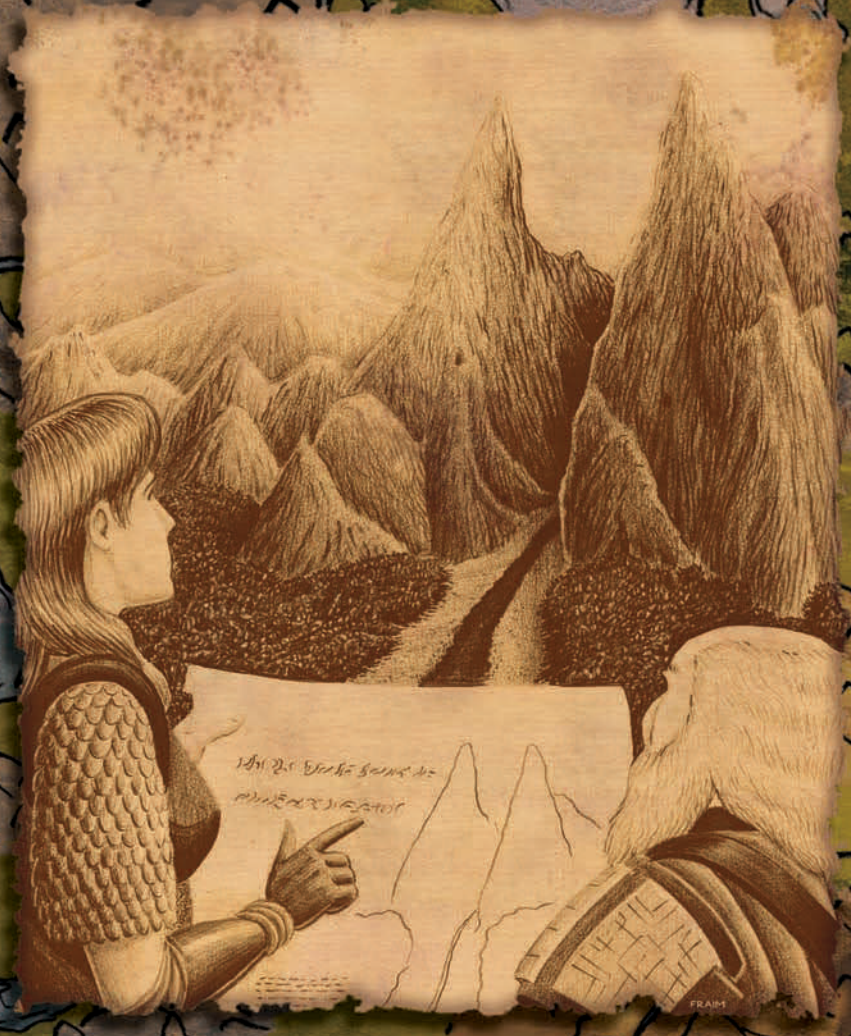


Hack Master™



GARWEEZE WURLD

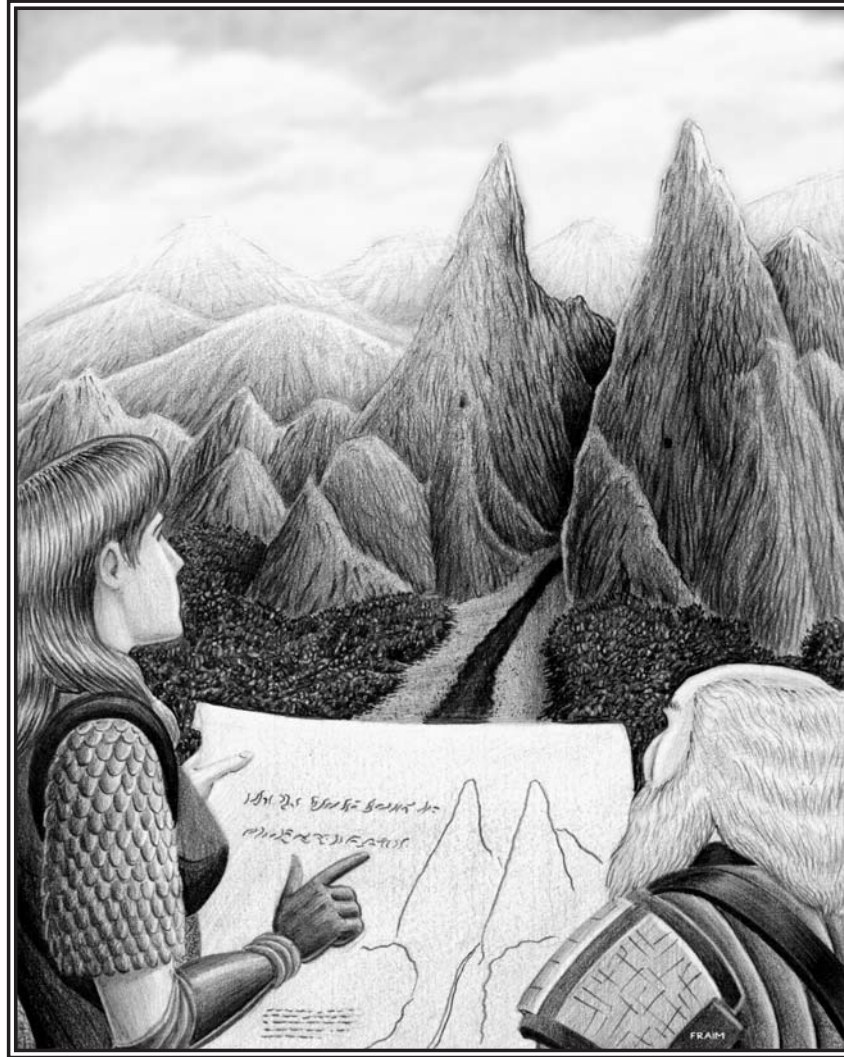
ATLAS

K&C2120A

USD \$7.99

GARWEEZE WORLD

A T L A S



CREDITS

By Jolly R. Blackburn

Cartography and Graphic Design: by Jolly R. Blackburn

A Campaign Source Book for GameMasters for HackMaster: The Role-Playing Game 4th Edition

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USING THE GARWEEZE WORLD MAPS

The Garweeze world mapping system was devised to allow the user, regardless of his or her familiarity with the Garweeze world Milieu, to quickly find and interpret any location on the face of Garweeze world. (Limited, of course, to those maps currently available.)

COORDINATES

Coordinates for this system can contain 2, 4, or 7 characters. A two character coordinate narrows a given location down to a thousand square-mile area (Sector). A four character coordinate narrows a location down to a 250 squaremile (Subsector). A seven character coordinate narrows down a location to a 25 square mile area. The more characters expressed in the coordinate, the more pin-pointed a given location will be. For example D7 refers to the Sector located in Row D, Column 7 of the World map. D7-01 refers to subsector 1 of Sector D7. And finally, D7-01-B03 refers to the Square which lies in Row B, Column 3 of subsector 1 in Sector D7.

MAP LEVELS

There are four levels (or scales) to the Garweeze world mapping system. Each level zooms in for a closer look at the surface of A] derac.

1. Main World Map (World Map)

The Main World Map portrays the entire world of Garweeze world. (See figure 1) The World Map is generally used for orientation and for locating a desired Sector and its relative coordinates. (The World Map shows the 'known' world.)

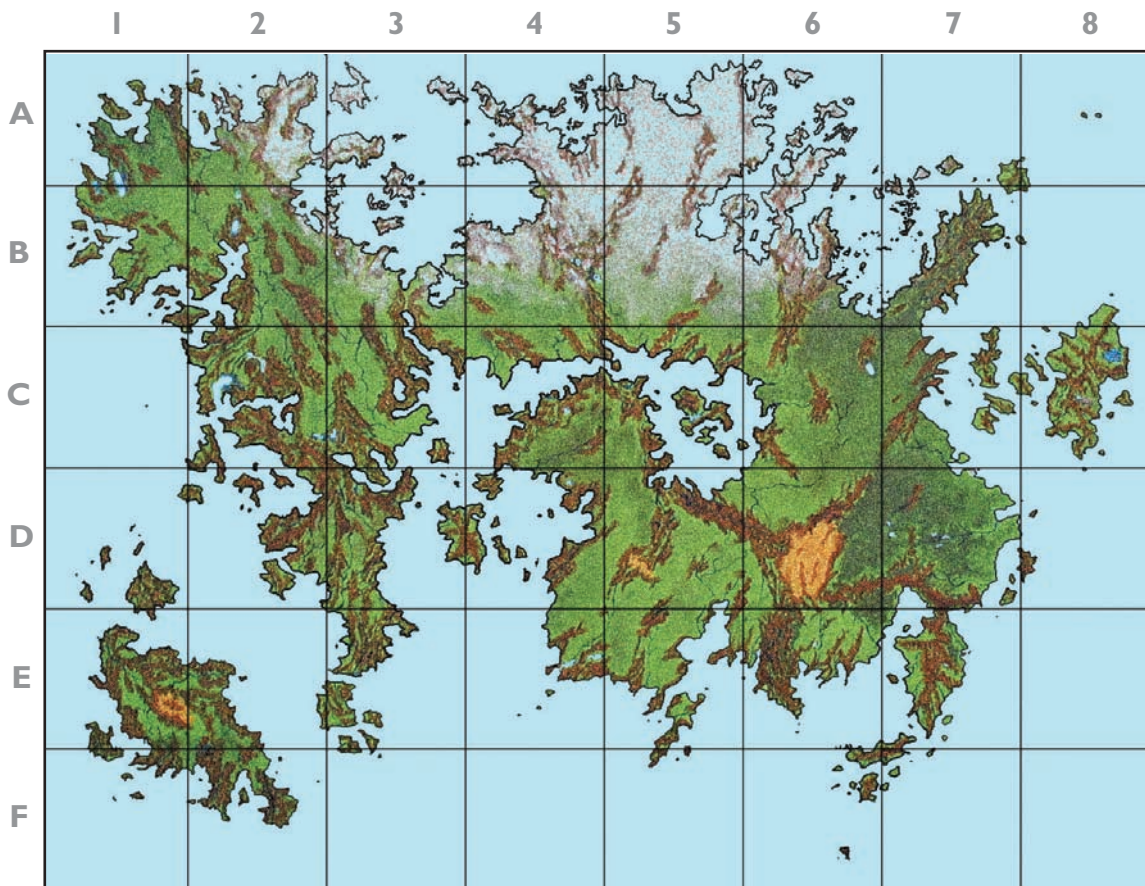
It is quite possible that other land masses lie beyond the fringes of the World Map.) The World Map shows an area 6,000 miles by 8,000 miles and is divided into 48 Sectors. Each Sector is identified by a two digit code. For example Sector D7 lies in Row D, Column 7 of the World Map.

2. Sector Maps.

Sector Maps are blow-ups of Sectors from the World Map. They represent an area 1,000 miles by 1,000 miles. As noted above, Sectors are identified with a two letter code. Each Sector is further subdivided into 16 Subsectors. The book you are reading represents two Sectors of Garweeze World (D7 and E7). Therefore, you will find 32 Subsector maps herein.

3. Subsector Maps

Subsector Maps represent an area 250 miles by 250 miles. Subsectors are identified by combining the Sector coordinates with the Subsector coordinates. For example D7-01. Subsectors are further divided into 100 Squares.



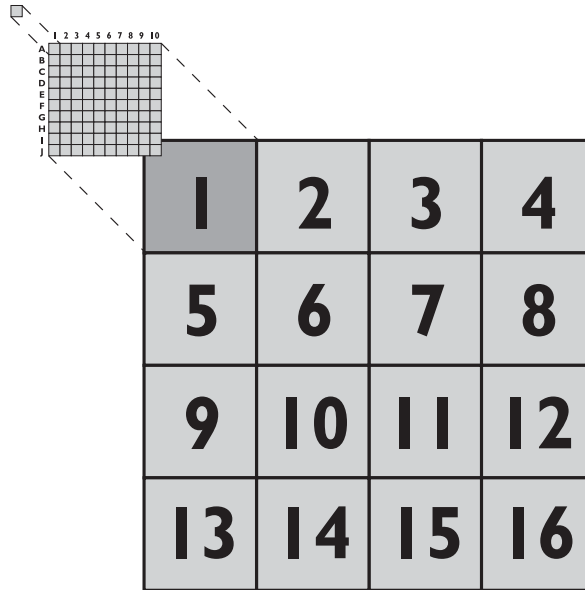


FIGURE 2: MAP COORDINATE SYSTEM

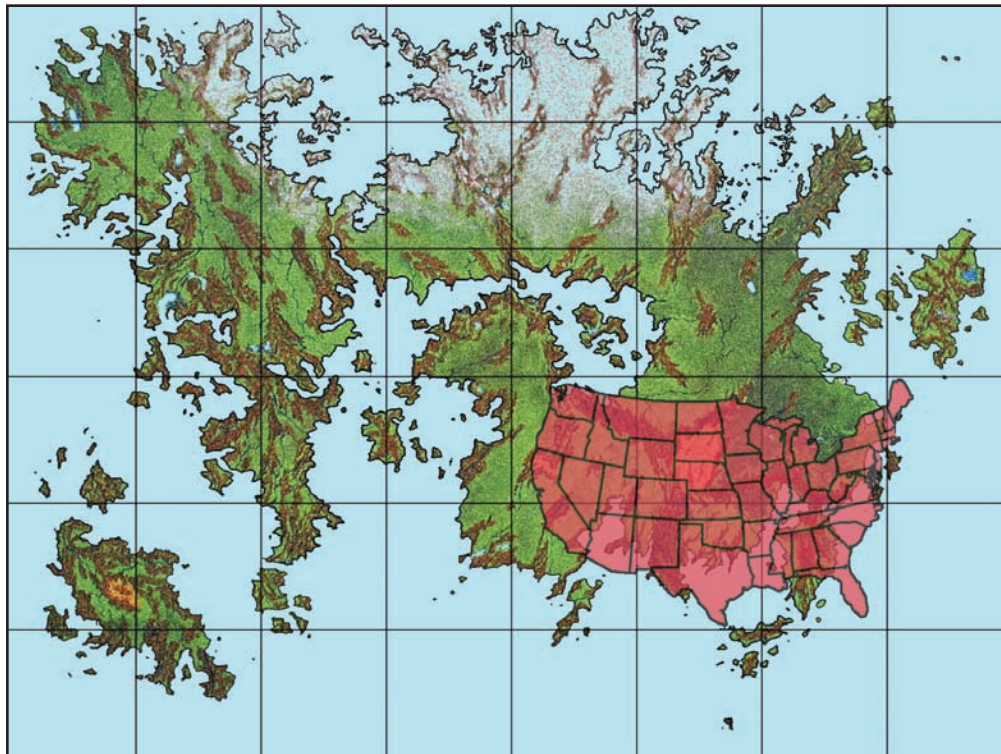


FIGURE 4: GARWEEZE WURLD SIZE COMPARISON

4. Grid Squares

Squares represent an area 25 miles by 25 miles. A square is identified by combining the Sector, Subsector and Square coordinates. For example D7-01-B03.

Figure 2 further illustrates the levels of maps and how they are inter-related. Refer to page 340 of the HackMaster GM's Guide for more information on how to read/find coordinates.

USING THE MAP SHEETS

The core of the Atlas is the basic Map Sheet. Each Map Sheet has been designed to provide as much pertinent information as possible to the reader about that particular map. **Figure 3** identifies the major components of the Map Sheet. Map Sheet Components

1. Map Name. Fitch map sheet is named after the most prominent feature found in that Subsector. Normally the largest city or town on the map is used. If there are no settlements in the Subsector the name of the most prominent terrain feature is used.

2. Horizontal Index. Running horizontally across the top of the map is an index running from 1 to 10.

3. Vertical Index. Running vertically down the left-band side of the map is an index running from A to J. When cross-referenced the horizontal and vertical indexes give the coordinates for Squares

within the Subsector.

4. Adjoining Sheets Matrix. This box helps to orient the Subsector map. The Subsector's coordinate is listed in large letters in the middle of the Matrix. Surrounding the Subsector Coordinate are the coordinates for Subsectors lying to the north, east, south and west.

5. Position Grid. The position grid shows the Subsector Map's relative position within the Sector. This helps with orientation.

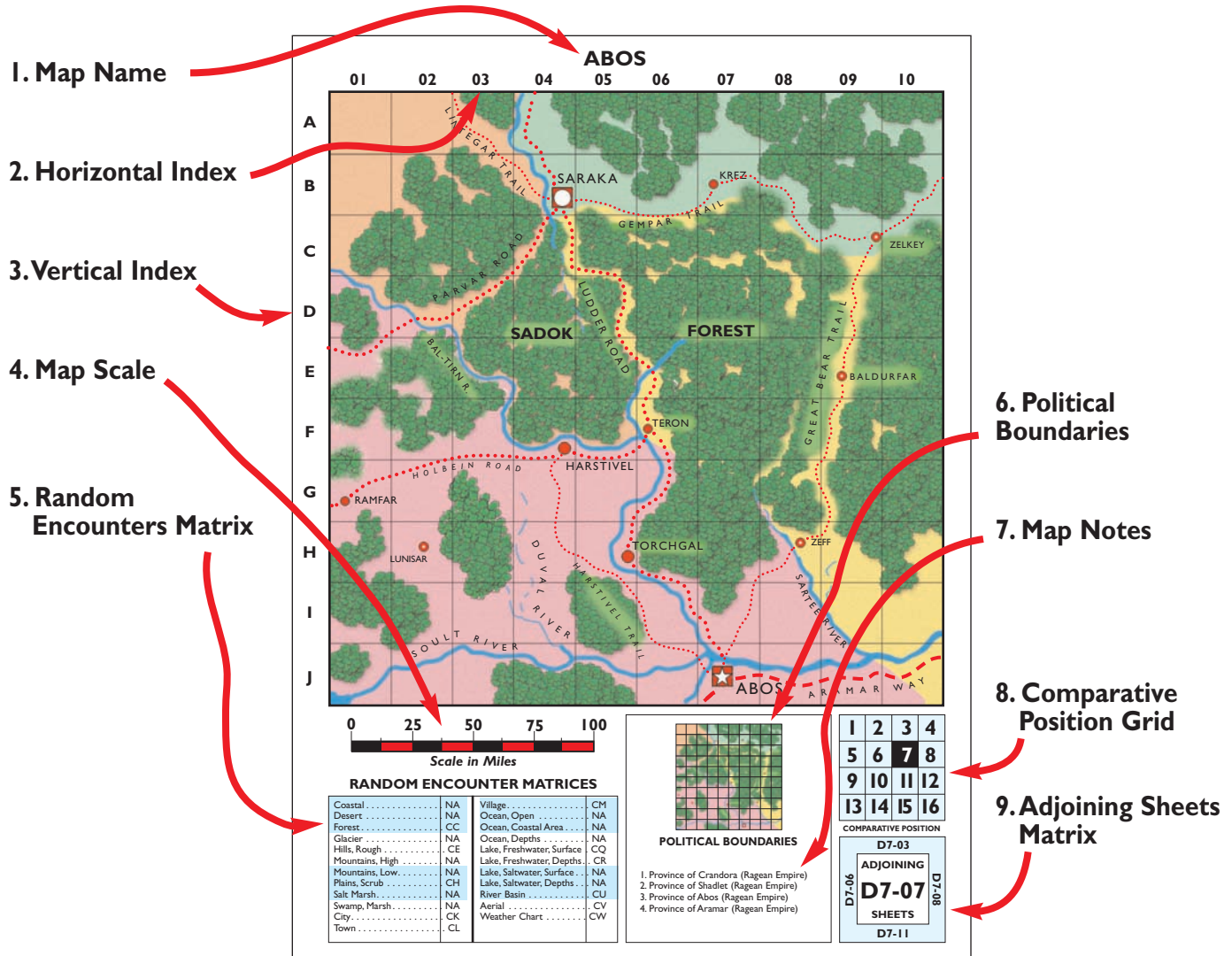
6. Political Boundaries. This is a smaller version of the Subsector map showing political borders and boundaries. Refer to the Map Notes box to find the meanings of the numbers listed.

7. Map Scale.

8. Map Notes. This box lists any special information pertaining to the Subsector map. Normally, political boundaries are identified here.

9. Random Encounters Matrix. This matrix is for Game Referees. This matrix is especially tailored for each Subsector taking into account climate and terrain. Refer to the **Hacklopedia of Beasts** and the **HackMaster GM's Guide** for information.

