Places and Things

All the important places and things in the campaign

- World Map
- Important Places
  - Template
  - Wudu
  - Acium
  - Raedan
- Important Things
  - Template

World Map


Ouria
Aremia
Kavod
Hasbach
Gauhnith
Duchy of Nolaria
Land's Grasp
Brimough
Huetrat
Principality of Mocensiumia
Kingdom of Vintioria
Principality of Bopugusia
Mog
Ixcamara
Zotogeus League
Enerines
Gauzy
Nisele
Arodia
Republic of Mangisia
Villeria
Boisia
Guil
Icheokguk
Morle
Dragon Guo
Asunjin
Orbabanosva
Kingdom of Gontia
Actum
Dusk's Covet
Kormendia
Grayogen Empire
The Whisper Ravan

Important Places

Relevant places for the campaign

Template

Quick Facts

Name	
Relation to Players	
Description	

Relevant Information

Important Places

Wudu

Quick Facts

Name	Wudu
Relation to Players	
Description	

Relevant Information

Important Places

Acium

Quick Facts

Name	Acium
Relation to Players	Nation in which campaign begun and home base is located
Description	Nation run by a Lord Regent and primarily consists of a human population.

Map



Relevant Information

- Ruled by a family that is "democratically" elected

Important Places

Raedan

Quick Facts

Name	
Relation to Players	
Description	

Relevant Information

- Notable places in the city:
  - Inn - Sword and Board
    - Run by Rory Galenahoist
  - Government buildings
    - Council of the Few
  - Marketplace
  - Rizz's Provisions
    - Run by a shop owner going by the moniker Rizz
    - Small shack and counter with warehouse attached to the back

Important Things

The things relevant to the campaign

Template

Quick Facts

Name	
Relation to Players	
Description	

Relevant Information