



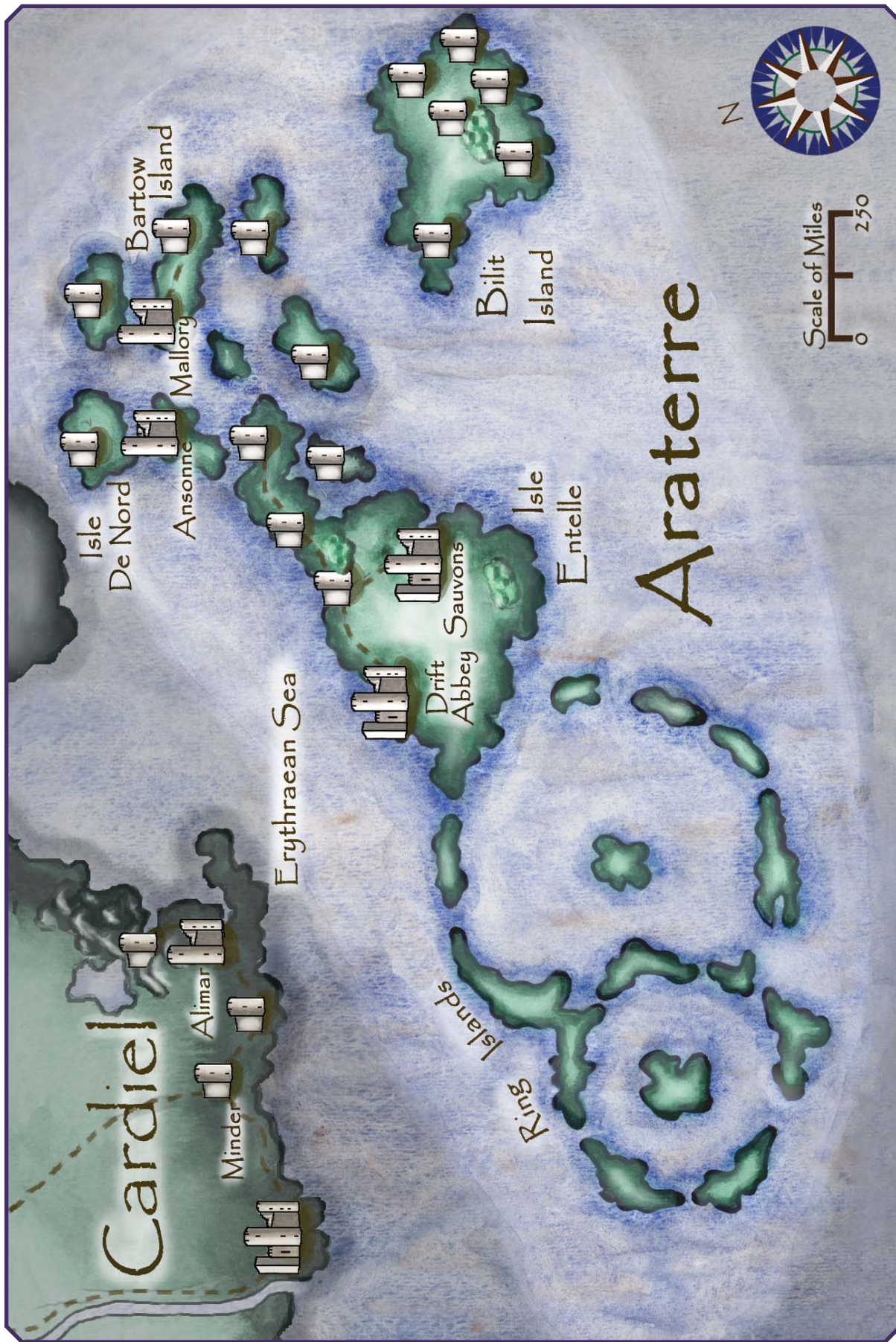
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