

Atlas Novendo

UB-C-22

KEY

TERRAIN TYPES	
	Ice, Snow, Bare Rock
	Alpine Vegetation
	Needleleaf Evergreen Forest
	Mixed Forest
	Mixed Woodland
	Cropland & Pasture
	Heath
	Prarie / Grassland
	Desert / Wasteland
	Broadleaf Evergreen Forest
	Water
	Marshland / Swamp
	Reef / Shoals

	AVANTIR National Capital – Walled City
	ZHAN-TOR Provincial / Subject Capital – Walled City
	Tilkar Walled City
	Baras Castle – Town
	Mekul Keep – Village
	Beval Shire Moot
	Tesh Manor – Fortified
	Ondir Hundred Moot
	Vesir Manor – Unfortified
	Chendy Religious / Arcane Institution – Fortified
	Arvol Religious / Arcane Institution – Unfortified
	Oracle of Klaria Point of Interest
	Marble Quarry
	Silver Mine – Silver
	Tyak Peak (height in feet)
	Active Volcano
	Dormant Volcano
	National Boundary
	Provincial Boundary
	Road – Paved
	Road – Unpaved
	Trail – Unpaved (may be seasonal)
	Major River – Year-round
	Ford
	Rapids
	Cataract
	Bridge
	Minor River / Major Stream (May be Seasonal)

Features of Interest:

The northern portion of Lake Everbrite, the second largest lake in the southern Sarajis Mountains.

Torvin Marsh is dominated by tall reeds, deep bogs, and small stands of trees throughout, it is a place of frequent rain, fog, and humidity. It is well suited to the reclusive meredragons who make their home there, and remains poorly explored by outsiders.

The thick Valdrun Forest is heavily wooded, but its rugged hills are dotted with the ruins of ancient settlements. The forest is home to both gŭlvini and human tribesfolk, and skirmishes are common between both groups and the Caelite *Order of the Lord of Paladins*.

Gold recently discovered in the Grevas River has led to an influx of fortune seekers and the establishment by the Nolkiori Crown of a strong new keep, Dor Areson, completed in the summer of 3018.

