

A Companion atlas to the Ravenloft Gazetteers

Not all the maps presented in the five Arthaus Ravenloft Gazetteers show every geographic detail's precise location like the Barovia or Darkon map does. Most are in fact often vague, leaving the reader to carefully read the text to locate the landmarks on the map, or guess their location.

In my game, I found this to be a problem when the players choose to go to (or through) an area I'm not very familiar with. I found that reading the Gazetteers in haste during a game is the best way to forget flavorful details and important landmarks... Also, this helped me a lot when planning a visit in a new domain.




This document presents all Gazetteers domains map, presenting the locations of major landmarks, and giving the Gazetteer page number where the information can be found.


Those maps are for DM use only! Please let me know of any errors.

Joël Paquin



This is the legend used when making these maps:

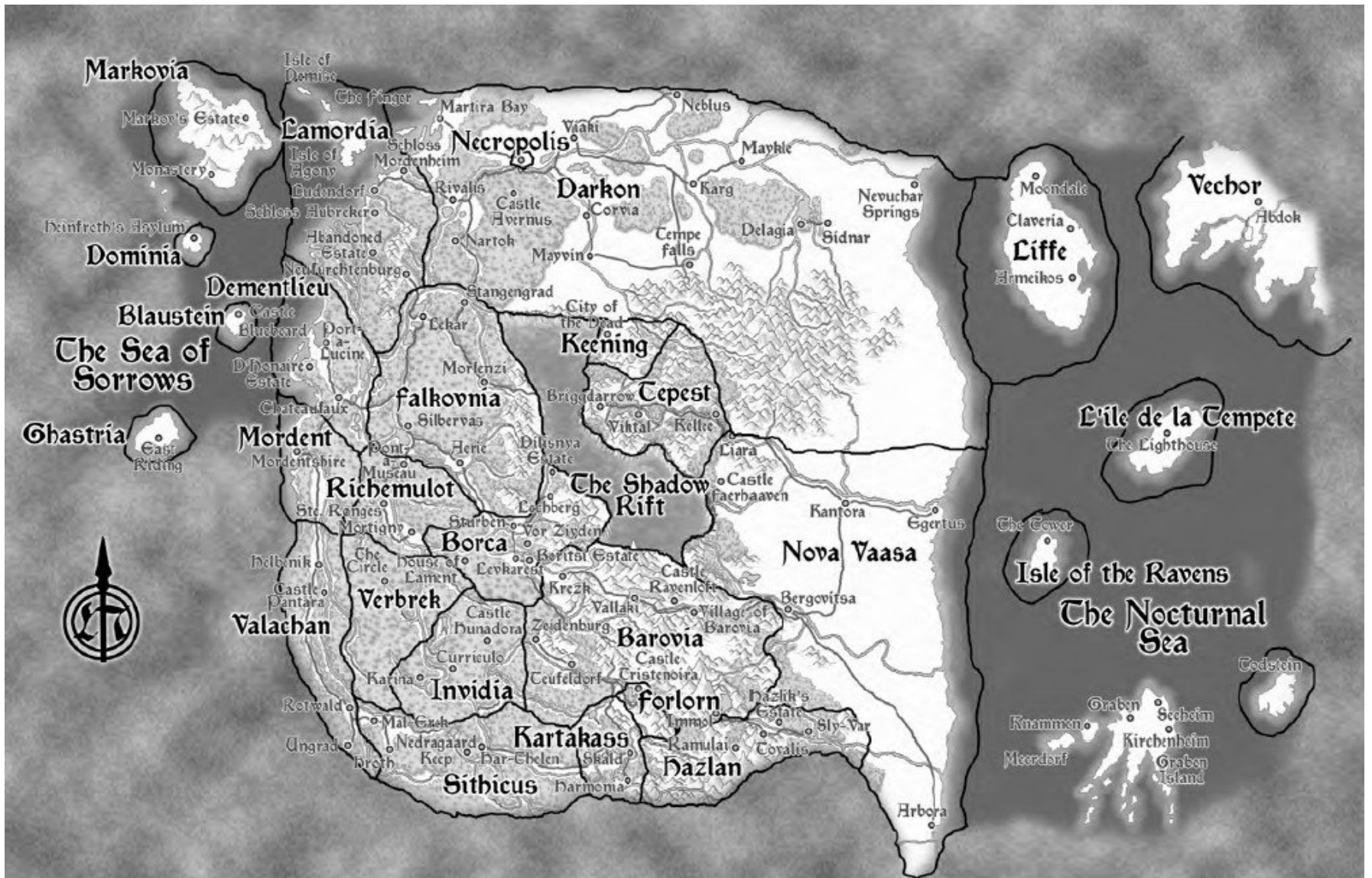
An asterisk (*) notifies the location to be very approximate in the book, or unspecified, and thus was chosen by your humbly servitor as he saw fit. It is not canon by any means!

Forest and other natural landmarks 
Water landmarks 
Man made landmarks 

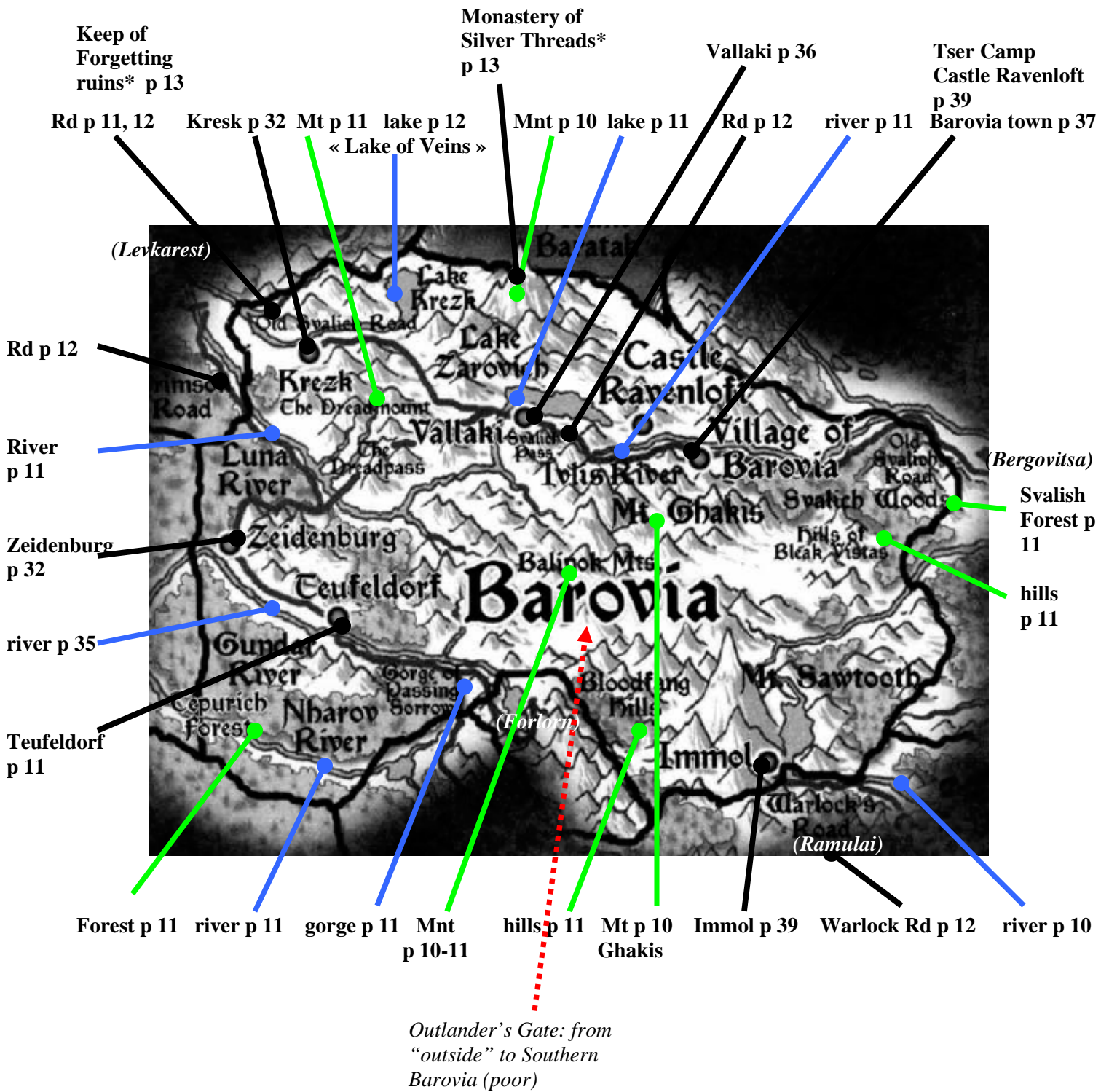
Some roads mentioned in the text, but not shown on the map: 

I also identified the cities and towns in neighboring domains: (*city*)

Known mistways:  (*One way*)  (*two way*)
(in the texts, location of Mistways are approximate. See VRGttMists p 69 for details, or RLCS for the "Shattered Passage". Also added are the mistways from FoS Reports)

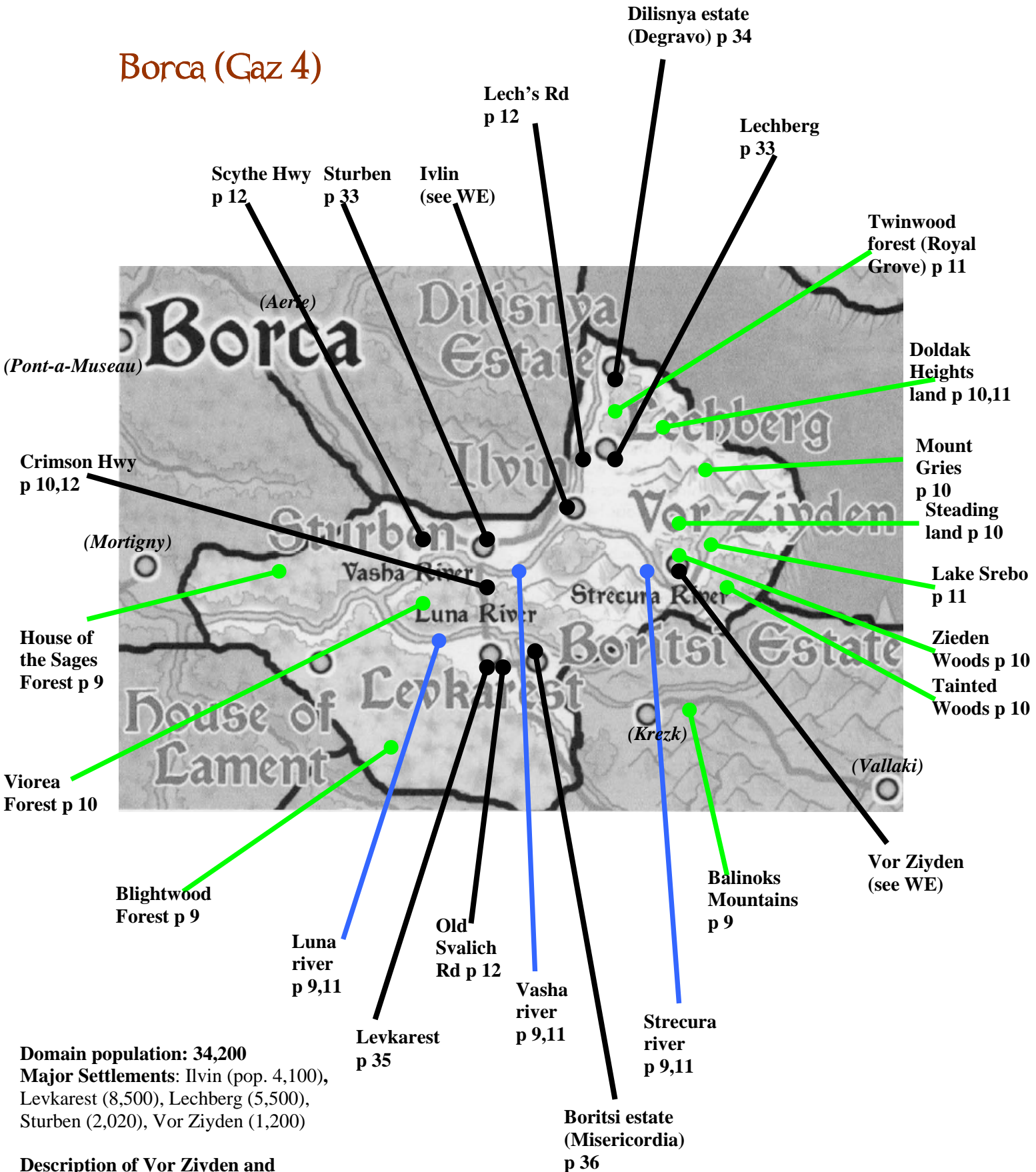


Barovia (Gaz 1)



Domain population: 27,700
Major Settlements: Barovia (pop. 535), Kresk (2,060), Immol (1,623), Teufeldorf (3,539), Vallaki (1,547), Zeidenburg (4,615).

