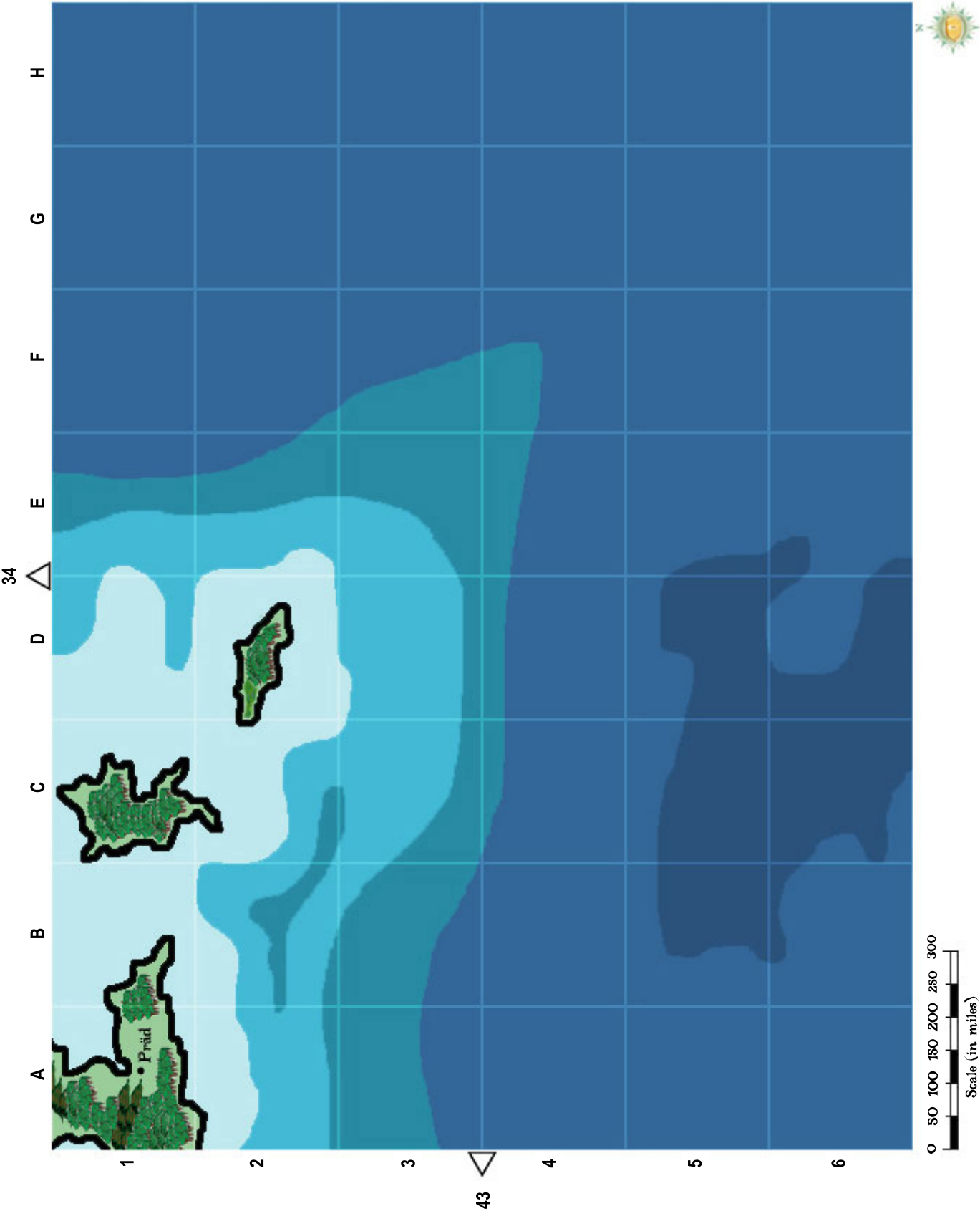


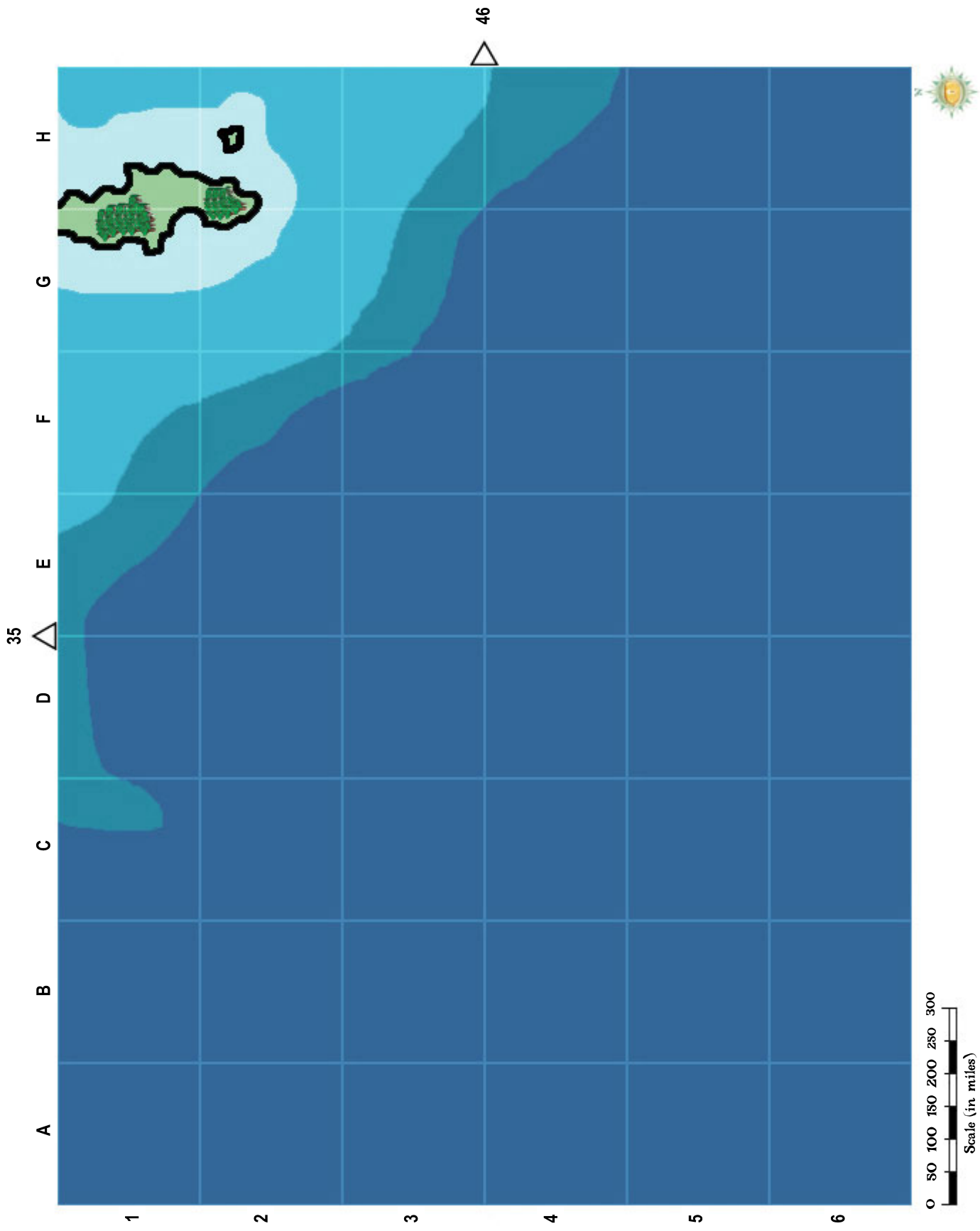


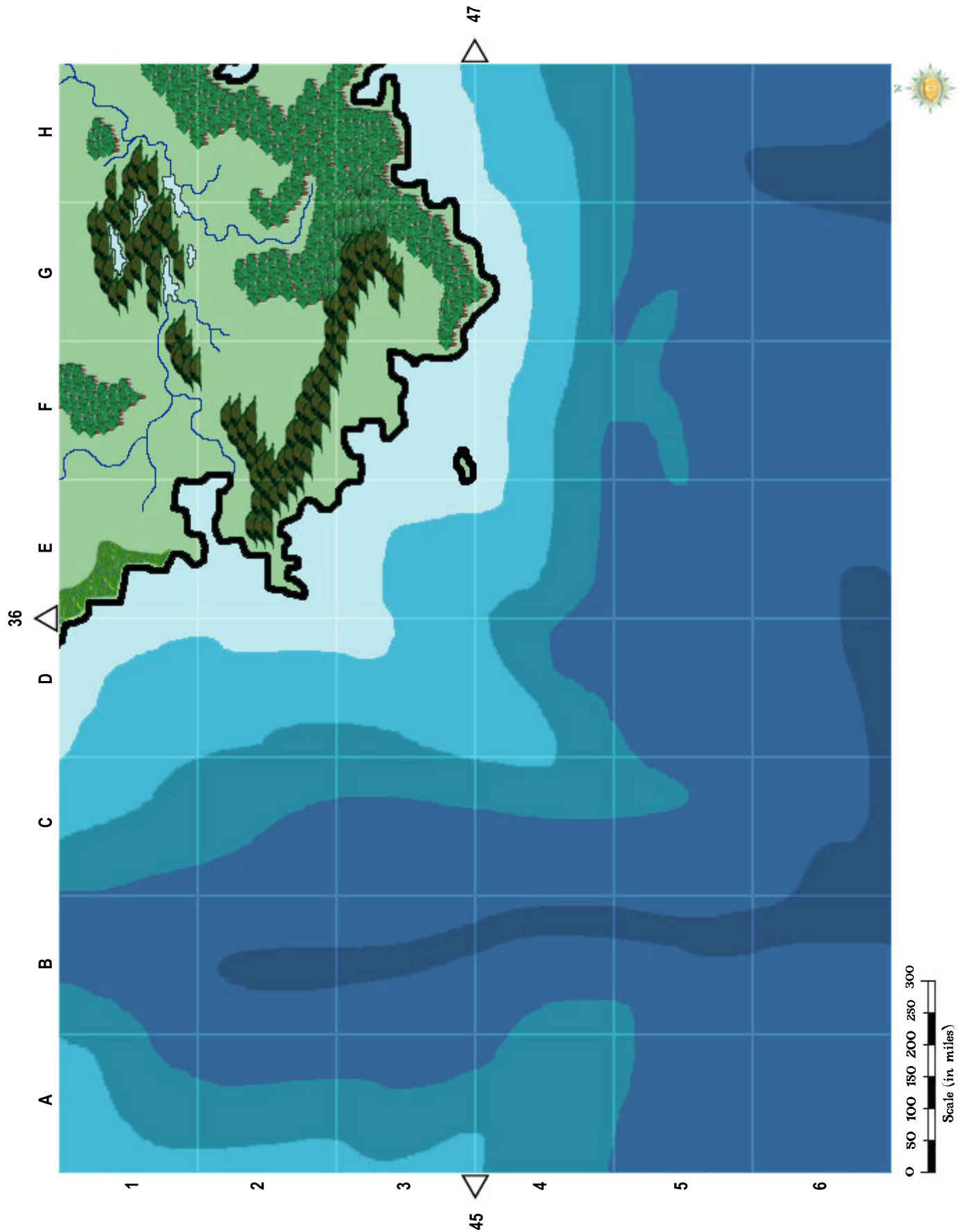


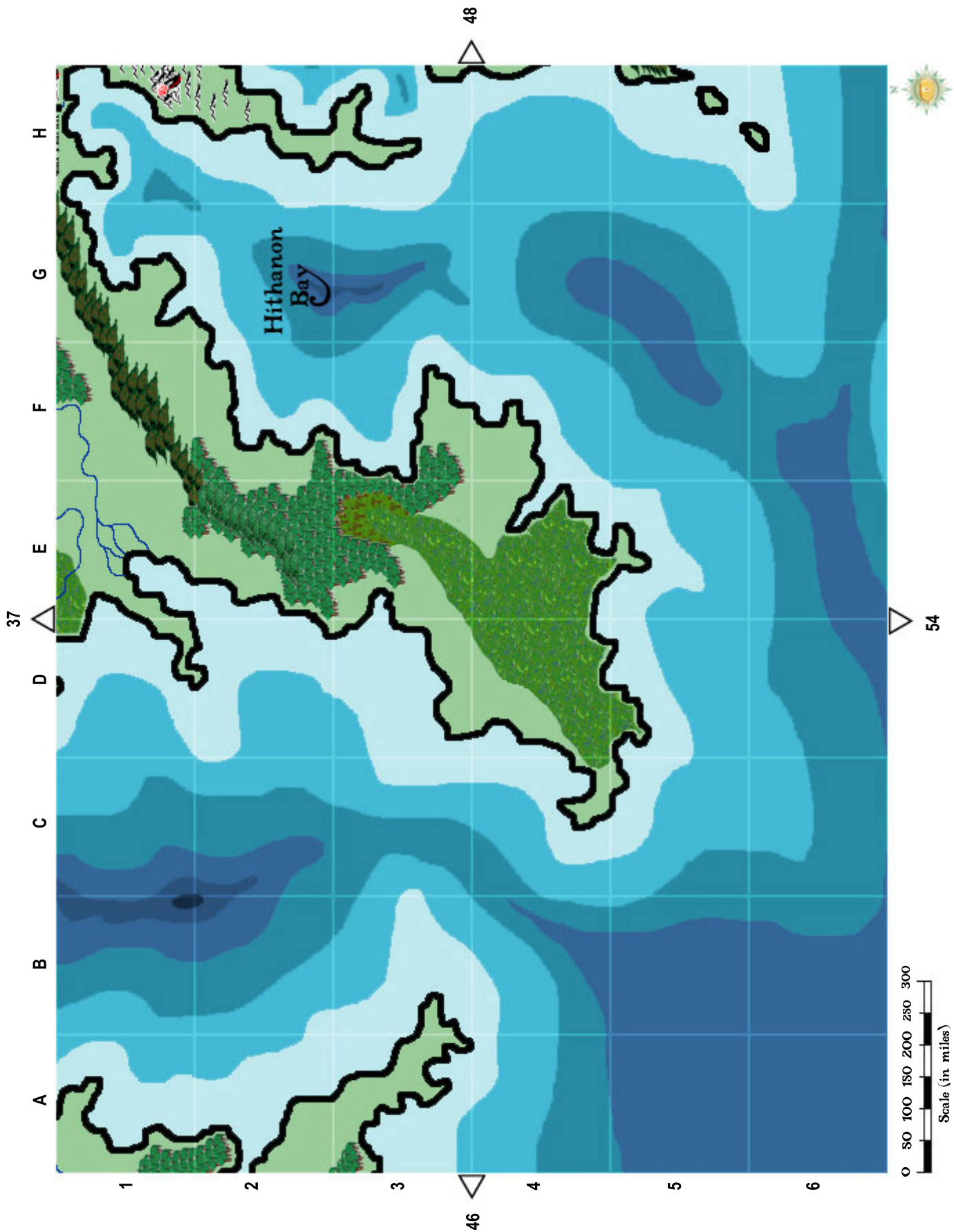


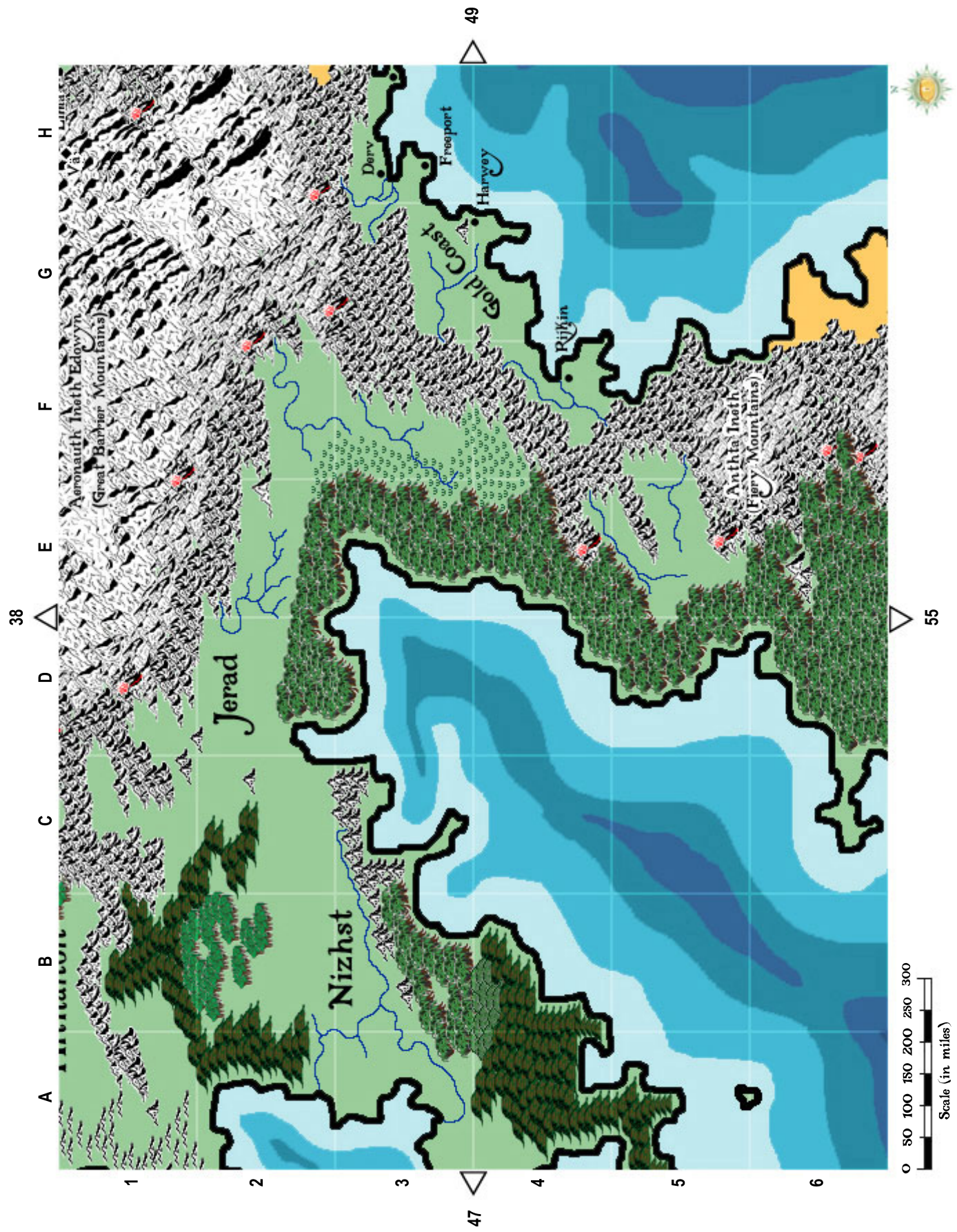


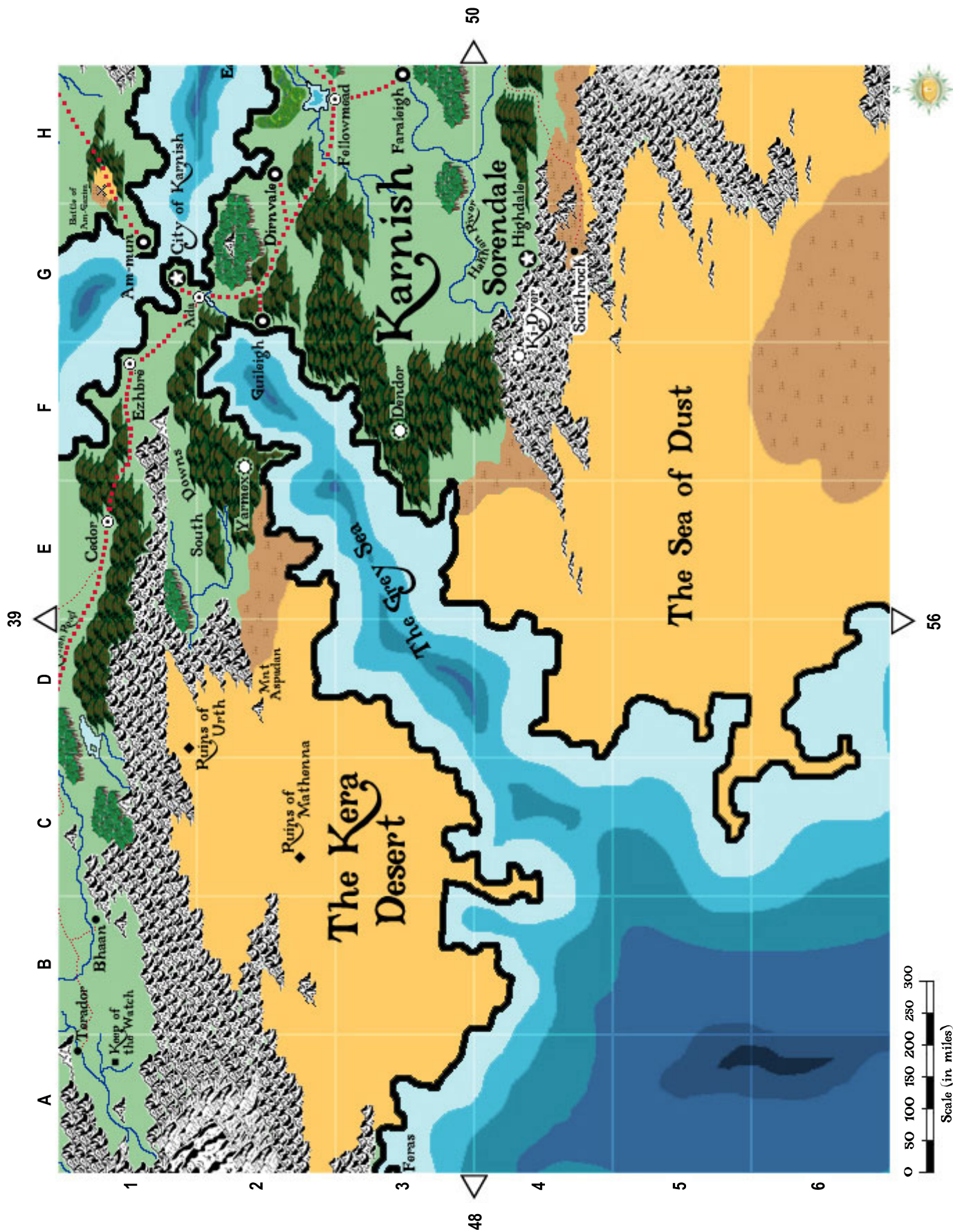


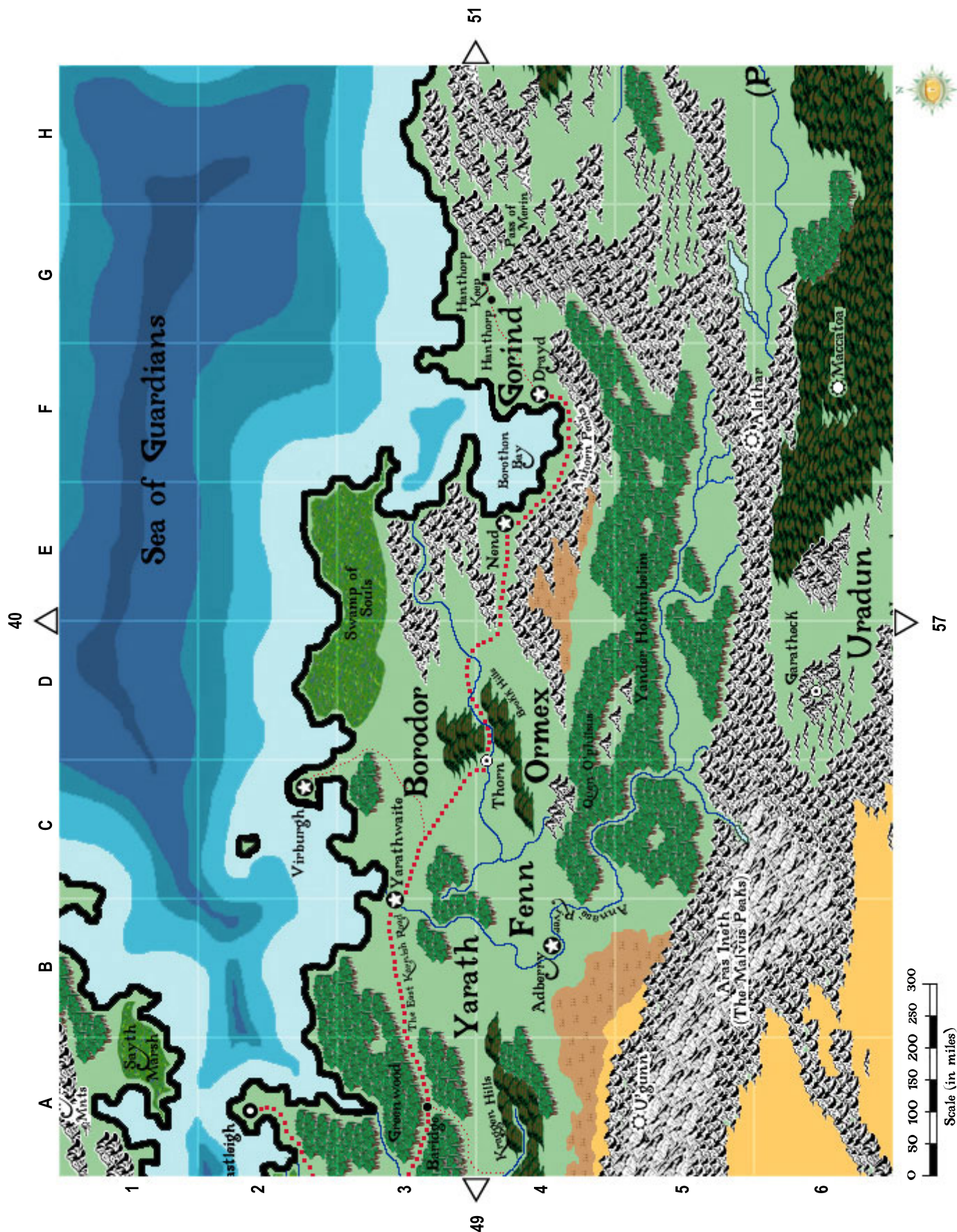


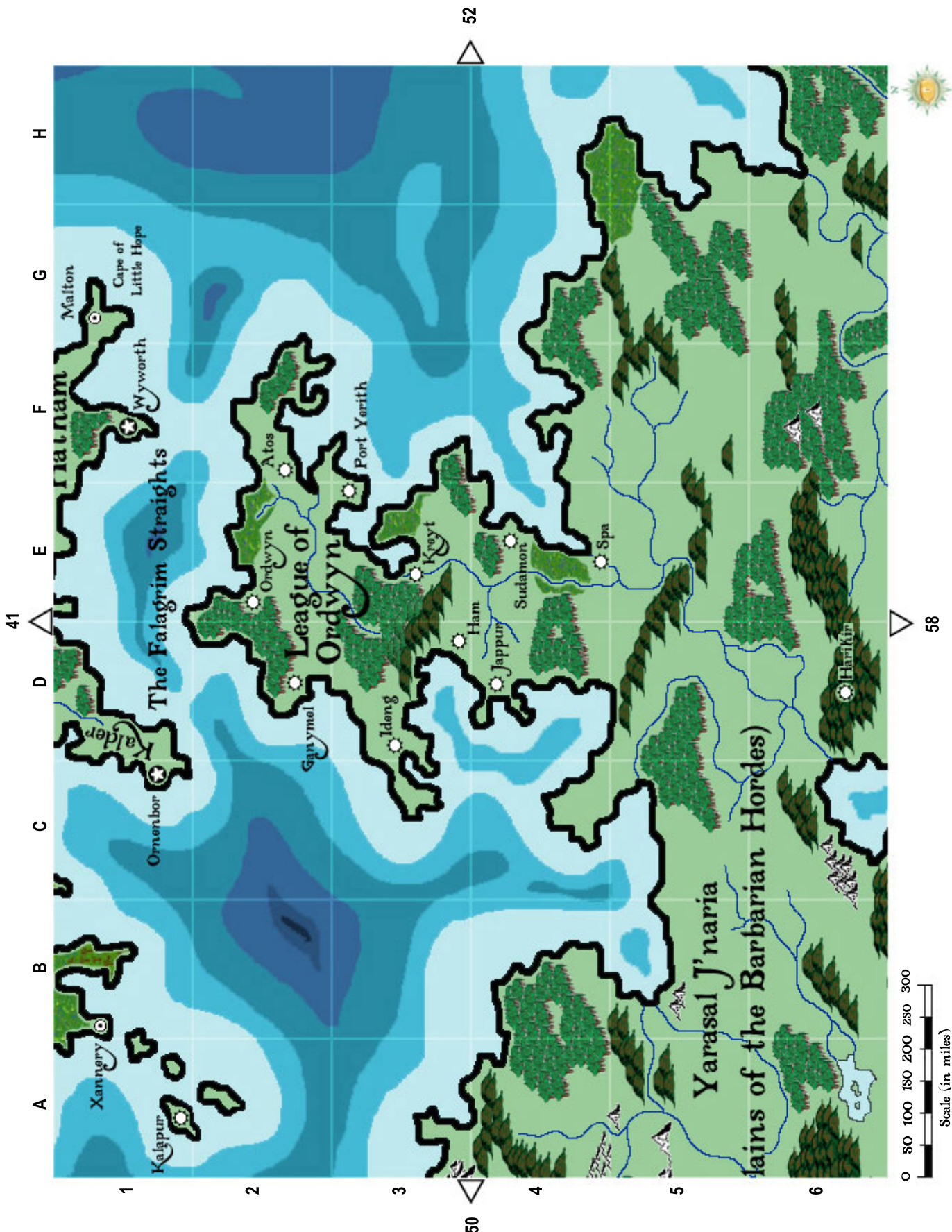


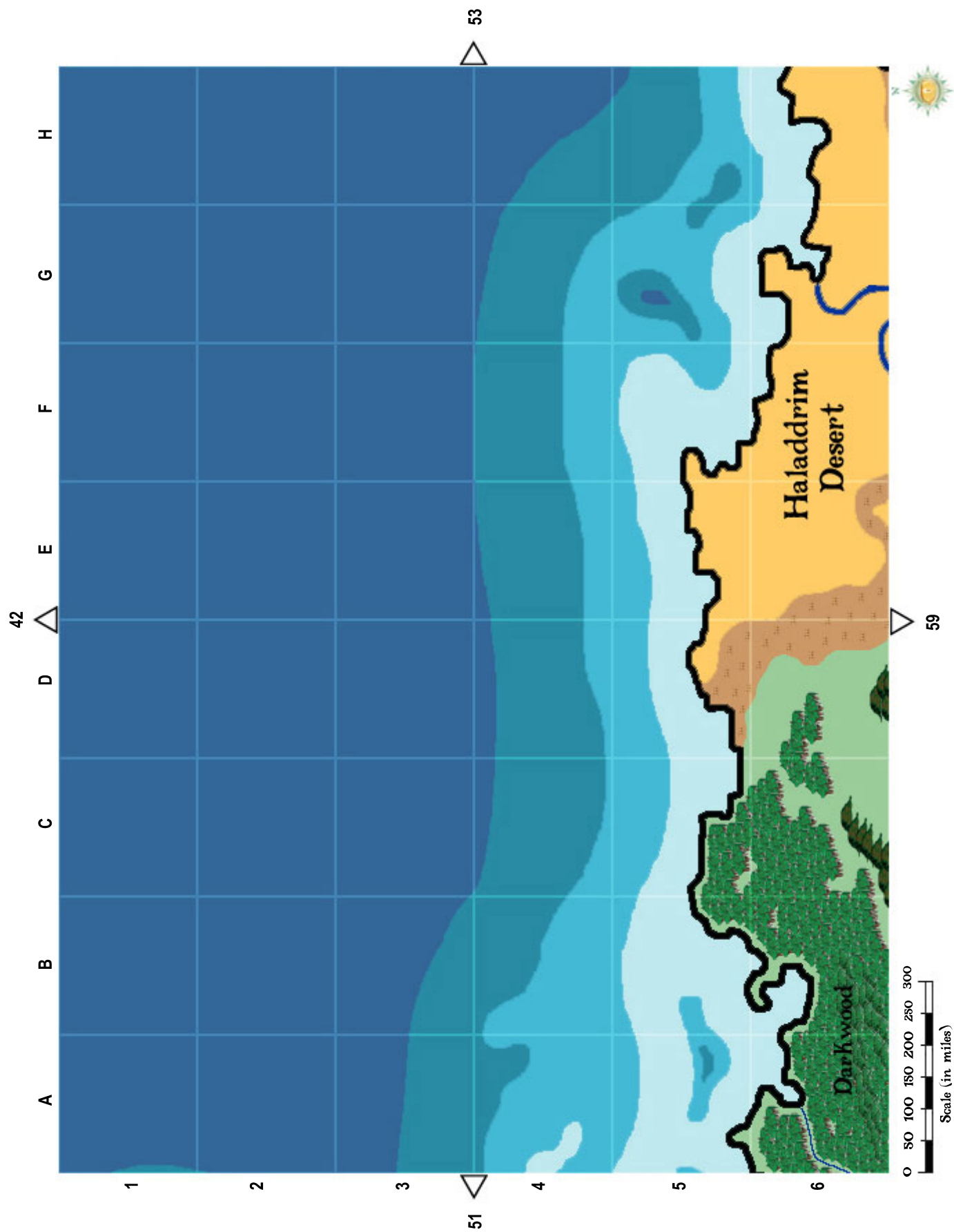


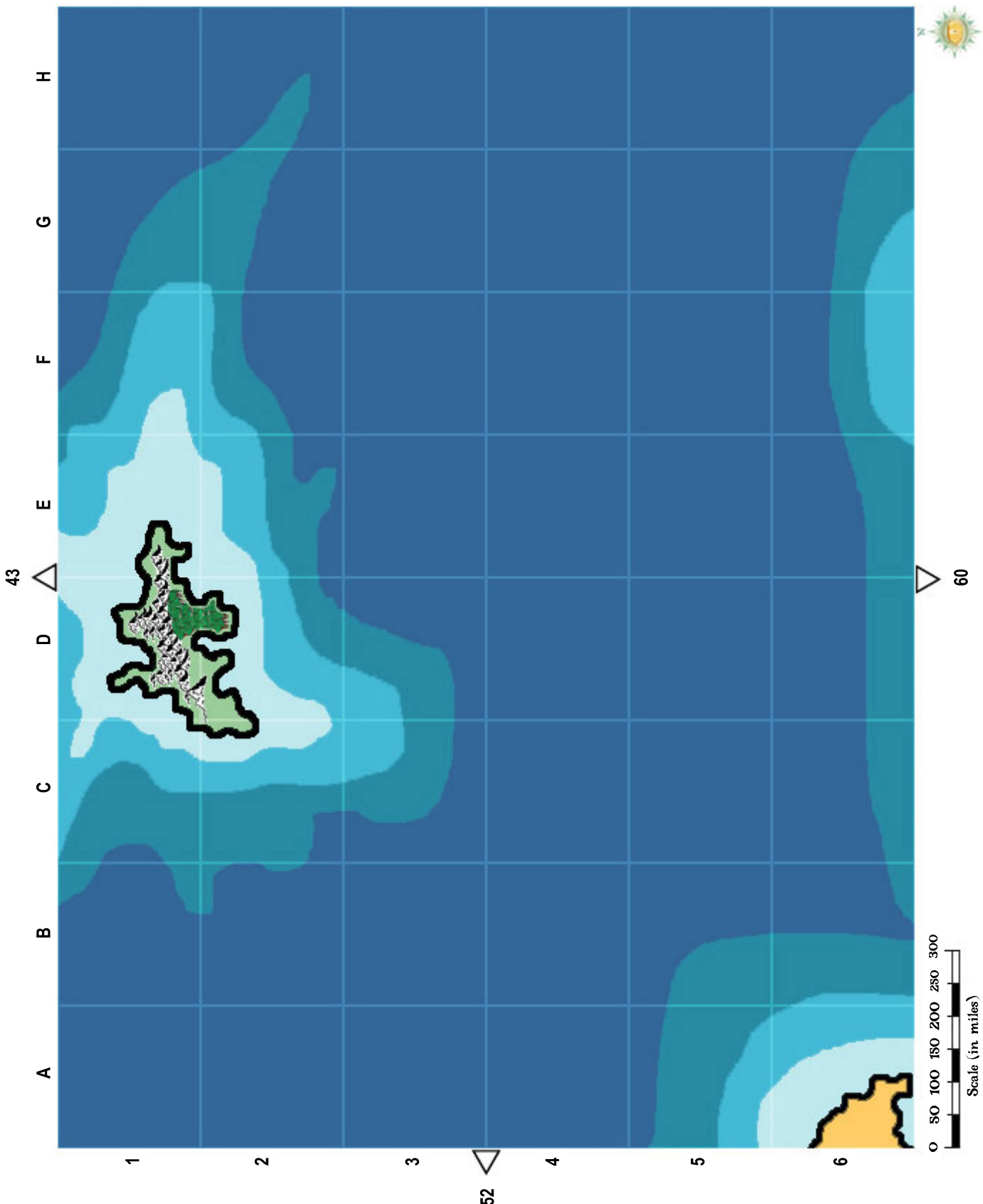


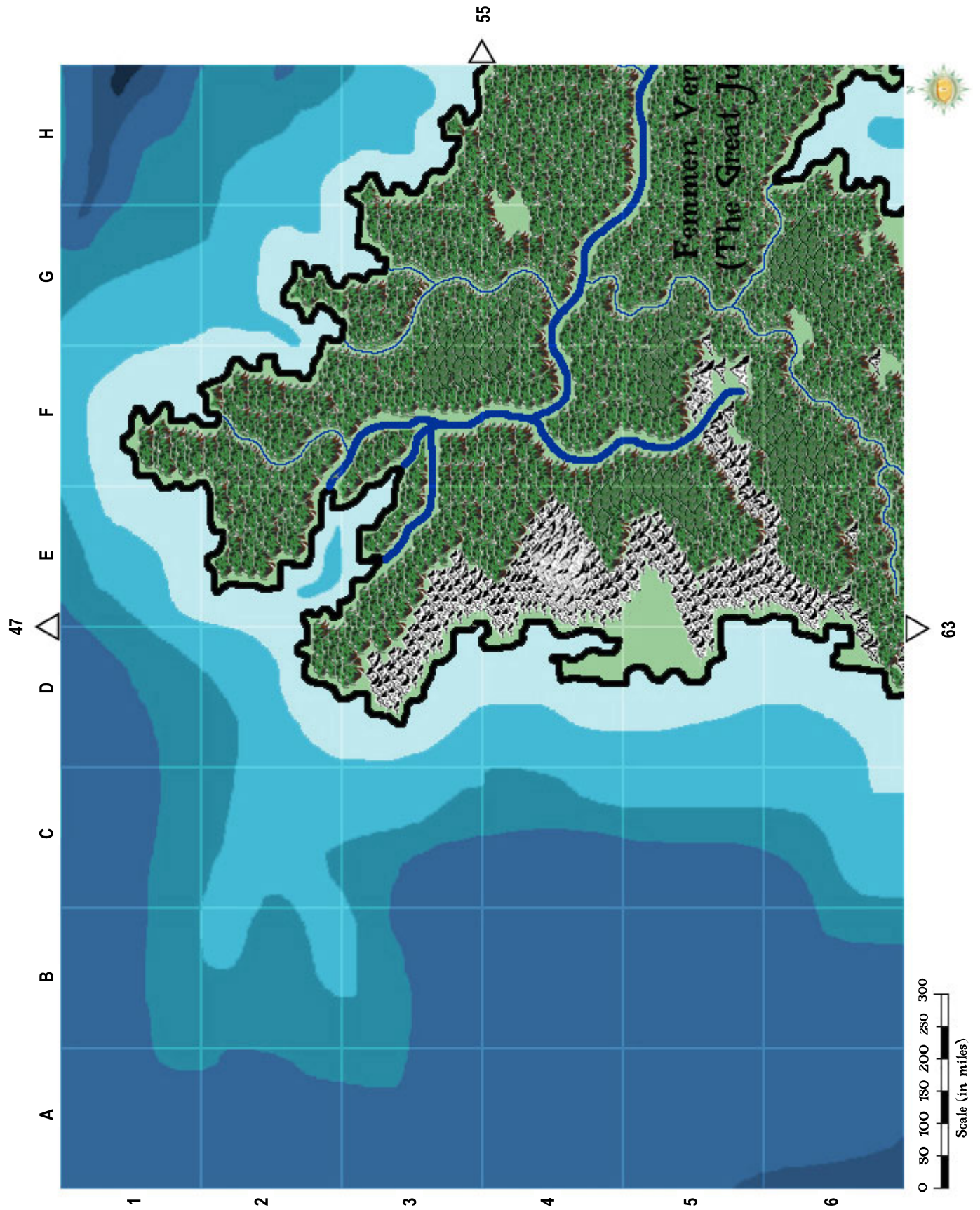


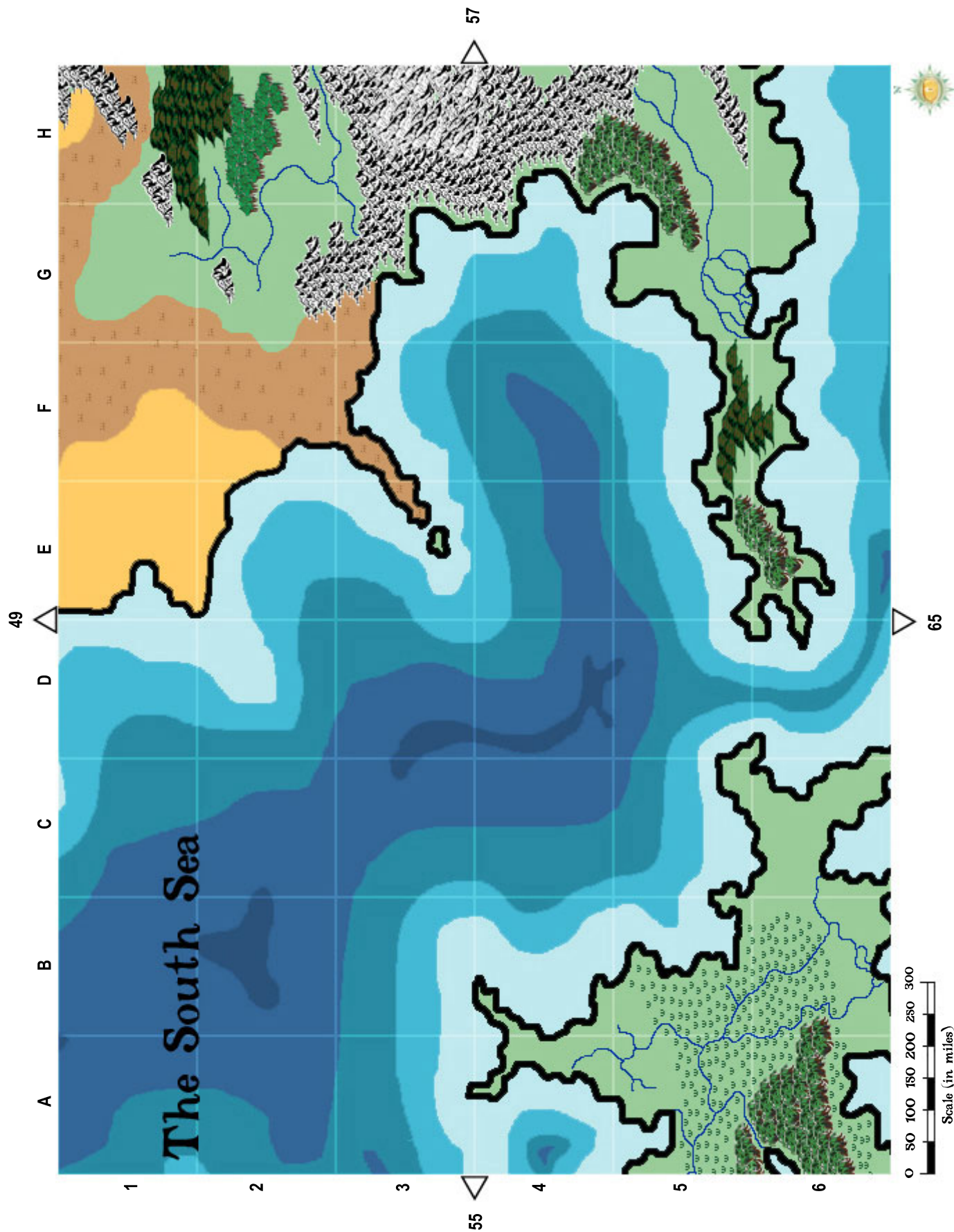


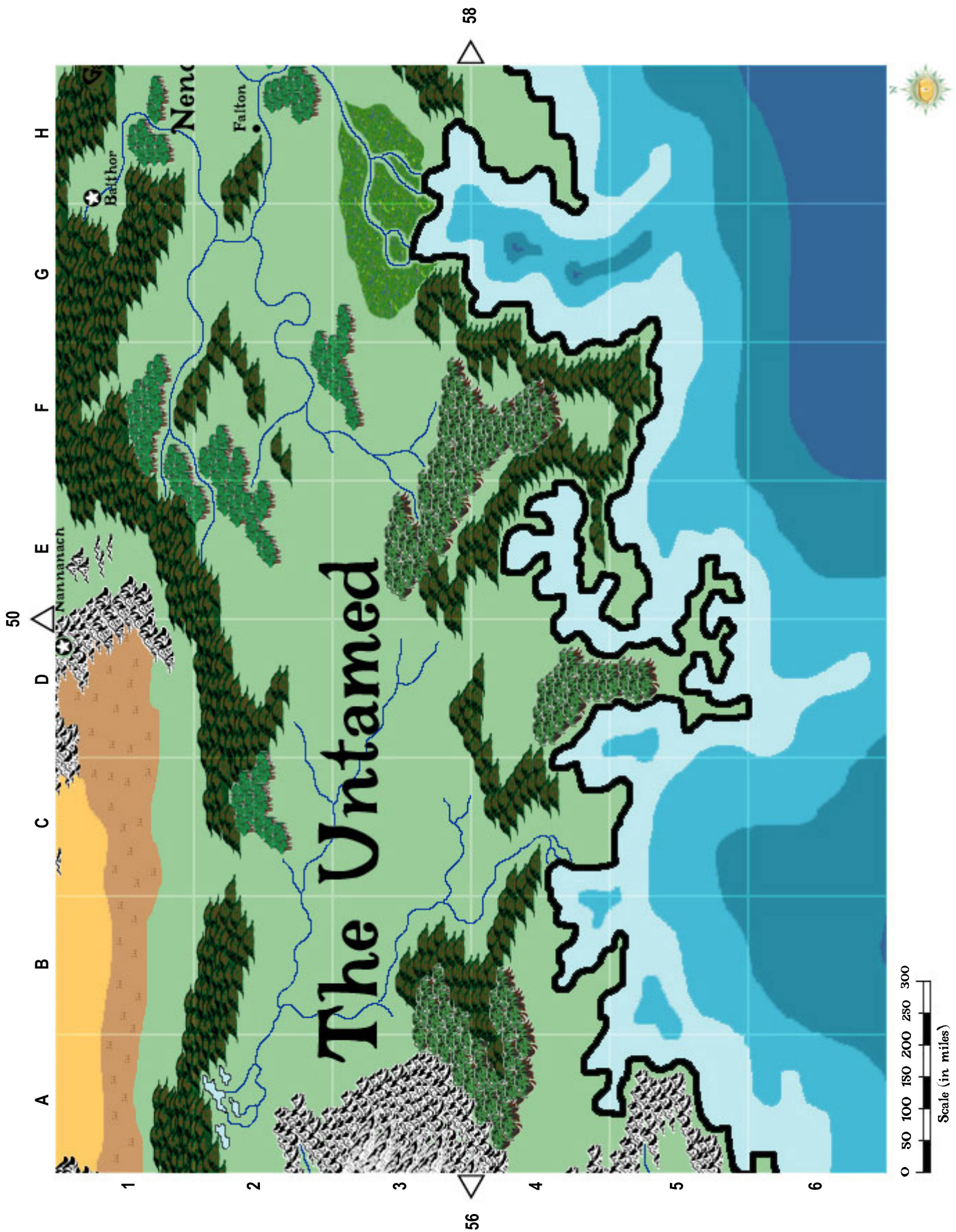


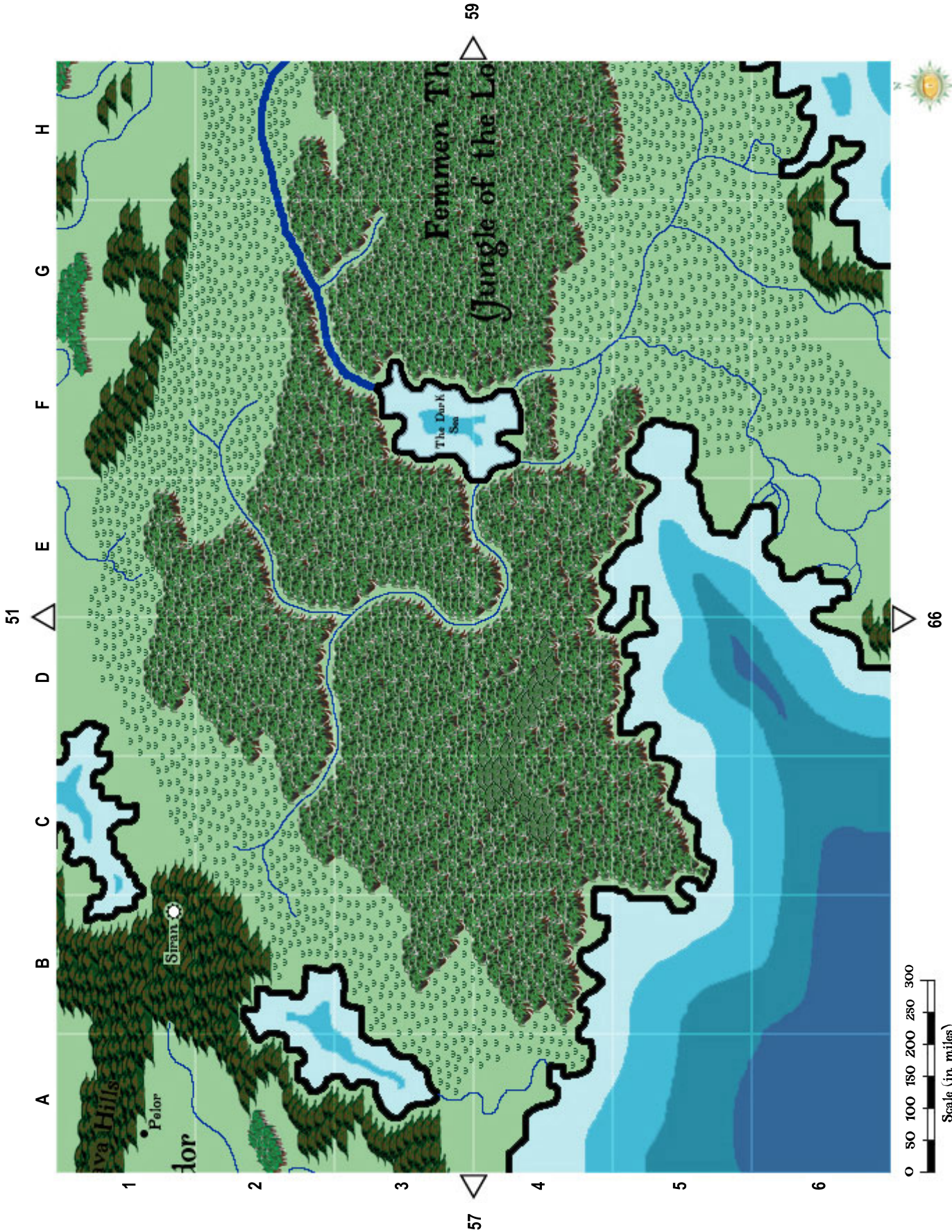


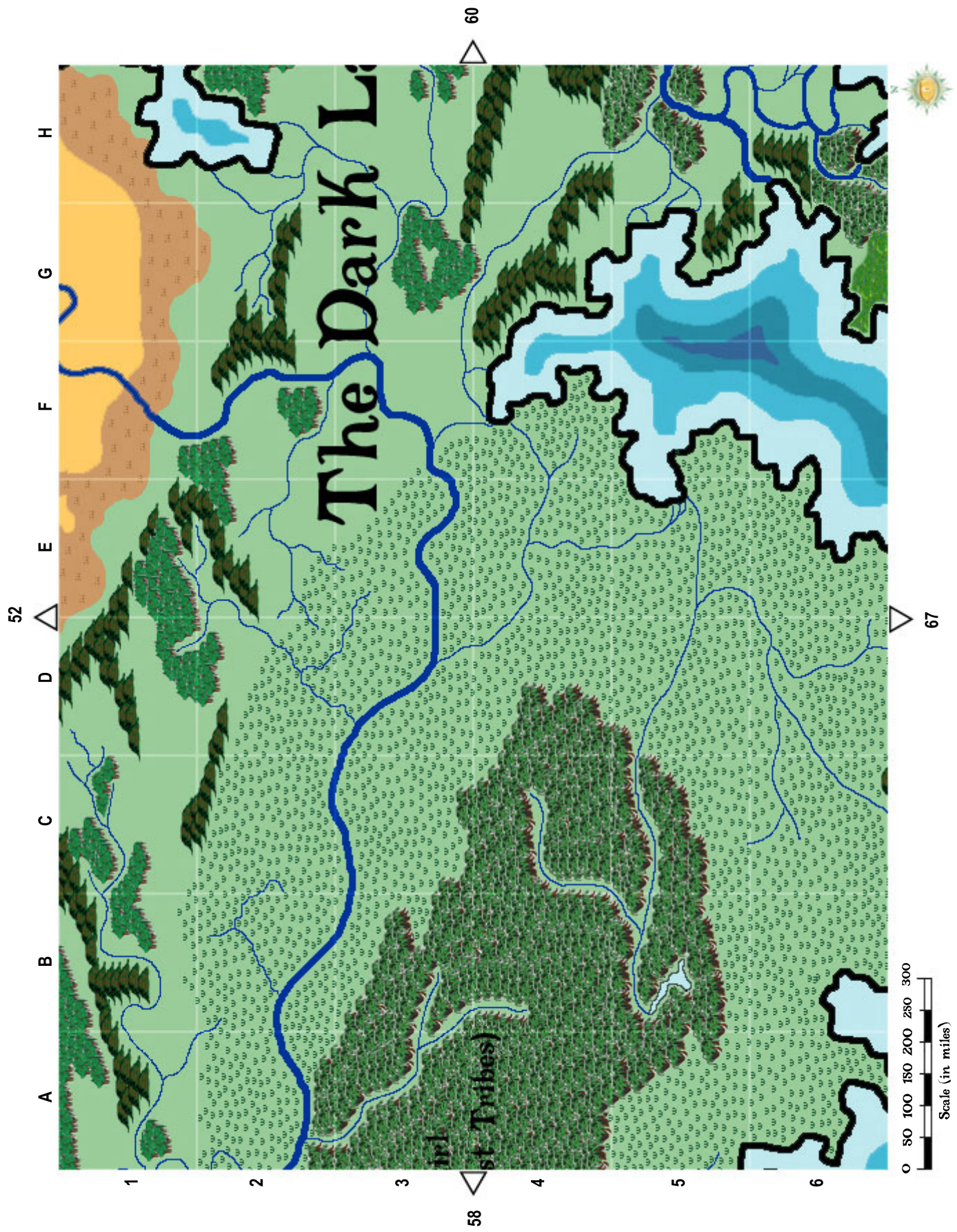


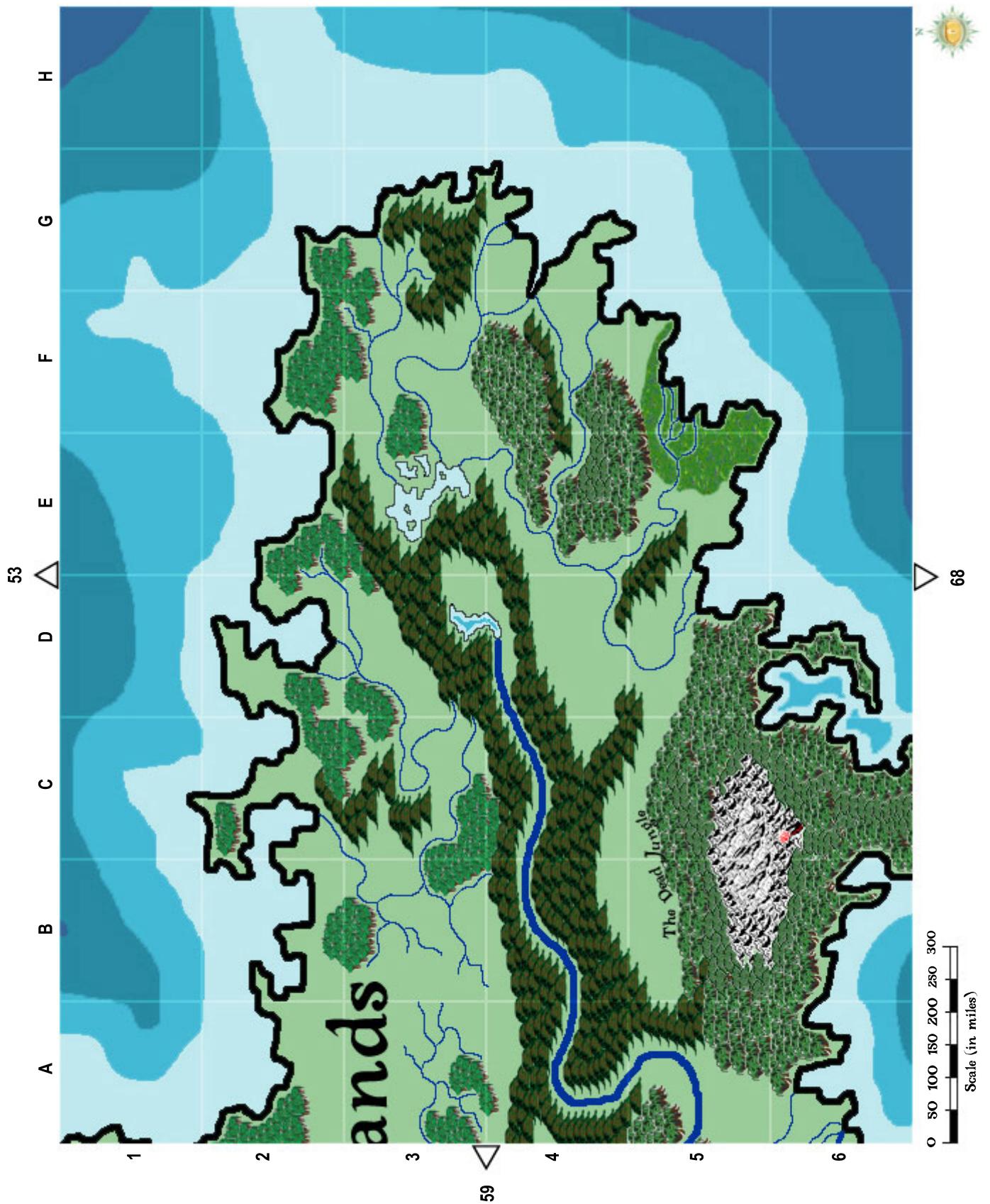


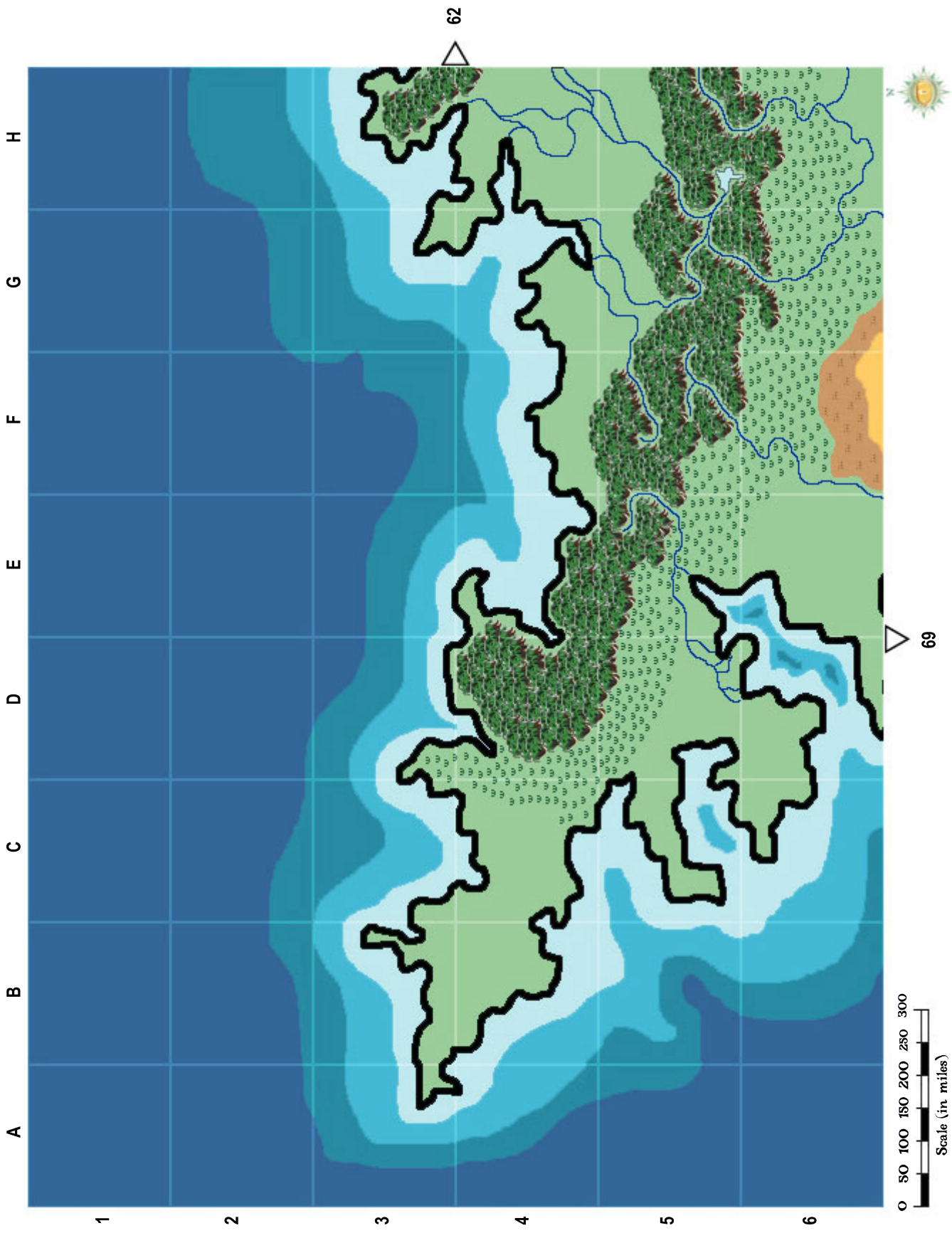


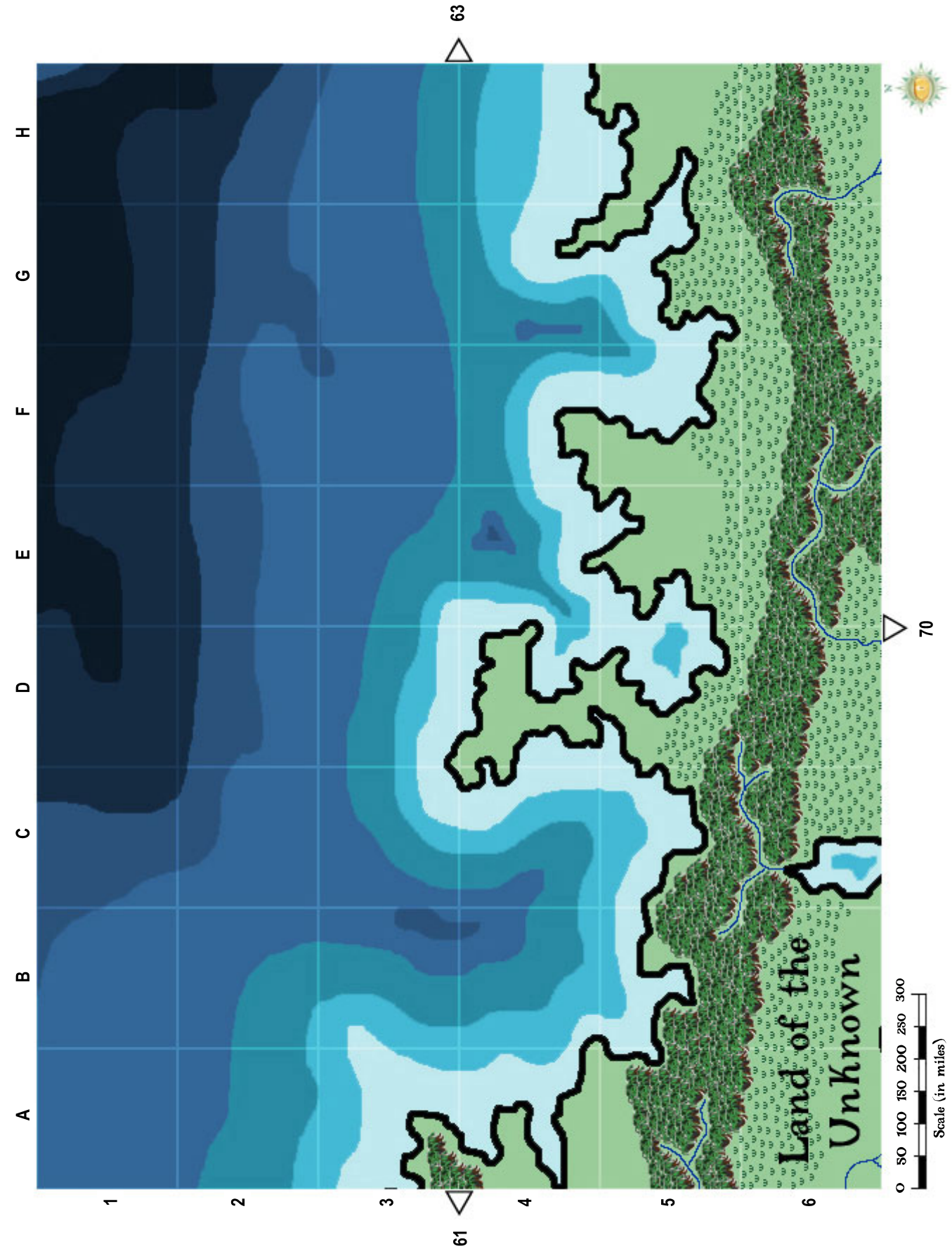


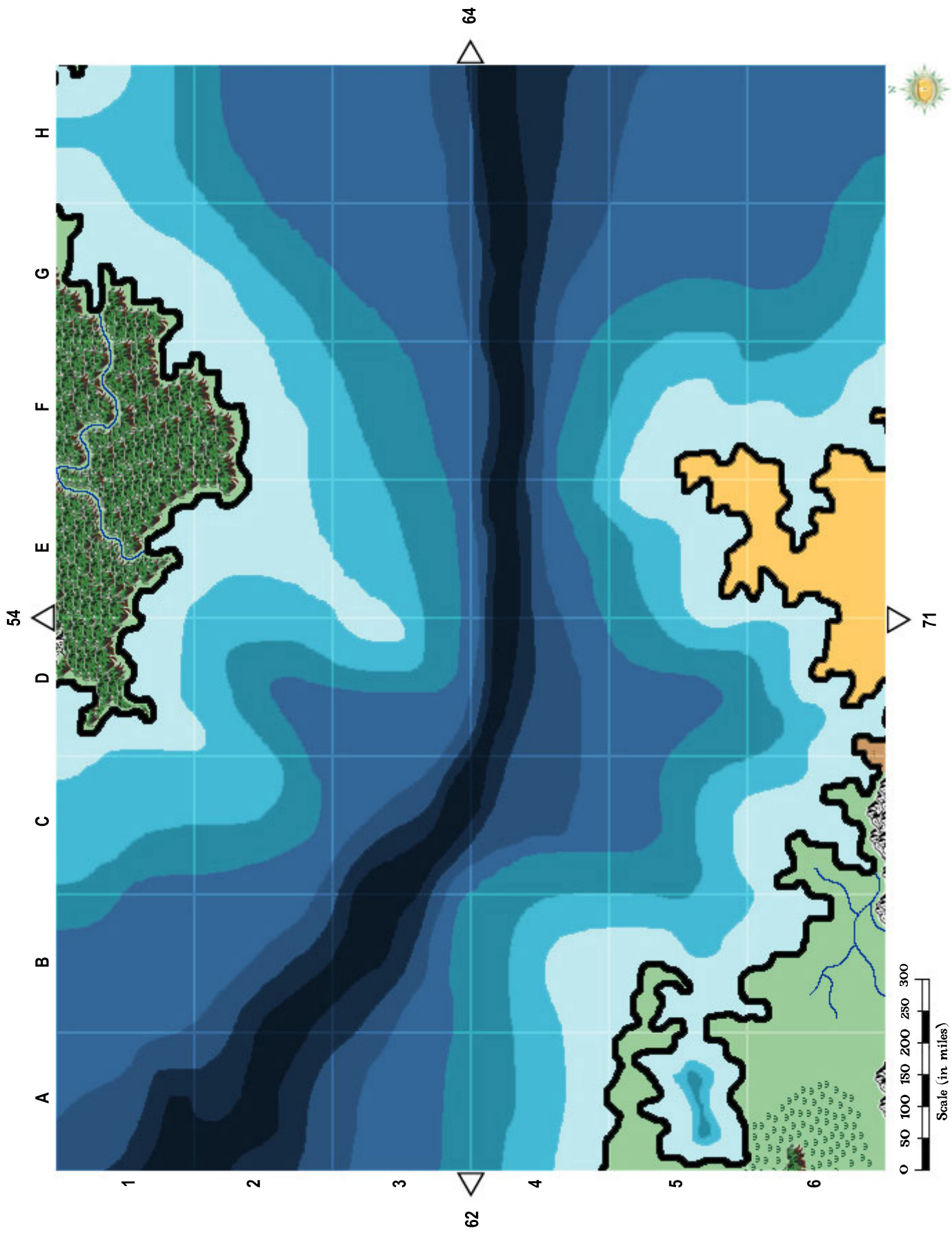


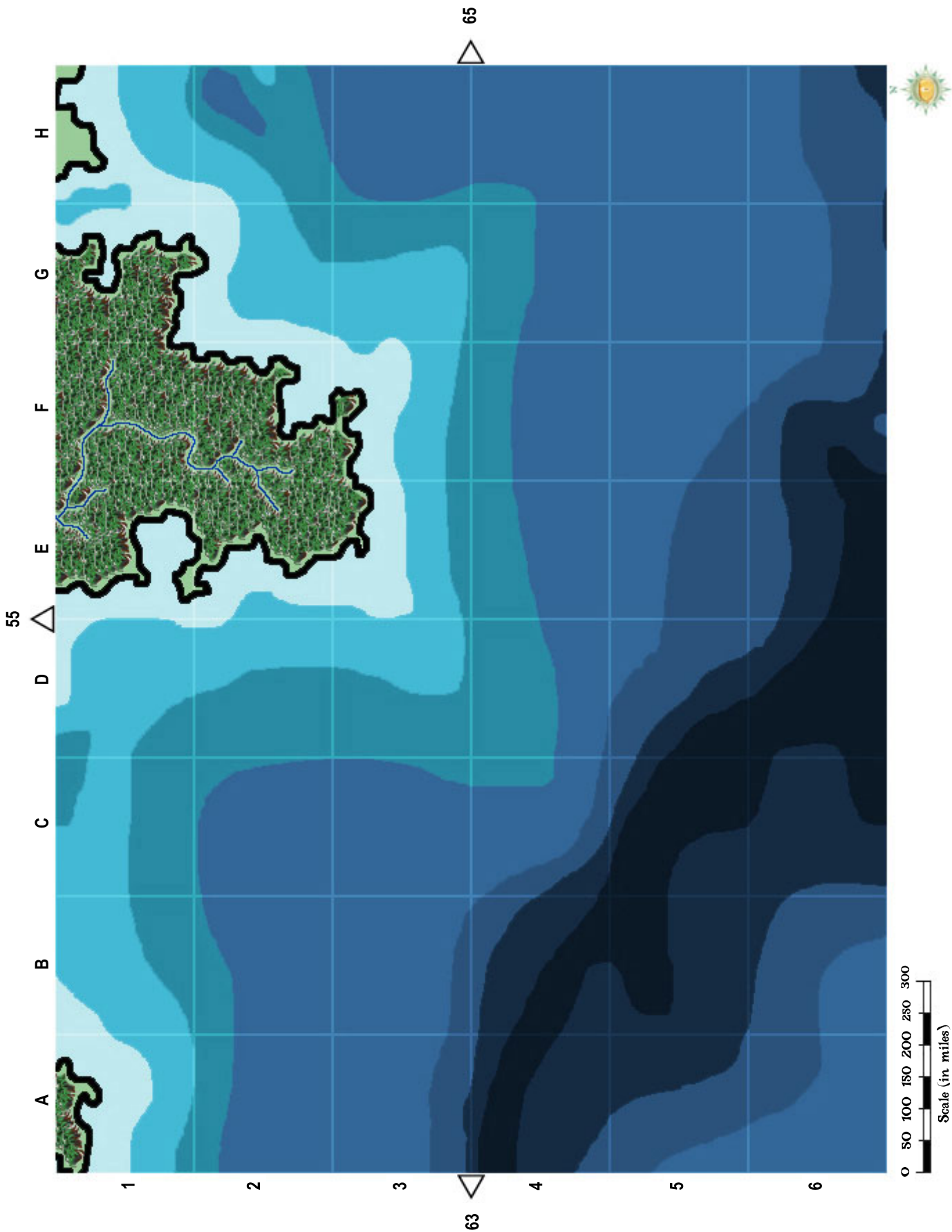


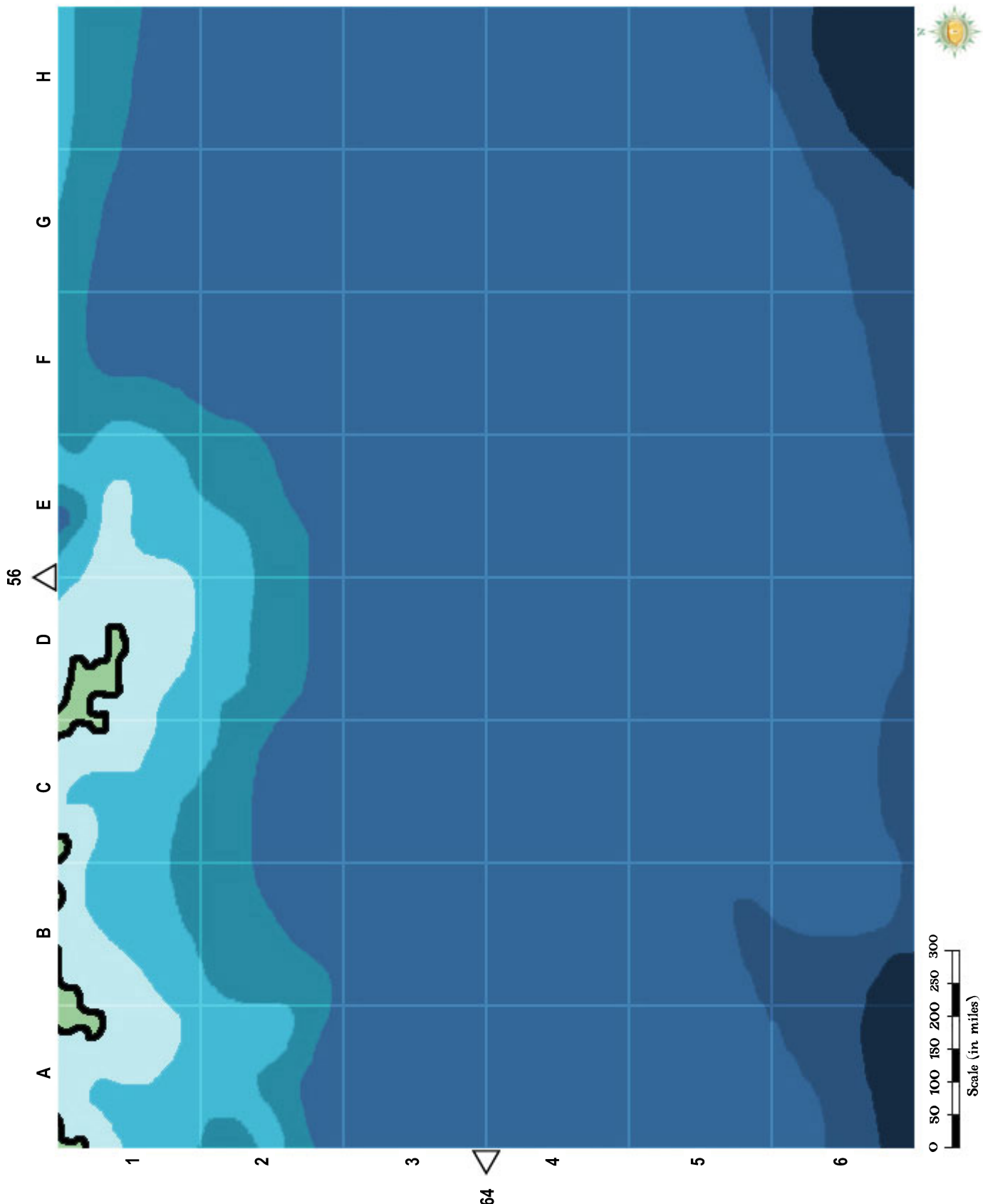


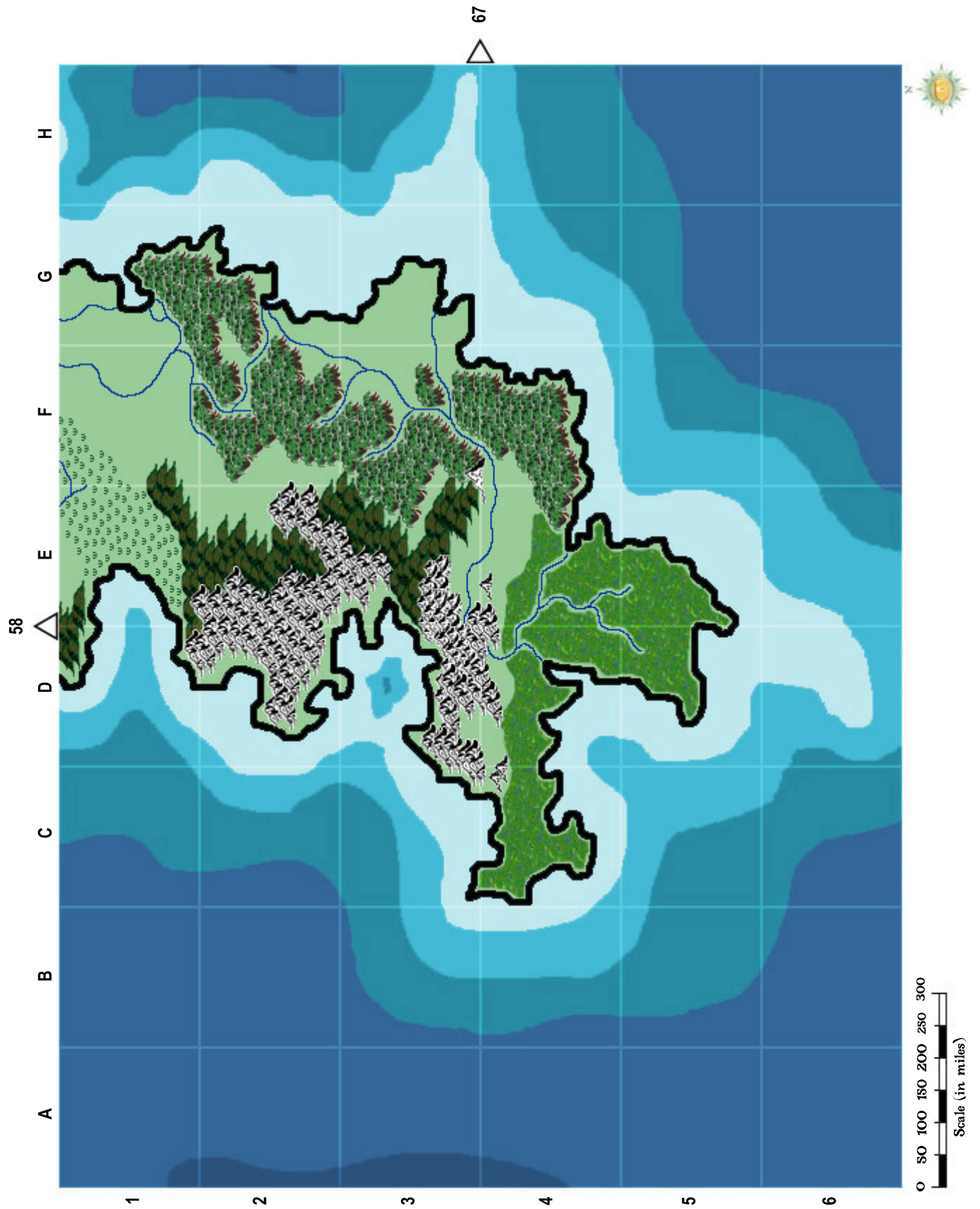


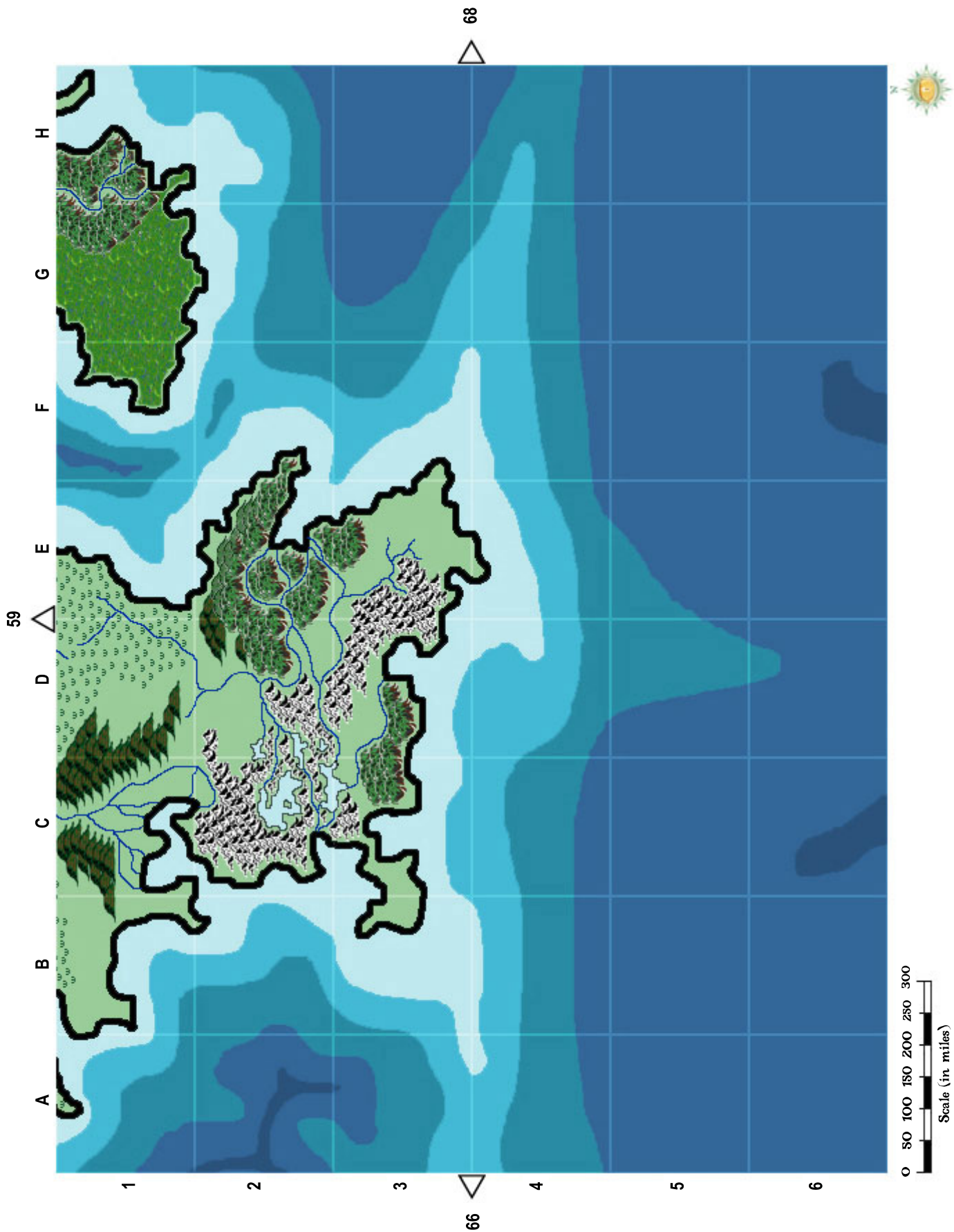


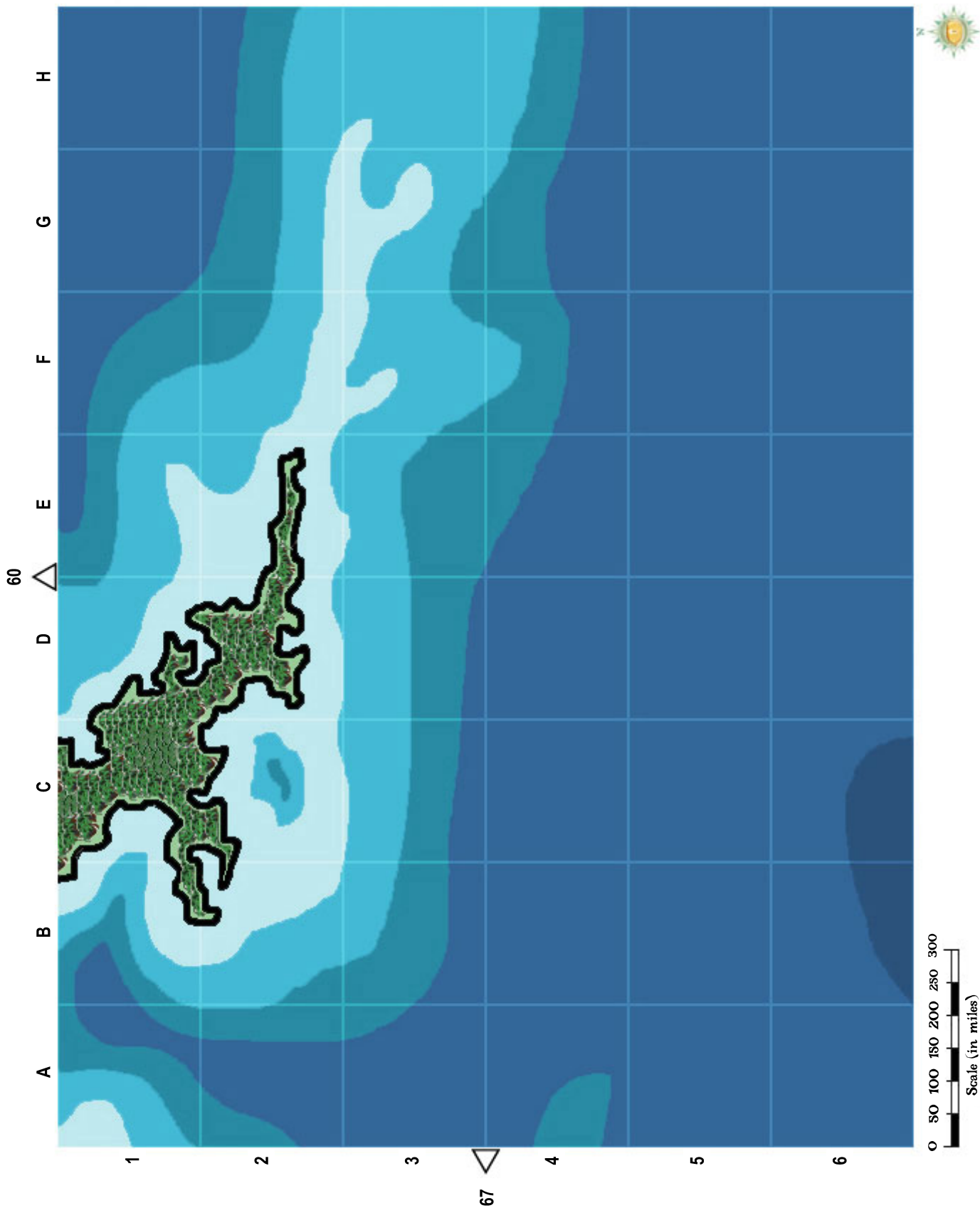


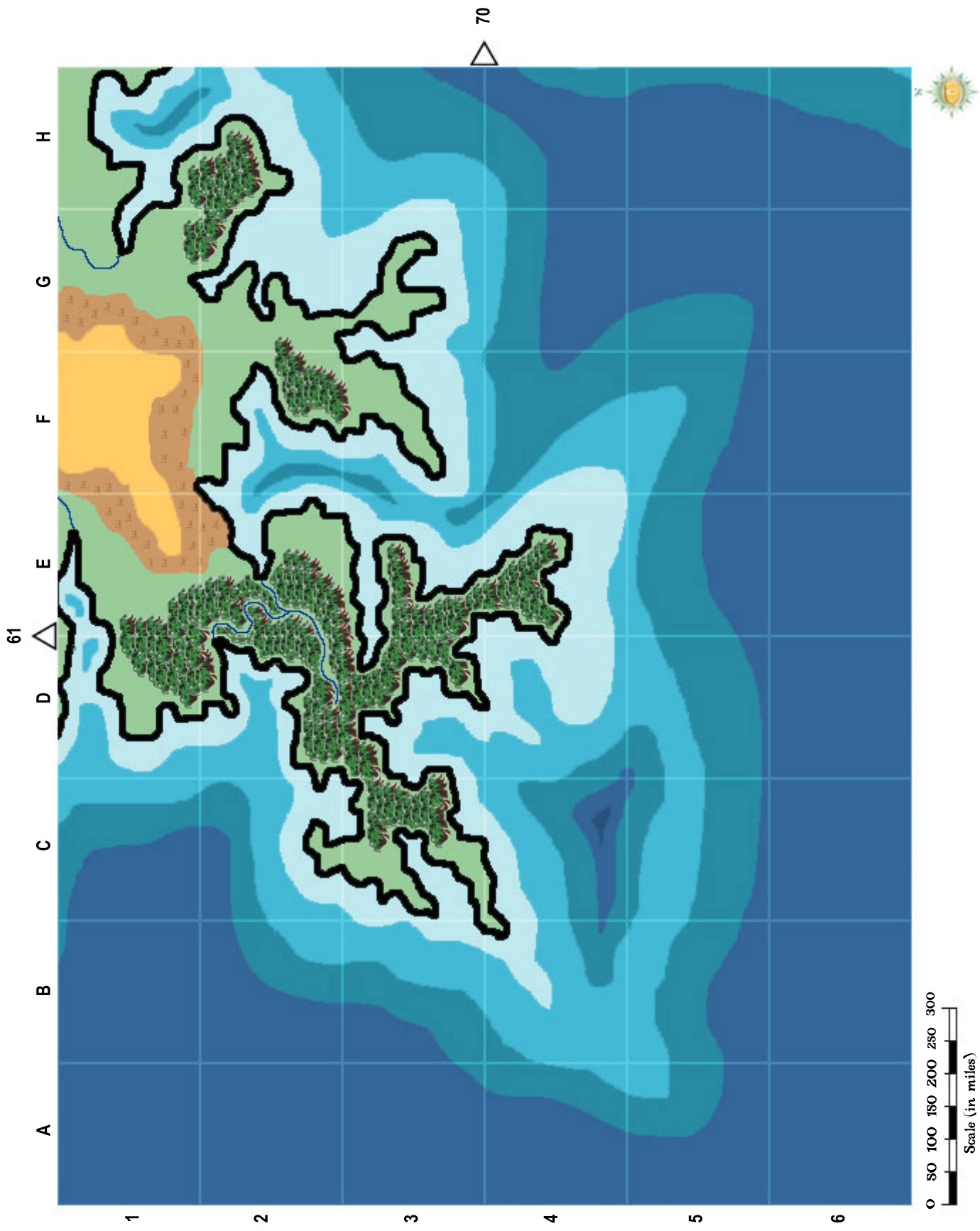


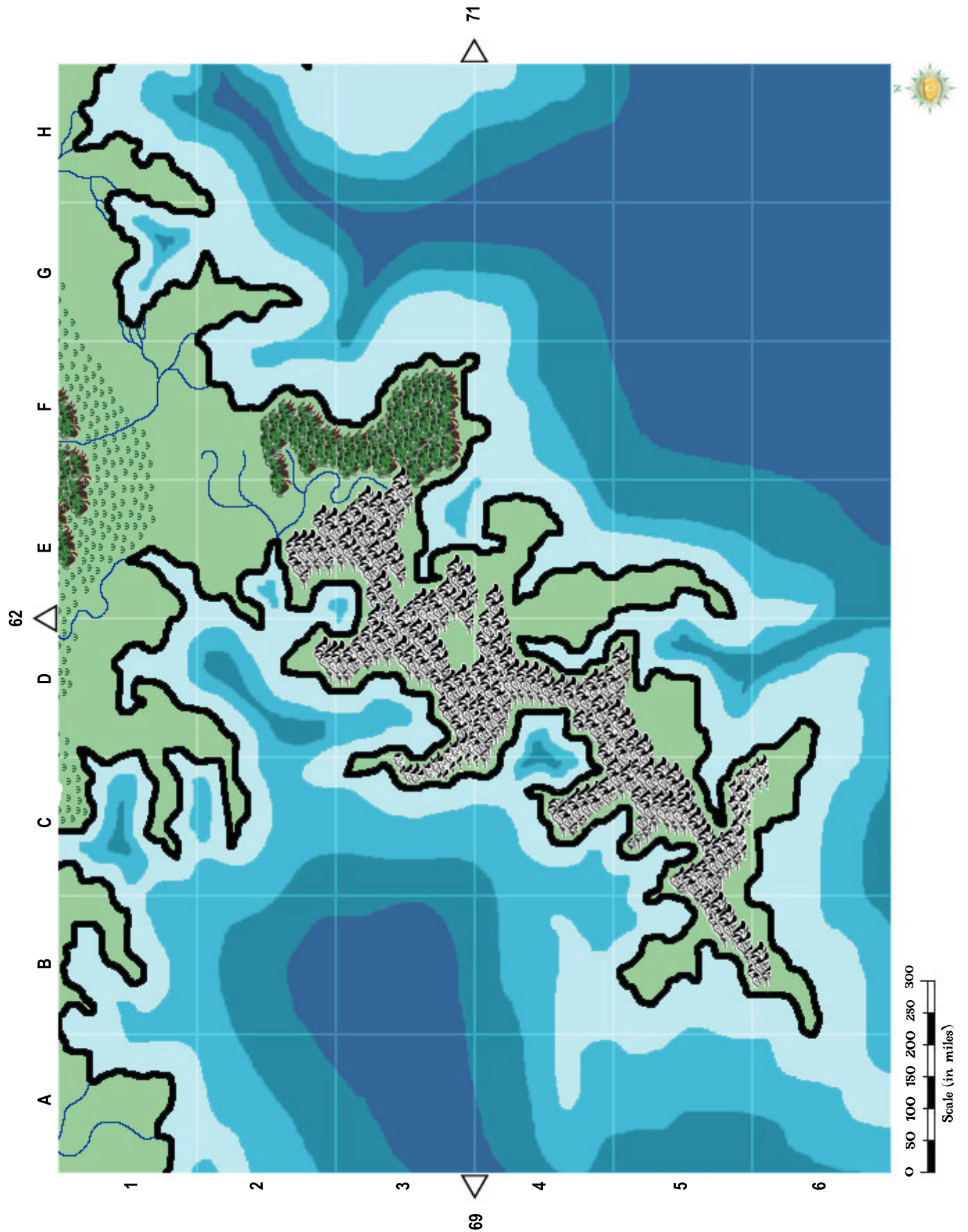


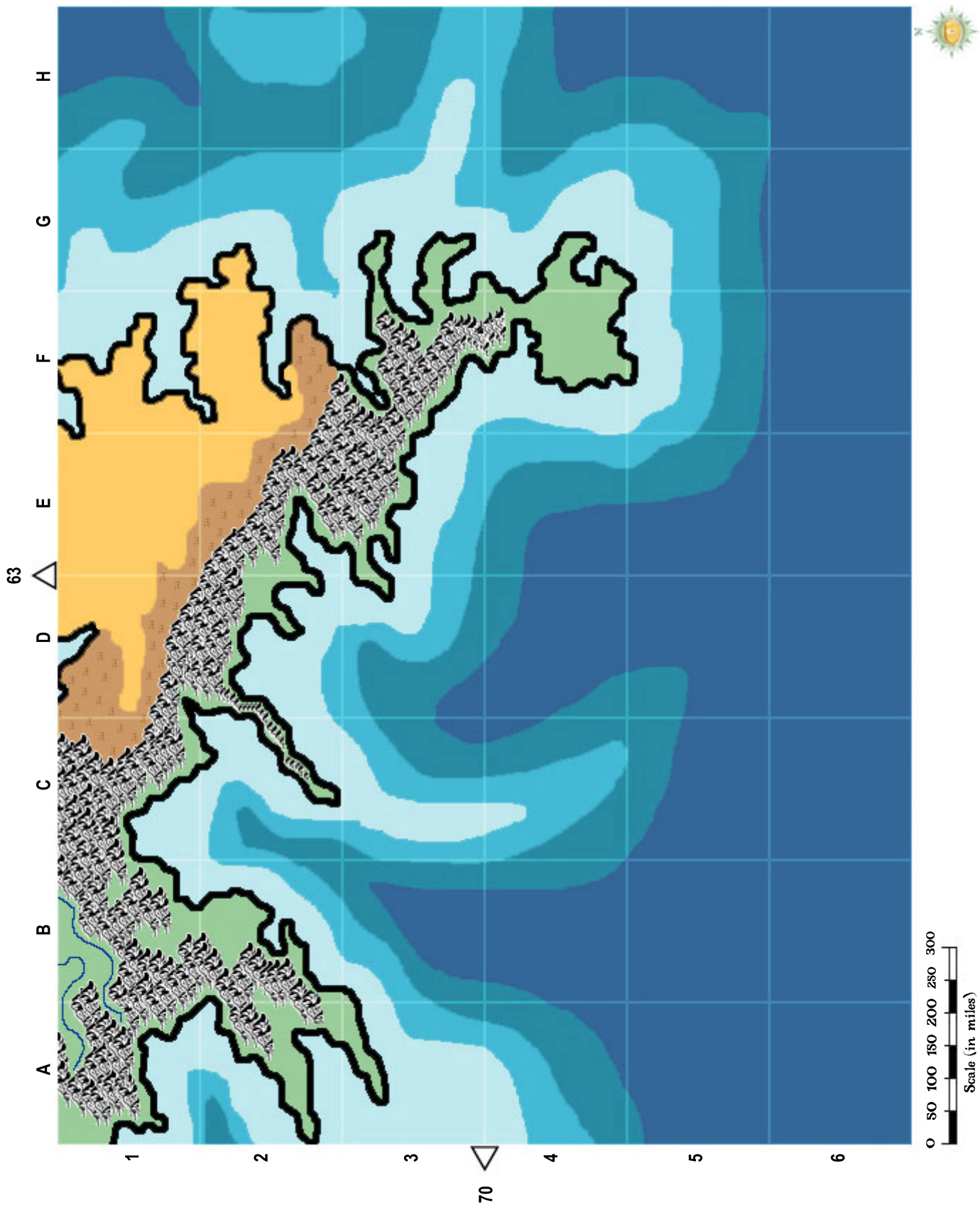


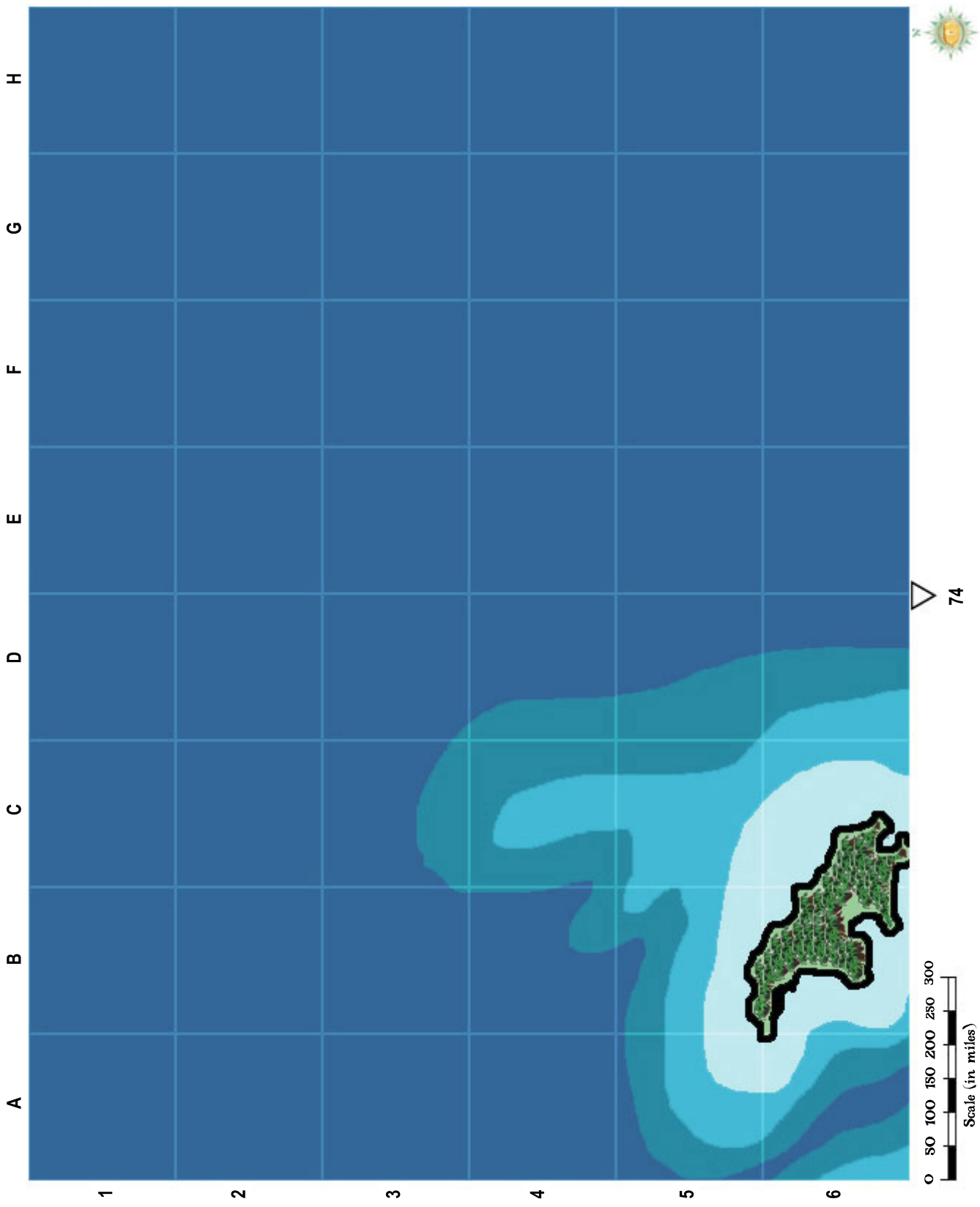


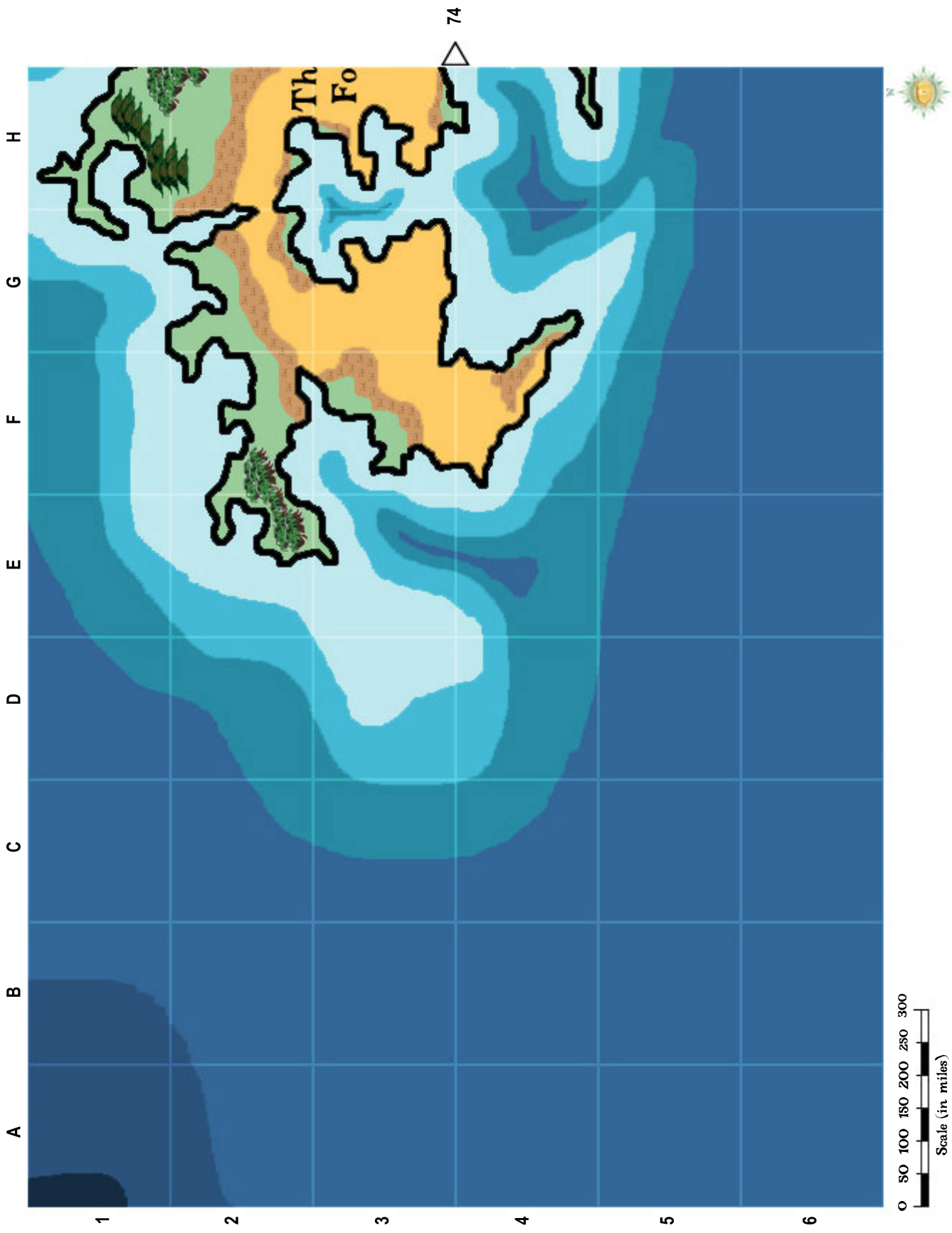


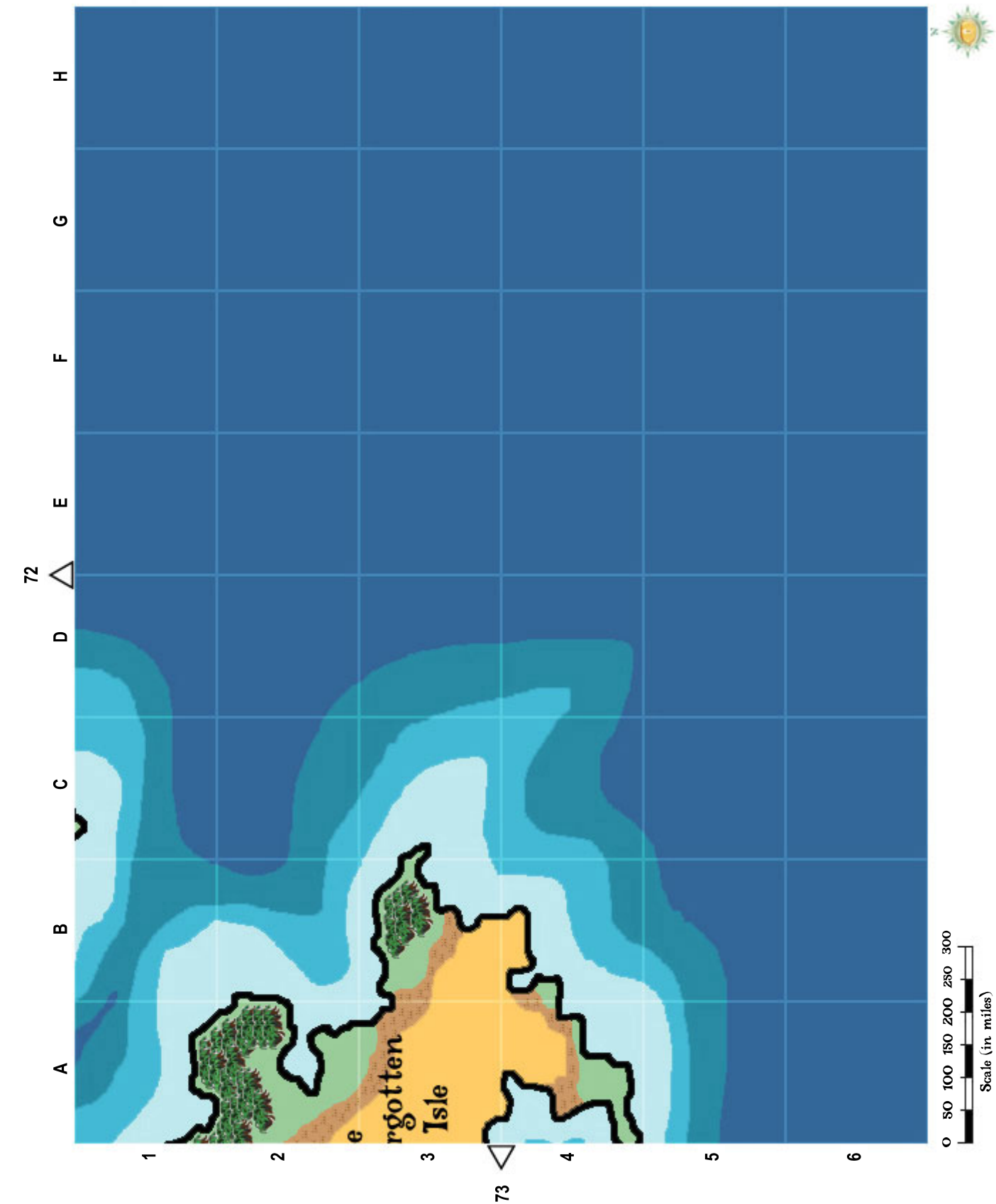












THE NATIONS OF ARRASIA

ADORIA

Area Square Miles: 30,000
Population: 195,000 (6.5/sq. mile)
