13th Age
Archmage
Crusader
Diabolist
Dwarf King
Elf Queen
Emperor
Great Gold Wyrm
High Druid
Lich King
Orc Lord
Priestess
Prince of Shadows
the Three
Settlement
Town
City
Capital
Fort
Ruin
Hellhole
Volcano
Road
0 25 50 75 100
miles
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The Frost Range
Dragon Wood
Imp
Balor
Starport
Chuvlfen
the Green Star
Grey Harbor
the Isle of Fire
Grey Towers
the Iron Sea
Moonwreck
Northern Colossus
Migration Routes of the Koru Behemoths
Oldwall
Hammer Falls
Forge
Nomad
the Opals
Queen's Wood
Spider Wood
Cairnwood
Foothold
the Undermarch
Hell Marsh
Torin's Glory
the Court
Old Town
Lake Hope
the Fangs
Concord
Twisp
Burrow
the Goldleaf
the Stalking Trees
Calamity
Anvil
Jedna's Folly
Throne Point
Amity Bay
Fairwind Sound
Bitterwood
Drakkenhall
Wake Islands
Threshold
Sun Falls
Giantwalk
High Dock
First Triumph
Glitterhaegen
Shadow Port
felicity
Koru Straits
Cape Thunder
Omen
the Midland Sea
Creel
Shark Tooth
the Lamphaven Islands
Necropolis
Azure Bay
the Spray
Vigil
Fullcatch Bay
New Port
ProvdFort
the KneeDeep
Bronze River
Axis
Sword Point
Pocket Bay
Sea Wall
the Demon Coast
Horizon
Gorogan's Maw
Santa Cora
Golden Citadel
Wild Wood
Blood Wood
Dire Wood
Owl Barrens
Cloudhome
the Abyss
Innocence Falls
the Red Wastes
the Grandfather
Magma Keeps
Lost River
Eld