Borca (Gaz 4)

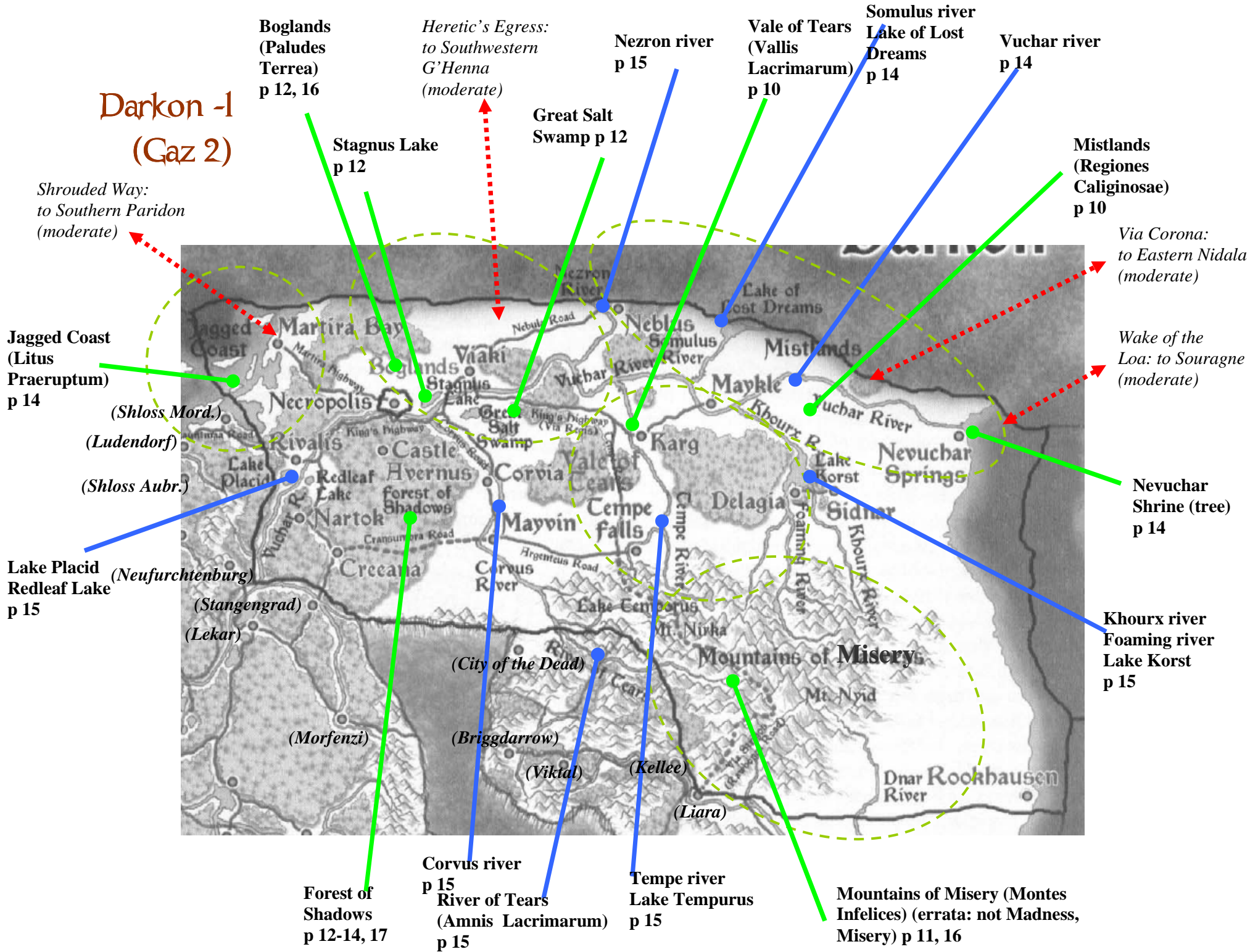


Domain population: 34,200
Major Settlements: Ilvin (pop. 4,100),
Levkarest (8,500), Lechberg (5,500),
Sturben (2,020), Vor Ziyden (1,200)

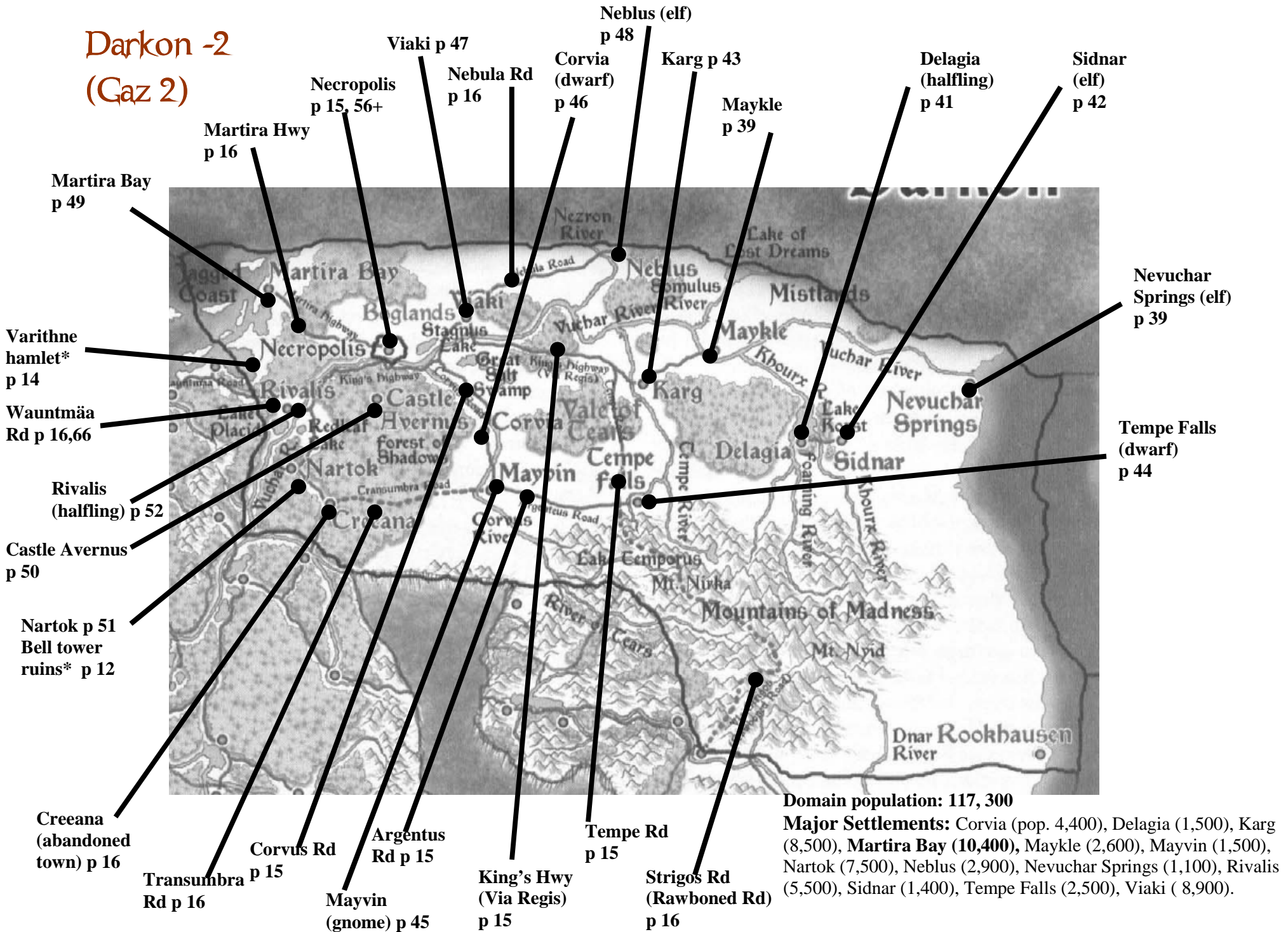
Description of Vor Ziyden and Ivlin are found in the Gaz 4 web enhancement (WE) – see FoS site, Mausoleum

Boritsi estate (Misericordia) p 36

Darkon -1 (Gaz 2)

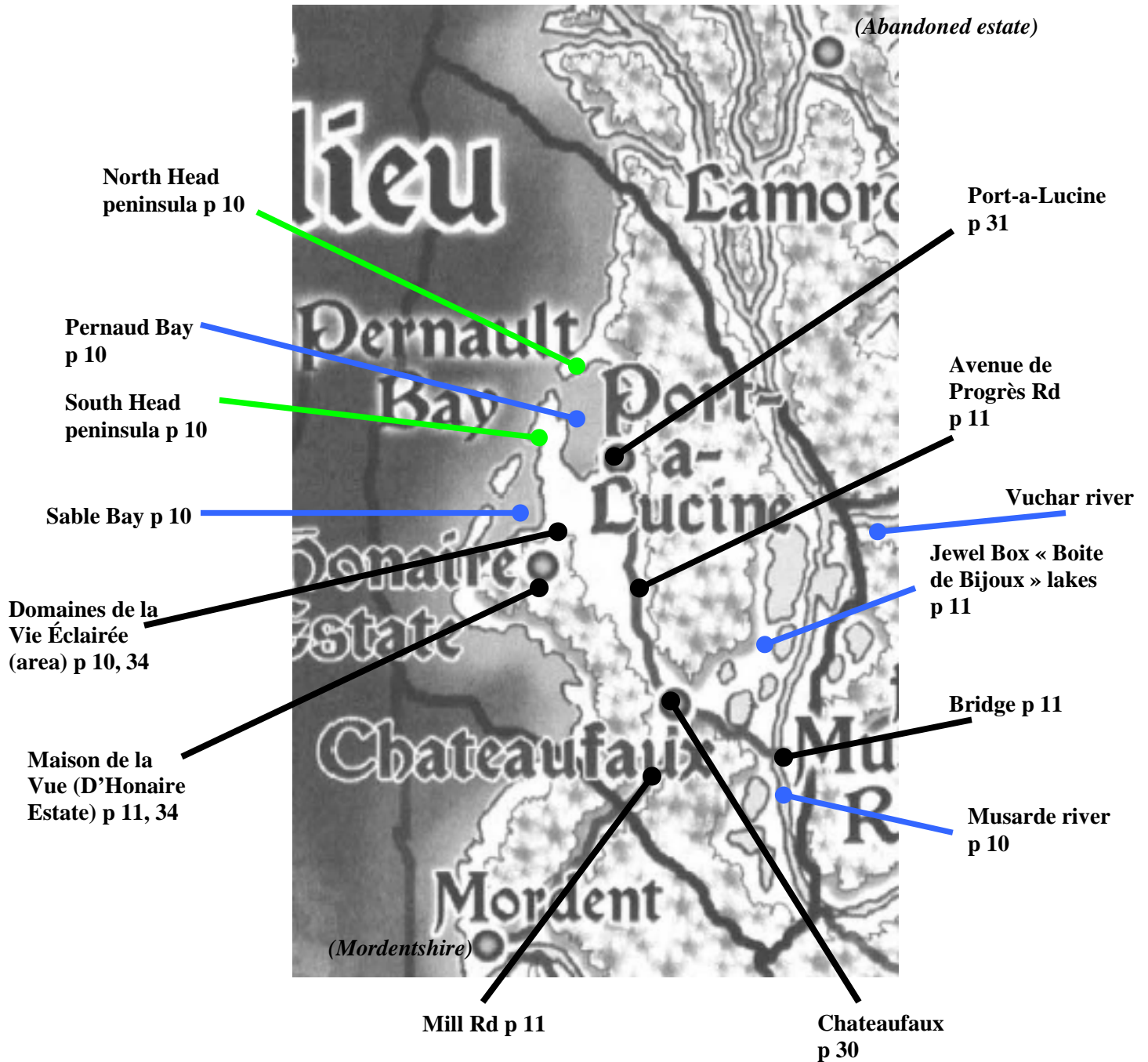


Darkon -2 (Gaz 2)



Dementlieu (Gaz 3)

Note: none of the forests have name mentioned in the Gaz

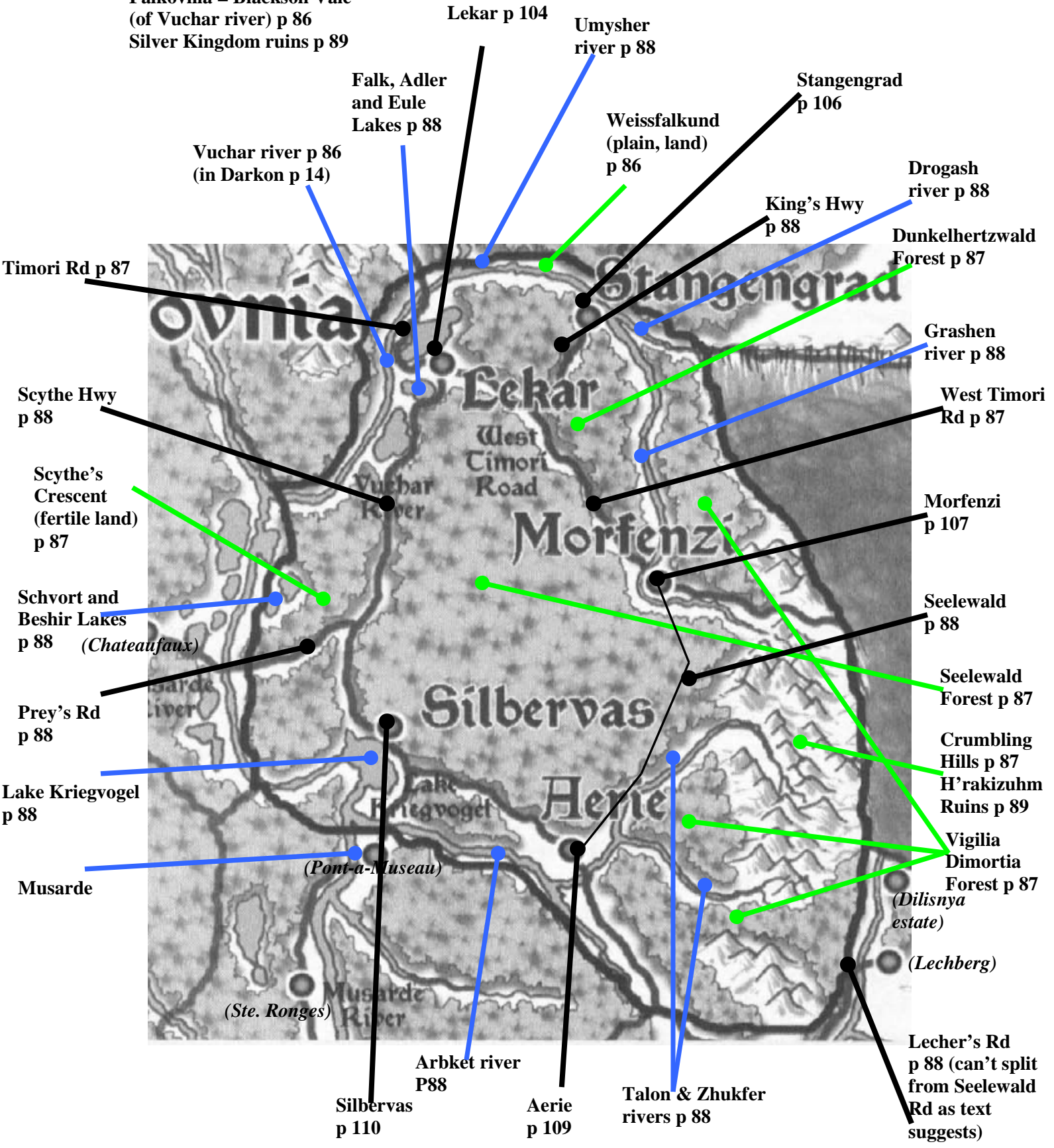


Domain population: 13,600
Major Settlements: Chateaufaux (1,400),
Port-a-Lucine (5,400).