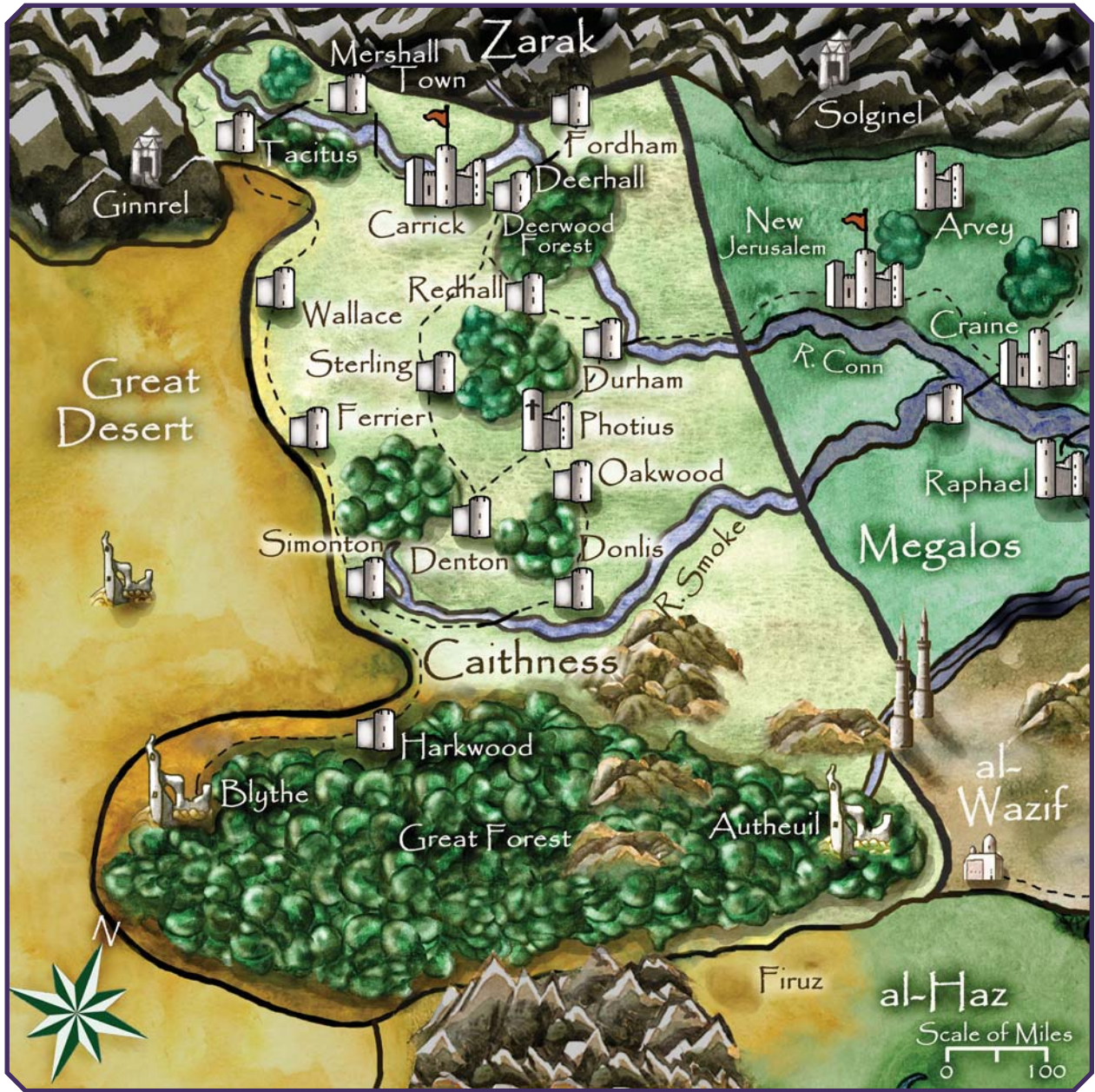
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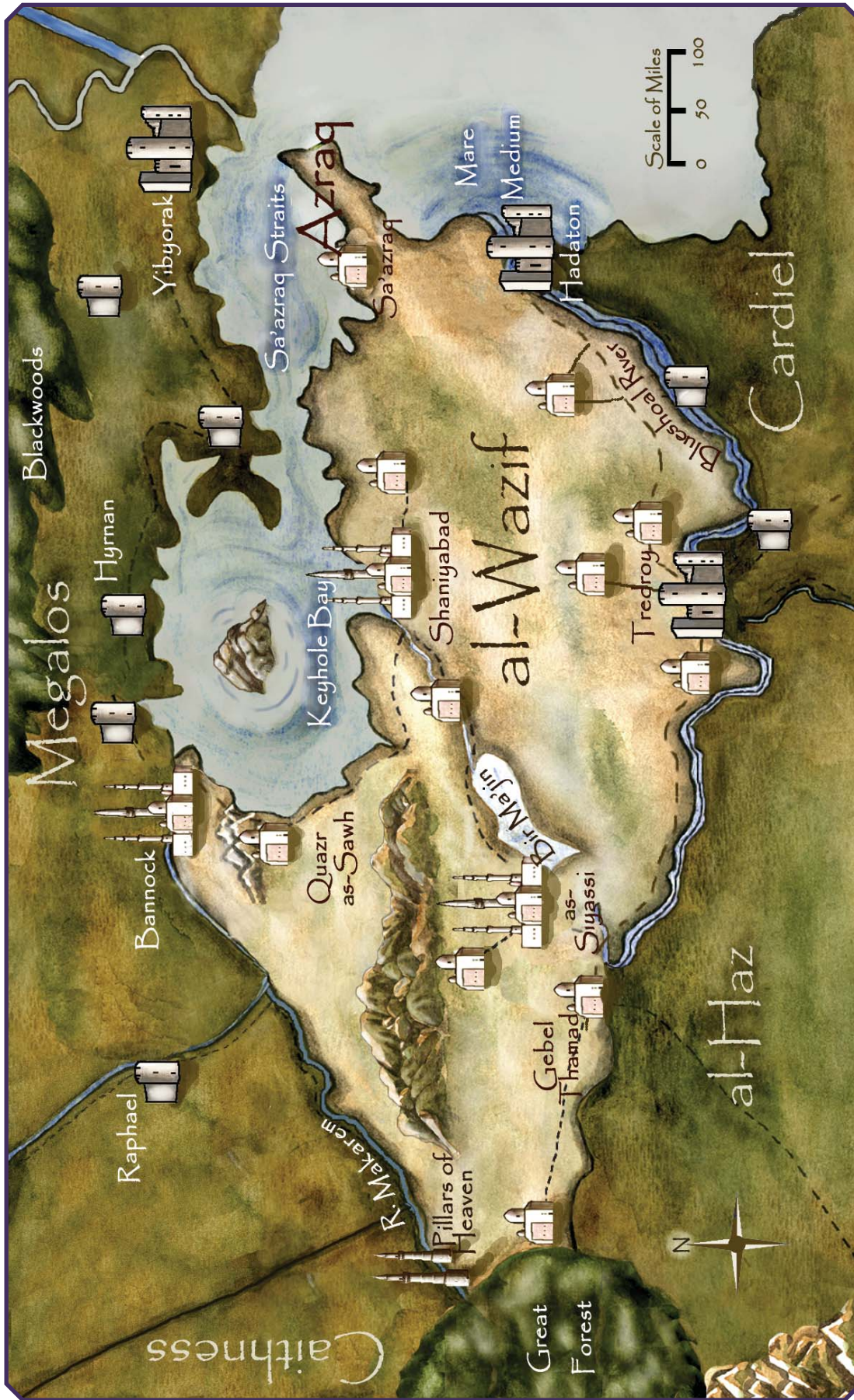
