

# Lordran



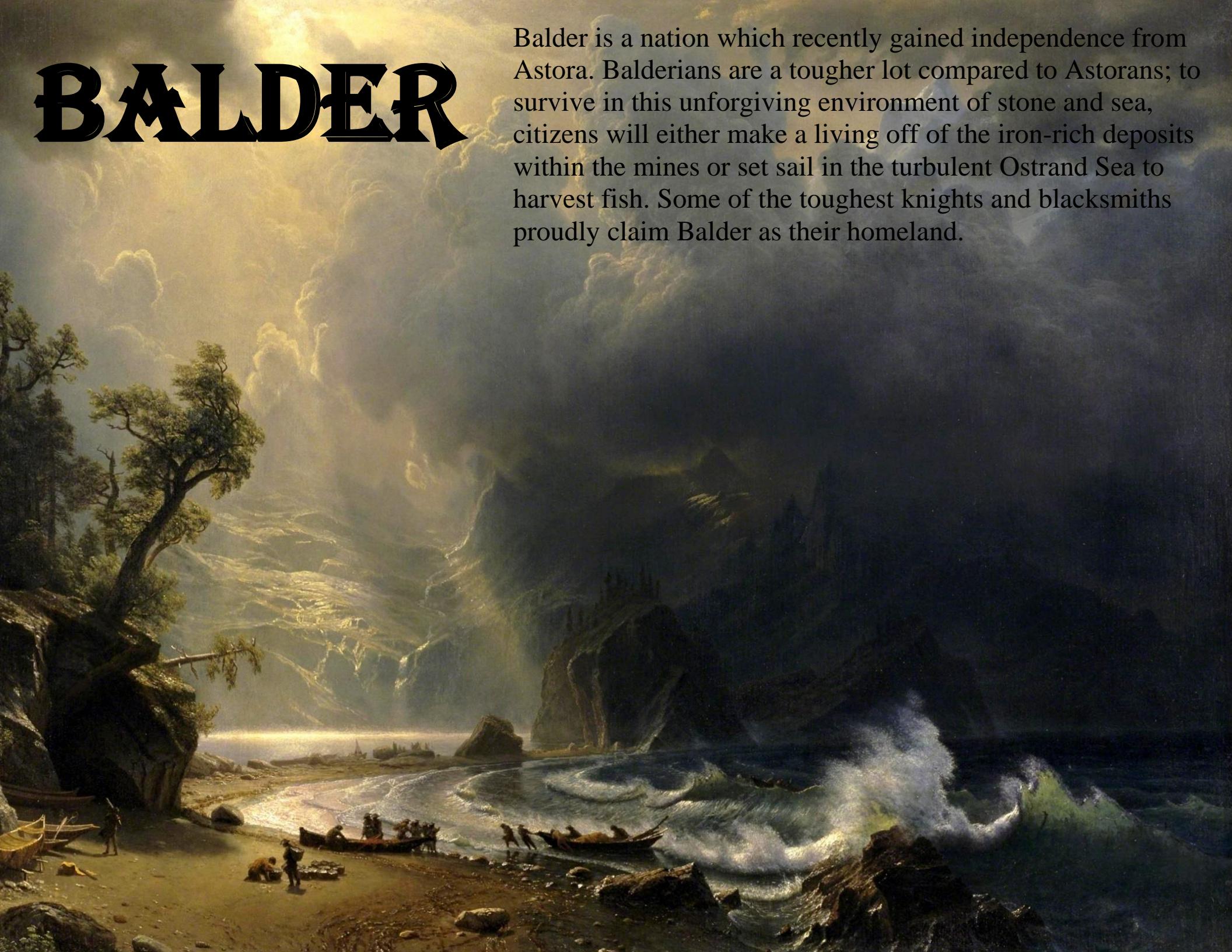
**PROVIDENCES**

# Astora

Astora is the heartland of Lordran. Neighboring the land of the Gods, the majority of fair-skinned, blue-eyed Astoran citizens are faithful to Gwyn. As the most populated providence, it contains a wide variety of people from the highest nobles to the lowest peddlers. Most of all, it contains countless opportunities for adventure.



# BALDER



Balder is a nation which recently gained independence from Astora. Balderians are a tougher lot compared to Astorans; to survive in this unforgiving environment of stone and sea, citizens will either make a living off of the iron-rich deposits within the mines or set sail in the turbulent Ostrand Sea to harvest fish. Some of the toughest knights and blacksmiths proudly claim Balder as their homeland.