Figure 3: Map Sheet Components



Sector D-7

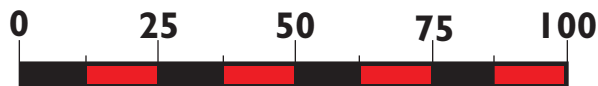
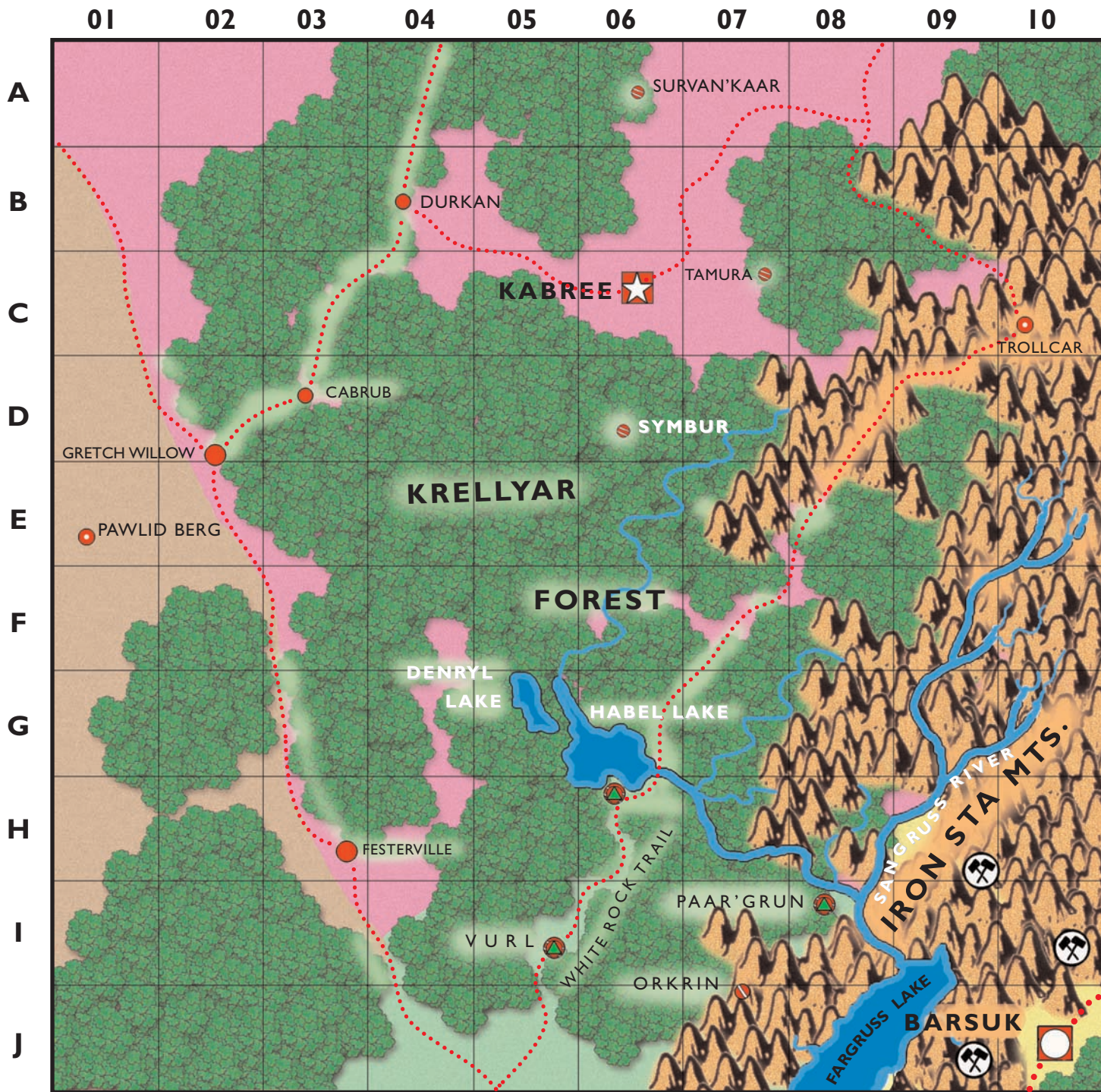
POLITICAL BOUNDARIES: SECTOR D-7



TERRAIN MAP: SECTOR D-7



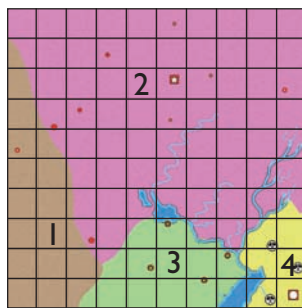
LENIAR



Scale in Miles

RANDOM ENCOUNTER MATRICES

Coastal	n/a	Village	CM
Desert	n/a	Ocean, Open	n/a
Forest	CC	Ocean, Coastal Area	n/a
Glacier	n/a	Ocean, Depths	n/a
Hills, Rough	CE	Lake, Freshwater, Surface	CQ
Mountains, High	CF	Lake, Freshwater, Depths	CR
Mountains, Low	CG	Lake, Saltwater, Surface	n/a
Plains, Scrub	CH	Lake, Saltwater, Depths	n/a
Salt Marsh	n/a	River Basin	CU
Swamp, Marsh	n/a	Aerial	CV
City	CK	Weather Chart	CW
Town	CL		



POLITICAL BOUNDARIES

1. Rogue Haven (*Grogaria*)
2. Daurkhaud Kingdom
3. Southern Orc League
4. Fangaerian City States

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

C7-13

ADJOINING

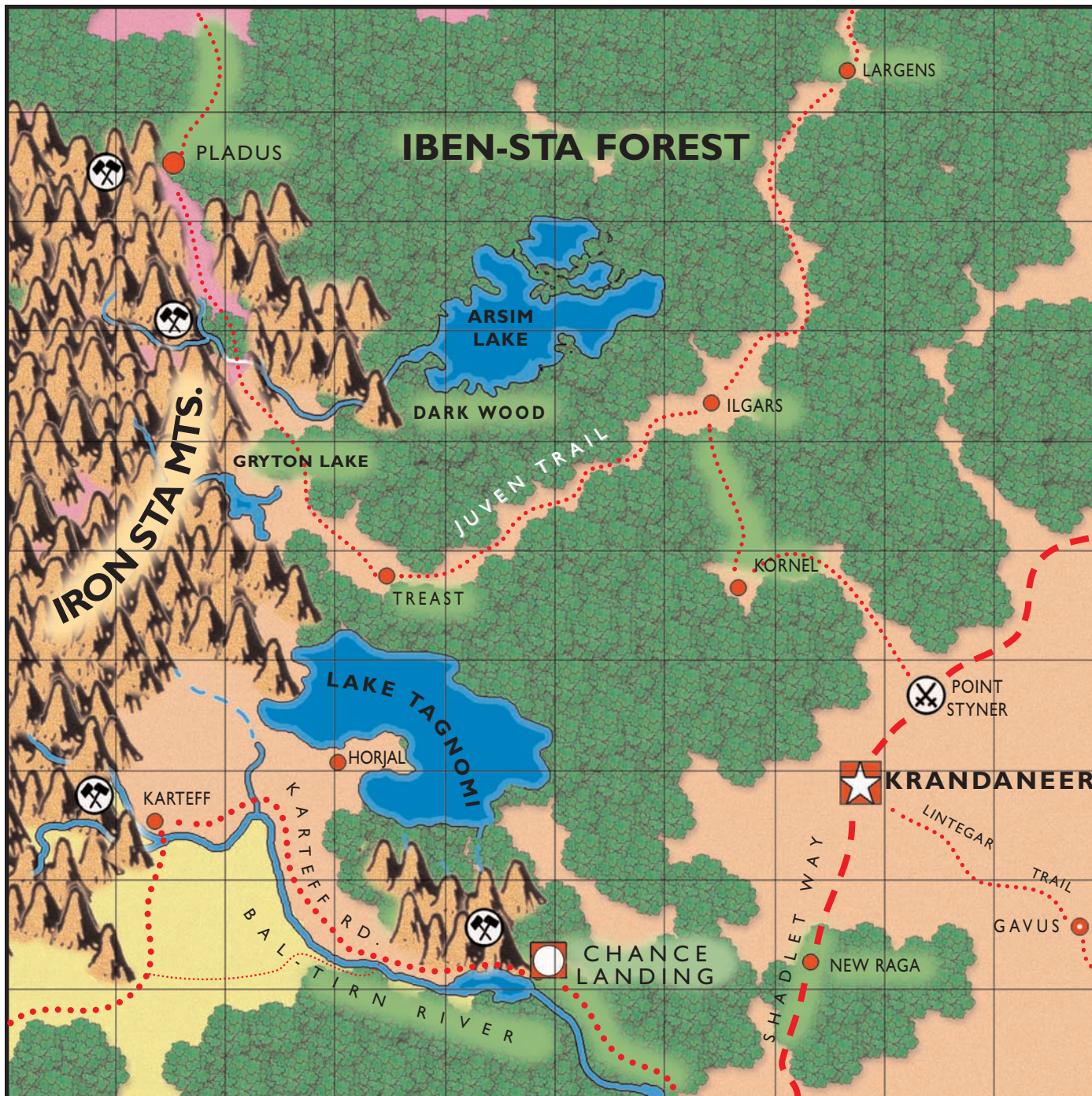
D7-01

SHEETS

D6-04 D7-02

KRANDANEER

01 02 03 04 05 06 07 08 09 10



A
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D
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J

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

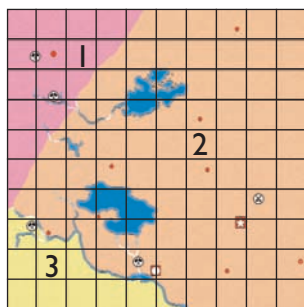
C7-14

ADJOINING

D7-02

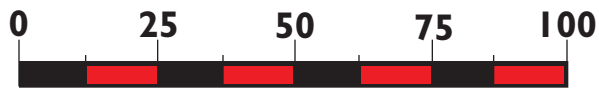
SHEETS

D7-06



POLITICAL BOUNDARIES

1. Daurkhaud Kingdom
2. Kingdom of Krandaneer
3. Fangaerian City States

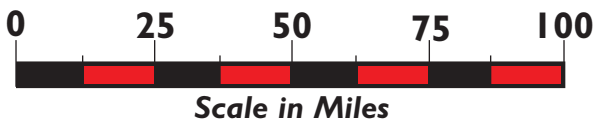
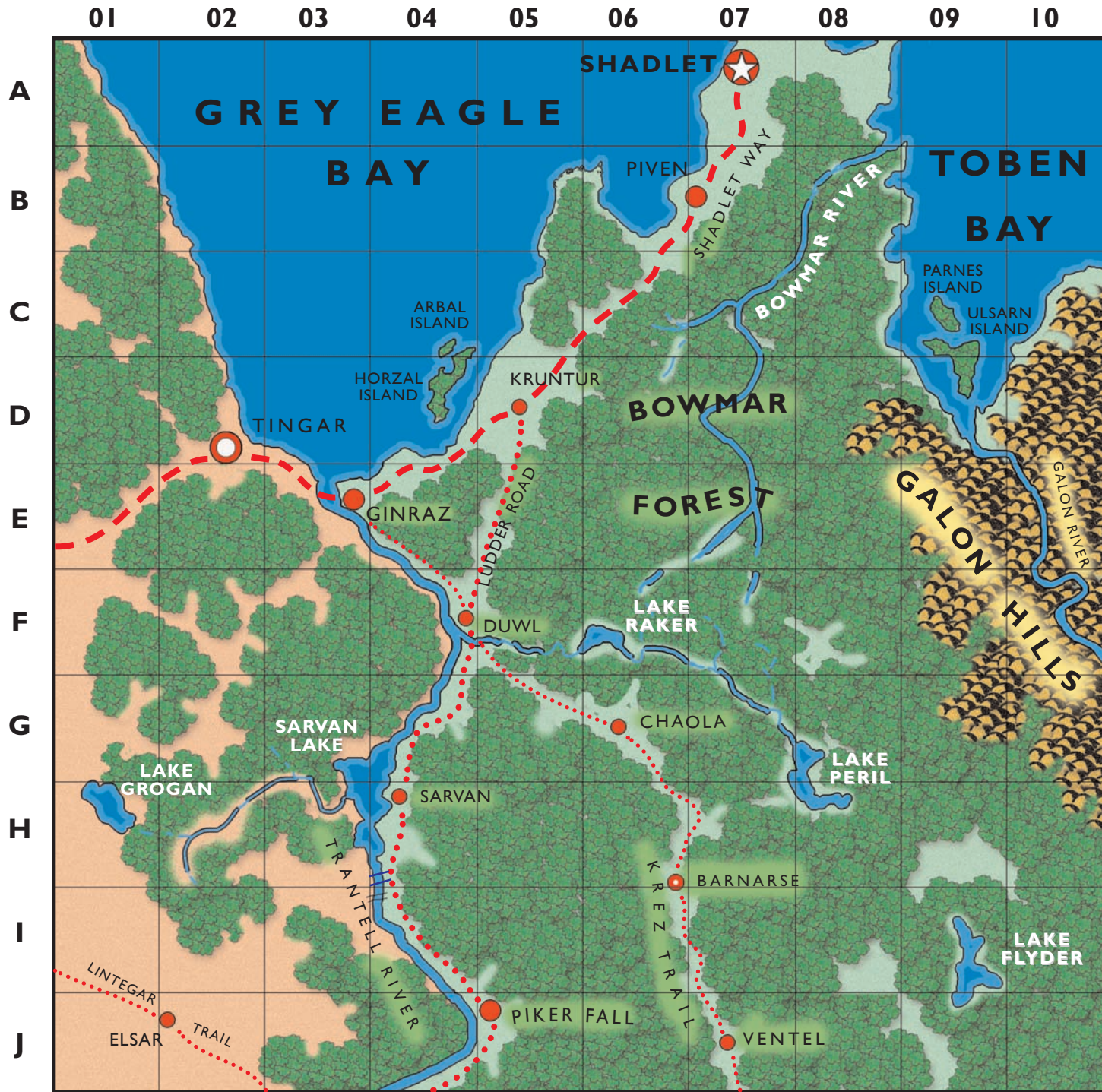


Scale in Miles

RANDOM ENCOUNTER MATRICES

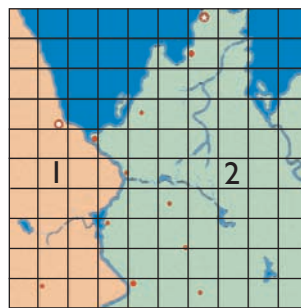
Coastal	n/a	Village	CM
Desert	n/a	Ocean, Open	n/a
Forest	CC	Ocean, Coastal Area	n/a
Glacier	n/a	Ocean, Depths	n/a
Hills, Rough	CE	Lake, Freshwater, Surface	CQ
Mountains, High	CF	Lake, Freshwater, Depths	CR
Mountains, Low	CG	Lake, Saltwater, Surface	NA
Plains, Scrub	CH	Lake, Saltwater, Depths	n/a
Salt Marsh	n/a	River Basin	CU
Swamp, Marsh	n/a	Aerial	CV
City	CK	Weather Chart	CW
Town	CL		

SHADLET



RANDOM ENCOUNTER MATRICES

Coastal	n/a	Village	CM
Desert	n/a	Ocean, Open	CN
Forest	CC	Ocean, Coastal Area	CO
Glacier	n/a	Ocean, Depths	CP
Hills, Rough	CE	Lake, Freshwater, Surface	CQ
Mountains, High	n/a	Lake, Freshwater, Depths	CR
Mountains, Low	n/a	Lake, Saltwater, Surface	n/a
Plains, Scrub	CH	Lake, Saltwater, Depths	n/a
Salt Marsh	n/a	River Basin	CU
Swamp, Marsh	n/a	Aerial	CV
City	CK	Weather Chart	CW
Town	CL		



POLITICAL BOUNDARIES

1. Kingdom of Krandaneer
2. Shadlurian Kingdom

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

C7-15

ADJOINING

D7-03

SHEETS

D7-02 D7-04

FORL

01 02 03 04 05 06 07 08 09 10

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1	2	3	4
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13	14	15	16

COMPARATIVE POSITION

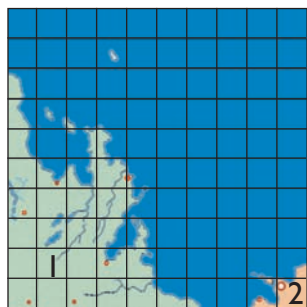
C7-16

ADJOINING

D7-03 **D7-04** **D8-01**

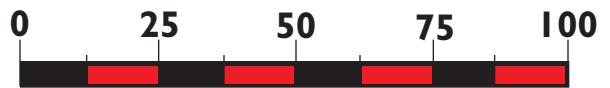
SHEETS

D7-08



POLITICAL BOUNDARIES

- 1. Shadlurian Kingdom
- 2. Emirate of Fra'Neer

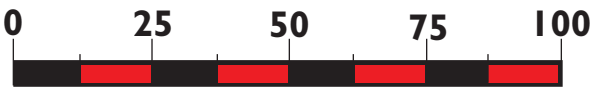
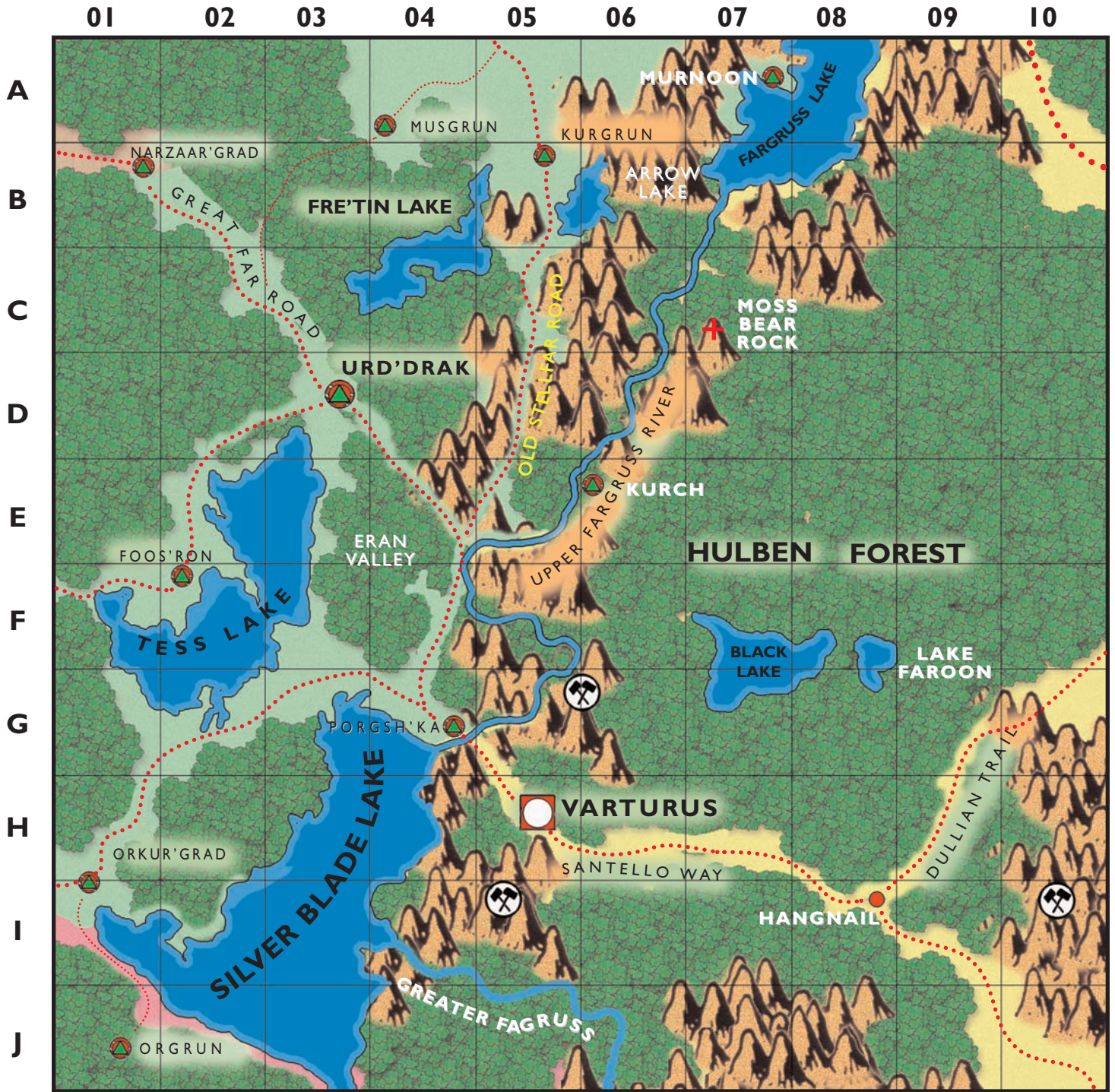


Scale in Miles

RANDOM ENCOUNTER MATRICES

Coastal	CA	Village	CM
Desert	n/a	Ocean, Open	CN
Forest	CC	Ocean, Coastal Area	CO
Glacier	n/a	Ocean, Depths	CP
Hills, Rough	CE	Lake, Freshwater, Surface	CQ
Mountains, High	n/a	Lake, Freshwater, Depths	CR
Mountains, Low	n/a	Lake, Saltwater, Surface	n/a
Plains, Scrub	CH	Lake, Saltwater, Depths	n/a
Salt Marsh	n/a	River Basin	CU
Swamp, Marsh	n/a	Aerial	CV
City	CK	Weather Chart	CW
Town	CL		

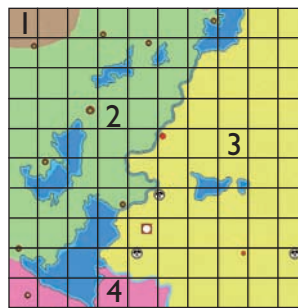
URD'DRAK



Scale in Miles

RANDOM ENCOUNTER MATRICES

Coastal	n/a	Village	CM
Desert	n/a	Ocean, Open	n/a
Forest	CC	Ocean, Coastal Area	n/a
Glacier	n/a	Ocean, Depths	n/a
Hills, Rough	CE	Lake, Freshwater, Surface	CQ
Mountains, High	CF	Lake, Freshwater, Depths	CR
Mountains, Low	CG	Lake, Saltwater, Surface	n/a
Plains, Scrub	CH	Lake, Saltwater, Depths	n/a
Salt Marsh	n/a	River Basin	CU
Swamp, Marsh	n/a	Aerial	CV
City	CK	Weather Chart	CW
Town	CL		



POLITICAL BOUNDARIES

1. Rogue Haven (*Grogaria*)
2. Southern Orc League
3. Fangaerian City States
4. The Gnome Protectorates

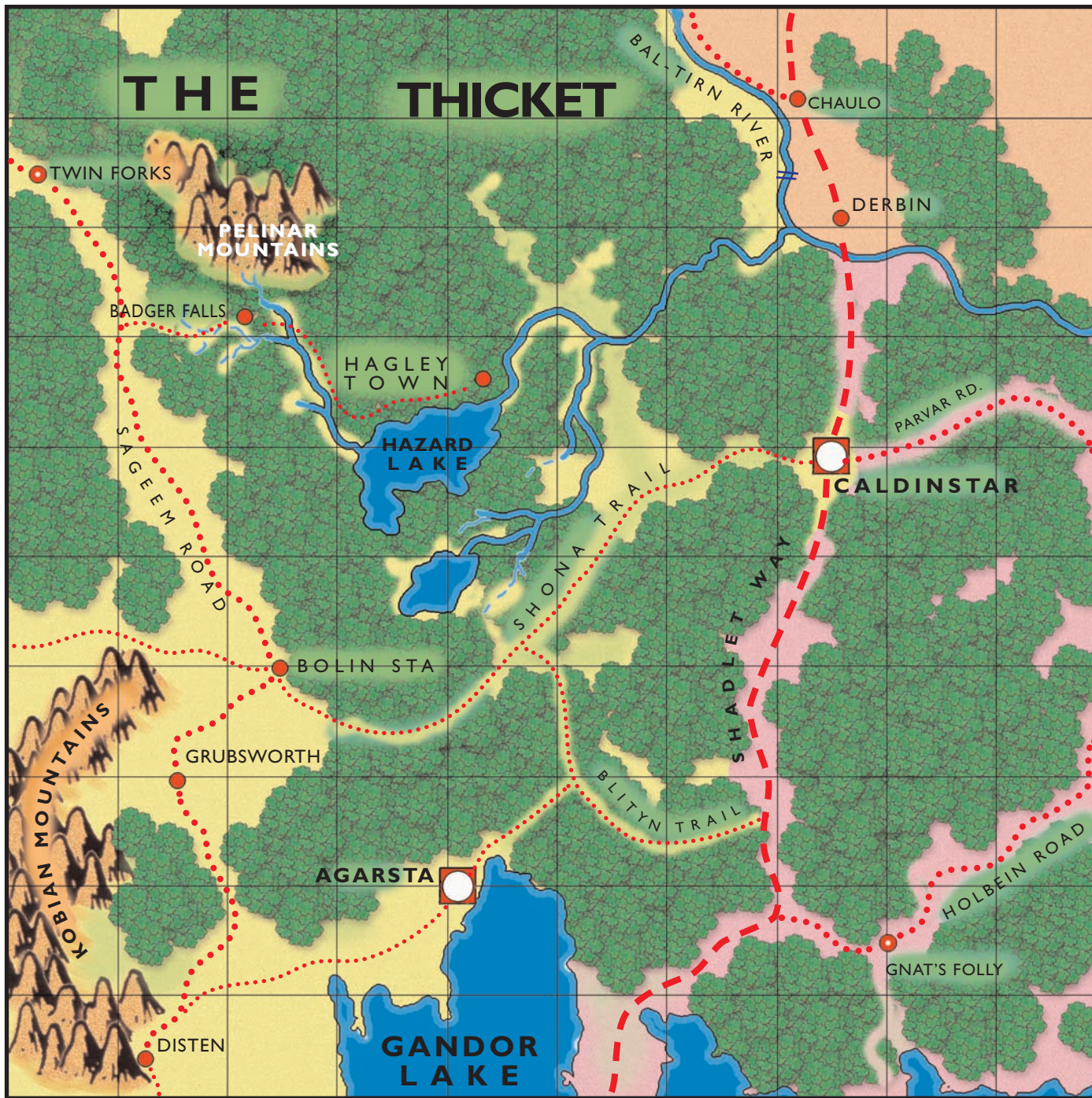
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