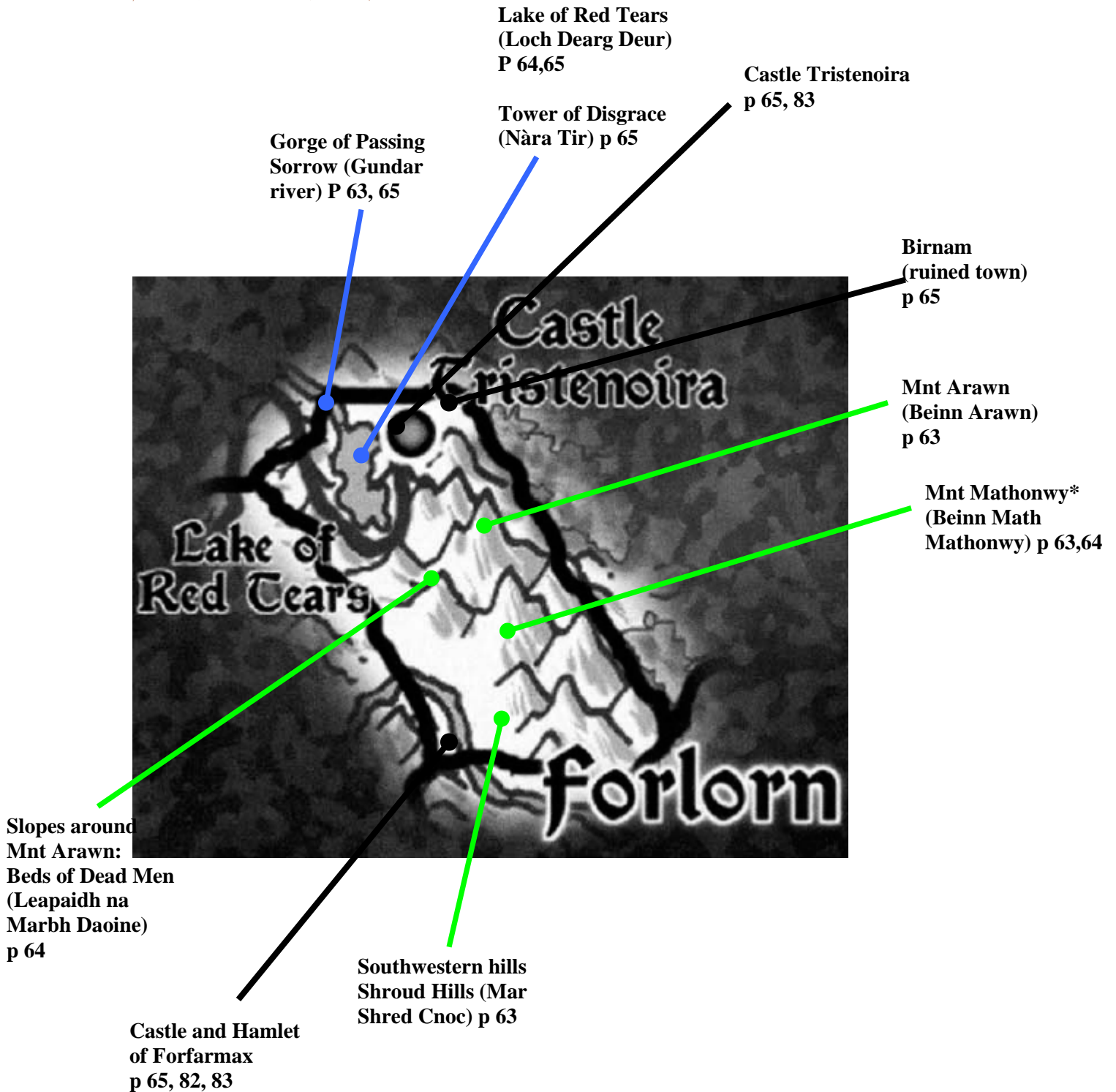
Falkovnia (Gaz 2)

Domain population: 64,300
 Major Settlements: Aerie (2,600), Lekar (15,900), Morfenzi (1,500), Silverbas (5,800), Stangengrad (6,500).

Falkovnia = Blacksoil Vale
 (of Vuchar river) p 86
 Silver Kingdom ruins p 89

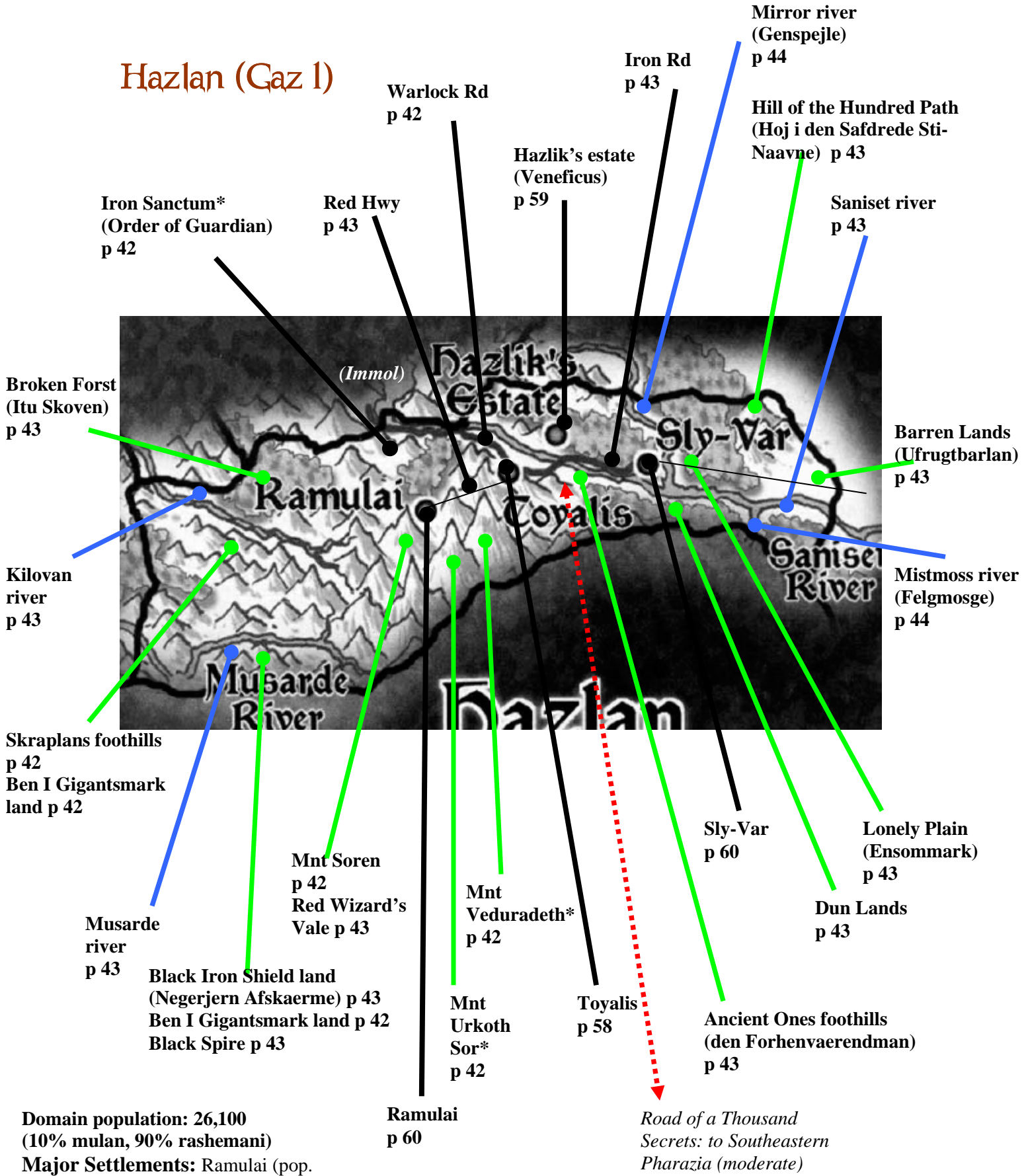


Forlorn (Gaz 1)



Domain population: 2 025 (94 % goblin)
Major Settlements: Forfarmax (344, 98% humans)
(I know, the Gaz maths doesn't work!)

Hazlan (Gaz 1)

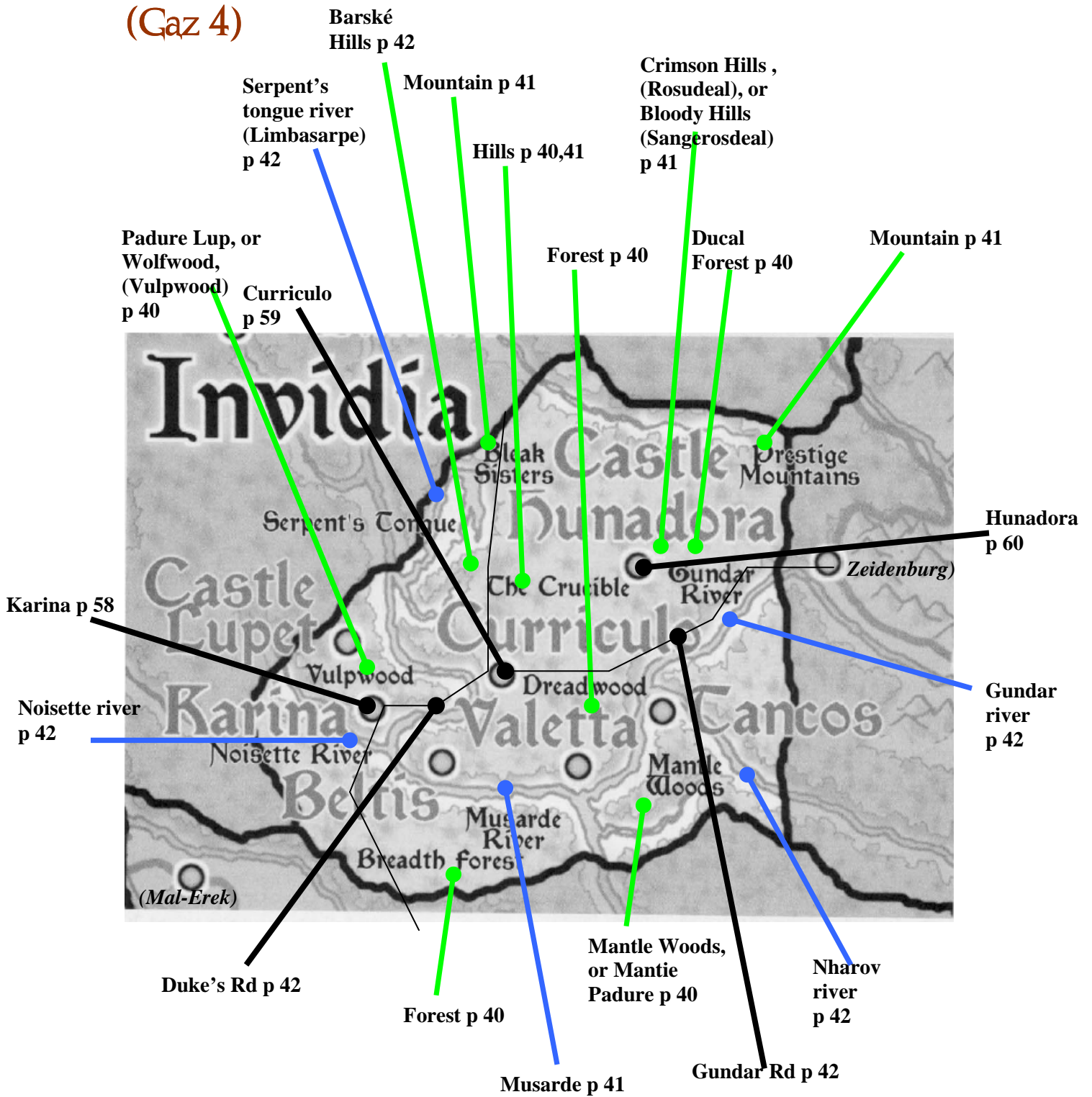


Domain population: 26,100
 (10% mulan, 90% rashemani)
Major Settlements: Ramulai (pop. 300), Sly-Var (4,500), Toyalis (8,200).