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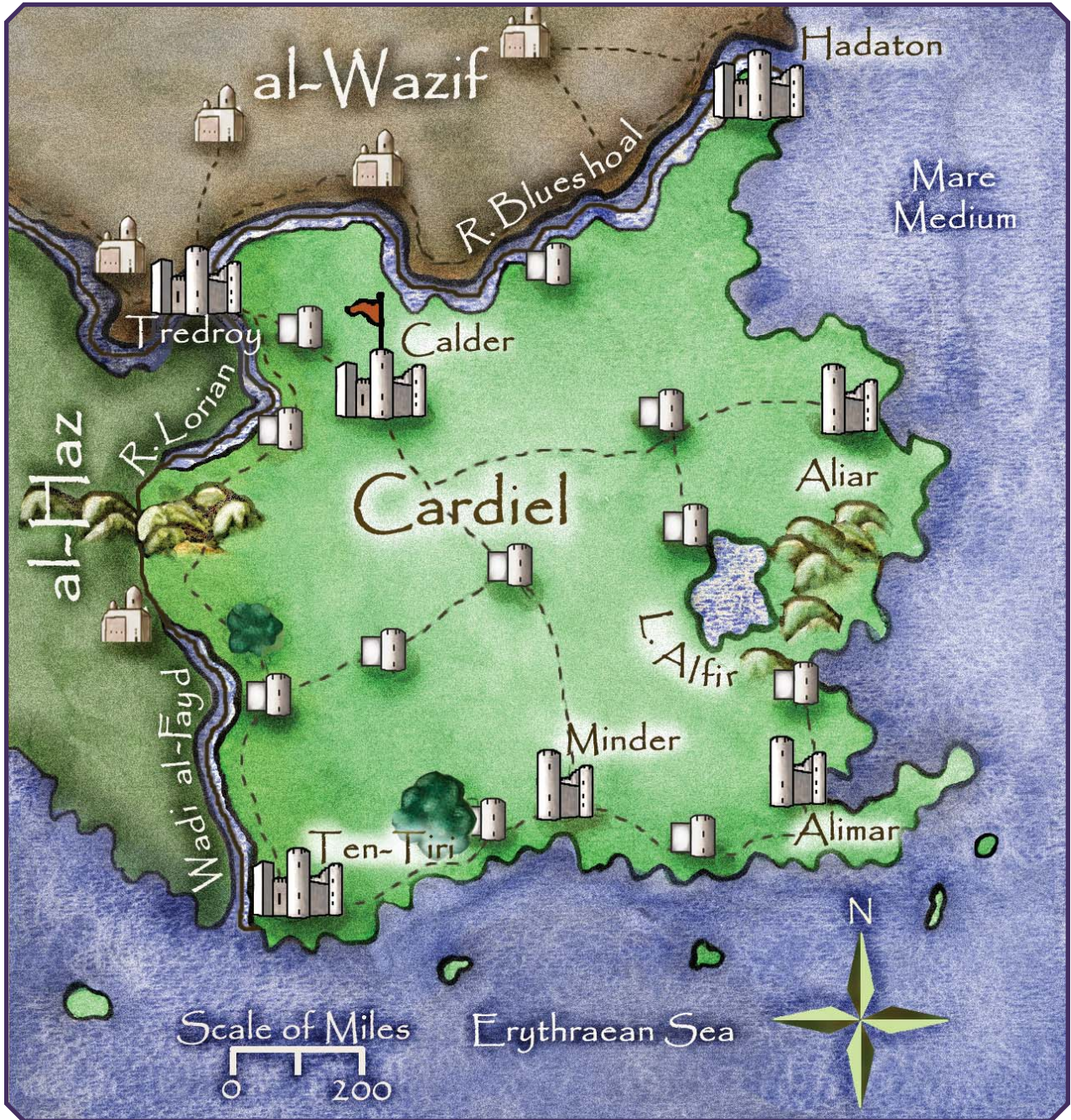


