

# The Kingdoms



## Atlas

by Keith Robinson



# KThe KINGDOMS™

## AN ATLAS OF ARRASIA

By Keith Robinson

### CREDITS

Author: Keith Robinson

Layout & Design: Keith Robinson

Editor: Keith Robinson

Cartography: Keith Robinson

Cover Design: Anne Stokes



© The Kyngdoms 2005

A whole new world...

© **The Kyngdoms 2005.** All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden. The Kyngdoms, The Kyngdoms logo and The Kyngdoms Campaign Setting are trademarks of The Kyngdoms. All proper names, characters, places, items, art and text herein are copyrighted by The Kyngdoms. All rights reserved. "D20 System" and the D20 System logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the D20 System License version 6. A copy of this License can be found at [www.wizards.com/d20](http://www.wizards.com/d20). Dungeons and Dragons® and Wizards of the Coast® are trademarks of Wizards of the Coast, Inc. in the United States and other countries and are used with permission. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

This book uses supernatural ideas and themes. All such elements are fictional and supplied here for entertainment purposes only.

Visit The Kyngdoms online at  
<http://www.thekyngdoms.com>

# INTRODUCTION

**A**rrasia 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.

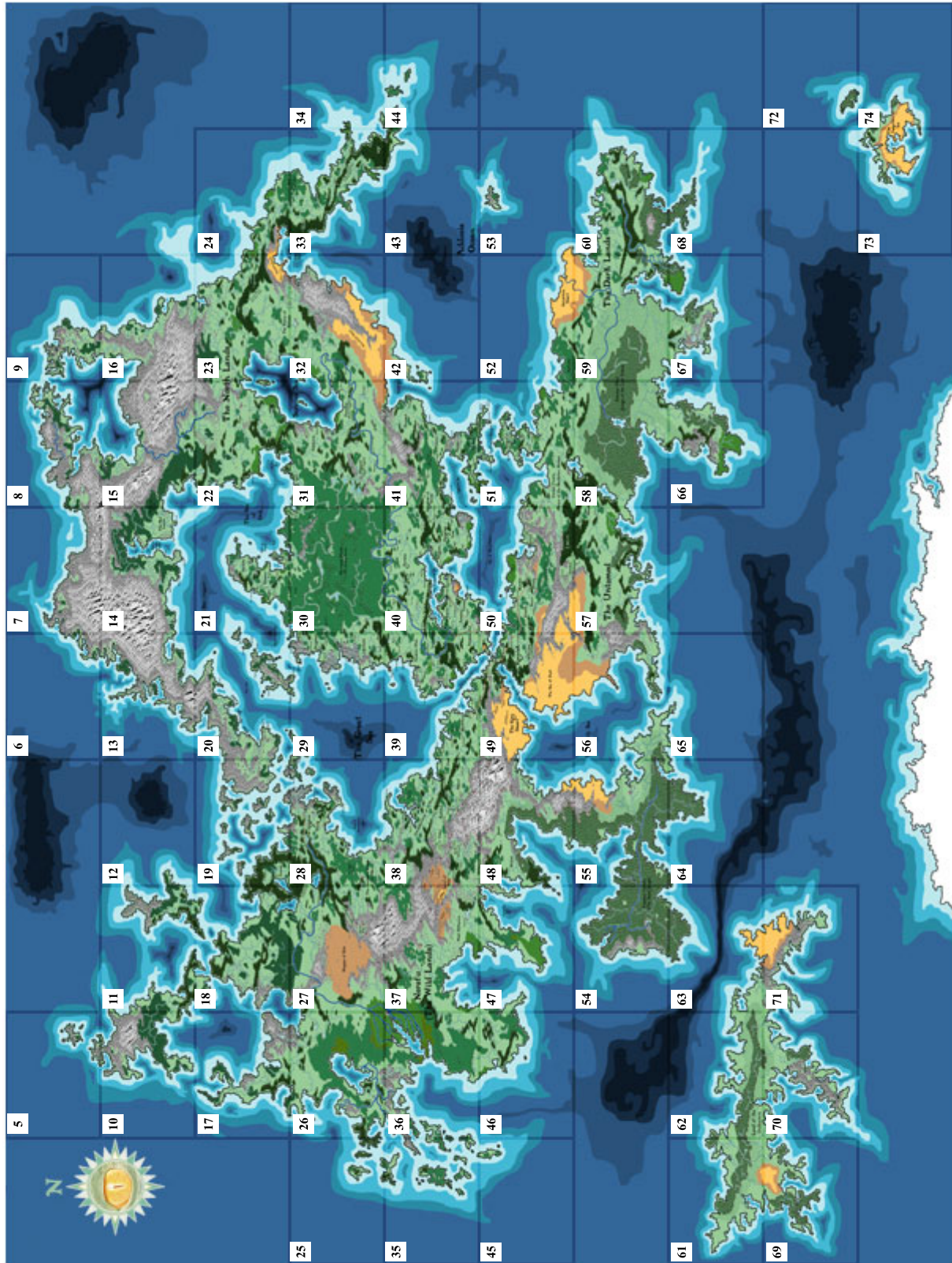
This product is designed to be used in conjunction with *The Kyngdoms Campaign Setting* which fully fleshes out the nations and history of Arrasia and which is available at:

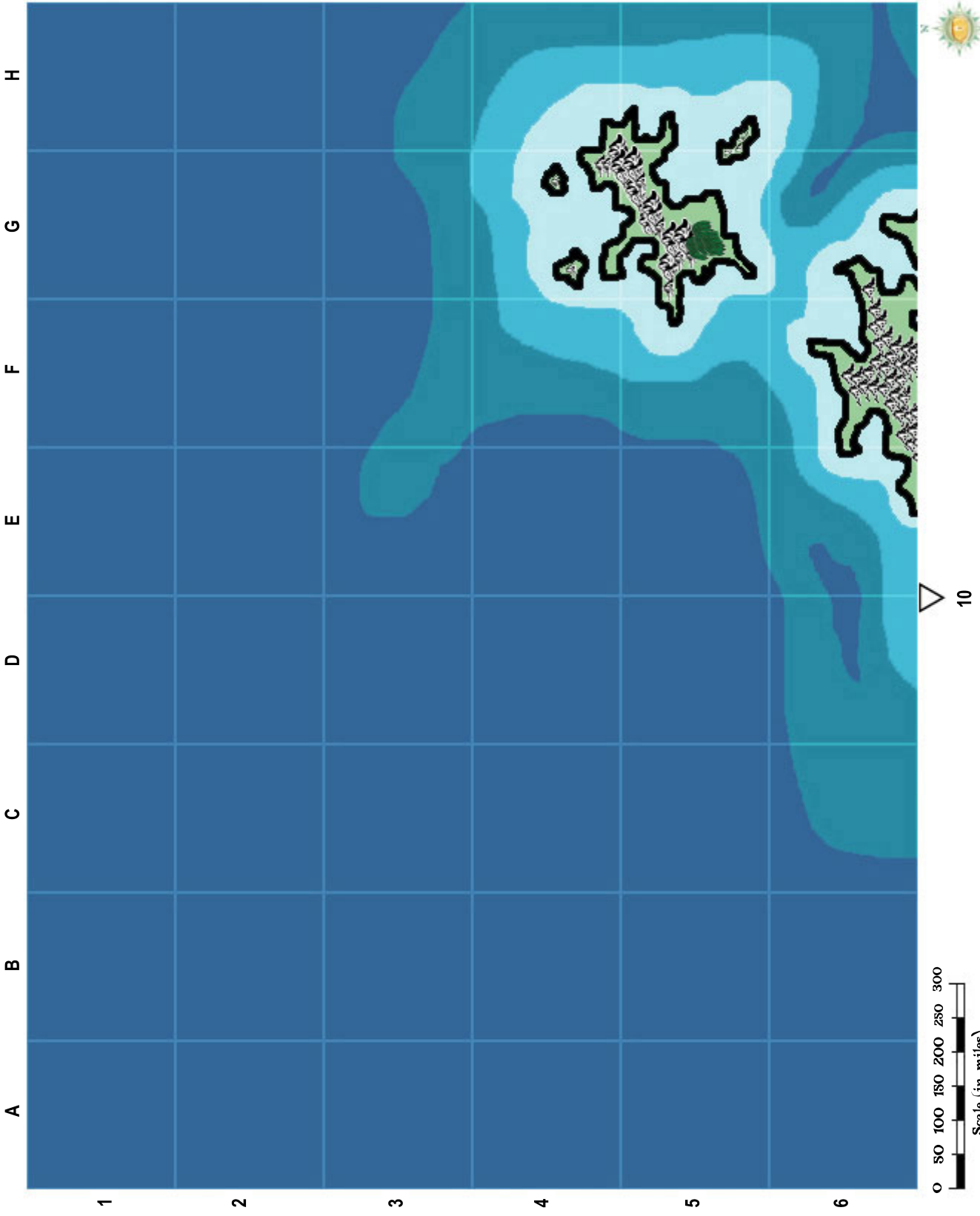
<http://www.thekyngdoms.com/products>

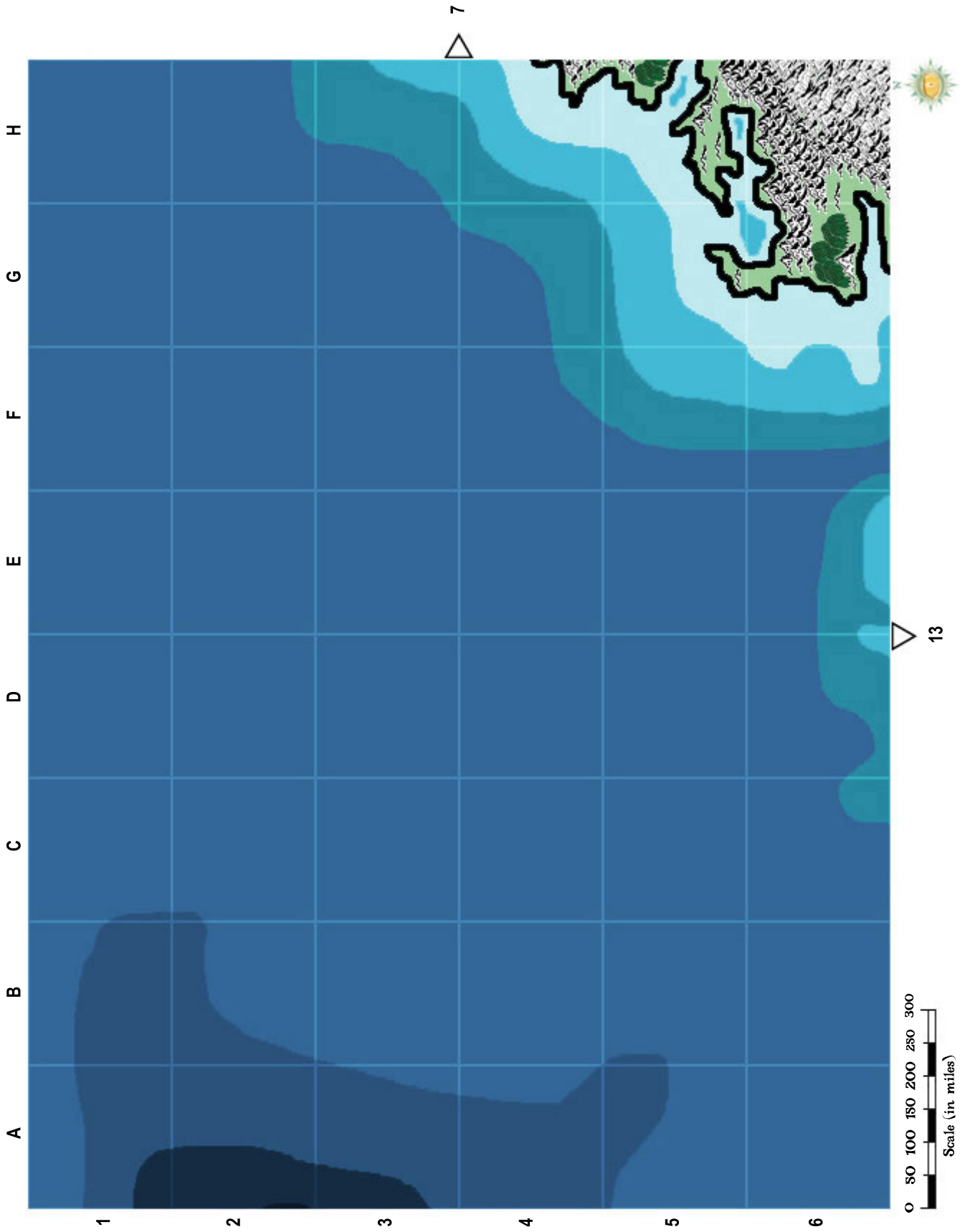
## The Kyngdoms Map Key

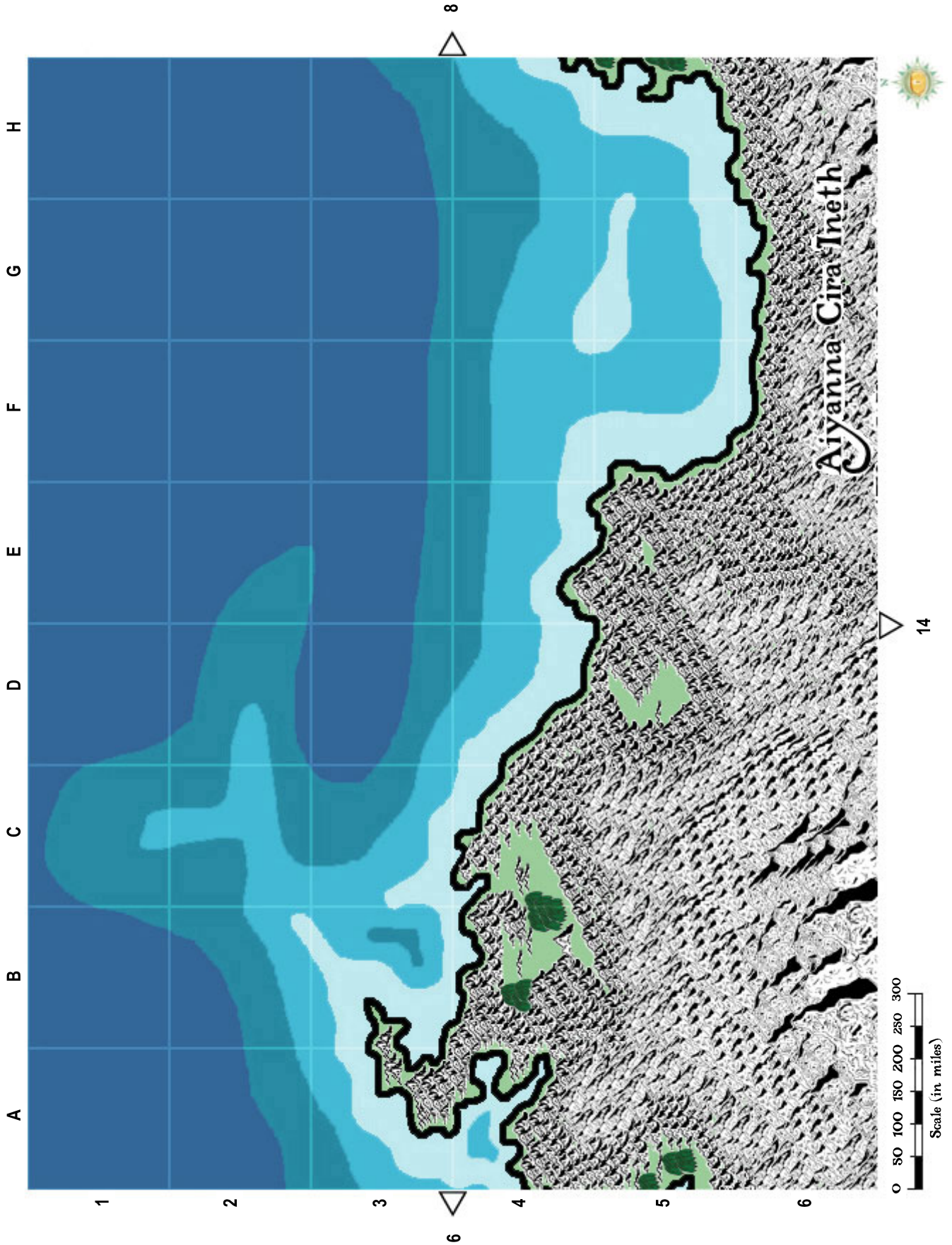
 Plains	 Mangrove	 Canyon	 Capital City
 Desert	 Steppe	 Road	 City
 Mountain Range	 Savanna	 Major Road	 Town
 Volcano	 Jungle Hills	 Shallow Waters	 Village
 Mountain	 Wooded Hills	 Deep Waters	 Freecity
 Broken Land	 Pine Wooded Hills	 Deeper Waters	 Fortification
 Pine Forest	 Hills	 Sea	 Ruins
 Temperate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