Ramulai
 p 60

*Road of a Thousand
 Secrets: to Southeastern
 Pharazia (moderate)*

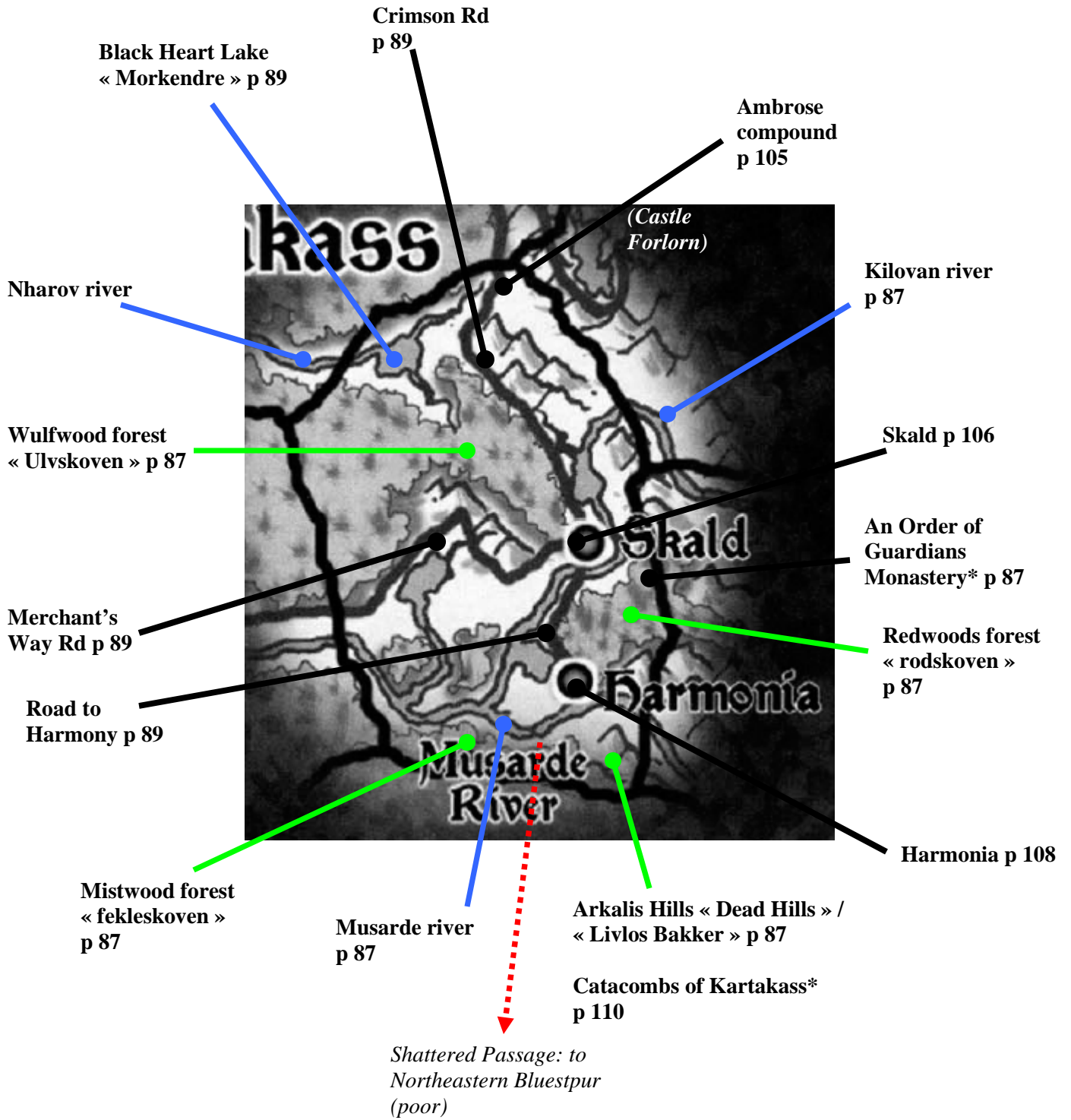
Invidia (Caz 4)



Domain population: 6,900

Major Settlements: Curriculo (pop. 1,135),
Karina (2,315).

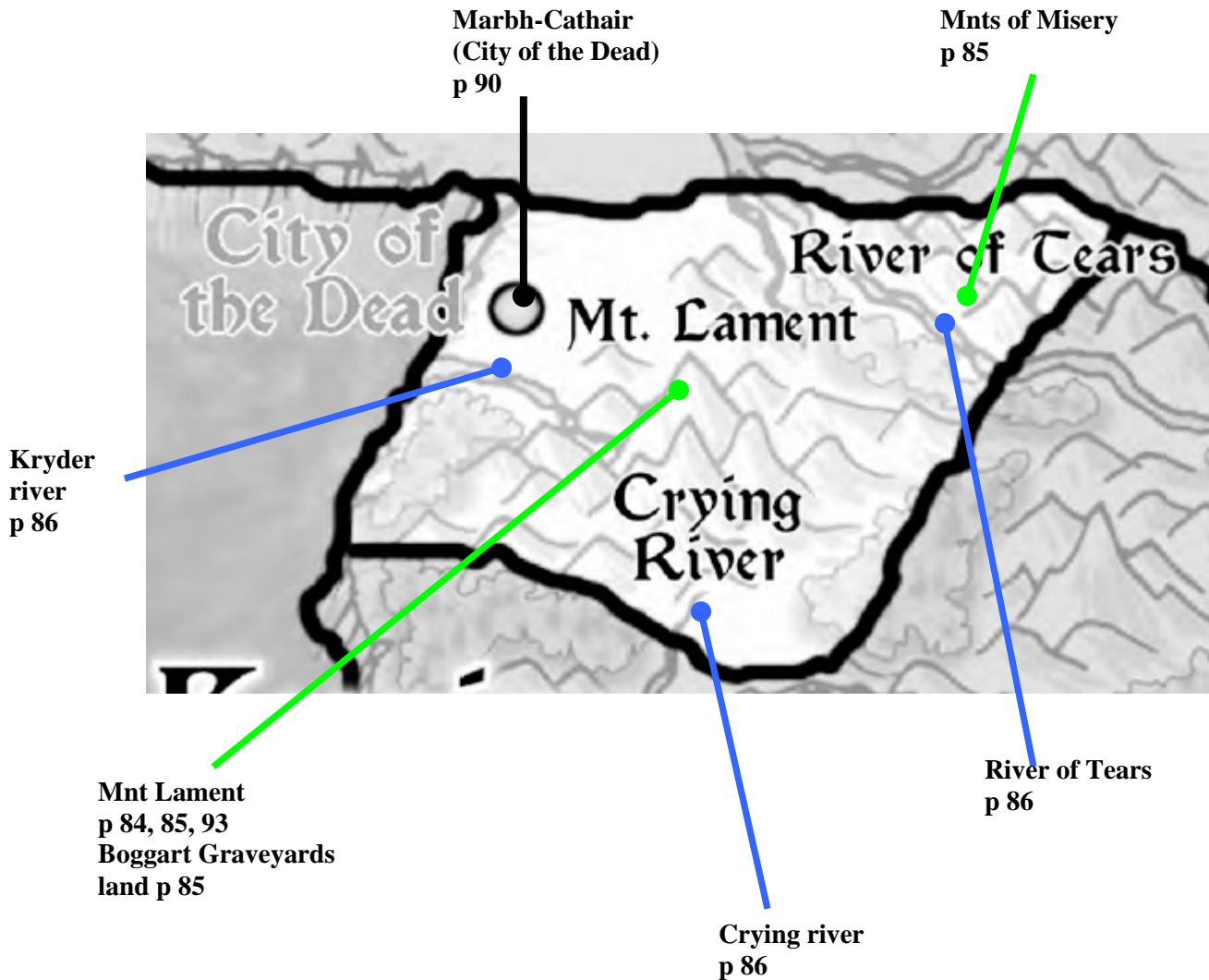
Kartakass (Gaz 1)



Domain population: 5,000 (4% wolfwere)
Major Settlements: Harmonia (pop. 1,500),
 Skald (2,800).

Keening (Caz 5)

Domain named Cinderwitch Mountains (dwarves) p 85 or
The Land of Sleep (TirCadal) (Tepestani) p 88



Domain population: none; 970 Scourged undead exist in Marbh-Cathair. Unknown numbers of other undead creatures dwell throughout the domain.

Major Settlements: none.

Lamordia (Gaz 2)

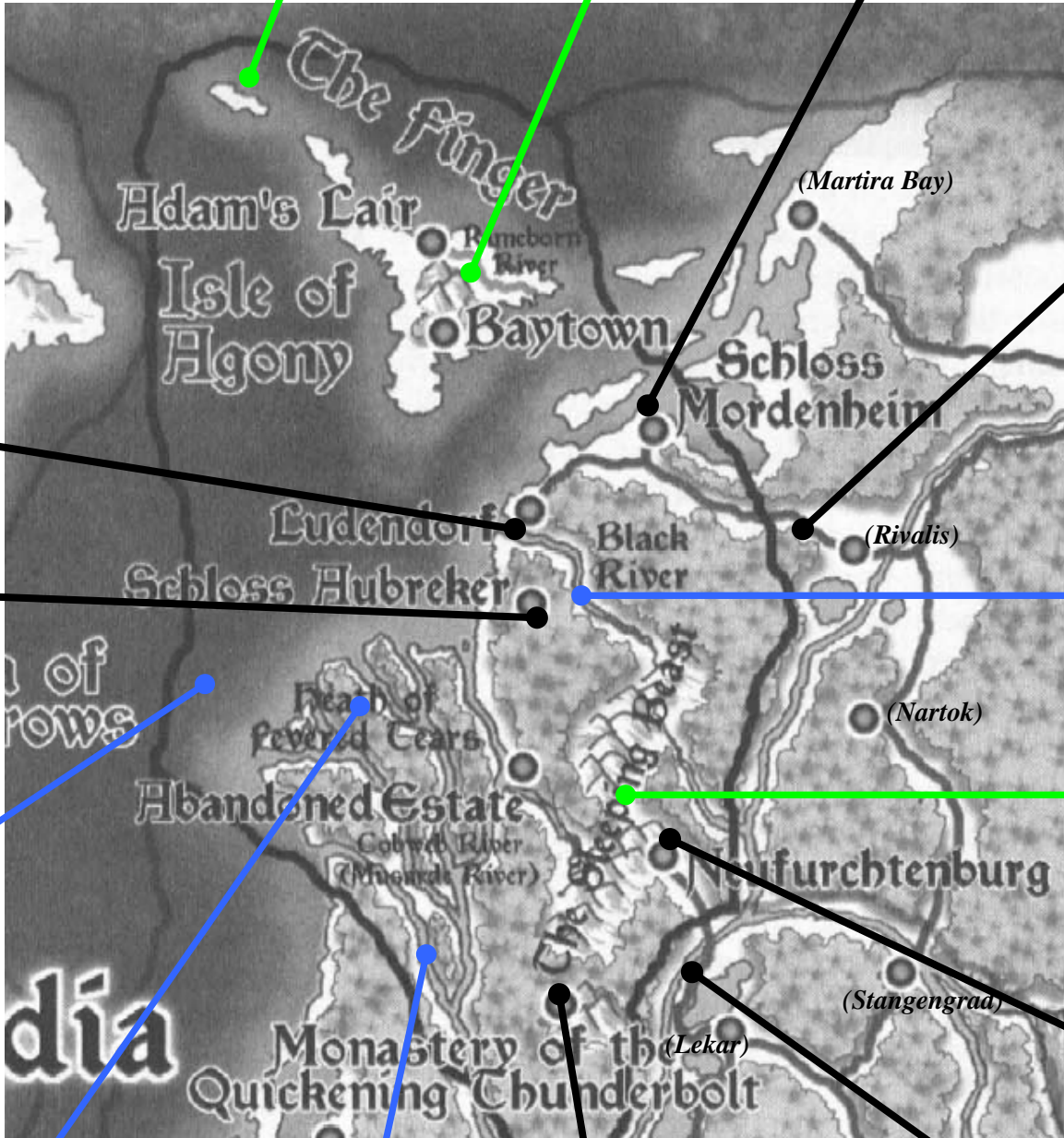
Domain population: 3,280

Major Settlements: Ludendorf (pop. 930),
Neufurchtenburg (760).