Racial Balance: Elf (29%), Gnome (27%), Humans (22%), Halfling (14%), Other (8%)
Capital City: Heragor (pop. 7,500)
Government: Republic
World View: passive / agricultural, seafaring
Alignment: CG
Religion: Ky, Ney Allond, Tannun Maruth, Vihahn; Firngald, Gungorn; Gorazyn, Nendagon, Uther, Wesdan; Hal Tallfellow, Thim
Languages: Noroven
Climate: Continental Cool Summer

AMMAN-DUR

Area Square Miles: 237,500
Population: 9,618,750 (40.5/sq. mile)
Racial Balance: Human (72%), Dwarf (7%), Halfling (5%), Orc (4%), Elf (3%), Gnome (2%), Half-orc (2%), Goblin (1%), Gnoll (1%), Other (3%)
Capital City: Aym-J'zeer (pop. 60,000)
Government: Province of Karnish
World View: As Karnish
Alignment: As Karnish
Religion: Arak Kal, Aruthane, Azerond, Crayver, Erenus, Fandor, Illsyn, Mynax, Narag Narg, Omuz, Sha Dorrain, Yerraz; Graxber, Kavak; Olgden, Thim; Ragmannon, Xagraxsus; Fyfreyn, Tannun Maruth, Vihahn; Gungorn; Babbarax; Naberru.
Languages: Aish, Karnish
Climate: Warm Temperate

AMMAN-MON

Area Square Miles: 552,500
Population: 19,890,000 (36/sq. mile)
Racial Balance: Human (75%), Orc (5%), Gnoll (4%), Halfling (3%), Goblin (3%), Elf (2%), Half-orc (2%), Dwarf (1%), Hobgoblin (1%), Gnome (1%), Bugbear (1%), Other (2%)
Capital City: Adu-Abar (pop 65,000)
Government: Imperial
World View: aggressive / expansionist, militaristic
Alignment: LE
Religion: Arak Kal, Crayver, Narag Narg, Yerraz; Ragmannon, Xagraxsus; Naberru; Olgden, Thim; Babbarax, Gygafrak; Fyfreyn, Tannun Maruth; Kavak; Gungorn.