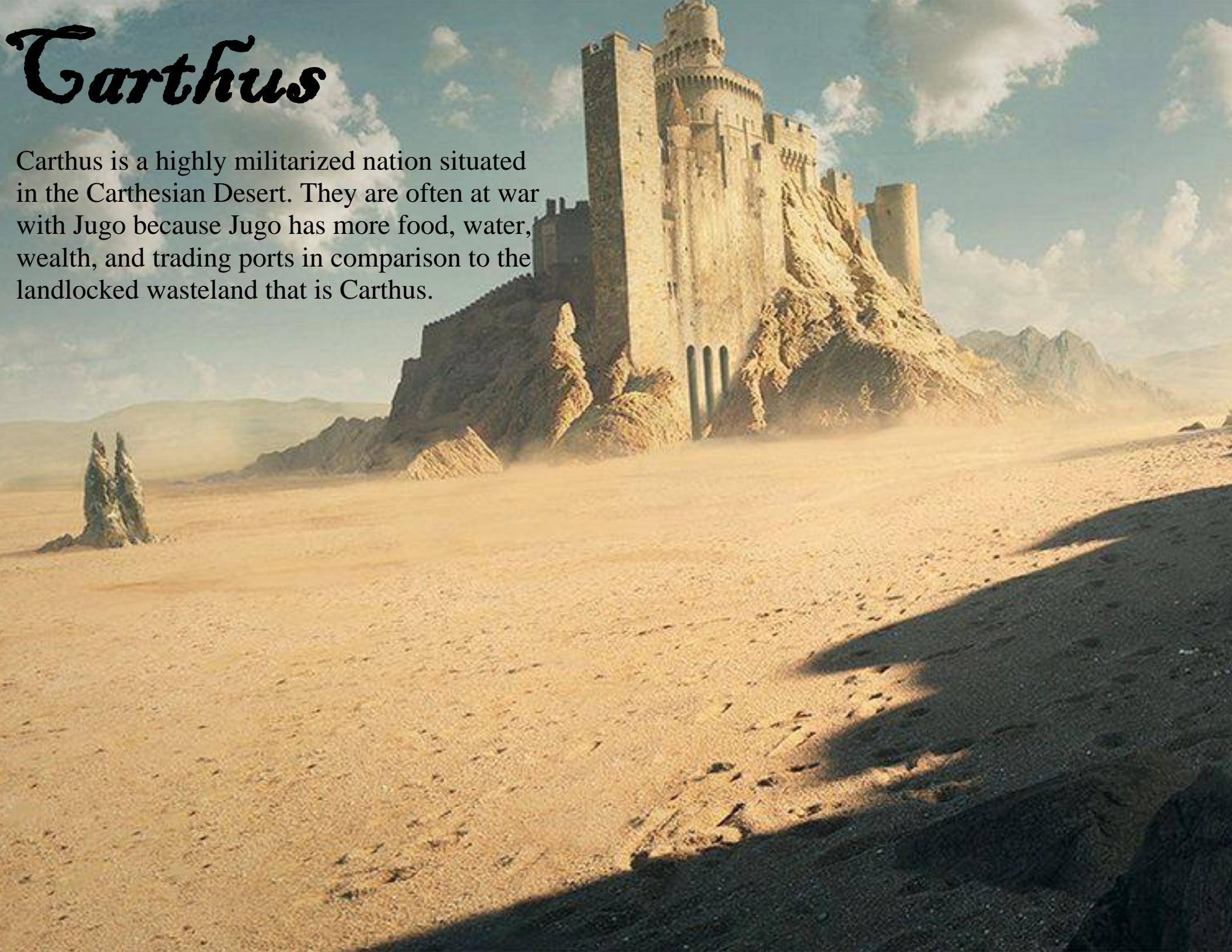
# Carim

Carim is one of the four devout providences within the Holy Crescent. The people of Carim typically have cobalt hair and eyes, and they deny the existence of Allfather Lloyd, claiming that Gwyn is the First God. Therefore, they are opposed to the beliefs of The Way of White common in Thorolund.