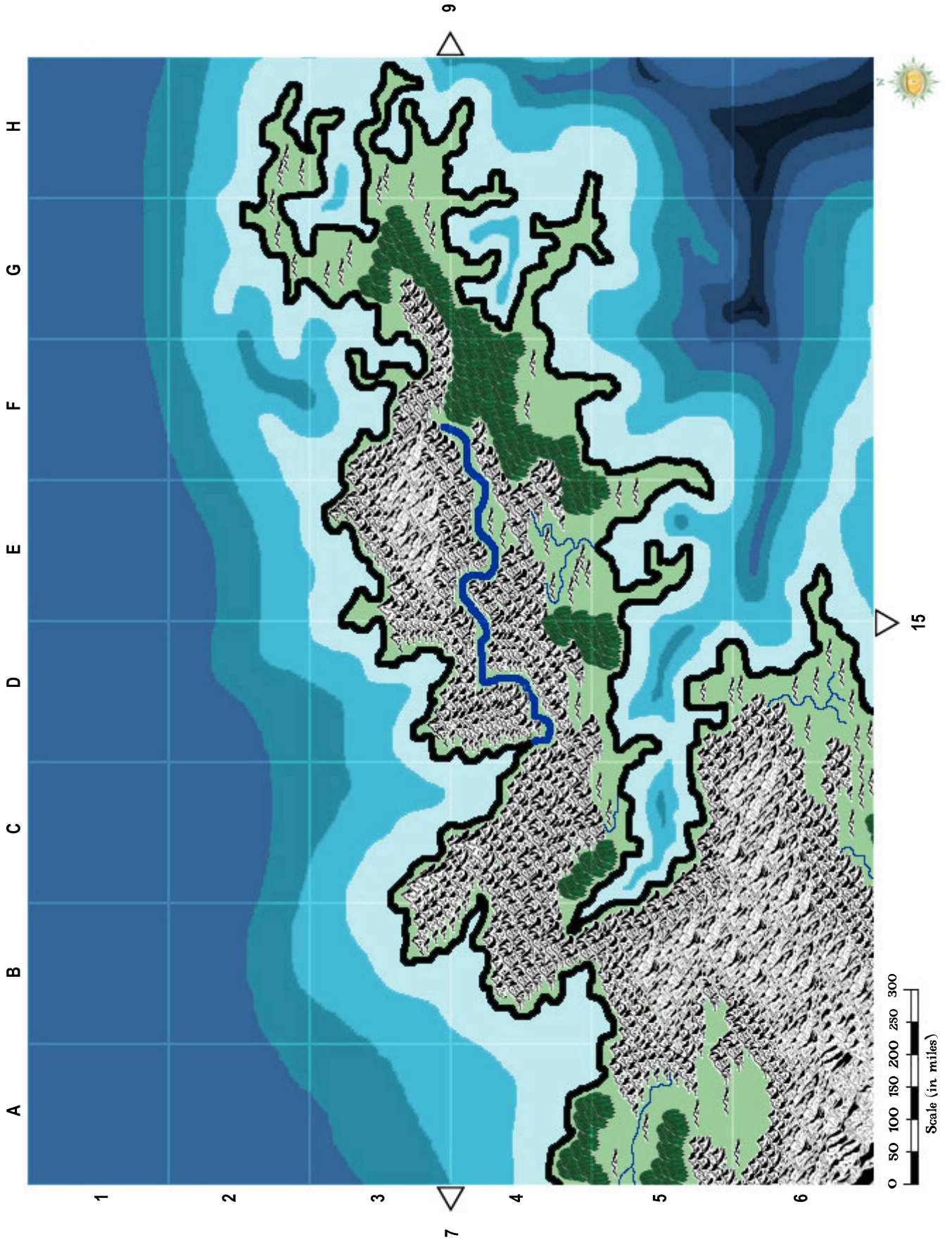
# ARRASIA



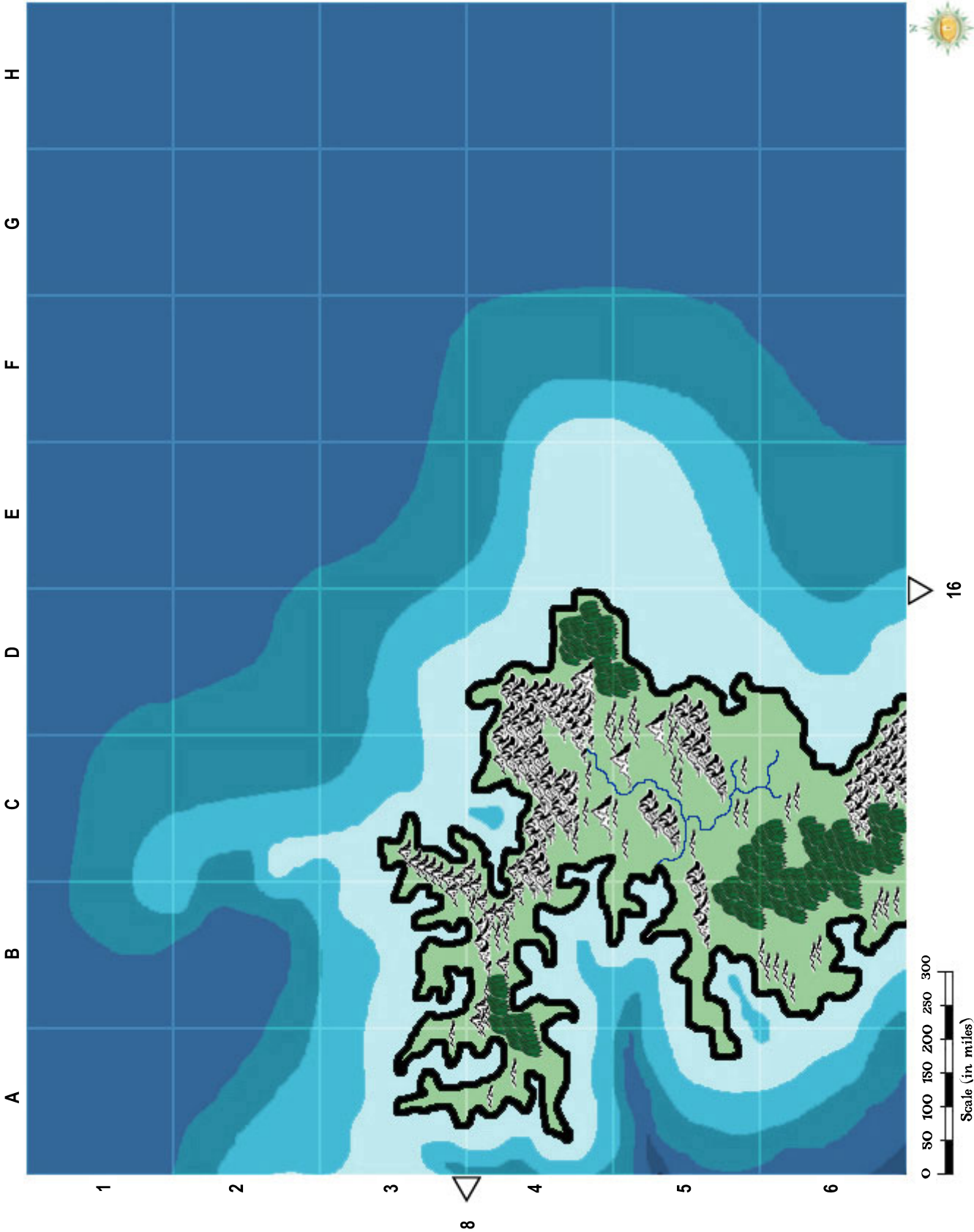


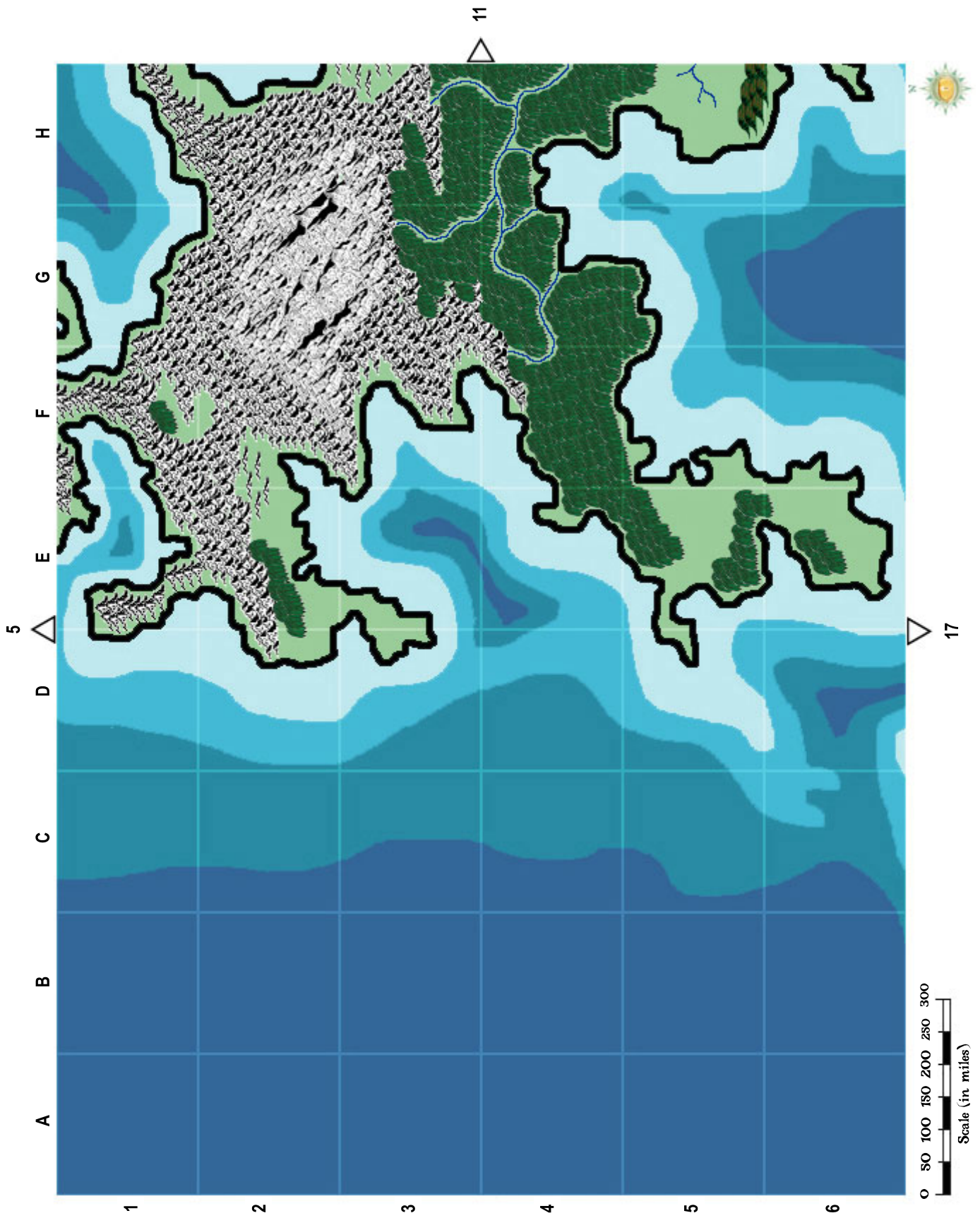


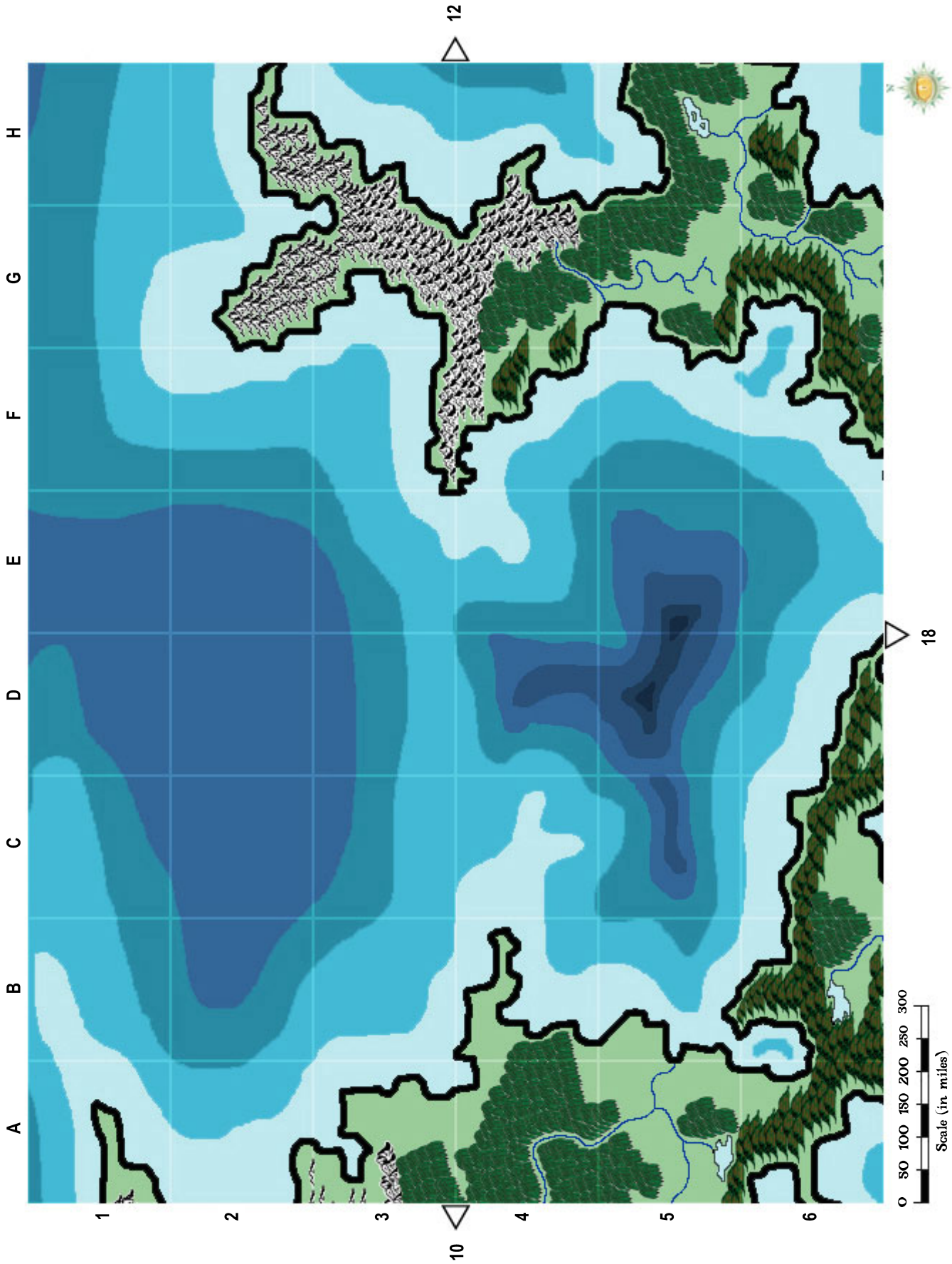


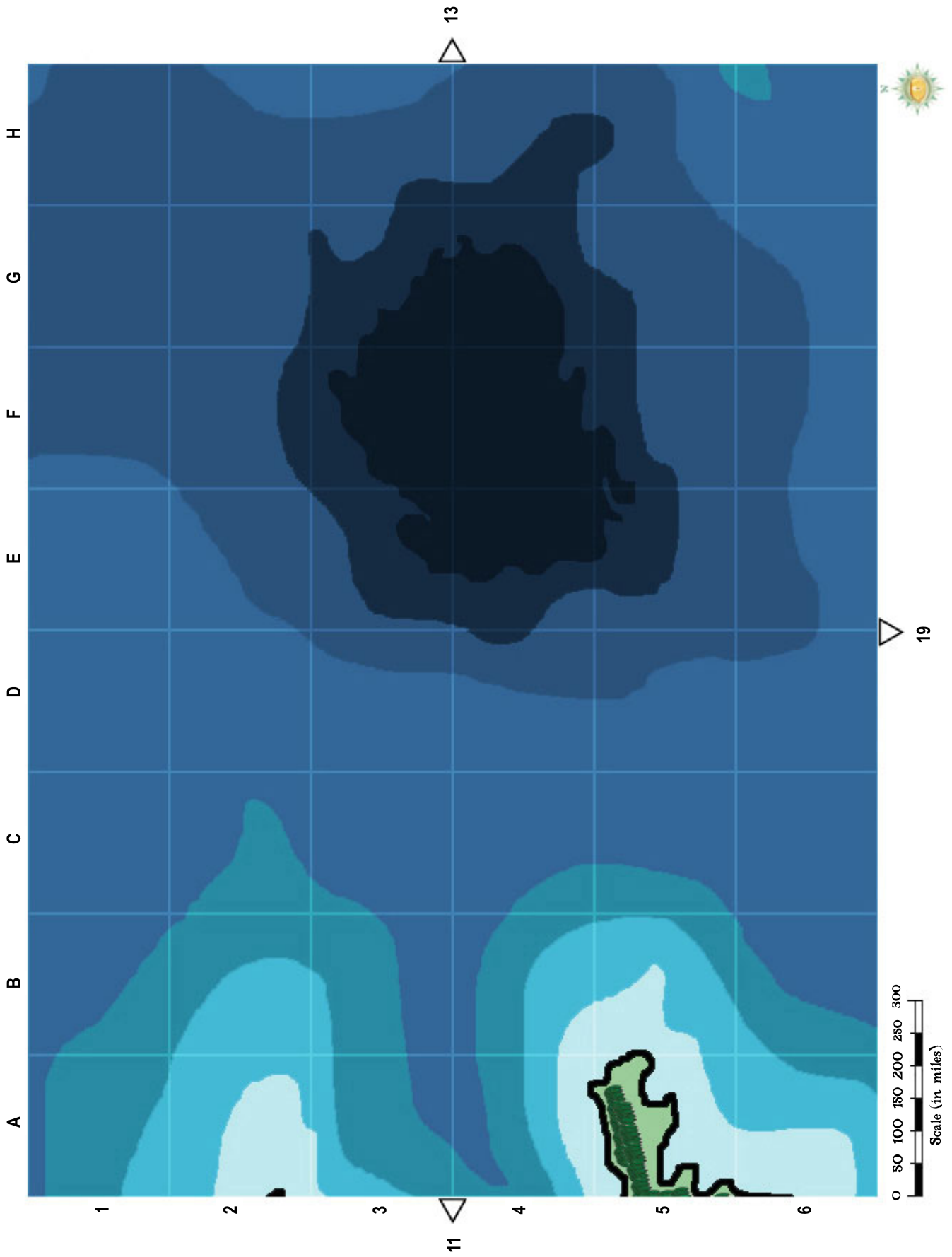


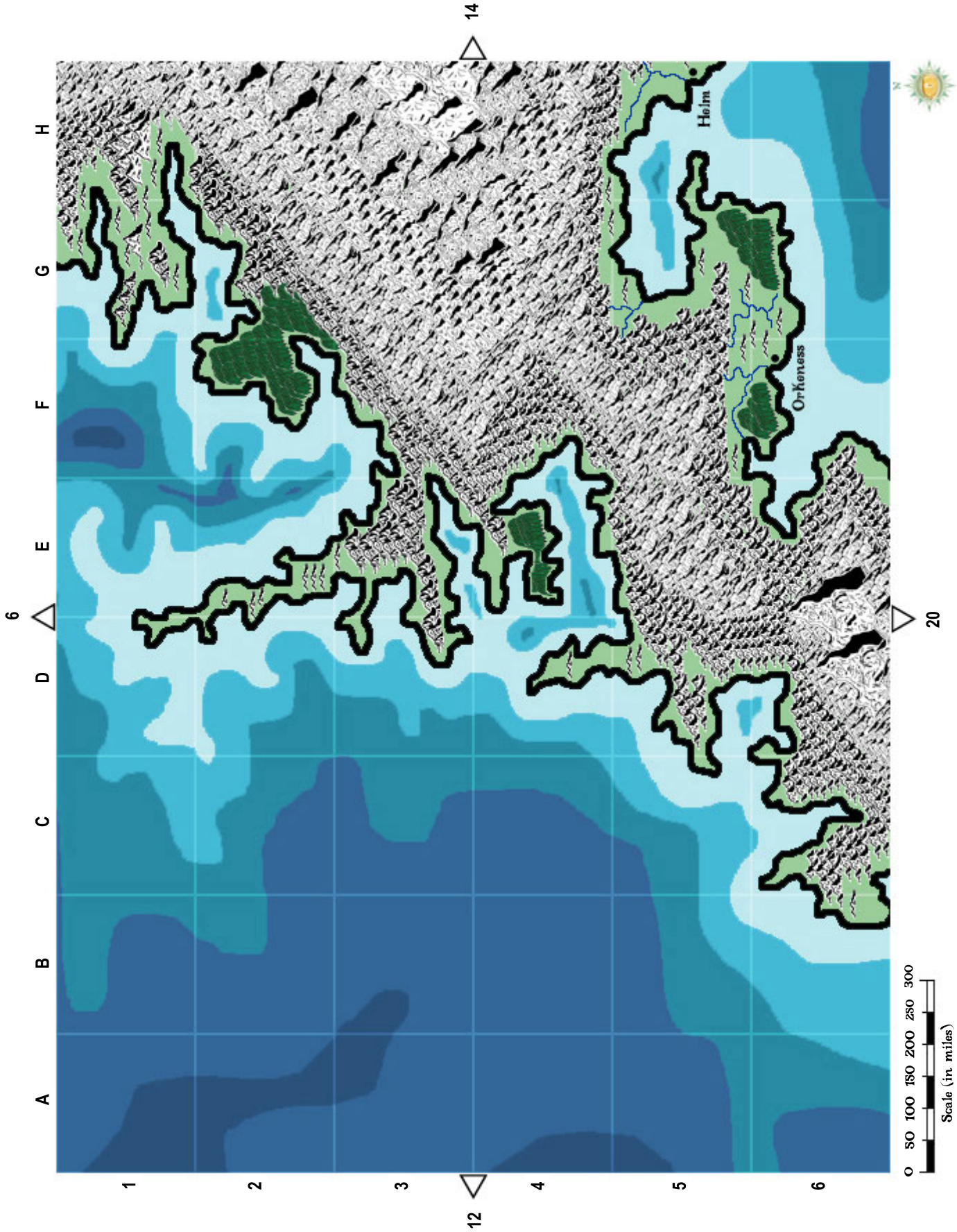


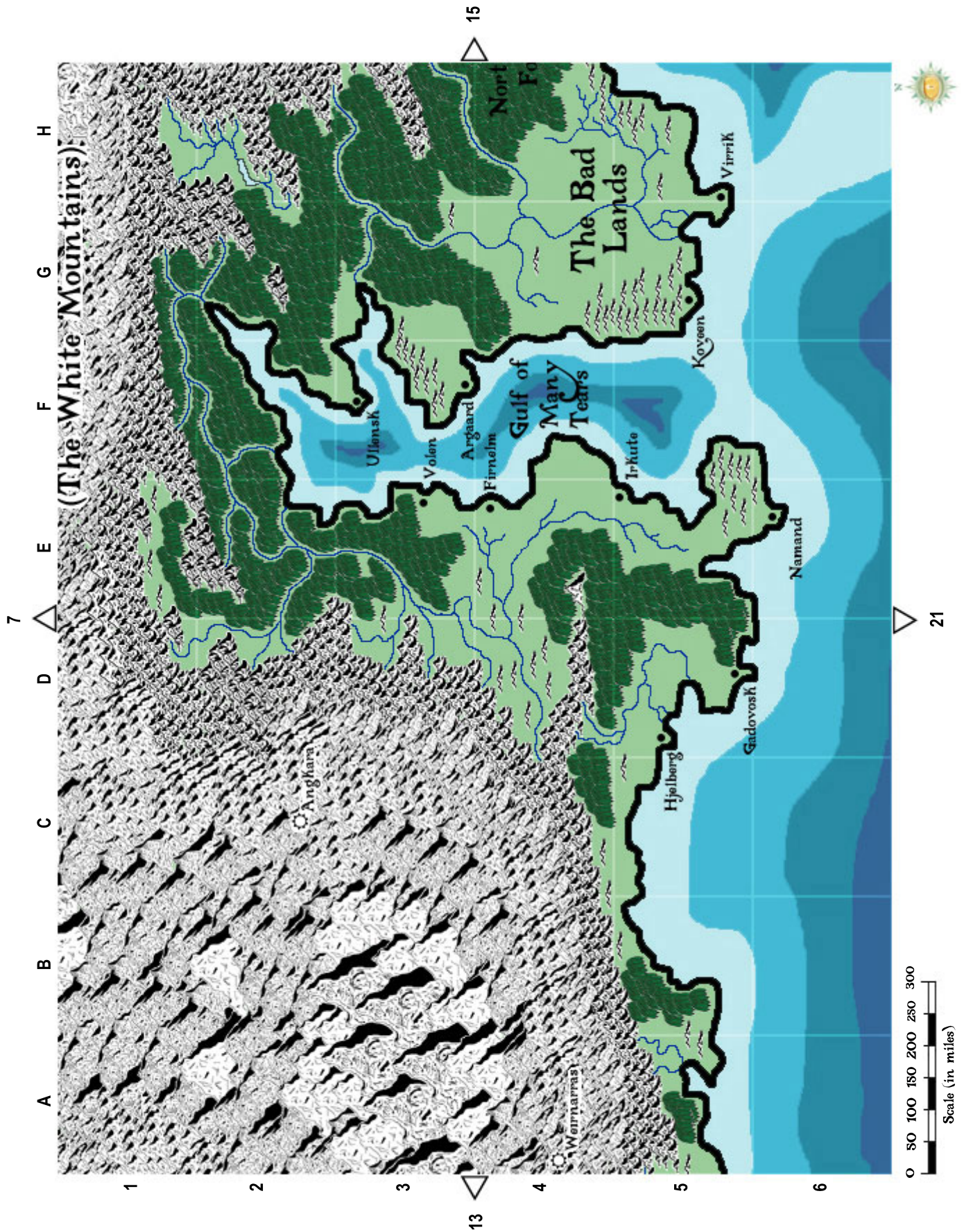


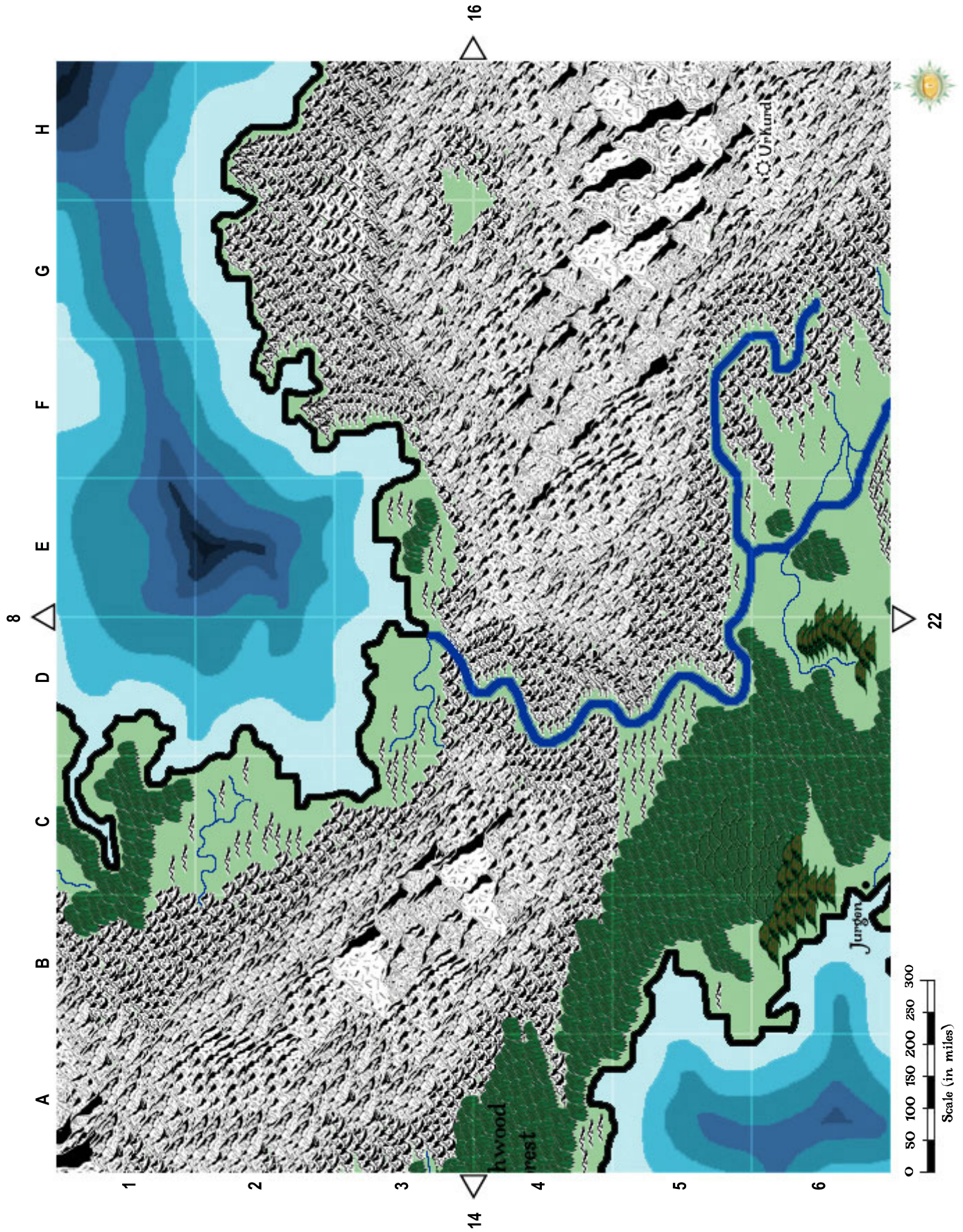


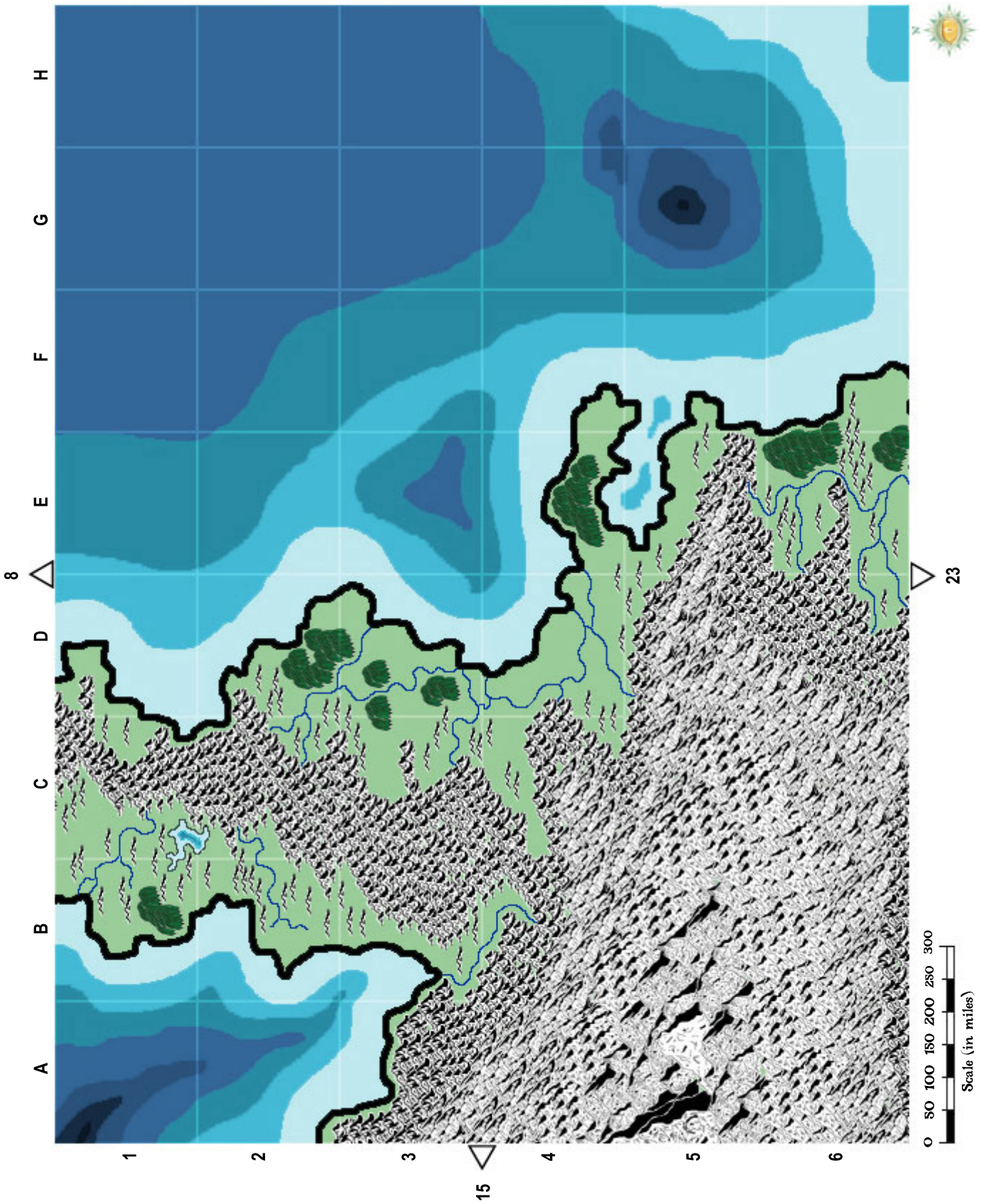




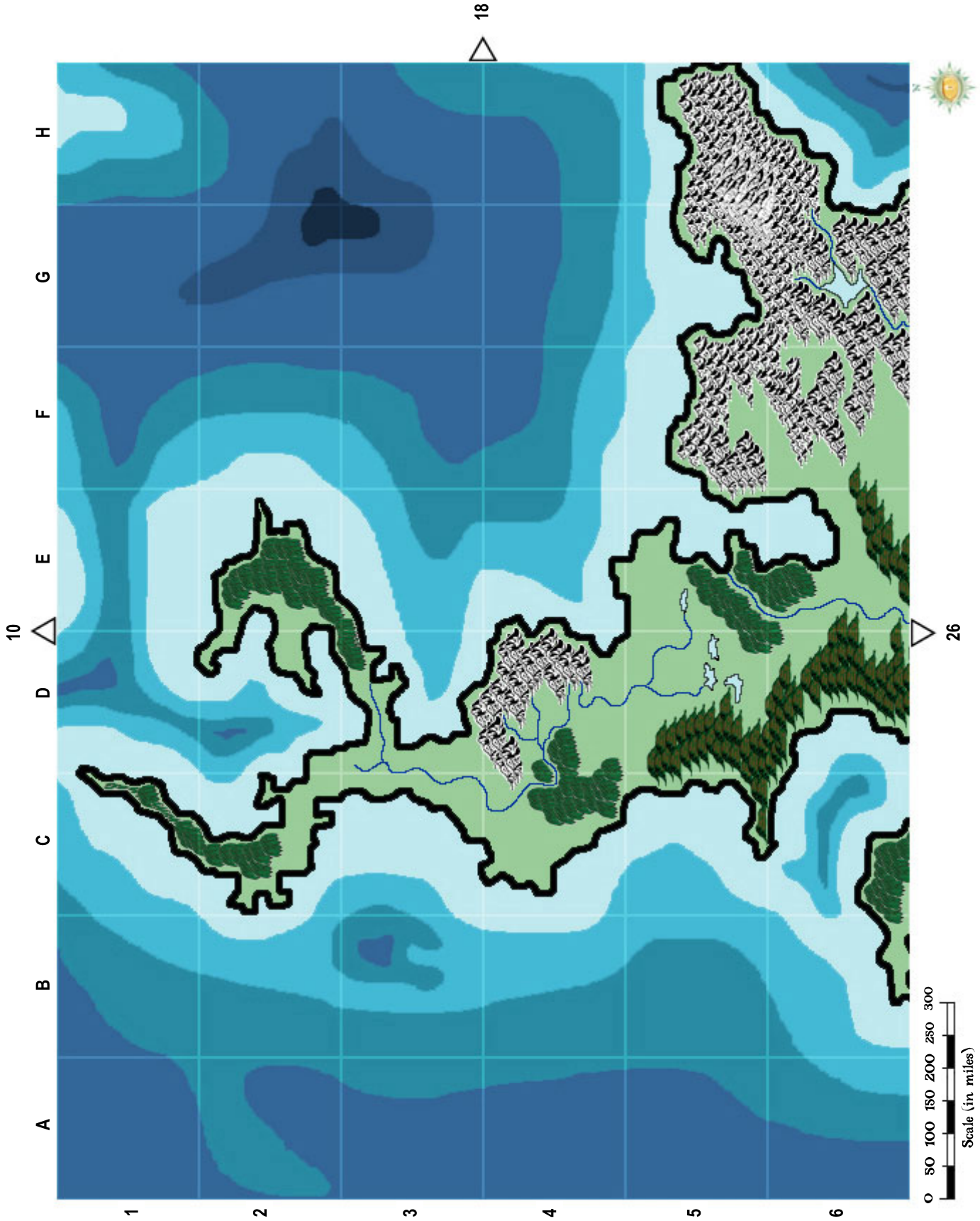


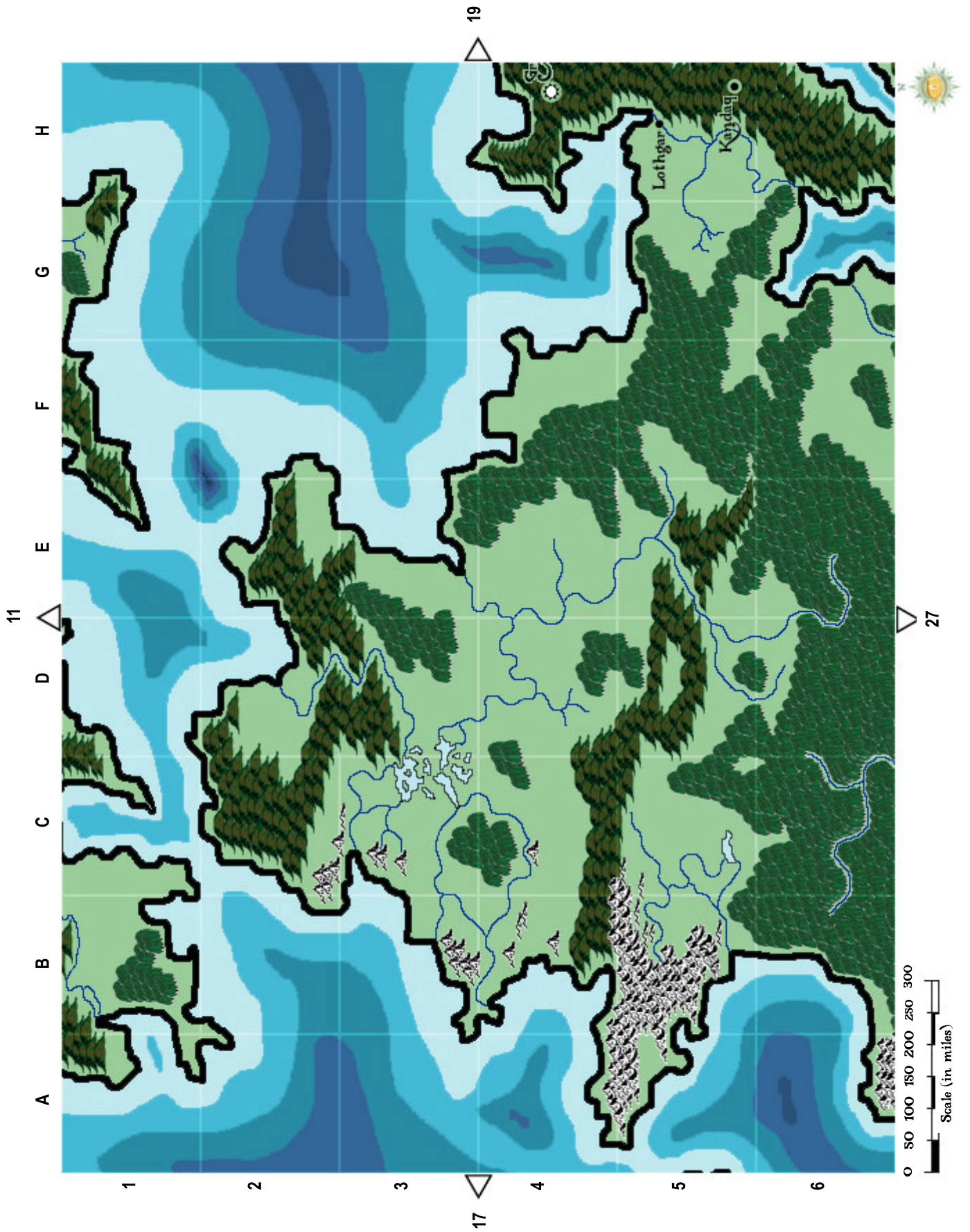


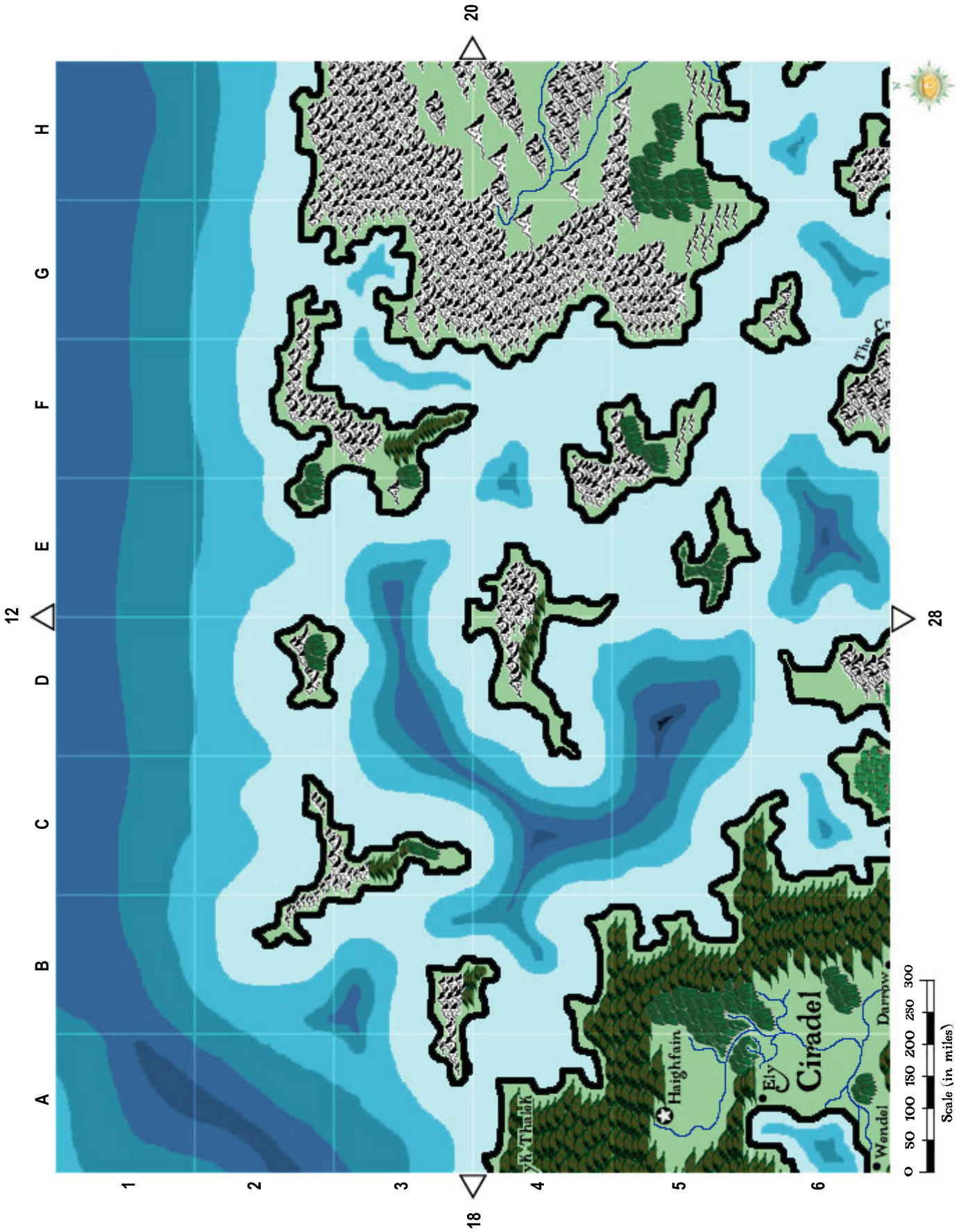


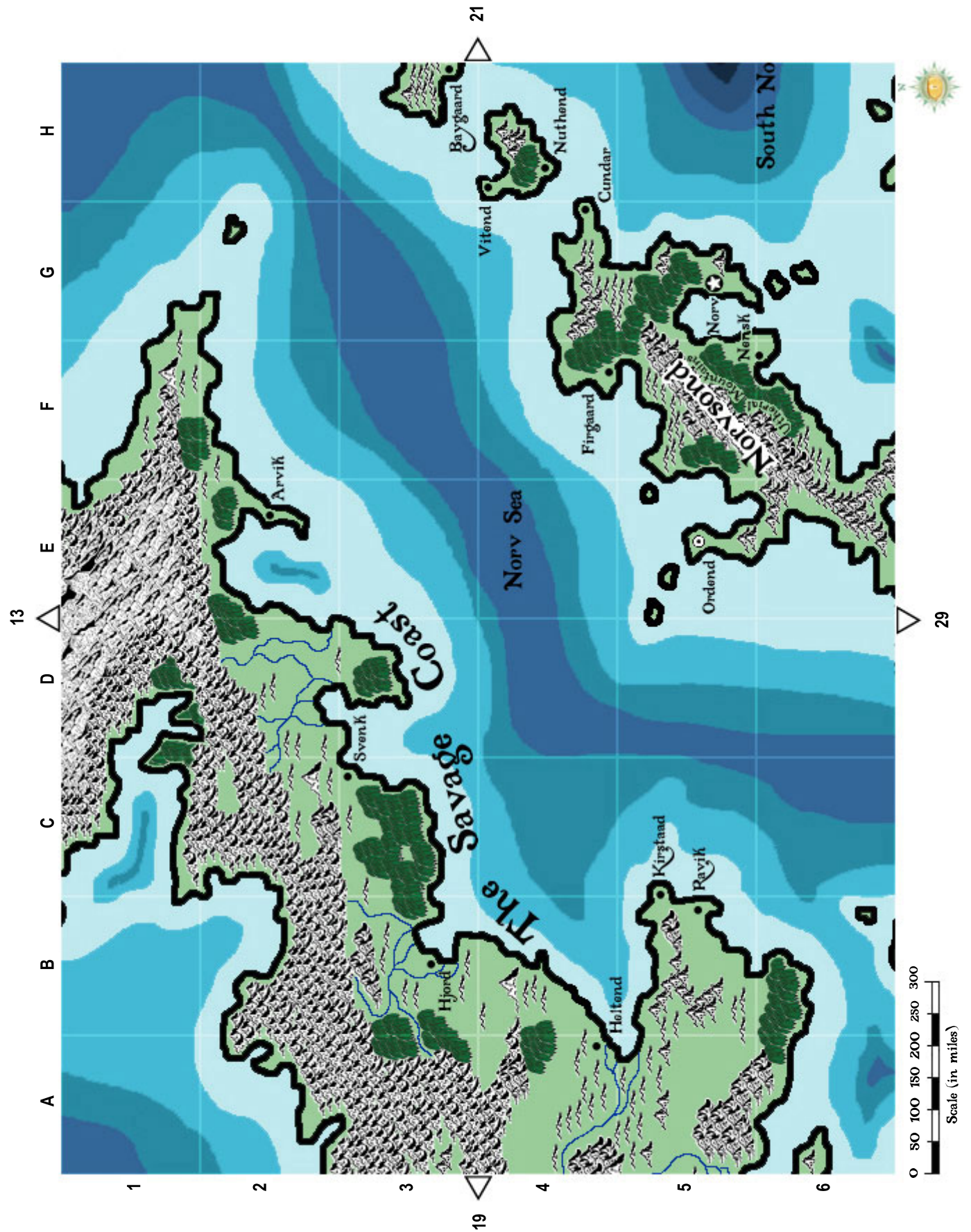


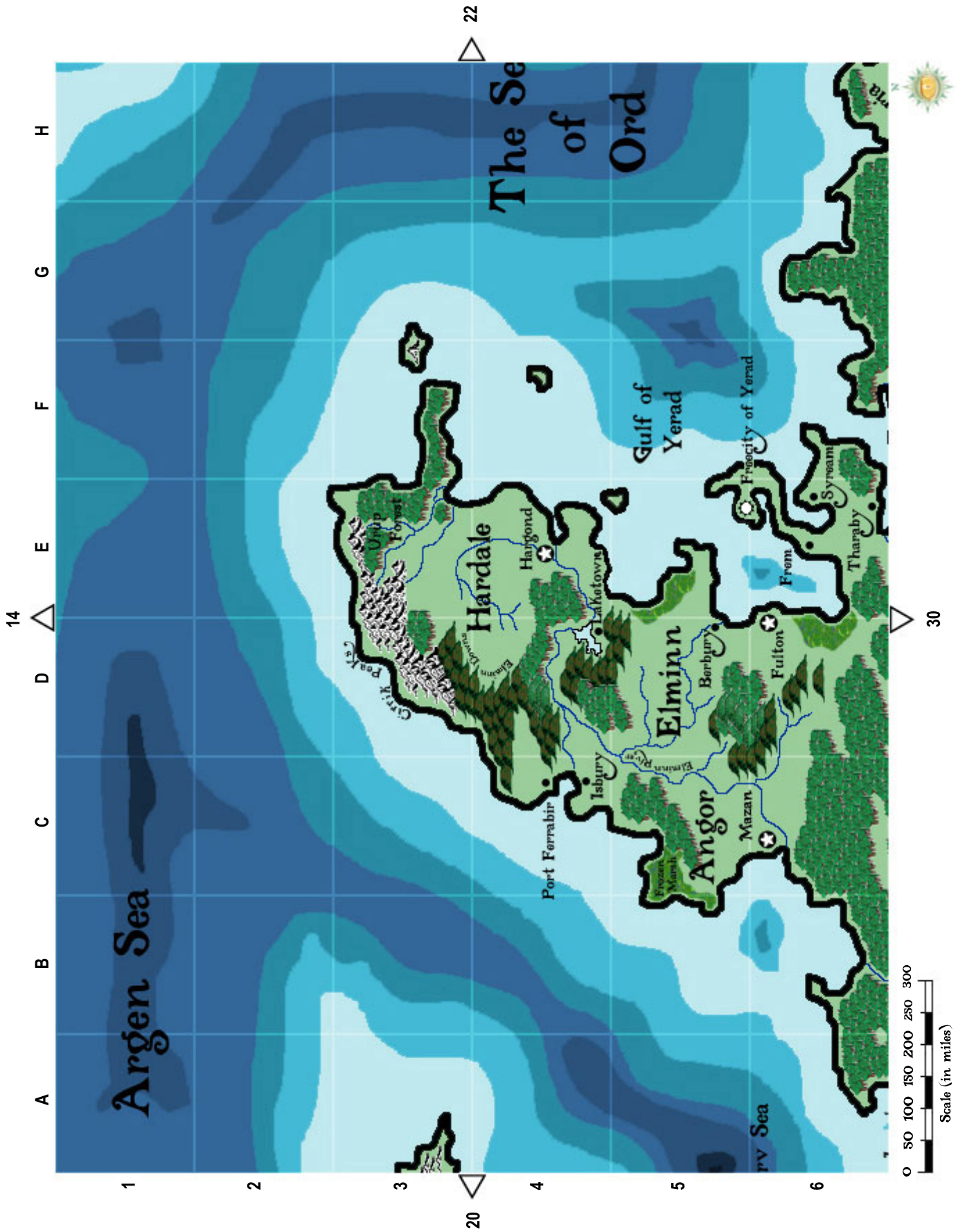


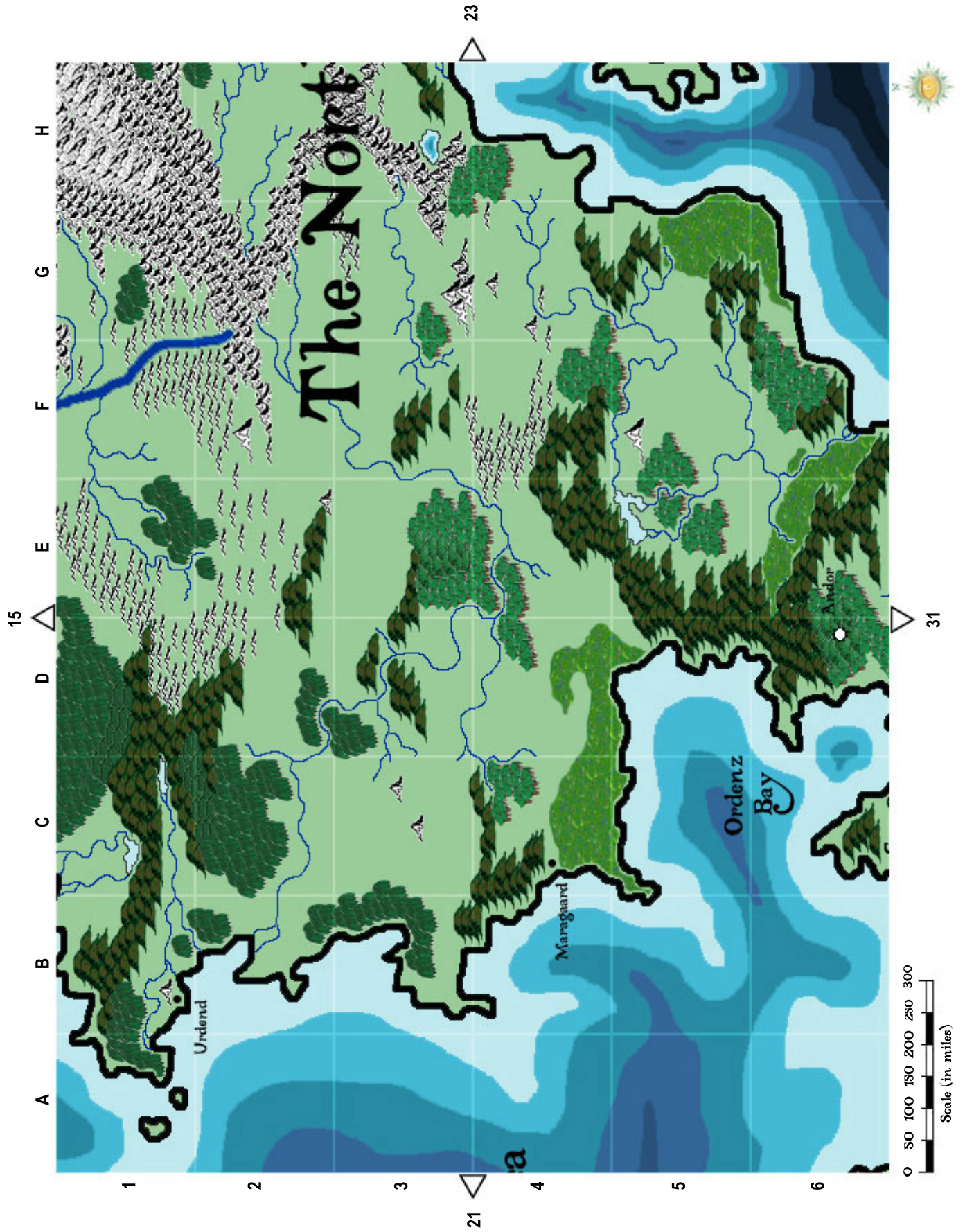


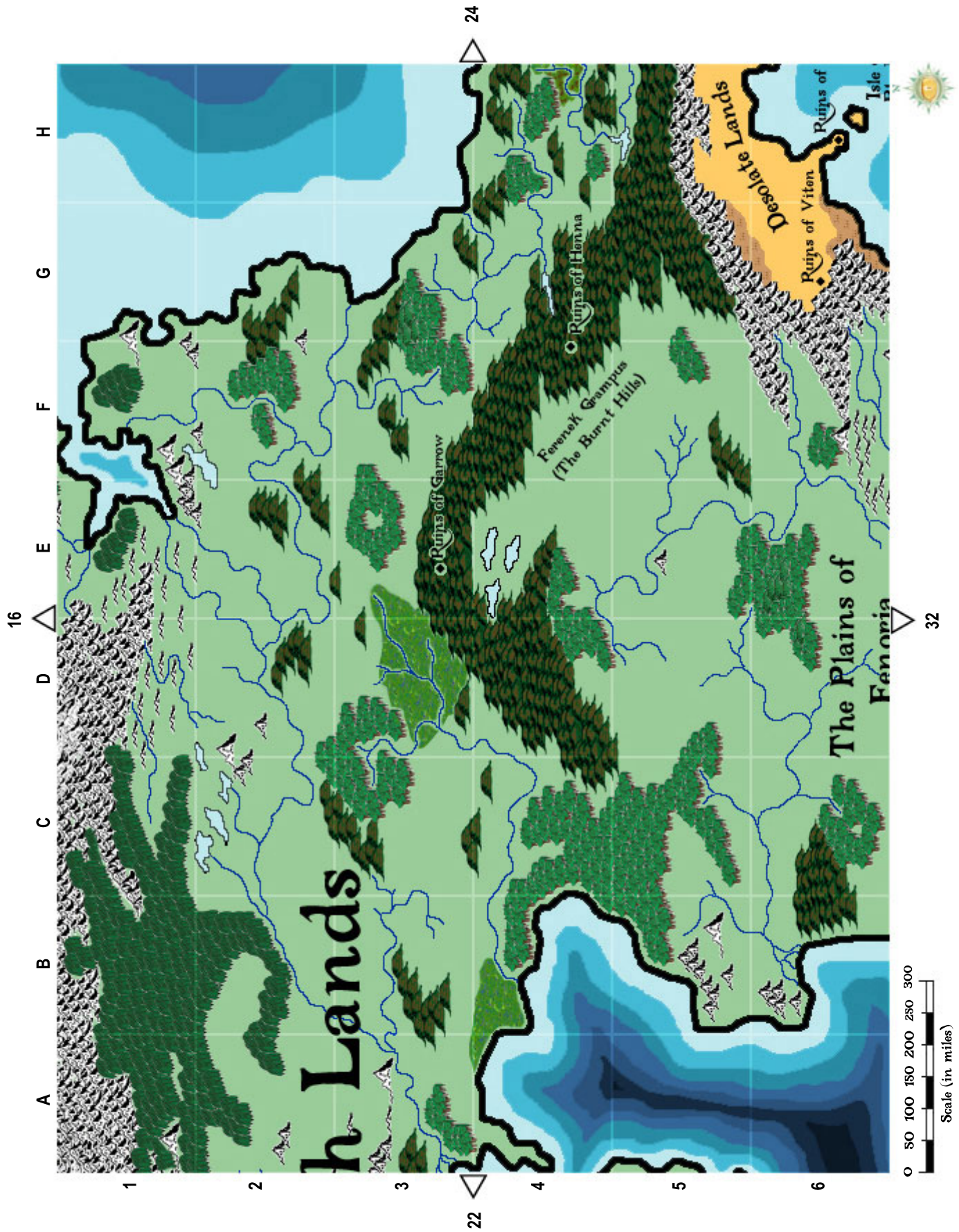


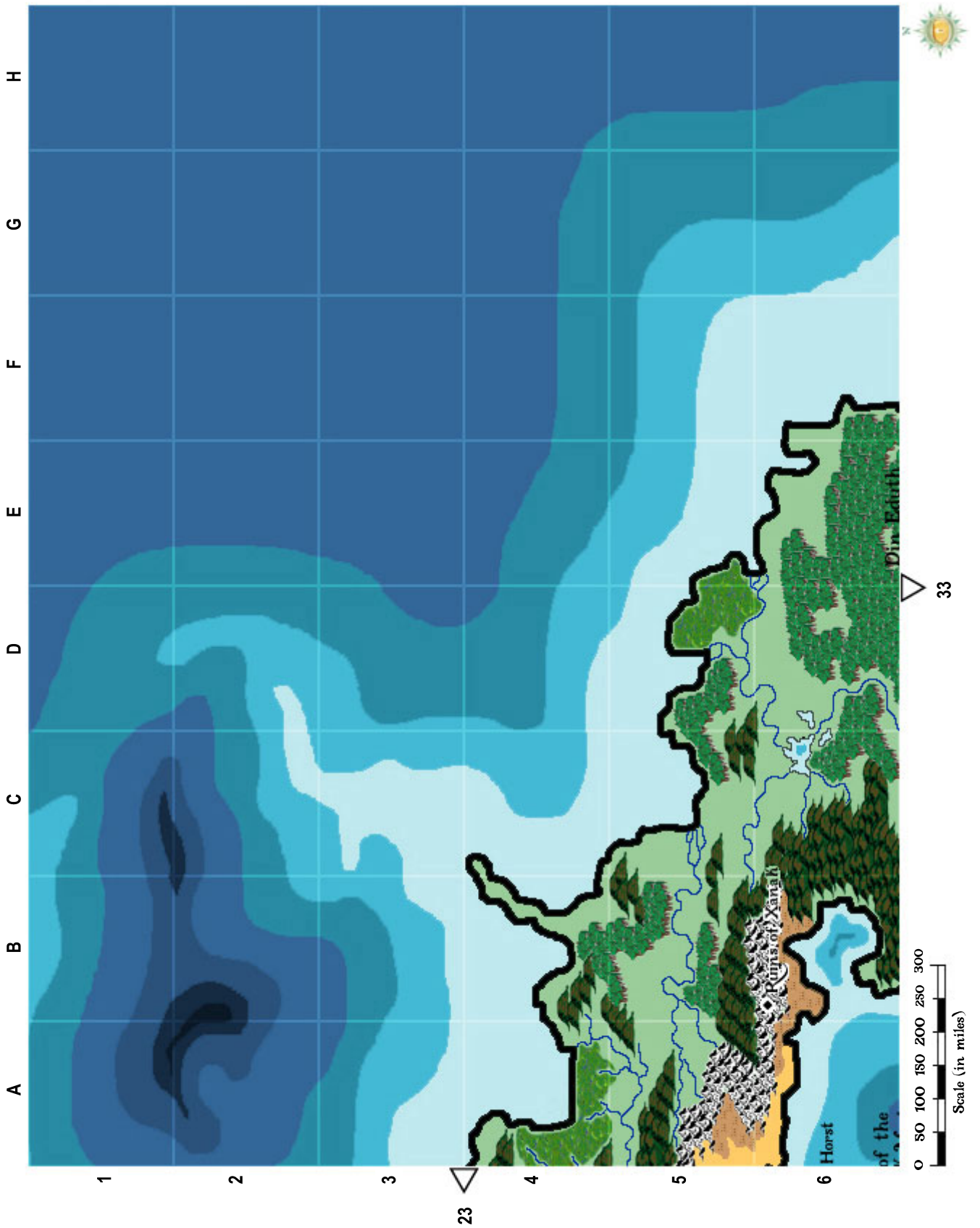




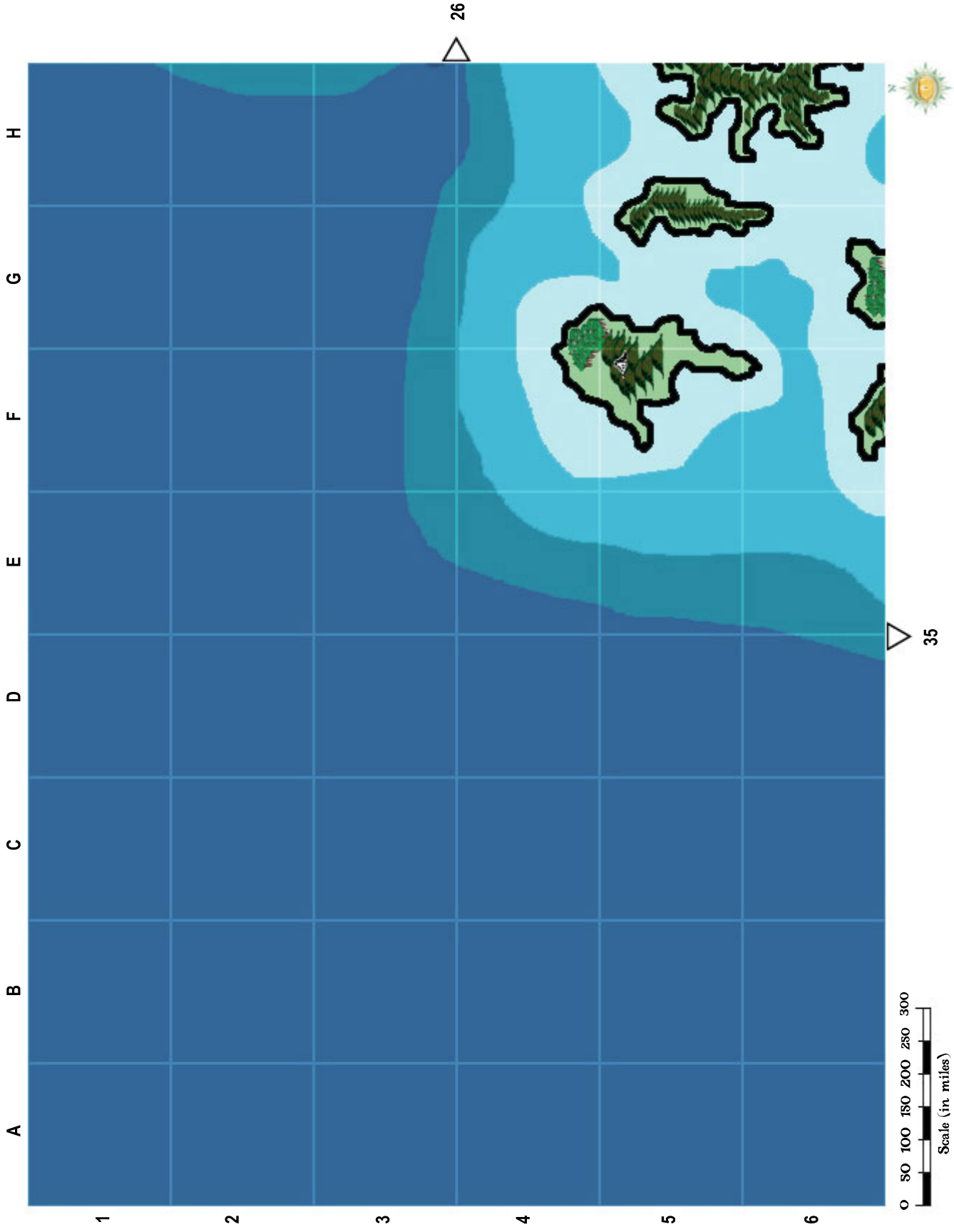


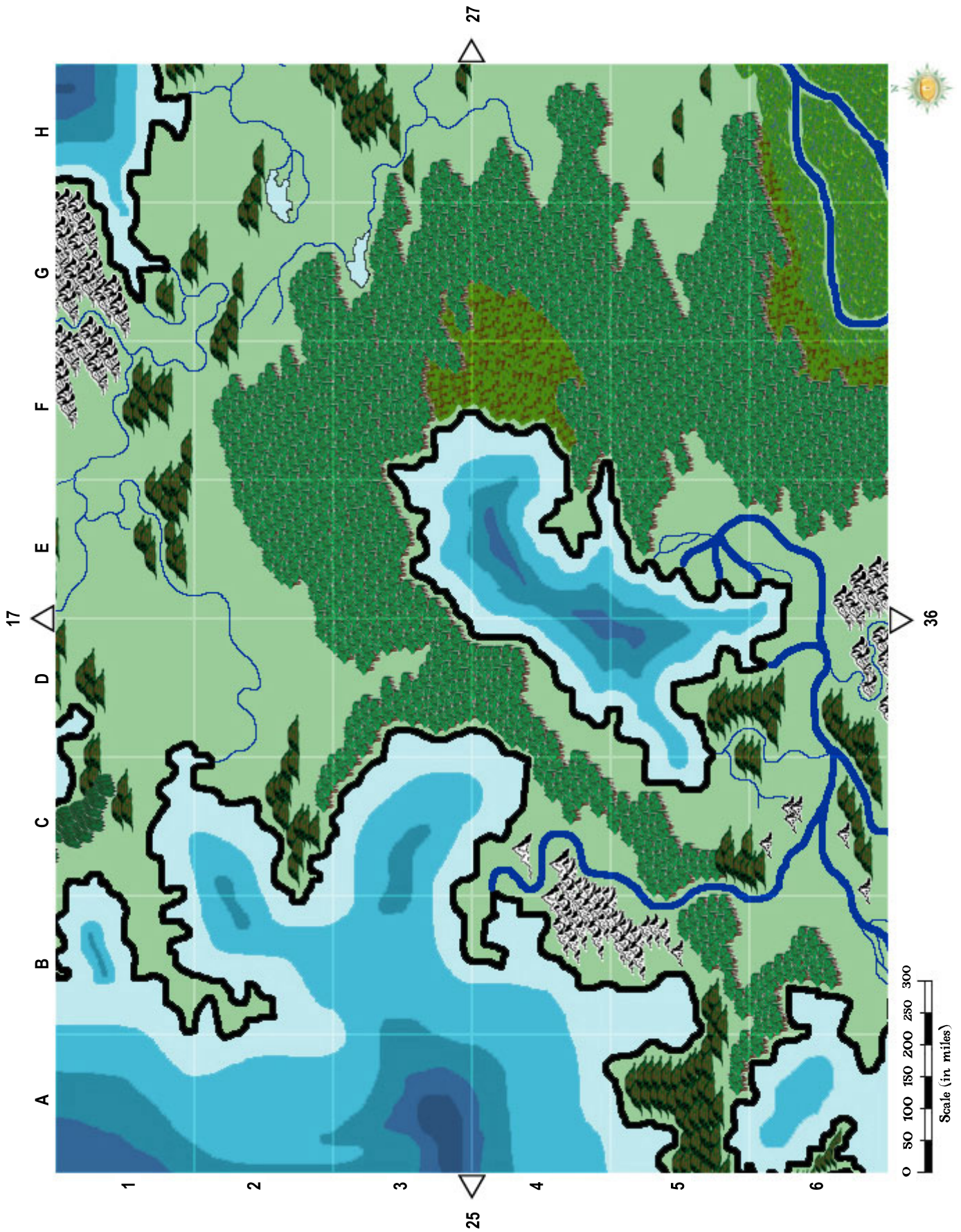


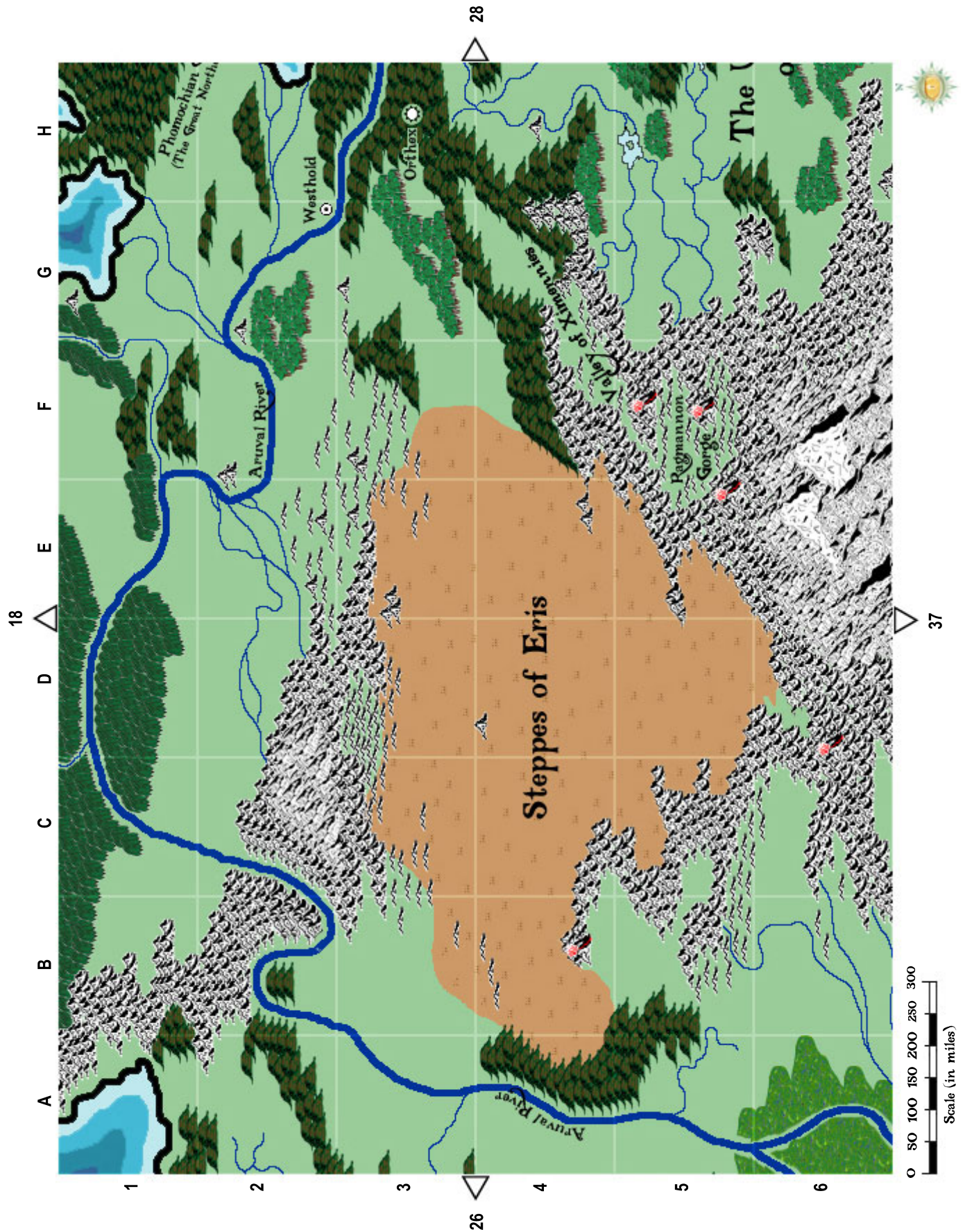


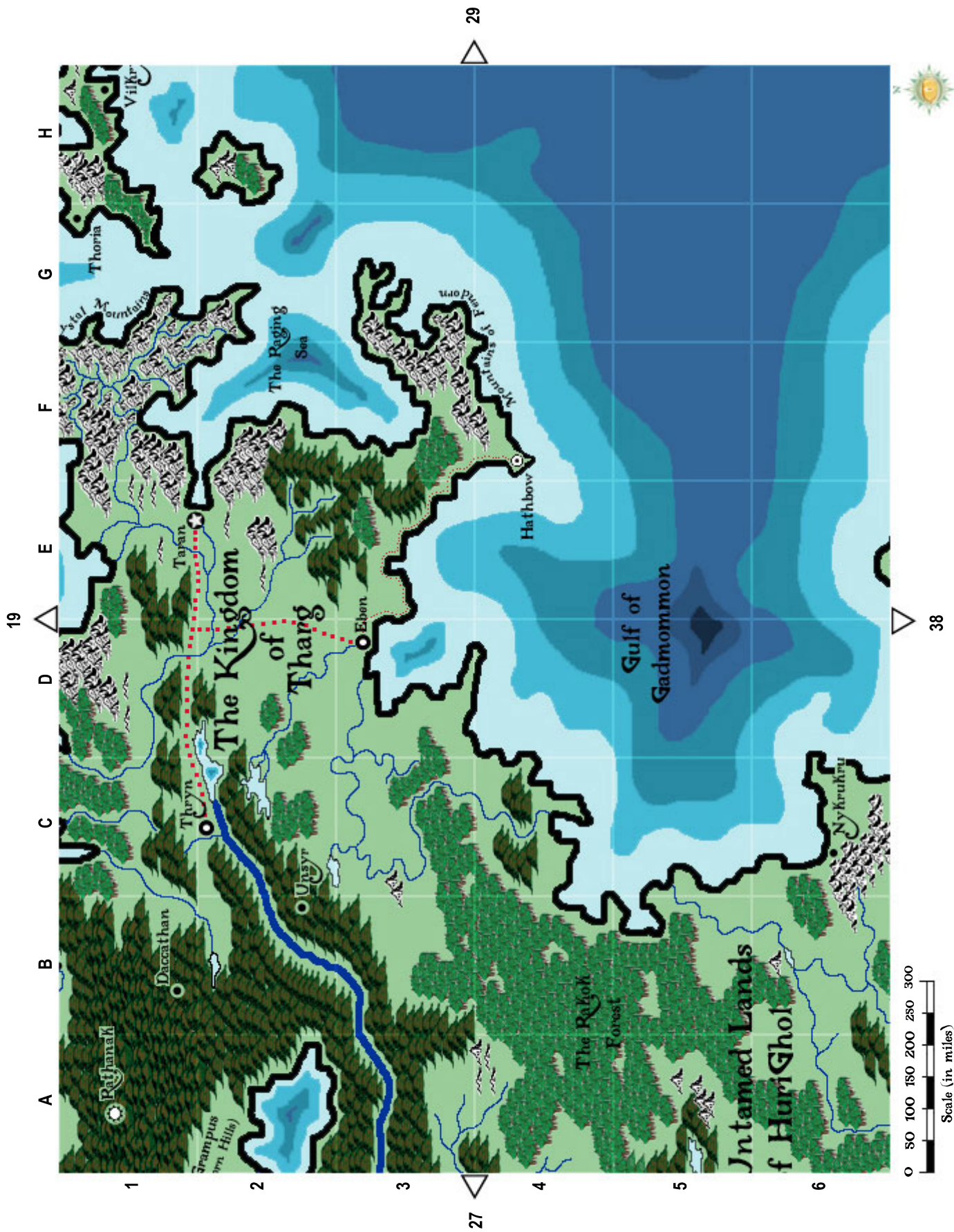


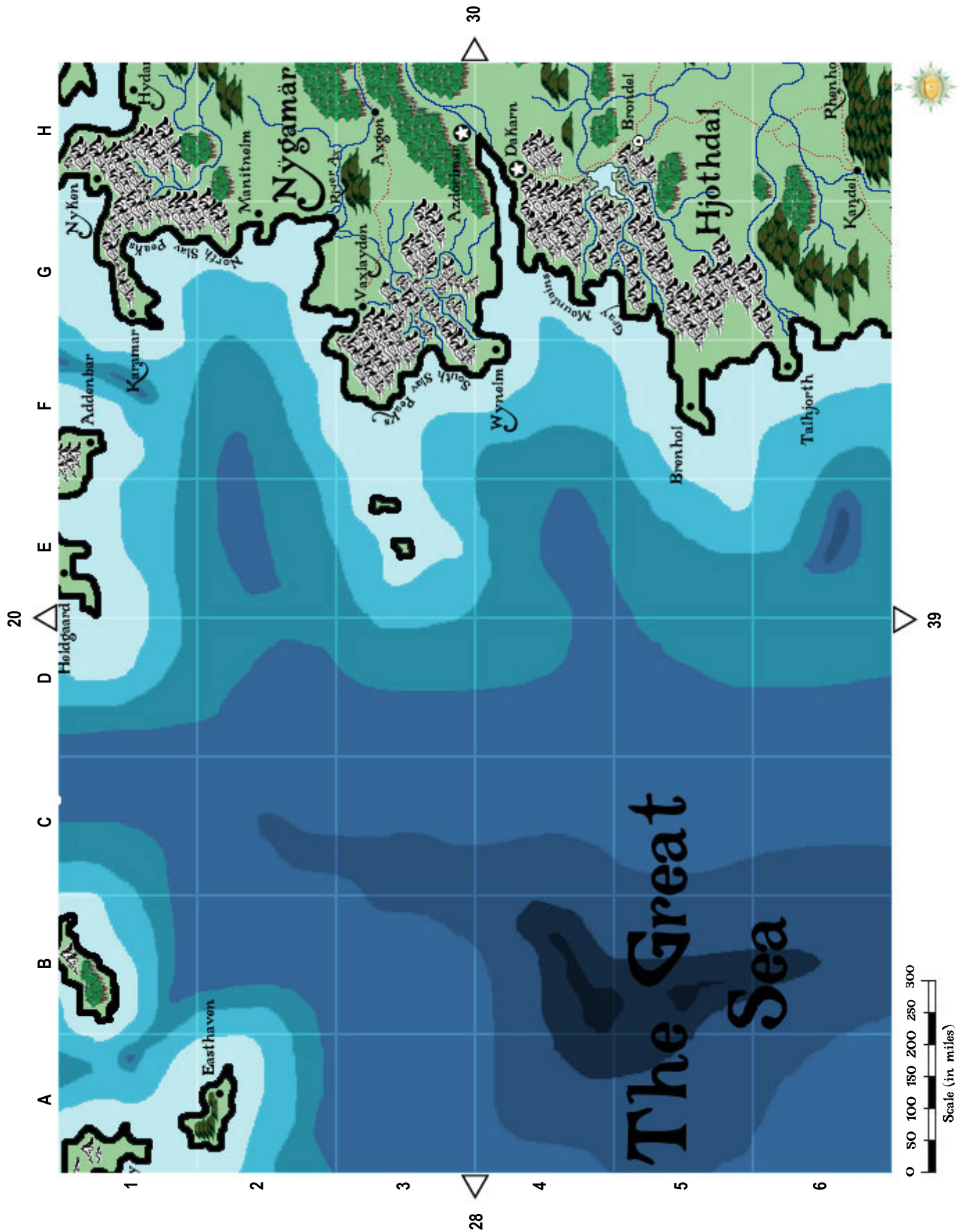


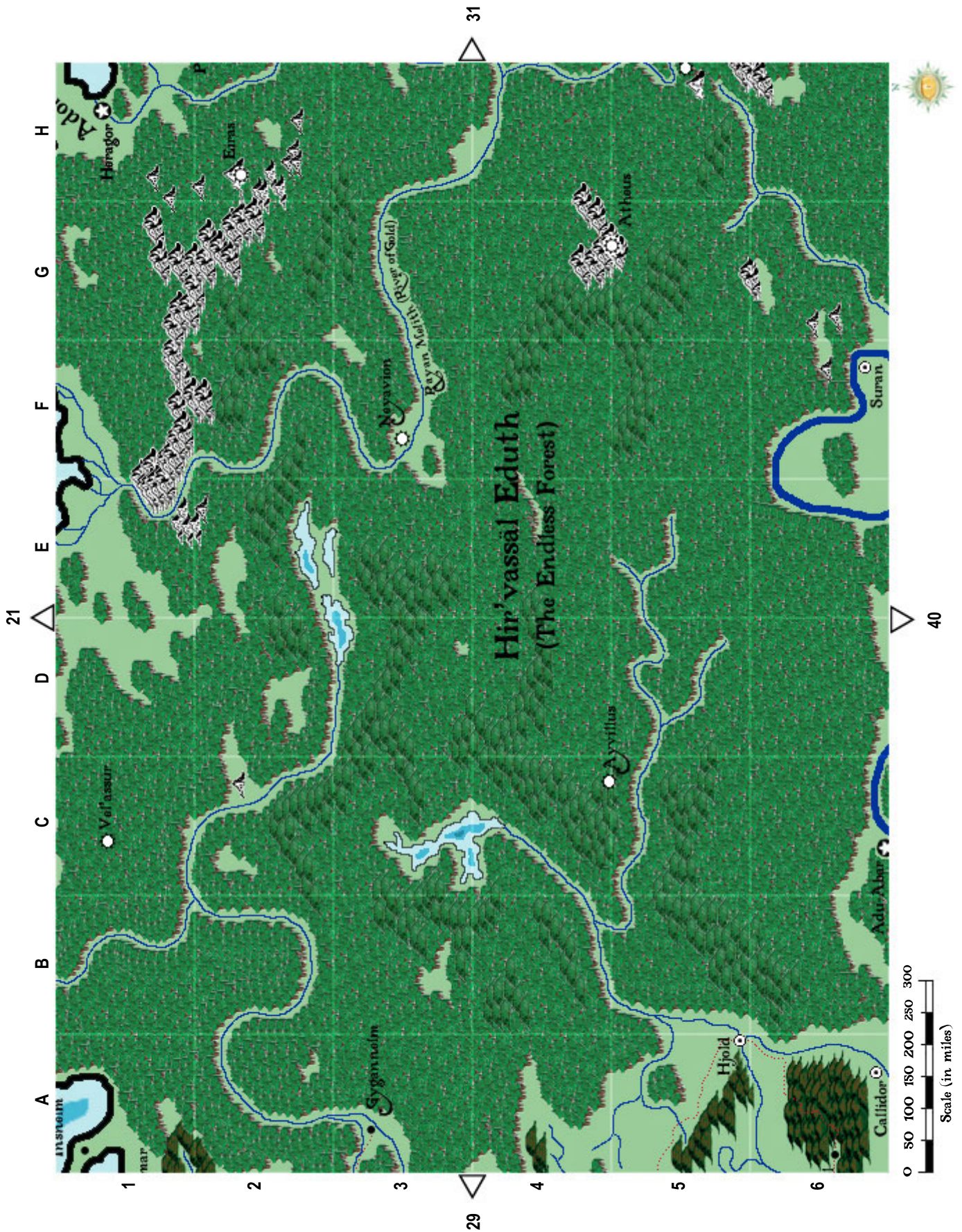


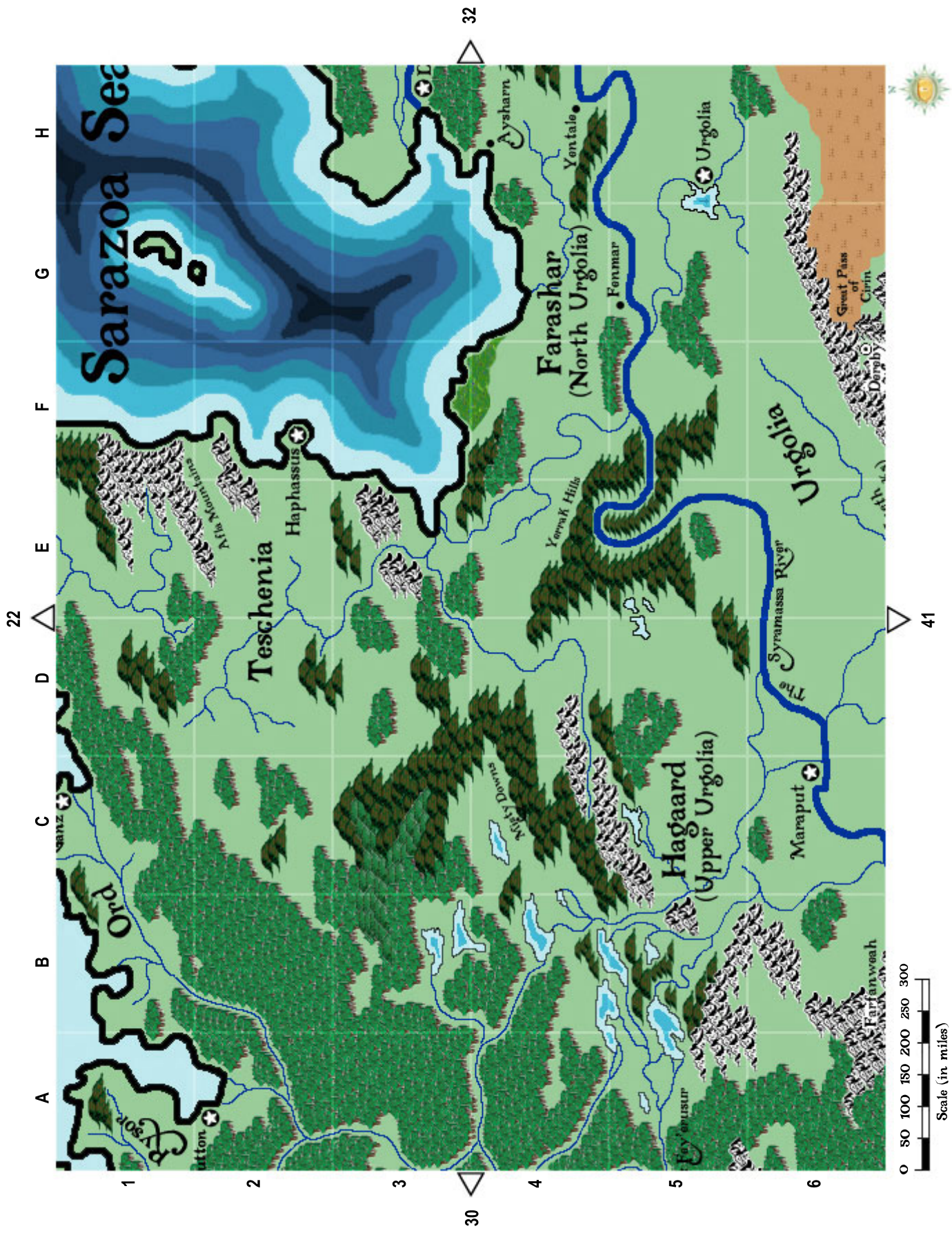


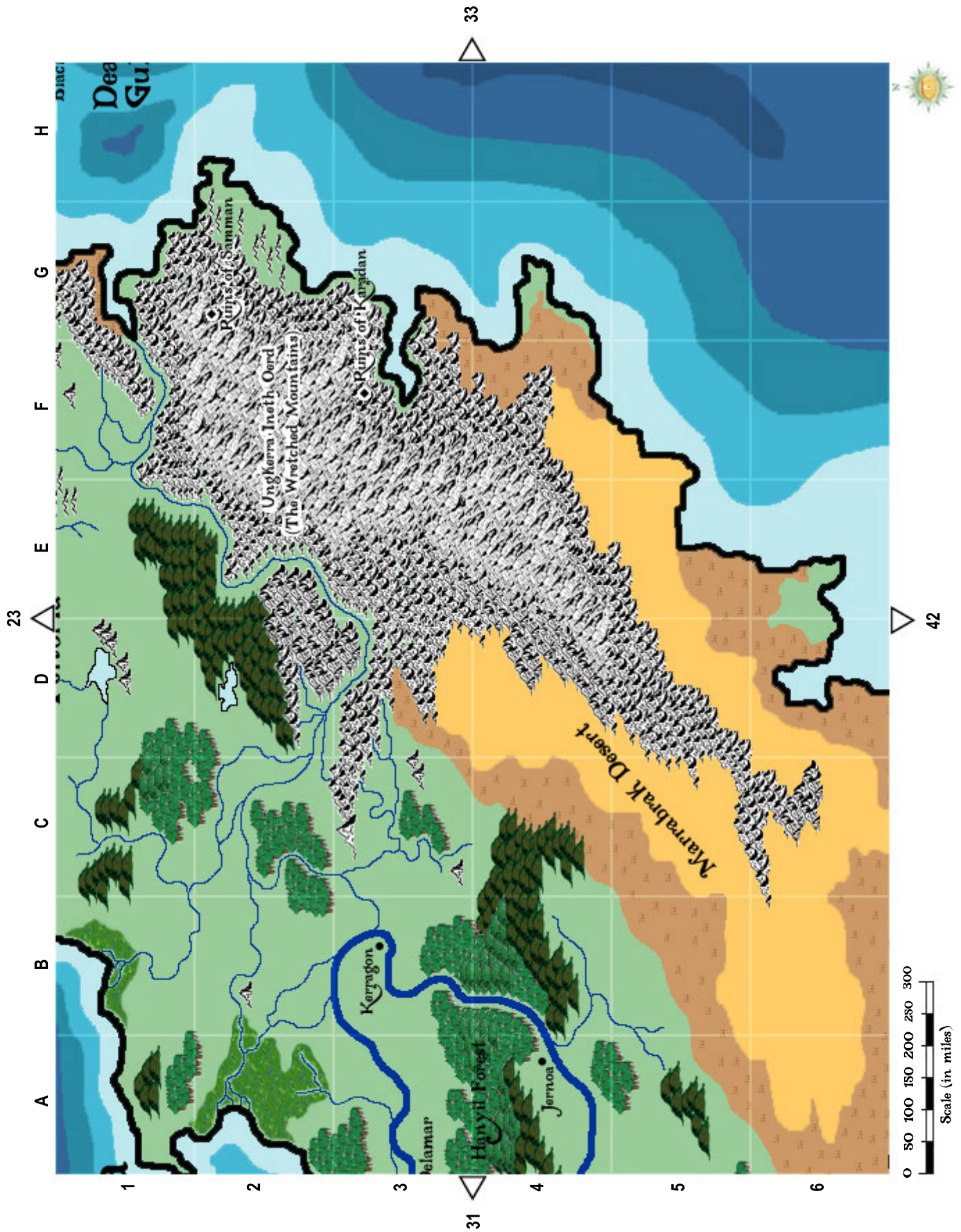




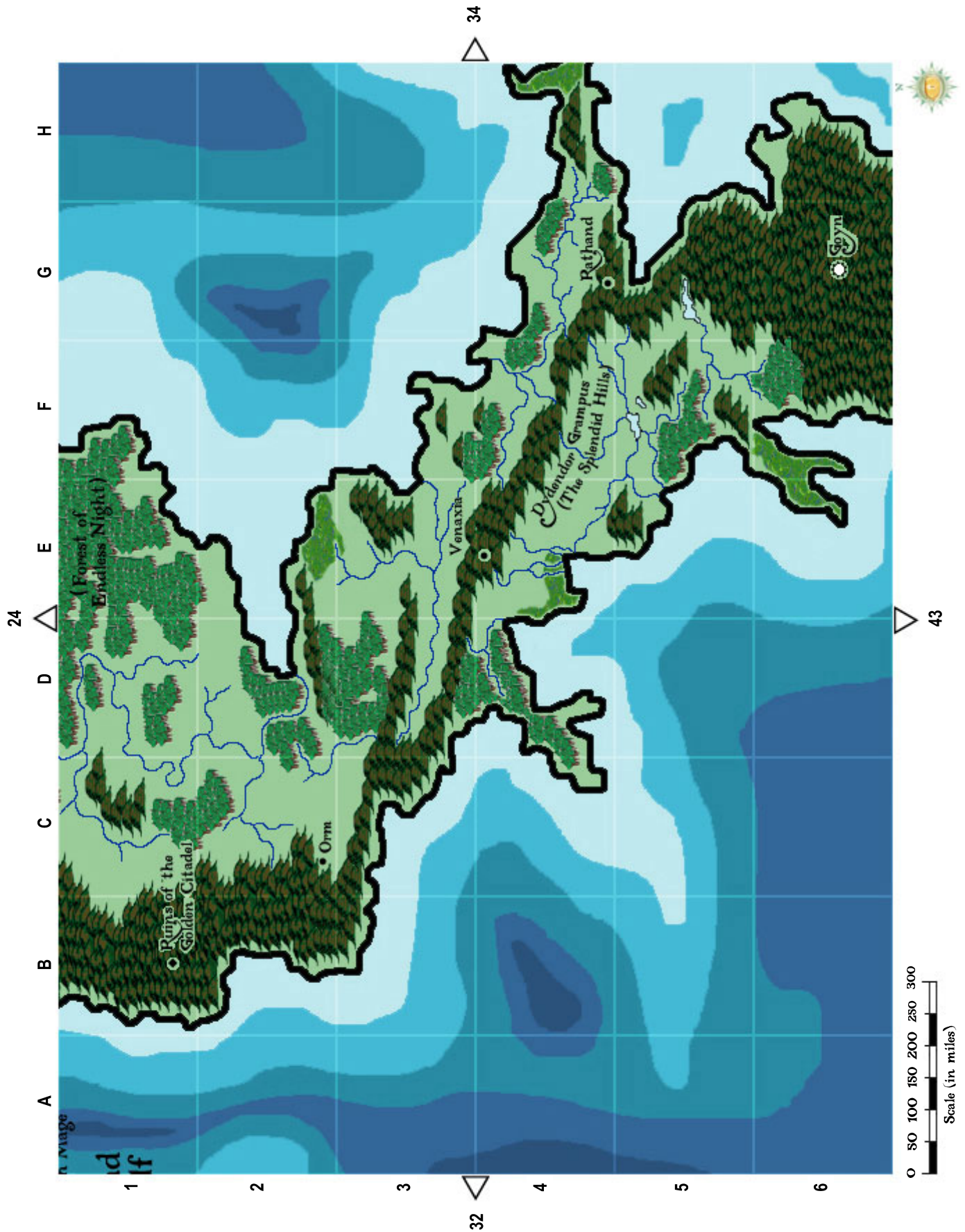


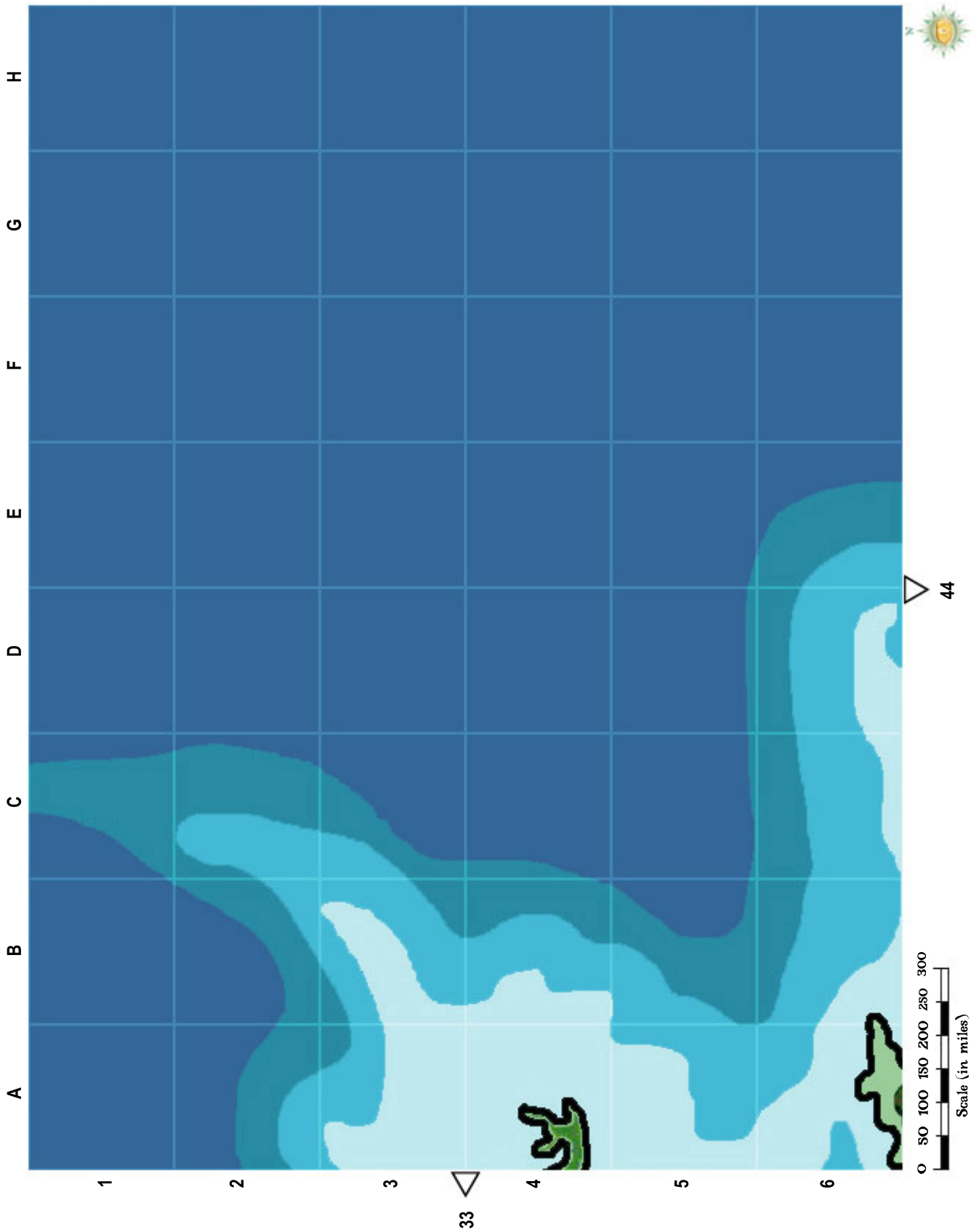


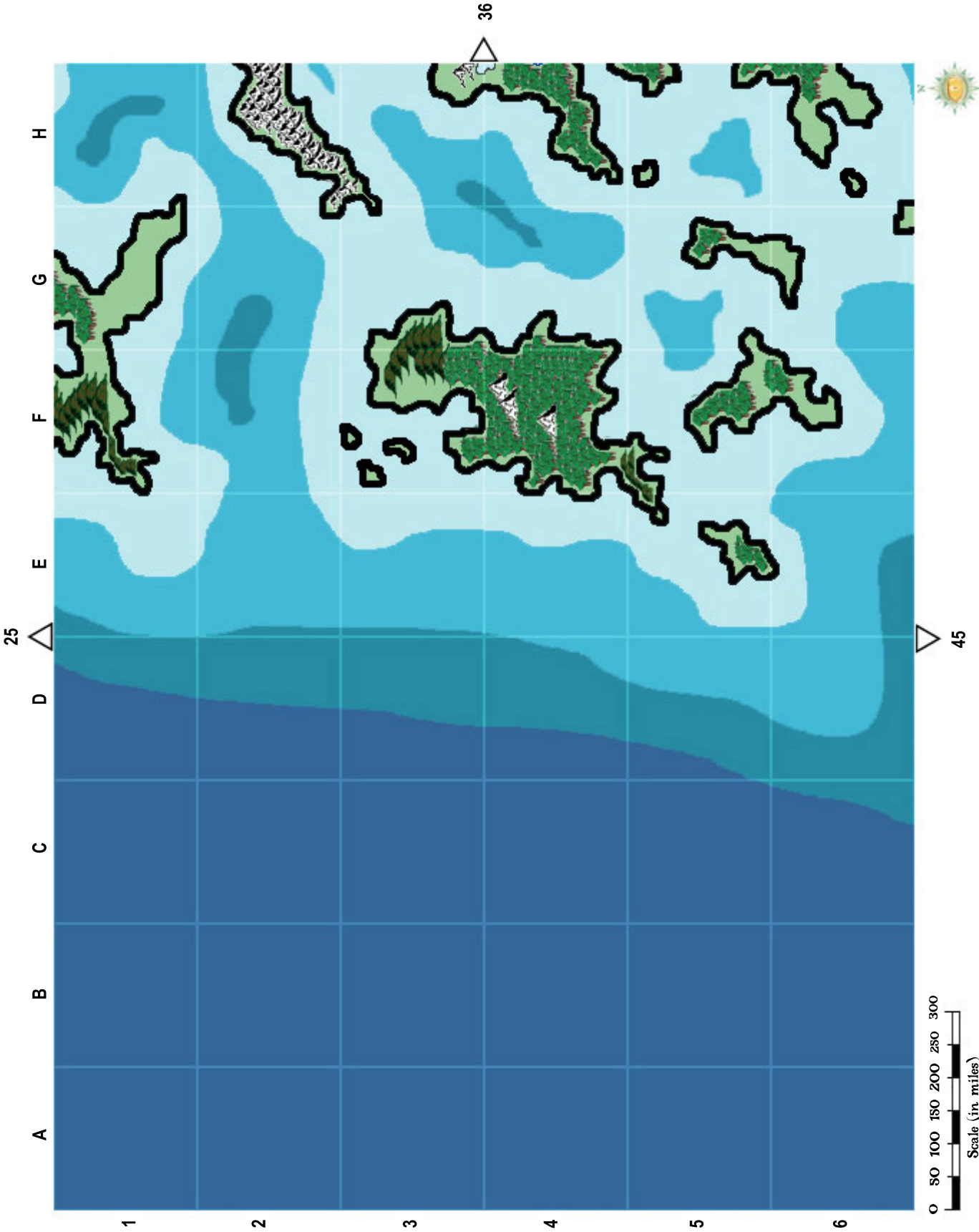


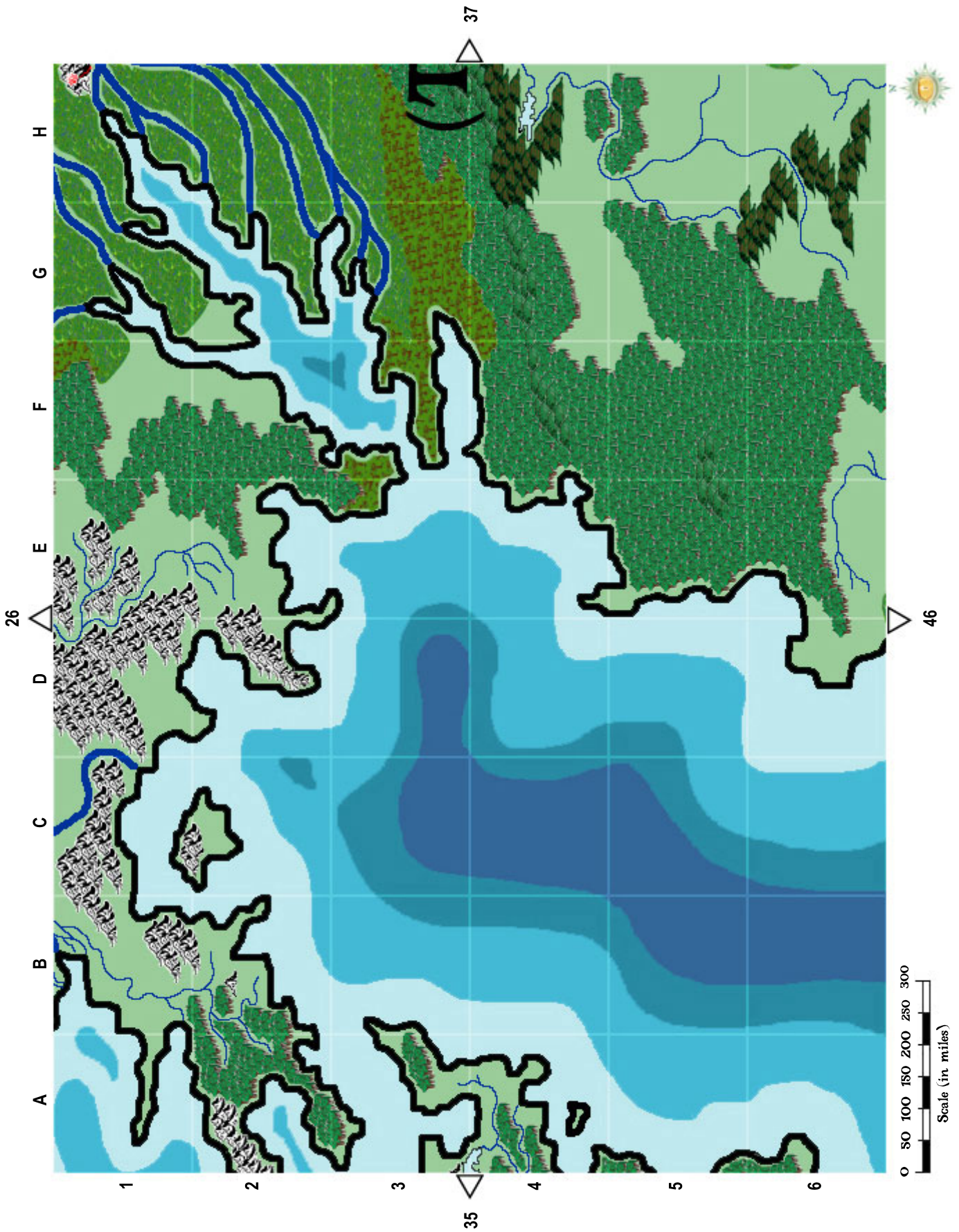


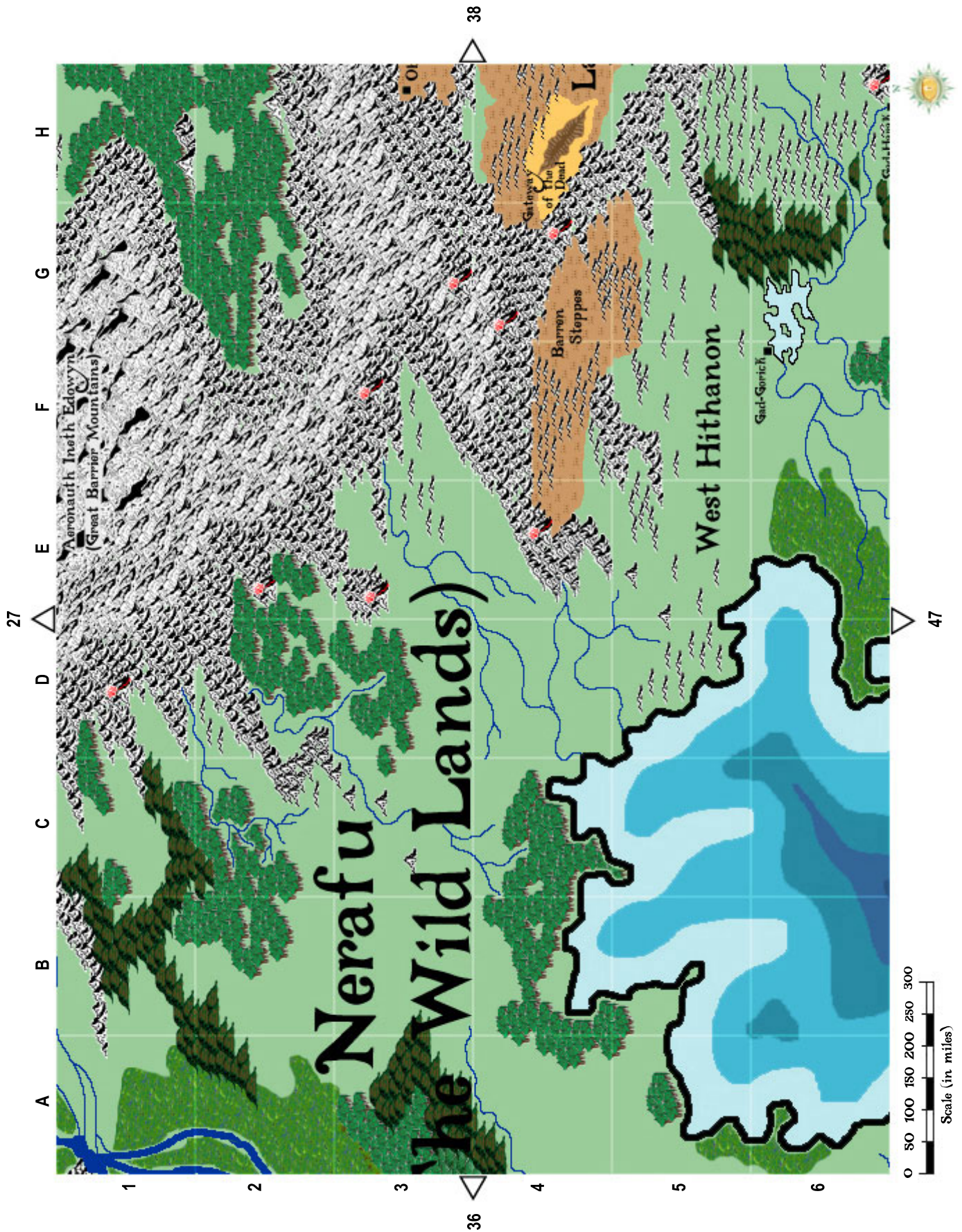


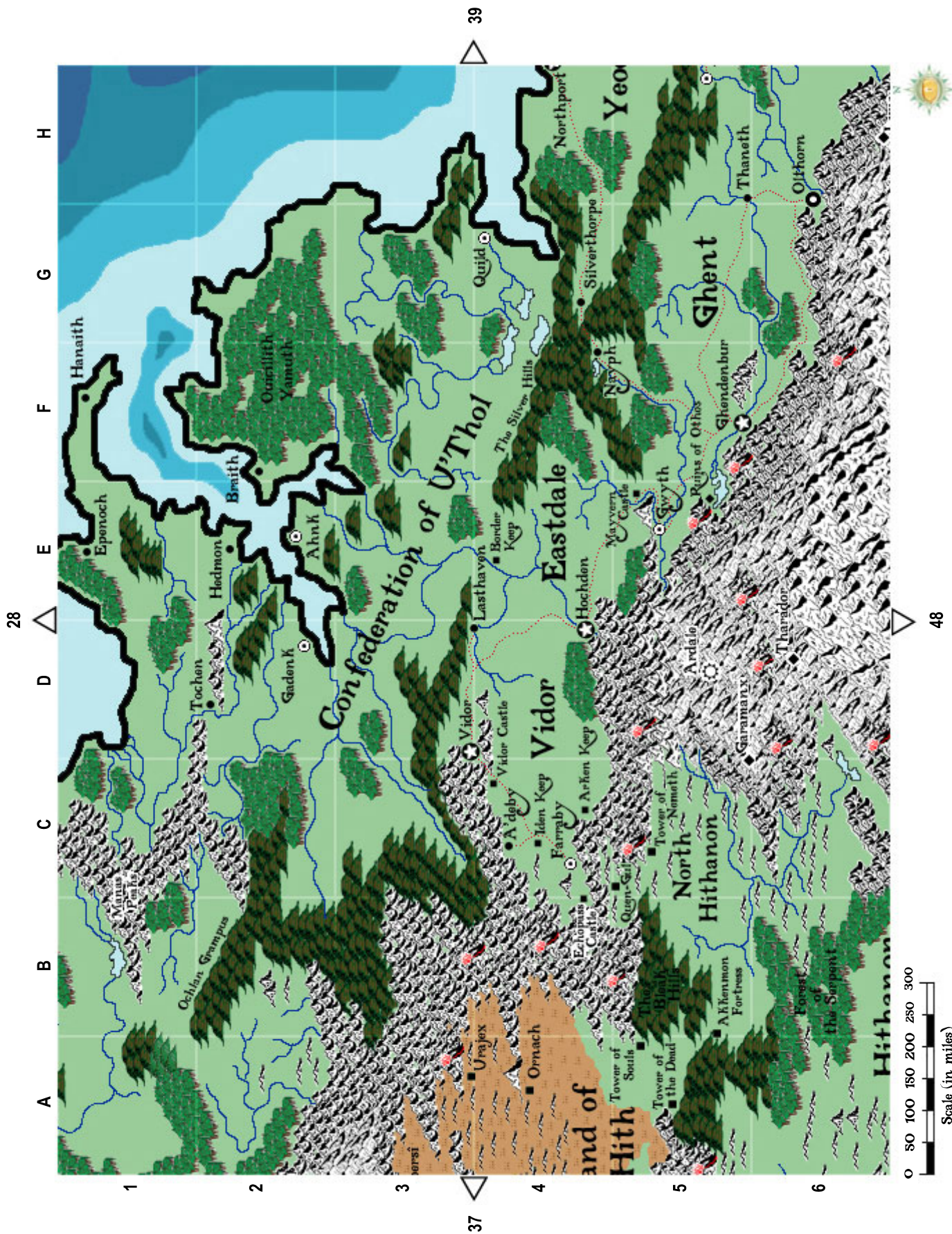


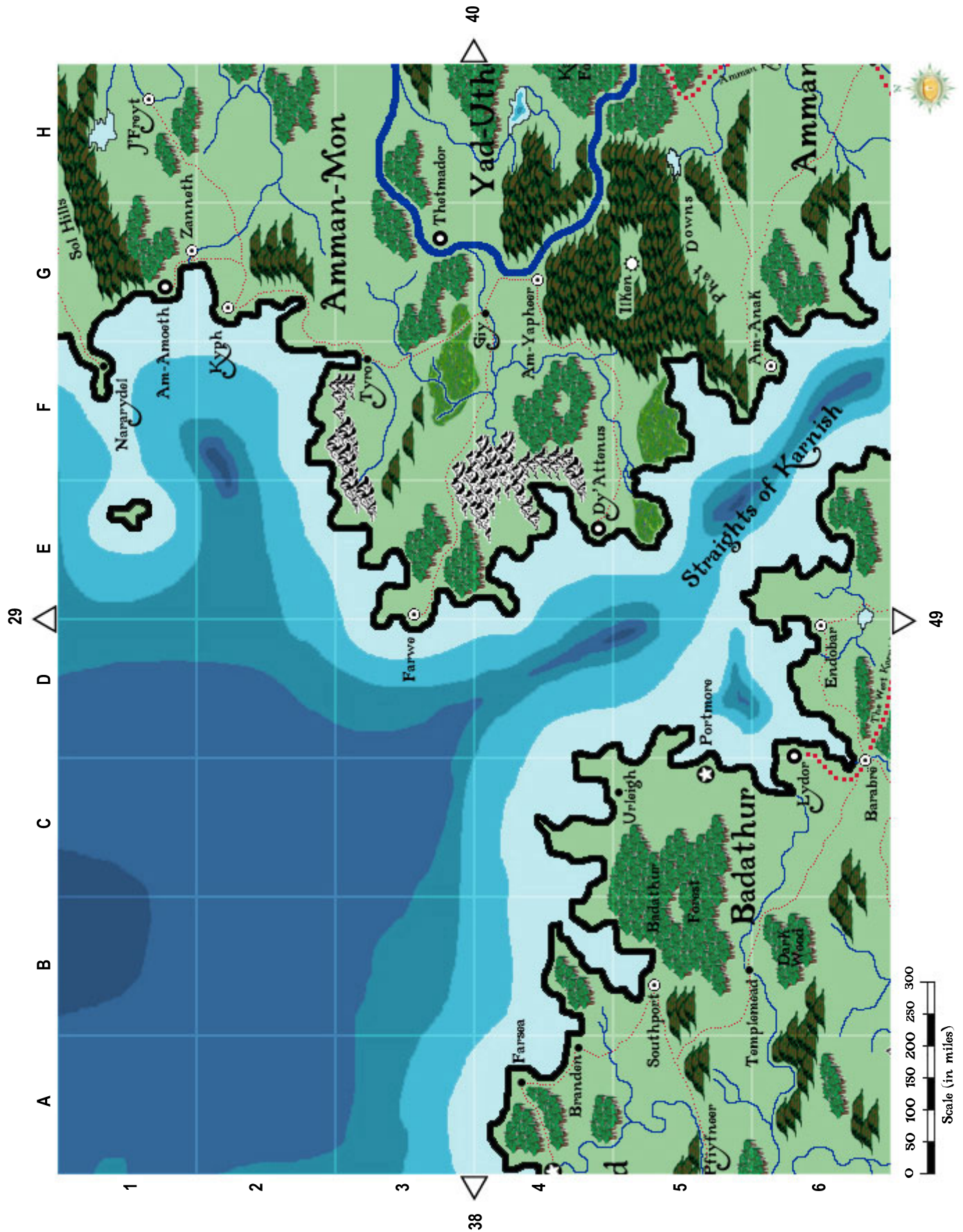


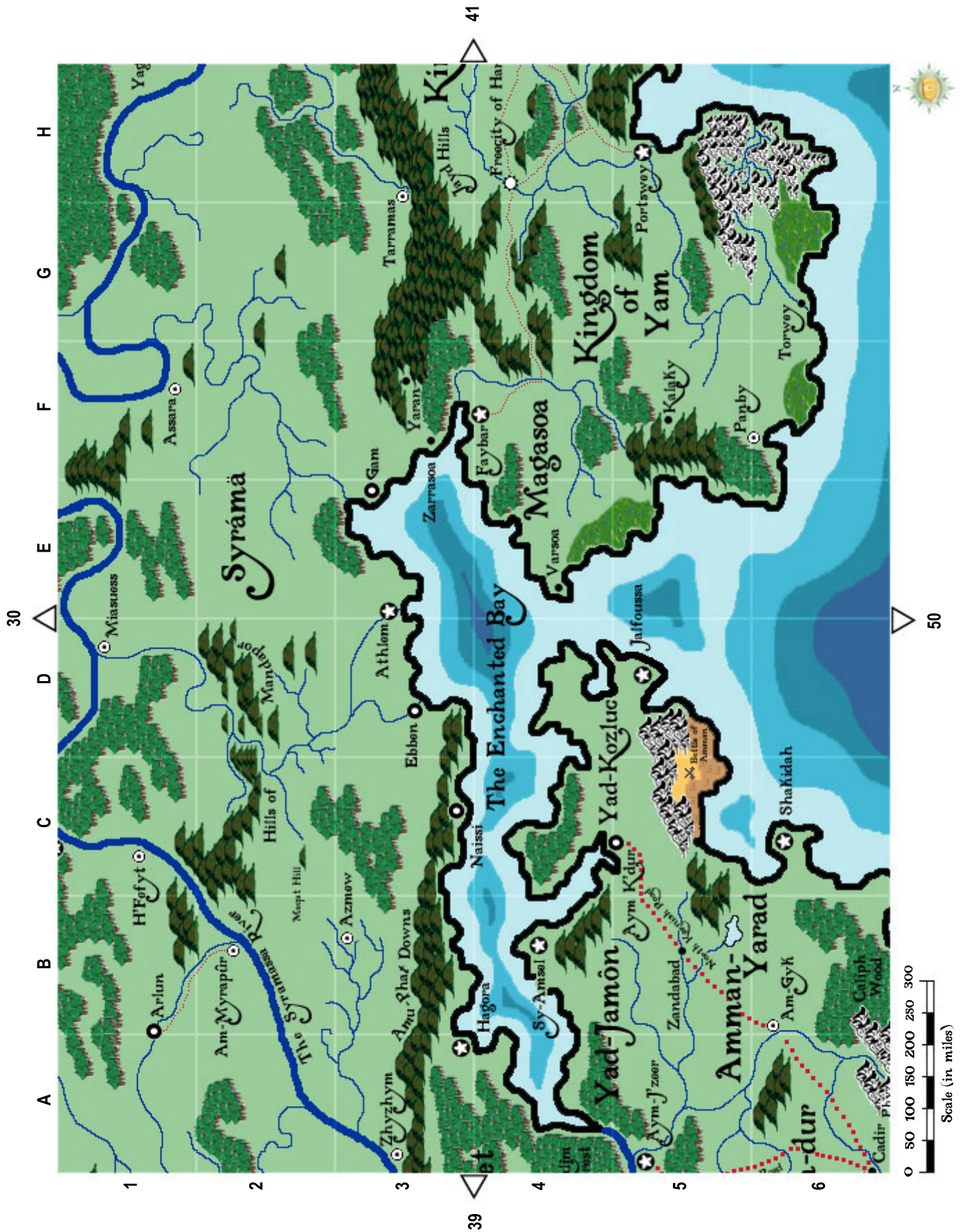




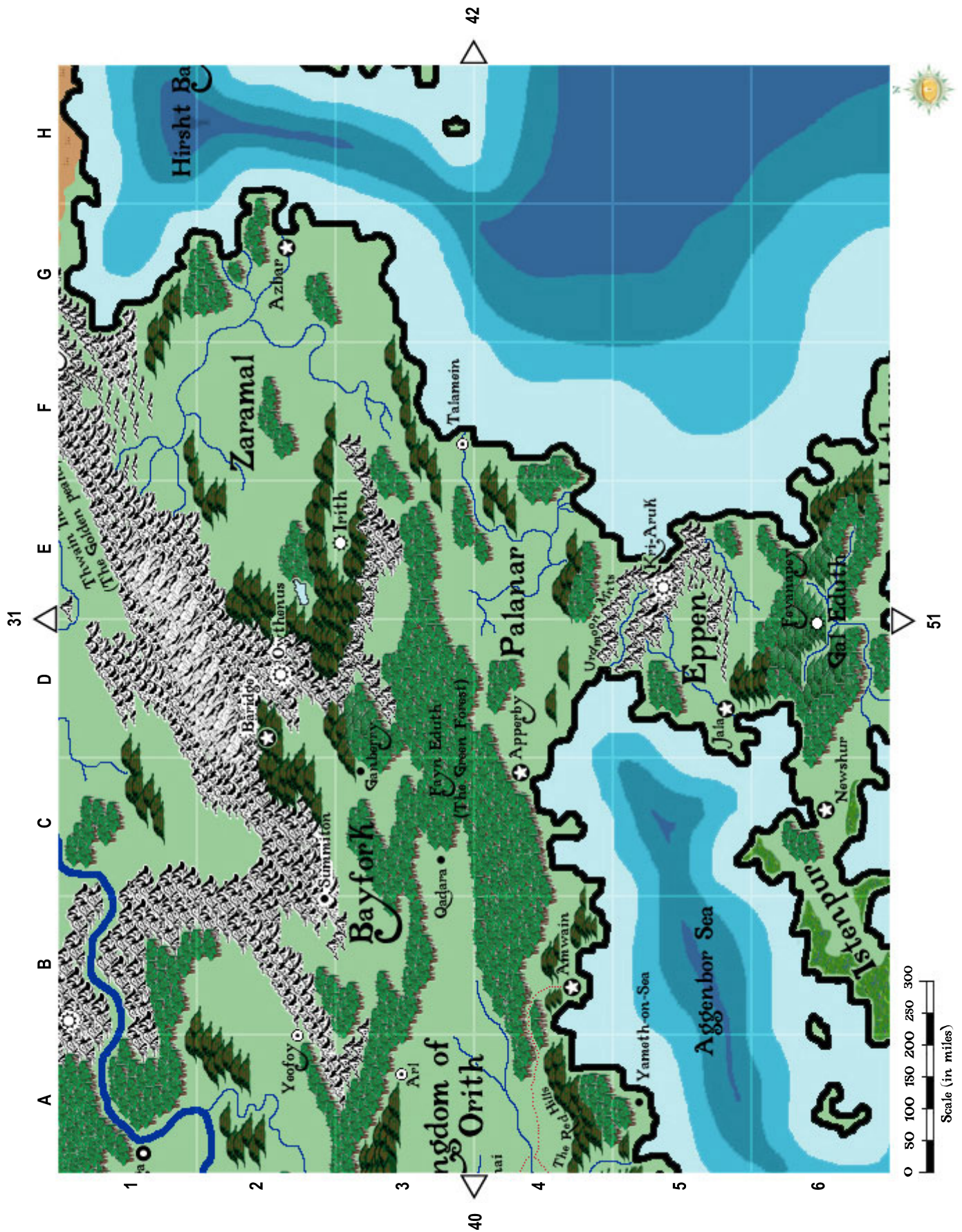


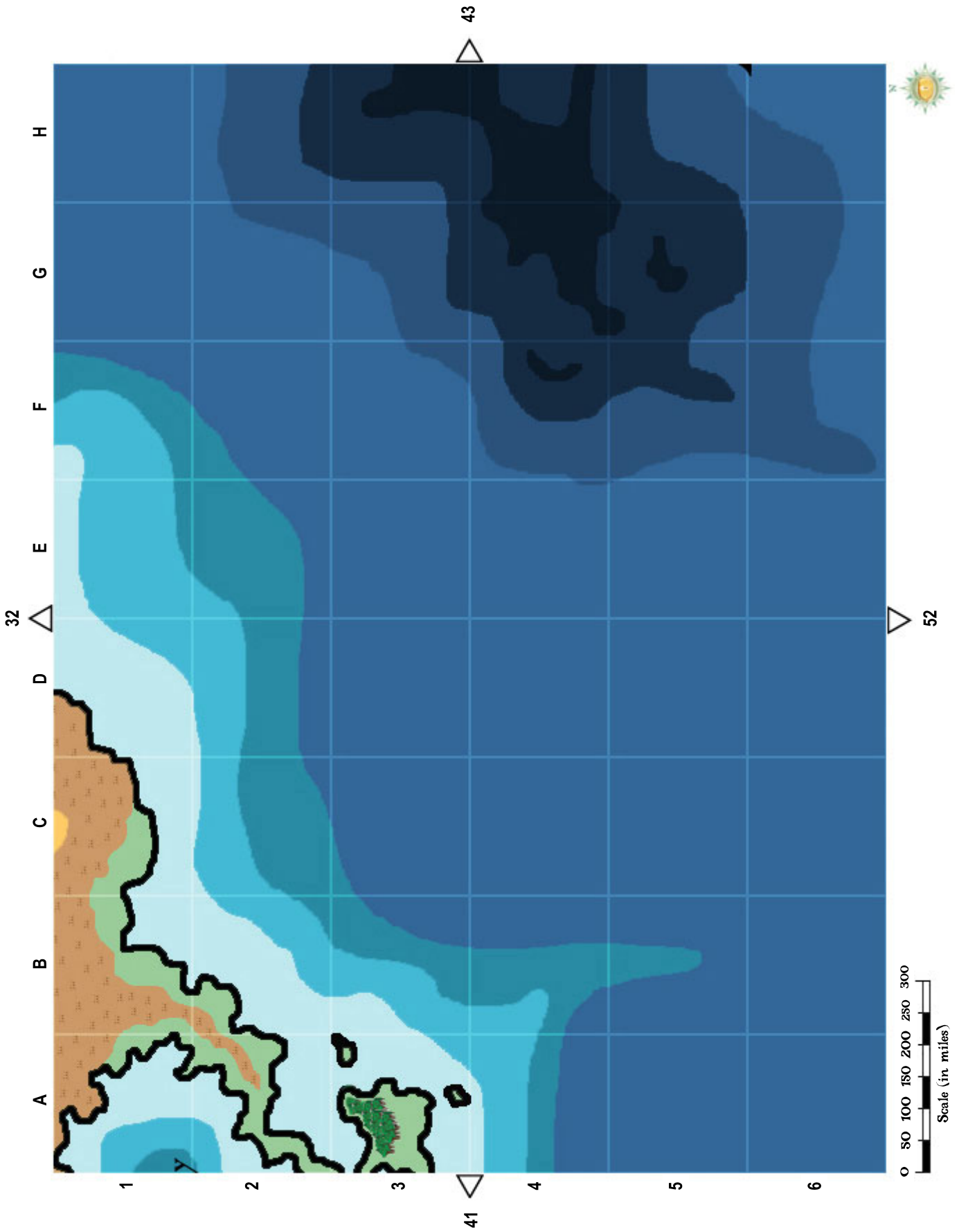


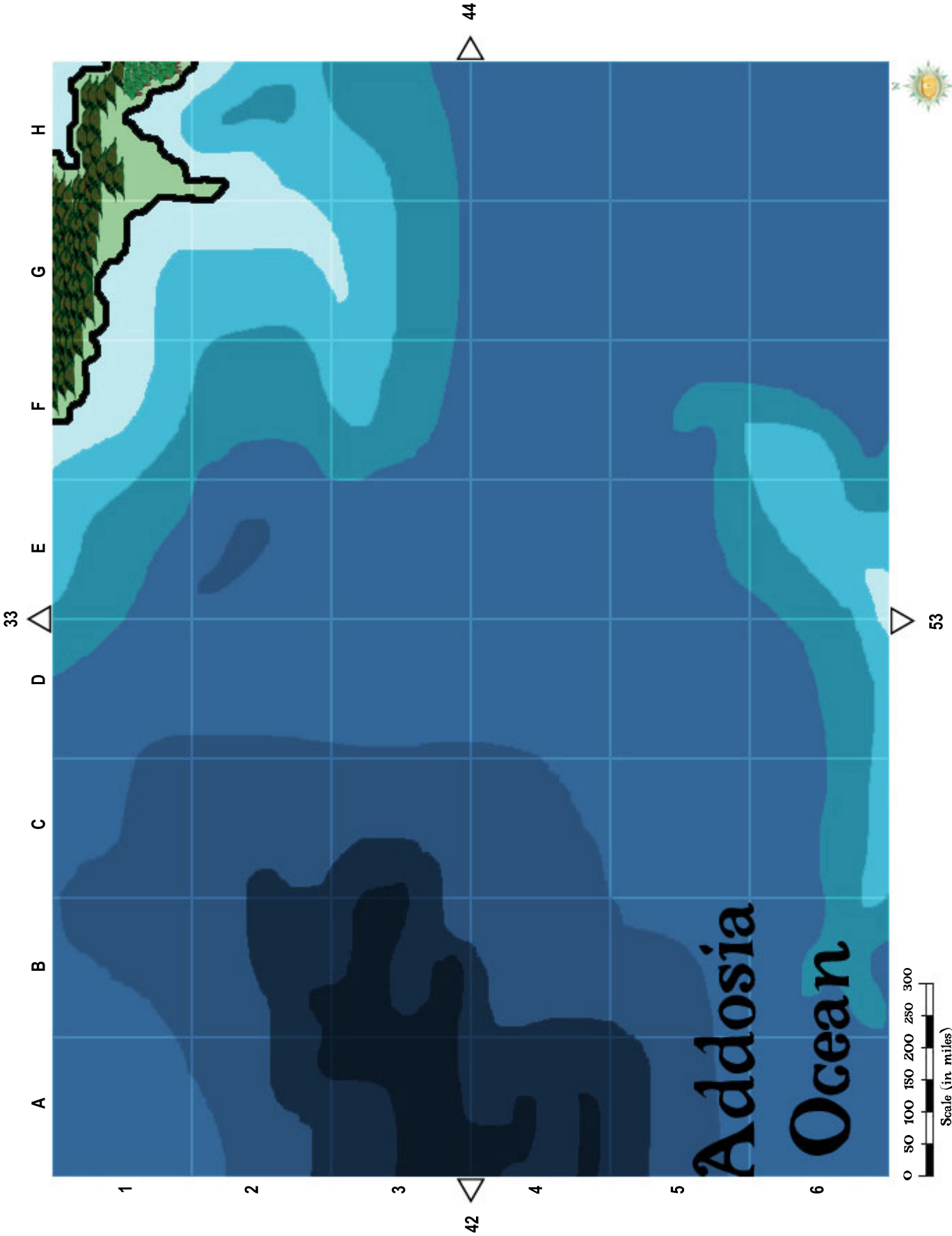


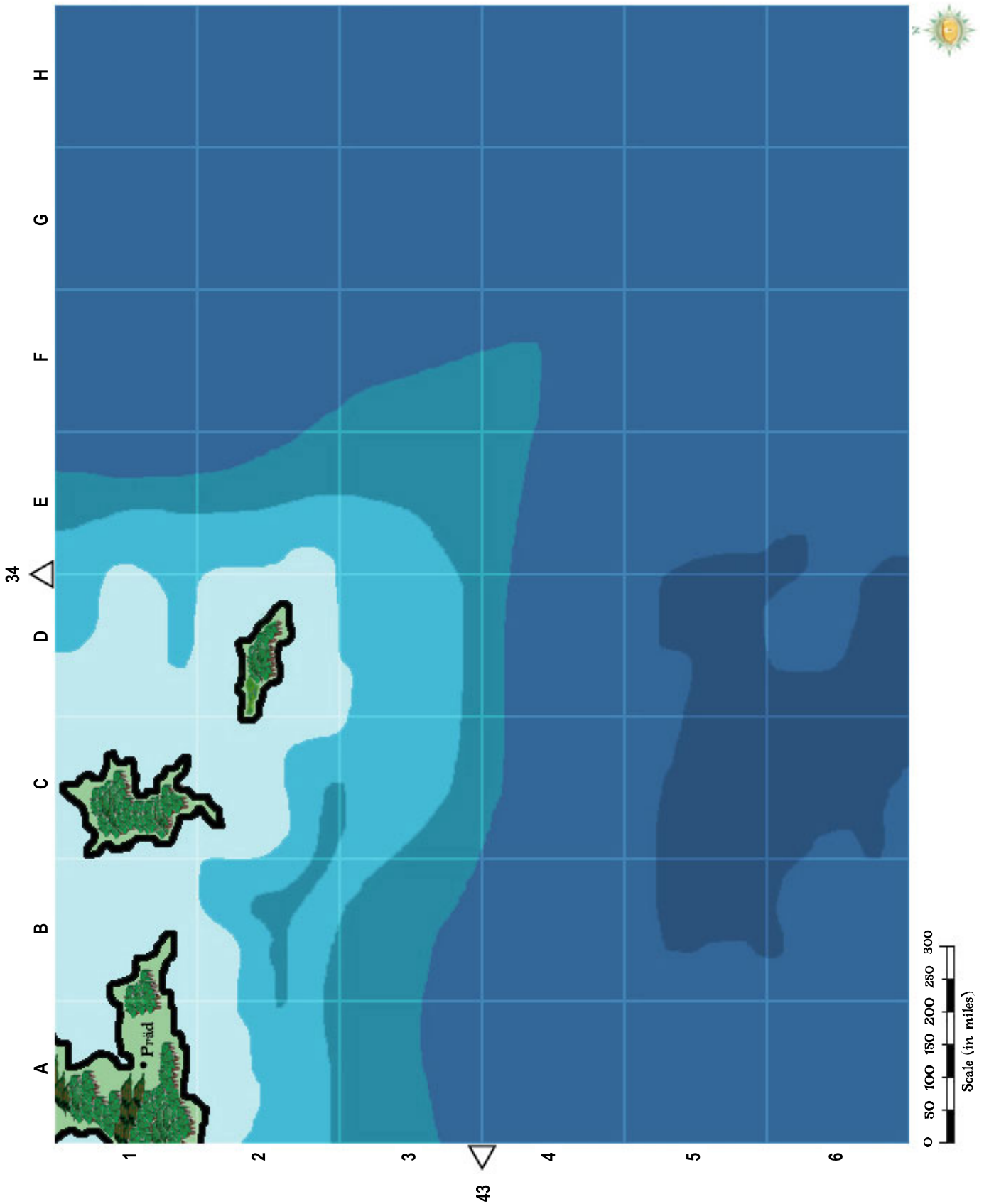


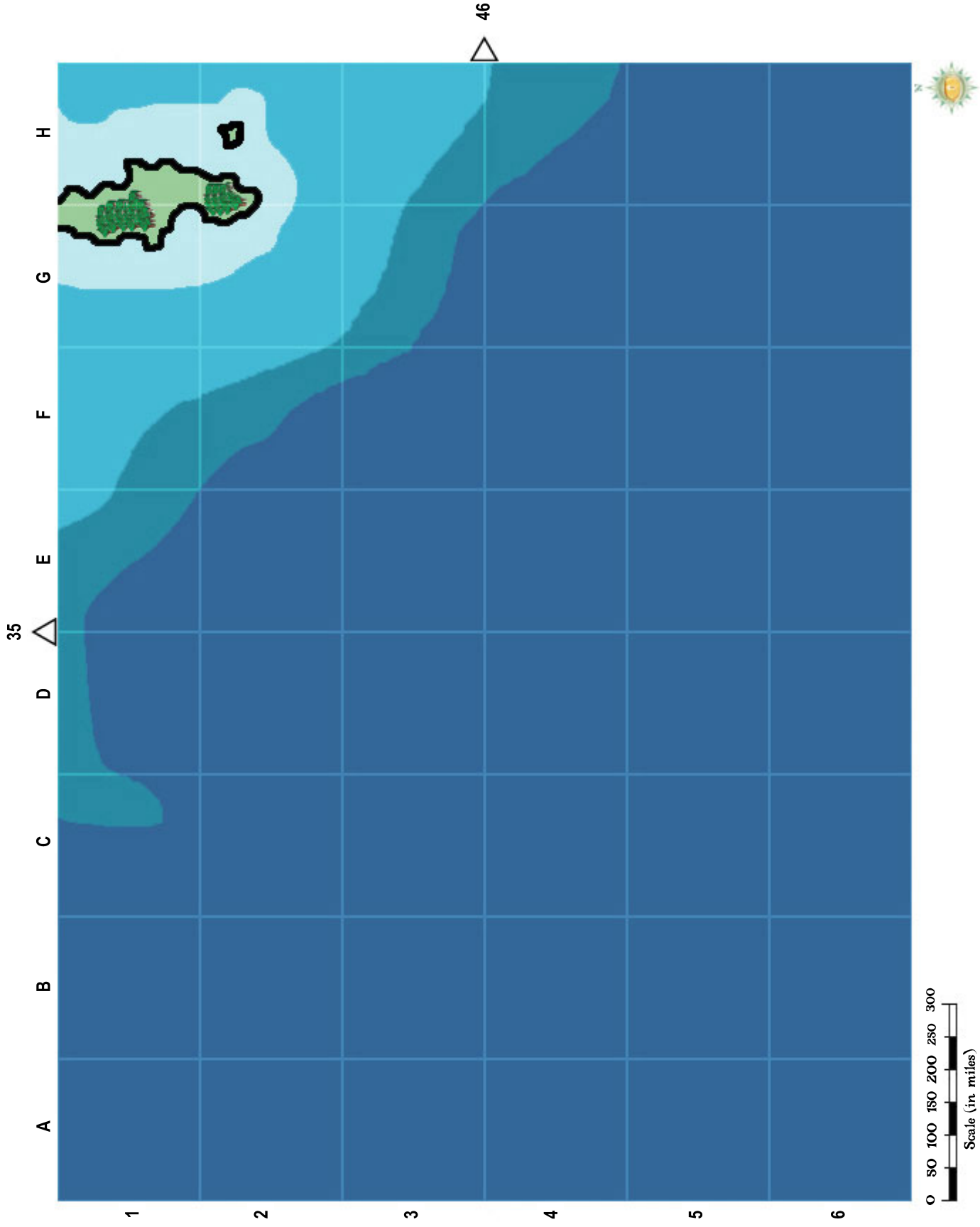


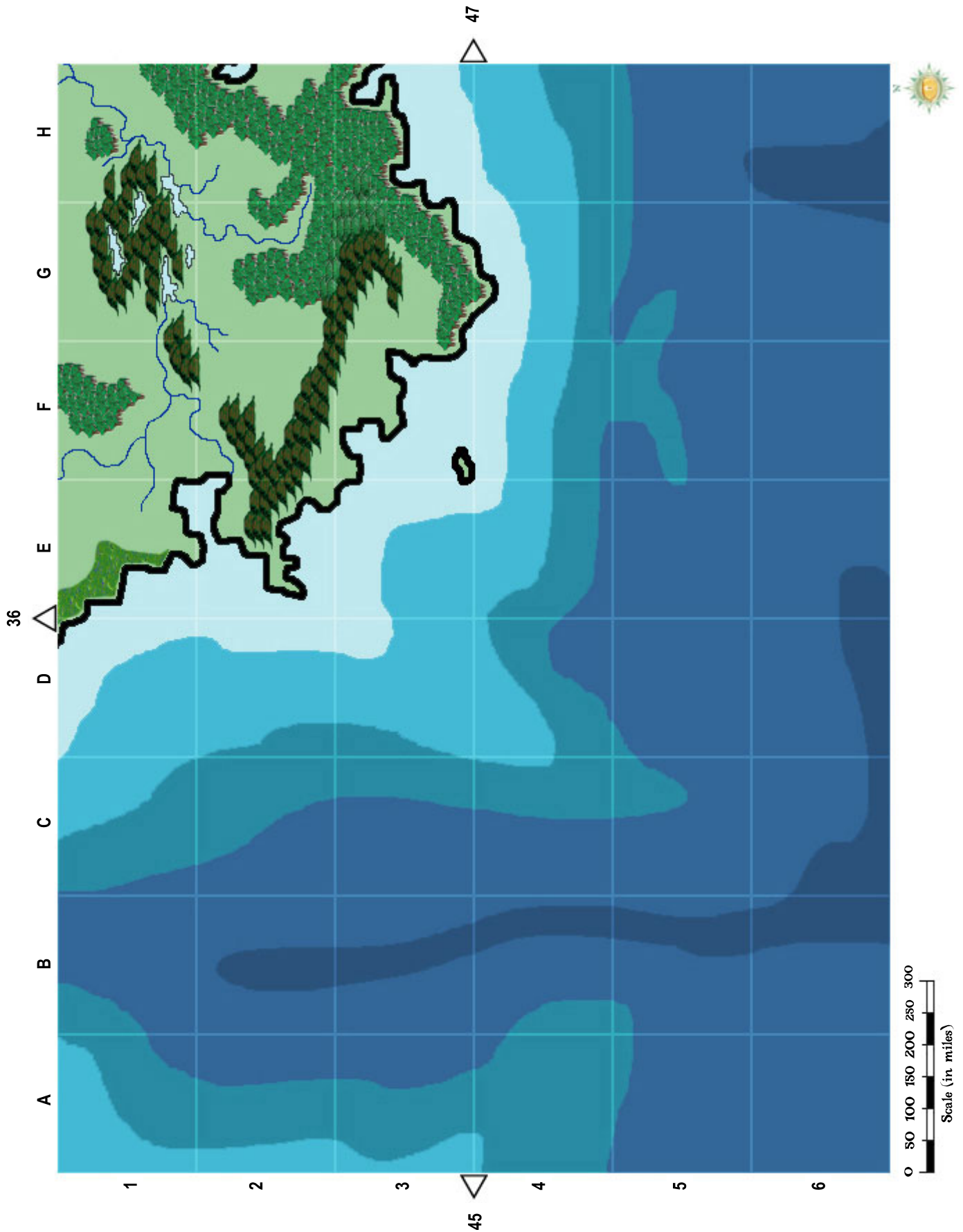


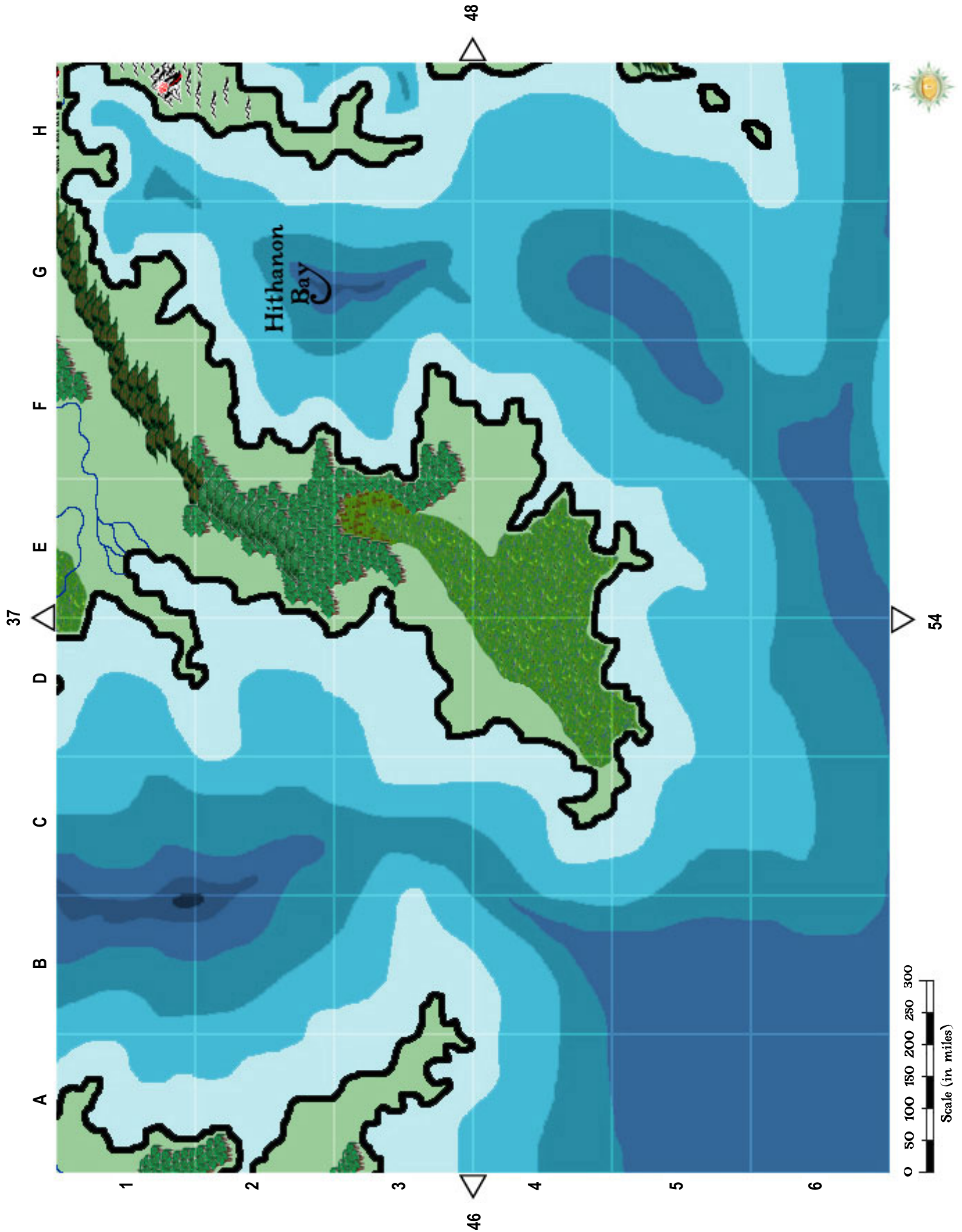


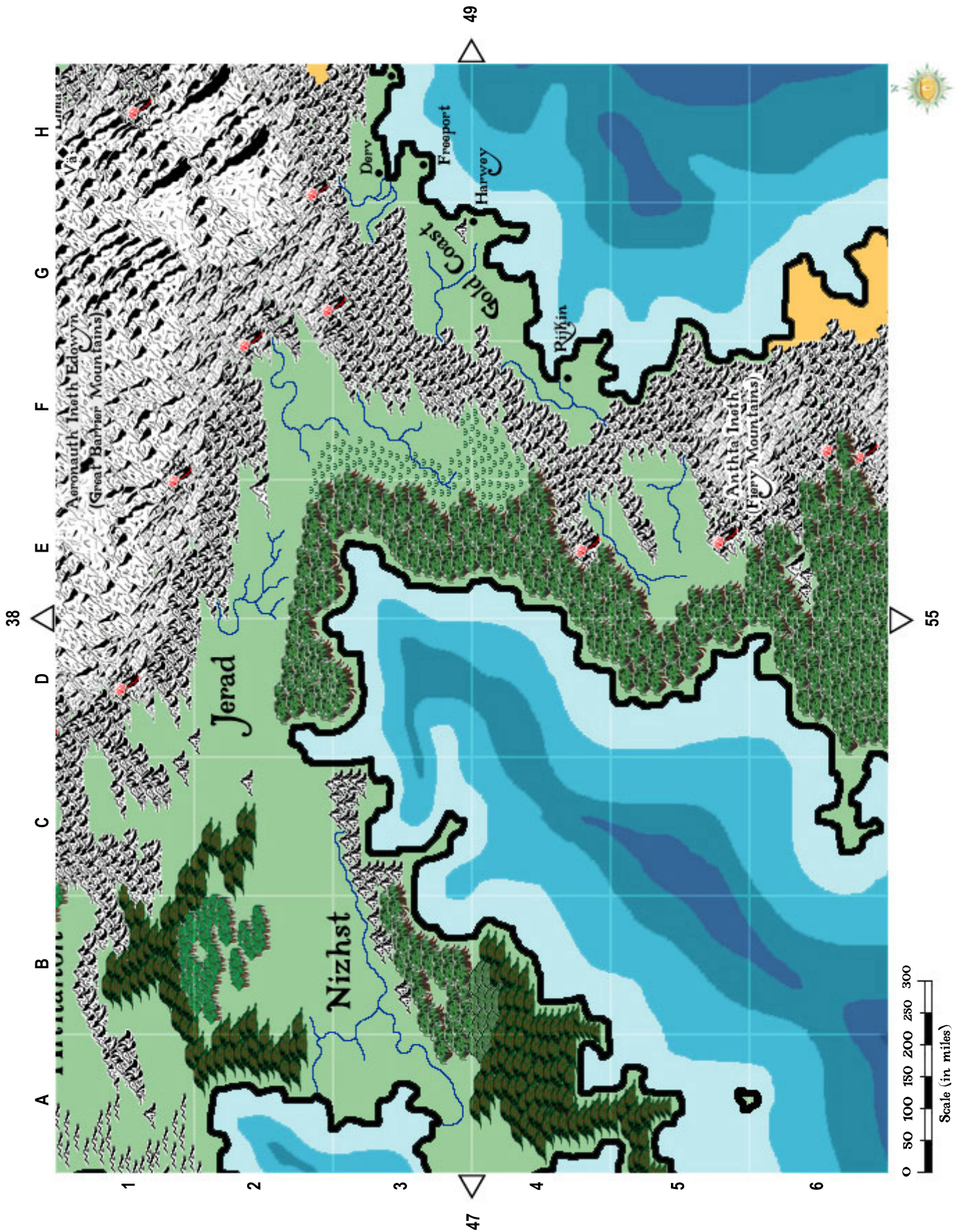




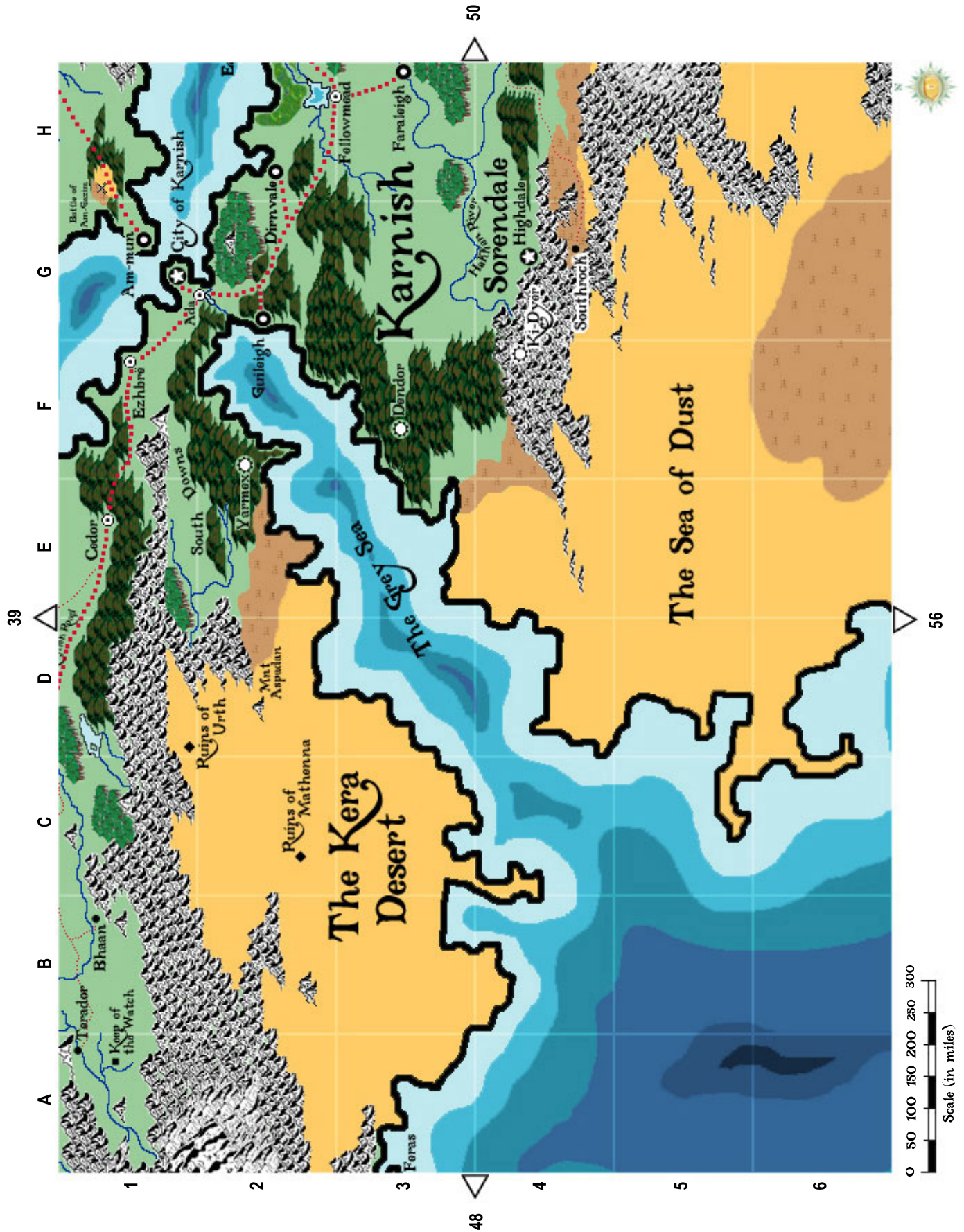


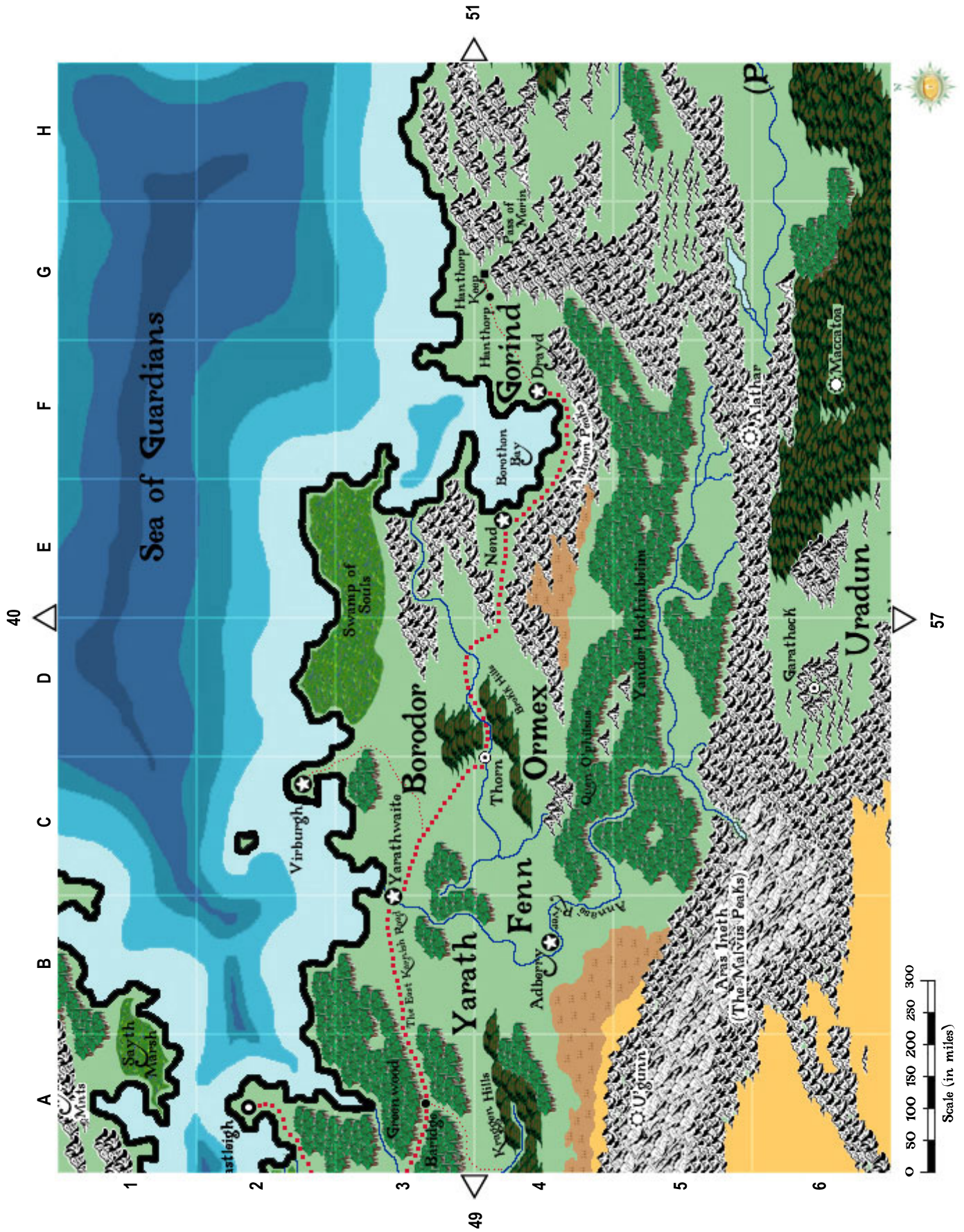


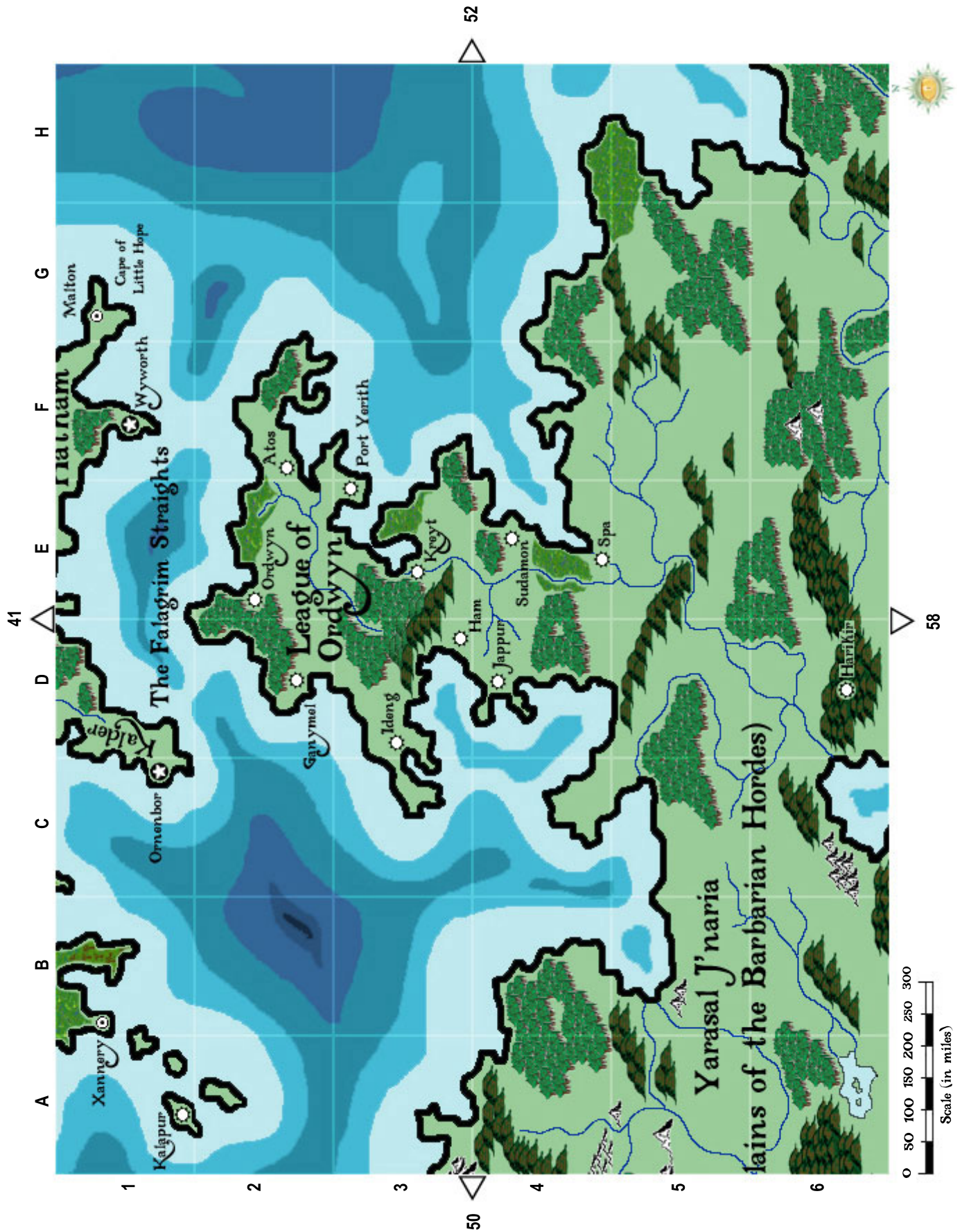


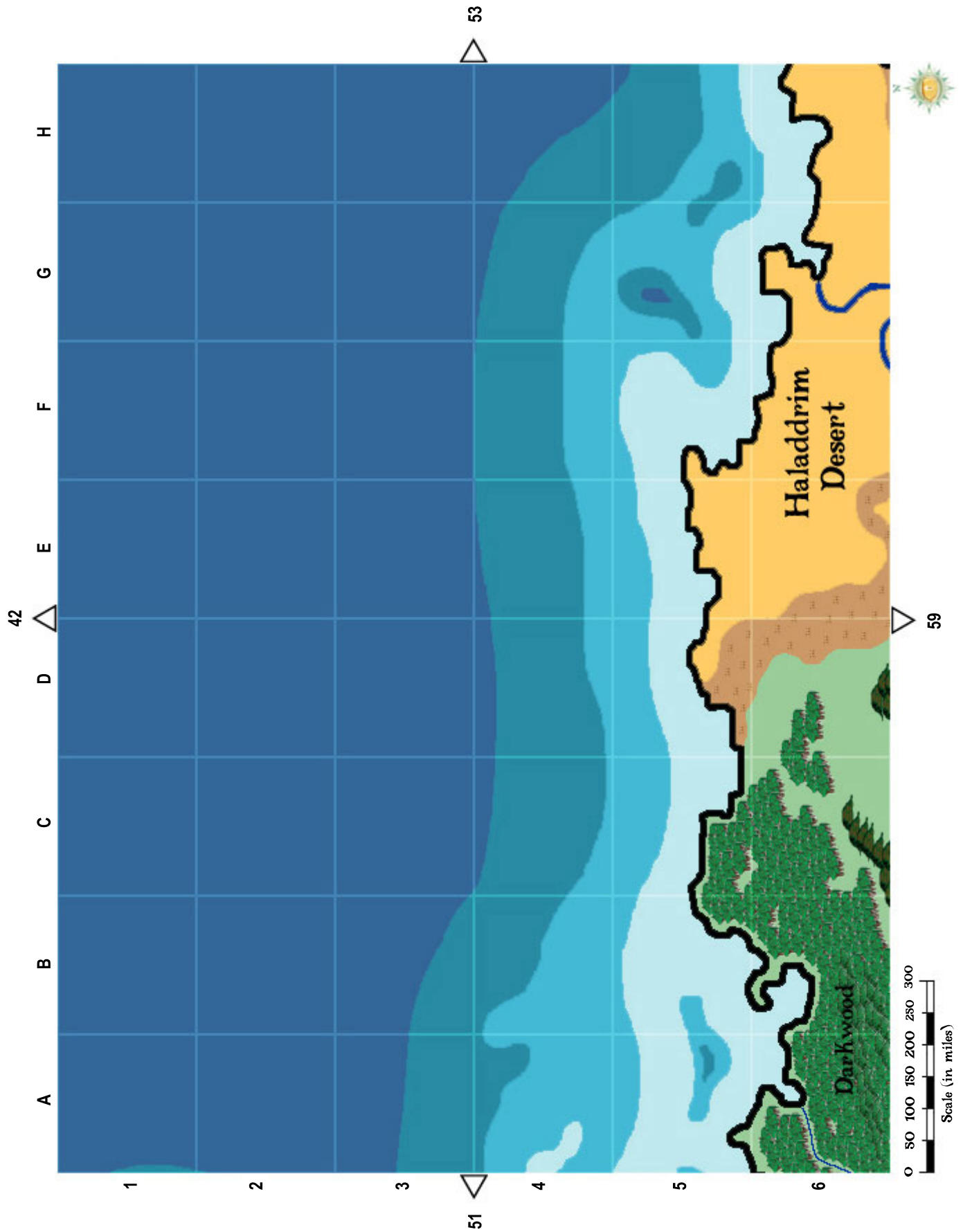


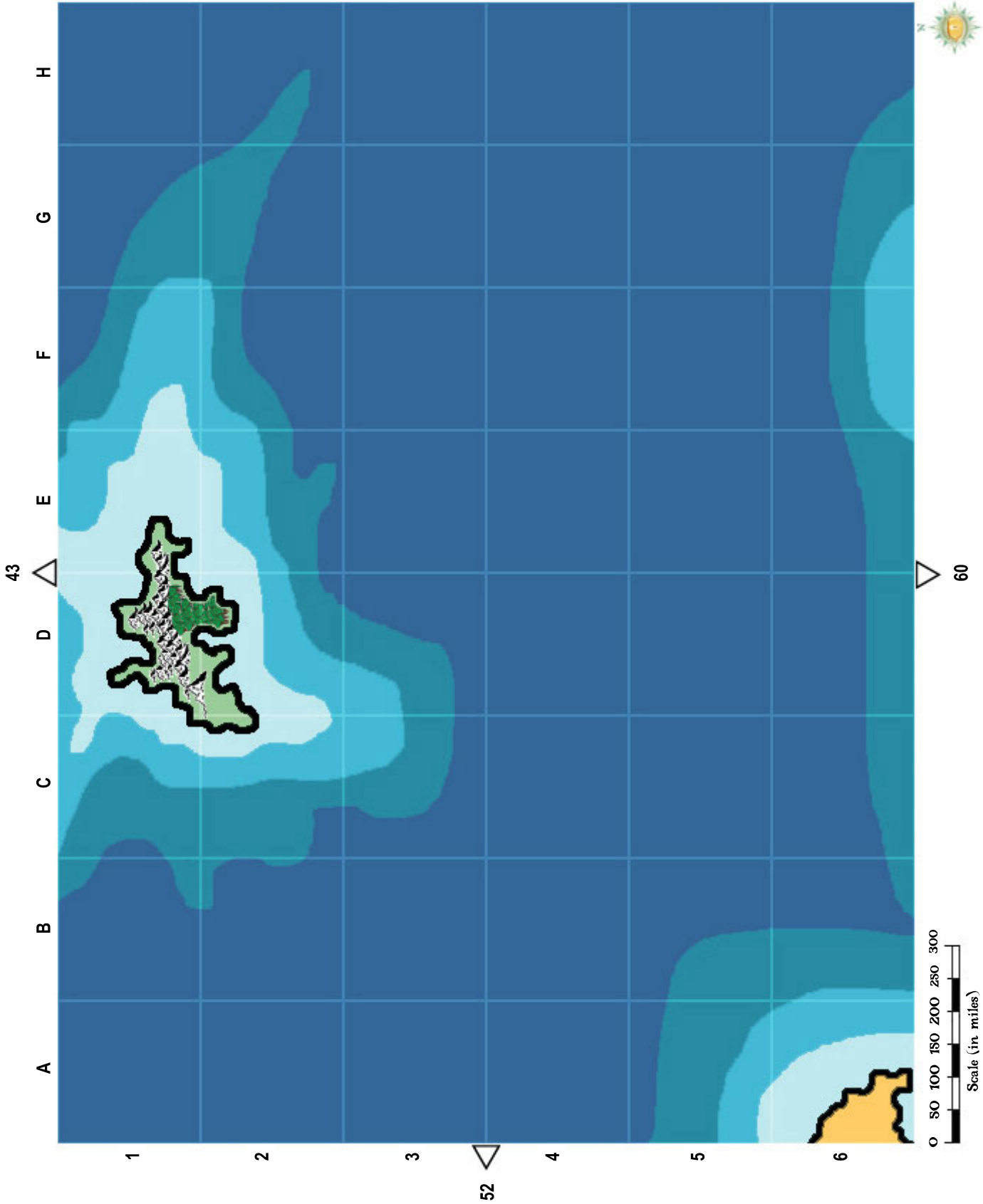


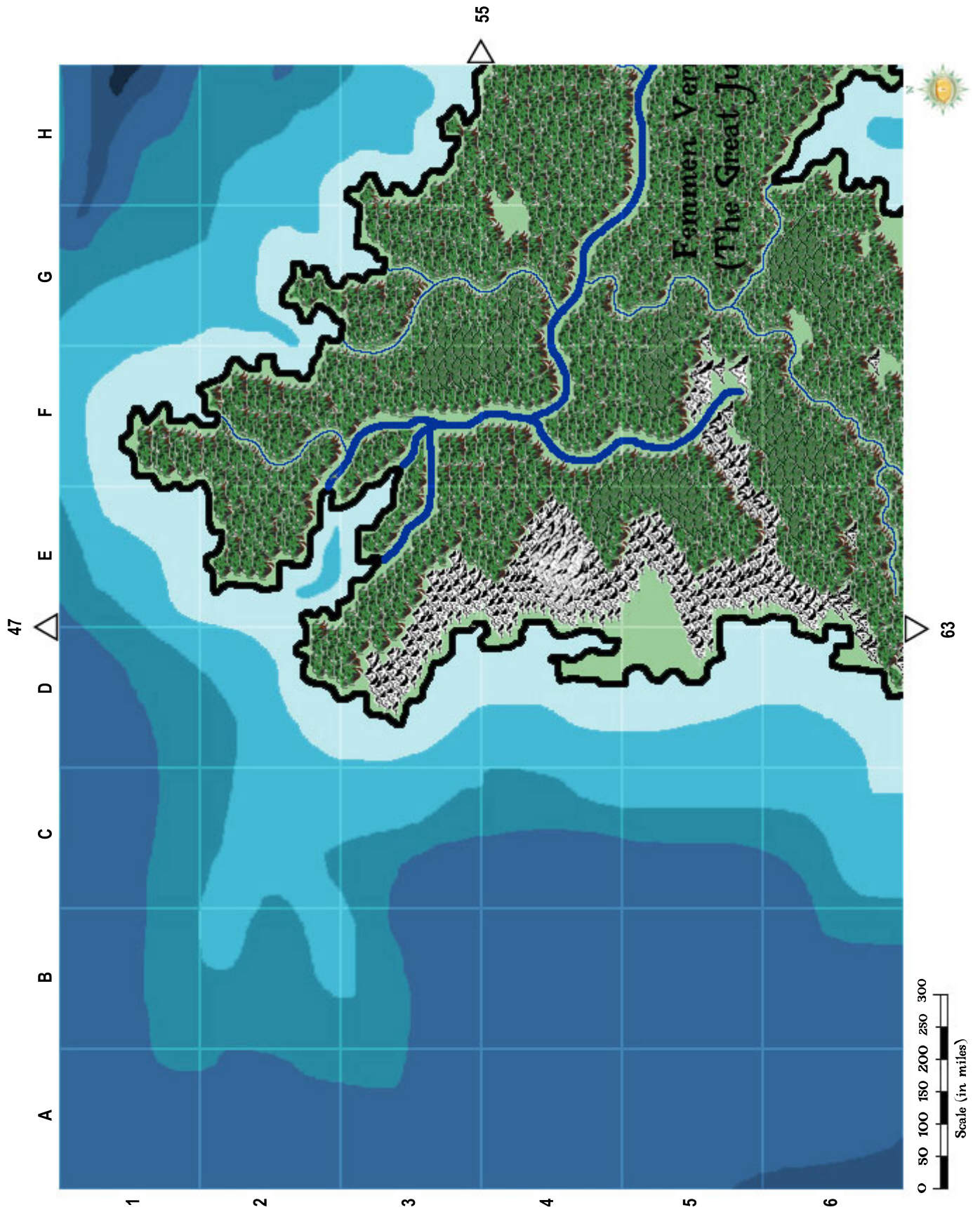


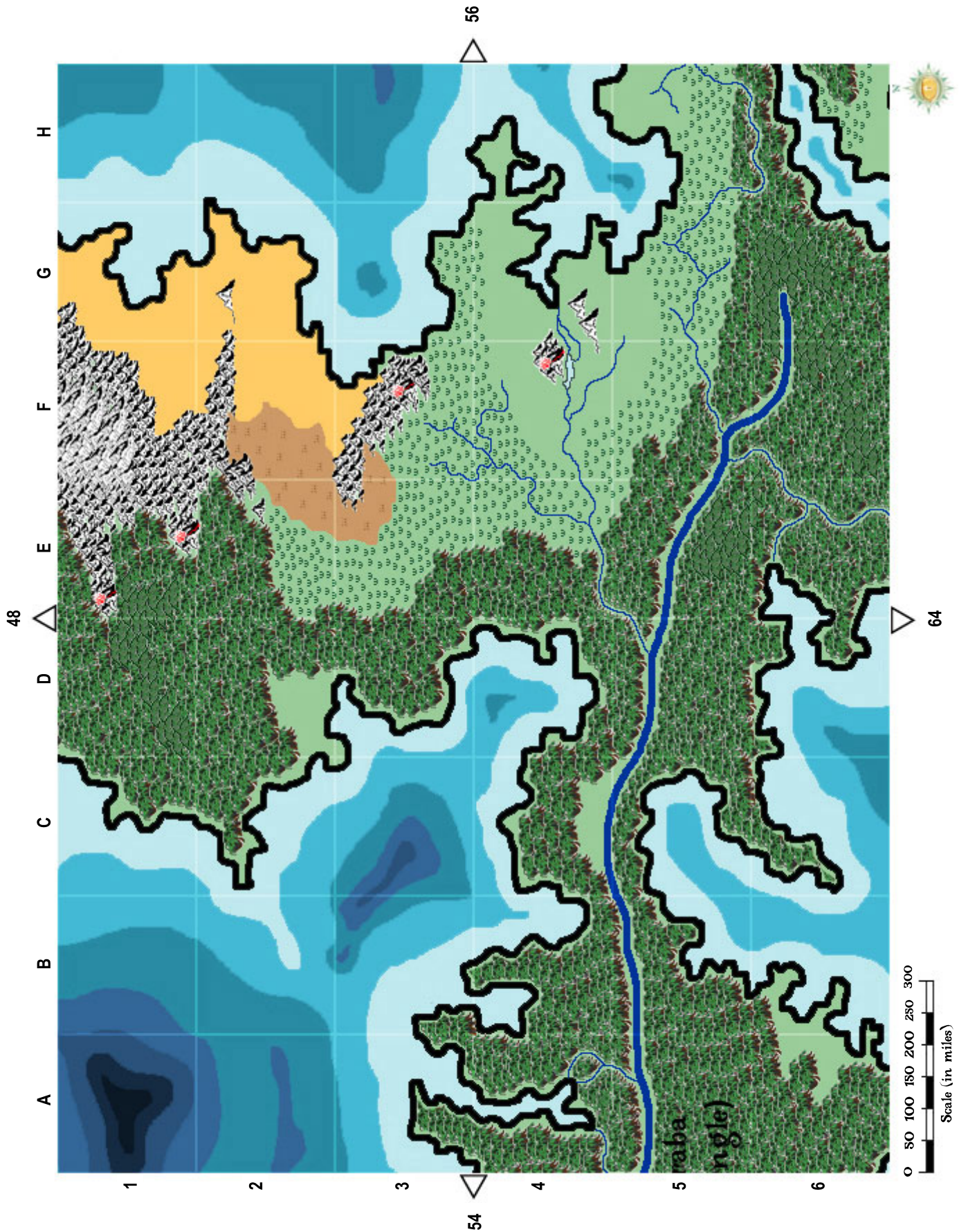


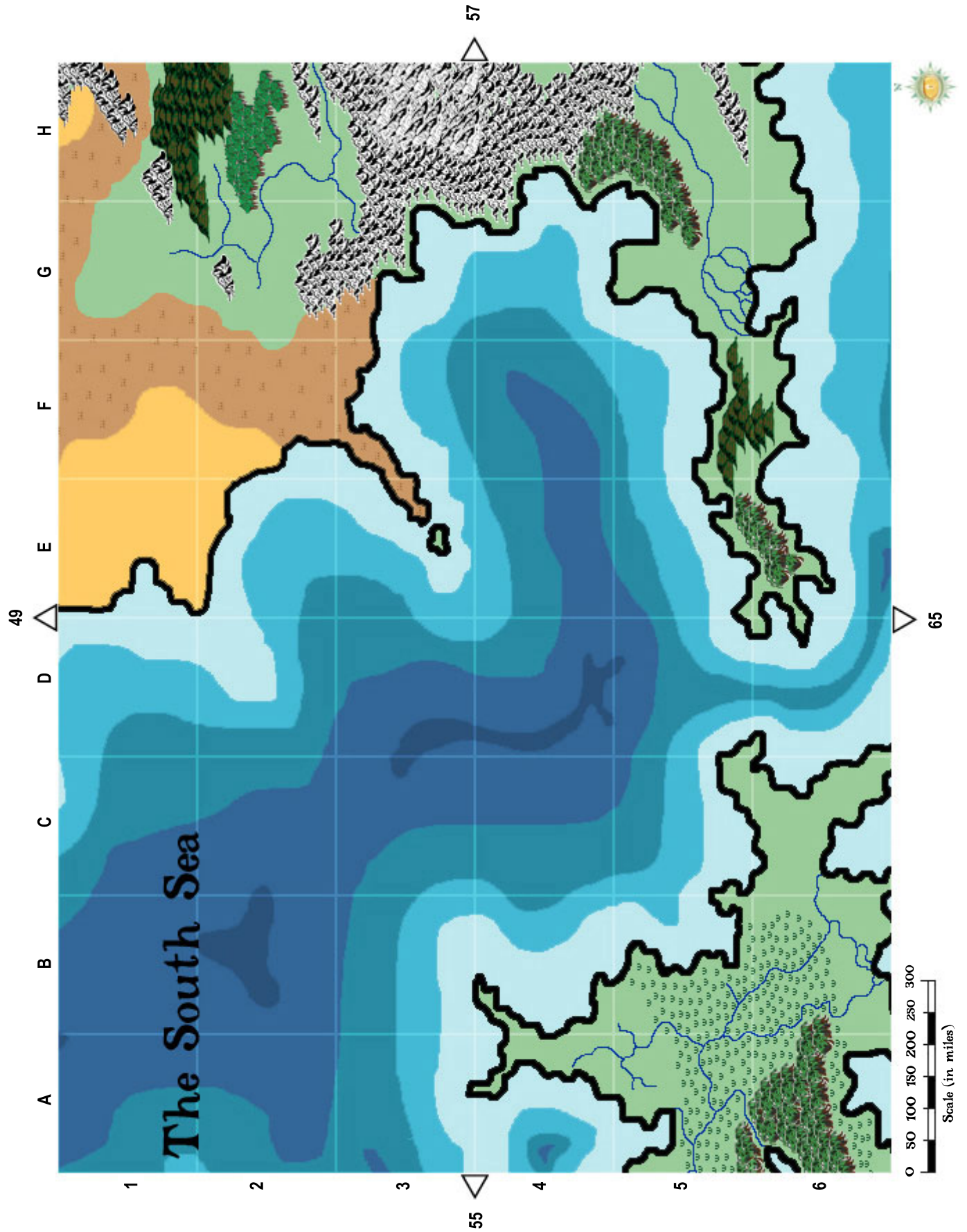




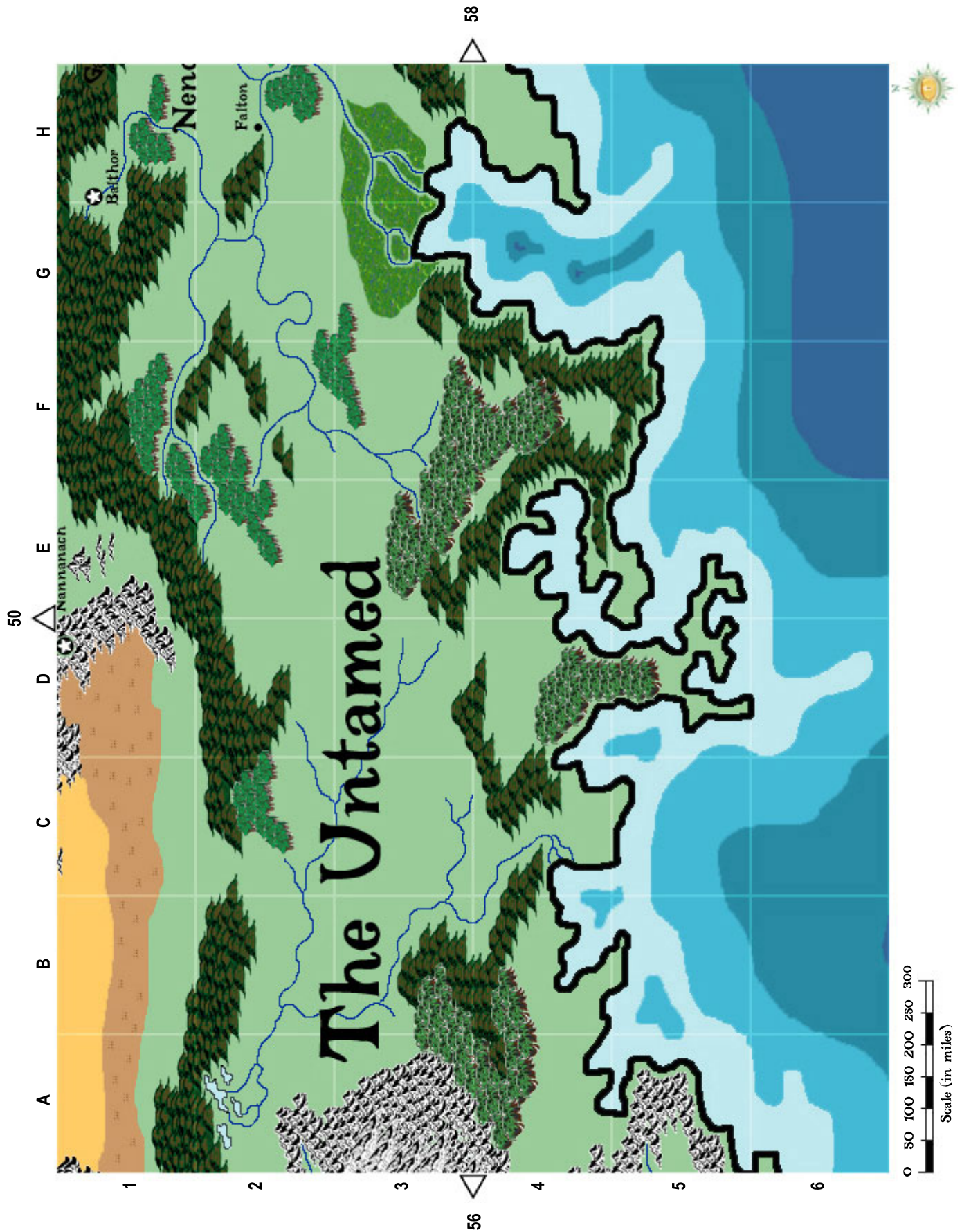


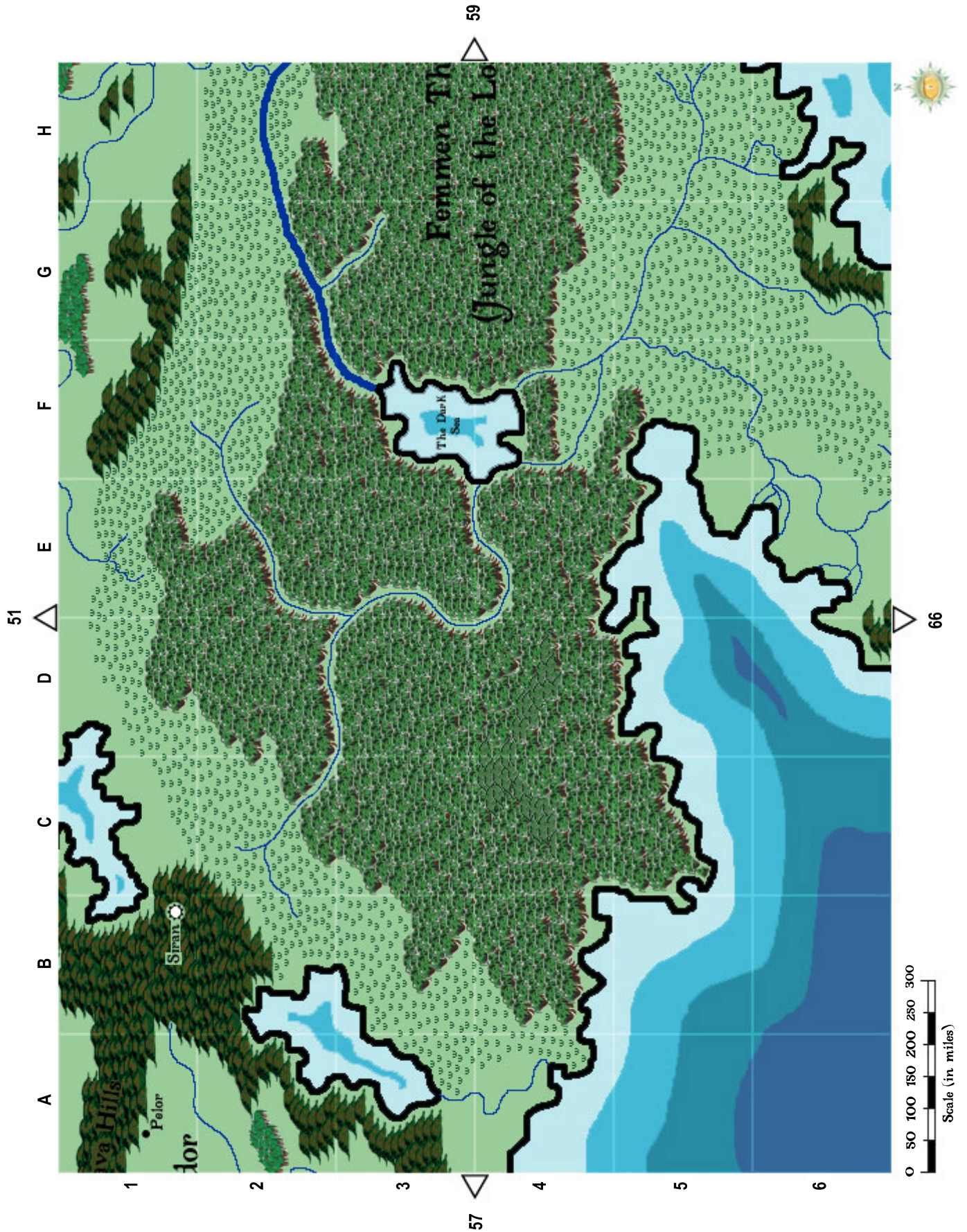


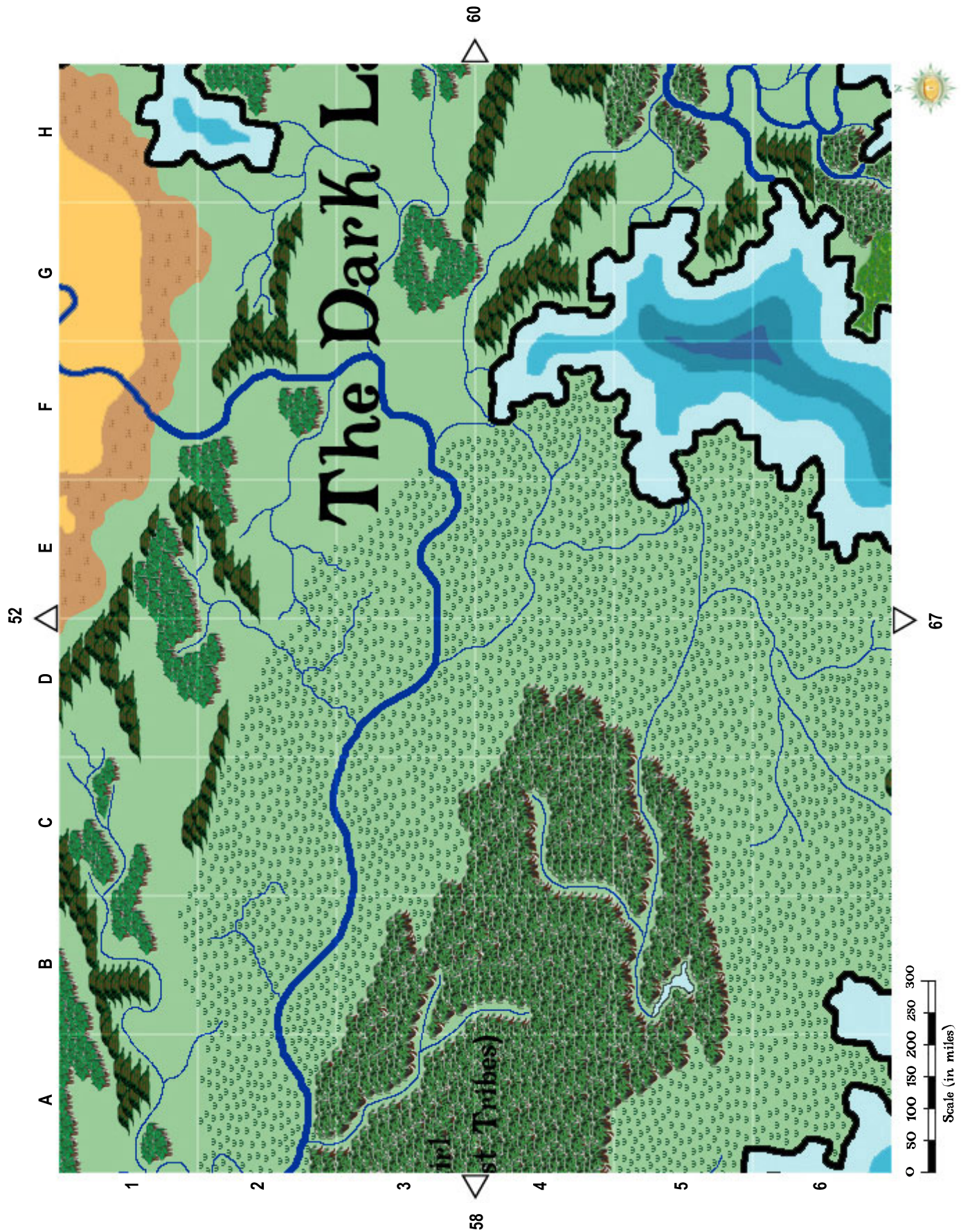


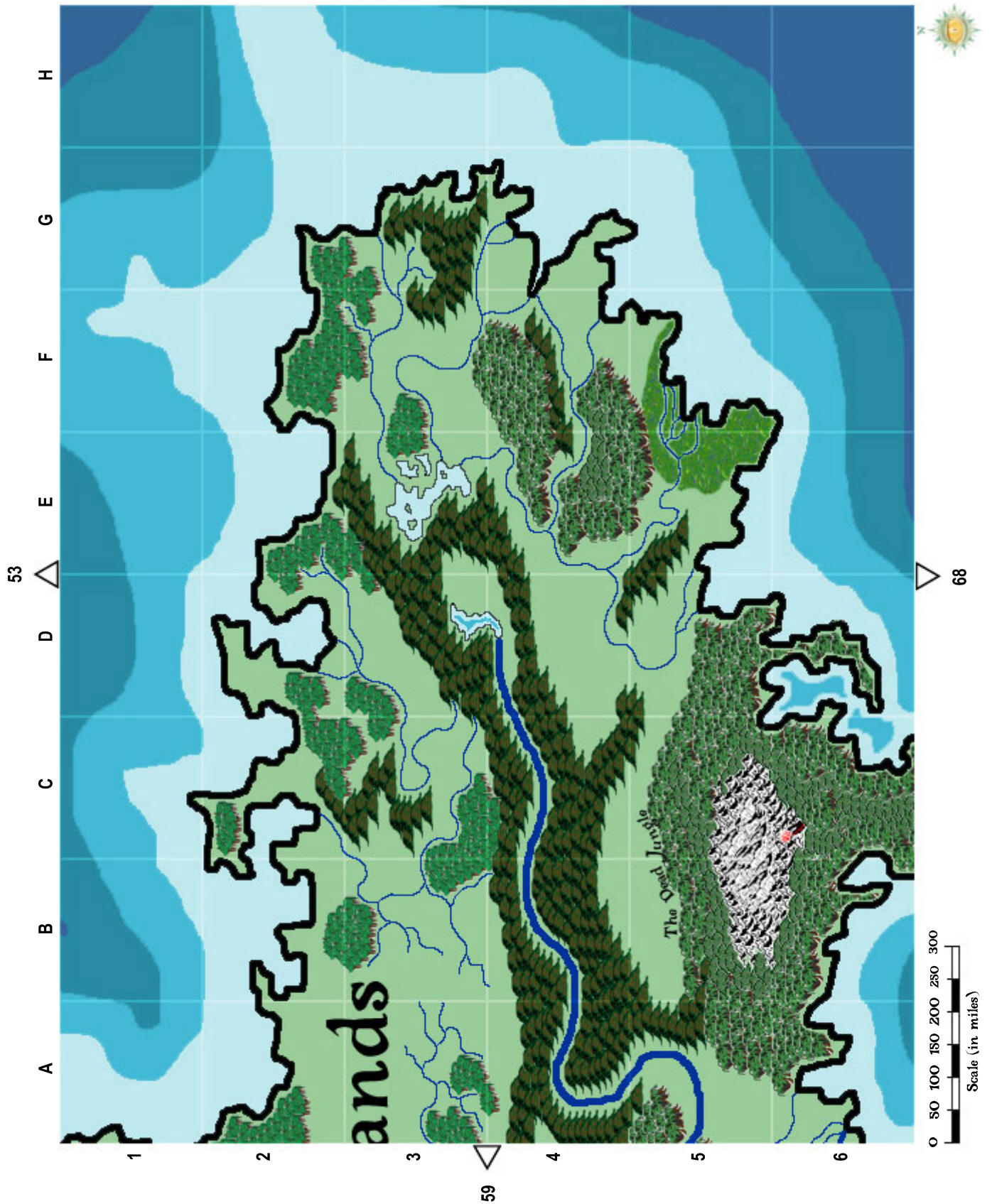


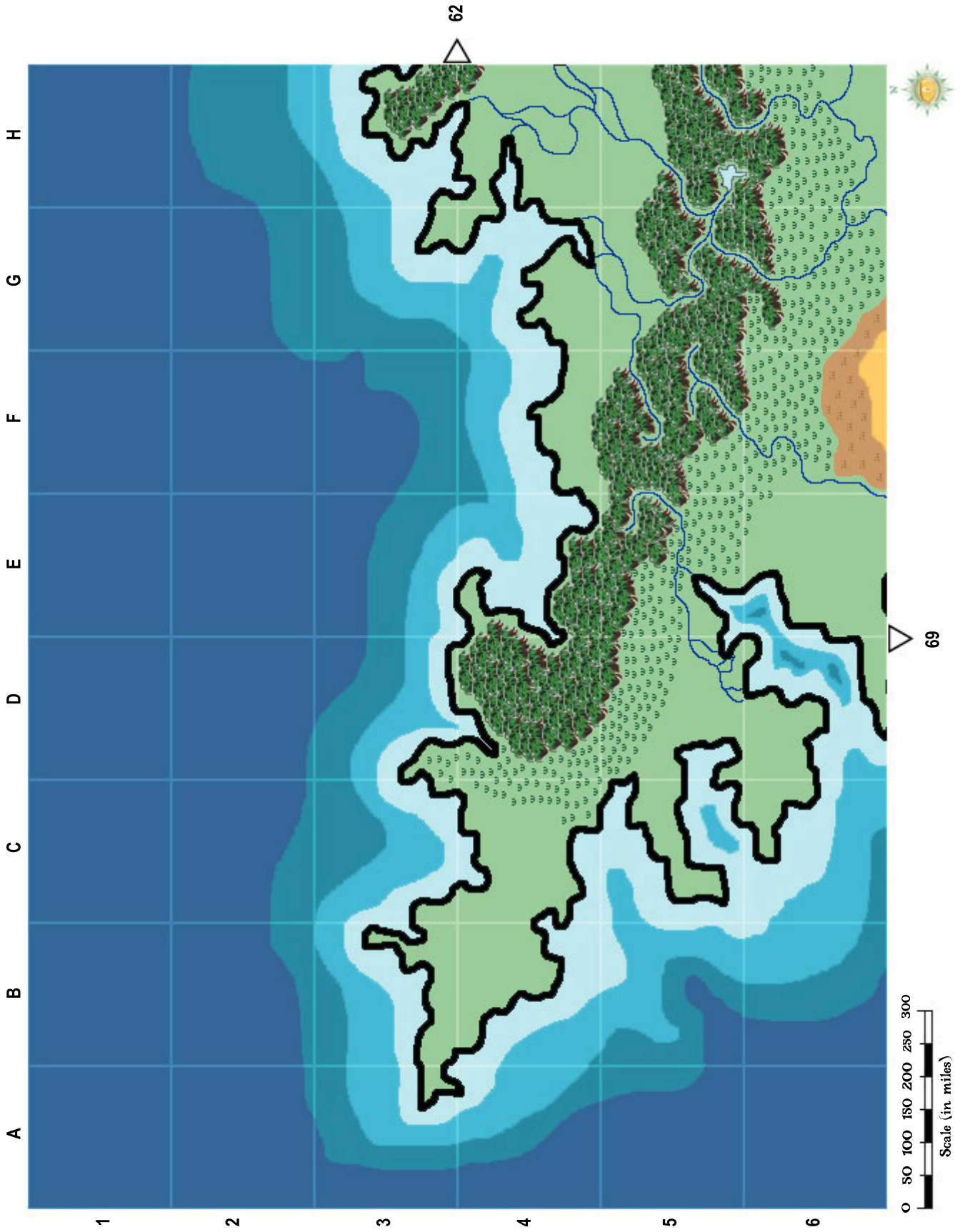


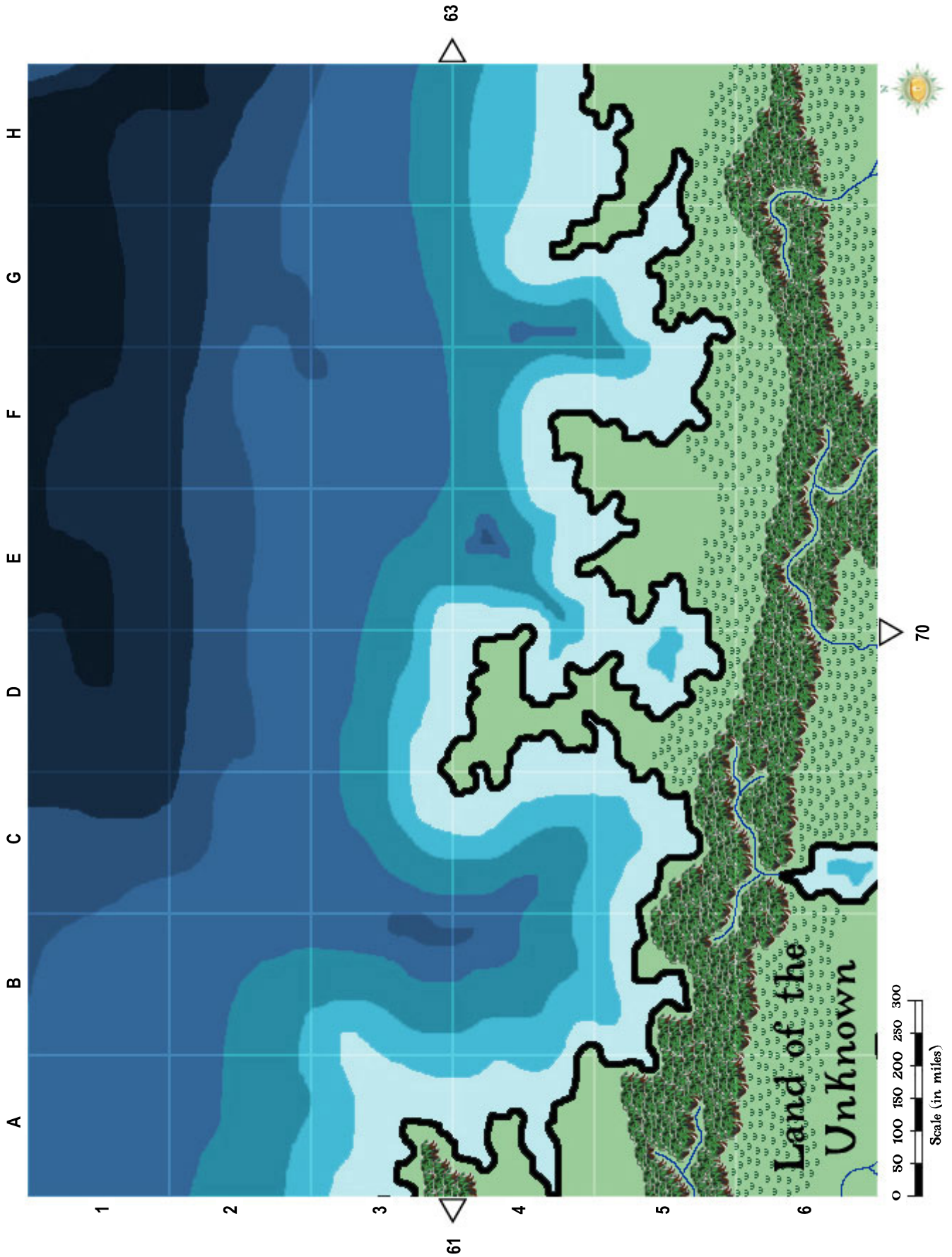


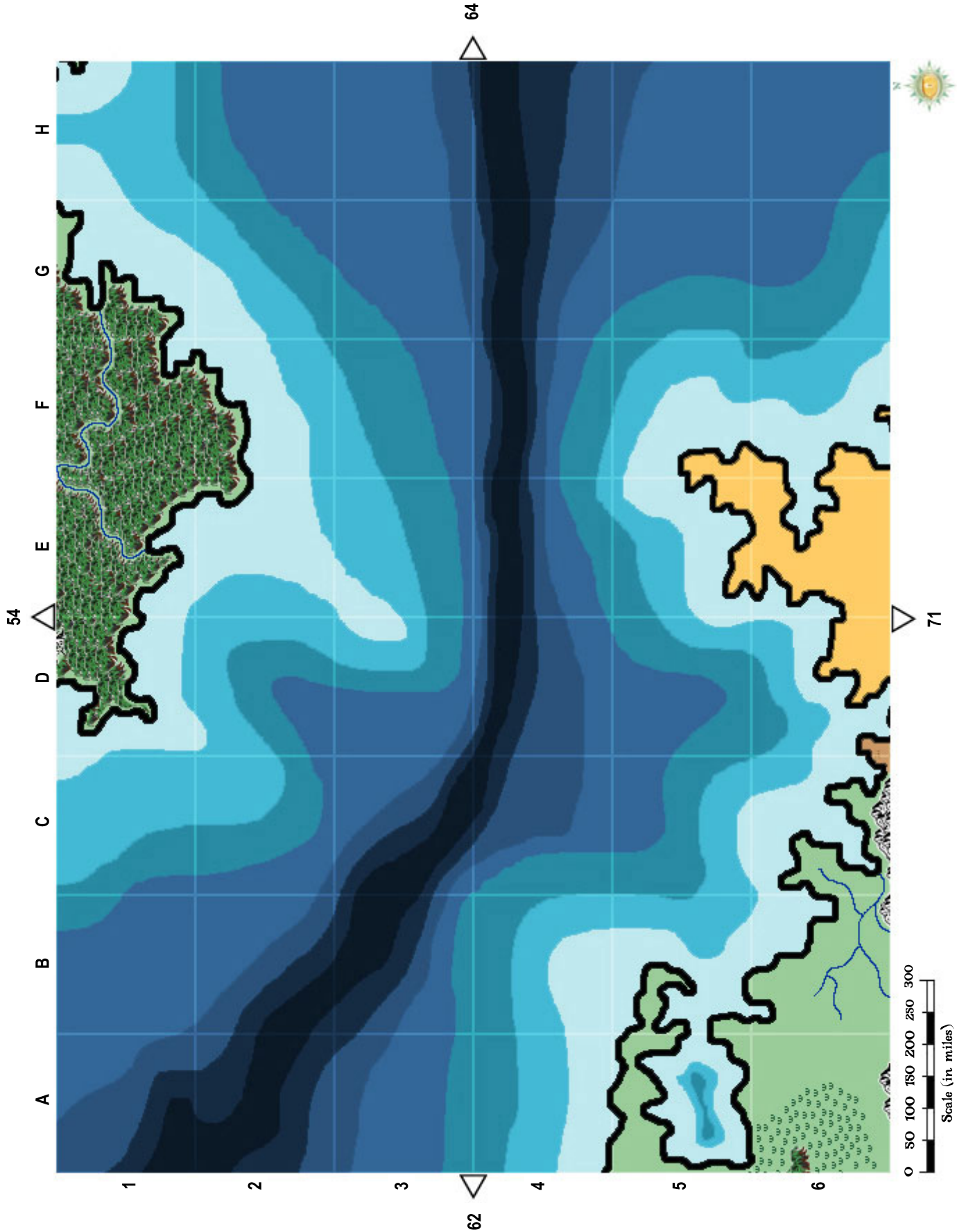


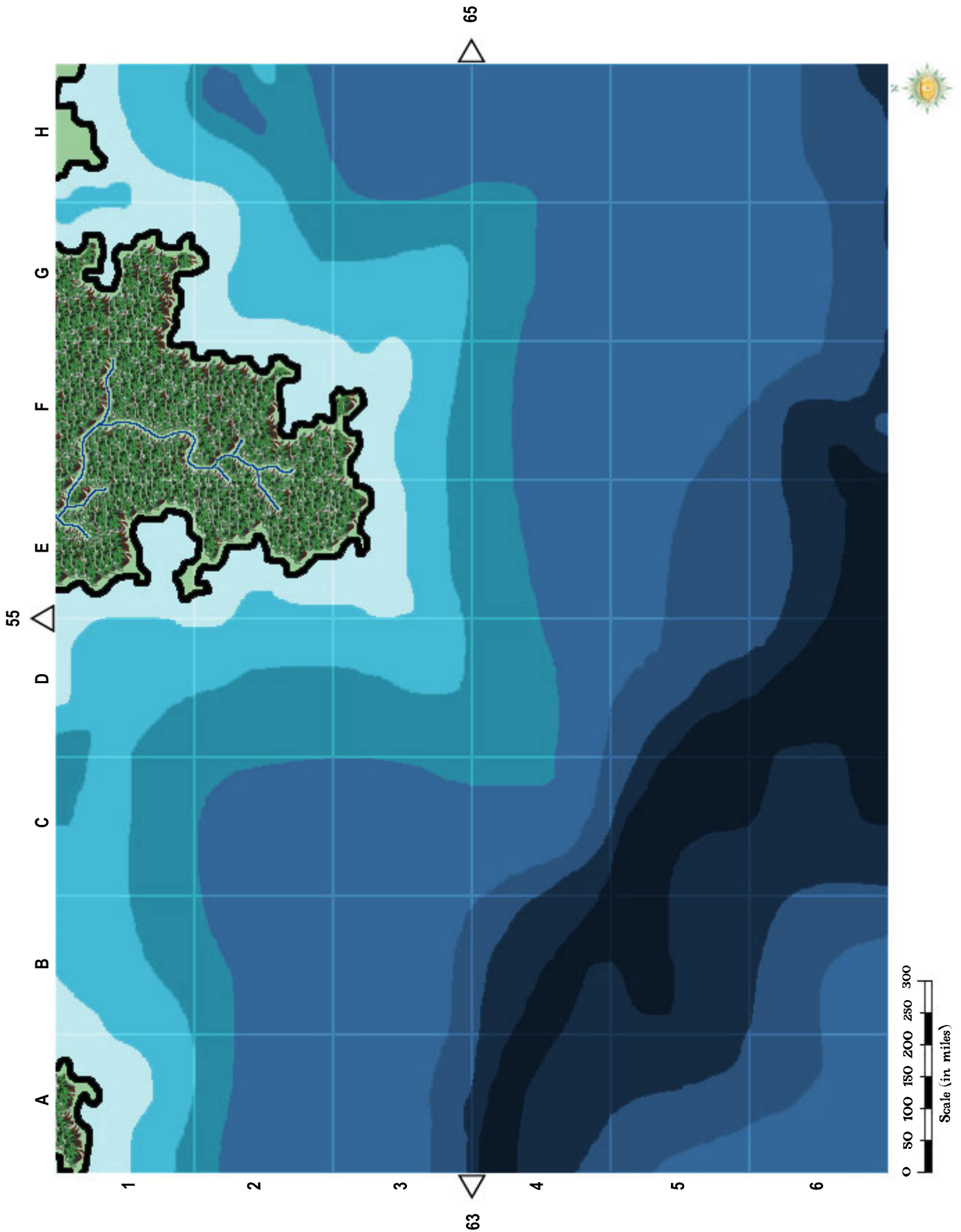




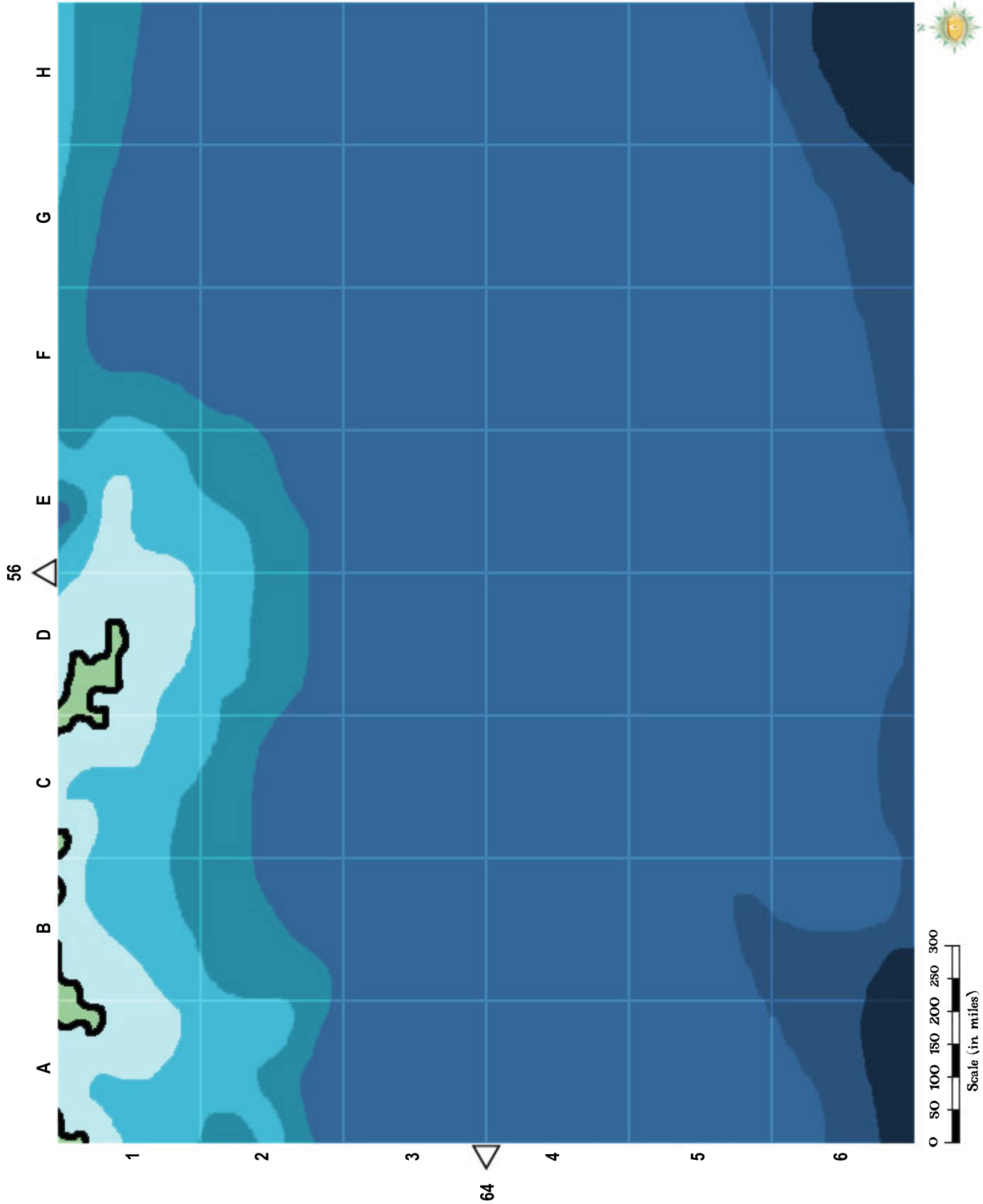


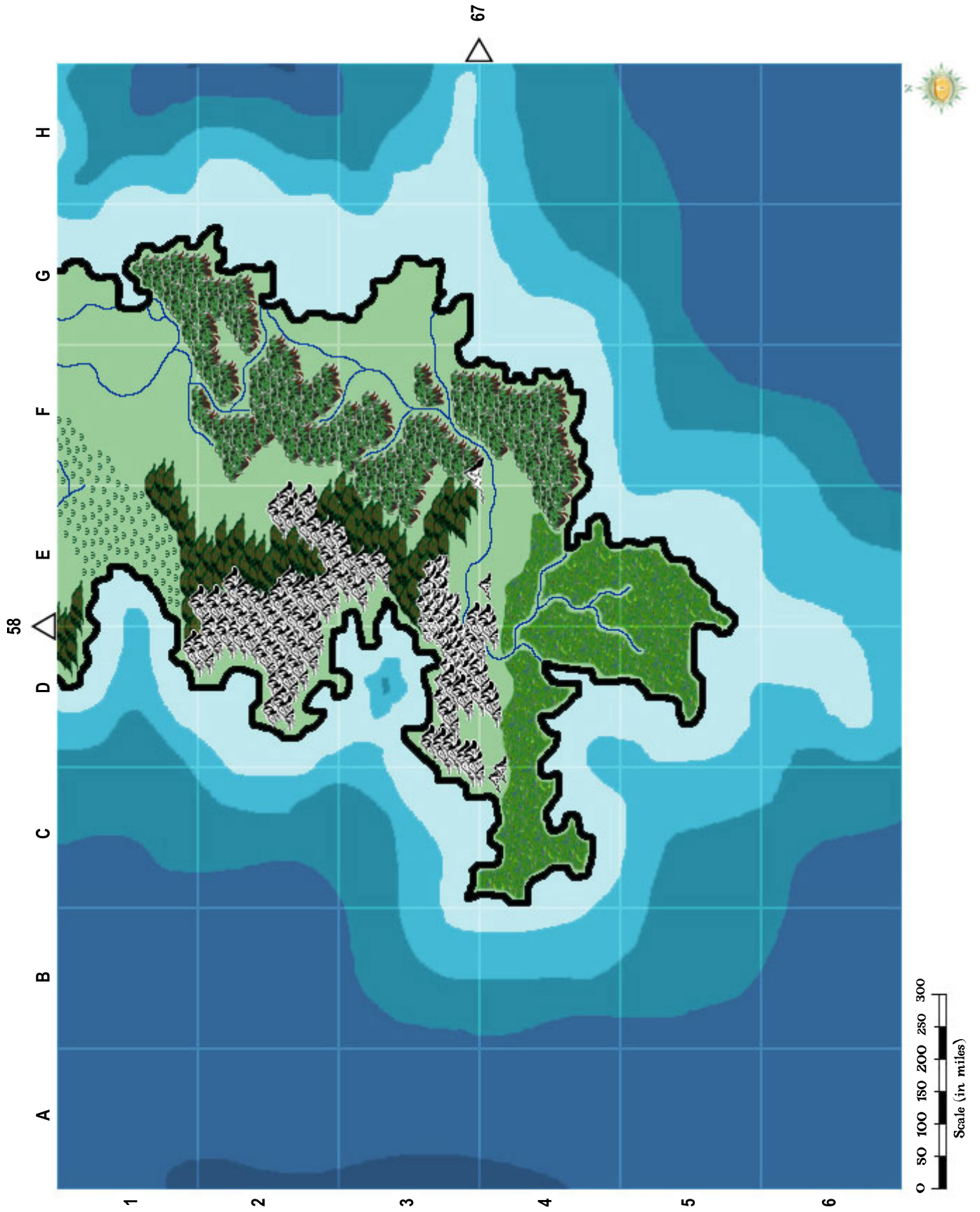


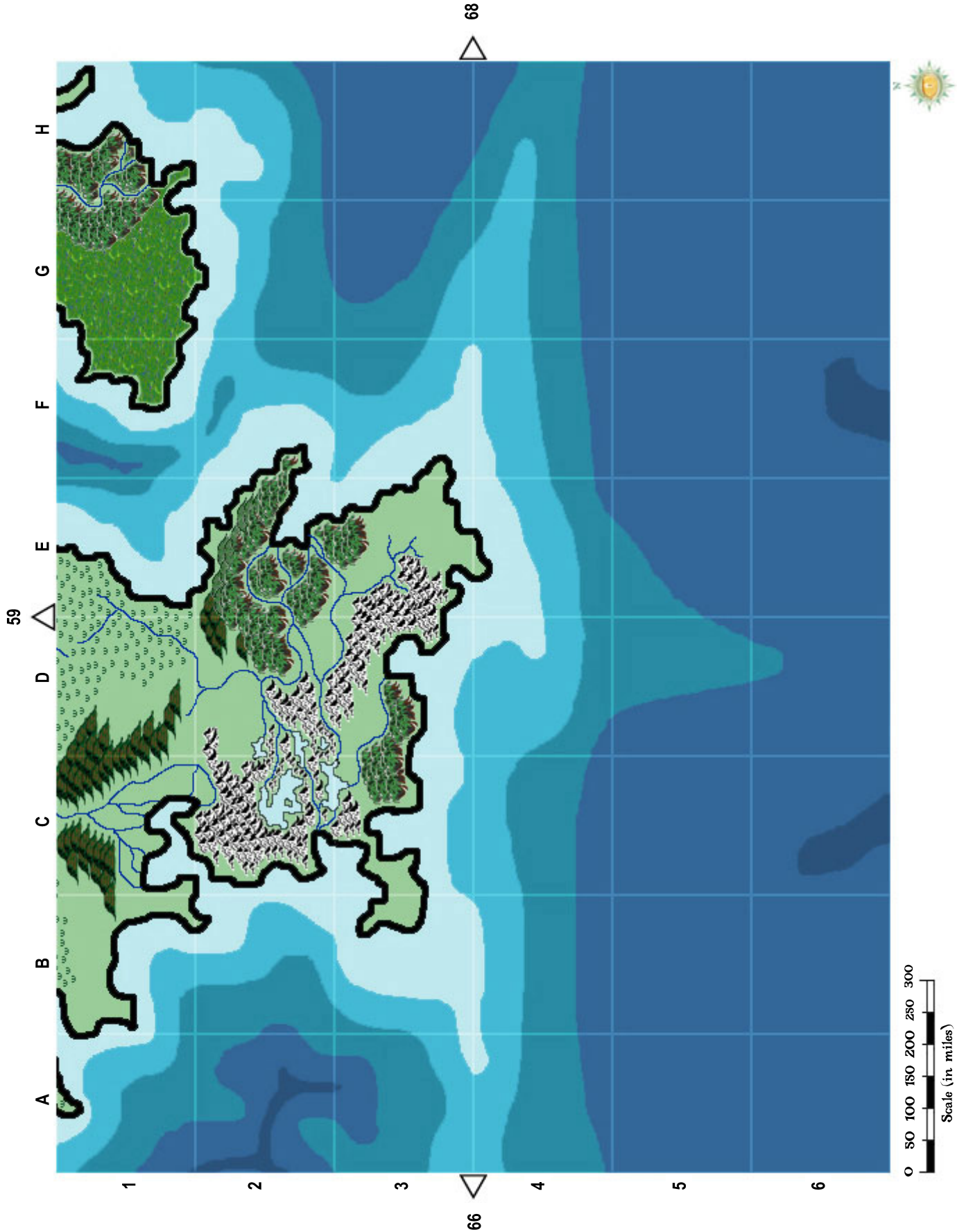


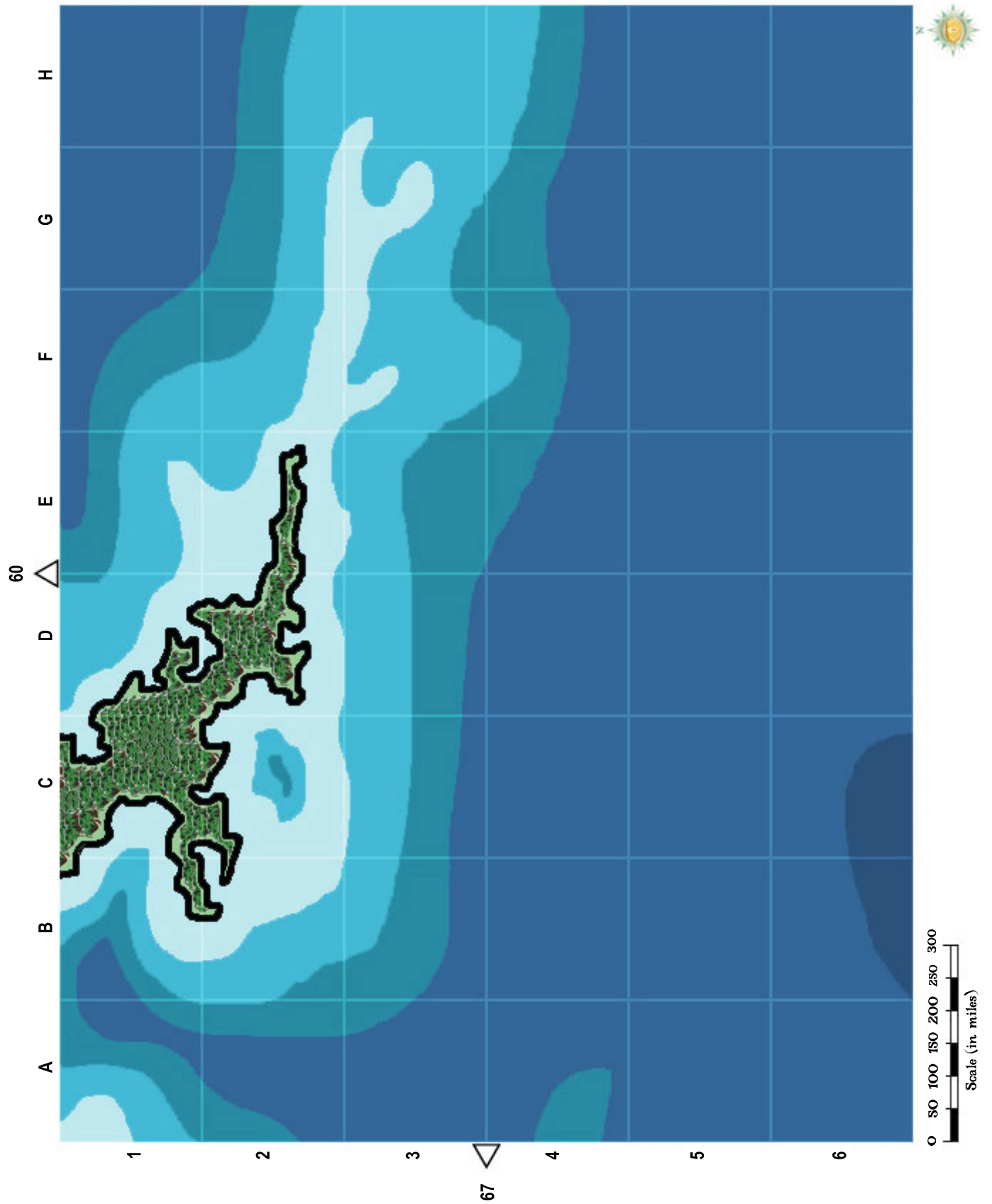


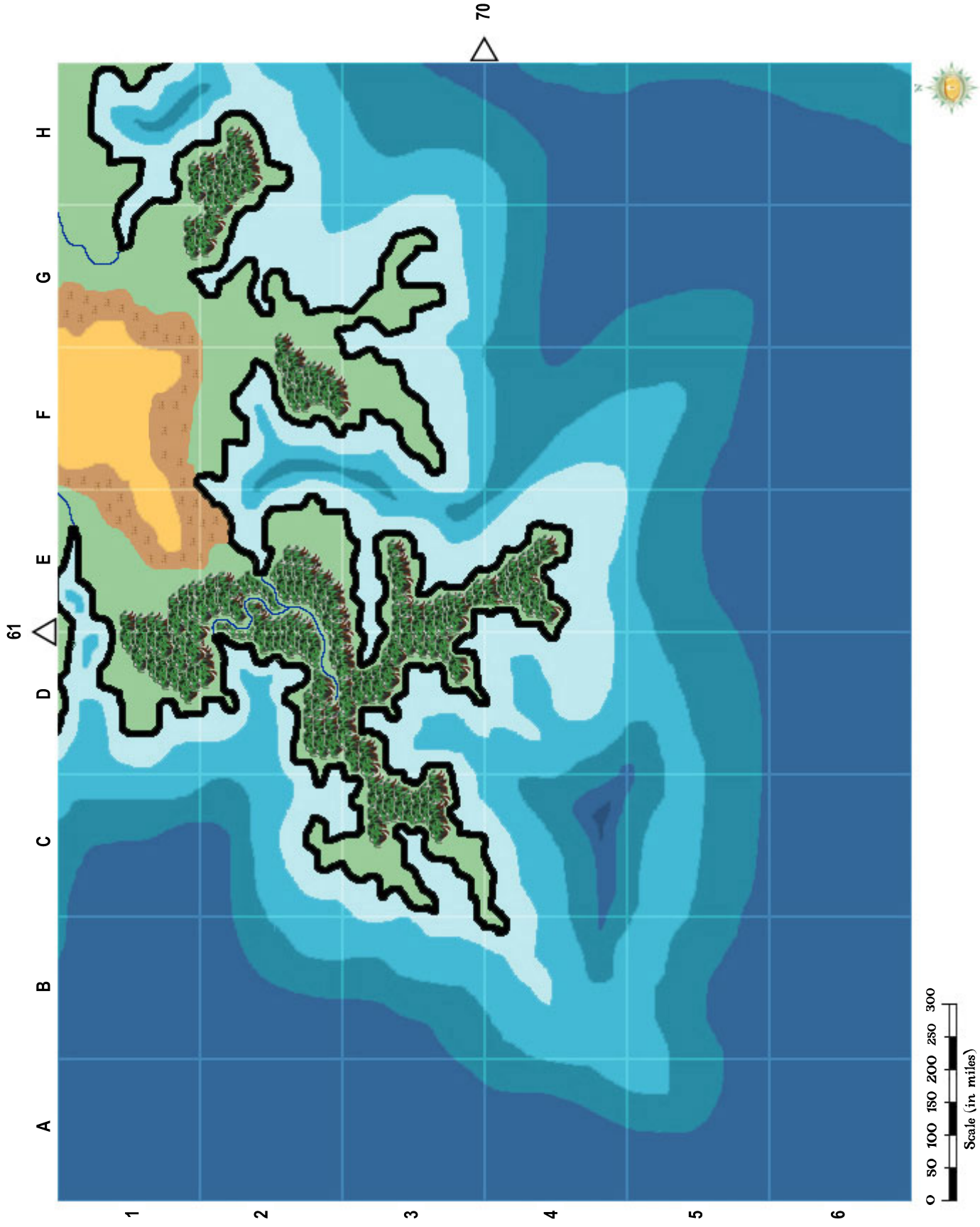


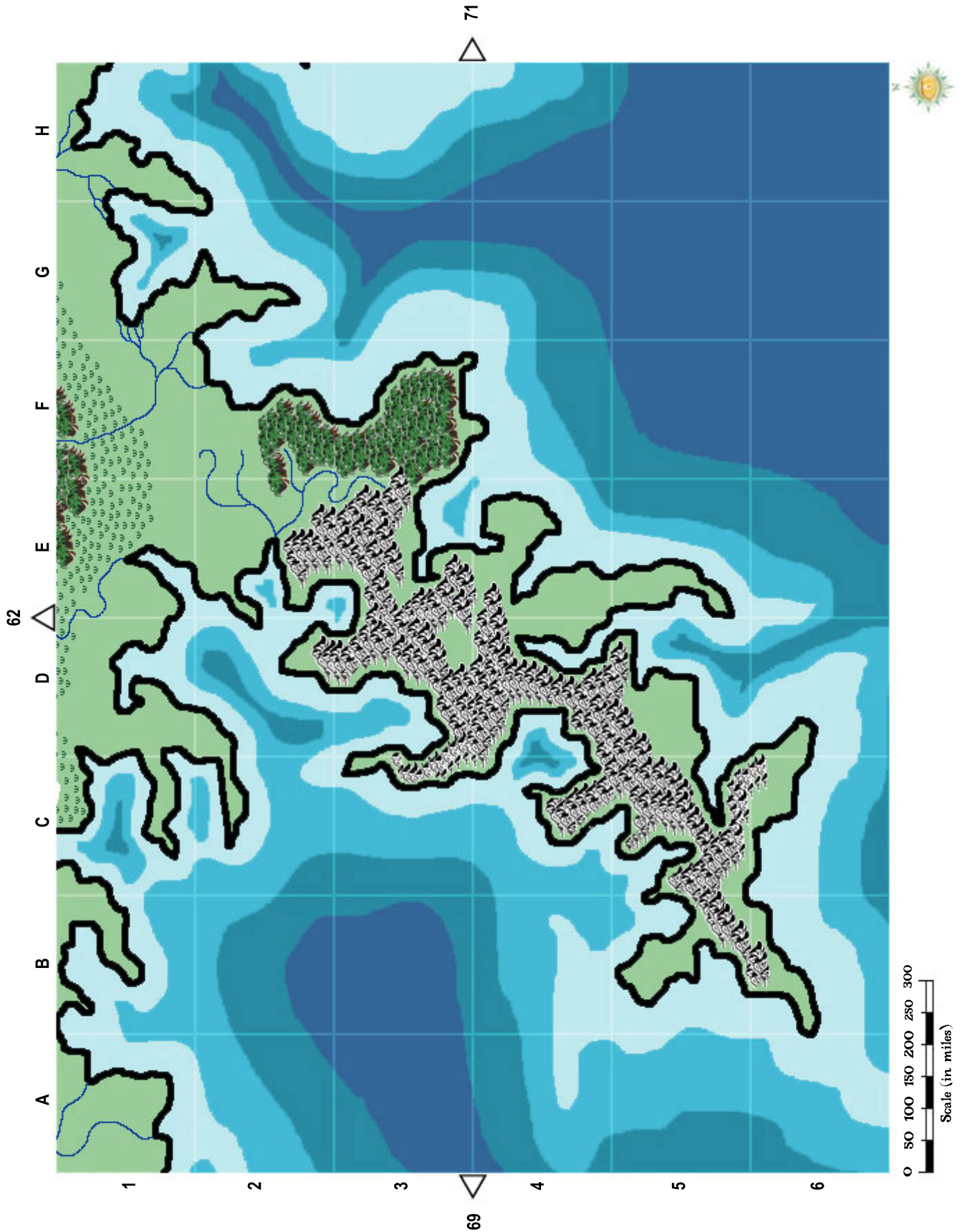


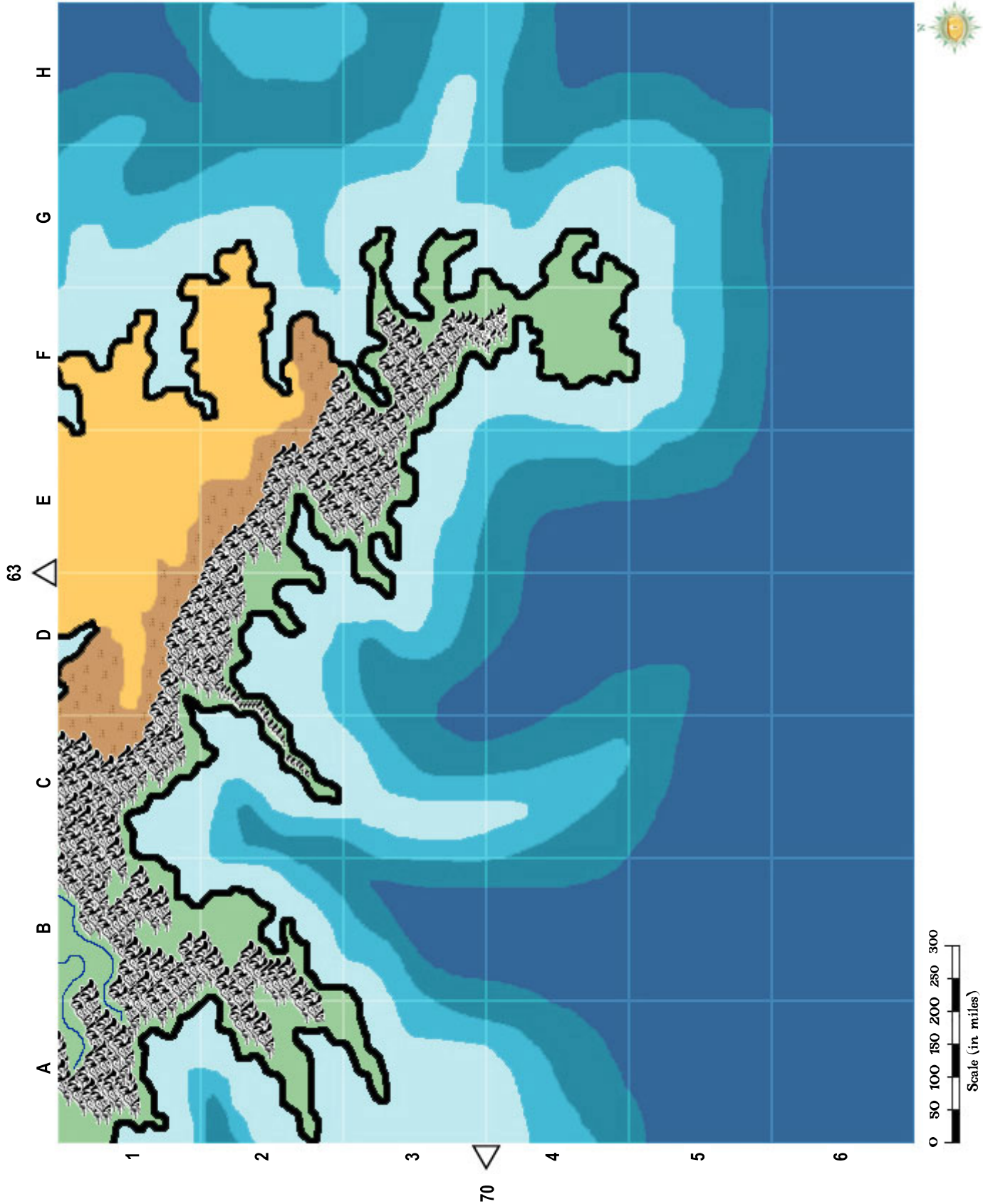


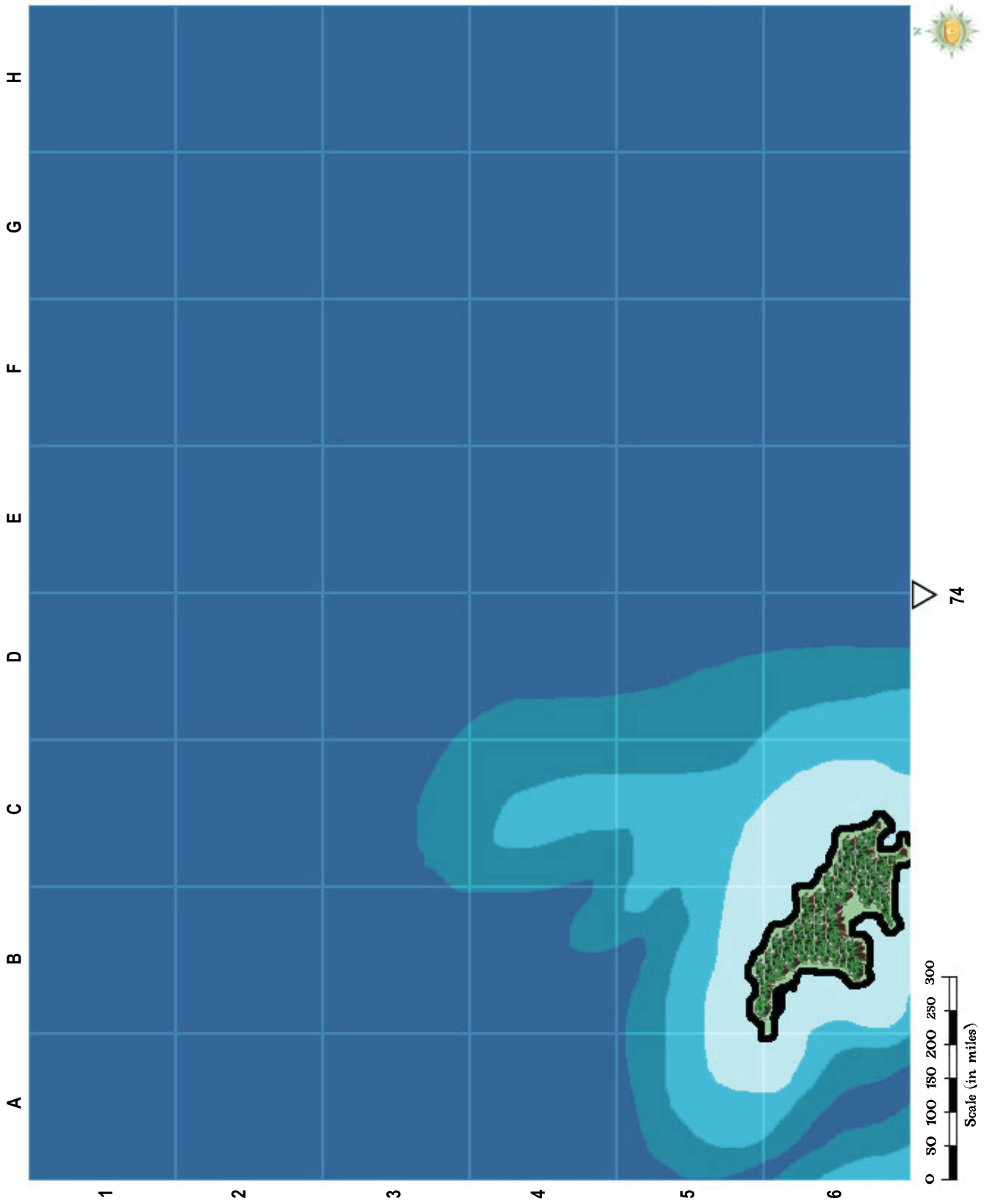




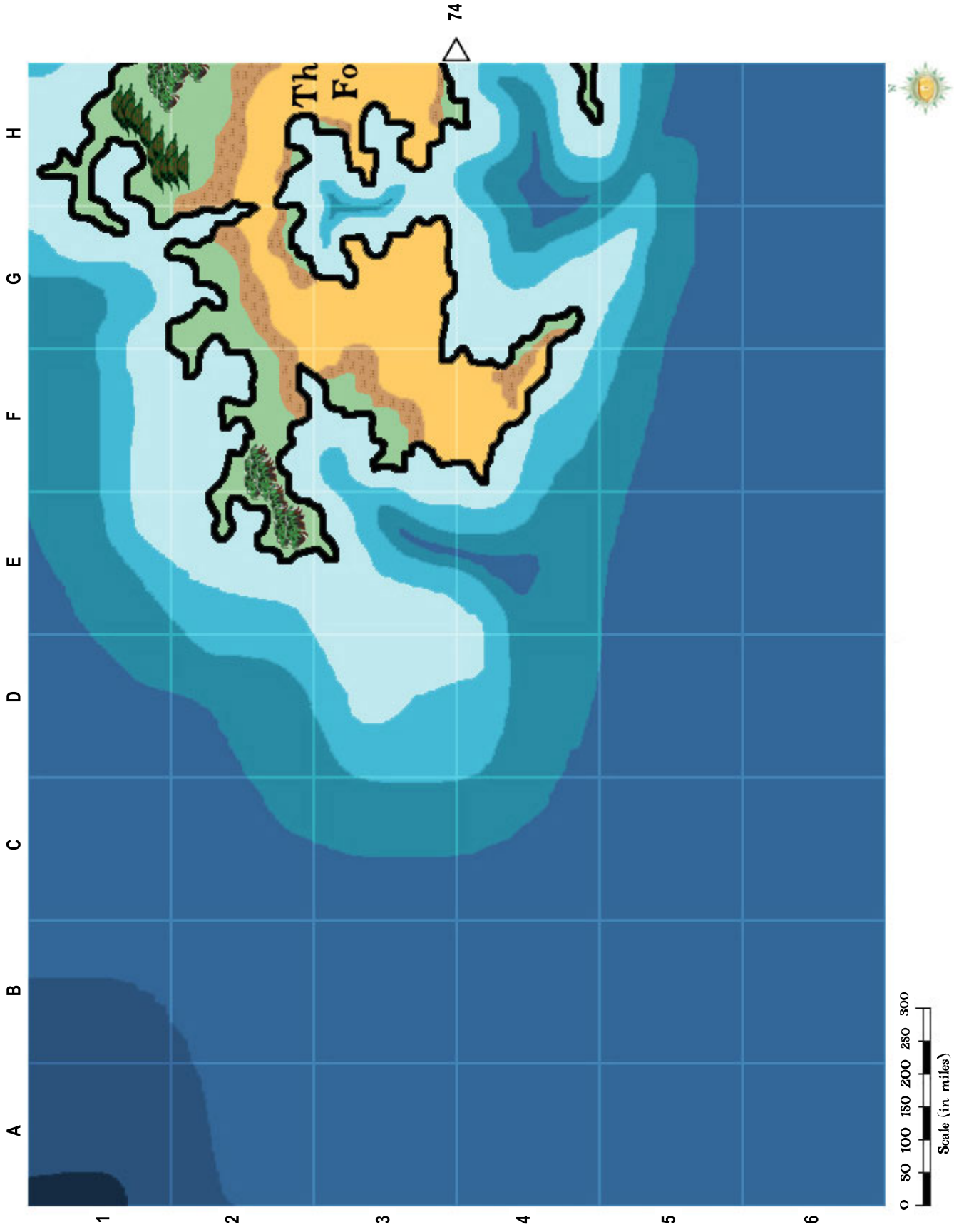


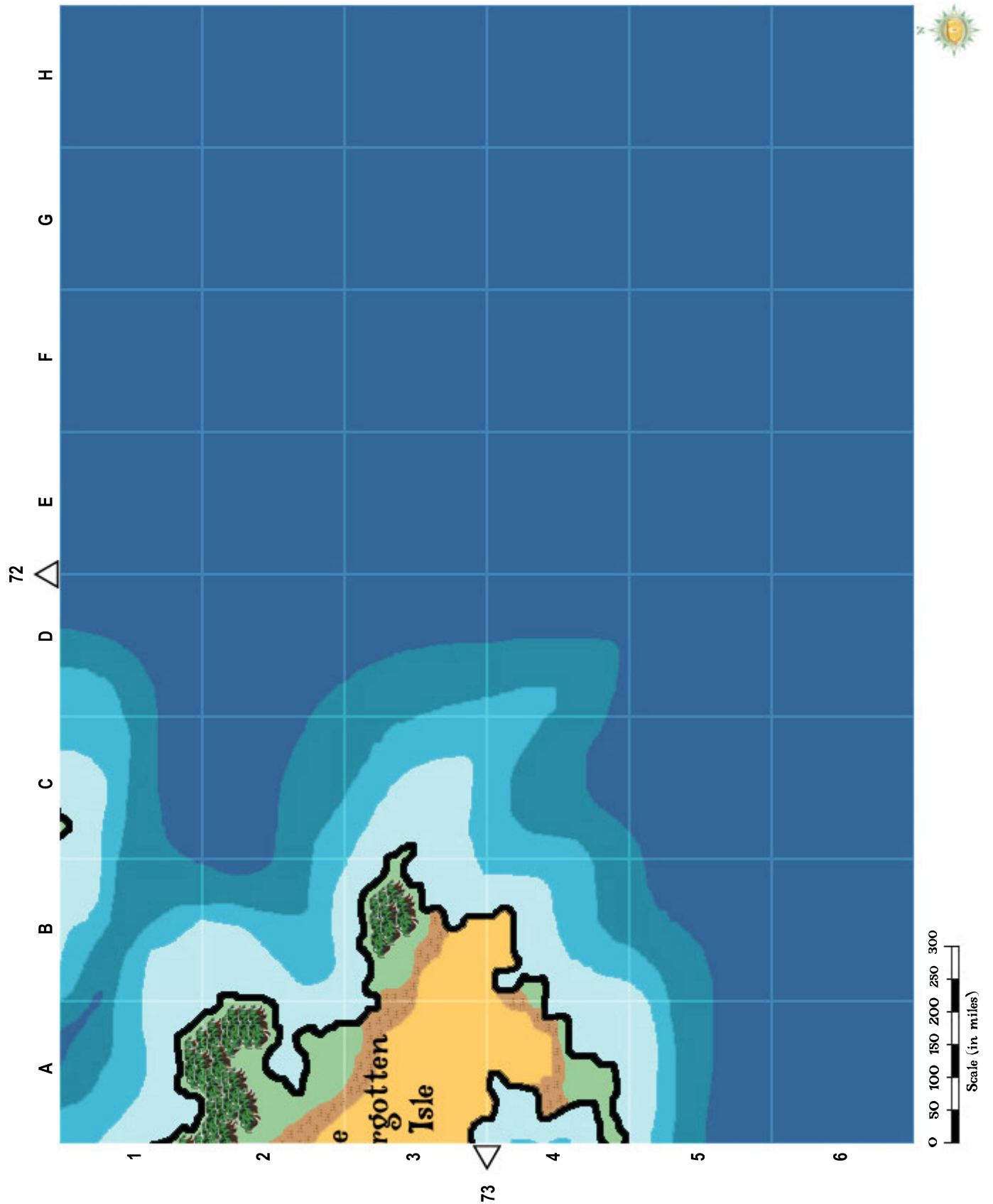