	D7-01	
	ADJOINING	
D6-08	D7-05	D7-06
	SHEETS	

CALDINSTAR

01 02 03 04 05 06 07 08 09 10



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G
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1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

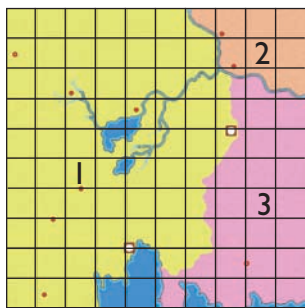
D7-02

ADJOINING

D7-06

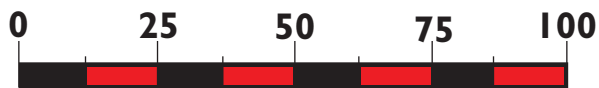
SHEETS

D7-07



POLITICAL BOUNDARIES

1. Fangaerian City States
2. Kingdom of Krandaner
3. Abosaria

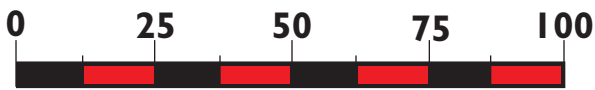
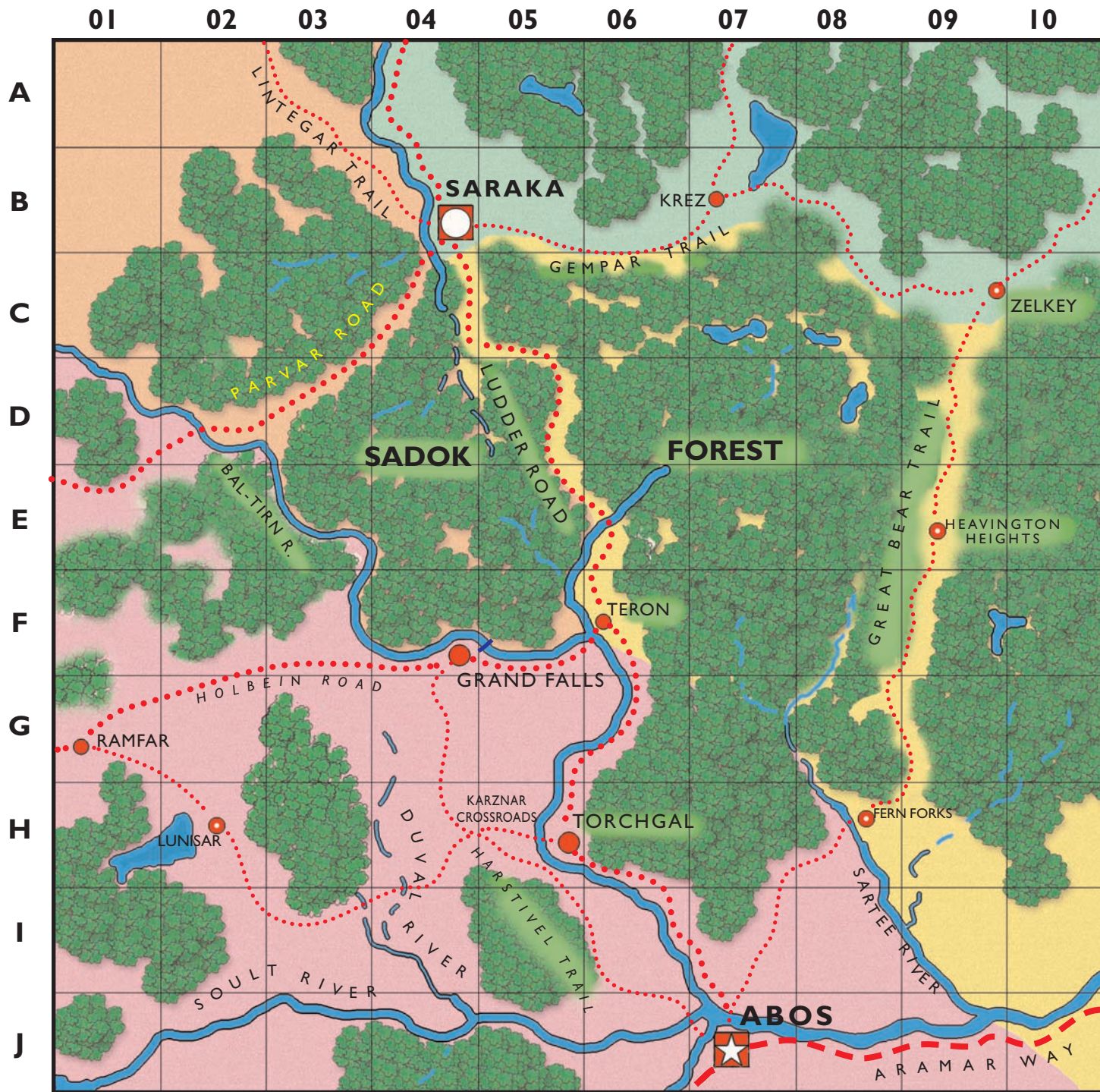


Scale in Miles

RANDOM ENCOUNTER MATRICES

Coastal	n/a	Village	CM
Desert	n/a	Ocean, Open	n/a
Forest	CC	Ocean, Coastal Area	n/a
Glacier	n/a	Ocean, Depths	n/a
Hills, Rough	CE	Lake, Freshwater, Surface	CQ
Mountains, High	CF	Lake, Freshwater, Depths	CR
Mountains, Low	CG	Lake, Saltwater, Surface	n/a
Plains, Scrub	CH	Lake, Saltwater, Depths	n/a
Salt Marsh	n/a	River Basin	CU
Swamp, Marsh	n/a	Aerial	CV
City	CK	Weather Chart	CW
Town	CL		

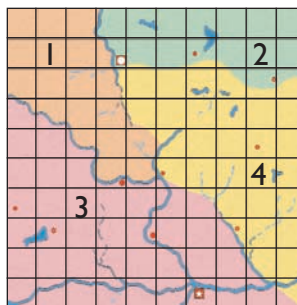
ABOS



Scale in Miles

RANDOM ENCOUNTER MATRICES

Coastal	n/a	Village	CM
Desert	n/a	Ocean, Open	n/a
Forest	CC	Ocean, Coastal Area	n/a
Glacier	n/a	Ocean, Depths	n/a
Hills, Rough	CE	Lake, Freshwater, Surface	CQ
Mountains, High	n/a	Lake, Freshwater, Depths	CR
Mountains, Low	n/a	Lake, Saltwater, Surface	n/a
Plains, Scrub	CH	Lake, Saltwater, Depths	n/a
Salt Marsh	n/a	River Basin	CU
Swamp, Marsh	n/a	Aerial	CV
City	CK	Weather Chart	CW
Town	CL		



POLITICAL BOUNDARIES

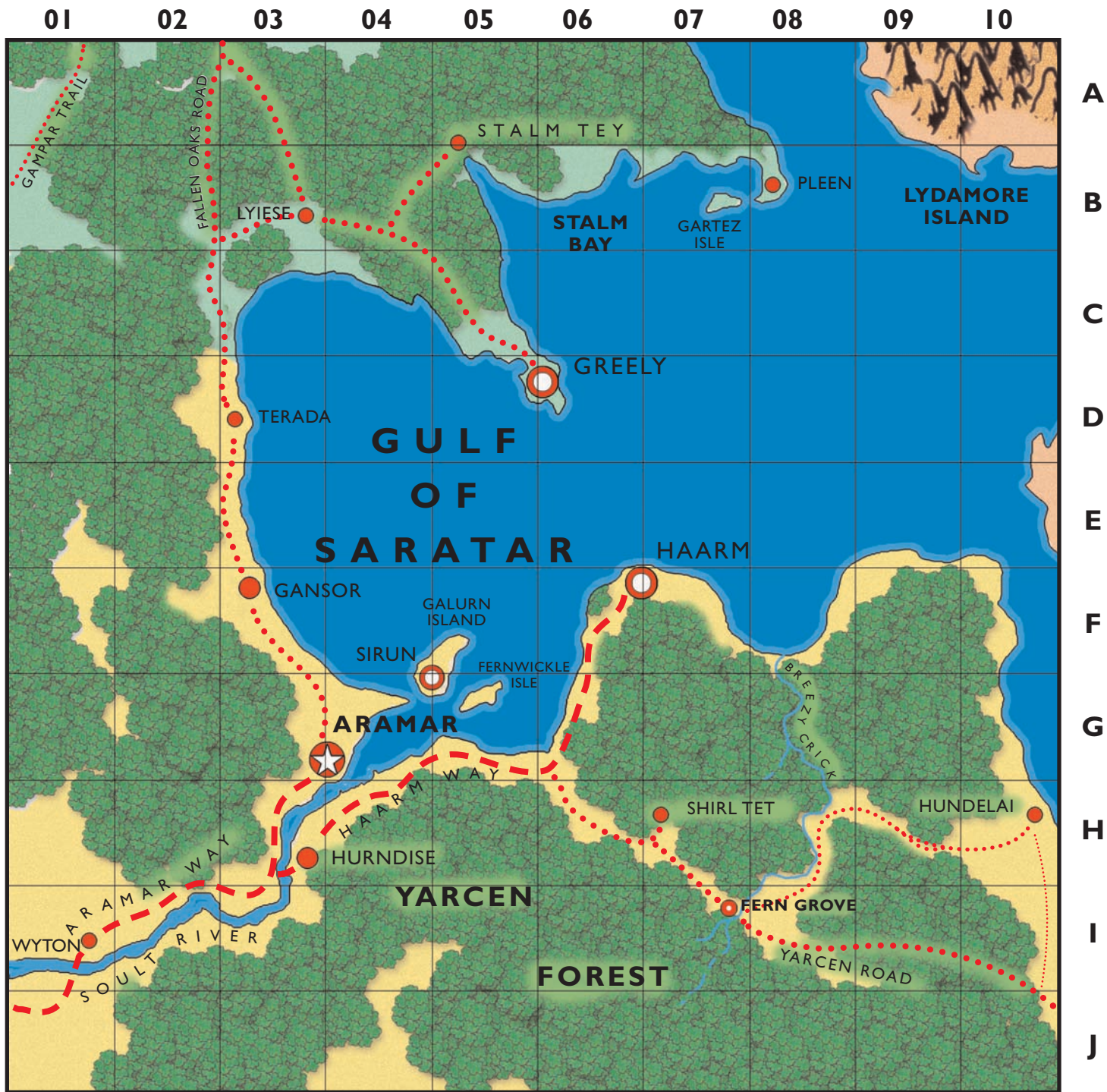
1. Kingdom of Krandaneer
2. Shadlurian Kingdom
3. Abosaria
4. Kingdom of Ara'Kandeesh

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

D7-03			
ADJOINING			
D7-06	D7-07		D7-08
SHEETS			

ARAMAR



1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

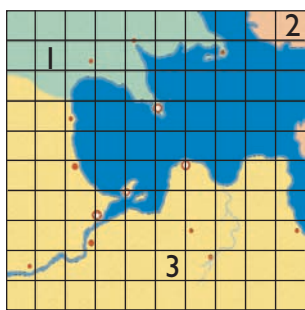
D7-04

ADJOINING

D7-08

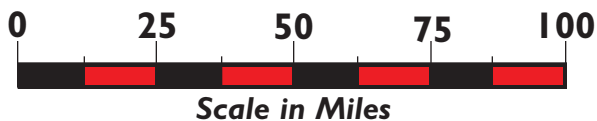
SHEETS

D8-05



POLITICAL BOUNDARIES

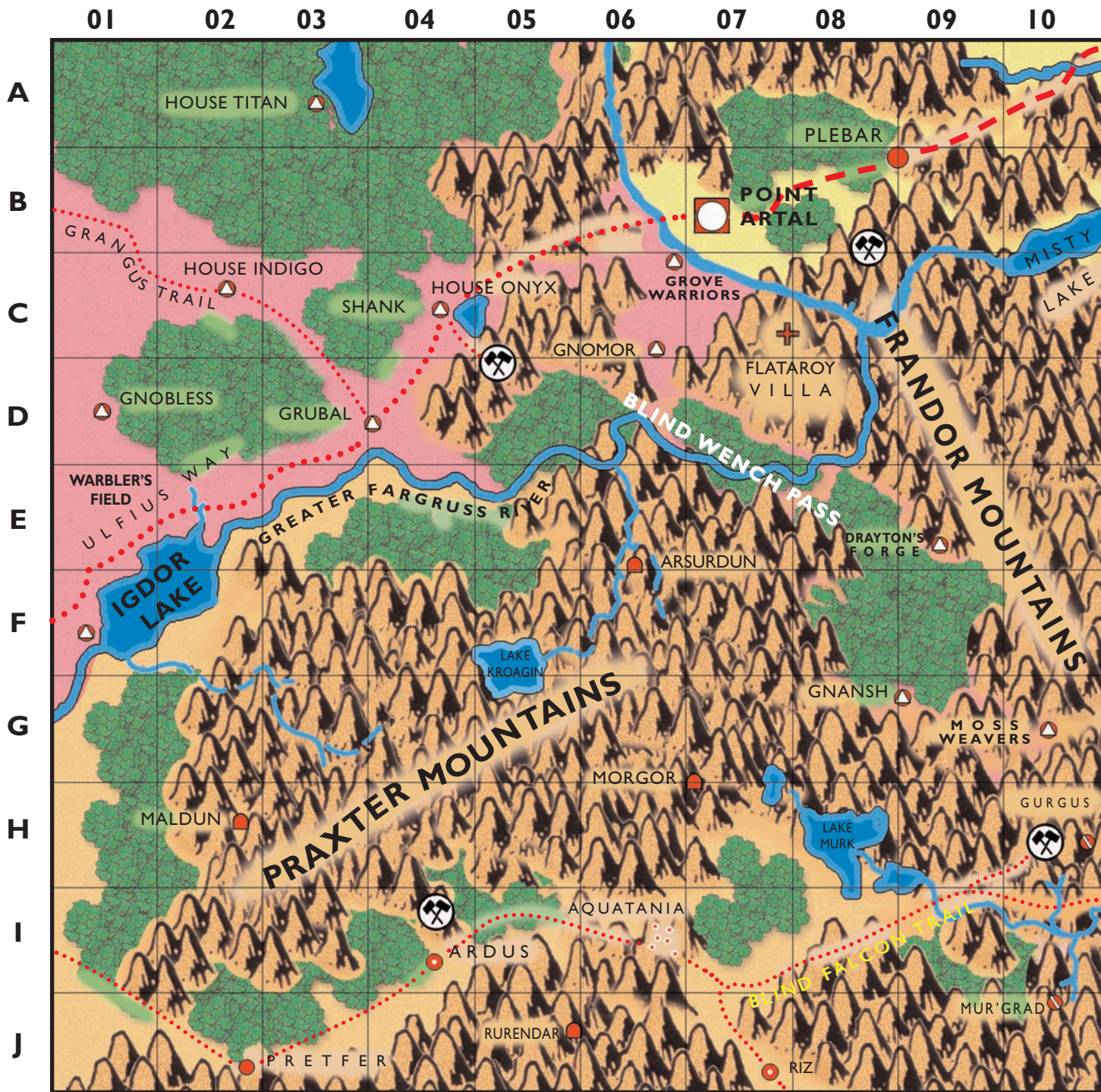
1. Shadlurian Kingdom
2. Emirate of Fran'Neer
3. Kingdom of Ara'Kandeesh



RANDOM ENCOUNTER MATRICES

Coastal	CA	Village	CM
Desert	n/a	Ocean, Open	CN
Forest	CC	Ocean, Coastal Area	CO
Glacier	n/a	Ocean, Depths	CP
Hills, Rough	CE	Lake, Freshwater, Surface	CQ
Mountains, High	CF	Lake, Freshwater, Depths	CR
Mountains, Low	CG	Lake, Saltwater, Surface	n/a
Plains, Scrub	CH	Lake, Saltwater, Depths	n/a
Salt Marsh	n/a	River Basin	CU
Swamp, Marsh	n/a	Aerial	CV
City	CK	Weather Chart	CW
Town	CL		

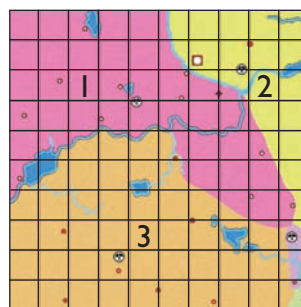
POINT ARTAL



Scale in Miles

RANDOM ENCOUNTER MATRICES

Coastal	n/a	Village	CM
Desert	n/a	Ocean, Open	n/a
Forest	CC	Ocean, Coastal Area	n/a
Glacier	n/a	Ocean, Depths	n/a
Hills, Rough	CE	Lake, Freshwater, Surface	CQ
Mountains, High	CF	Lake, Freshwater, Depths	CR
Mountains, Low	CG	Lake, Saltwater, Surface	n/a
Plains, Scrub	CH	Lake, Saltwater, Depths	n/a
Salt Marsh	n/a	River Basin	CU
Swamp, Marsh	n/a	Aerial	CV
City	CK	Weather Chart	CW
Town	CL		



POLITICAL BOUNDARIES

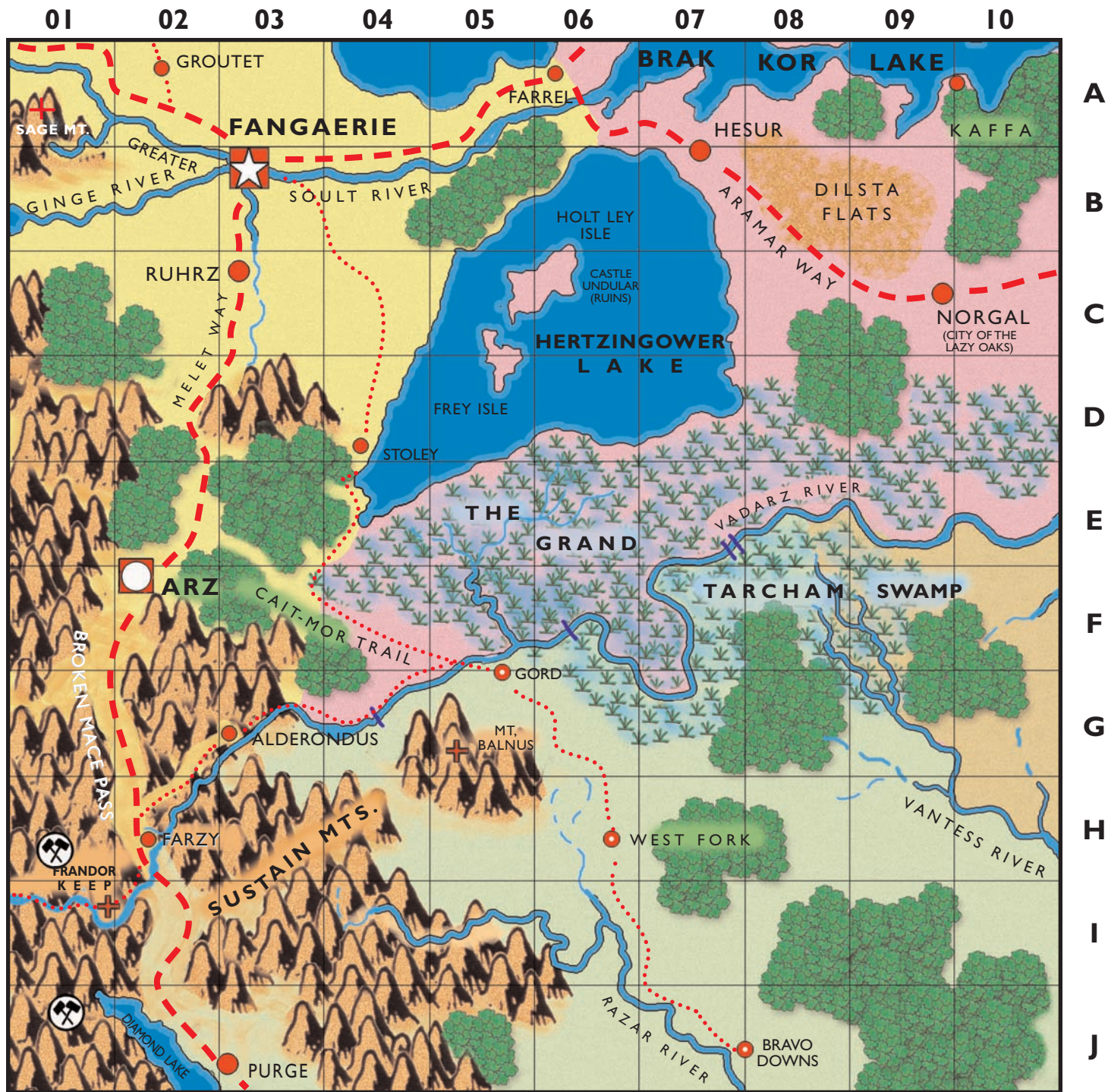
1. The Gnome Protectorates
2. Fangaerian City States
3. Dwarves Clans of Praxter
4. Orkryn Phar'Mos
5. Meletian Kingdoms