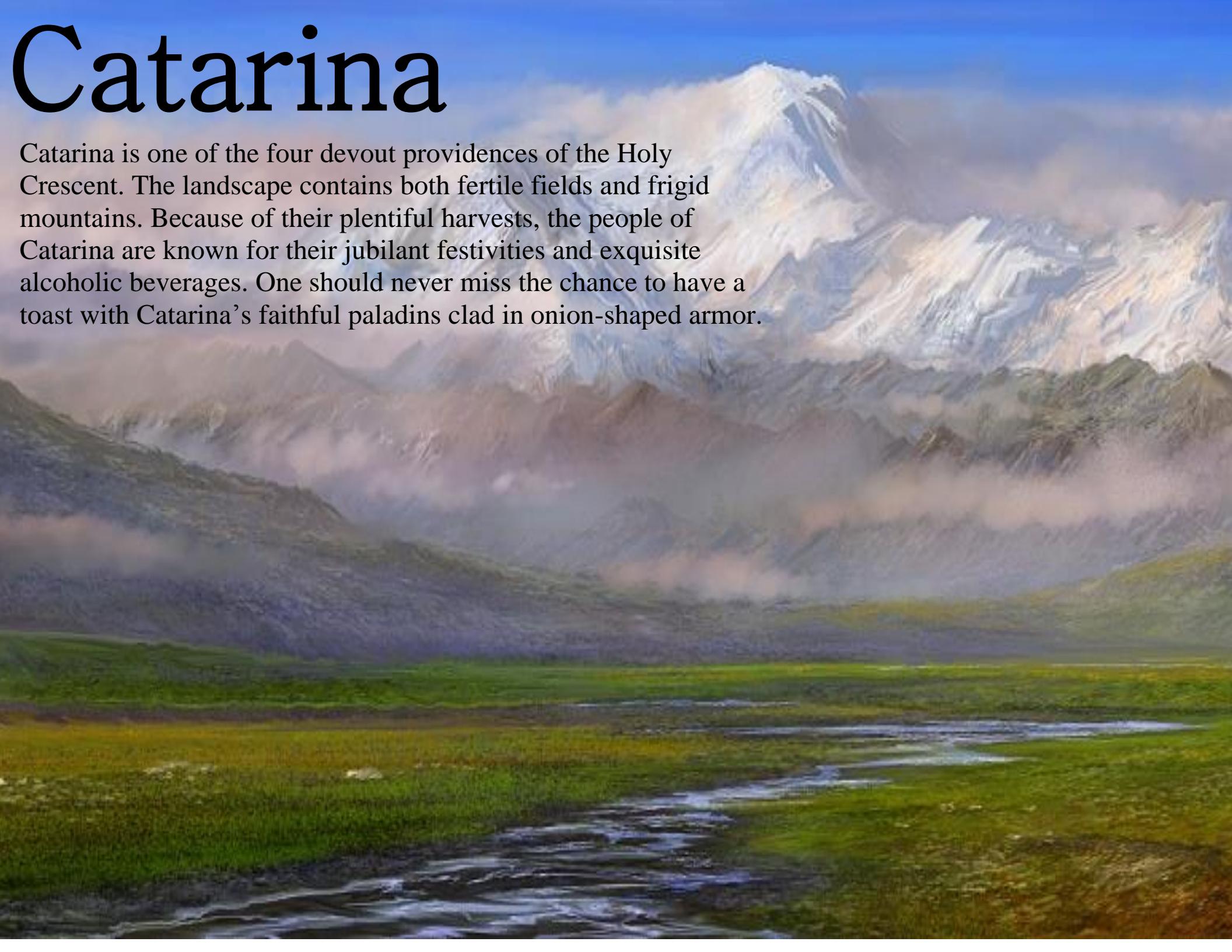
# *Carthus*

Carthus is a highly militarized nation situated in the Carthesian Desert. They are often at war with Jugo because Jugo has more food, water, wealth, and trading ports in comparison to the landlocked wasteland that is Carthus.



# Catarina

Catarina is one of the four devout providences of the Holy Crescent. The landscape contains both fertile fields and frigid mountains. Because of their plentiful harvests, the people of Catarina are known for their jubilant festivities and exquisite alcoholic beverages. One should never miss the chance to have a toast with Catarina's faithful paladins clad in onion-shaped armor.



# Drangleic

Drangleic is a distant land with long winters and cold demeanors. Worship of any Gods other than the presiding God-King that rules the land is forbidden. It is said that there is a high presence of untamed dragons residing here.



# Farron



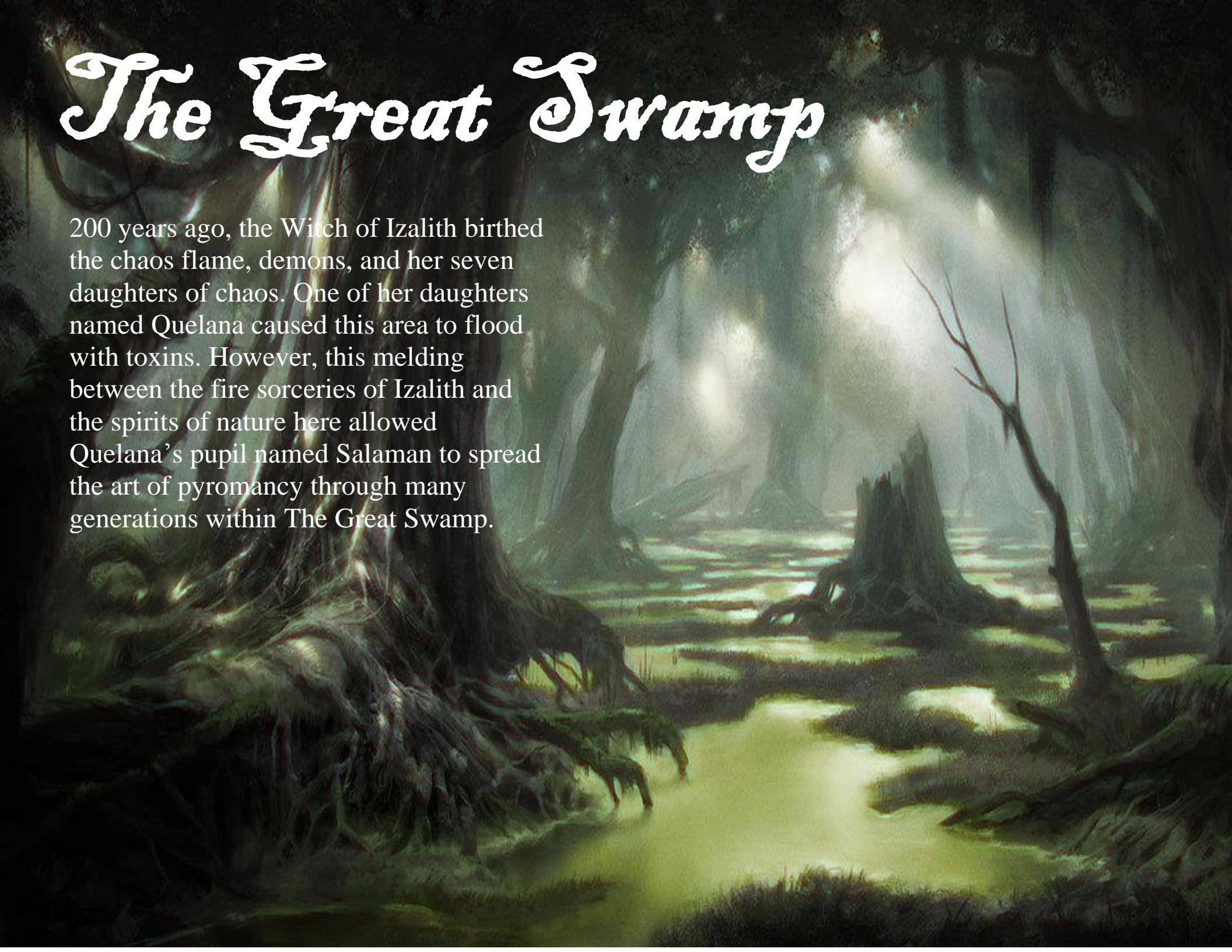
Farron is an unclaimed area of feral swamps and eerie forests. Vinheim scholars report of an ancient civilization that once ruled this area, but they are uncertain as to what caused their destruction. The only clues left behind are their light-bending sorceries and a dark chasm known as The Abyss.