Languages: Aish
Climate: Warm Temperate

AMMAN-YARAD

Area Square Miles: 122,500
Population: 4,287,500 (35/sq. mile)
Racial Balance: Human (80%), Halfling (6%), Dwarf (3%), Elf (3%), Orc (2%), Gnome (1%), Half-orc (1%), Goblin (1%), Other (3%)
Capital City: Shakidah (pop. 45,000)
Government: Province of Karnish
World View: As Karnish
Alignment: As Karnish
Religion: Arak Kal, Aruthane, Azerond, Erenus, Fandor, Illsyn, Laverrus, Mynax, Narag Narg, Omuz, Sha Dorrain, Yerraz; Olgden, Thim; Graxber, Kavak; Ky, Ney Allond, Tannun Maruth; Ragmannon, Xagraxsus; Gungorn; Babbarax.
Languages: Aish, Karnish
Climate: Warm Temperate

ANGOR

Area Square Miles: 42,500
Population: 722,500 (17/sq. mile)
Racial Balance: Human (68%), Elf (15%), Gnome (8%), Halfling (4%), Other (5%)
Capital City: Mazan (pop. 27,500)
Government: Monarchy
World View: defensive / agricultural, seafaring
Alignment: LN
Religion: Gorazyn, Nendagon, Uther, Wesdan; Ky, Fy-freyn, Ney Allond, Tannun Maruth; Firngald, Gungorn; Olgden, Thim.
Languages: Noroven
Climate: Subarctic

BADATHUR

Area Square Miles: 115,000
Population: 2,932,500 (25.5/sq. mile)
Racial Balance: Human (75%), halfling (9%), Elf (8%), Dwarf (3%), Gnome (2%), Half-elf (2%), Other (1%)
Capital City: Portmore (pop. 32,500)
Government: Province of Karnish
World View: As Karnish
Alignment: As karnish