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

	D7-05	
	ADJOINING	
D6-12	D7-09	D7-10
	SHEETS	

FANGAERIE



1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

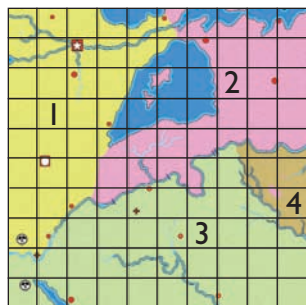
D7-06

ADJOINING

D7-10

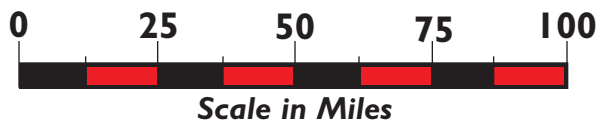
SHEETS

D7-11



POLITICAL BOUNDARIES

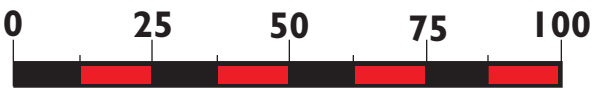
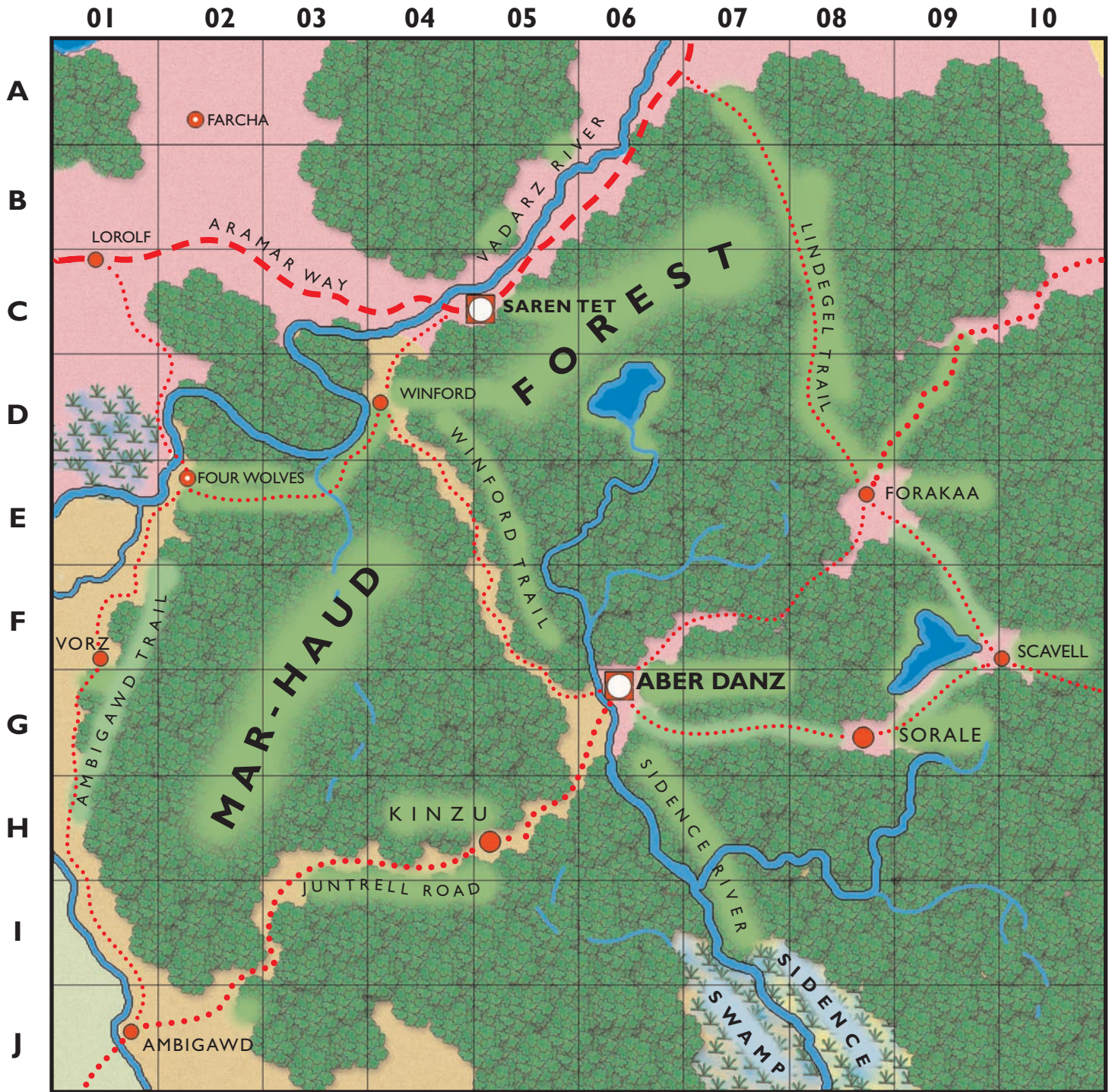
1. Fangaerian City States
2. Abosaria
3. Meletian Kingdom
4. Maurhaud'Feem



RANDOM ENCOUNTER MATRICES

Coastal	n/a	Village	CM
Desert	n/a	Ocean, Open	n/a
Forest	CC	Ocean, Coastal Area	n/a
Glacier	n/a	Ocean, Depths	n/a
Hills, Rough	CE	Lake, Freshwater, Surface	CQ
Mountains, High	CF	Lake, Freshwater, Depths	CR
Mountains, Low	CG	Lake, Saltwater, Surface	n/a
Plains, Scrub	CH	Lake, Saltwater, Depths	n/a
Salt Marsh	n/a	River Basin	CU
Swamp, Marsh	CJ	Aerial	CV
City	CK	Weather Chart	CW
Town	CL		

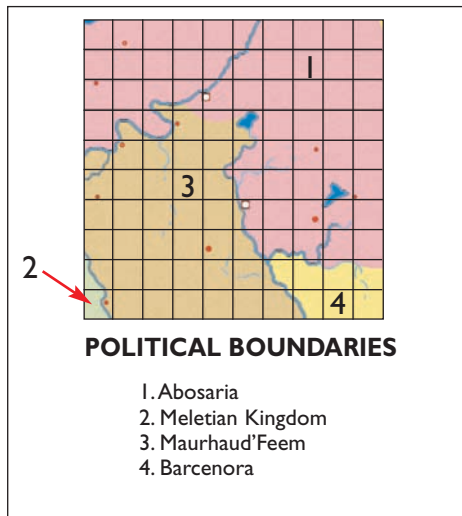
ABER DANZ



Scale in Miles

RANDOM ENCOUNTER MATRICES

Coastal	n/a	Village	CM
Desert	n/a	Ocean, Open	n/a
Forest	CC	Ocean, Coastal Area	n/a
Glacier	n/a	Ocean, Depths	n/a
Hills, Rough	CE	Lake, Freshwater, Surface	CQ
Mountains, High	n/a	Lake, Freshwater, Depths	CR
Mountains, Low	n/a	Lake, Saltwater, Surface	n/a
Plains, Scrub	CH	Lake, Saltwater, Depths	n/a
Salt Marsh	n/a	River Basin	CU
Swamp, Marsh	CJ	Aerial	CV
City	CK	Weather Chart	CW
Town	CL		



1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

D7-07

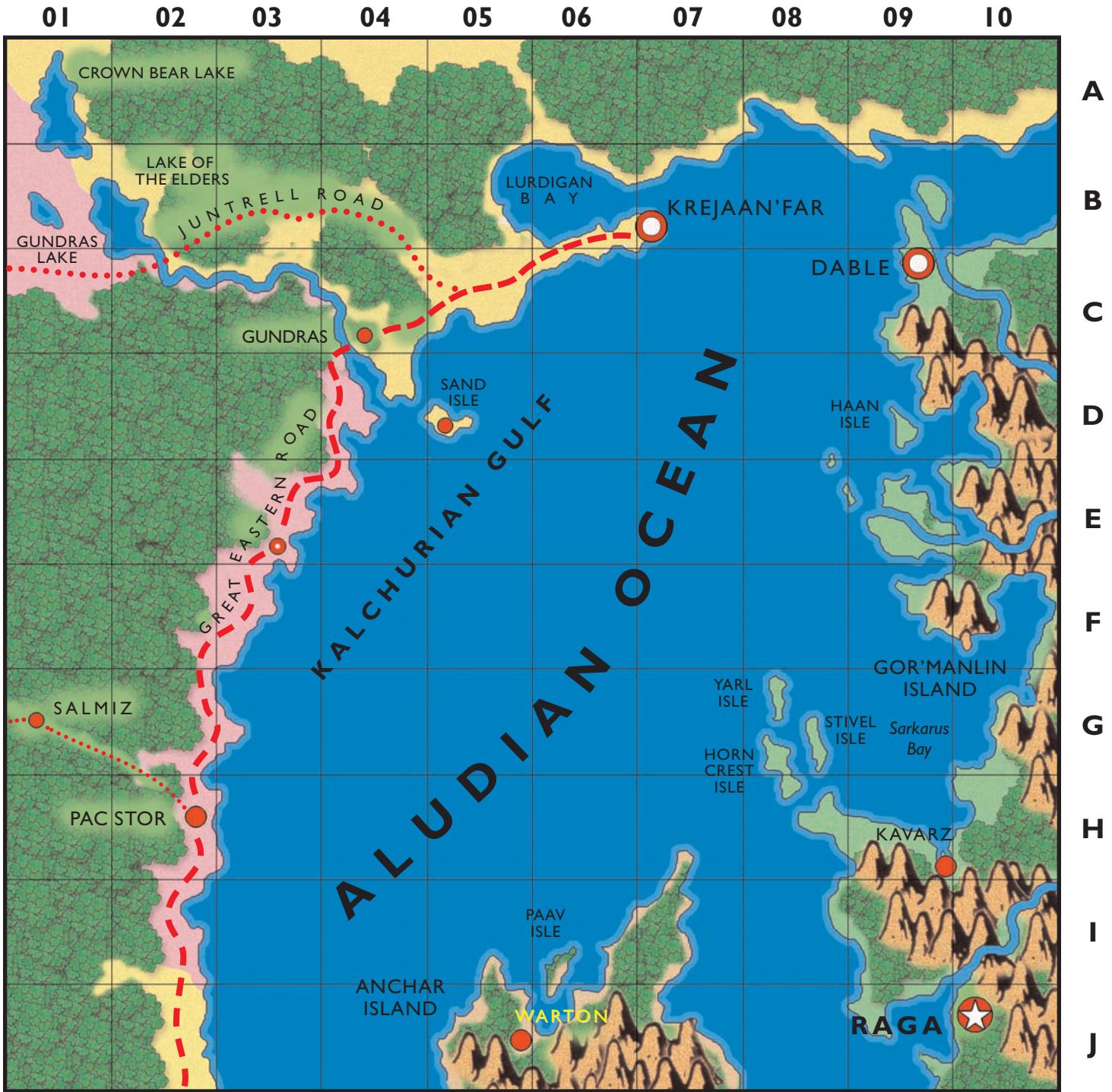
ADJOINING

D7-11

SHEETS

D7-12

RAGA



1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

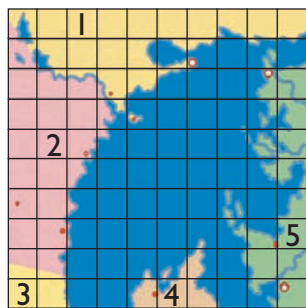
D7-08

ADJOINING

D7-12

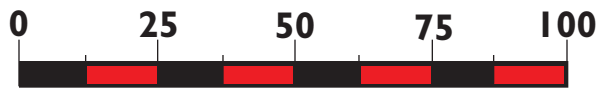
SHEETS

D8-09



POLITICAL BOUNDARIES

1. Kingdom of Ara'Kandeesh
2. Abosaria
3. Barcenora
4. Sargan'Mantz
5. Ragean Empire



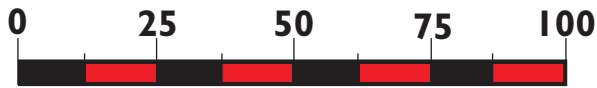
Scale in Miles

RANDOM ENCOUNTER MATRICES

Coastal	CA	Village	CM
Desert	n/a	Ocean, Open	CN
Forest	CC	Ocean, Coastal Area	CO
Glacier	n/a	Ocean, Depths	CP
Hills, Rough	CE	Lake, Freshwater, Surface	CQ
Mountains, High	CF	Lake, Freshwater, Depths	CR
Mountains, Low	CG	Lake, Saltwater, Surface	n/a
Plains, Scrub	CH	Lake, Saltwater, Depths	n/a
Salt Marsh	n/a	River Basin	CU
Swamp, Marsh	n/a	Aerial	CV
City	CK	Weather Chart	CW
Town	CL		

PARS FELL

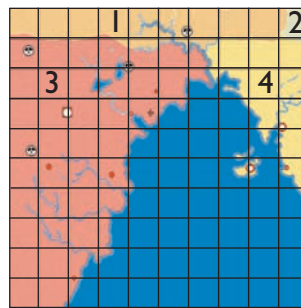
01 02 03 04 05 06 07 08 09 10



Scale in Miles

RANDOM ENCOUNTER MATRICES

Coastal	BA	Village	BM
Desert	n/a	Ocean, Open	BN
Forest	BC	Ocean, Coastal Area	BO
Glacier	n/a	Ocean, Depths	BP
Hills, Rough	BE	Lake, Freshwater, Surface	BQ
Mountains, High	BF	Lake, Freshwater, Depths	BR
Mountains, Low	BG	Lake, Saltwater, Surface	n/a
Plains, Scrub	BH	Lake, Saltwater, Depths	n/a
Salt Marsh	n/a	River Basin	BU
Swamp, Marsh	n/a	Aerial	BV
City	BK	Weather Chart	BW
Town	BL		



POLITICAL BOUNDARIES

1. Dwarven Clans of Praxter
2. Meletian Kingdom
3. Goremunyan Empire
4. Kingdom of Hazaar

1	2	3	4
5	6	7	8
9	10	11	12
B	14	15	16

COMPARATIVE POSITION

D7-09

ADJOINING

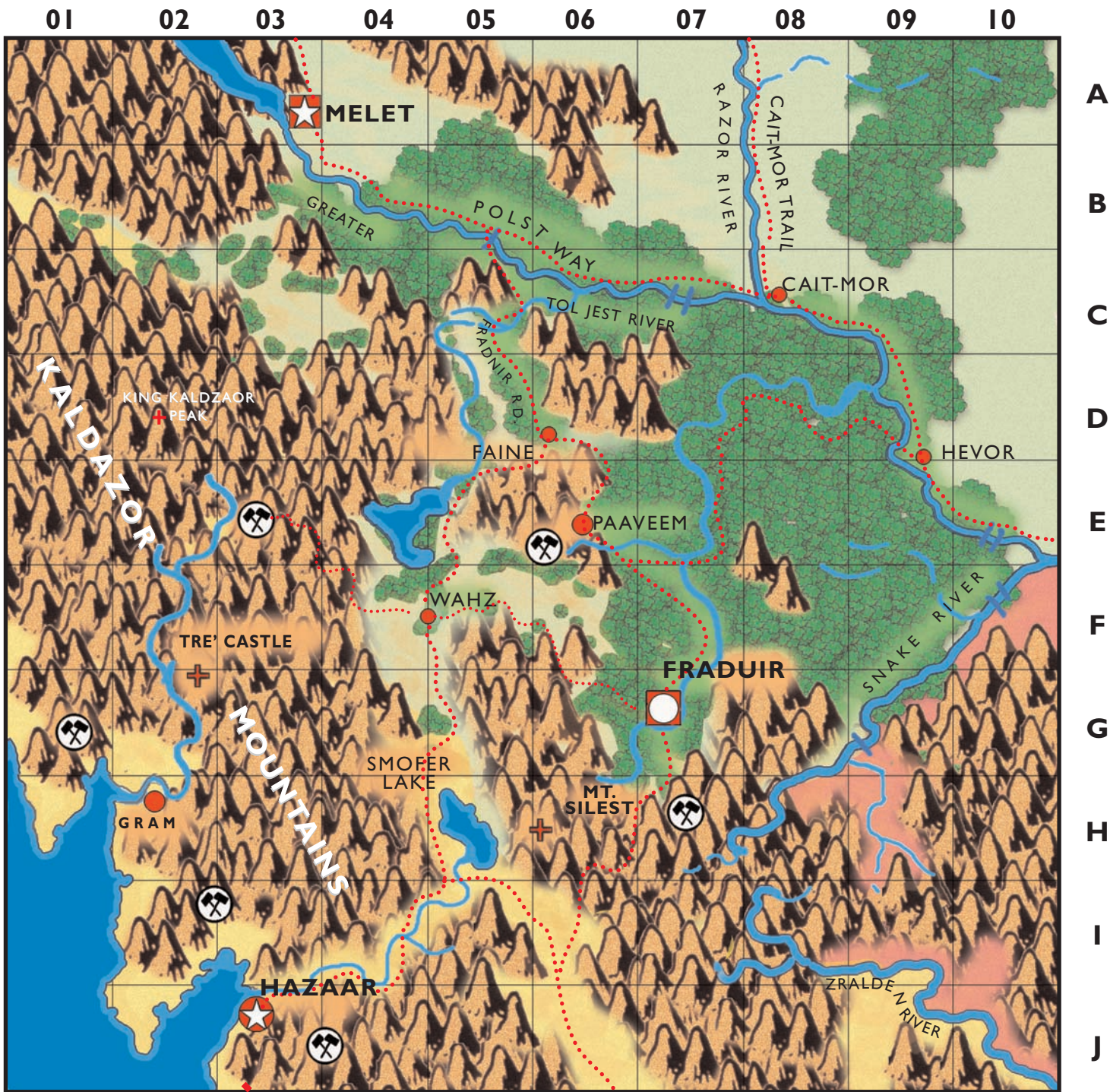
D7-13

SHEETS

D6-16

D7-14

MELET



1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

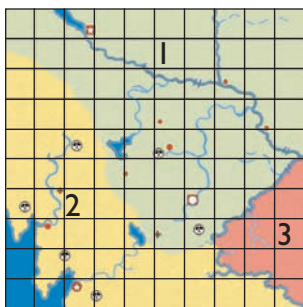
D7-10

ADJOINING

D7-14

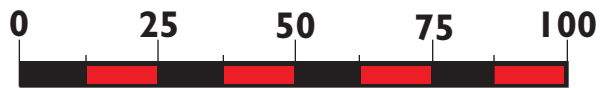
SHEETS

E7-02



POLITICAL BOUNDARIES

1. Meletian Kingdom
2. Kingdom of Hazaar
3. Kingdom of Polst

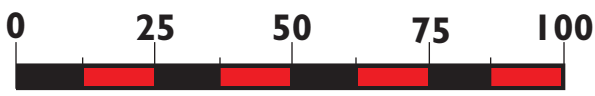
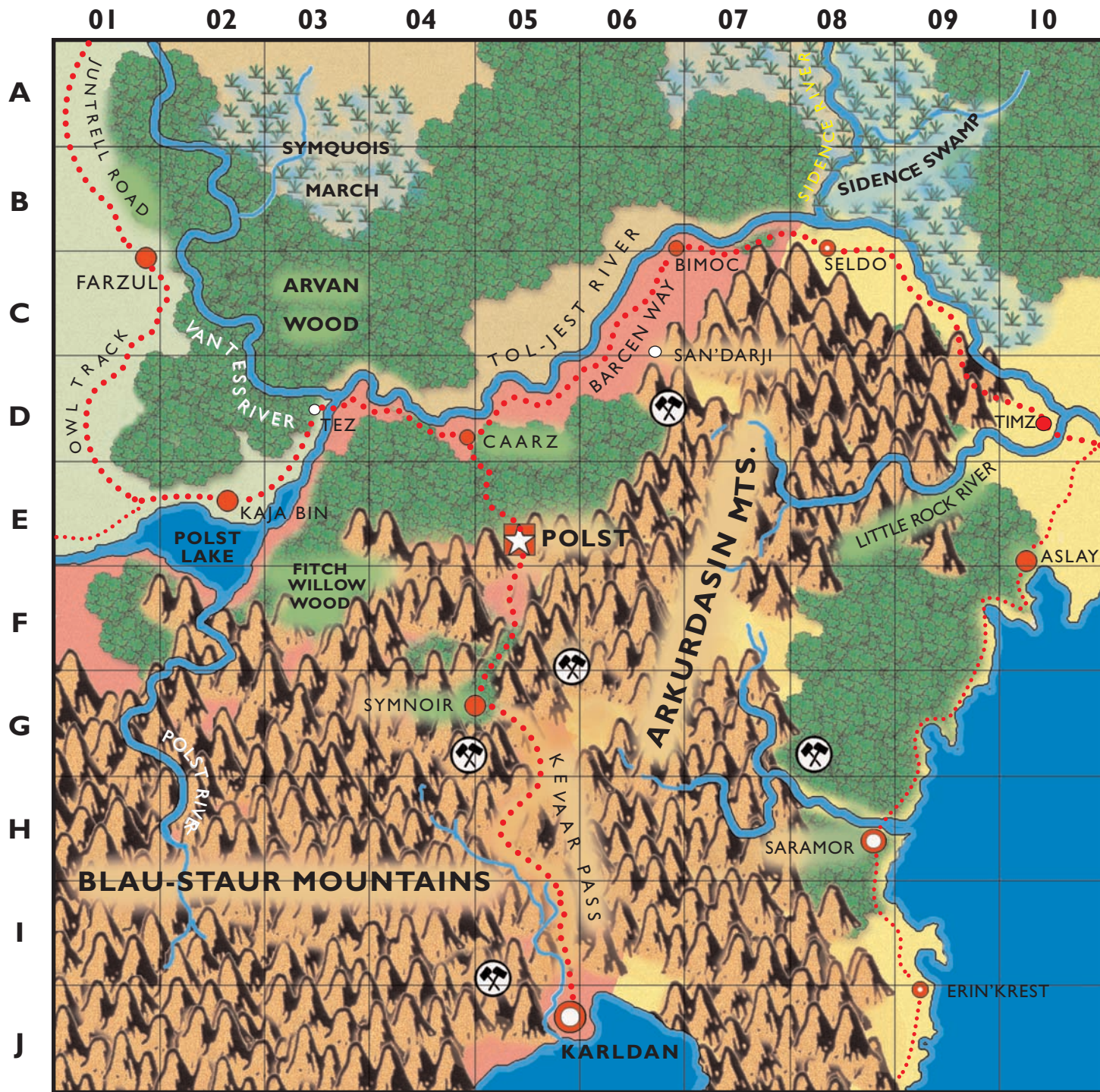


Scale in Miles

RANDOM ENCOUNTER MATRICES

Coastal	BA	Village	BM
Desert	n/a	Ocean, Open	BN
Forest	BC	Ocean, Coastal Area	BO
Glacier	n/a	Ocean, Depths	BP
Hills, Rough	BE	Lake, Freshwater, Surface	BQ
Mountains, High	BF	Lake, Freshwater, Depths	BR
Mountains, Low	BG	Lake, Saltwater, Surface	n/a
Plains, Scrub.	BH	Lake, Saltwater, Depths	n/a
Salt Marsh.	n/a	River Basin	BU
Swamp, Marsh.	n/a	Aerial	BV
City	BK	Weather Chart	BW
Town	BL		