# THE NATIONS OF ARRASIA

## 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:** Scortched

## 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

## EPPEN

**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, Ugomond, 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

## GHENT

**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, Raggmannon; 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, Raggmannon, 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, Urmond, Uther, Yerraz; Cirion, Ky, Ney Allond, Tan-

nun Maruth, Vihahn; Raggmannon, 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; Raggmannon; 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; Raggmannon, 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:** Obersif

**Government:** Dictatorship

**World View:** aggressive / expansionist, wild

**Alignment:** CE

**Religion:** Hith, Ragmannon; Babbarax, Gygafrak; Naberru

**Languages:** Rhuven, Yait

**Climate:** Scortched

## 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; Firngald, 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, Laverrus, 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

## SYRÁMÄ

**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, Sárian, 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; Firngald, 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, sea-faring

**Alignment:** LG

**Religion:** Concei Japur, Gorazyn, Nendagon, Uther, Wesdan; Ky, Ney Allond, Tannun Maruth; Firmgald, 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:

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

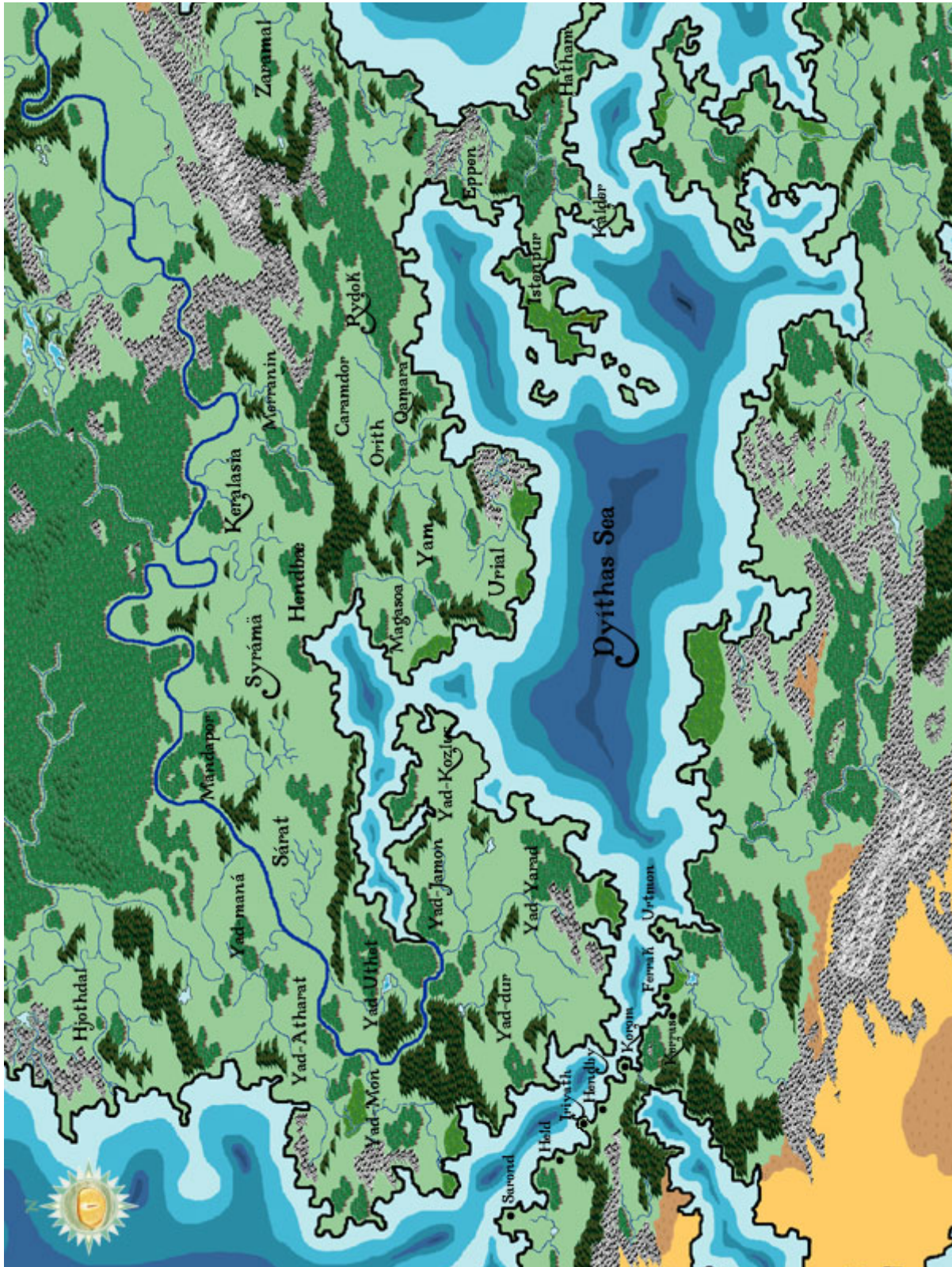
Alternatively, visit our website, where you can find the same information for free:

<http://www.thekyngdoms.com>

Look out for further The Kyngdoms products.

# APPENDIX A

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



## Index

- Ada 49, g2  
 Adberry 50, b4  
 Addenbar 29, f1  
 Addosia Ocean 43, a5<sup>†</sup>  
 A'deby 38, c4  
 Adoria 30, h1<sup>†</sup>  
 Adu-Abar 30, c6  
 Aeronauth Ineth  
   Edowyn 37, f1<sup>†</sup>  
 Afla Mountains 31,  
   e1<sup>†</sup>  
 Aggenbor Sea 41, b5<sup>†</sup>  
 Ahnk 38, e2  
 Aiyanna Cira Ineth 7,  
   f6<sup>†</sup>  
 Akkenmon For-  
   tress 38, b5  
 Alathar 50, f5  
 Am-Amoeth 39, g1  
 Am-Anak 39, f6  
 Am-Gyk 40, b6  
 Amman-dur 39, h6<sup>†</sup>  
 Amman-Mon 39, g3<sup>†</sup>  
 Amman Road 39, h5<sup>†</sup>  
 Amman-Yarad 40, b5<sup>†</sup>  
 Am-mun 49, g1  
 Am-Myrapúr 40, b2  
 Amu-Phat Downs 40,  
   b3<sup>†</sup>  
 Amwain 41, b4  
 Am-Yapheer 39, g4  
 Andor 22, d6  
 Angkara 14, c2  
 Angor 21, c5<sup>†</sup>  
 Anhorn Peaks 50, f4<sup>†</sup>  
 Annasë River 50, b4<sup>†</sup>  
 Anthta Ineth 48, f5<sup>†</sup>  
 Apperby 41, c4  
 Aras Ineth 50, b5<sup>†</sup>  
 Ardale 38, d5  
 Arggaard 14, f3  
 Argen Sea 21, a1<sup>†</sup>  
 Arken Keep 38, c4  
 Arl 41, a3  
 Arlun 40, b1  
 Aruval River 27, a4<sup>†</sup>  
 Arvik 20, e2  
 Assara 40, f1  
 Atheus 30, g4  
 Athlem 40, e3  
 Atos 51, f2  
 Axgon 29, h3  
 Aym-J'zeer 40, a5  
 Aym K'dur 40, c5  
 Aysharn 31, h4  
 Ayvillus 30, c4  
 Azbar 41, g2  
 Azdorimar 29, h3  
 Azmew 40, b3  
 Badathur 39, c5<sup>†</sup>  
 Badathur Forest 39,  
   b5<sup>†</sup>  
 Bad Lands, The 14,  
   g4<sup>†</sup>  
 Balthor 57, h1  
 Barabrë 39, c6  
 Barbarian Hordes,  
   Plains of the see  
   *Yarasal J'naria*  
 Baridge 41, d2  
 Baridge 50, a3  
 Barren Steppes 37, g4<sup>†</sup>  
 Battle of Amman  