# The Frozen Isle

Little is known about this frozen wasteland. Legends say that this area is frozen in time...



# *The Great Swamp*

The background of the slide is a dark, atmospheric illustration of a swamp. It features several large, gnarled trees with exposed roots, their trunks leaning at odd angles. The ground is covered in thick, green vegetation, including low-lying bushes and what appear to be glowing green mushrooms or plants. A bright, hazy light source, possibly a fire or a natural glow from the swamp, illuminates the scene from the right, casting long shadows and creating a misty, ethereal atmosphere.

200 years ago, the Witch of Izalith birthed the chaos flame, demons, and her seven daughters of chaos. One of her daughters named Quelana caused this area to flood with toxins. However, this melding between the fire sorceries of Izalith and the spirits of nature here allowed Quelana's pupil named Salaman to spread the art of pyromancy through many generations within The Great Swamp.

# *Irithyll*

As the land of the Gods, the sun never sets within the Boreal Valley. Gwyn and his children live within the city of the gods known as Anor Londo. Below Anor Londo resides the city of Irithyll. Despite the warm weather and constant sunlight, Irithyllians have pale skin and white hair; within the golden light of the city it appears as if the nobles here are radiant with divinity.



# Izalith

The background image depicts a dark, apocalyptic scene. A massive, bright orange and yellow sun or celestial body dominates the upper left, casting a powerful glow over the landscape. The ground is covered in dark, jagged rock formations and numerous glowing red and orange lava flows that snake across the terrain. The overall atmosphere is one of intense heat, destruction, and chaos.

Izalith is a literal hellscape crawling with demons; a byproduct of the Witch of Izalith's failed attempt to recreate the first flame using her own chaos flame.

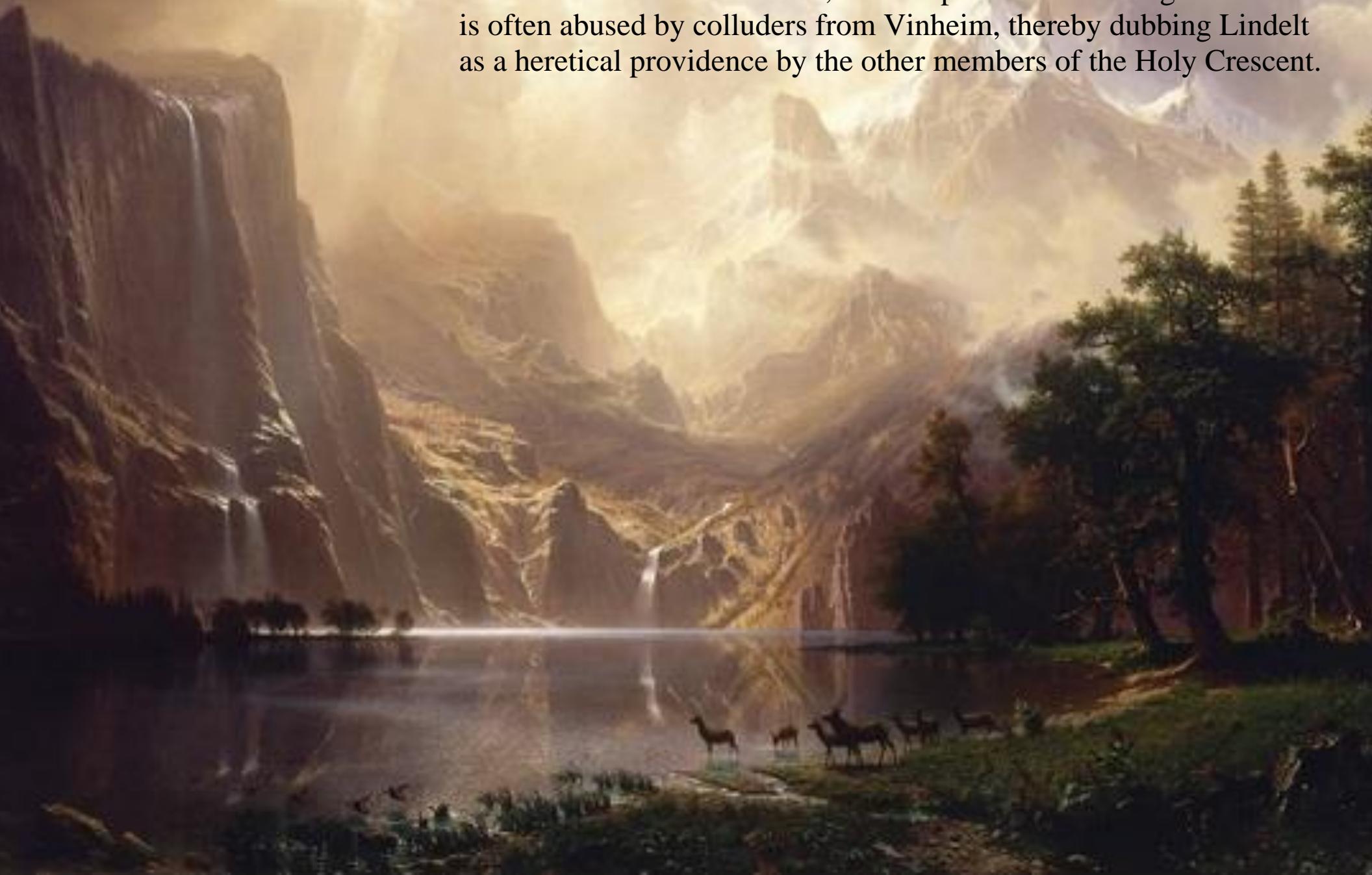
# Jugo

Jugo is a tropical paradise overflowing with rare silks, spices, and other products for trade. Carthus is often at war with Jugo in order to claim their resources, but Jugo creates powerful alliances with its trade partners. Jorhassians have dark complexions and black hair, and are able to survive well in the arid environments outside of their oases. The famous desert pyromancers and entertainers are found in Jugo.