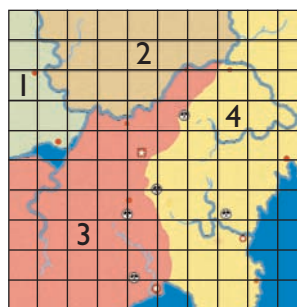
POLST



Scale in Miles

RANDOM ENCOUNTER MATRICES

Coastal	BA	Village	BM
Desert	n/a	Ocean, Open	BN
Forest	BC	Ocean, Coastal Area	BO
Glacier	n/a	Ocean, Depths	BP
Hills, Rough	BE	Lake, Freshwater, Surface	BQ
Mountains, High	BF	Lake, Freshwater, Depths	BR
Mountains, Low	BG	Lake, Saltwater, Surface	n/a
Plains, Scrub	BH	Lake, Saltwater, Depths	n/a
Salt Marsh	n/a	River Basin	BU
Swamp, Marsh	BJ	Aerial	BV
City	BK	Weather Chart	BW
Town	BL		



POLITICAL BOUNDARIES

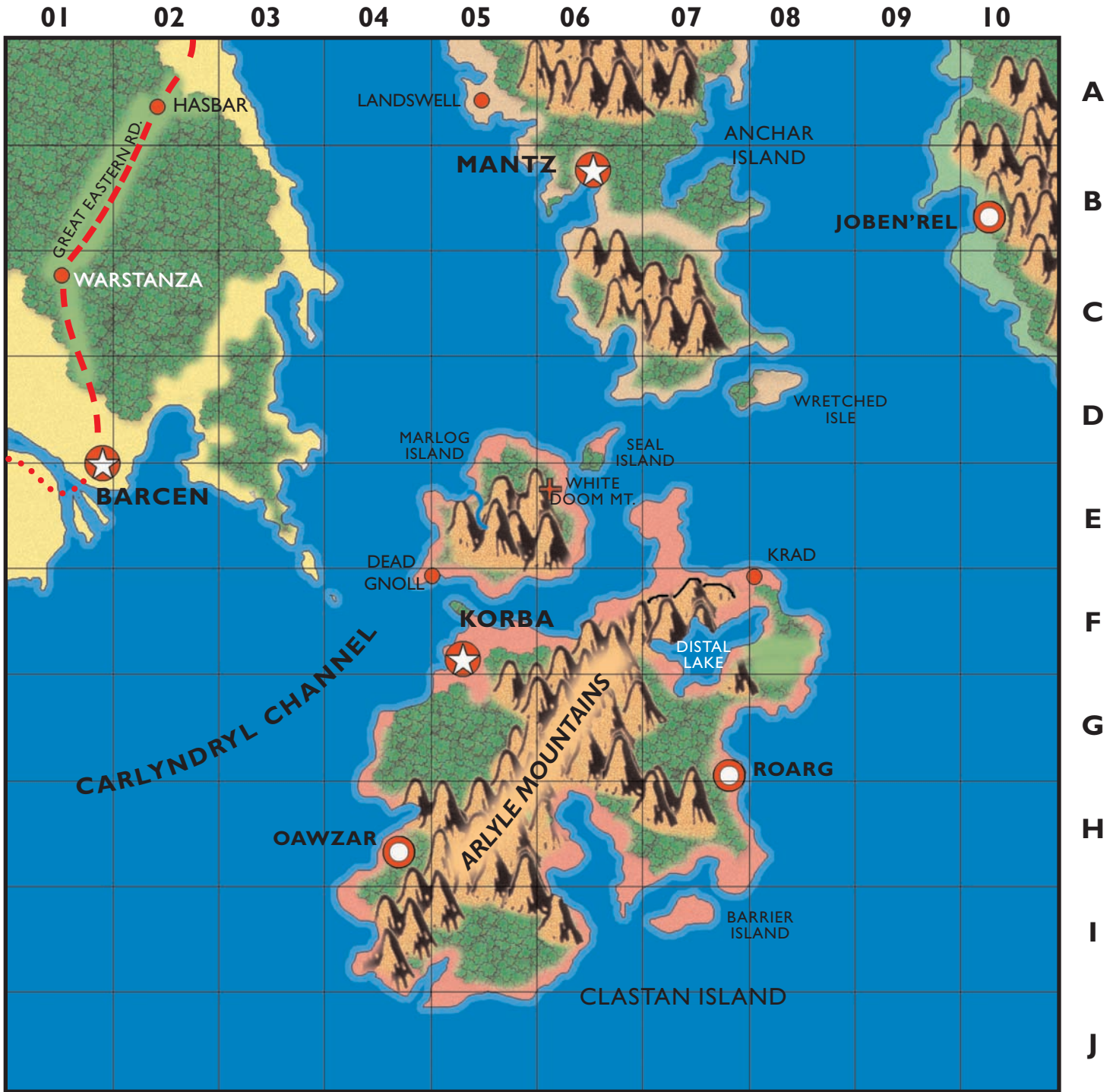
1. Meletian Kingdom
2. Maurhaud'Feem
3. Kingdom of Polst
4. Barcenora

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

D7-11			
ADJOINING			
D7-14	D7-15		D7-16
SHEETS			

BARCEN



1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

D7-12

ADJOINING

D7-16

SHEETS

D8-13



POLITICAL BOUNDARIES

1. Barcenora
2. Sargan'Mantz
3. Ragean Empire
4. Maldon City States



Scale in Miles

RANDOM ENCOUNTER MATRICES

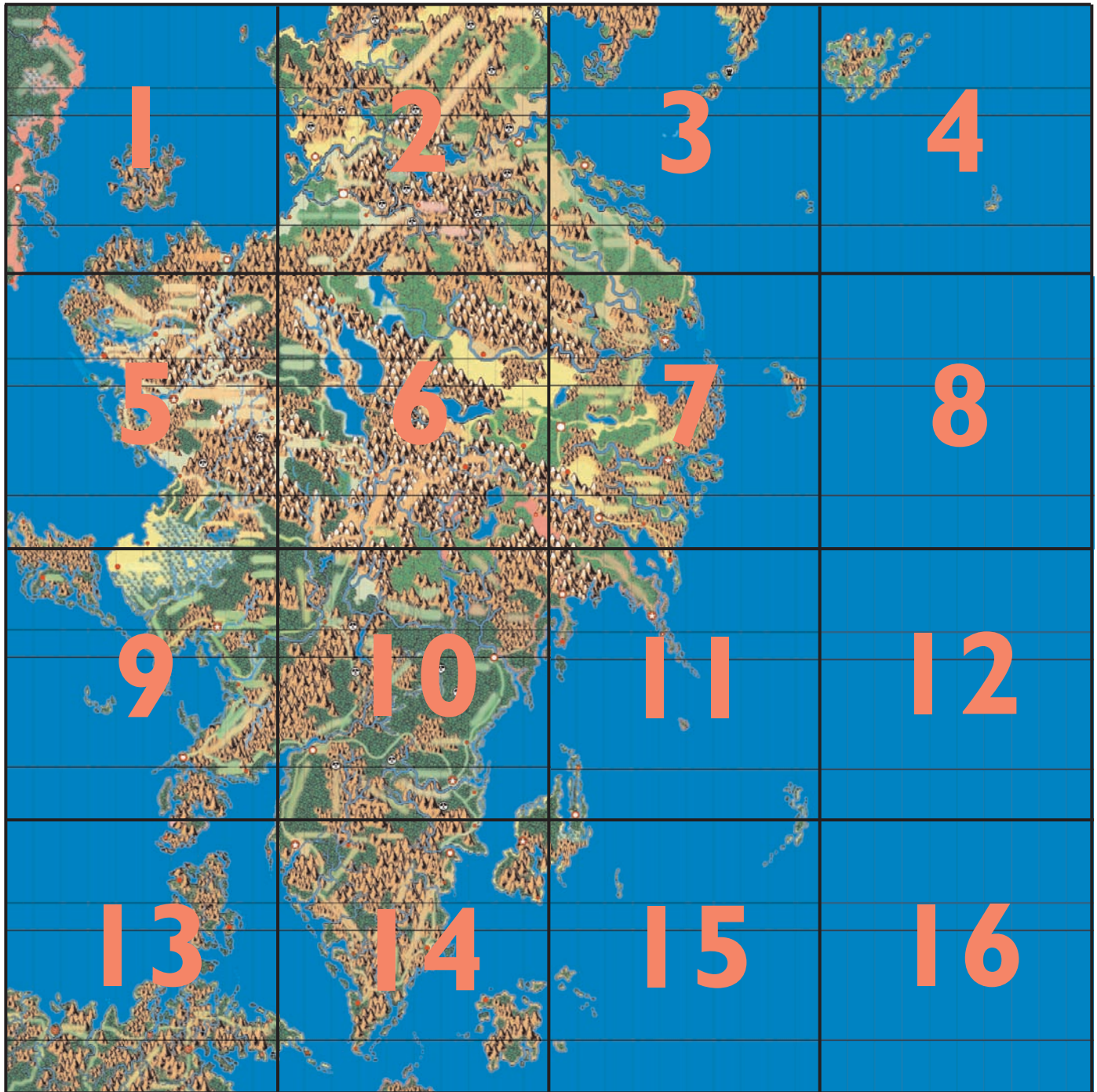
Coastal	BA	Village	BM
Desert	n/a	Ocean, Open	BN
Forest	BC	Ocean, Coastal Area	BO
Glacier	n/a	Ocean, Depths	BP
Hills, Rough	BE	Lake, Freshwater, Surface	BQ
Mountains, High	BF	Lake, Freshwater, Depths	BR
Mountains, Low	BG	Lake, Saltwater, Surface	n/a
Plains, Scrub	BH	Lake, Saltwater, Depths	n/a
Salt Marsh	n/a	River Basin	BU
Swamp, Marsh	n/a	Aerial	BV
City	BK	Weather Chart	BW
Town	BL		

Sector E-7

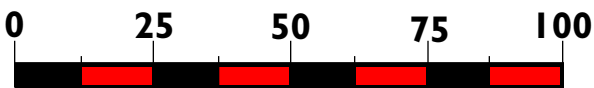
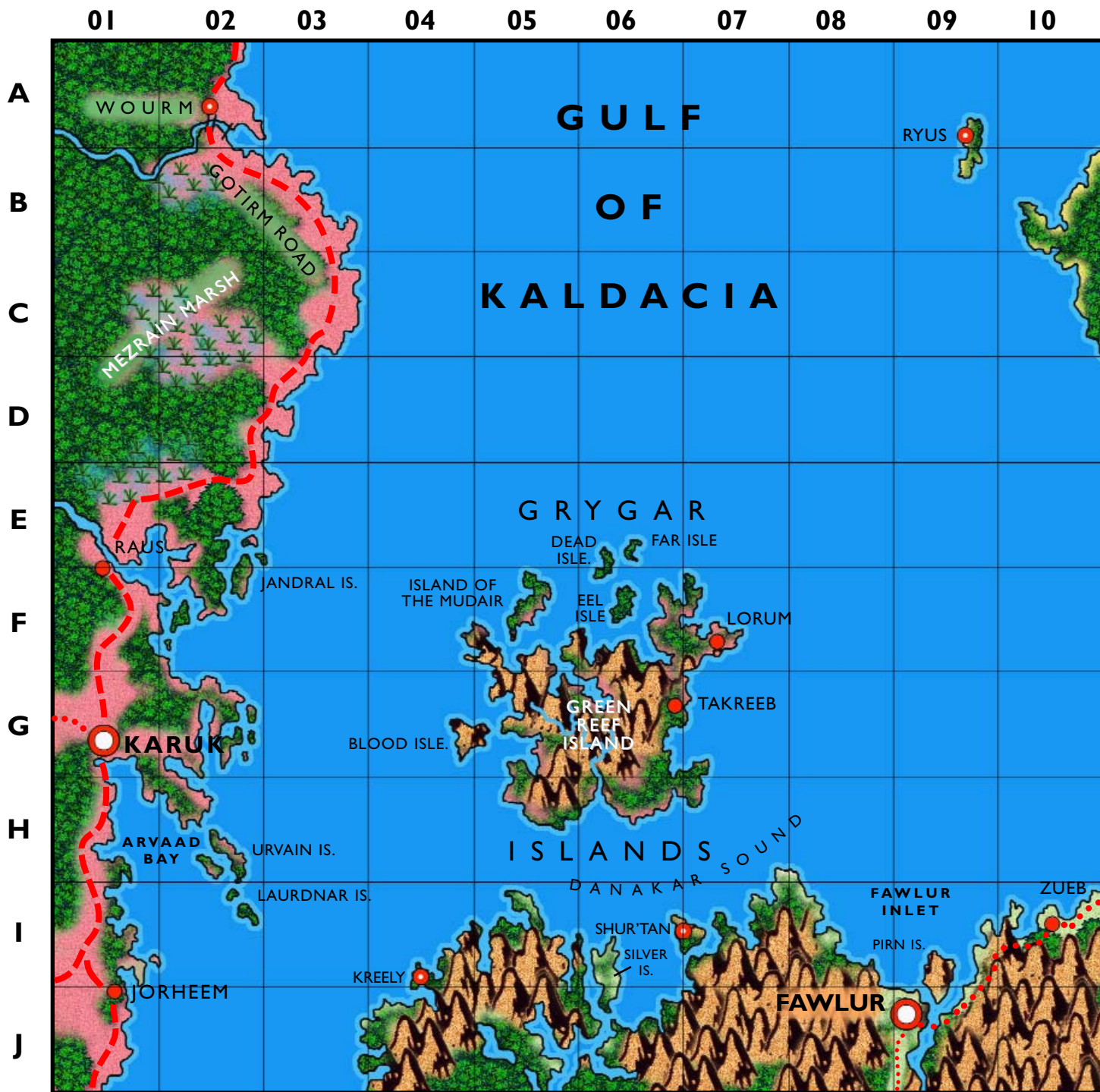
POLITICAL BOUNDARIES: SECTOR: E-7



TERRAIN MAP: SECTOR E7



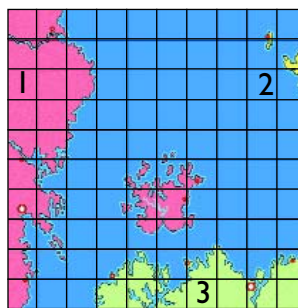
KARUK



Scale in Miles

RANDOM ENCOUNTER MATRICES

Coastal	BA	Village	BM
Desert	n/a	Ocean, Open	BN
Forest	BC	Ocean, Coastal Area	BO
Glacier	n/a	Ocean, Depths	BP
Hills, Rough	BE	Lake, Freshwater, Surface	BQ
Mountains, High	BF	Lake, Freshwater, Depths	BR
Mountains, Low	BG	Lake, Saltwater, Surface	BS
Plains, Scrub	BH	Lake, Saltwater, Depths	BT
Salt Marsh	BI	River Basin	BU
Swamp, Marsh	BJ	Aerial	BV
City	BK	Weather Chart	BV
Town	BL		



POLITICAL BOUNDARIES

1. Goremunyan Empire
2. Kingdom of Hazaar
3. Gnador

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

D7-13

ADJOINING

E7-01

SHEETS

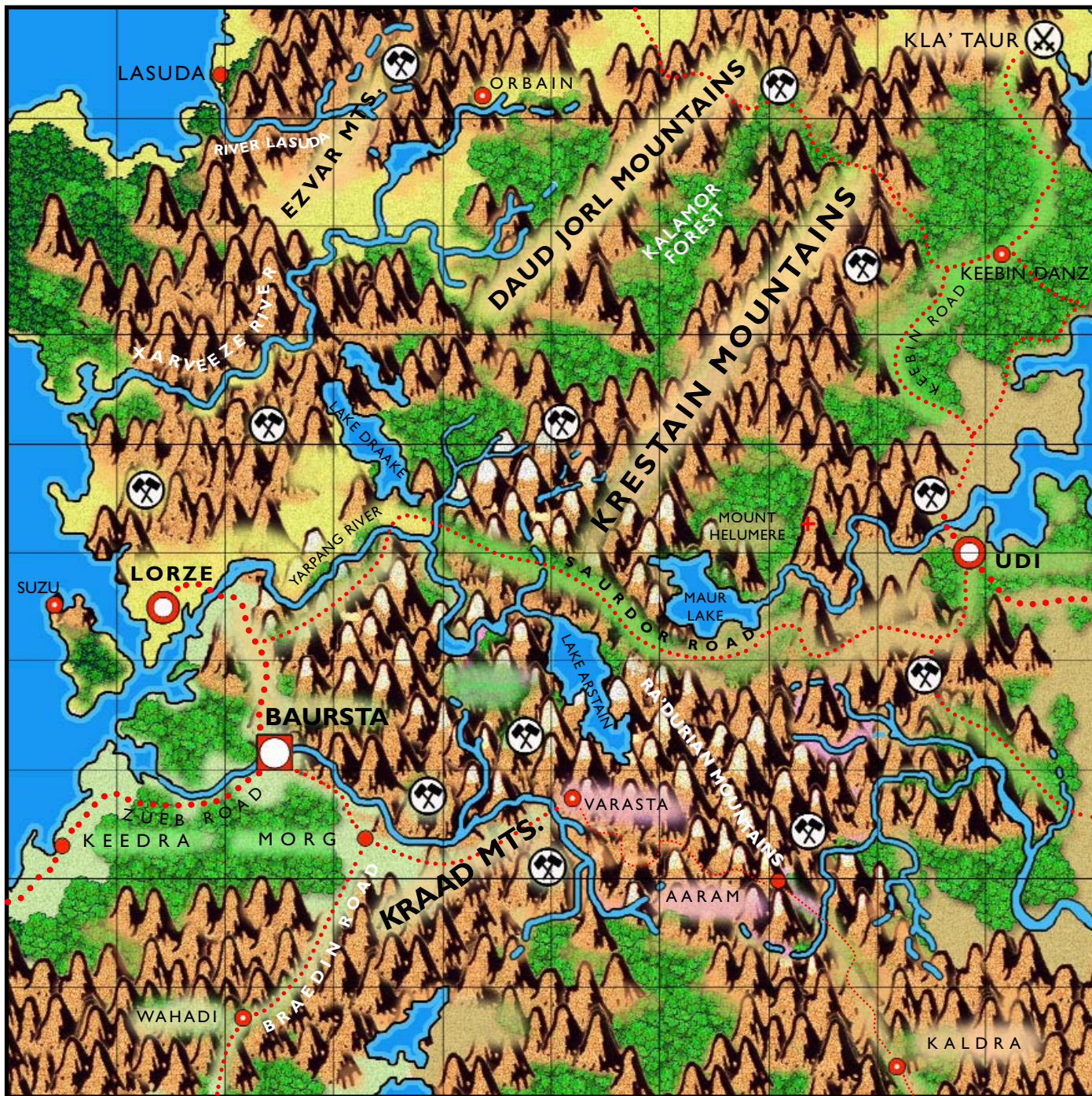
E7-05

E6-04

E7-02

BAURSTA

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9	10	11	12
13	14	15	16

COMPARATIVE POSITION

D7-14

ADJOINING

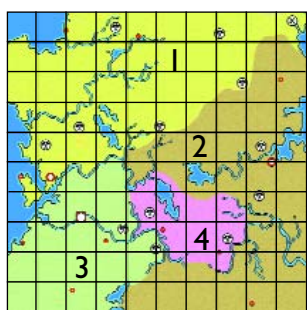
E7-02

SHEETS

E7-06

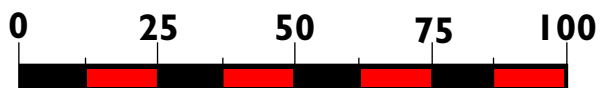
E7-01

E7-03



POLITICAL BOUNDARIES

1. Kingdom of Hazaar
2. Kal Dez
3. Gnardor
4. Kraad

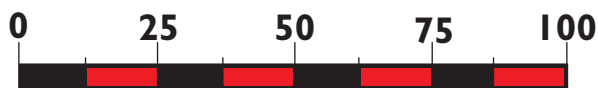
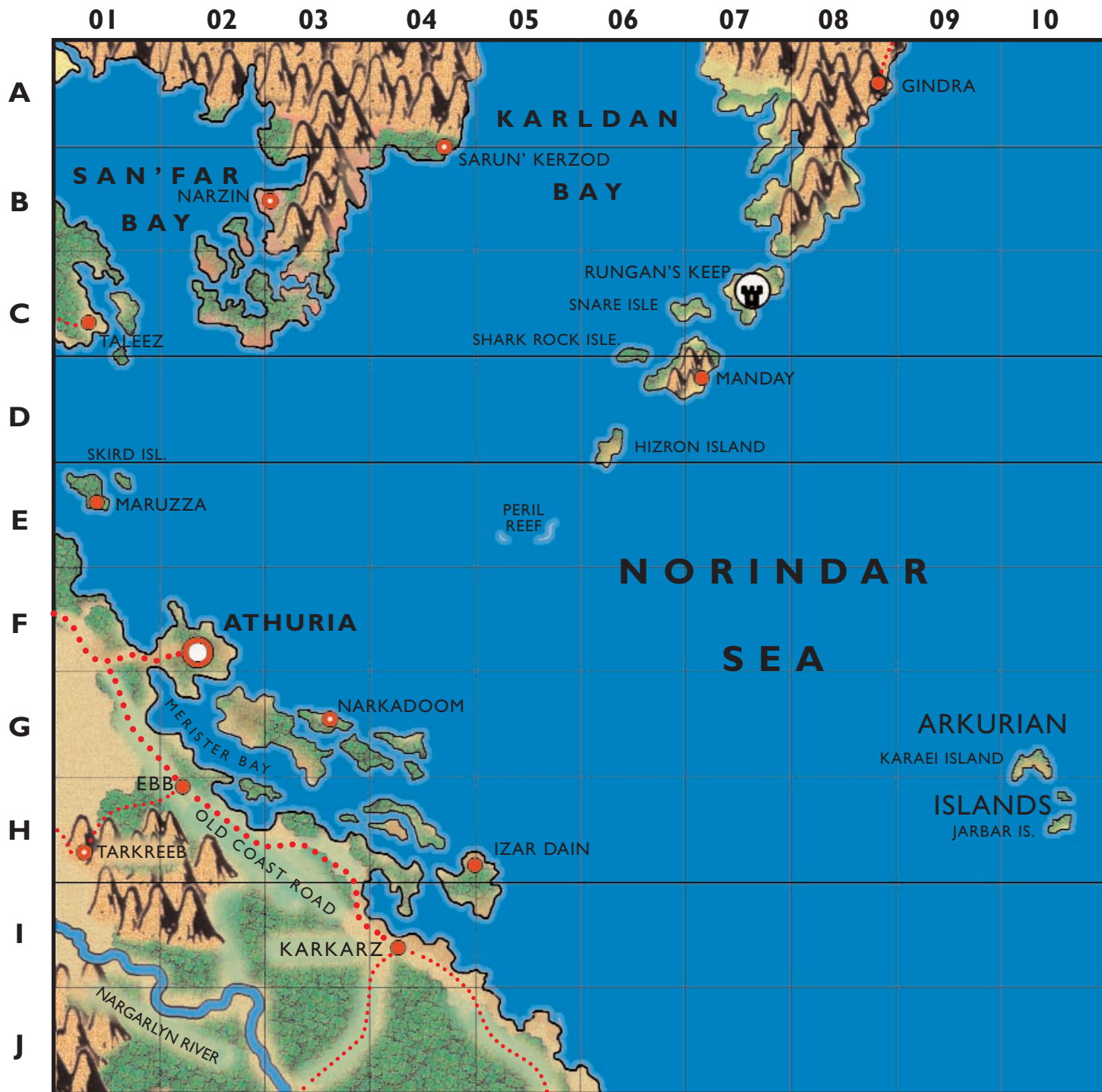