   (site) 40, c5<sup>†</sup>  
 Battle of Am-Gazim  
   (site) 49, h1  
 Baygaard 20, h3  
 Berbury 21, d5  
 Bhaan 49, b1  
 Bleak Hills, The 38,  
   b5<sup>†</sup>  
 Border Keep 38, e4  
 Borodor 50, c3<sup>†</sup>  
 Borothon Bay 50, f4<sup>†</sup>  
 Braith 38, f2  
 Brakk Hills 50, d4<sup>†</sup>  
 Branden 39, a4  
 Brenhol 29, f5  
 Brondel 29, h5  
 Burnt Hills, The see  
   *Ferenek Grampus*  
 Cadir 40, a6  
 Caliph Wood 40, b6<sup>†</sup>  
 Callidor 30, a6  
 Cape of Little  
   Hope 51, g1  
 Cedor 49, e1  
 Ciradel 19, a6<sup>†</sup>  
 Cirrik Peaks 21, d3<sup>†</sup>  
 Crystal Mountains,  
   The 28, g1<sup>†</sup>  
 Cundar 20, g4  
 Daccathan 28, b1  
 Dakarn 29, h4  
 Dark Lands, The 59,  
   g3<sup>†</sup>  
 Dark Sea, The 58, f3<sup>†</sup>  
 Dark Wood 39, b6  
 Darkwood 52, a6<sup>†</sup>  
 Darrow 19, b6  
 Dead Gulf 32, h1<sup>†</sup>  
 Dead Jungle, The 60,  
   c5<sup>†</sup>  
 Delamar 31, h3  
 Dendor 49, f3  
 Dereby 31, f6  
 Derv 48, h3  
 Desolate lands 23, g6<sup>†</sup>  
 Din Eduth 24, e6<sup>†</sup>  
 Dirnvale 49, h2  
 Drayd 50, f4  
 Dy'Attenus 39, e4  
 Dydendor Gram-  
   pus 33, f4<sup>†</sup>  
 Eastdale 38, e4<sup>†</sup>  
 Easthaven 29, a2  
 East Karnish Road,  
   The 50, b3<sup>†</sup>  
 Eastleigh 50, a2  
 Ebben 40, d3  
 Eben 28, d3  
 Echopass Castle 38, b4  
 Eiras 30, h2  
 Elminn 21, d5<sup>†</sup>  
 Elminn Downs 21, d4<sup>†</sup>  
 Elminn River 21, c5<sup>†</sup>  
 Ely 19, a6  
 Enchanted Bay,  
   The 40, d4<sup>†</sup>  
 Endless Forest,  
   The see *Hir'vassäl*  
   *Eduth*  
 Endobar 39, d6  
 Epenoch 38, e1  
 Eppen 41, d5<sup>†</sup>  
 Ezhbrë 49, f1  
 Falagrim Straights,  
   The 51, e1<sup>†</sup>  
 Falton 57, h2  
 Faraleigh 49, h3  
 Farashar 31, g4<sup>†</sup>  
 Farfanweah 41, b1  
 Farraby 38, c4  
 Farsea 39, a4  
 Farwe 39, e3  
 Faybar 40, f4  
 Fayn Eduth 41, d3<sup>†</sup>  
 Fellowmead 49, h2  
 Femmen Thirl 58, h3<sup>†</sup>  
 Femmen Verraba 54,  
   h5<sup>†</sup>  
 Fendorn, Mountains  
   of 28, f3<sup>†</sup>  
 Fenmar 31, g5  
 Fenn 50, b4<sup>†</sup>  
 Fenoria, The Plains  
   of 23, d6<sup>†</sup>  
 Feras 48, h3  
 Ferenek Grampus 23,  
   f4<sup>†</sup>  
 Feyanapey 41, d6  
 Fey'erusur 30, h5  
 Fiery Mountains see  
   *Anthta Ineth*  
 Firgaard 20, f4  
 Firnelm 14, e4  
 Forest of Endless  
   Night see *Din Eduth*  
 Forest of the Ser-  
   pent 38, b6<sup>†</sup>  
 Forgotten Isle, The 74,  
   a3<sup>†</sup>  
 Freeport 48, h3  
 Frem 21, e6  
 Frozen Marsh 21, c5<sup>†</sup>  
 Fulton 21, d6  
 Gadenk 38, d2  
 Gad-Gorick 37, f6  
 Gad-Harak 37, h6  
 Gadovosk 14, d5  
 Gal Eduth 41, d6<sup>†</sup>  
 Gam 40, e3  
 Ganberry 41, c3  
 Ganymel 51, d2  
 Ganz 31, c1  
 Garamanx 38, c5  
 Garatheck 50, d6  
 Garrow, Ruins of 23,  
   e3  
 Gateway of the  
   Dead 37, h4  
 Gava Hills 58, a1<sup>†</sup>  
 Ghendenbur 38, f5  
 Ghent 38, g5<sup>†</sup>  
 Gold Coast 48, g3<sup>†</sup>  
 Golden Citadel, Ruins  
   of the 33, b1  
 Golden Peaks, The see  
   *Thwain Ineth*  
 Gorind 50, f4<sup>†</sup>  
 Goyn 33, g6  
 Gray Mountains 29,  
   g4<sup>†</sup>  
 Great Barrier Moun-  
   tains see *Aeronauth*  
   *Ineth Edowyn*  
 Great Jungle, The see  