Religion: Aruthane, Azerond, Erenus, Feyzeu, Fandor, Illsyn, Jeyru, Laverrus, Malanon, Merrymer, Mynax, Narag Narg, Omuz, Pax, Pith, Sha Dorrain, Uther, Vashar, Wesdan; Olgden, Thim; Ky, Fyfreyn, Ney Allond, Tannun Maruth, Vihahn; Graxber, Kavak; Gungorn
Languages: Karnish
Climate: Warm Temperate

THE BADLANDS

Area Square Miles: Unknown
Population: Unknown
Racial Balance: Unknown
Capital City: None
Government: None
World View: None
Alignment: None
Religion: Gorazyn, Nendagon, Uther, Wesdan
Languages: Noroven
Climate: Arctic

ISLE OF THE BLACK MAGE (AND THE DESOLATE LANDS)

Area Square Miles: None
Population: None
Racial Balance: Unknown
Capital City: None
Government: None
World View: None
Alignment: CE
Religion: Unknown
Languages: Unknown
Climate: Scorching

BORODOR

Area Square Miles: 117,500
Population: 1,938,750 (16.5/sq. mile)
Racial Balance: Human (70%), Dwarf (12%), Halfling (9%), Gnome (4%), Elf (1%), Other (4%)
Capital City: Virburgh (pop. 15,000)
Government: Province of Karnish
World View: As Karnish
Alignment: As Karnish
Religion: Aruthane, Azerond, Concei Japur, Erenus, Feyzeu, Fandor, Illsyn, Jeyru, Laverrus, Malanon, Merrymer, Mynax, Narag Narg, Omuz, Pax, Pith, Sha Dorrain, Vashar; Graxber, Kavak; Olgden, Thim; Gungorn, Ky; Tannun Maruth, Vihahn
Languages: Karnish
Climate: Warm Temperate

EASTDALE

Area Square Miles: 52,500
Population: 603,750 (11.5/sq. mile)