Scale in Miles

RANDOM ENCOUNTER MATRICES

Coastal	BA	Village	BM
Desert	n/a	Ocean, Open	BN
Forest	BC	Ocean, Coastal Area	BO
Glacier	BD	Ocean, Depths	BP
Hills, Rough	BE	Lake, Freshwater, Surface	BQ
Mountains, High	BF	Lake, Freshwater, Depths	BR
Mountains, Low	BG	Lake, Saltwater, Surface	BS
Plains, Scrub	BH	Lake, Saltwater, Depths	BT
Salt Marsh	BI	River Basin	BU
Swamp, Marsh	BJ	Aerial	BV
City	BK	Weather Chart	BW
Town	BL		

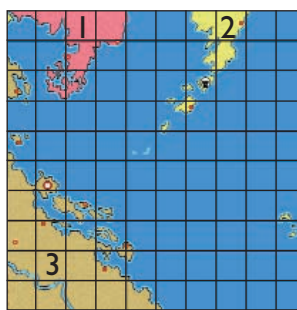
ATHURIA



Scale in Miles

RANDOM ENCOUNTER MATRICES

Coastal	BA	Village	BM
Desert	n/a	Ocean, Open	BN
Forest	BC	Ocean, Coastal Area	BO
Glacier	BD	Ocean, Depths	BP
Hills, Rough	BE	Lake, Freshwater, Surface	BQ
Mountains, High	BF	Lake, Freshwater, Depths	BR
Mountains, Low	BG	Lake, Saltwater, Surface	BS
Plains, Scrub	BH	Lake, Saltwater, Depths	BT
Salt Marsh	BI	River Basin	BU
Swamp, Marsh	BJ	Aerial	BV
City	BK	Weather Chart	BW
Town	BL		



POLITICAL BOUNDARIES

1. Kingdom of Polst
2. Barcenora
3. Kal Dez

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

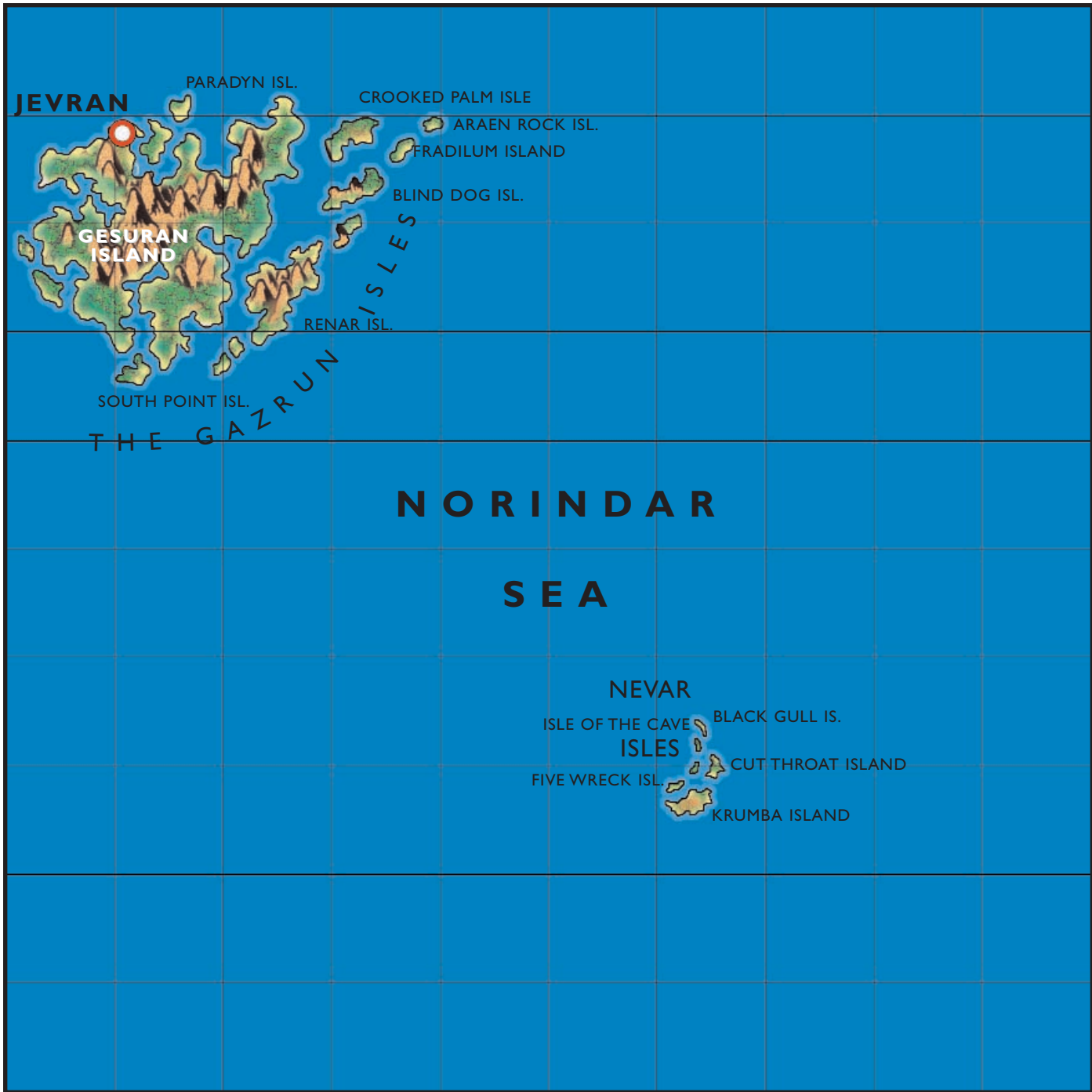
D7-15

ADJOINING
E7-03
SHEETS

E7-02 E7-04

JEVRAN

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1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

D7-16

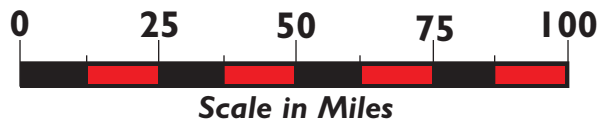
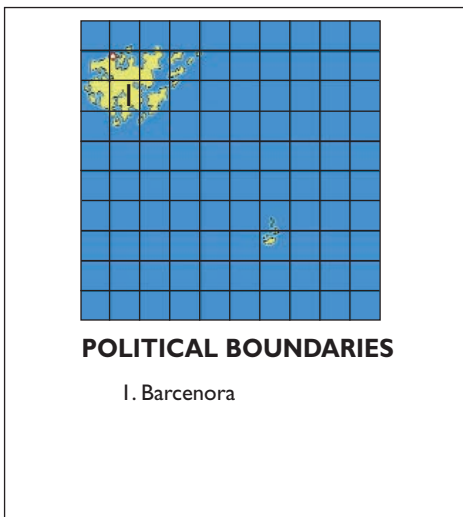
ADJOINING

E7-04

SHEETS

E7-08

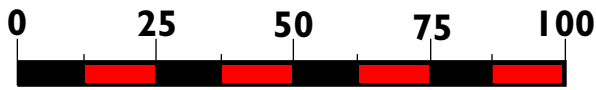
E7-03 **E8-01**



RANDOM ENCOUNTER MATRICES

Coastal	BA	Village	BM
Desert	n/a	Ocean, Open	BN
Forest	BC	Ocean, Coastal Area	BO
Glacier	BD	Ocean, Depths	BP
Hills, Rough	BE	Lake, Freshwater, Surface	BQ
Mountains, High	BF	Lake, Freshwater, Depths	BR
Mountains, Low	BG	Lake, Saltwater, Surface	BS
Plains, Scrub	BH	Lake, Saltwater, Depths	BT
Salt Marsh	BI	River Basin	BU
Swamp, Marsh	BJ	Aerial	BV
City	BK	Weather Chart	BW
Town	BL		

KRITARI' SUMEEN



Scale in Miles

RANDOM ENCOUNTER MATRICES

Coastal	BA	Village	BM
Desert	n/a	Ocean, Open	BN
Forest	BC	Ocean, Coastal Area	BO
Glacier	BD	Ocean, Depths	BP
Hills, Rough	BE	Lake, Freshwater, Surface	BQ
Mountains, High	BF	Lake, Freshwater, Depths	BR
Mountains, Low	BG	Lake, Saltwater, Surface	BS
Plains, Scrub.	BH	Lake, Saltwater, Depths	BT
Salt Marsh	BI	River Basin	BU
Swamp, Marsh	BJ	Aerial	BV
City	BK	Weather Chart	BW
Town	BL		

POLITICAL BOUNDARIES

- Goremunyan Empire
- Gnardor
- Parzey
- Da'Neer

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

E7-01

ADJOINING

E7-05

SHEETS

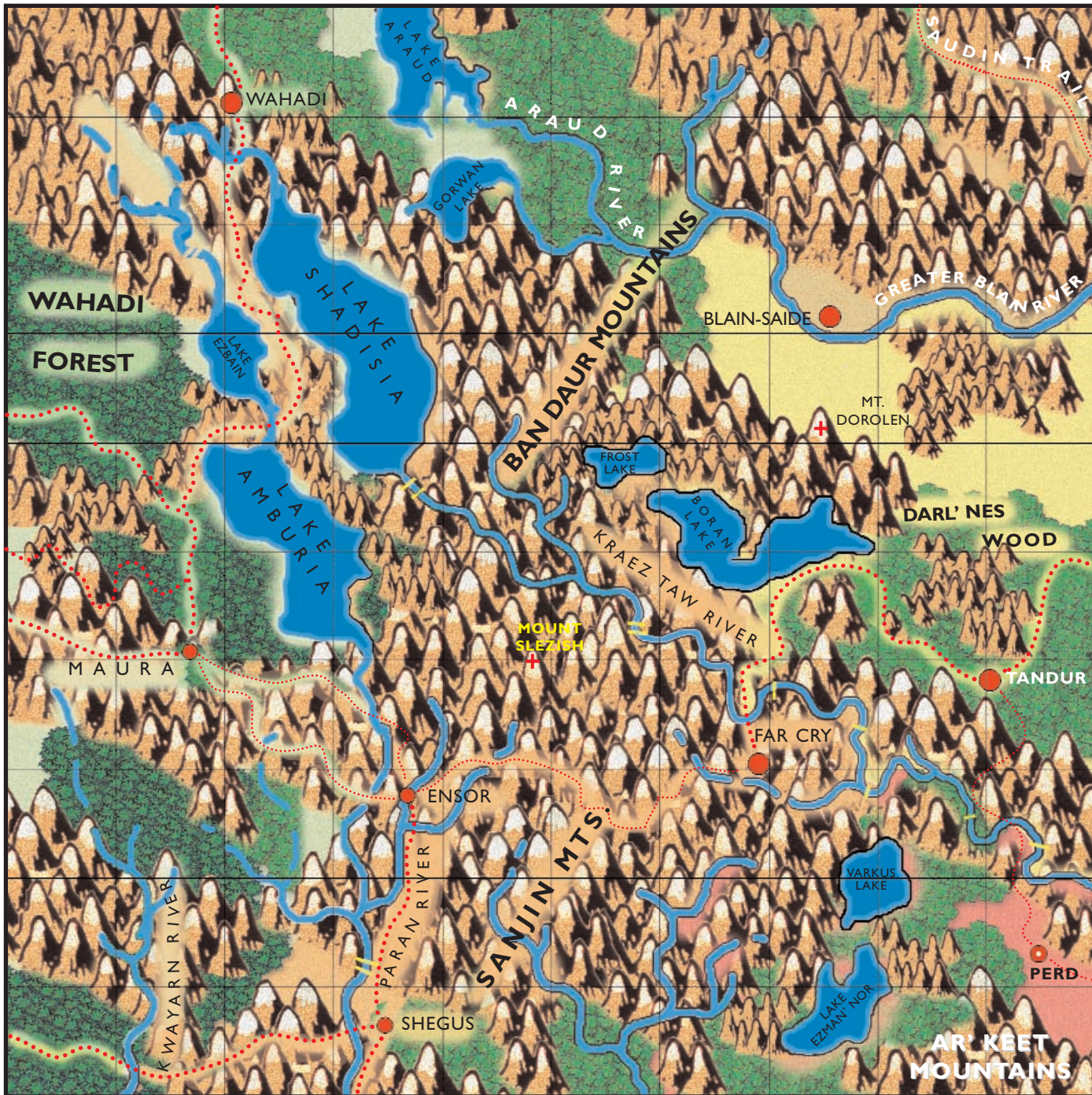
E7-06

E6-08

E7-09

BLAIN-SAIDE

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1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

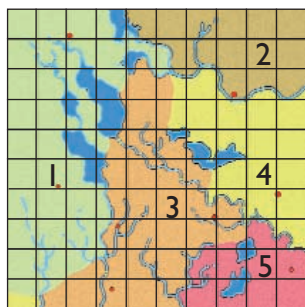
E7-02

ADJOINING

E7-05 **E7-06** **E7-07**

SHEETS

E7-10



POLITICAL BOUNDARIES

1. Gnardor
2. Kal Dez
3. Rarkin Kaldish
4. Zumbra
5. Saryn Ar'Keet



Scale in Miles

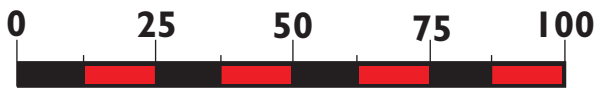
RANDOM ENCOUNTER MATRICES

Coastal	BA	Village	BM
Desert	n/a	Ocean, Open	BN
Forest	BC	Ocean, Coastal Area	BO
Glacier	BD	Ocean, Depths	BP
Hills, Rough	BE	Lake, Freshwater, Surface	BQ
Mountains, High	BF	Lake, Freshwater, Depths	BR
Mountains, Low	BG	Lake, Saltwater, Surface	BS
Plains, Scrub	BH	Lake, Saltwater, Depths	BT
Salt Marsh	BI	River Basin	BU
Swamp, Marsh	BJ	Aerial	BV
City	BK	Weather Chart	BW
Town	BL		

KAL DEZ AMARNCA

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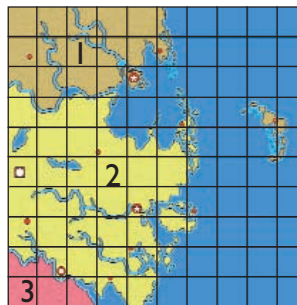
A
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Scale in Miles

RANDOM ENCOUNTER MATRICES

Coastal	BA	Village	BM
Desert	n/a	Ocean, Open	BN
Forest	BC	Ocean, Coastal Area	BO
Glacier	BD	Ocean, Depths	BP
Hills, Rough	BE	Lake, Freshwater, Surface	BQ
Mountains, High	BF	Lake, Freshwater, Depths	BR
Mountains, Low	BG	Lake, Saltwater, Surface	BS
Plains, Scrub	BH	Lake, Saltwater, Depths	BT
Salt Marsh	BI	River Basin	BU
Swamp, Marsh	Bj	Aerial	BV
City	BK	Weather Chart	BW
Town	BL		



POLITICAL BOUNDARIES

1. Kal Dez
2. Zumbra
3. Saryn Ar' Keet

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

E7-03

ADJOINING

E7-07

SHEETS

E7-11

E7-08 — OPEN OCEAN

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A L U D I A N
O C E A N

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

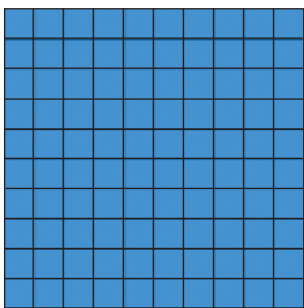
E7-04

ADJOINING

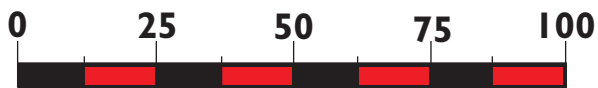
E7-08

SHEETS

E8-05



POLITICAL BOUNDARIES



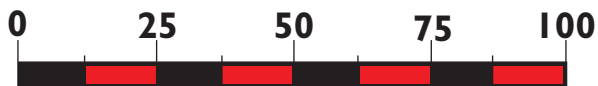
Scale in Miles

RANDOM ENCOUNTER MATRICES

Coastal	n/a	Village	n/a
Desert	n/a	Ocean, Open	AN
Forest	n/a	Ocean, Coastal Area	AO
Glacier	n/a	Ocean, Depths	AP
Hills, Rough	n/a	Lake, Freshwater, Surface	n/a
Mountains, High	n/a	Lake, Freshwater, Depths	n/a
Mountains, Low	n/a	Lake, Saltwater, Surface	n/a
Plains, Scrub	n/a	Lake, Saltwater, Depths	n/a
Salt Marsh	n/a	River Basin	n/a
Swamp, Marsh	n/a	Aerial	AV
City	n/a	Weather Chart	AW
Town	n/a		

DUMARII

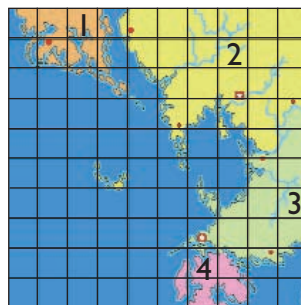
01 02 03 04 05 06 07 08 09 10



Scale in Miles

RANDOM ENCOUNTER MATRICES

Coastal	AA	Village	AM
Desert	n/a	Ocean, Open	AN
Forest	AC	Ocean, Coastal Area	AO
Glacier	n/a	Ocean, Depths	AP
Hills, Rough	AE	Lake, Freshwater, Surface	AQ
Mountains, High	AF	Lake, Freshwater, Depths	AR
Mountains, Low	AG	Lake, Saltwater, Surface	AS
Plains, Scrub	AH	Lake, Saltwater, Depths	AT
Salt Marsh	AI	River Basin	AU
Swamp, Marsh	AJ	Aerial	AV
City	AK	Weather Chart	AW
Town	AL		



POLITICAL BOUNDARIES

1. Prazey
2. Da'Neer
3. Arangesh
4. Kakreed

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

E7-05

ADJOINING

E7-09

SHEETS

E6-12

E7-10

BAE' MARNCA

01 02 03 04 05 06 07 08 09 10



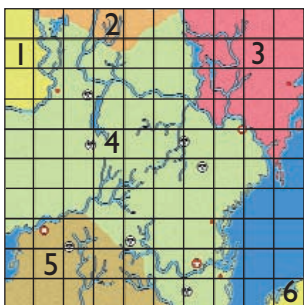
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1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

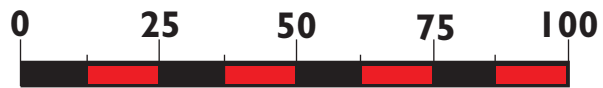
E7-06

ADJOINING	E7-10	E7-11
SHEETS		
E7-14		



POLITICAL BOUNDARIES

1. Da'Neer
2. Rarkin Kaldish
3. Saryn Ar'Keet
4. Arangesh
5. Barsara
6. Tulmar



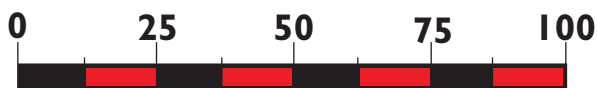
Scale in Miles

RANDOM ENCOUNTER MATRICES

Coastal	AA	Village	AM
Desert	n/a	Ocean, Open	AN
Forest	AC	Ocean, Coastal Area	AO
Glacier	AD	Ocean, Depths	AP
Hills, Rough	AE	Lake, Freshwater, Surface	AQ
Mountains, High	AF	Lake, Freshwater, Depths	AR
Mountains, Low	AG	Lake, Saltwater, Surface	AS
Plains, Scrub	AH	Lake, Saltwater, Depths	AT
Salt Marsh	AI	River Basin	AU
Swamp, Marsh	AJ	Aerial	AV
City	AK	Weather Chart	AW
Town	AL		

CRIJARRI

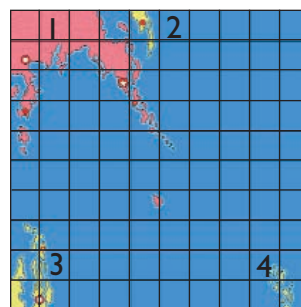
01 02 03 04 05 06 07 08 09 10



Scale in Miles

RANDOM ENCOUNTER MATRICES

Coastal	AA	Village	AM
Desert	n/a	Ocean, Open	AN
Forest	AC	Ocean, Coastal Area	AO
Glacier	n/a	Ocean, Depths	AP
Hills, Rough	AE	Lake, Freshwater, Surface	AQ
Mountains, High	AF	Lake, Freshwater, Depths	AR
Mountains, Low	AG	Lake, Saltwater, Surface	AS
Plains, Scrub	AH	Lake, Saltwater, Depths	AT
Salt Marsh	AI	River Basin	AU
Swamp, Marsh	AJ	Aerial	AV
City	AK	Weather Chart	AV
Town	AL		