   *Femmen Verraba*  
 Great Northern Hills,  
   The see *Phomochian*  
   *Grampus*  
 Great Pass of Cirin 31,  
   g6<sup>†</sup>  
 Great Sea, The 29, b5<sup>†</sup>  
 Green Forest, The see  
   *Fayn Eduth*  
 Greenwood 50, a3<sup>†</sup>  
 Grey Sea, The 49, e3<sup>†</sup>  
 Gryk Thalek 18, h4  
 Guileigh 49, g2  
 Gulf of Gadmom-  
   mon 28, d5<sup>†</sup>  
 Gulf of Many  
   Tears 14, f4<sup>†</sup>  
 Gulf of Yerad 21, f5<sup>†</sup>  
 Gwyth 38, e5  
 Gygnalm 30, a3  
 Hagaard 31, c5<sup>†</sup>  
 Hagora 40, a3  
 Haighfain 19, a5  
 Hakkam River 49, g3<sup>†</sup>  
 Haladdrim Desert 52,  
   f6<sup>†</sup>  
 Ham 51, d3  
 Hanai, Freecity of 40,  
   h4  
 Hanaith 38, f1  
 Hanthorp 50, g4  
 Hanthorp Keep 50, g4  
 Hanyil Forest 32, a4<sup>†</sup>  
 Haphassus 31, f2  
 Hardale 21, e4<sup>†</sup>  
 Hargond 21, e4  
 Harikir 51, d6  
 Harwey 48, g4  
 Hatham 51, f1<sup>†</sup>  
 Hathbow 28, f4  
 Hedmon 38, e2  
 Heldgaard 29, e1  
 Helm 13, h5  
 Heltend 20, a4  
 Henna, Ruins of 23, f4  
 Heragor 30, h1  
 H'Fefyt 40, c1  
 Highdale 49, g4  
 Hills of Mandapor 40,  
   c2<sup>†</sup>  
 Hirsh Bay 41, h1<sup>†</sup>  
 Hir'vassäl Eduth 30,  
   e4<sup>†</sup>  
 Hith, Land of 38, a4<sup>†</sup>  
 Hithanon 38, b6<sup>†</sup>  
 Hithanon Bay 47, g2<sup>†</sup>  
 Hjelberg 14, d5  
 Hjold 30, a5  
 Hjord 20, b3  
 Hjothdal 29, h5<sup>†</sup>  
 Hochden 38, d4  
 Horst, Ruins of 23, h6  
 HuriGhol, The Un-  
   tamed Lands of 28,  
   a5<sup>†</sup>  
 Hydamar 29, h1  
 Ideng 51, d3  
 Iden Keep 38, c4  
 Ilken 39, g5  
 Insnelm 30, a1  
 Irith 41, e3  
 Isle of the Black  
   Mage 23, h6  
 Irkute 14, e5  
 Isbury 21, c4  
 Istenpur 41, b6<sup>†</sup>  
 Jala 41, d5  
 Jalfoussa 40, d5  
 Jappur 51, d4  
 Jayd Hills 40, h3<sup>†</sup>  
 Jerad 48, d2<sup>†</sup>  
 Jerno 32, a4  
 J'Freyt 39, h1  
 Jungle of the Lost  
   Tribes see *Femmen*  
   *Thirl*  
 Jurgen 15, c6  
 Kalaky 40, f5  
 Kalapur 51, a1  
 Kalder 51, d1<sup>†</sup>  
 Kalim Forest 40, a4<sup>†</sup>  
 Kandaq 18, h5  
 Kandel 29, h6  
 Karadan, Ruins of 32,  
   f3  
 Karamar 29, g1  
 Karnish 49, g3<sup>†</sup>  
 Karnish, City of 49, g1  
 Keep of the Watch 49,  
   a1  
 Kera Desert, The 49,  
   c3<sup>†</sup>  
 Kerragon 32, b3  
 Ki-Dyer 49, f4  
 Kirstaad 20, c5  
 Koveen 14, g5  
 Kraggen Hills 50, a4<sup>†</sup>  
 Kreyt 51, e3  
 Kri-Aruk 41, e5  
 Kyph 39, g2  
 Laketown 21, d4  
 Lashaven 38, d4  
 Lima 38, h6  
 Lothgar 18, h5  
 Lydor 39, d6  
 Maccatoa 50, f6  
 Magasoa 40, e4<sup>†</sup>  
 Malton 51, g1  
 Malvus Peaks, The see  
   *Aras Ineth*  
 Manas Peaks 38, c1<sup>†</sup>  
 Manitnelm 29, g2  
 Maqat Hill 40, c2  
 Maraput 31, c6  
 Marrabrak Desert 32,  
   c5<sup>†</sup>  
 Mathenna, Ruins  
   of 49, c2  
 Mayvern Castle 38, e5  
 Mazan 21, c6  
 Miascuss 40, d1  
 Misty Downs 31, c4<sup>†</sup>  
 Mount Aspadan 49, d2  
 Naissi 40, c3  
 Namand 14, e6  
 Nannanach 57, d1  
 Nararydel 39, f1  
 Nayph 38, f4  
 Nend 50, e4  
 Nendor 57, h1<sup>†</sup>  
 Nensk 20, f6  
 Nerafu 37, b3<sup>†</sup>  
 Newshur 41, c6  
 Neyavion 30, f3  
 Nizht 48, b3<sup>†</sup>

- North Hithanon 38, c5<sup>†</sup>  
 North Karnish Road 40, b5<sup>†</sup>  