Racial Balance: Human (68%), Dwarves (13%), Halfling (8%), Elf (6%), Gnome (3%), Other (2%)
Capital City: Hochden (pop. 27,500)
Government: Province of Karnish
World View: As Karnish
Alignment: As Karnish
Religion: Aruthane, Azerond, Concei Japur, Erenus, Feyzeu, Fandor, Illsyn, Jeyru, Laverrus, Malanon, Merrymer, Mynax, Narag Narg, Omuz, Pax, Pith, Sha Dorrain, Vashar; Graxber, Kavak; Olgden, Thim; Ky, Fyfreyn, Ney Allond, Tannun Maruth, Vihahn; Gungorn
Languages: Karnish
Climate: Warm Temperate

ELMINN

Area Square Miles: 92,500

Population: 1,387,500 (15/sq. mile)

Racial Balance: Human (72%), Dwarf (10%), Halfling (5%), Elf (3%), Orc (3%), Goblin (2%), Gnome (1%), Hobgoblin (1%), Other (3%)

Capital City: Fulton (pop. 17,500)

Government: Monarchy

World View: aggressive / agricultural, expansionist, militaristic, seafaring

Alignment: CN

Religion: Gorazyn, Nendagon, Uther, Wesdan; Graxber, Kavak; Hal Tallfellow, Thim; Cirion, Fyfreyn, Ky, Tannun Maruth; Ragmannon, Xagraxsus; Babbarax, Gygafrak; Gungorn

Language: Noroven

Climate: Subarctic

EPPE

Area Square Miles: 70,000

Population: 1,610,000 (23/sq. mile)

Racial Balance: Human (55%), Dwarf (20%), Halfling (11%), Gnome (8%), Elf (4%), Half-elf (1%), Other (1%)

Capital City: Jala (pop. 4,500)

Government: Monarchy

World View: passive / agricultural, mercantile

Alignment: LG

Religion: Aserdin, Destor, Hayn, Rougon, Sassa; Graxber, Kavak; Hal Tallfellow, Olgden, Thim; Firngald, Gungorn, Ky; Fyfreyn, Ney Allond, Tannun Maruth, Vihahn