Demise p 67

The Finger (Finja)
p 67
Isle of Agony P 80
Baytown p 80

Schloss
Mordenheim
p 78



Ludendorf
p 78

Schloss
Aubrecker
p 82

Sea of
Sorrows
(Mää Trüa)
p 66

Musarde delta:
Heath of Fevered
Tears (Essenbach
Somp)
p 66

Musarde river
(Riefa
Spandwäw, or
Cobweb river)
p 66

Monastery of
Quickening
Thunderbolt
p 82

Wauntmäa
Rd p 16,66

Black
River
(Riefa
Schwoat)
p 66

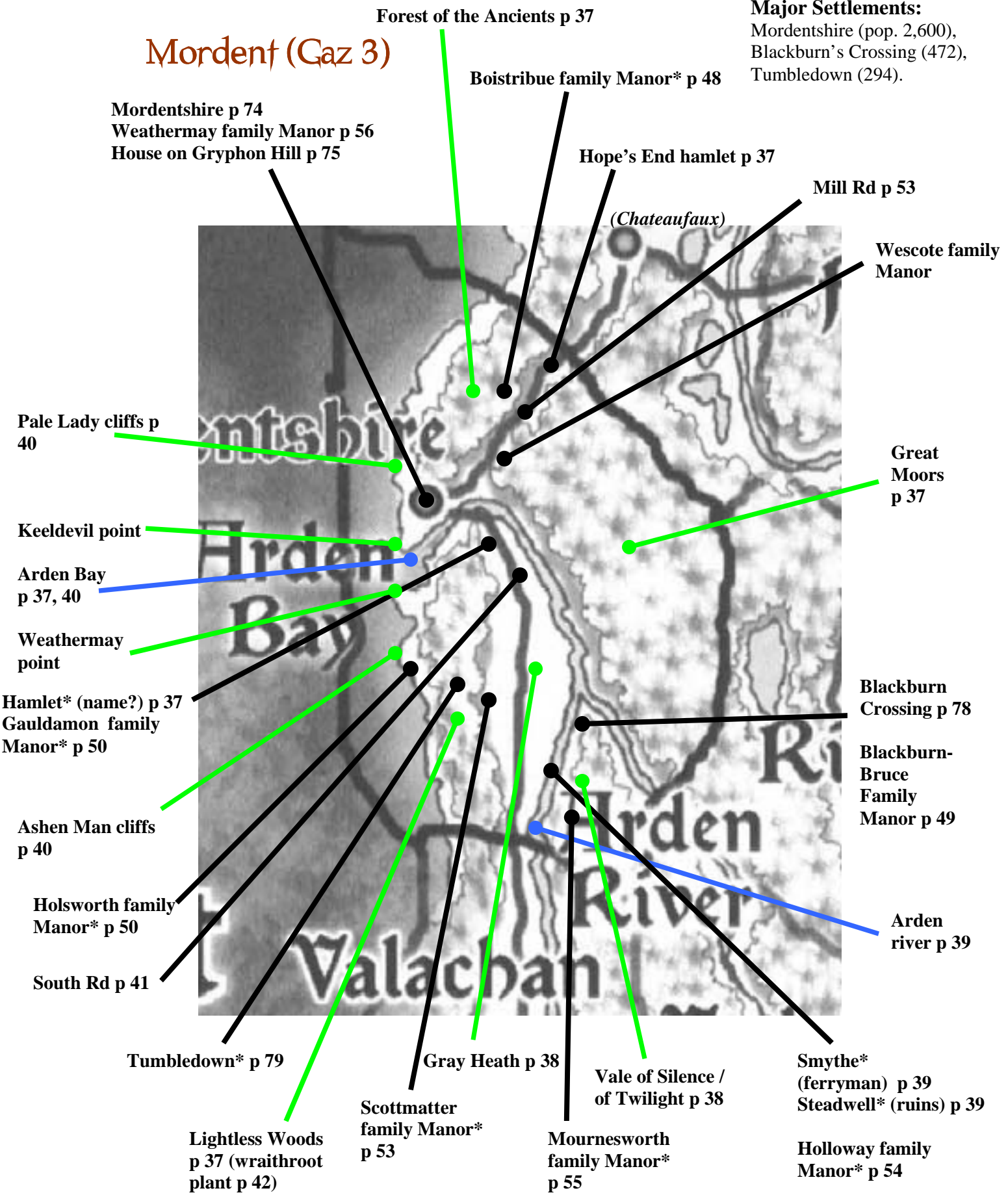
Sleeping
Beast Mnt
(Schlaptia)
p 67

Neufurchtenburg
p 82

Timori Rd
p 67

Mordent (Gaz 3)

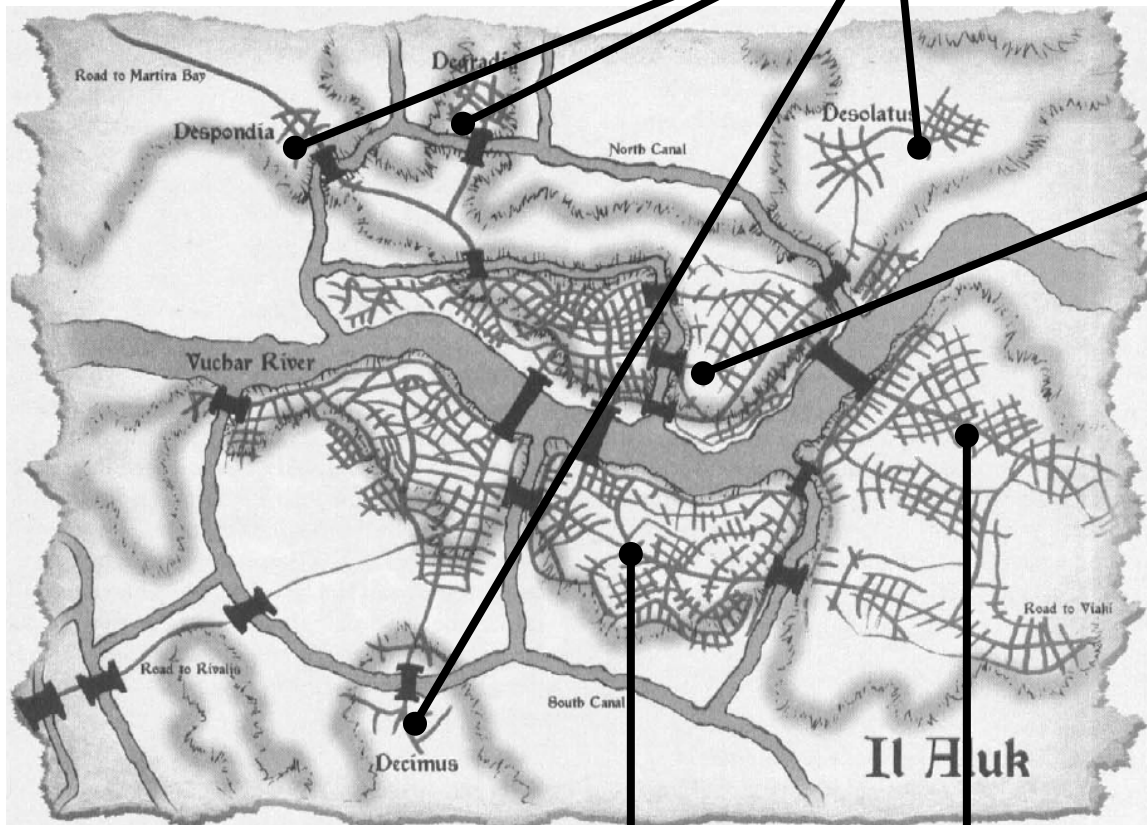
Domain population: 5 500
Major Settlements:
Mordentshire (pop. 2,600),
Blackburn's Crossing (472),
Tumbledown (294).



Necropolis (Gaz 2)

Domain population: 26,800 (100% undead)
Major Settlements: None. Necropolis itself is a single settlement.

See brief domain description on pages 55-56



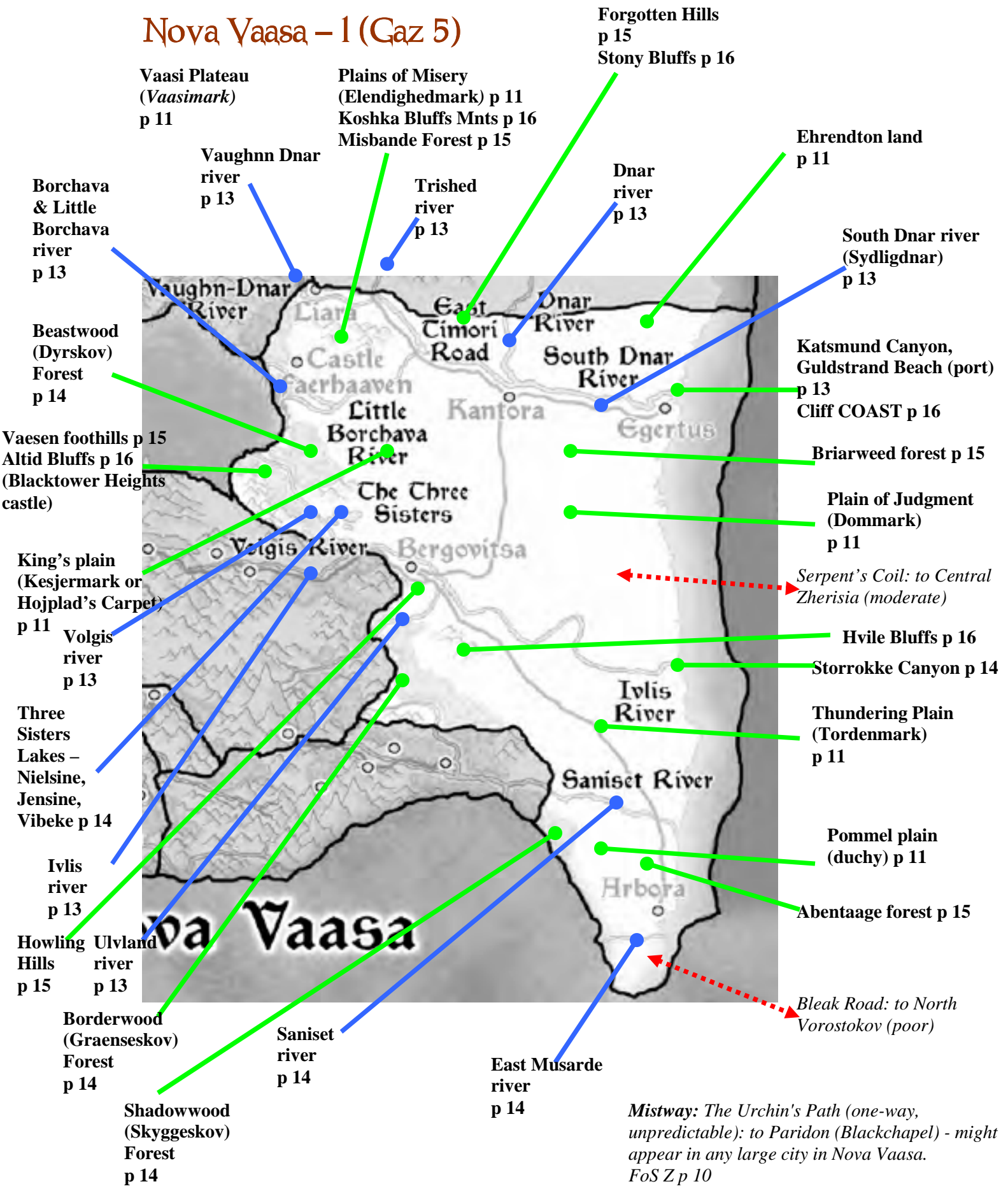
Satellite villages p 61

Aluk Septentrion (north of the Vuchar) p 63

Aluk Meridian (Old Il Aluk) p 63
Grim Fastness p 64

Aluk Meridian (The New Town) p 64

Nova Vaasa – I (Gaz 5)



Vaasi Plateau
(Vaasimark)
p 11

Plains of Misery
(Elendighedmark) p 11
Koshka Bluffs Mnts p 16
Misbande Forest p 15

Forgotten Hills
p 15
Stony Bluffs p 16

Ehrendton land
p 11

Borchava & Little Borchava river
p 13

Vaughnn Dnar river
p 13

Trished river
p 13

Dnar river
p 13

South Dnar river (Sydligdnar)
p 13

Beastwood (Dyrskov) Forest
p 14

Vaesen foothills p 15
Altid Bluffs p 16
(Blacktower Heights castle)

Katsmund Canyon, Guldstrand Beach (port)
p 13
Cliff COAST p 16

Briarweed forest p 15

Plain of Judgment (Dommark)
p 11

King's plain (Kesjermark or Hojplad's Carpet)
p 11

Volgis river
p 13

Serpent's Coil: to Central Zherisia (moderate)