 North Lands, The 22, g2<sup>†</sup>  
 Northport 38, h4  
 North Slav Peaks 29, g1<sup>†</sup>  
 North Urgolia see *Farashar*  
 Norv 20, g5  
 Norv Sea 20, e4<sup>†</sup>  
 Norvsond 20, f5<sup>†</sup>  
 Northwood Forest 15, a4<sup>†</sup>  
 Nuthend 20, h4  
 Nýgamär 29, h2<sup>†</sup>  
 Nyken 29, h1  
 Nykrukru 28, c6  
 Obersî 37, h3  
 Ochlan Grampus 38, b2<sup>†</sup>  
 Olthorn 38, h6  
 Ord 31, b1<sup>†</sup>  
 Ordend 20, e5  
 Ordenz Bay 22, c5<sup>†</sup>  
 Ordwyn 51, e2  
 Ordwyn, League of 51, e2<sup>†</sup>  
 Orith, Kingdom of 41, a3<sup>†</sup>  
 Orkeness 13, f6  
 Orm 33, c2  
 Ormex 50, d4<sup>†</sup>  
 Ornach 38, a4  
 Ornenbor 51, c1  
 Orthex 27, h3  
 Othos, Ruins of 38, e5  
 Ouicillith Yamuth 38, f2<sup>†</sup>  
 Owthenus 41, d2  
 Palanar 41, d4<sup>†</sup>  
 Panby 40, f6  
 Pass of Merin 50, g4  
 Pfiyfneer 38, h5  
 Pelor 58, a1  
 Phat Downs 39, g5<sup>†</sup>  
 Phomochian Grampus 27, h1<sup>†</sup>  
 Phyz Mountains 50, a1  
 Port Ferrabir 21, c4  
 Portmore 39, c5  
 Portswey 40, h5  
 Port Yerith 51, e3  
 Präd 44, a1  
 Putton 31, a2  
 Qadara 41, c3  
 Quen-Gul 38, c5  
 Quen Q'philsus 50, d4<sup>†</sup>  
 Quild 38, g4  
 Raging Sea, The 28, f2<sup>†</sup>  
 Ragmannon Gorge 27, f5<sup>†</sup>  
 Rakok Forest, The 28, b4<sup>†</sup>  
 Rathanak 28, a1  
 Rathand 33, g4  
 Ravik 20, b5  
 Rayan Melith 30, f3<sup>†</sup>  
 Red Hills, The 41, a4<sup>†</sup>  
 Rijkin 48, f4  
 River Ax 29, h3<sup>†</sup>  
 River of Gold see *Rayan Melith*  
 Rhenhol 30, a6  
 Rysor 31, a1<sup>†</sup>  
 Samman, Ruins of 32, g2  
 Sarazoa Sea 31, g1<sup>†</sup>  
 Savage Coast, The 20, c3<sup>†</sup>  
 Sayth Marsh 50, a1<sup>†</sup>  
 Sea of Dust, The 49, e5<sup>†</sup>  
 Sea of Guardians 50, f1<sup>†</sup>  
 Sea of Ord, The 21, h4<sup>†</sup>  
 Shakidah 40, c6  
 Silver Hills, The 38, f4<sup>†</sup>  
 Silverthorpe 38, g4  
 Siran 58, b1  
 Sol Hills 39, g1<sup>†</sup>  
 Sorendale 49, g4<sup>†</sup>  
 South Downs 49, f2<sup>†</sup>  
 South Norv Sea 20, h6<sup>†</sup>  
 Southport 39, b5  
 Southrock 49, g4  
 South Sea, The 56, b1<sup>†</sup>  
 South Slav Peaks 29, f3<sup>†</sup>  
 Spa 51, e4  
 Splendid Hills, The see *Dydenor Grampus*  
 Steppes of Eris 27, d4<sup>†</sup>  
 Straights of Karnish 39, f6<sup>†</sup>  
 Sudamon 51, e4  
 Summiton 41, b2  
 Suran 30, f6  
 Svenk 20, c3  
 Swamp of Souls 50, e3<sup>†</sup>  
 Sy-Amsel 40, b4  
 Syrämä 40, e2<sup>†</sup>  
 Syramassa River, The 40, b2<sup>†</sup>  
 Syream 21, e6  
 Talamein 41, f3  
 Talhjorth 29, f6  
 Tarramas 40, h3  
 Taran 28, e1  
 Templemead 39, b5  
 Terador 49, a1  
 Teschenia 31, d2<sup>†</sup>  
 Thaneth 38, h5  
 Tharaby 21, e6  
 Tharador 38, d6  
 Tharg, The Kingdom of 28, d2<sup>†</sup>  
 Thetmador 39, g3  
 Thoria 28, g1  
 Thorn 50, c4  
 Thryn 28, c2  
 Thwain Ineth 41, e1<sup>†</sup>  
 Tochen 38, d2  
 Torwey 40, g6  
 Tower of the Dead 38, a5  
 Tower of Nemeth 38, c5  
 Tower of Souls 38, a5  
 Tyro 39, f3  
 Ullensk 14, f3  
 Ungkerra Ineth Oerd 32, f2<sup>†</sup>  
 Unknown, Land of the 62, a6<sup>†</sup>  
 Unsyrr 28, b2  
 Untamed, The 57, c3<sup>†</sup>  
 Upper Urgolia see *Hagaard*  
 Uradun 50, e6<sup>†</sup>  
 Urajex 38, a3  
 Urdend 22, b1  