Languages: Eppish

Climate: Warm Temperate

FARASHAR (NORTH URGOLIA)

Area Square Miles: 265,500

Population: 1,722,500 (6.5/sq. mile)

Racial Balance: Human (77%), Dwarf (5%), Goblin (4%), Elf (3%), Orc (3%), Hobgoblin (2%), Gnoll (1%), Gnome (1%), Half-orc (1%), Other (3%)

Capital City: Delamar (pop. 4,000)

Government: Province of Urgolia

World View: As Urgolia

Alignment: As Urgolia

Religion: Arak Kal, Concei Japur, Crayver, Ordal, Urgomond, Uther, Yerraz; Kavak, Graxber; Babbarax, Gygafrak; Fyfreyn, Ky, Tannun Maruth, Vihahn; Ragmannon, Xagraxsus; Naberru; Gungorn

Languages: Aish, Rhuven, Urgolian, Yait

Climate: Warm Temperate

THE PLAINS OF FENORIA

Area Square Miles: 975,000

Population: 4,387,500 (4.5/sq. mile)

Racial Balance: Human (45%), Orc (11%), Goblin (9%), Elf (8%), Hobgoblin (7%), Gnome (4%), Gnoll (4%), Half-orc (2%), Dwarf (2%), Bugbear (2%), Other (6%)

Capital City: None

Government: None

World View: passive / nomadic, wild

Alignment: CN

Religion: Concei Japur, Crayver, Gorazyn, Uther; Ragmannon, Xagraxsus; Ky, Ney Allond, Tannun Maruth, Vihahn; Babbarax, Gygafrak; Gungorn; Naberru; Kavak

Languages: Urgolian, Yait

Climate: Temperate

FENN

Area Square Miles: 22,500

Population: 720,000 (32/sq. mile)

Racial Balance: Human (75%), Elf (10%), Halfling (6%), Gnome (4%), Half-elf (2%), Dwarf (1%), Other (2%)