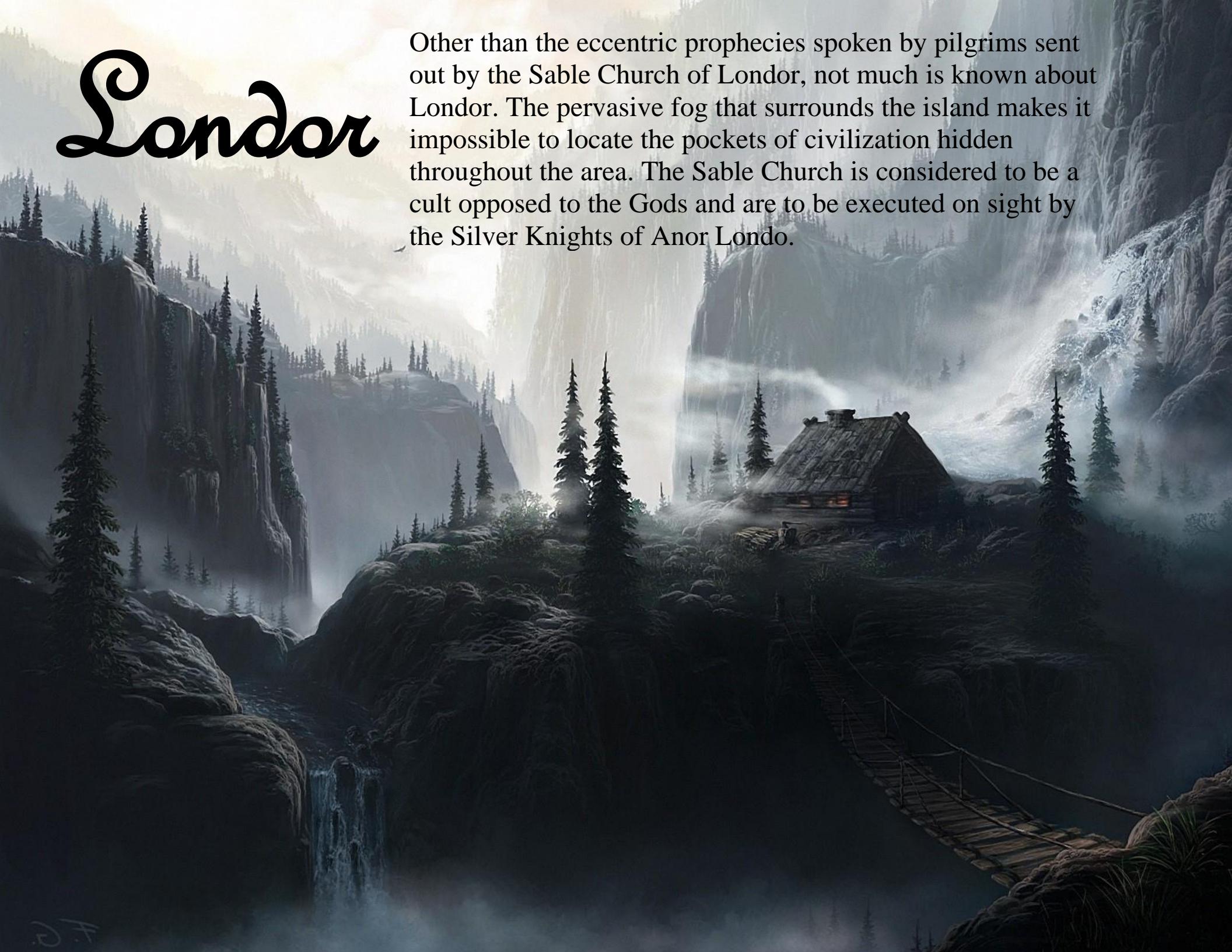
# Lindelt

Lindelt is one of the four providences of the Holy Crescent. Its temperate climate and mountainous landscapes are peaceful and abundant with wildlife. Lindelt's strict government is controlled by the church of Archdrake Sect, but this power within the government is often abused by colluders from Vinheim, thereby dubbing Lindelt as a heretical providence by the other members of the Holy Crescent.