 Urdmoon Mountains 41, d5<sup>†</sup>  
 Urgolia 31, h5  
 Urgolia 31, f6<sup>†</sup>  
 Urkurd 15, h6  
 Urleigh 39, c5  
 Urth, Ruins of 49, d1  
 Urup Forest 21, e3<sup>†</sup>  
 U'gunn 50, a5  
 Utherial Mountains 20, f5<sup>†</sup>  
 U'Thol, Confederation of 38, e3<sup>†</sup>  
 Vä 48, h1  
 Val'assur 30, c1  
 Valley of Ximenies 27, f4<sup>†</sup>  
 Varsoa 40, e4  
 Vaxlayden 29, g3  
 Venaxia 33, e4  
 Vidor 38, d3  
 Vidor 38, d4<sup>†</sup>  
 Vidor Castle 38, c4  
 Vilkry 28, h1  
 Virburgh 50, c2  
 Virrik 14, h5  
 Viten, Ruins of 23, g6  
 Vitend 20, h4  
 Volen 14, e3  
 Weirnarras 14, a4  
 Wendel 19, a6  
 West Hithanon 37, f5<sup>†</sup>  
 Westhold 27, g2  
 West Karnish Road, The 39, d6<sup>†</sup>  
 White Mountains, The see *Aiyanna Cira Ineth*  
 Wild Lands, The see *Nerafu*  
 Wretched Mountains, The see *Ungkerra Ineth Oerd*  
 Wynelm 29, f4  
 Wyworth 51, f1  
 Xanak, Ruins of 24, b6  
 Xannery 51, b1  
 Yad-Jamôn 40, b4<sup>†</sup>  
 Yad-Kozluc 40, c4<sup>†</sup>  
 Yad-Uthet 39, h4<sup>†</sup>  
 Yaga 41, a1  
 Yam, Kingdom of 40, g5<sup>†</sup>  
 Yameth-on-Sea 41, a5  
 Yander Hothinbelim 50, d5<sup>†</sup>  
 Yaran 40, f3  
 Yarasal J'naria 51, b5<sup>†</sup>  
 Yarath 50, b3<sup>†</sup>  
 Yarathwaite 50, b3  
 Yarmex 49, f2  
 Yentale 31, h4  
 Yeod 38, h5<sup>†</sup>  
 Yeofoy 41, a2  
 Yerad, Freecity of 21, e5  
 Yerrak Hills 31, e4<sup>†</sup>  
 Zandabad 40, b5  
 Zanneth 39, g1  
 Zaramal 41, f2<sup>†</sup>  
 Zarrasoa 40, f3  
 Zhyzhym 40, a3

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



# Legal Appendix

This publication of The Kyngdoms Atlas is done under version 1.0a of the Open Game License and version 6.0 of the d20 System Trademark License and version 5.0 of the d20 System Trademark Guide.

**Notice of Open Game Content:** This product contains Open Game Content, as defined in the Open Game License, below. Open Game Content may only be Used under and in terms of the Open Game License.

**Designation of Open Game Content:** All nation stat blocks are hereby designated as Open Game Content, subject to the Product Identity designation below. Any questions regarding the Open Game Content within this product should be sent to [enquiries@thekyngdoms.com](mailto:enquiries@thekyngdoms.com).

**Designation of Product Identity:** The following are hereby designated as Product Identity as provided in section 1 (e) of the Open Game License:

1. The name "The Kyngdoms" as well as all logos and

identifying marks of The Kyngdoms, including, but not limited to, The Kyngdoms Logo and the trade dress of The Kyngdoms products;

2. Any and all The Kyngdoms products names, either published or upcoming, including, but not limited to, The Kyngdoms Campaign Setting and The Kyngdoms Atlas;

3. All artwork, symbols, designs, depictions, likenesses, formats, poses, illustrations, graphic design, maps, and cartography, including any text contained within such items, that are rightfully and legally owned by The Kyngdoms;

4. All proper nouns, including the names of people, places and things. This includes, but is not exclusive to: the name *Arrasia*, plus all of the names of countries, geographical locations, places, cities, villages, towns, seas, oceans or rivers that are found in *Arrasia*; the names of the *Aslah* (deities) of The Kyngdoms; the names of the languages of The Kyngdoms.