Capital City: Adberry (pop. 12,500)

Government: Province of Karnish

World View: As Karnish

Alignment: As Karnish

Religion: Aruthane, Erenus, Feyzeu, Fandor, Illsyn, Jeyru, Merrymer, Mynax, Omuz, Pith, Sha Dorrain, Uther; Fyfreyn, Ky, Ney Allond, Tannun Maruth, Vihahn; Olgden, Thim; Gungorn; Kavak

Languages: Karnish

Climate: Warm Temperate

GHEENT

Area Square Miles: 167,500

Population: 2,680,000 (16/sq. mile)

Racial Balance: Human (78%), Dwarf (10%), Halfling (6%), Gnome (2%), Elf (2%), Other (2%)

Capital City: Ghendenbur (pop. 35,000)

Government: Province of Karnish

World View: As Karnish

Alignment: As Karnish

Religion: Aruthane, Concei Japur, Erenus, Feyzeu, Fandor, Illsyn, Jeyru, Malanon, Merrymer, Mynax, Omuz, Pith, Sha Dorrain, Uther, Vashar; Kavak, Graxber; Olgden, Thim; Gungorn, Ky; Ney Allond, Tannun

Maruth, Vihahn
Languages: Karnish
Climate: Warm Temperate

THE GOLD COAST

Area Square Miles: Unknown
Population: Unknown
Racial Balance: Unknown
Capital City: None
Government: None
World View: passive / frontier, mercantile
Alignment: None
Religion: Azerond, Concei Japur, Erenus, Fandor, Feyzeu, Illsyn, Omuz, Pith; Hith, Ragmannon; Gygafrak; Naberru
Languages: Karnish
Climate: Humid subtropical

GORIND

Area Square Miles: 32,500
Population: 276,250 (8.5/sq. mile)
Racial Balance: Human (69%), Dwarf (9%), Halfling (5%), Orc (4%), Elf (3%), Bugbear (2%), Hobgoblin (1%), Goblin (1%), Half-orc (1%), Other (5%)
Capital City: Drayd (pop. 8,500)
Government: Province of Karnish
World View: As Karnish
Alignment: As Karnish
Religion: Aruthane, Azerond, Erenus, Fandor, Merrymer, Mynax, Narag Narg, Omuz, Pith, Sha Dorrain, Uther; Graxber, Kavak; Olgden, Thim; Hith, Ragmannon, Xagraxsus; Ky, Ney Allond, Tannun Maruth, Vihahn; Babbarax, Gygafrak
Languages: Karnish, Yait
Climate: Warm Temperate

HAGAARD (UPPER URGOLIA)

Area Square Miles: 222,500
Population: 1,112,500 (5/sq. mile)
Racial Balance: Human (66%), Elf (6%), Orc (6%), Halfling (4%), Goblin (3%), Dwarf (2%), Gnome (2%), Hobgoblin (2%), Bugbear (2%), Half-orc (1%), Half-elf (1%), Other (5%)
Capital City: Maraput (pop. 1500)
Government: Province of Urgolia
World View: As Urgolia
Alignment: As Urgolia
Religion: Arak Kal, Concei Japur, Crayver, Ordal, Ugomond, Uther, Yerraz; Cirion, Ky, Ney Allond, Tan-

nun Maruth, Vihahn; Ragmannon, Xagraxsus; Ogden, Thim; Babbarax, Gygafrak; Kavak; Gungorn; Naberru
Languages: Aish, Rhuven, Urgolian, Yait
Climate: Temperate

FREECITY OF HANAI

Area Square Miles: 12,500
Population: 300,000 (24/sq. mile)
Racial Balance: Human (75%), Dwarf (9%), Gnome (7%), Halfling (6%), Half-orc (1%), Elf (1%), Other (1%)
Capital City: Hanai (pop 47,000)
Government: Oligarchy
World View: defensive / industrial, mercantile
Alignment: CN
Religion: Arak Kal, Aruthane, Fandor, Illsyn, Malanon, Merrymer, Mynax, Omuz, Pith, Sha Dorrain, Vashar, Yerraz; Graxber, Kavak; Gungorn, Ky; Olgden, Thim; Ragmannon; Tannun Maruth
Languages: Karnish, Syramesse, Ural
Climate: Warm Temperate

HARDALE

Area Square Miles: 125,000
Population: 375,000 (3/sq. mile)
Racial Balance: Human (52%), Dwarf (12%), Orc (10%), Elf (6%), Goblin (5%), Hobgoblin (3%), Halfling (2%), Bugbear (2%), Gnome (1%), Gnoll (1%), Half-orc (1%), Other (5%)
Capital City: Hargond (pop. 3,500)
Government: Monarchy
World View: defensive / industrial, seafaring
Alignment: N
Religion: Gorazyn, Nendagon, Uther, Nendagon, Wesdan; Graxber, Kavak; Ragmannon, Xagraxsus; Ney Allond, Tannun Maruth, Vihahn; Babbarax, Gygafrak; Olgden, Thim; Gungorn; Naberru
Languages: Noroven
Climate: Subarctic

HATHAM

Area Square Miles: 37,500
Population: 337,500 (9/sq. mile)
Racial Balance: Human (57%), Elf (18%), Gnome (12%), Halfling (6%), Dwarf (3%), Half-elf (1%), Other (3%)
Capital City: Wyworth (pop. 5,500)
Government: Monarchy
World View: passive / agricultural, mercantile
Alignment: LG

Religion: Aruthane, Aserdin, Azerond, Concei Japur, Destor, Erenus, Fandor, Hayn, Malanon, Merrymer, Mynax, Rougon, Omuz, Sassa; Ky, Ney Allond, Tannun Maruth; Firngald, Gungorn; Olgden, Thim, Hal Tallfellow; Graxber

Languages: Annasse, Eppish, Karnish

Climate: Warm Temperate

LAND OF HITH

Area Square Miles: 155,000

Population: 263,500 (1.7/sq. mile)

Racial Balance: Orc (45%), Human (20%), Half-orc (11%), Goblin (10%), Hobgoblins (5%), Gnolls (3%), Ogres (2%), Giants (1%), Other (3%)

Capital City: Obersî

Government: Dictatorship

World View: aggressive / expansionist, wild

Alignment: CE

Religion: Hith, Ragmannon; Babbarax, Gygafrak; Naberru

Languages: Rhuven, Yait

Climate: Scorching

HITHANON

Area Square Miles: 240,000

Population: 600,000 (2.5/sq. mile)

Racial Balance: Human (46%), Orc (30%), Half-orc (7%), Goblins (7%), Hobgoblin (3%), Ogre (1%), Gnoll (1%), Other (5%)

Capital City: Gad-Harak (pop. unknown)

Government: Province of The Land of Hith

World View: As The Land of Hith

Alignment: As The Land of Hith

Religion: Hith; Ragmannon; Babbarax, Gygafrak; Naberru

Languages: Rhuven, Yait

Climate: Temperate

HJOTHDAL

Area Square Miles: 322,500

Population: 4,999,750 (15.5/sq. mile)

Racial Balance: Human (60%), Dwarf (17%), Elf (5%), Goblin (3%), Halfling (2%), Orc (2%), Hobgoblin (2%), Bugbear (2%), Gnome (1%), Half-orc (1%), Gnoll (1%), Other (4%)

Capital City: Dakarn (pop. 35,000)

Government: Monarchy

World View: aggressive / industrial, seafaring

Alignment: LN

Religion: Gorazyn, Nendagon, Uther, Wesdan; Grax-

ber, Kavak; Tannun Maruth, Vihahn; Babbarax, Gygafrak; Hal Tallfellow, Thim; Ragmannon, Xagraxsus; Ky, Gungorn

Languages: Noroven

Climate: Temperate

THE UNTAMED LANDS OF HURIGHOL

Area Square Miles: 907,500

Population: 2,541,000 (2.8/sq. mile)

Racial Balance: Human (55%), Kobold (11%), Orc (9%), Goblins (7%), Bugbear (4%), Elves (4%), Hobgoblin (3%), Gnoll (3%), Other (4%)

Capital City: None

Government: None

World View: nomadic, wild

Alignment: None

Religion: Ky, Gorazyn, Nendagon, Uther; Wamranoch; Hith, Ragmannon, Xagraxsus; Babbarax, Gygafrak; Ney Allond, Tannun Maruth, Vihahn; Naberru

Languages: Rhuven, Yait

Climate: Temperate

ISTENPUR

Area Square Miles: 52,500

Population: 420,000 (8/sq. mile)

Racial Balance: Human (84%), Lizardfolk (5%), Orc (3%), Halfling (3%), Kobolds (1%), Other (4%)

Capital City: Newshur (pop. 3,500)

Government: Oligarchy

World View: defensive / agricultural, seafaring

Alignment: CN

Religion: Aruthane, Aserdin, Azerond, Concei Japur, Destor, Fandor, Hayn, Ky, Rougon, Sassa; Zidodd; Ragmannon, Xagraxsus; Olgden, Thim; Wamranoch

Languages: Annasse, Eppish, Karnish

Climate: Warm Temperate

JERAD

Area Square Miles: 85,000

Population: 127,500 (1.5/sq. mile)

Racial Balance: Human (80%), Orc (10%), Half-orc (4%), Goblin (2%), Other (4%)

Capital City: None

Government: None

World View: None

Alignment: None

Religion: Qayoba, Setsop; Hith, Ragmannon; Babbarax, Gygafrak

Languages: Yait

Climate: Sub-tropical

FREEGITY OF KALAPUR

Area Square Miles: 2,500

Population: 30,000 (12/sq. mile)

Racial Balance: Human (91%), Gnomes (5%), Halfling (3%), Dwarf (1%), Other (1%)

Capital City: Kalapur (pop. 5,500)

Government: Democracy

World View: passive / mercantile, seafaring

Alignment: LG

Religion: Azerond, Erenus, Fandor, Jeyru, Merrymer, Omuz, Pith, Sassa, Sha Dorrain, Vashar; Ky, Gungorn; Thim; Destor, Kavak

Languages: Karnish

Climate: Warm Temperate

KALDER

Area Square Miles: 22,500

Population: 270,000 (12/sq. mile)

Racial Balance: Human (57%), Elf (20%), Gnome (12%), Halfling (8%), Half-elf (2%), Other (1%)

Capital City: Ornenbor (pop. 6,500)

Government: Monarchy

World View: passive / agricultural, seafaring

Alignment: LG

Religion: Aruthane, Azerond, Concei Japur, Destor, Fandor, Hayn, Malanon, Merrymer, Omuz, Pith, Sassa, Sha Dorrain; Ky, Ney Allond, Tannun Maruth; Firmgald, Gungorn; Hal Tallfellow, Olgden, Thim

Languages: Annasse, Eppish, Karnish

Climate: Warm Temperate

KARNISH

Area Square Miles: 585,000

Population: 15,795,000 (27/sq. mile)

Racial Balance: Human (85%), Halfling (5%), Elf (3%), Dwarf (3%), Gnome (2%), Half-elf (1%), Other (1%)

Capital City: City of Karnish (pop. 81,000)

Government: Monarchy

World View: defensive / industrial, mercantile, militaristic, scientific, seafaring

Alignment: LG

Religion: Aruthane, Azerond, Concei Japur, Erenus, Feyzeu, Fandor, Illsyn, Jeyru, Laverus, Malanon, Merrymer, Mynax, Narag Narg, Omuz, Pax, Pith, Sha Dorrain, Uther, Vashar; Olgden, Thim; Ky, Ney Allond, Tannun Maruth, Vihahn; Graxber, Kavak; Gungorn

Languages: Karnish

Climate: Warm Temperate

MAGASOA

Area Square Miles: 75,000

Population: 1,575,000 (21/sq. mile)

Racial Balance: Human (75%), Goblin (5%), Elves (3%), Halfling (3%), Dwarves (2%), Gnomes (2%), Hobgoblin (2%), Gnolls (2%), Orc (2%), Lizardfolk (1%), Other (3%)

Capital City: Faybar (pop. 18,000)

Government: Monarchy

World View: aggressive / expansionist, militaristic

Alignment: LN

Religion: Arak Kal, Narag Narg, Nendagon, Yerraz; Babbarax, Gygafrak; Ney Allond, Tannun Maruth; Olgden, Thim; Destor, Graxber, Kavak; Gungorn; Naberru; Ragmannon, Xagraxsus; Zidodd

Languages: Aish, Magasoan, Ural

Climate: Warm Temperate

NIZHST

Area Square Miles: 250,000

Population: 187,500 (0.75/sq. mile)

Racial Balance: Human (84%), Orc (5%), Dwarf (3%), Goblin (2%), Elf (1%), Half-orc (1%), Other (4%)

Capital City: None

Government: None

World View: None

Alignment: None

Religion: Hith, Ky, Qayoba, Setsop, Uther; Ragmannon; Kavak; Babbarax, Gygafrak; Vihahn

Languages: Yait

Climate: Tropical

NORTH HITHANON

Area Square Miles: 100,000

Population: 350,000 (3.5/sq. mile)

Racial Balance: Human (39%), Orc (28%), Half-orc (12%), Goblin (8%), Hobgoblin (4%), Ogre (2%), Bugbear (2%), Gnoll (1%), Other (4%)

Capital City: Tower of Nemeth (pop. unknown)

Government: Province of The Land of Hith

World View: As The Land of Hith

Alignment: As The land of Hith

Religion: Hith; Ragmannon; Babbarax, Gygafrak; Naberru

Languages: Rhuven, Yait

Climate: Temperate

NORVSOND

Area Square Miles: 132,500
Population: 1,126,250 (8.5/sq. mile)
Racial Balance: Human (77%), Dwarf (8%), Orc (4%), Goblin (3%), Hobgoblin (2%), Other (6%)
Capital City: Norv (pop. 37,500)
Government: Monarchy
World View: aggressive / industrialist, mercantile, seafaring
Alignment: LN
Religion: Gorazyn, Ky, Nendagon, Uther, Wesdan; Graxber, Kavak; Ragmannon, Xagraxsus; Babbarax, Gygafrak;
Languages: Noroven
Climate: Subarctic

NÝGAMÄR

Area Square Miles: 210,000
Population: 2,625,000 (12.5/sq. mile)
Racial Balance: Human (65%), Dwarf (10%), Elf (5%), Halfling (5%), Bugbear (4%), Orc (2%), Goblin (2%), Gnome (2%), Hobgoblin (1%), Other (4%)
Capital City: Azdorimar (pop. 18,500)
Government: Monarchy
World View: aggressive / expansionist, mercantile, seafaring
Alignment: CN
Religion: Gorazyn, Gorazyn, Uther, Wesdan; Graxber, Kavak; Fyfreyn, Ky, Ney Allond, Tannun Maruth, Vihahn; Olgden, Thim; Babbarax, Gygafrak; Ragmannon, Xagraxsus; Gungorn
Languages: Noroven
Climate: Temperate

ORD

Area Square Miles: 50,000
Population: 600,000 (12/sq. mile)
Racial Balance: Human (35%), Elf (30%), Gnome (20%), Halfling (10%), Other (5%)
Capital City: Ganz (pop. 2,500)
Government: Republic
World View: passive / agricultural
Alignment: LG
Religion: Concei Japur, Gorazyn, Nendagon, Uther, Wesdan; Ky, Fyfreyn, Ney Allond, Tannun Maruth; Firngald, Gungorn; Hal Tallfellow, Olgden, Thim
Languages: Noroven
Climate: Continental Cool Summer

LEAGUE OF ORDWYN

Area Square Miles: 162,500
Population: 1,300,000 (8/sq. mile)
Racial Balance: Human (61%), Halfling (10%), Elves (8%), Gnomes (4%), Kobolds (4%), Half-elves (3%), Goblin (3%), Dwarves (2%), Orc (2%), Hobgoblin (1%), Other (2%)
Capital City: None
Government: Confederation
World View: defensive / frontier, mercantile, seafaring
Alignment: LG
Religion: Aruthane, Azerond, Erenus, Fandor, Mynax, Omuz, Pith, Sha Dorrain, Uther; Olgden, Thim; Ky, Ney Allond, Tannun Maruth, Vihahn; Firngald, Gungorn; Wamranoch; Babbarax, Gygafrak; Graxber, Kavak; Ragmannon, Xagraxsus
Languages: Karnish, Rhuven, Yait
Climate: Warm Temperate

KINGDOM OF ORITH

Area Square Miles: 155,000
Population: 3,410,000 (22/sq. mile)
Racial Balance: Human (65%), Halfling (10%), Elf (8%), Dwarf (8%), Gnome (5%), Half-elf (1%), Other (3%)
Capital City: Amwain (pop. 29,500)
Government: Monarchy
World View: defensive / industrial, mercantile
Alignment: LG
Religion: Aruthane, Azerond, Erenus, Fandor, Illsyn, Jeyru, Malanon, Merrymer, Mynax, Omuz, Pith, Sha Dorrain; Hal Tallfellow, Olgden, Thim; Ky, Fyfreyn, Ney Allond, Tannun Maruth, Vihahn; Destor, Graxber, Kavak; Firngald, Gungorn
Languages: Annasse, Karnish, Syramesse, Ural
Climate: Warm Temperate

ORMEX

Area Square Miles: 70,000
Population: 1,260,000 (18/sq. mile)
Racial Balance: Human (57%), Dwarf (12%), Elf (10%), Gnome (8%), Halfling (7%), Half-elf (3%), Other (3%)
Capital City: Nend (pop. 18,500)
Government: Province of Karnish
World View: As Karnish
Alignment: As Karnish
Religion: Aruthane, Azerond, Fandor, Illsyn, Malanon, Merrymer, Mynax, Narag Narg, Omuz, Pax, Pith, Sha Dorrain, Uther; Graxber, Kavak; Ky, Ney Allond, Tannun Maruth, Vihahn; Gungorn; Olgden, Thim

Religion: Karnish
Climate: Warm Temperate

PALANAR

Area Square Miles: 105,000
Population: 1,260,000 (12/sq. mile)
Racial Balance: Human (36%), Elf (29%), Gnome (18%), Halfling (10%), Half-elf (3%), Dwarf (2%), Other (2%)
Capital City: Apperby (pop. 9,000)
Government: Tribal
World View: passive / agricultural, nomadic, wild
Alignment: CG
Religion: Aruthane, Aserdin, Azerond, Concei Japur, Destor, Fandor, Hayn, Illsyn, Mynax, Omuz, Pith, Narag Narg; Ky, Fyfreyn, Ney Allond, Tannun Maruth, Vihahn; Firngald, Gungorn; Olgden, Thim; Kavak
Languages: Annasse, Karnish, Rhuven, Ural, Yait
Climate: Warm Temperate

RYSOR

Area Square Miles: 36,250
Population: 290,000 (8/sq. mile)
Racial Balance: Elf (28%), Human (26%), Gnome (25%), Halfling (16%), Other (5%)
Capital City: Putton (pop. 3,000)
Government: Republic
World View: passive / agricultural, mercantile, seafaring
Alignment: CG
Religion: Fyfreyn, Ky, Ney Allond, Tannun Maruth; Gorazyn, Nendagon, Uther, Wesdan; Gungorn; Olgden, Thim
Languages: Noroven
Climate: Continental Cool Summer

THE SAVAGE COAST

Area Square Miles: Unknown
Population: Unknown
Racial Balance: Unknown
Capital City: None
Government: None
World View: None
Alignment: None
Religion: Gorazyn, Nendagon, Uther, Wesdan
Languages: Noroven
Climate: Arctic

SORENDALE

Area Square Miles: 40,000
Population: 500,000 (12.5/sq. mile)
Racial Balance: Human (64%), Dwarf (25%), Halfling (8%), Elf (1%), Gnome (1%) Other (1%)
Capital City: Highdale (pop. 10,000)
Government: Province of Karnish
World View: As Karnish
Alignment: As Karnish
Religion: Aruthane, Concei Japur, Erenus, Feyzeu, Fandor, Illsyn, Jeyru, Laverrus, Malanon, Merrymer, Mynax, Omuz, Pax, Pith, Sha Dorrain; Olgden, Thim; Graxber, Kavak; Olgden, Thim; Ney Allond, Tannun Maruth; Gungorn
Languages: Karnish
Climate: Warm Temperate