Hvile Bluffs p 16

Storrokke Canyon p 14

Three Sisters Lakes – Nielsine, Jensine, Vibeke p 14

Ivlis river
p 13

Thundering Plain (Tordenmark)
p 11

Pommel plain (duchy) p 11

Howling Ulvland Hills
p 15

Borderwood (Graenseskov) Forest
p 14

Saniset river
p 14

East Musarde river
p 14

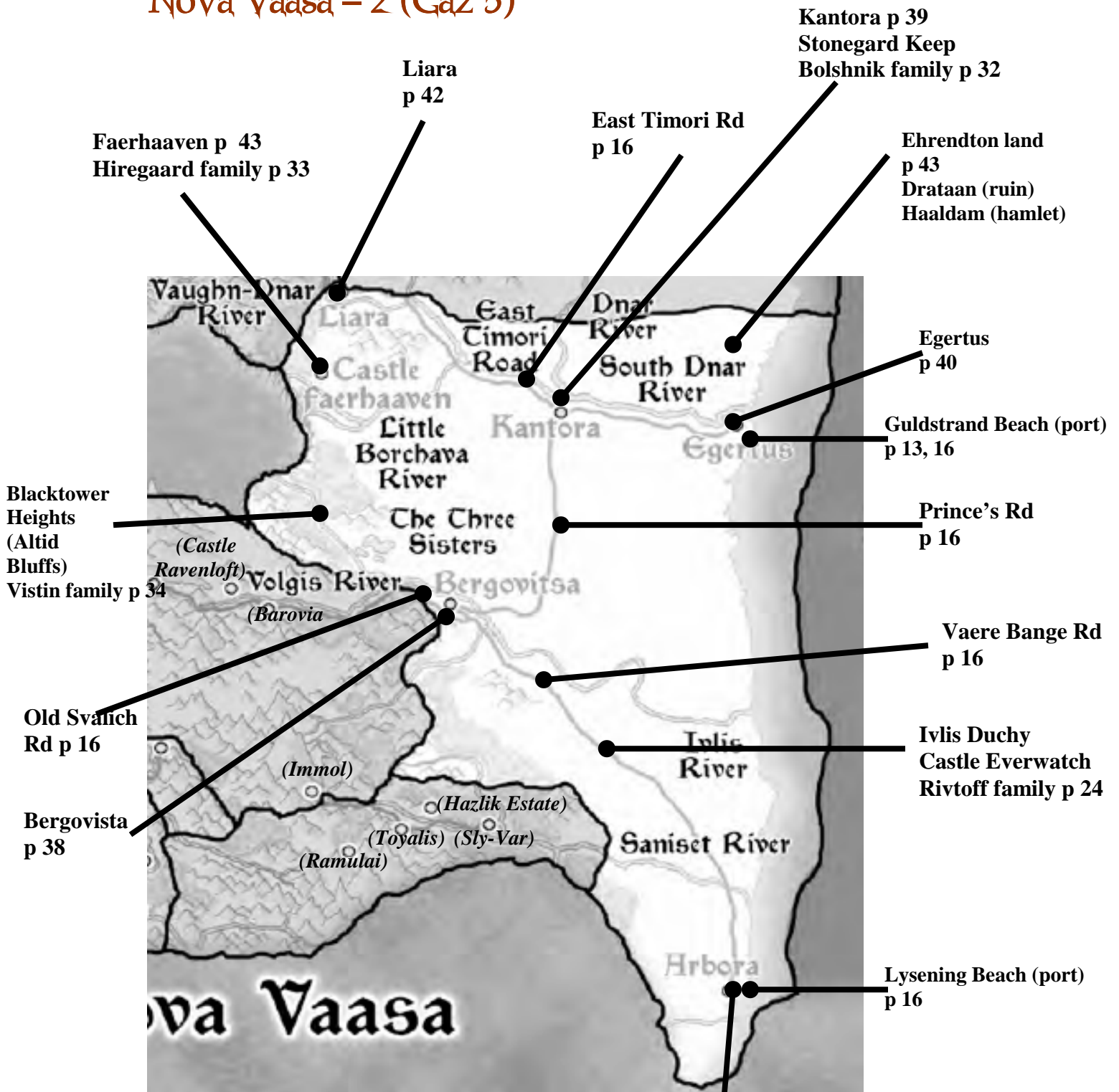
Abentaage forest p 15

Shadowwood (Skyggeskov) Forest
p 14

Mistway: The Urchin's Path (one-way, unpredictable): to Paridon (Blackchapel) - might appear in any large city in Nova Vaasa. FoS Z p 10

Bleak Road: to North Vorostokov (poor)

Nova Vaasa – 2 (Gaz 5)

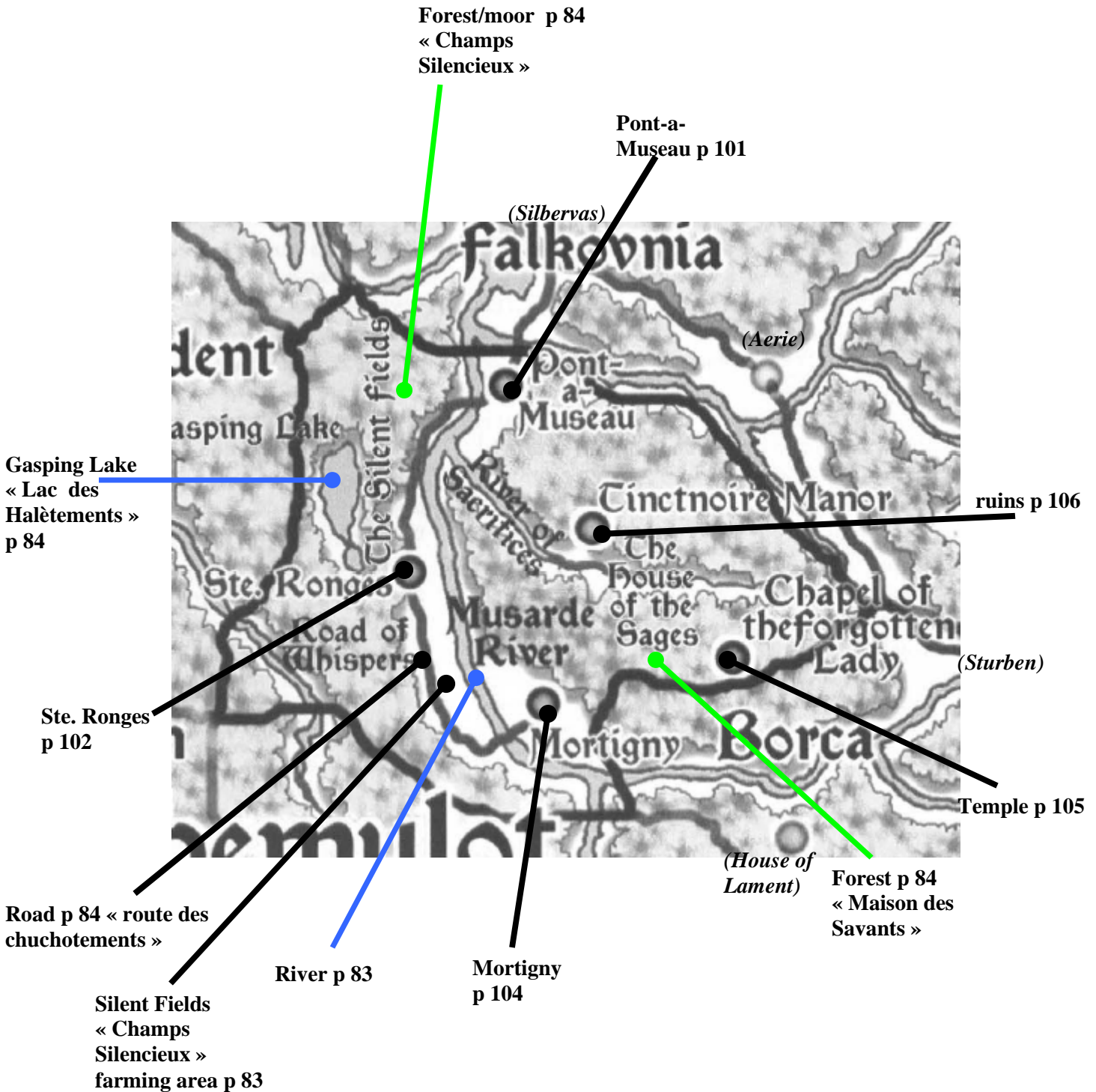


Domain population: 67,700

Major Settlements: Arbora (pop. 4,610), Bergovitsa (6,640), Egertus (3,940), **Kantora (16,520)**, Liara (7,590).

Arbora p 37
Pommel Duchy
Chekiv family p 33

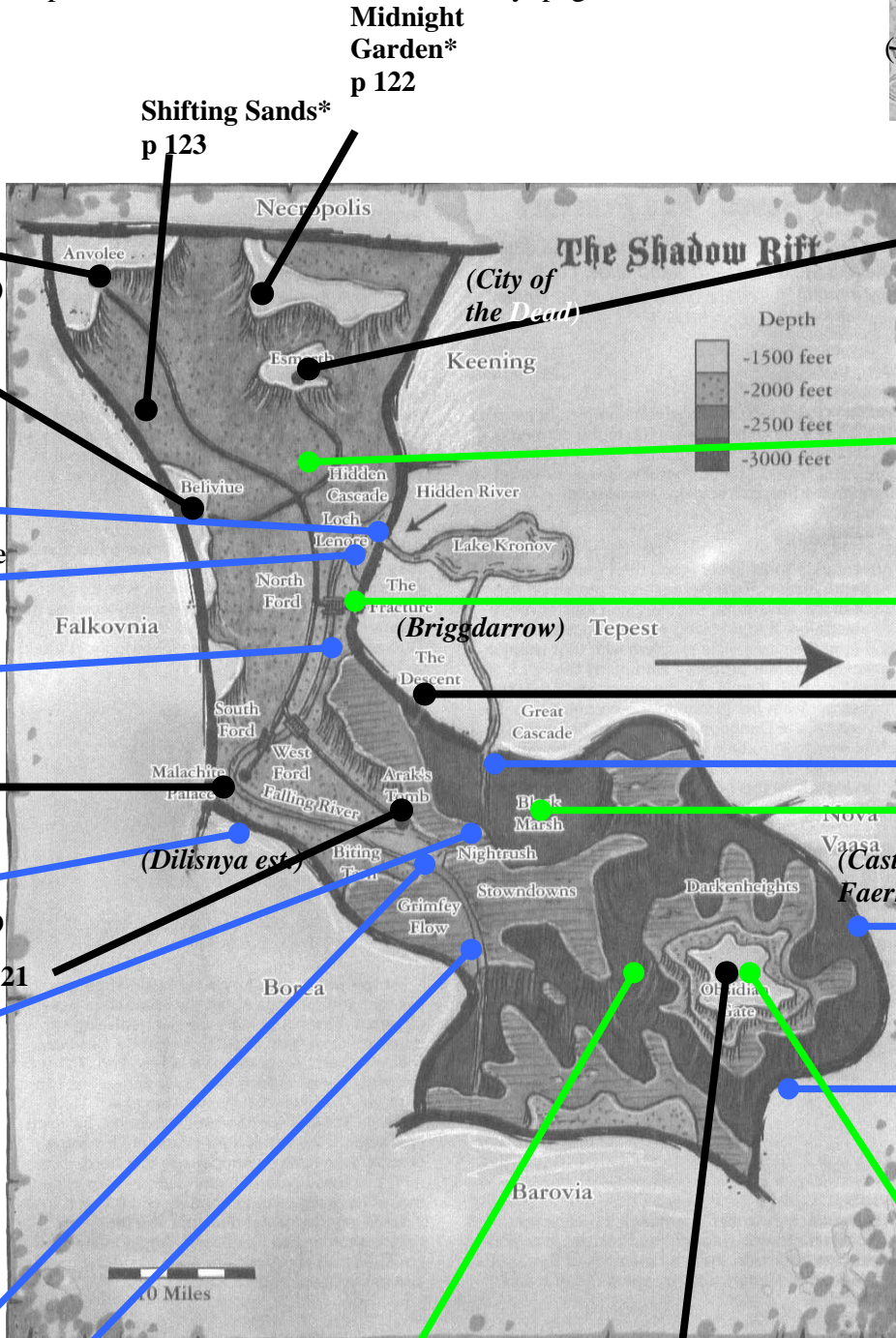
Richemulot (Gaz 3)



Domain population: 45,300 (10% wererat)
 Major Settlements: Mortigny (8,280), Pont-a-Museau (pop. 16,550), Ste. Ronges (6,530).