---

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. **Definitions:** (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the

licensee in terms of this agreement.

2. **The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

- 3.**Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. **Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

- 5.**Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

- 6.**Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. **Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to

that Product Identity.

**8. Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

**9. Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

**10 Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

**11. Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

**12 Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

**13 Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

**14 Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15 COPYRIGHT NOTICE

**Open Game License v 1.0** Copyright 2000, Wizards of the Coast, Inc.

**System Reference Document** Copyright 2000-2003, Wizards of the Coast Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

**Modern System Reference Document** Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkinson, Bruce R. Cordell, John Tynes, Andau Collins, and JD Wiker.

**Swords of our Fathers** Copyright 2003, The Game Mechanics.

**Mutants and Masterminds** Copyright 2002, Green Ronin Publishing.

**Unearthed Arcana** Copyright 2004, Wizards of the Coast, Inc.

**Possessors: Children of the Outer Gods** Copyright 2003, Philip Reed and Christopher Shy. [www.philipreed.com](http://www.philipreed.com) and [www.studioronin.com](http://www.studioronin.com).

**Vilstrak from the Tome of Horrors** Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on material by Gary Gygax.

**Broadsides! Naval Adventuring** Copyright 2002, Living Imagination, Inc.; Author Evan Bernstein, Celeste DeAngelis, John Faugno, Harald Henning, Steven Novella and Joseph Unfried.

**The Kyngdoms Campaign Setting** Copyright 2005, [www.thekyngdoms.com](http://www.thekyngdoms.com). Author Keith Robinson.

**The Kyngdoms Atlas** Copyright 2005, [www.thekyngdoms.com](http://www.thekyngdoms.com). Author Keith Robinson.

## A whole new world of adventure...

Experience Arrasia as you never have before! This full color atlas comes with a complete index, allowing you to quickly and precisely find any location on the map.

An essential resource at the gaming table, this atlas helps bring your campaign to life and locate the people and places of the world of Arrasia.

Also included, as bonus material, is a map of the ancient world.

This product is designed to be used in conjunction with The Kyngdoms Campaign Setting.

*Requires the use of the Dungeons & Dragons, Third Edition Core Books, published by Wizards of the Coast, Inc  
This product utilizes updated material from the v.3.5 revision.*

[www.thekyngdoms.com](http://www.thekyngdoms.com)



ISBN 1-4116-2882-9