SYRÁMĀ

Area Square Miles: 860,000
Population: 12,900,000 (15/sq. mile)
Racial Balance: Human (65%), Halfling (6%), Elves (6%), Gnome (5%), Dwarf (4%), Goblin (4%), Half-elves (2%), Orc (2%), Hobgoblin (2%), Half-orc (1%), Bugbear (1%), Other (2%)
Capital City: Athlem (pop. 55,000)
Government: Monarchy
World View: defensive / agricultural, mercantile
Alignment: LN
Religion: Aruthane, Aserdin, Azerond, Concei Japur, Crayver, Destor, Erenus, Fandor, Feyzeu, Hayn, Illsyn, Malanon, Mynax, Narag Narg, Omuz, Pith, Sassa, Sha Dorrain; Hal Tallfellow, Olgden, Thim; Ky, Ney Allond, Tannun Maruth; Gungorn; Graxber, Kavak; Ragmannon, Xagraxsus; Babbarax, Gygafrak
Languages: Karnish, Kerlasian, Sárían, Syramesse, Ural, Yait
Climate: Warm Temperate

TESGHENIA

Area Square Miles: 300,000
Population: 2,330,000 (8.5/sq. mile)
Racial Balance: Human (60%), Elf (15%), Gnome (6%), Halfling (4%), Orc (3%), Goblin (3%), Hobgoblin (2%), Dwarf (2%), Gnoll (2%), Other (3%)
Capital City: Haphassus (pop. 3,500)
Government: Oligarchy
World View: passive / nomadic, wild
Alignment: CN
Religion: Concei Japur, Crayver, Ky, Ordal, Urgomond; Ky, Ney Allond, Tannun Maruth, Vihahn; Gungorn; Olgden, Thim; Ragmannon, Xagraxsus; Bab-

barax, Gygafrak; Graxber, Kavak; Naberru
Languages: Rhuven, Teschenian, Urgolian, Yait
Climate: Continental Cool Summer

KINGDOM OF THARG

Area Square Miles: 360,000
Population: 4,320,000 (12/sq. mile)
Racial Balance: Human (66%), Halfling (9%), Dwarf (8%), Gnome (5%), Orc (3%), Elf (2%), Goblin (2%), Bugbear (2%), Gnoll (1%), Half-orc (1%), Other (1%)
Capital City: Taran (pop 38,000)
Government: Monarchy
World View: defensive / industrial, mercantile, seafaring
Alignment: LN
Religion: Aruthane, Azerond, Concei Japur, Erenus, Feyzeu, Fandor, Gorazyn, Illsyn, Malanon, Mynax, Narag Narg, Nendagon, Omuz, Pith, Sha Dorrain, Uther, Wesdan; Olgden, Thim; Graxber, Kavak; Ky, Gungorn; Ragmannon, Xagraxsus; Tannun Maruth, Vihahn; Babbarax, Gygafrak; Naberru
Languages: Karnish, Noroven
Climate: Temperate

URGOLIA

Area Square Miles: 465,000
Population: 3,952,500 (8.5/sq. mile)
Racial Balance: Human (63%), Orc (7%), Hobgoblin (5%), Dwarf (5%), Goblin (4%), Gnolls (3%), Halfling (2%), Elf (2%), Half-orc (2%), Gnome (1%), Bugbear (1%), Other (5%)
Capital City: Urgolia (pop. 2,500)
Government: Autocracy
World View: aggressive / expansionist, nomadic
Alignment: CN
Religion: Arak Kal, Concei Japur, Crayver, Ky, Ordal, Urgomond; Ragmannon, Xagraxsus; Babbarax, Gygafrak; Graxber, Kavak; Naberru; Thim; Tannun Maruth, Vihahn; Gungorn
Languages: Rhuven, Urgolian, Yait
Climate: Temperate

CONFEDERATION OF U'THOL

Area Square Miles: 412,500
Population: 1,031,250 (2.5/sq. mile)
Racial Balance: Human (35%), Orc (17%), Halfling (10%), Goblin (9%), Half-orc (7%), Dwarves (6%), Elf (5%), Gnome (4%), Hobgoblin (3%), Half-elf (2%), Other (2%)

Capital City: None
Government: None
World View: None
Alignment: CN
Religion: Azerond, Fandor, Gorazyn, Illsyn, Ky, Narag Narg, Nendagon, Pith, Uther, Wesdan; Hith, Ragmannon, Xagraxsus; Olgden, Thim; Babbarax, Gygafrak; Graxber, Kavak; Ney Allond, Tannun Maruth, Vihahn; Firngald, Gungorn
Languages: Karnish, Rhuven, Yait
Climate: Warm Temperate

URADUN

Area Square Miles: 77,500
Population: 426,250 (5.5/sq. mile)
Racial Balance: Human (35%), Orc (25%), Goblin (10%), Kobold (10%), Hobgoblin (6%), Half-orc (8%), Other (6%)
Capital City: Nannanach (pop. 14,500)
Government: Despotism
World View: aggressive / expansionist, wild
Alignment: CE
Religion: Arak Kal, Hith, Ragmannon, Yerraz; Xagraxsus; Babbarax, Gygafrak; Wamranoch
Languages: Aish, Orcish
Climate: Warm Temperate

VIDOR

Area Square Miles: 95,000
Population: 760,000 (8/sq. mile)
Racial Balance: Human (76%), Dwarf (10%), Halfling (5%), Elf (3%), Gnome (2%), Half-orc (1%), Other (3%)
Capital City: Vidor (pop. 18,000)
Government: Province of Karnish
World View: As Karnish
Alignment: As Karnish
Religion: Aruthane, Concei Japur, Erenus, Fandor, Illsyn, Malanon, Merrymer, Mynax, Omuz, Pax, Pith, Sha Dorrain, Uther, Vashar; Graxber, Kavak; Olgden, Thim; Ky, Ney Allond, Tannun Maruth, Vihahn; Gungorn; Ragmannon
Languages: Karnish
Climate: Warm Temperate

WEST HITHANON

Area Square Miles: 630,000
Population: 945,000 (1.5/sq. mile)
Racial Balance: Human (53%), Orc (20%), Goblin (10%), Half-orc (7%), Hobgoblin (3%), Gnoll (2%),

Other (5%)
Capital City: Gad-Gorick (pop. unknown)
Government: Province of The Land of Hith
World View: As The Land of Hith
Alignment: As The Lsnd of Hith
Religion: Hith; Ragmannon; Babbarax, Gygafrak; Naberru
Languages: Rhuven, Yait
Climate: Warm Temperate

YAD-KOZLUG

Area Square Miles: 70,000
Population: 2,240,000 (32/sq. mile)
Racial Balance: Human (85%), Halfling (4%), Elf (3%), Orc (2%), Gnome (2%), Bugbear (1%), Half-orc (1%), Other (2%)
Capital City: Jalfoussa (pop. 30,000)
Government: Province of Karnish
World View: As Karnish
Alignment: As Karnish
Religion: Arak Kal, Aruthane, Azerond, Erenus, Fandor, Illsyn, Mynax, Narag Narg, Omuz, Sha Dorrain, Yerraz; Olgden, Thim; Ky, Ney Allond, Tannun Maruth; Ragmannon, Xagraxsus; Gungorn; Babbarax
Languages: Aish, Karnish
Climate: Warm Temperate

YAD-JAMÔN

Area Square Miles: 55,000
Population: 1,485,000 (27/sq. mile)
Racial Balance: Human (80%), Halfling (6%), Dwarf (3%), Orc (3%), Goblin (2%), Gnome (1%), Elf (1%), Half-orc (1%), other (3%)
Capital City: Sy-Amsel (pop. 28,000)
Government: Province of Karnish
World View: As Karnish
Alignment: As Karnish
Religion: Arak Kal, Azerond, Crayver, Fandor, Illsyn, Mynax, Narag Narg, Yerraz; Olgden, Thim; Graxber, Kavak; Ragmannon, Xagraxsus; Babbarax; Ky, Ney Allond, Tannun Maruth; Gungorn
Languages: Aish, Karnish
Climate: Warm Temperate

YAD-UTHET

Area Square Miles: 105,000
Population: 2,310,000 (22/sq. mile)
Racial Balance: Human (75%), Dwarf (5%), Halfling (4%), Orc (4%), Goblin (3%), Hobgoblin (2%), Gnome (2%), Elf (1%), Half-orc (1%), Other (3%)

Capital City: Hagora (pop. 45,000)
Government: Province of Karnish
World View: As Karnish
Alignment: As Karnish
Religion: Arak Kal, Crayver, Fandor, Illsyn, Mynax, Narag Narg, Yerraz; Graxber, Kavak; Olgden, Thim; Ragmannon, Xagraxsus; Babbarax, Gygafrak; Gungorn; Ky, Ney Allond, Tannun Maruth
Languages: Aish, Karnish
Climate: Warm Temperate

YAM

Area Square Miles: 210,000
Population: 3,885,000 (18.5/sq. mile)
Racial Balance: Human (68%), Dwarf (8%), Halfling (8%), Gnome (7%), Elf (5%), Half-elf (1%), Other (3%)
Capital City: Portswey (pop. 36,000)
Government: Monarchy
World View: defensive / industrial, mercantile
Alignment: LN
Religion: Arak Kal, Aruthane, Aserdin, Azerond, Concei Japur, Erenus, Fandor, Feyzeu, Illsyn, Malanon, Mynax, Narag Narg, Omuz, Pith, Sassa, Sha Dorrain, Yerraz; Destor, Graxber, Kavak; Olgden, Thim; Firmgald, Gungorn; Ky, Ney Allond, Tannun Maruth, Vihahn
Languages: Aish, Annasse, Karnish, Syramesse, Ural
Climate: Warm Temperate

YARASAL J'NARIA

Area Square Miles: 472,500
Population: 1,653,750 (3.5/sq. mile)
Racial Balance: Human (50%), Goblin (10%), Orc (8%), Kobold (8%), Hobgoblin (8%), Gnoll (5%), Half-orc (3%), Elves (3%), Other (5%)
Capital City: None
Government: None
World View: nomadic, wild
Alignment: None
Religion: Ky, Gorazyn, Nendagon, Uther; Babbarax, Gygafrak; Hith, Ragmannon, Xagraxsus; Wamranoch; Naberru; Vihahn
Languages: Rhuven, Yait
Climate: Warm Temperate

YARATH

Area Square Miles: 195,000
Population: 3,802,500 (19.5/sq. mile)
Racial Balance: Human (59%), Elf (15%), Gnome

(10%), Halfling (7%), Dwarf (5%), Half-elf (2%), Other (2%)

Capital City: Yarathwaite (pop. 31,500)

Government: Province of Karnish

World View: As Karnish

Alignment: As Karnish

Religion: Aruthane, Azerond, Concei Japur, Erenus, Feyzeu, Fandor, Illsyn, Jeyru, Laverrus, Malanon, Mer-rymer, Mynax, Narag Narg, Omuz, Pax, Pith, Sha Dorrain, Uther, Vashar; Fyfreyn, Ney Allond, Tannun Maruth, Vihahn; Gungorn, Ky; Olgden, Thim; Graxber, Kavak

Languages: Karnish

Climate: Warm Temperate

YEOD

Area Square Miles: 125,000

Population: 3,500,000 (28/sq. mile)

Racial Balance: Human (78%), Dwarf (6%), halfling (6%), Elf (5%), Gnome (3%), Half-elf (1%), Other (1%)

Capital City: Northport (pop. 27,000)

Government: Province of Karnish

World View: As Karnish

Alignment: As Karnish

Religion: Aruthane, Azerond, Concei Japur, Erenus, Feyzeu, Fandor, Illsyn, Jeyru, Laverrus, Malanon, Mer-rymer, Mynax, Narag Narg, Omuz, Pax, Pith, Sha Dorrain, Uther, Vashar; Graxber, Kavak; Olgden, Thim; Tannun Maruth, Vihahn; Gungorn, Ky

Languages: Karnish

Climate: Warm Temperate

FREECITY OF YERAD

Area Square Miles: 77,500

Population: 968,750 (12.5/sq. mile)

Racial Balance: Human (70%), Elf (15%), Gnome (8%), Halfling (3%), Other (4%)

Capital City: Yerad (pop 50,500)

Government: Monarchy

World View: defensive / agricultural, mercantile, seafaring

Alignment: LG

Religion: Concei Japur, Gorazyn, Nendagon, Uther, Wesdan; Ky, Ney Allond, Tannun Maruth; Firngald, Gungorn; Olgden, Thim

Languages: Noroven

Climate: Continental Cool Summer

ZARAMAL

Area Square Miles: 205,000

Population: 2,870,000 (14/sq. mile)

Racial Balance: Human (65%), Dwarf (8%), Halfling (7%), Gnome (5%), Elf (5%), Orc (3%), Gnoll (2%), Half-orc (1%), Bugbear (1%), Hobgoblins (1%), Other (2%)

Capital City: Azbar (pop. 5000)

Government: Oligarchy

World View: defensive / agricultural, nomadic

Alignment: CN

Religion: Concei Japur, Fandor, Illsyn, Mynax, Omuz, Ordal, Pith, Urgomond; Destor, Destor, Graxber, Kavak; Olgden, Thim; Ky, Gungorn; Fyfreyn, Ney Allond, Tannun Maruth, Vihahn; Ragmannon, Xagraxsus; Naberru; Babbarax, Gygafrak

Languages: Annasse, Rhuven, Yait

Climate: Warm Temperate

Further Information

Further information concerning the nations of The Kyngdoms, or The Kyngdoms itself, can be found in the campaign setting source book: *The Kyngdoms Campaign Setting*, available from The Kyngdoms website at:

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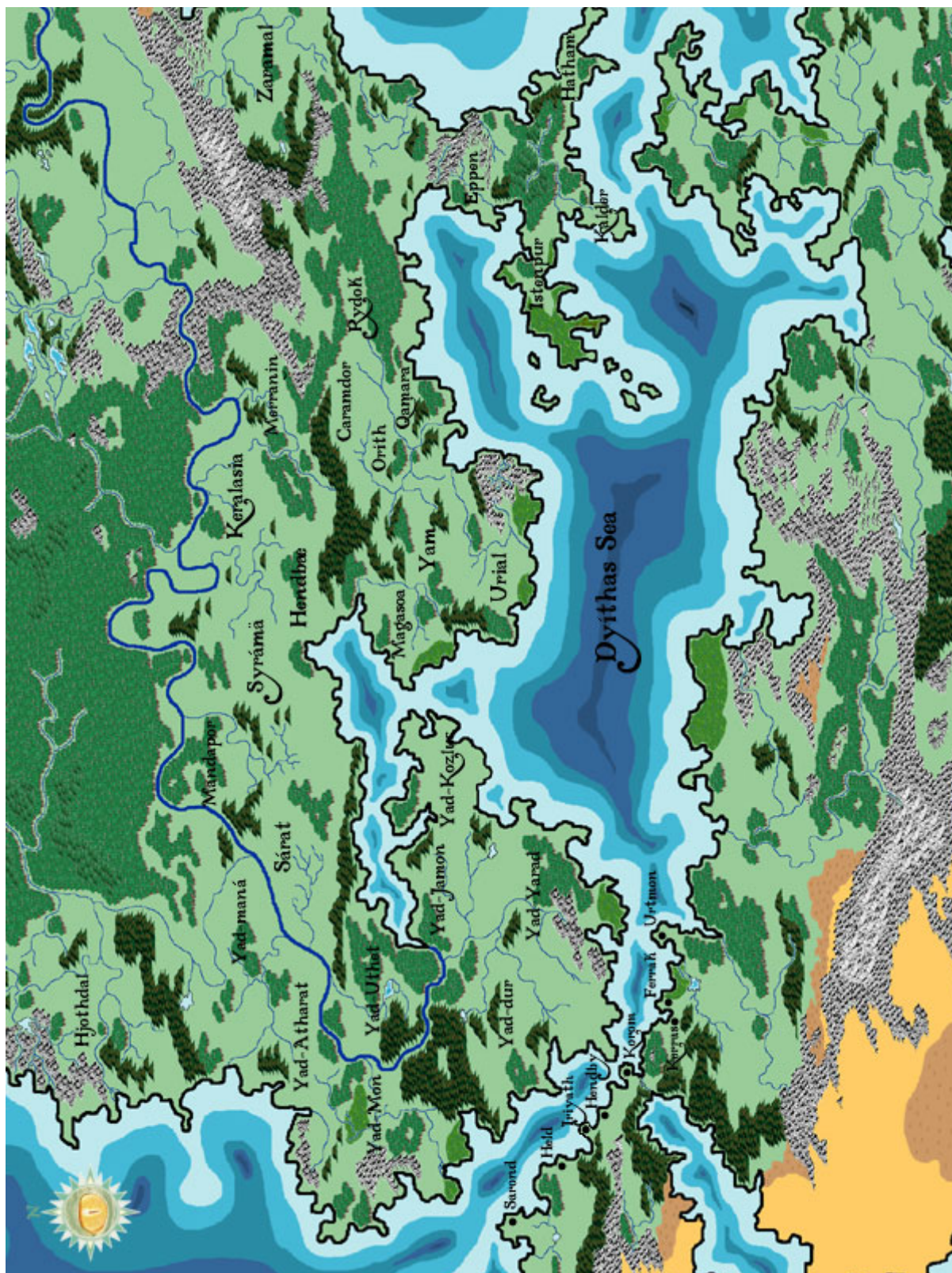
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APPENDIX A

Map of Ancient Mid and South Arrasia (Ca. 150 Age of Layagat)



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Ordenz Bay 22, c5 [†]	Rayan Melith 30, f3 [†]	Sy-Amsel 40, b4	Urleigh 39, c5	Yameth-on-Sea 41, a5
Ordwyn 51, e2	Red Hills, The 41, a4 [†]	Syrāmā 40, e2 [†]	Urth, Ruins of 49, d1	Yander Hothinbelim 50, d5 [†]
Ordwyn, League of 51, e2 [†]	Rijkin 48, f4	Syramassa River, The 40, b2 [†]	Urur Forest 21, e3 [†]	Yaran 40, f3
Orith, Kingdom of 41, a3 [†]	River of Gold see <i>Rayan Melith</i>	Syream 21, e6	U'gunn 50, a5	Yarasal J'naria 51, b5 [†]
Orkeness 13, f6	Rhenhol 30, a6	Talamein 41, f3	Utherial Mountains 20, f5 [†]	Yarath 50, b3 [†]
Orm 33, c2	Rysor 31, a1 [†]	Talhjorth 29, f6	U'Thol, Confederation of 38, e3 [†]	Yarathwaite 50, b3
Ormex 50, d4 [†]	Samman, Ruins of 32, g2	Tarramas 40, h3	Vä 48, h1	Yarmex 49, f2
Ornach 38, a4	Sarazoa Sea 31, g1 [†]	Taran 28, e1	Val'assur 30, c1	Yentale 31, h4
Ornenbor 51, c1	Savage Coast, The 20, c3 [†]	Templemead 39, b5	Valley of Ximen-nies 27, f4 [†]	Yeod 38, h5 [†]
Orthex 27, h3	Sayth Marsh 50, a1 [†]	Terador 49, a1	Varsoa 40, e4	Yeofoy 41, a2
Othos, Ruins of 38, e5	Sea of Dust, The 49, e5 [†]	Teschenia 31, d2 [†]	Vaxlayden 29, g3	Yerad, Freecity of 21, e5
Quicillith Yamuth 38, f2 [†]	Sea of Guardians 50, f1 [†]	Thaneth 38, h5	Venaxia 33, e4	Yerrak Hills 31, e4 [†]
Owthenus 41, d2	Sea of Ord, The 21, h4 [†]	Tharaby 21, e6	Vidor 38, d3	Zandabad 40, b5
Palanar 41, d4 [†]	Shakidah 40, c6	Tharador 38, d6	Vidor 38, d4 [†]	Zanneth 39, g1
Panby 40, f6	Silver Hills, The 38, f4 [†]	Tharg, The Kingdom of 28, d2 [†]	Vidor Castle 38, c4	Zaramal 41, f2 [†]
Pass of Merin 50, g4		Thetmador 39, g3	Vilkry 28, h1	Zarrasoa 40, f3
Pfiyfneer 38, h5		Thoria 28, g1	Virburgh 50, c2	Zhyzhym 40, a3
Pelor 58, a1		Thorn 50, c4	Virrik 14, h5	
		Thryn 28, c2	Viten, Ruins of 23, g6	
		Thwain Ineth 41, e1 [†]		

[†] Extends beyond this single grid co-ordinate (i.e. is a nation, sea, mountain range and so forth).

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