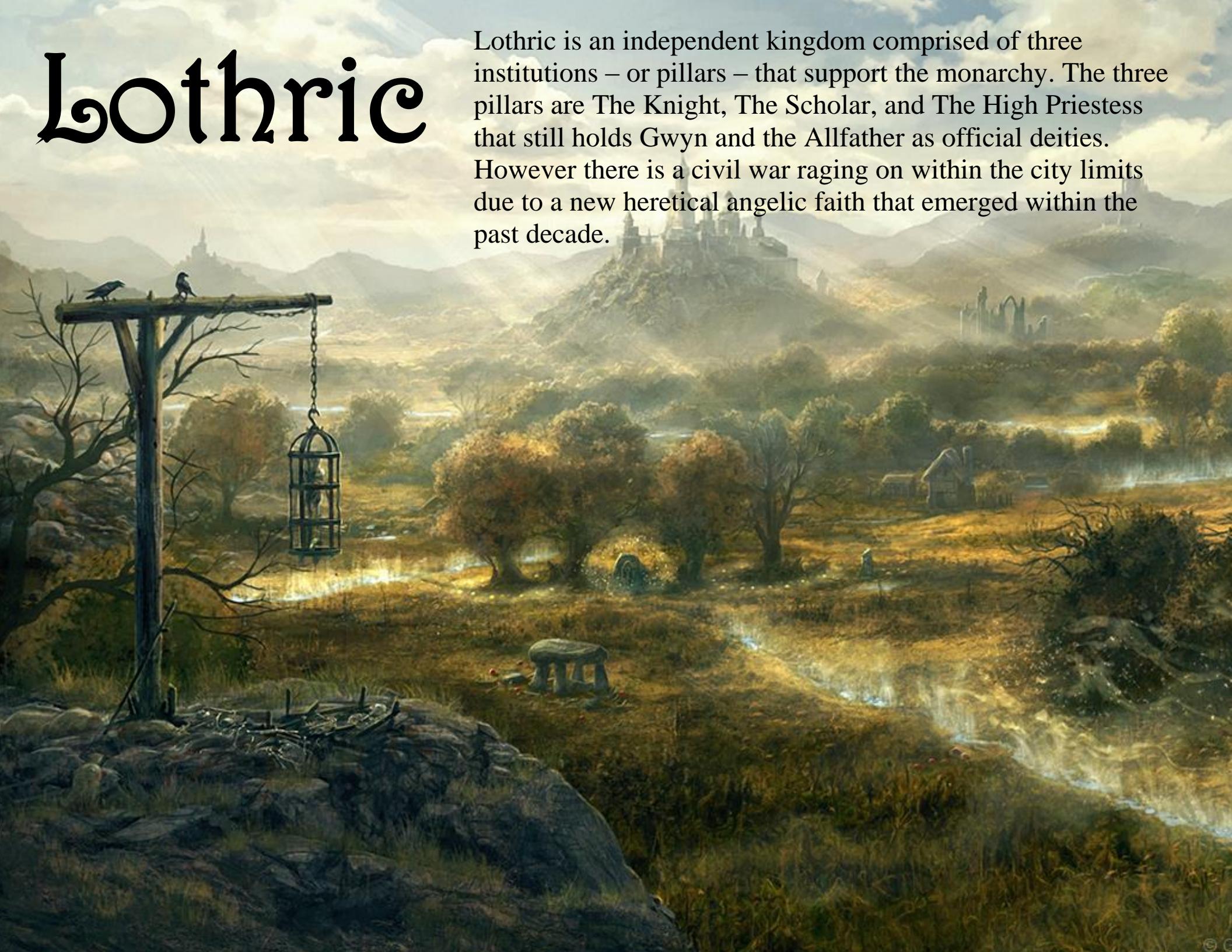
# Londor

Other than the eccentric prophecies spoken by pilgrims sent out by the Sable Church of Londor, not much is known about Londor. The pervasive fog that surrounds the island makes it impossible to locate the pockets of civilization hidden throughout the area. The Sable Church is considered to be a cult opposed to the Gods and are to be executed on sight by the Silver Knights of Anor Londo.



# Lothric

Lothric is an independent kingdom comprised of three institutions – or pillars – that support the monarchy. The three pillars are The Knight, The Scholar, and The High Priestess that still holds Gwyn and the Allfather as official deities. However there is a civil war raging on within the city limits due to a new heretical angelic faith that emerged within the past decade.



# MELFIA

Melfia is a land that is strongly advanced in the art of sorcery and pyromancy, but is strongly opposed to all religion. It is a cold, desolate land with a powerful militaristic government.