POLITICAL BOUNDARIES

1. Saryn Ar'Keet
2. Zumbra
3. Tulmar
4. Rada Anyaar Islands

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

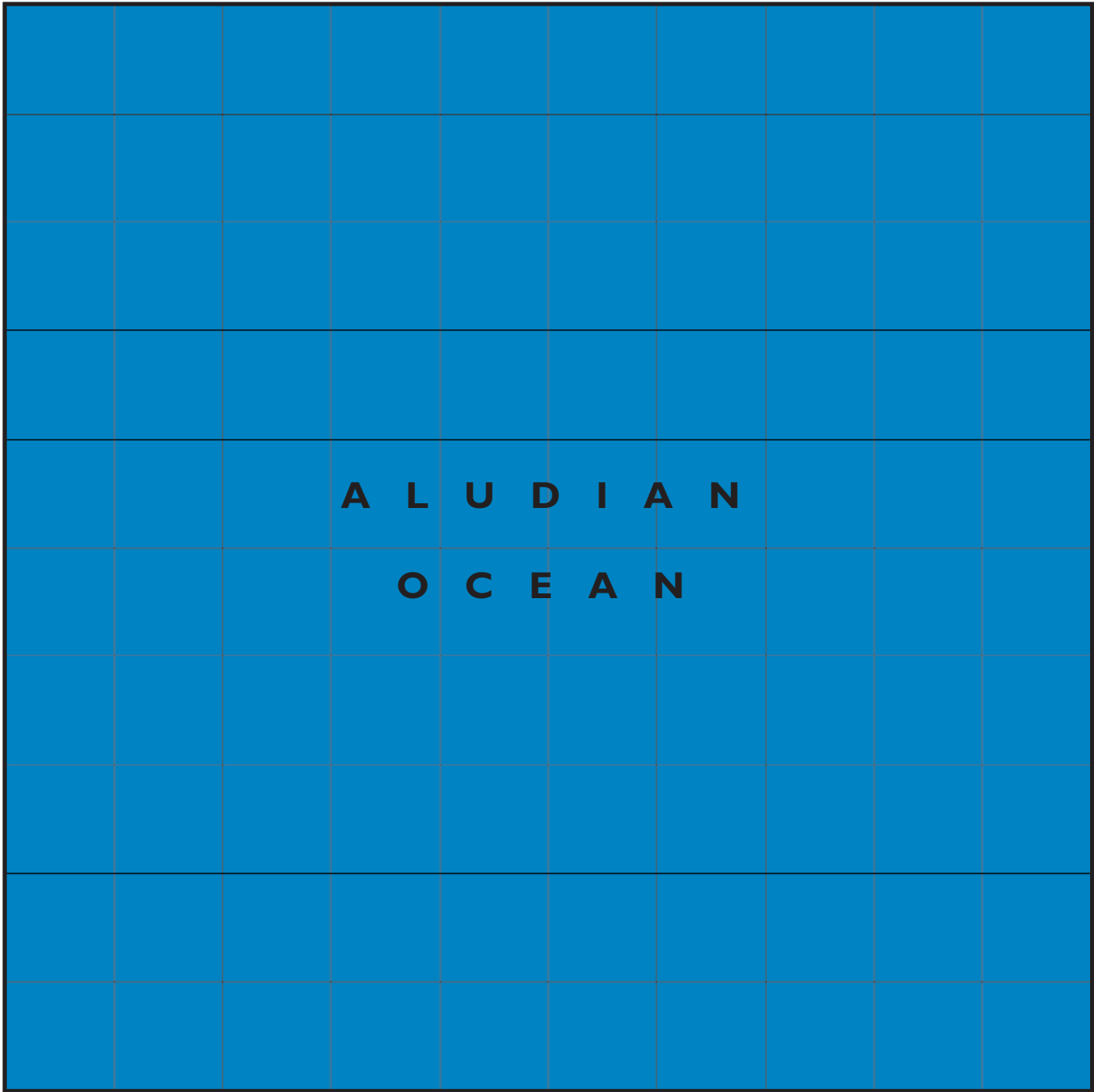
COMPARATIVE POSITION

E7-07			
ADJOINING			
E7-10	E7-11		E7-12
SHEETS			

E7-12 — OPEN OCEAN

01 02 03 04 05 06 07 08 09 10

A
B
C
D
E
F
G
H
I
J



1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

E7-08

ADJOINING

E7-12

SHEETS

E8-09

POLITICAL BOUNDARIES



Scale in Miles

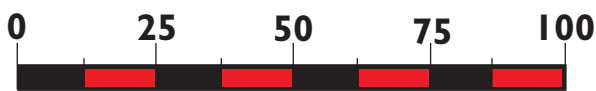
RANDOM ENCOUNTER MATRICES

Coastal	n/a	Village	n/a
Desert	n/a	Ocean, Open	AN
Forest	n/a	Ocean, Coastal Area	AO
Glacier	n/a	Ocean, Depths	AP
Hills, Rough	n/a	Lake, Freshwater, Surface	n/a
Mountains, High	n/a	Lake, Freshwater, Depths	n/a
Mountains, Low	n/a	Lake, Saltwater, Surface	n/a
Plains, Scrub	n/a	Lake, Saltwater, Depths	n/a
Salt Marsh	n/a	River Basin	n/a
Swamp, Marsh	n/a	Aerial	AV
City	n/a	Weather Chart	AW
Town	n/a		

SLAWD

01 02 03 04 05 06 07 08 09 10

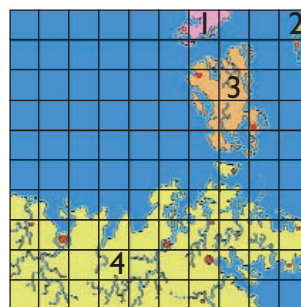
A
B
C
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E
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I
J



Scale in Miles

RANDOM ENCOUNTER MATRICES

Coastal	AA	Village	AM
Desert	n/a	Ocean, Open	AN
Forest	AC	Ocean, Coastal Area	AO
Glacier	n/a	Ocean, Depths	AP
Hills, Rough	AE	Lake, Freshwater, Surface	AQ
Mountains, High	AF	Lake, Freshwater, Depths	AR
Mountains, Low	AG	Lake, Saltwater, Surface	AS
Plains, Scrub	AH	Lake, Saltwater, Depths	AT
Salt Marsh	AI	River Basin	AU
Swamp, Marsh	AJ	Aerial	AV
City	AK	Weather Chart	AW
Town	AL		



POLITICAL BOUNDARIES

1. Dwarven Clans of Praxter
2. Meletian Kingdom
3. Goremunyan Empire
4. Kingdom of Hazaar

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

E7-09

ADJOINING

E7-13

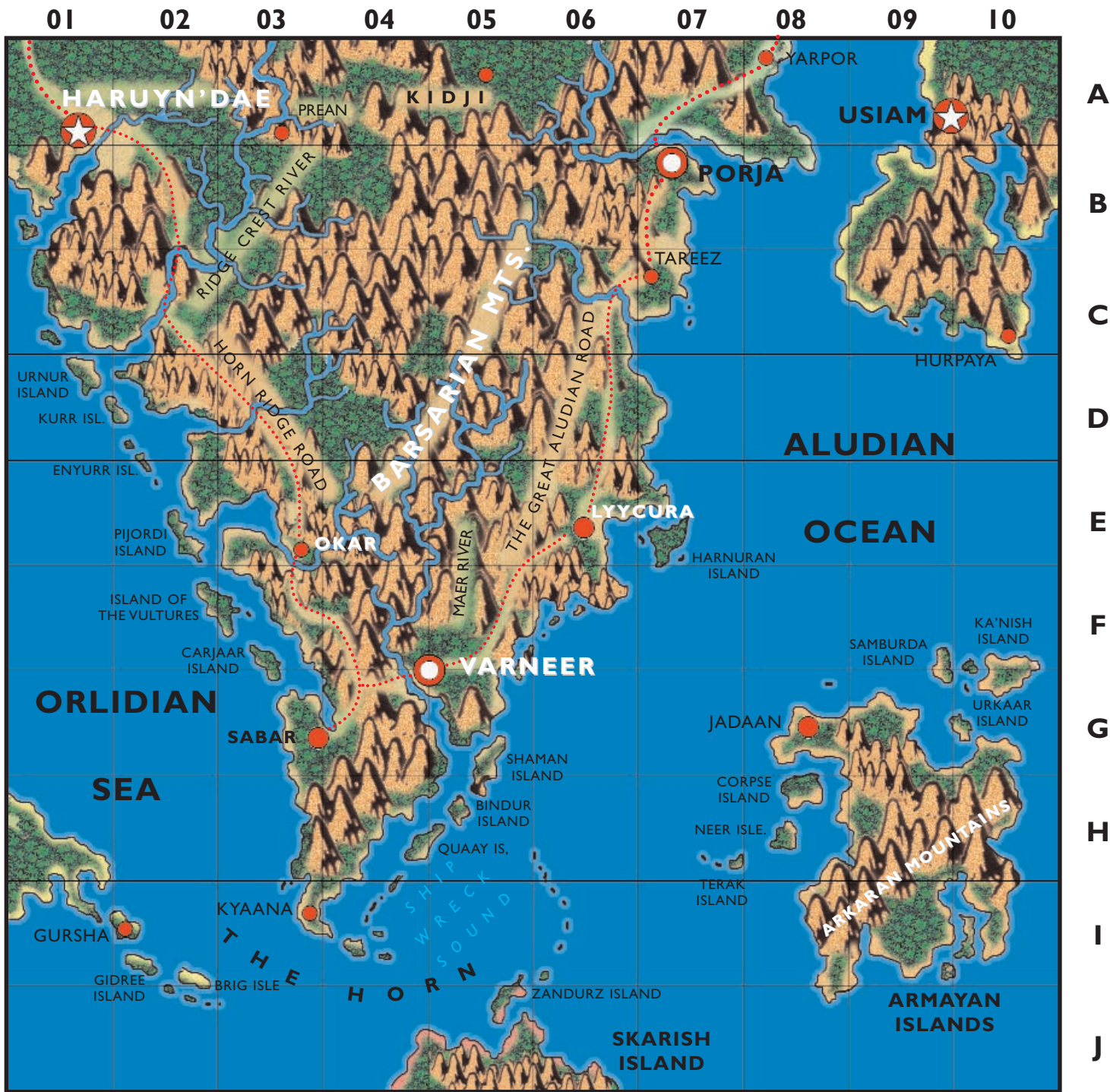
SHEETS

E6-9

F7-01

E7-14

HARUYN'DAE



1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

E7-10

ADJOINING

E7-13 **E7-14** **E7-15**

E7-14

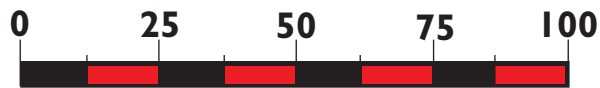
SHEETS

F7-02



POLITICAL BOUNDARIES

1. Barsara
2. Arangesh
3. Tulmar
4. Graduria
5. Arkar Armaas
6. Skarish

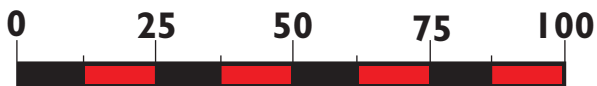
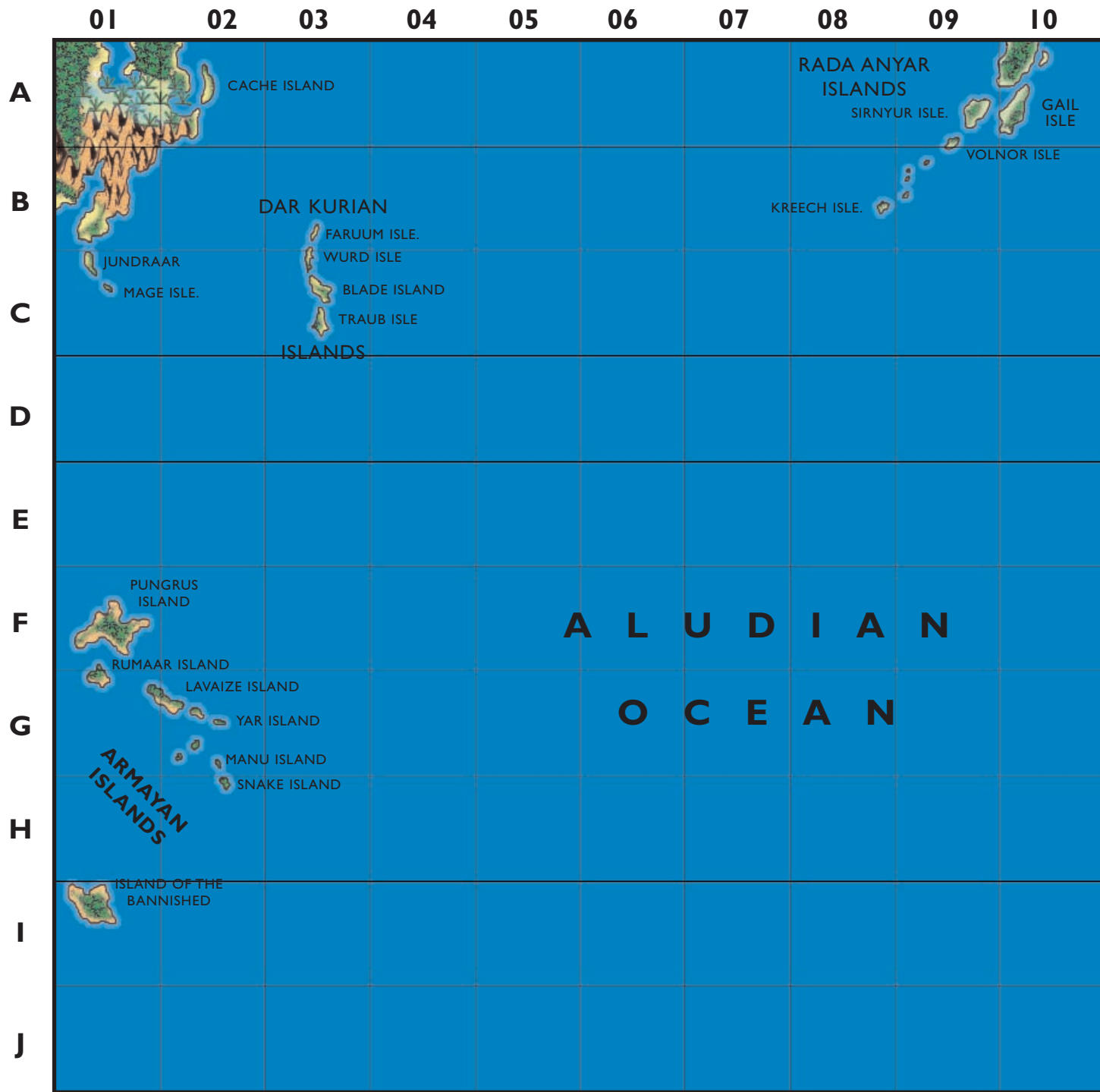


Scale in Miles

RANDOM ENCOUNTER MATRICES

Coastal	AA	Village	AM
Desert	n/a	Ocean, Open	AN
Forest	AC	Ocean, Coastal Area	AO
Glacier	n/a	Ocean, Depths	AP
Hills, Rough	AE	Lake, Freshwater, Surface	AQ
Mountains, High	AF	Lake, Freshwater, Depths	AR
Mountains, Low	AG	Lake, Saltwater, Surface	AS
Plains, Scrub	AH	Lake, Saltwater, Depths	AT
Salt Marsh	AI	River Basin	AU
Swamp, Marsh	AJ	Aerial	AV
City	AK	Weather Chart	AW
Town	AL		

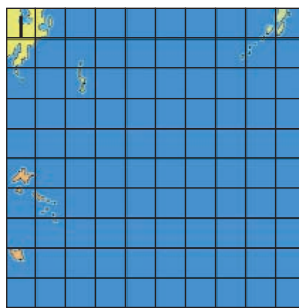
DAR KURIAN



Scale in Miles

RANDOM ENCOUNTER MATRICES

Coastal	AA	Village	AM
Desert	n/a	Ocean, Open	AN
Forest	AC	Ocean, Coastal Area	AO
Glacier	n/a	Ocean, Depths	AP
Hills, Rough	AE	Lake, Freshwater, Surface	AQ
Mountains, High	AF	Lake, Freshwater, Depths	AR
Mountains, Low	AG	Lake, Saltwater, Surface	AS
Plains, Scrub	AH	Lake, Saltwater, Depths	AT
Salt Marsh	AI	River Basin	AU
Swamp, Marsh	AJ	Aerial	AV
City	AK	Weather Chart	AW
Town	AL		



POLITICAL BOUNDARIES

I. Tulmar

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

E7-11			
ADJOINING			
E7-14	E7-15		E7-16
SHEETS			

E7-16 — OPEN OCEAN

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J

A L U D I A N
O C E A N

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

COMPARATIVE POSITION

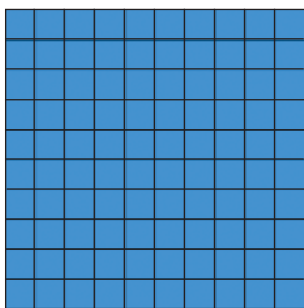
E7-12

ADJOINING

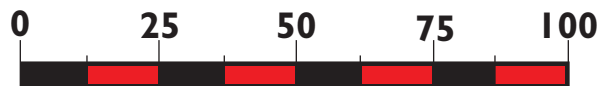
E7-16

SHEETS

E8-13



POLITICAL BOUNDARIES



Scale in Miles

RANDOM ENCOUNTER MATRICES

Coastal	. n/a	Village	. n/a
Desert	. n/a	Ocean, Open	. AN
Forest	. n/a	Ocean, Coastal Area	. AO
Glacier	. n/a	Ocean, Depths	. AP
Hills, Rough	. n/a	Lake, Freshwater, Surface	. n/a
Mountains, High	. n/a	Lake, Freshwater, Depths	. n/a
Mountains, Low	. n/a	Lake, Saltwater, Surface	. n/a
Plains, Scrub	. n/a	Lake, Saltwater, Depths	. n/a
Salt Marsh	. n/a	River Basin	. n/a
Swamp, Marsh	. n/a	Aerial	. AV
City	. n/a	Weather Chart	. AW
Town	. n/a		

PLACE NAME INDEX

NAME	COORDINATES	TYPE	NAME	COORDINATES	TYPE	NAME	COORDINATES	TYPE
Aan	D7-13-J03	Village	Buran	E7-07-E04	Village	Fawlur	E7-01-J09	City, Port
Aaram	E7-02-I08	Town	Burlain	E6-12-A02	Town	Fern Forks	D7-07-H08	Village
Aardat	D6-12-D02	Town, Seasonal	Caarz	D7-15-D04	Town	Fern Grove	D7-08-I07	Village
Aarmice	C7-15-F01	Town	Cabrub	D7-01-D03	Town	Fernwickle Isle	E7-11-G05	Island(s)
Aarveez	E6-04-F03	Town	Cait-Mor	D7-14-C08	Town	Festerville	D7-01-H03	Town
Aber Danz	D7-10-G06	City	Calminster	D7-06-D08	City	Flataroy Villa	D7-09-C07	Point of Interest
Abgreer	C7-14-D05	Country	Carlyndryl Channel	D7-16-H01	Water Feature	Foos'Ron	D7-05-F02	Village, Seasonal
Abos	D7-07-J07	City, Capital	Castle Undular	D7-10-C06	Ruins	Forakaa	D7-10-E08	Town
Abosoria	D7-11-B05	Country	Chance Landing	D7-02-I05	City	Forl	D7-04-J10	City, Port
Agarsta	D7-06-I05	City	Chaola	D7-03-G06	Town	Fort Strategy	D7-13-D05	Fortification
Aginora	D8-05-D02	Town	Chaulo	D7-06-A08	Town	Four Oaks	C7-13-G05	Village
Akatania	D6-12-J06	Country	Circle of Sequestered Magick	E8-10-E05	Fortification	Four Wolves	D7-10-E02	Village
Akbis	F7-01-B06	Village	Corja'Din	E6-07-H04	City, Port	Fra'Neer	D8-08-D03	City, Capital
Aldan	E6-08-C08	Town	Crijjarri	E7-11-C04	City, Capital	Fradiur	D7-14-G07	City
Alderonus	D7-10-G03	Town	Da' Neer	E7-09-B05	Country	Frador's Keep	D7-10-I01	Military Outpos
Aludian Ocean	E8-09-E05	Water Feature	Daarget	D6-15-F07	Town	Proben	E6-12-C01	Village
Amadtey	D7-13-F09	City, Port	Dable	D7-12-C09	City, Port	Fryndle	E6-04-G08	Town
Ambi Dugis	F7-01-J01	Region	Daffall	E6-07-G01	Town	Fujidi	E7-11-D01	Town
Ambigawd	D7-10-J01	Town	Dahkanar	C6-15-G01	Town	Gandor Lake	D7-06-J05	Water Feature
Antarya bay	E7-09-E07	Water Feature	Dalcen'Far	D6-11-E10	Town	Gansor	D7-08-F03	Town
Ara'Kanddesh	D7-08-I05	Country	Danakar Sound	E7-01-I06	Water Feature	Gavus	D7-02-I10	Village
Aramar	D7-08-G03	City, Capital	Dar Kurian Islands	E7-15-C03	Island(s)	Gazarae	E7-13-I07	City, Port
Arangesh	E7-10-F04	Country/Region	Daragon	D6-03-H03	Town	Gazrun Isles	E7-04-C02	Island(s)
Ardus	D7-09-I04	Village	Darton	E6-07-J02	Town	Geeze	D8-08-A01	City, Port
Argarsta	D6-15-J05	Country	Daurkhaud Kingdom	C7-13-J06	Country	Gelchspor	F6-04-E05	Town
Argaryn	D6-03-D04	Region	Dead Gnoll	D7-16-E05	Town	Gern	G6-03-E06	Village
Arkar Armaas	E7-14-H09	Region	Deek	D7-01-H06	Village, Seasonal	Gilroose	F7-01-C04	Village
Arkurdian Islands	E7-03-H10	Island(s)	Degamuru	E7-07-H01	Town	Gindra	E7-03-A08	Town
Armayan Islands	E7-15-H01	Island(s)	Del Tablec	E6-11-D03	City, Port	Ginge Pirate States	C7-16-B01	Country/Region
Arn' Keez	E7-13-H07	Village	Denvil	E7-05-B04	Town	Ginkor	E7-13-D09	Town
Arsurdun	D7-09-E06	Town	Derbin	D7-06-B08	Town	Ginraz	D7-03-E03	Town
Artayan	E7-11-I02	Village	Dezlow	D6-07-H06	Village	Gismyr	E6-04-C10	Village
Arz	D7-10-D04	Town	Dista	D6-03-H10	Village	Gizt	C6-16-G01	Village
Aslay	D7-15-E10	Town	Disten	D7-06-J02	Town	Gnaash	E6-16-I10	Town
Ataan	E7-09-D10	Town	Doom Saker Bay	E6-08-J04	Water Feature	Gnansh	D7-09-G09	Village, Seasonal
Atenia	E6-03-C10	Town	Doomsaekur	E6-12-B02	City, Port	Gnardor	E7-05-D09	Country
Athuria	E7-03-F02	City, Port	Dorn	C7-13-D01	Village	Gnats Folly	D7-06-I09	Village
Aur'Ron	D6-08-G04	Village	Dragor Mar Islands	E7-09-F04	Island(s)	Gnobless	D7-09-D01	Town, Seasonal
Baar'Din	E6-08-D10	City, Port	Drayton's Forge	D7-09-E09	Town, Seasonal	Gnome Protectorates	D7-09-B03	Country
Baarn'Fas	D6-12-C06	Town, Seasonal	Dreyan Bay	E7-11-D03	Water Feature	Gnomor	D7-09-C06	Town
Badger Falls	D7-06-C03	Town	Dumarii	E7-09-C08	City, Capital	Gord	D7-10-G05	Village
Bae' Marnca	E7-10-I07	City, Capital	Durkaa	E6-11-E10	Town	Goremunya	E6-07-E08	City, Capital
Bak'Gundra	D8-05-C04	Town, Port	Durkan	D7-01-B04	Town	Goremunyan Empire	E6-04-H04	Country
Baraak	D8-05-J04	City, Port	Durn	E6-04-C05	City	Gorrune	D6-12-I09	Town
Baramor	D6-16-A09	Town	Duwl	D7-03-F04	Town	Graduria	F6-04-A10'	Country
Baraz	F7-01-D09	Village	Dwarven Clans of Praxter	D7-09-H05	Country	Gralar	D6-12-E02	Town, Seasonal
Barcen	D7-16-D01	City, Capital	Dygarz	C7-15-J07	Town	Gram	D7-14-H02	Town
Barcenora	D7-15-D09	Country	Dynar	C7-13-H07	Town	Grand Fallows	D6-08-A04	Village
Bardaine	E6-04-H03	City	Ebb	E7-03-G02	Town	Grand Falls	D7-07-F04	Town
Barcen	D6-11-B10	Town	Ekaar's Gate	E6-04-J10	Military Fortification	Graud	E7-05-J04	Town
Barkush	C6-15-G07	Village	Elsar	D7-03-J02	Town	Graud Nar	F6-04-E02	Town, Port
Barnarse	D7-03-I06	Village	Elyurr	E6-07-A03	Town	Grayuran Islands	E6-12-G05	Island(s)
Baroza	F6-04-I06	Region	Emirate of Fra'Neer	D7-05-J06	Country	Great Desert of Flamaar, The	D6-11-E05	Region
Barren	E7-13-J07	Village	Endar	E7-10-H02	City, Port	Greeb	F6-03-E10	Village
Barrier Island	C7-15-H01	Island(s)	Ensor	E7-06-H04	Town	Greely	D7-08-D06	City, Port
Barsara	E7-14-C05	Country	Erangkaar	D6-12-I04	Village, Seasonal	Green Birch Isle	D7-04-B04	Island(s)
Barsuk	D7-01-J10	City	Erbai	E7-07-F01	City	Gretch Willow	D7-01-D02	Town
Baruvia Bay	E7-09-J09	Water Feature	Erin'Krest	D7-15-I08	Village	Grevan Steppes	C6-16-F06	Country/Region
Baursta	E7-02-G03	City	Etree	D8-05-F05	Town	Grey Eagle Bay	D7-03-C03	Water Feature
Baynet	D7-04-J03	Town	Eyndaar	E6-03-F03	Region	Grim	D6-15-J10	Town, Port
Bimoc	D7-15-B06	Town	Faine	D7-14-D06	Town	Gritiri	C6-16-C-04	Village
Bin Jar Hura	E7-13-F08	Village	Fallen Oaks	D7-04-F04	Town	Groubain	E7-05-C06	Town
Blan-Saide	E7-06-C08	Town	Fangaerian City States	D7-05-E10	Country	Grout Tet	D7-10-A02	Town
Bolin'Sta	D7-06-F03	Town	Fangaerie	D7-10-B03	City, Capital	Grove Warriors	D7-09-C06	Town
Bosvur	E6-07-C01	Town	Far Cry	E7-06-H07	Town	Grub	D6-04-E02	Village
Braedin	E7-02-J03	Village	Far Reach	D6-11-B08	Village	Grubal	D7-09-D04	Town
Braedon	D6-07-C10	Town	Farcha (Fat Chance)	D7-11-A02	Village	Grubsworth	D7-06-H02	Town
Brakur Gint	E6-07-G02	Military Fortification	Farrel	D7-10-A10	Town	Grygar Islands	E7-01-G06	Island(s)
Brandeeze	D8-08-E01	Town	Farwain	D6-04-F10	Village	Gulf of Kaldacia	E7-01-A06	Water Feature
Bravo Downs	D7-10-J08	Village	Farzul	D7-15-C01	Town	Gulf of Saratar	D7-08-E04	Water Feature
Brayton	E7-05-J01	Town	Farzy (Farzey)	D7-10-I02	Town	Gundras	D7-12-C04	Town
Broken Henge	D6-07-G04	Point of Interest				Gurgus	D7-09-H10	Town
Buckhollow	D7-04-I05	Town						