Shadow Rift (Gaz 5)

Map taken from ShadowRift 2e accessory, pages refer to Gaz 5



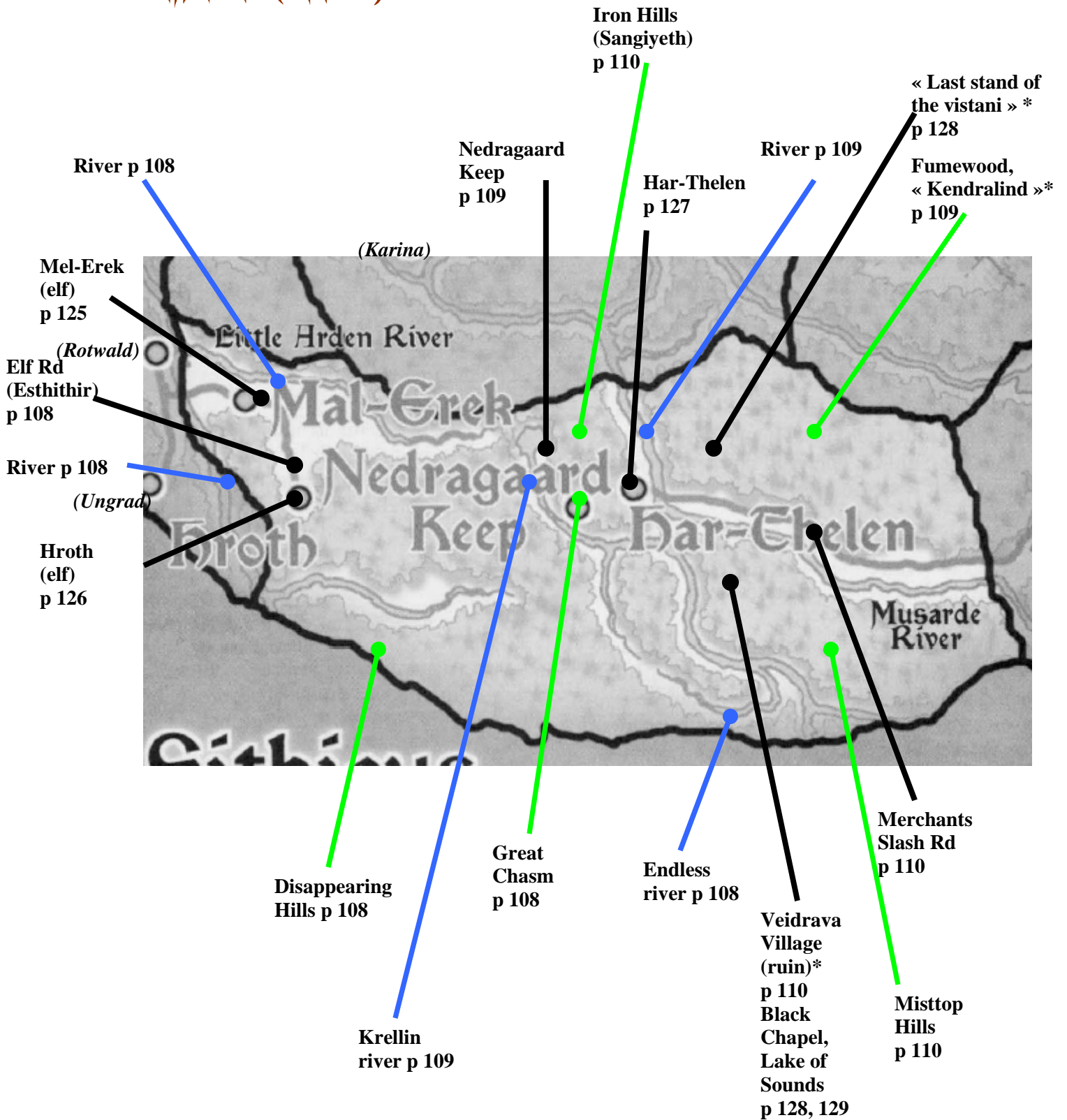
- Midnight Garden***
p 122
- Anvolee (Brag, Alven)**
p 116
- Belviue (Sith)**
p 119
- Hidden Cascade** p 99
- Loch Lenore lake (Loson Lenore)**
p 100
- Falling River (Vyrn Teuva)**
p 100
- Malachite Palace**
p 120
- Mourner's Veil Cascade (from Vasha river)** p 99
- Arak's Tomb** p 121
- Nightrush river (Meuryanvo)**
p 101
- Biting Tarn lake (Powloson)** p 101
- Grimfey Fow river (Sithfaer teuvo)**
p 101

- Shifting Sands***
p 123
- Esmerth (Shee, Human)**
p 118
- Northern Rift (Alvaina, or the Greenlands)** p 99, 100
- The Fracture (path between Tepest and the Rift)** p 99
- The Descend staircase (end of the East Timor Rd)** p 99
- Great Cascade** p 99
- Black Marsh (Anvpowlen)** p 101
- Twin Cascade (from Little Borchava river)** p 99
- Deadfalls Cascade (from Vorgis river)**
p 99
- Darkenheights Mnt (Anvomaura)**
p 101
- Obsidian Gate** p 101, 122

Southern Rift (Blamaug, or the Stonedowns) p 99, 101
The Precipice separates north and south p 100

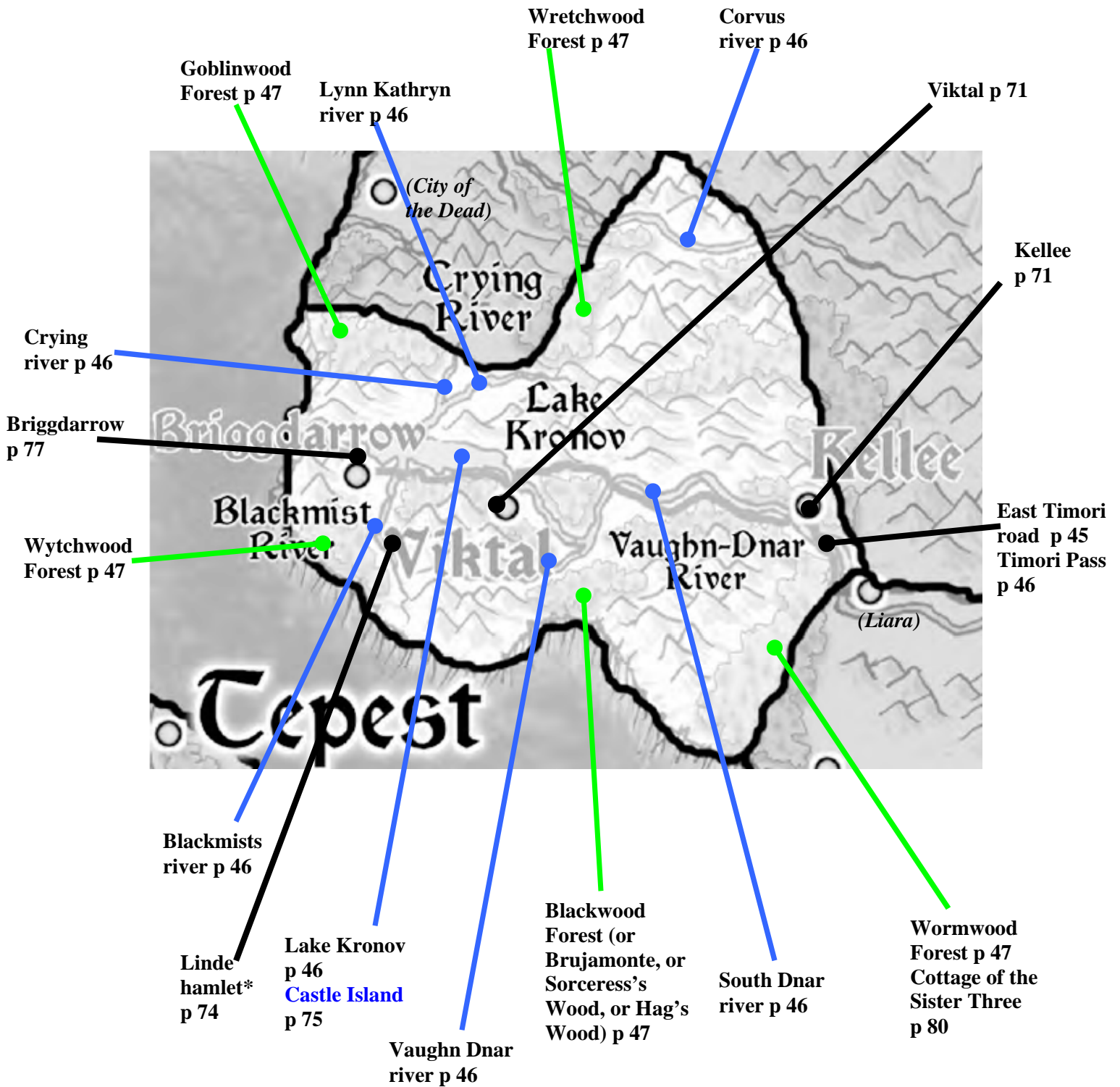
Domain population: unknown even for most scholars.
 Population 24,000 – Races: Arak 40% (teg 7%, powrie 7%, brag 7%, muryan 6%, shee 4%, sith 4%, alven 2%, fir 2%, portune 1%), changelings 25%, other 35%.
Major Settlements unknown.
 (Anvolee (pop. 5,000), Esmerth (1,500), Belviue (1,000))

Sifhicus (Gaz 4)



Domain population: 4,300 (96% elves)
Major Settlements: Har-Thelen (pop. 500),
 Hroth (940), Mal-Erek (500).

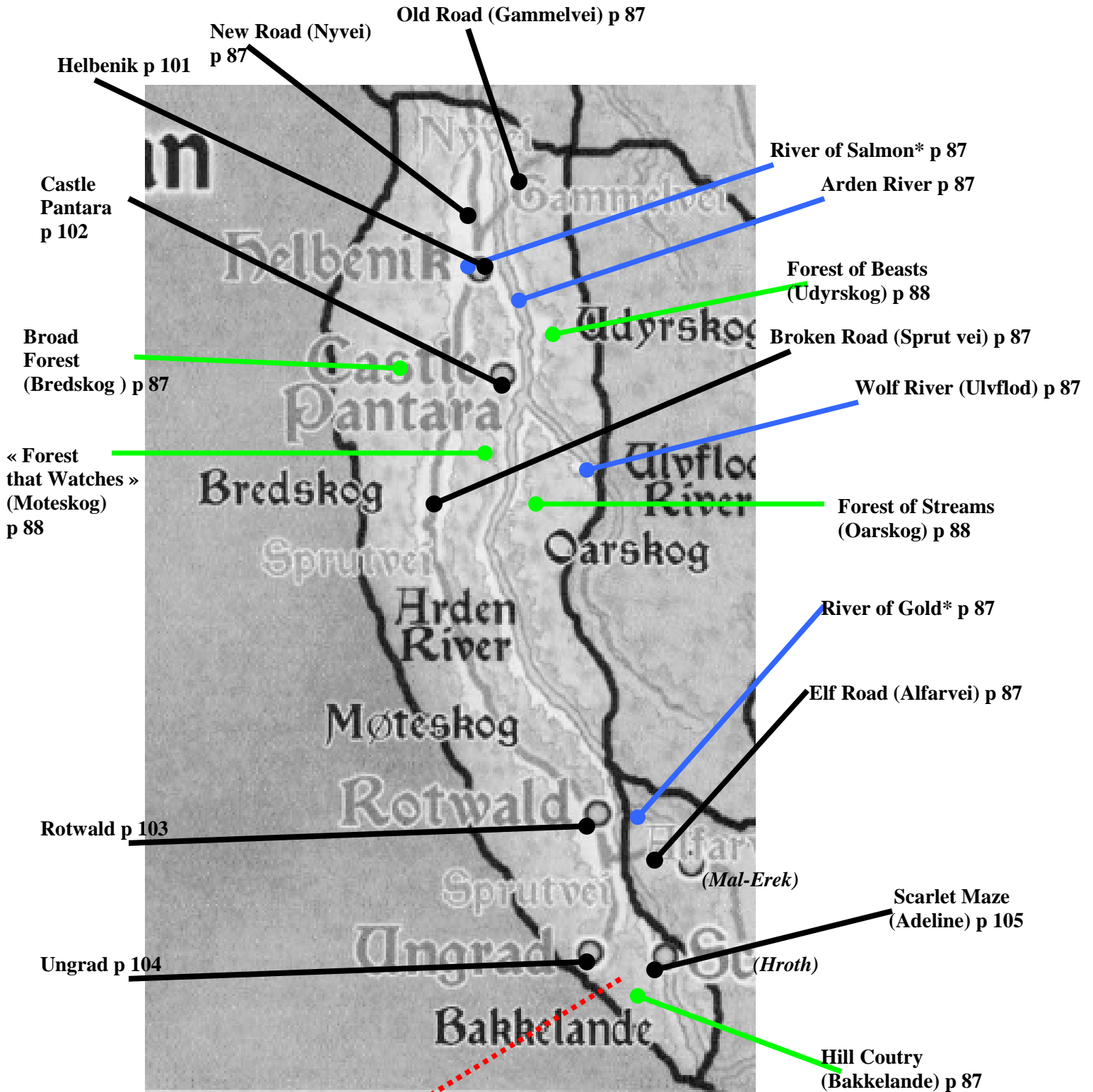
Tepesf (Gaz 5)



Domain population: 15,500

Major Settlements: Briggdarrow (pop. 300), Kellee (3,700), Linde (300), Viktal (3,600).