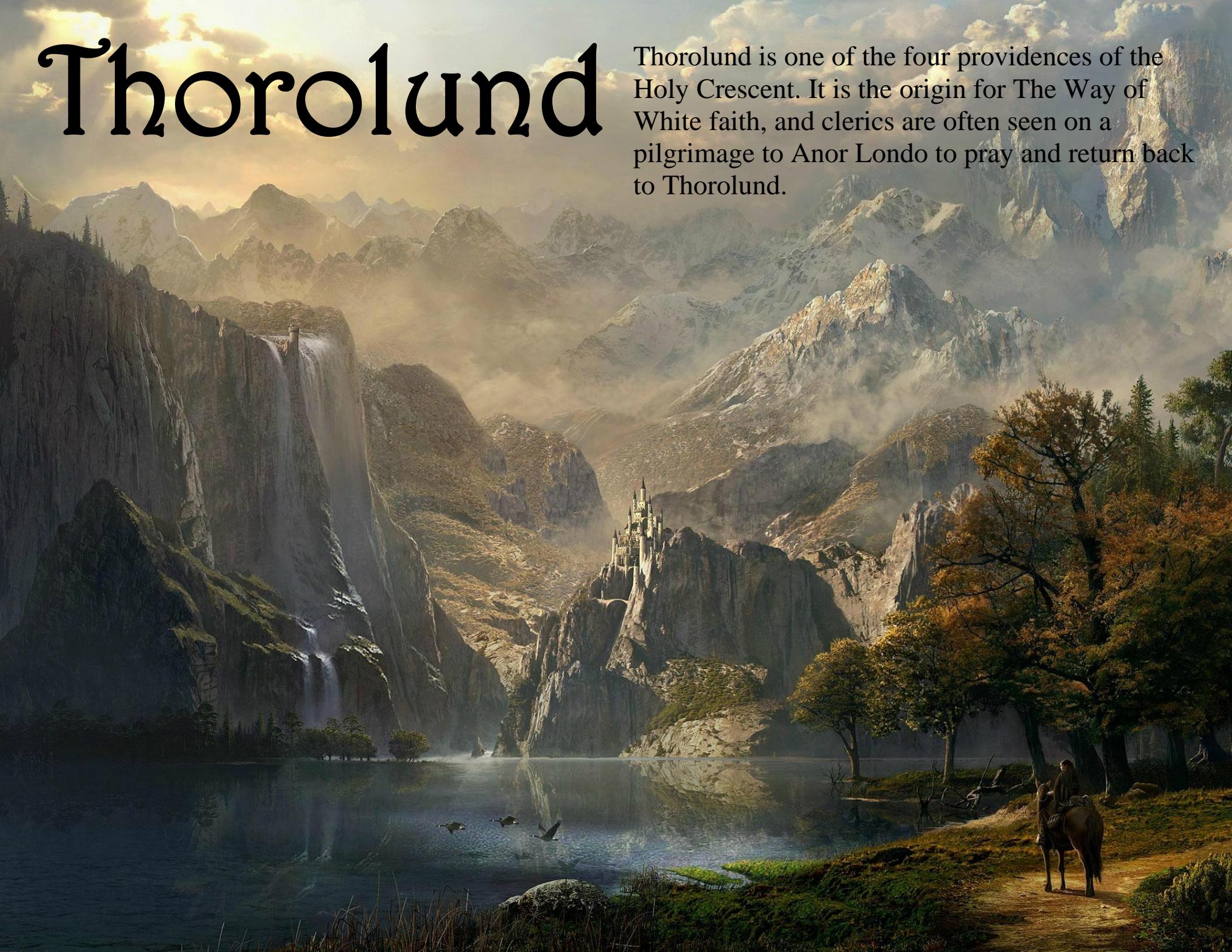
# Mirrah



Mirrah is a distant land known for its powerful military and is often at war with Melfia due to its prejudice against magic.

# Thorolund

Thorolund is one of the four providences of the Holy Crescent. It is the origin for The Way of White faith, and clerics are often seen on a pilgrimage to Anor Londo to pray and return back to Thorolund.

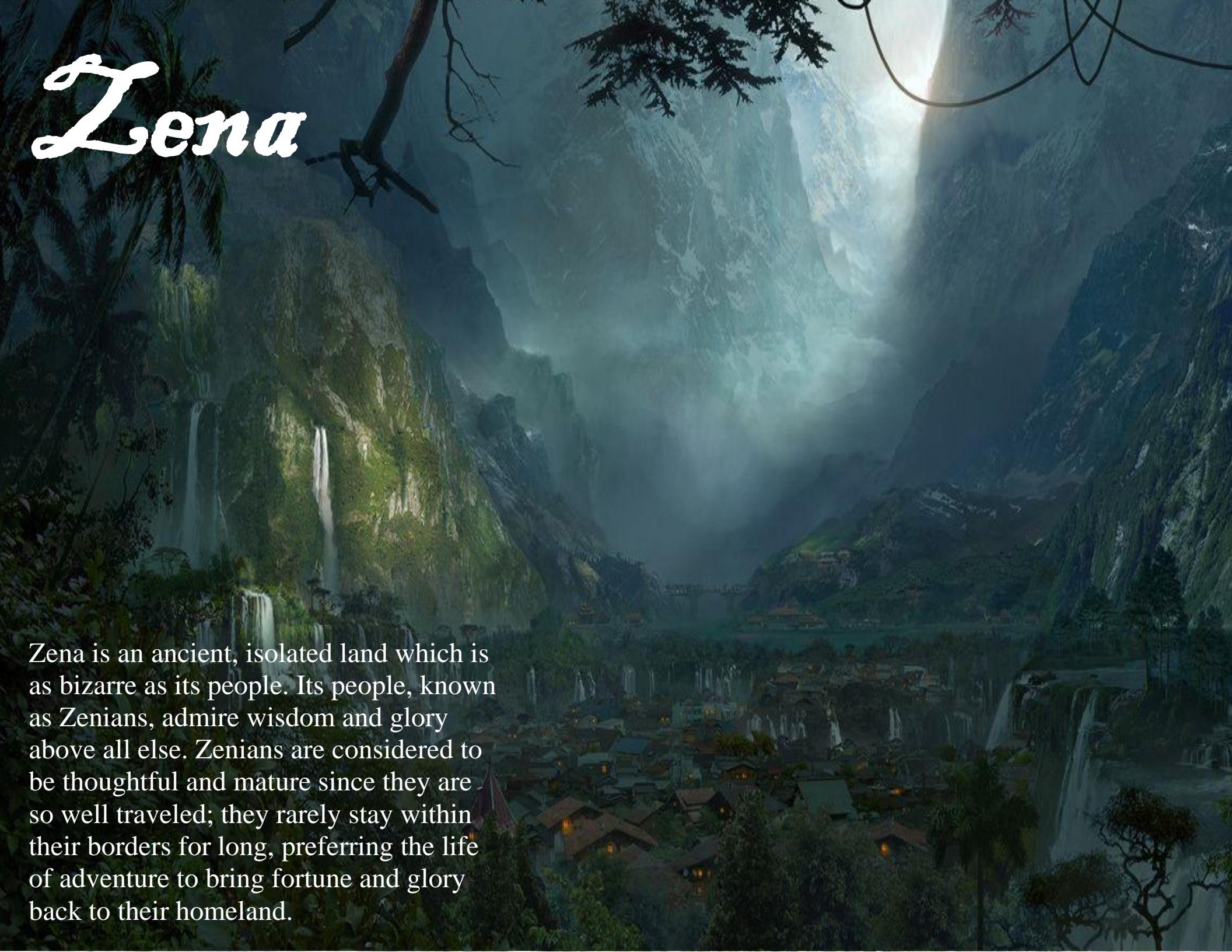


# Vinheim

Vinheim is a windswept landscape that serves as home to many scholars and sorcerers. The Vinheim Dragon Academy houses the most prestigious sorcerers in all of Lordran.