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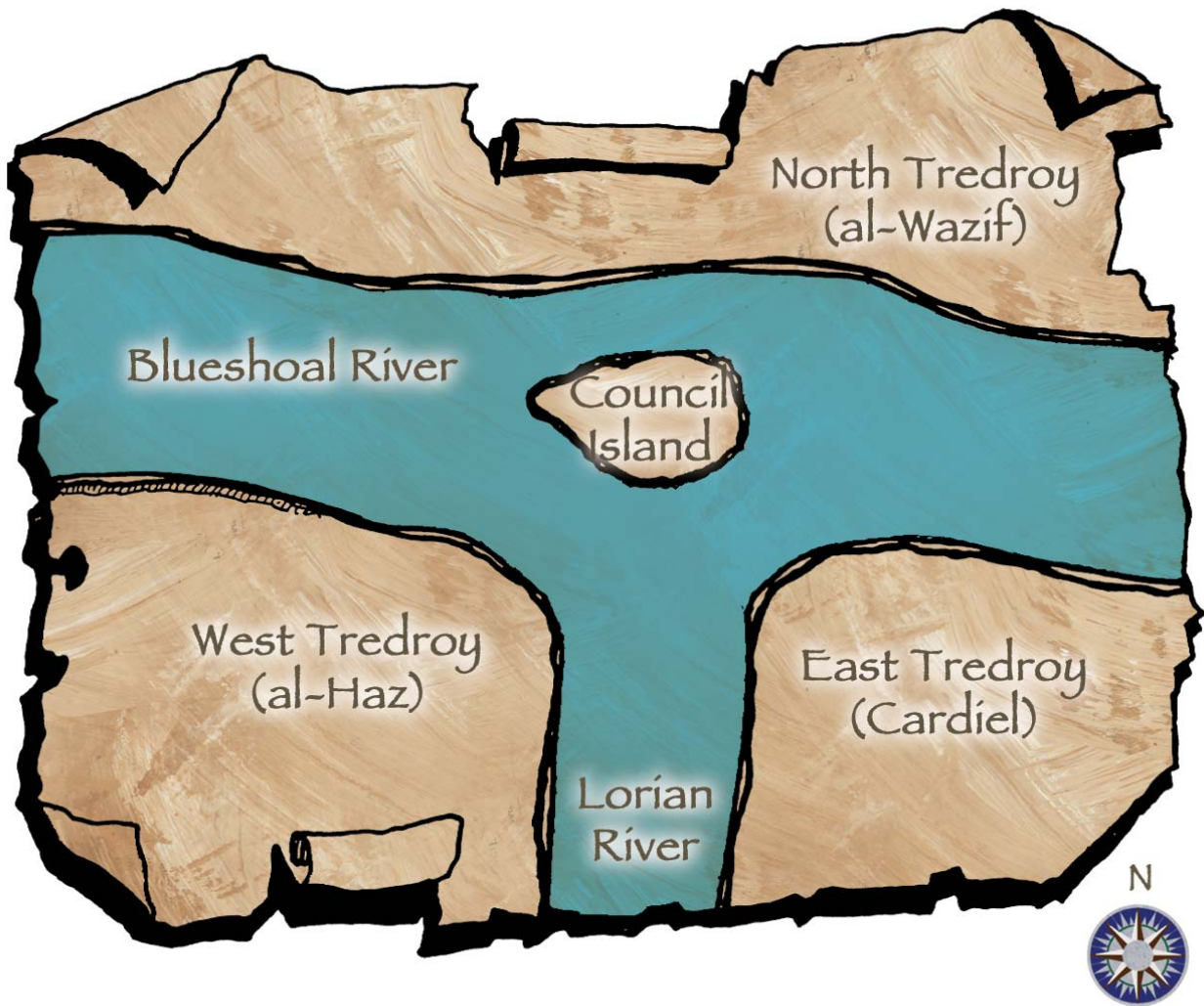