urn	E6-08-F09	Town	Kakreed	E7-09-J07	Region	Lycura	E7-14-E06	Town
ursha	E7-14-I02	Town	Kakri	E7-13-A06	Village	Lyiese	D7-08-B03	Town
urzaay	D6-03-I03	Village	Kal Dez	E7-03-J01	Country	Lymare	D6-08-B06	Town
aarg	C6-15-G10	Town	Kal Dez Amarnca	E7-07-C05	City, Capital	Maldoayn City States	D7-16-G06	Country
aarm	D7-08-F06	City, Port	Kalchurian Bay	D7-12-F05	Water Feature	Maldun	D7-09-H02	Town
adwell	D6-12-I01	Town, Seasonal	Kaldra	E7-02-J09	Village	Mandavia	D6-04-B10	Village
agley Town	D7-06-D05	Town	Kanteere	D6-15-I01	Town	Manday	E7-03-D07	Town
ajar' Kiri	E7-13-I06	Town	Kar Mish	D6-12-J08	Village	Mantz	D7-16-B06	City, Capital
amaar	C7-14-J02	Town	Kar'Reech	C7-15-G02	Town	Mara Deesh	E7-13-C08	Country
amai	E7-07-I05	Town	Karak	D8-05-F03	City, Port	Marfang	D6-16-I04	Town
angnail	D7-05-I08	Town	Karbel	D6-16-H09	Town	Mari' Deesh	E7-13-C07	Town
arfree	C7-15-I02	Town	Kardlan Bay	E7-03-B06	Water Feature	Maringhi	E7-11-J01	City, Port
arkish	D8-08-C04	Town	Karldan	D7-15-J06	City, Port	Markovia	C7-15-B07	Region
arkur	D6-04-A10	Town	Kartcesh	E7-07-I03	City, Port	Markvar	E7-10-H08	Town
aruy'n 'Dae	E7-14-A01	City, Capital	Karteff	D7-02-H02	Town	Marlstar	E7-07-D06	Town
asbar	D7-16-A02	Town	Karuk	E7-01-G01	City, Port	Marlstar Bay	E7-07-D05	Water Feature
aven	C7-15-A06	Town	Karzruble	D8-13-C02	City, Port	Marous	F6-03-J09	Village
az'Dur	C7-13-H-01	Village	Katarz	E7-10-E08	City, Port	Marrow, The	D6-08-H01	Region
azaar	D7-14-J03	City, Capital	Kautura	E6-07-J10	Town	Maruzza	E7-03-E01	Town
azaar, Kingdom of	E7-02-C05	Country	Kazar	C7-13-A07	Town	Maur	E7-10-C02	Town
eavington Heights	D7-07-E09	Village	Keebin Danz	E7-02-C10	Village	Maura	E7-06-F02	Town
elmsbream	F6-04-I04	Village	Keedra	E7-02-H01	Town	Maurhau'd'Feem	D7-10-H04	Country
ertingower Lake	D7-10-D-06	Water Feature	Kevaar	D8-05-I02	Village	Melet	D7-14-A03	City, Capital
esur	D7-10-B07	Town	Kidji	E7-14-A01	Town	Meletian Kingdom	D7-10-J07	Country
evor	D7-14-D09	Town	Kintareeze	F6-04-J07	Town	Mogaar	E7-07-D09	Village
idree	F7-01-B10	Town, Port	Kinzu	D7-10-H05	Town	Moke'	C7-14-H02	Town
ighland Henge	D6-15-J06	Town	Kir'Kir Mari	F7-01-F03	Village	Molz Tet	D7-04-J01	Town
ilou	D7-04-F02	Town	Kitri	E6-04-C05	Village	Mordgwor	D7-09-H07	City
itaria	C7-14-D07	Town	Kon'tey	C7-13-H03	Village	Morg	E7-02-H04	Town
oldfast	C7-13-D09	Town	Ko'ball	D6-04-C05	Village	Morgem	E7-13-H10	Village
olgen	C7-14-I06	City, Port	Korba	D7-16-F05	City, Capital	Moss Weavers	D7-09-G10	Town, Seasonal
orf'Kur	F6-03-B10	Village	Kornel	D7-02-F07	Town	Mount Balnus	D7-10-G05	Point of Interest
orial	D7-02-H04	Town	Kraad	E7-02-H07	Region	Mount Silest	D7-14-H06	Point of Interest
orrell	E6-07-B04	Town	Krad	D7-16-F07	Town	Mur' Grad	D7-09-I10	Town
orst	E7-05-A01	Town	Kraidus	E6-08-I01	Town	Murnoon	D7-05-A07	Village, Seasonal
ourn	E7-05-F08	Town	Krandaneer	D7-02-H08	City, Capital	Musgrun	D7-05-A04	Village, Seasonal
ouse Gretch	D7-09-F01	Town, Seasonal	Krandaneer, Kingdom of	D7-02-E05	Country/Region	Naarkum	F7-02-A06	Village
ouse Indigo	D7-09-C02	Town, Seasonal	Krastyn	E6-04-B03	Village	Nadra'Gar	D6-03-F10	Region
ouse Onyx	D7-09-C04	Town	Kreely	E7-01-J04	Village	Narkadoom	E7-03-G03	Village
ouse Titan	D7-09-A03	Town, Seasonal	Krejaan'Far	D7-12-B07	City, Port	Narryan	E6-07-J09	Town
raang	E6-08-H03	City, Port	Krez	D7-07-B07	Town	Naruz	E7-07-J05	Town
undelai	D7-08-H10	Town	Krit Dan'laur	E6-03-E07	Village	Narzaar'Grad	D7-05-B01	Village, Seasonal
urndise	D7-08-I03	Town	Kritari' Sumeen	E7-05-E07	City, Capital	Narzin	E7-03-B03	Village
urpaya	E7-14-C10	Town	Kroal	D6-08-H01	Village	Nazgra	F7-01-C09	Region
uvashi	E7-09-H07	City, Port	Kruntur	D7-03-D05	Town	Nazrum Bay	F7-01-C05	Water Feature
yandor	E6-03-F10	Town	Krunyon	E6-03-G07	Village	Nebar	C7-13-J10	Village
gars	D7-02-D07	Town	Krusmel	F7-01-E03	Region	Neglagin	D6-16-E06	City, Port
mur	C7-13-J04	Town	Krynton	D6-03-H02	Town	Nether Keep	D6-12-H07	City
ndurkar	D7-13-F04	Town	Kugall	D6-08-I10	Village, Seasonal	Nevar Isles	E7-04-H07	Island(s)
land of the Four Gates	F8-02-F02	Island(s)	Kur'Dur	C6-16-B08	Village	Nevar Wastes, The	D6-15-F04	Region
le of the Viel	E8-10-E05	Island(s)	Kurch	D7-05-E06	Town	New Emberton	C7-14-F02	Town
ar Dain	E7-03-H05	Town	Kurdain	D6-15-E06	Village	New Raga	D7-02-I08	Town
ar'Gundra	D8-05-G03	Town	Kurgrun	D7-05-B05	Village, Seasonal	Nidron	D7-12-D05	Town, Port
daan	E7-14-G08	Town	Kurzrak	F7-02-C05	Village	Nisa'Sharmee	C6-16-H08	Village
nkus Orlay	E6-16-J02	City, Capital	Kyaana	E7-14-I03	Town	Nor'keesh	E6-04-G07	Village
runda Islands	E7-07-E09	Island(s)	Laeminge	E6-03-I04	Town	Norgal	D7-10-C09	Town
rz	C7-14-G10	Town	Landswell	D7-16-A05	Town	Noria	E7-11-A05	Town
skur	C7-13-H09	Village	Laranz	E7-13-H01	Village	Norindar Sea	E7-03-F10	Water Feature
siminar	D6-15-C09	Town	Largens	D7-02-A08	Town	Nudor	D6-03-B07	Town
vran	E7-04-B01	City, Port	Lasdan	E6-08-E04	Town	Nurdor	D6-04-A04	Village
wbin	D7-13-F02	Town	Lasuda	E7-02-A02	Town	Nwjaric	D8-13-A03	Town
ben'Rel	D7-16-B10	City, Port	Laur Sur	E6-03-B07	Village	Oawzar	D7-16-H04	City, Port
nid	D6-12-I05	Village	Laynai	E7-07-B01	Village	Odarz	D6-03-G01	Village
rfell	E7-09-D06	Town	Limbuhl	E7-09-E09	Town	Okar	E7-14-E03	Town
rheem	E7-01-J01	Town	Linnard	D7-13-D10	City, Port	Oordin	D6-12-B08	Town, Seasonal
var	E7-07-B06	Town	Lorolf	D7-10-C01	Town	Orbain	E7-02-A05	Village
bikaar Bay	E6-16-J06	Water Feature	Lorlp	D6-16-A06	City, Capital	Orgrun	D7-05-J01	Town, Seasonal
ndle	D8-05-E02	Village	Lorum	E7-01-F07	Town	Orkryn	D7-01-J07	Town, Seasonal
aab	F7-01-C01	Village	Lorze	E7-02-F02	City, Port	Orkryn Far'Mos	D7-09-I10	Country
abree	D7-01-C06	City, Capital	Lowzaar	D6-03-H07	Town	Orkur'Grad	E7-05-I01	Village, Seasonal
affa	D7-10-A10	Town	Lunisar	D7-07-H02	Village	Orlidian Sea	E6-16-B05	Water Feature
aharyd	E6-11-C01	Town	Luran'Kas Bay	E6-11-B07	Water Feature	Orn	D6-12-D04	Town, Seasonal
aja Bin	D7-15-E02	Town	Lurdervess	E6-07-C08	Town	Osrain	D6-08-E04	Village, Seasonal
akarz	E7-03-I04	Town	Lurz	E6-16-J10	Town	Ostumar	E7-11-D05	Village
						Paar'Grun	D7-01-I08	Town, Seasonal

Paaveem	D7-14-E06	Town	Saren' Mantz	D7-16-B06	Country	Tulmar	E7-14-B10	Country
Pabar' Mar	E6-16-J05	Town	Saren Tet	D7-10-C05	City	Tumura	D7-01-C07	Village
Pac Stor	D7-12-H02	Town, Port	Sarka	E7-05-E05	Town	Twilore	D6-03-D02	Town
Pagarjii	E7-11-B01	City, Port	Sarkanus Bay	D7-12-G09	Water Feature	Twin Forks	D7-06-B01	Village
Pandal	E7-05-J06	Town	Sarlang	D6-15-B10	Country	Tyran	E7-05-C04	Town
Pangree	D6-12-G10	Town, Seasonal	Sarta Del	E7-09-A05	Town	Udi	E7-02-E09	City, Port
Pantory	F6-04-C08	Town, Port	Sarun'Kerzod	E7-03-A04	Village	Ulfius	D6-16-H06	City
Par'Kuut	C6-15-C09	Village	Sarvan	D7-03-H04	Town	Umzaar	D6-15-B02	Village
Par'Runda	D7-12-E03	Village	Saryidiaan Islands	F6-03-G08	Island(s)	Uraz	F6-04-B05	Town, Port
Par'Sar Morie	D6-12-B02	Town, Seasonal	Saryn Ar' Keet	E7-06-J10	Country	Urd'Drak	D7-05-D03	City
Parikreesh	C6-01-C09	Village	Scavell	D7-10-F10	Town	Urf'klaus	D6-12-F07	Town, Seasonal
Pars Fell	D7-13-D02	City	Seldo	D7-15-B08	Village	Urkain	D6-04-I06	Village
Parsamar	D6-11-I09	Town	Seven Steps	D8-05-H04	Town	Urmish	D6-08-F05	Village, Seasonal
Parstanza	D7-05-J01	City, Port	Shadlet	D7-03-A07	City, Capital	Urrsvet	E6-11-C10	Town
Parzan Shoal	E7-09-B04	Water Feature	Shadlurian Kingdom	D7-03-J10	Country	Urs'Bry Bay	E6-11-C01	Water Feature
Parzey	E7-09-A02	Country/Region	Shard	D6-16-E09	Village	Usiam	E7-14-A09	City, Capital
Pawlid Berg	D7-01-E01	Village	Shegus	E7-06-J04	Town	Uthvaay	E6-07-J07	City, Port
Perd	E7-06-I10	Village	Shirl Tet	D7-08-H07	Town	Varasta	E7-02-H06	Village
Piker Fall	D7-03-J05	Town	Shur'tan	E7-01-I06	Village	Vardin	E6-08-C03	Town
Pithnair	E6-03-D02	Town	Sir-Yan Bay	D7-04-E-02	Water Feature	Varneer	D6-04-F04	City, Port
Piven	D7-03-B07	Town	Sirun	D7-08-G05	City, Port	Vartacia Bay	E6-07-G08	Water Feature
Pladus	D7-02-B02	Town	Skaar	E6-16-I03	Village	Varturus	D7-05-H05	City
Plebar	D7-09-B08	Town	Skaartozian Channel	F6-04-D06	Water Feature	Ventel	D7-03-J07	Town
Pleen	D7-08-B08	Town	Skar'Vartus Bay	E6-07-I01	Water Feature	Vinurry	E6-11-C05	Town
Plin	D7-13-F10	Village	Skarish	F7-02-B05	Region	Virkell	D6-04-I04	Village
Point Artal	D7-09-B07	City	Skintel	D7-04-J10	Village	Vorz	D7-10-F01	Town
Point Styner	D7-02-G09	Military Outpost	Slawd	E7-13-H02	City, Port	Vrang Islands	E6-15-J01	Island(s)
Polst	D7-15-E05	City, Capital	Sor'Kee	D6-12-B09	Town, Seasonal	Vurl	D7-01-I05	Village, Seasonal
Polst, Kingdom of	D7-15-I03	Country	Sorale	D7-10-G08	Town	Vurz'pa	C6-15-B02	Village
Porgh,Ka	D7-05-G04	Village, Seasonal	Southern Orc League	D6-08-H07	Country	Wahadai	E7-06-A03	Town
Porja	E7-14-B07	City, Port	Splinter	D6-03-B09	Village	Wahz	D7-14-F05	Town
Pox Islands, The	C7-15-B07	Island(s)	Stalm Bay	D7-08-C06	Water Feature	Wardon's Hold	D6-16-J02	Town
Prados	E7-05-F10	Village	Stalm Tey	D7-08-A05	Town	Warstanzza	D7-16-C01	Town
Prean	E7-14-A03	Town	Staydor	E6-04-I03	Village	Warton	D7-12-J05	Town, Port
Pree	D6-12-H04	Town	Stoley	D7-10-D04	Town	Waylands, The	C8-01-E08	Region
Pregal	F6-03-J08	Village	Stoudor Gint	E6-03-F05	Military Outpost	West Fork	D7-10-H06	Village
Pretfer	D7-09-J02	Town	Strangle Hold	D6-03-I09	Military Outpost	White Doom Mountain	D7-16-D05	Point of Interest
Pritkur	C6-15-I06	Town	Struglehof	D7-13-C05	Town	Winford	D7-10-D04	Town
Purge	D7-10-J03	Town	Suder Lang	E6-11-D09	City, Port	Worum	E7-01-A02	Village
Ra'Syrne	D6-16-B03	Town	Surun'Te	C6-15-G04	Village	Wygen	D7-04-I04	Village
Raagean Empire	D8-05-H02	Country	Survan'Kaar	D7-01-A06	Village	Wynkar	E6-03-J08	City
Rada Anyar Islands	E7-11-J10	Island(s)	Suzu	E7-02-F01	Village	Wyton	D7-08-I01	Town
Raga	D7-12-J10	City, Capital	Swartey	E6-11-F02	Town	Ya'neer	D6-08-J02	Village, Seasonal
Rama' Ramere	E7-05-H07	Town	Sycura	F6-04-J09	Town, Port	Yain	F7-01-A02	Village
Ramar	D6-07-H09	Village	Sylvalli	D6-04-I02	Town	Yardaan	E6-04-I09	City
Ramfar	D7-07-G01	Town	Symbur	D7-01-D06	Village	Yarpur	E7-14-A08	Town
Rarkin Kaldish	E7-06-F06	Region	Symnoir	D7-15-G04	Town	Yimul	D8-08-C05	Town
Raus	E7-01-E01	Town	Taast	E6-08-B01	Town	Yinday	E6-07-B07	Town
Red Bear Coast, The	D7-04-D05	Water Feature	Tahara	D6-15-B07	Village	Zarec	E7-13-B10	Village
Relt	E7-09-I09	Town	Tajareem	E6-04-D10	Town	Zelkey	D7-07-C09	Village
Rikinar	E6-03-C09	Military Fortification	Takreeb	E7-01-G06	Town	Zenarb	C7-15-D01	Town
Rivaar	D6-16-F01	Town	Taleez	E7-03-C01	Town	Zimbus	F7-02-B04	Village
River's End	D6-03-B03	Village	Talert	D7-04-G01	Village	Zueb	E7-01-I10	Town
Riz	D7-09-J07	Village	Tamul	D6-04-B06	Village	Zule	E7-09-B02	Town
Roarg	D7-16-G08	City, Port	Tandur	E7-06-G09	Town	Zumbra	E7-06-F10	Country
Roark	D7-13-D05	Village	Tangar	E7-07-G07	Town	Zumbra	E7-07-G05	City, Capital
Rogue Haven	D6-04-J06	Region	Tarden' Bur	D6-12-G05	Town, Seasonal			
Ru'aar	D6-11-I02	Village	Tareez	E7-14-C07	Town			
Ruhrz	D7-10-C03	Town	Tarkreeb	E7-03-H01	Village			
Rungan's Keep	E7-03-C07	Fortification	Tarkus	C7-13-D05	Town			
Rurdur	D6-12-H10	Town	Tarokya	E6-12-G06	Village			
Rurendar	D7-09-J05	Town	Tarvena	C7-14-C07	Town			
Rydaar	E6-07-B03	Military Fortification	Tava	E7-10-C10	Town			
Rylandor	D8-08-B02	Town	Terada	D7-08-D03	Town			
Ryus	E7-01-C09	Village	Teron	D7-07-F06	Town			
Ryzaar	D6-08-F09	City, Capital	Ting	E7-13-I10	Village			
Saar' Luran	E6-07-F08	Military Fortification	Tingar	D7-03-D02	City			
Sabar	E7-14-G03	Town	Toben Bay	D7-03-C09	Water Feature			
Sagenthor Bay	C7-14-D09	Water Feature	Torchgal	D7-07-H06	Town			
Salmz	D7-12-G01	Town	Tra'Keesh	D6-08-I05	Village, Seasonal			
San' Far Bay	E7-03-B02	Water Feature	Traedun	E6-03-G01	Town			
Sar'Vess	D6-16-A01	City, Capital	Traetus	F7-01-I01	Village			
Saraka	D7-07-B04	City	Tre Castle	D7-14-G02	Fortification			
Saramor	D7-15-H08	City, Port	Treaty	D7-02-F04	Town			
Sardesto	D6-07-B05	Village	Trollcar	D8-13-B04	Town			
Sardish	E7-10-I08	Town		D7-01-C10	Village			



A pair of Grevan scouts on patrol