# Zena



Zena is an ancient, isolated land which is as bizarre as its people. Its people, known as Zenians, admire wisdom and glory above all else. Zenians are considered to be thoughtful and mature since they are so well traveled; they rarely stay within their borders for long, preferring the life of adventure to bring fortune and glory back to their homeland.

CAPITALS

# ANOR LONDO

Capital of Irithyll



# BERENIKE

Capital of Balder



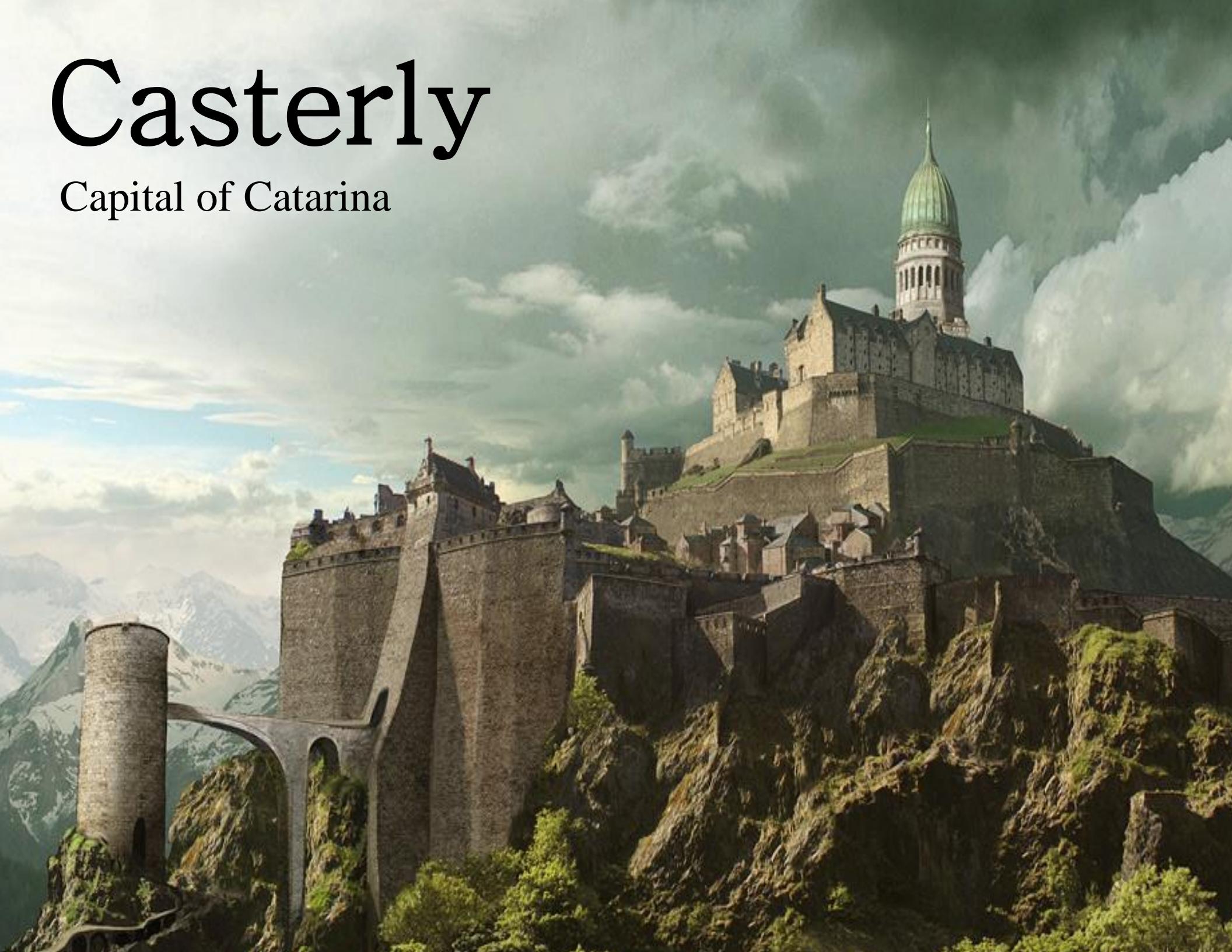
# *Gardashtar*

Capital of Carthus



# Casterly

Capital of Catarina



# Drangleic Castle

Capital of Drangleic



# Eatonn

Capital of Carim



# ELEUM LOYCE

Capital of Frozen Isle



# High Moore

Capital of Forossa



# Jorhas

Capital of Jugo



# *Sangdale*

Capital of Londor



A detailed painting of a Gothic cathedral, likely Notre Dame de Paris, shown from across a river. The cathedral's tall spires and intricate stonework are silhouetted against a bright, cloudy sky. In the foreground, several small boats with figures are on the water. A stone bridge with arches spans the river to the right. The overall atmosphere is dramatic and historical.

# *Lordaeron*

Capital of Lindelt

A dark, apocalyptic landscape featuring a ruined cathedral and a burning city at sunset. The scene is filled with orange and red hues from the setting sun, casting long shadows and illuminating the smoke and fire. In the foreground, a large, ornate archway leads into a ruined city. A statue stands in the doorway. In the background, a massive cathedral with a prominent dome is engulfed in flames, its spires reaching towards a dark, cloudy sky.

# *Lost Izasith*

Capital of Izalith

# Lothric Castle

Capital of Lothric



# *New Londo*

Capital of Astora



# OLENFORD

Capital of Melfia



# Teostra

Capital of Thorolund



# *Westwend*

Capital of Vinheim





# Ze'Asdor

Capital of Zena

# NOTABLE LOCATIONS

# *Duke's Archives*



# Grand Cathedral of Bountiful Sunlight



# *Vinheim Dragon Academy*