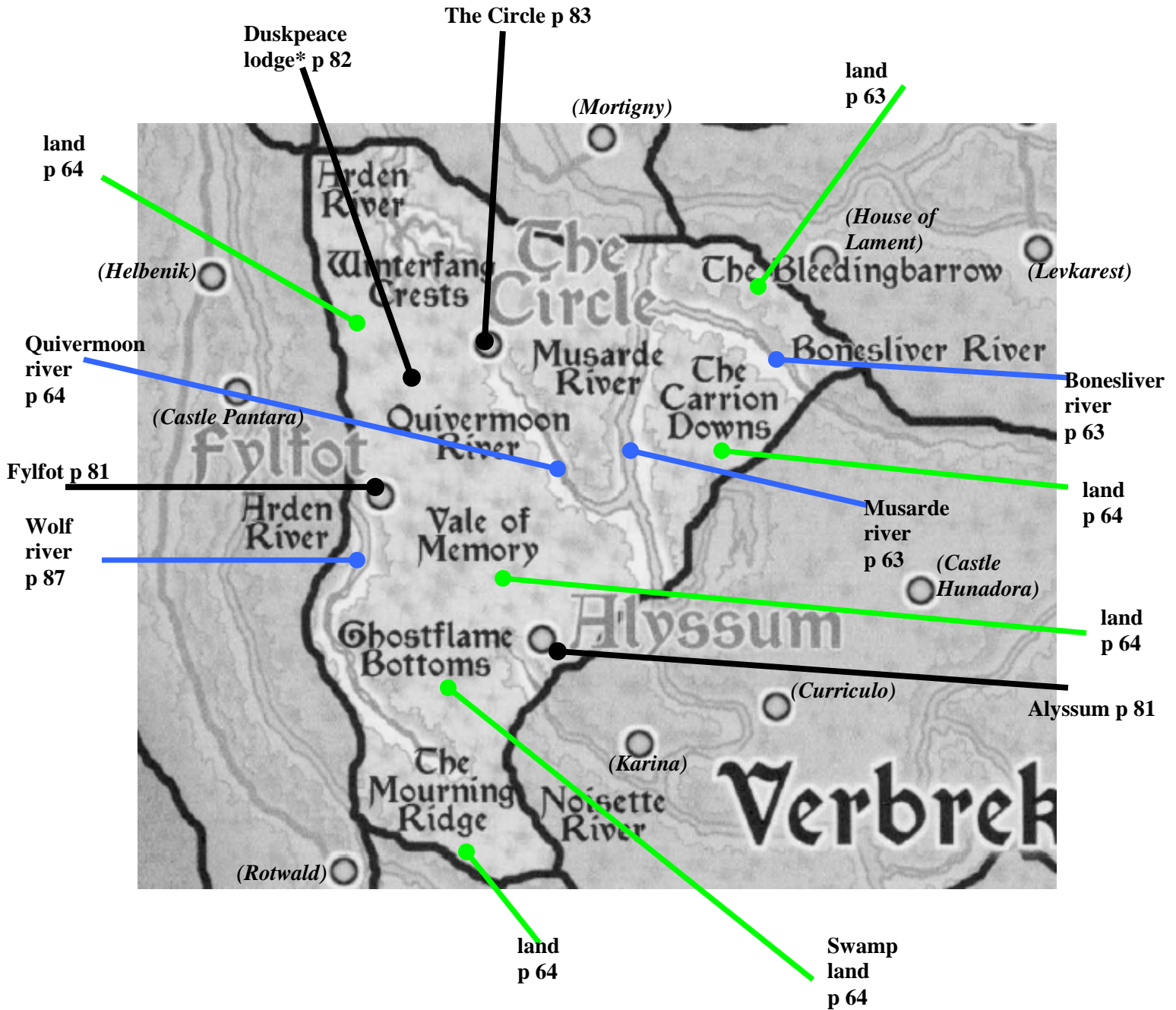
Valachan (Gaz 4)



Path of Innocence: to Northern Odiare (poor)

Domain population: 19,100
Major Settlements: Helbenik (pop. 3,500), Rotwald (4,400), Ungrad (1,500).

Verbrek (Gaz 4)



Domain population: 830 humans, plus 1,140 werewolves
Major Settlements: Fylfot (67), Alyssum (62). Verbrek is sparsely populated, and most folk dwell in solitary farmsteads or settlements of fewer than twenty people.

Nocturnal Sea – mistways

Road of the Lost: to a lesser known cluster of domains called Duskreach (Daglan, Estrangia, Kislova, and Donskyar). Travelers from Vechor arrive at the western border of Daglan (two-way, moderate) FoS NS p 47

Vechor: The House of Fallen Leaves (Tarnos Shadowcloak's manor). 1) door into the Umbral Curtain (the space bordering Ravenloft proper and the Plane of Shadow). 2) The Sleep of Reason: leads into the Nightmare Lands (a tower in the City of Nod) (two-way, excellent). FoS NS p 57

Wake of the Loa: to Souragne (moderate)

Liffe
(Nevuchar Spring)
Domain population: 11,000
Main settlements: Aferdale (pop. 850), Armeikos (3,000), Claveria (400), Moondale (1,600).

Vechor
Domain population: 15,900
Main settlements: Abdok (pop. 8,000), and the large farming area surrounding this city (additional pop. 5,000)

L'île de la Tempête
Population: 1 (or perhaps a few shipwrecked sailors at times)
Main settlements: None

The Isle of Ravens
Population: 1 human (the Lady); a few miscellaneous fey creatures (*Egertus*)
Main settlements: None

Neblightode (incl. Graben & Todstein)
Population: ~4000 (mostly Grabenites, plus isolated fishing outposts & transient sailors with no fixed address)

Graben Island
Population: 3,200
Main settlements: Graben-town (1900), Kirchenheim (400), Seeheim (250), Meerdorf (150)

Todstein
Population: 1 human, ~400 Obedient Dead (mostly lebentod & skeletons), ~80 constructs
Main settlements: None (*Arbora*)

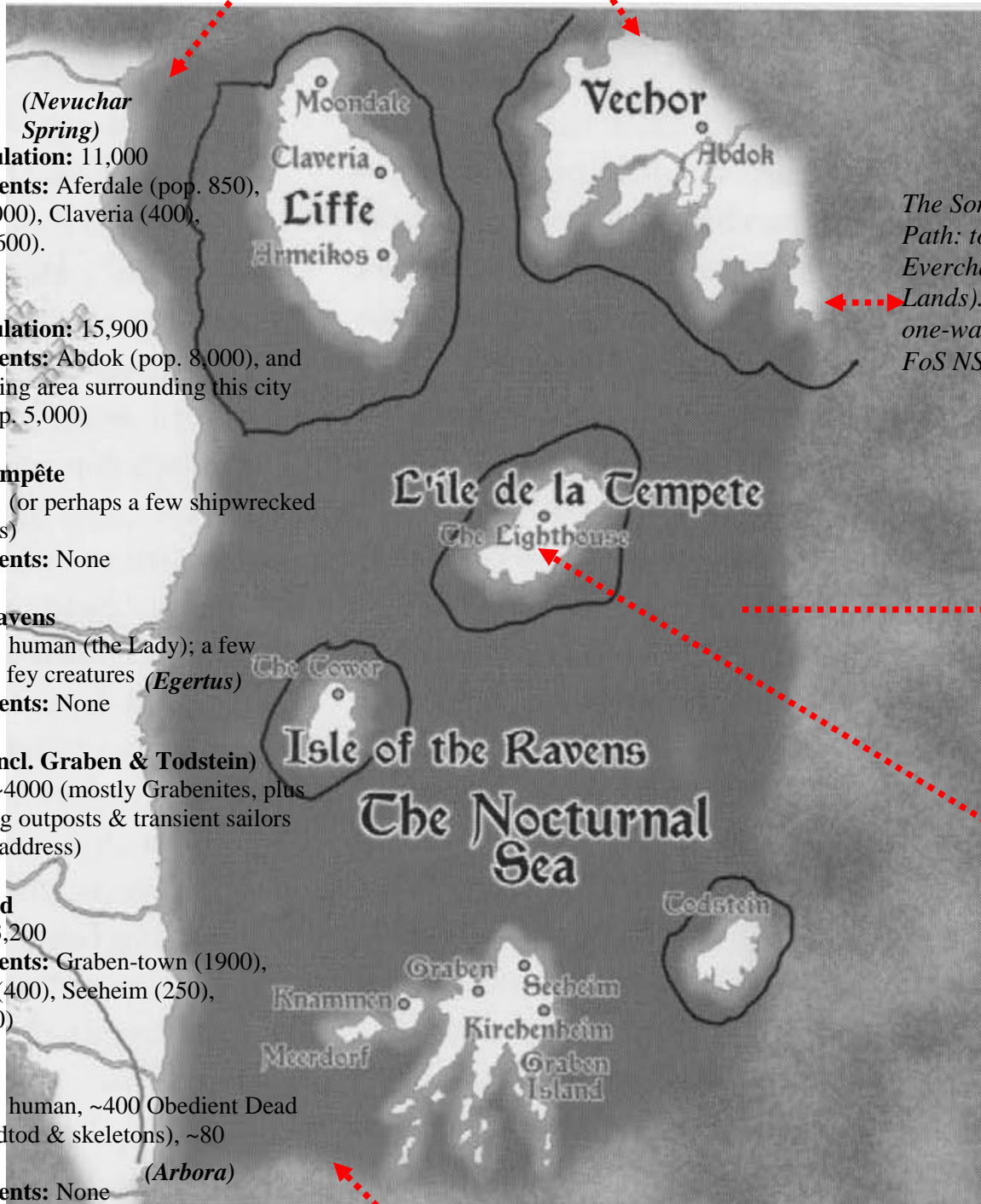
The Drowning Deep
Population: 14,000 (100% non-human)
Main Settlements: Shay-Lot (Xalot) (10,000)

The Call of the Claw: Northwest Sea of Sorrows – Southwest Neblightode (believed severed; moderate reliability, two-way, conditional [storms only]) FoS NS p 132

The Somnambulist's Path: to the Forest of Everchange (Nightmare Lands). For sleepers: one-way (excellent) FoS NS p 47

Jackal's Ruse: to Har'Akir (moderate) (VRGtM, see also FoS NS p 83)

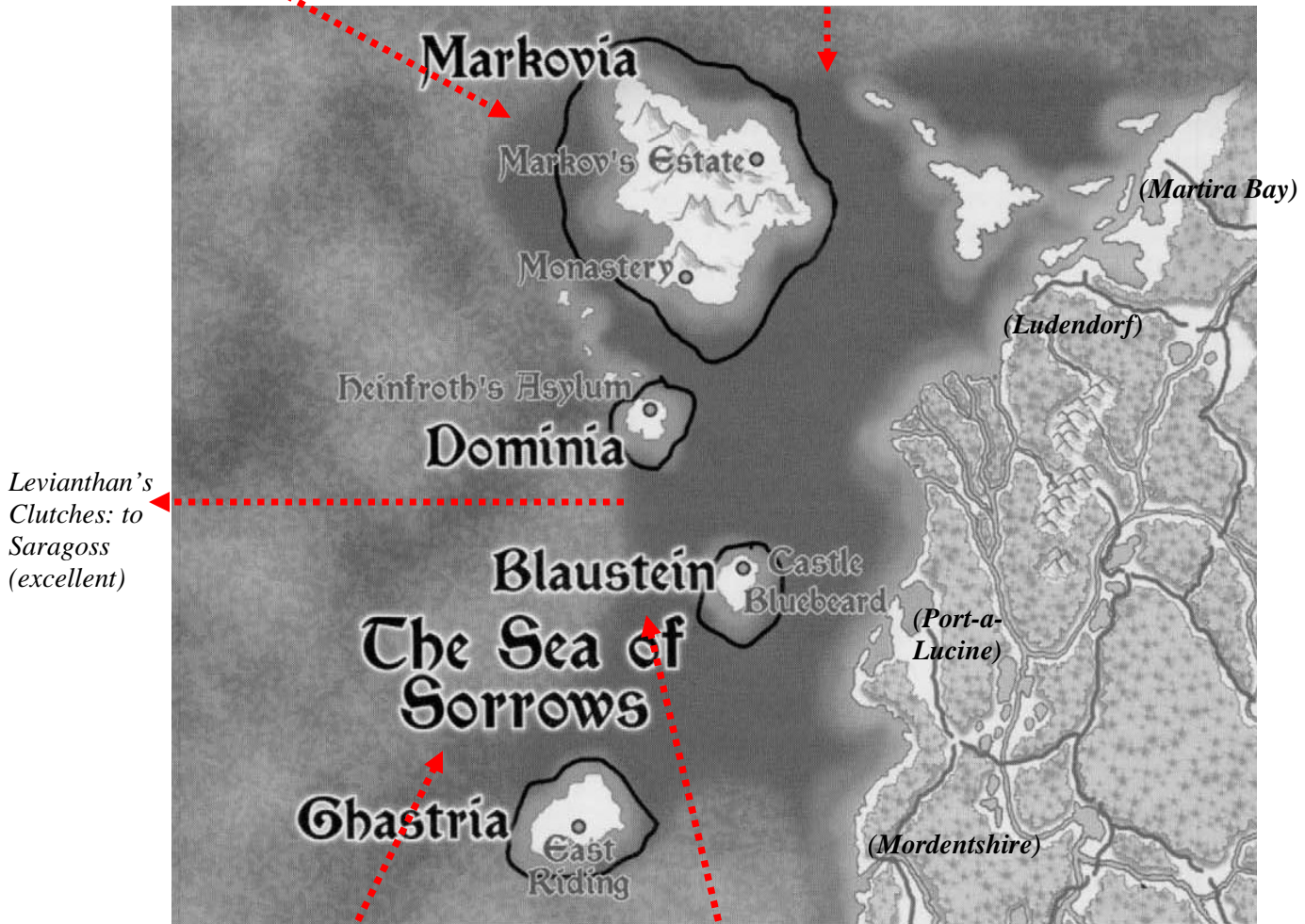
Lighthouse's Beam: from anywhere to Ile de la Tempête (conditional, one-way) FoS NS p 106



Sea of Sorrows – mistways

The Call of the Claw: Northwest Sea of Sorrows – Southwest Nebligtode (moderate reliability, two-way, conditional [storms only]) FoS NS p 132

Emerald Stream : to Eastern Sri Raji (moderate)



Levianthan's Clutches: to Saragoss (excellent)

Way of Venomous Tears: to Northeastern Rokushima (poor)

The Royal Channel (moderate): to the Docks, Paridon. Vaasa. FoS Z p 10

Sea population: 1,300
Major Settlements: Ghastría — East Riding (pop. 600).
Markovia:
Domain population: unknown
Major Settlements: unknown (to be updated in the SoSorrows FoS Report)

Other known Mistways of the Mistlands:

- *The Iron Way: to Shadewell (Paridon) to Nosos (two-way, poor) FoS Z p 10*

- *Way of the Winding Jaws: Souragne – Wildlands (two-way; 100% reliable to the Wildlands, 20% reliable from the Wildland, conditional) FoS Sour. p 77*

- *The Ship of Horrors (unconventional mistway) FoS NS p 173*