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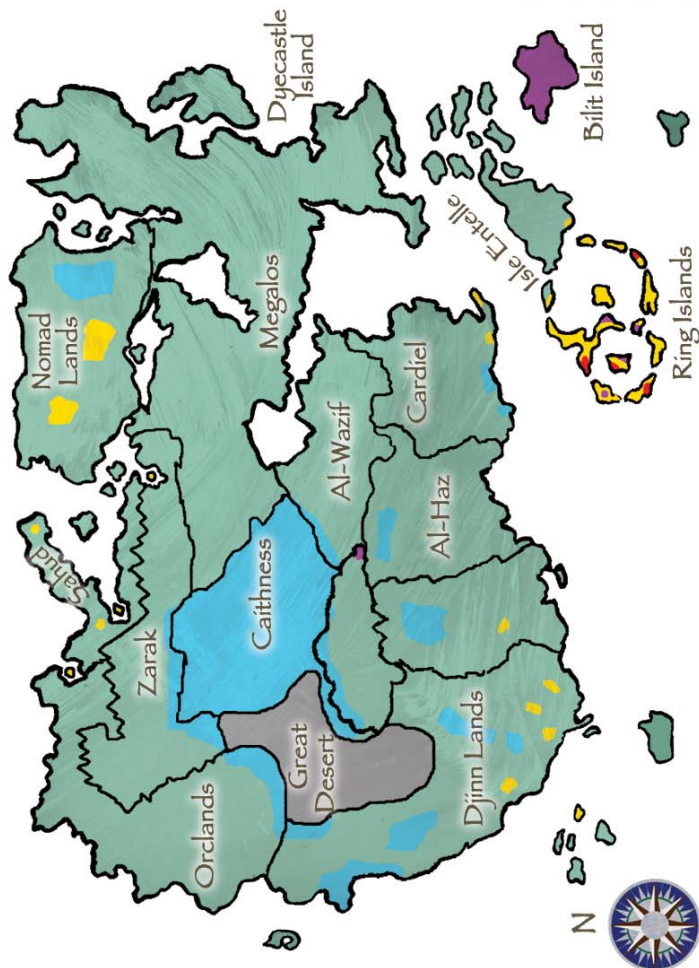
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Mana Levels Across Ytarria



- No mana
- Low mana
- Normal mana
- High mana
- Very high mana
- Variable

Most of Ytarria has normal mana, with the exception of Caithness (low mana), the Great Desert (no mana), Bilit Island (variable), and the Ring Islands (mostly high, with very high and variable spots). Large spots of high and low mana are found elsewhere, as shown.

This map has more information than (probably) any one person in Ytarria would possess, but the wizards in each area would recognize it as correct for their area. The GM, of course, is free to make changes, or to have very authoritative NPC advisers disagree with the information here as it relates to distant lands.

Only major features are shown. The red dots representing the high-mana spots in Sahud are exaggerated to make them visible, as is the purple dot representing Authiel in the Great Forest. There are many, many small areas across the continent where the mana varies from the prevailing level, such as the spots around djinn castles (p. 176); the GM may create these to fit the campaign.

For clarity, only land areas are colored. Lakes and coastal oceans generally have the mana level of the adjacent land; the mana level over the deep oceans is mostly low, with some areas of no mana and some of changeable mana. See p. 178.

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