Atlas Novendo UB-C-22

KEY	
TERRAIN TYPES	AVANTIR 式 National Capital – Walled City
Ice, Snow, Bare Rock	ZHAN-TOR Provincial / Subject Capital – Walled City
Alpine Vegetation	Tilkar 📕 Walled City
Apine vegetation	Baras O Castle – Town
Needleleaf Evergreen Forest	Mekul ◎ Keep – Village Beval ◎ Shire Moot Tesh □ Manor – Fortified Ondir ⊡ Hundred Moot
Mixed Forest	Vesir O Manor – Unfortified
Mixed Woodland	Chendy 🖸 Religious / Arcane Institution – Fortified Arvol 🞯 Religious / Arcane Institution – Unfortified
Cropland & Pasture	Oracle of Klaria V Point of Interest
	Marble 🔻 Quarry
Heath	Silver 🛠 Mine – Silver
Prairie / Grassland	$\begin{array}{c} \mathbf{Tyak} \\ (9,874) \end{array} Peak \text{ (height in feet) } \overset{Active}{\blacktriangle} \begin{array}{c} Active \\ Volcano \end{array} \overset{Dormant}{\longleftarrow} \begin{array}{c} Volcano \\ Volcano \end{array}$
Desert / Wasteland	National Boundary
Desert / Wasteland	Shire / Provincial Boundary
Broadleaf Evergreen Forest	Hundred/Prefecture Boundary
	Road – Paved
Water	Road – Unpaved
Marshland / Swamp	Trail – Unpaved (may be seasonal)
Reef / Shoals	Ford Ferry (Diamond indicates home shore – 75%)
	🗸 Rapids
	🛱 Cataract
	Bridge
	Ches Minor River / Major Stream (May be Seasonal)

Features of Interest:

Nah-henu is a great fissure in the rocky, heather-covered headlands that jut north into Lake Everbrite. An ancient tower rises out of the crevass against its northern wall, and is believed to be one of the homes of the Mad God Kalos in the physical world. It is a most holy pilgrimage site for those who worship Kalos.

The Monestary of the Ochre Hand, on the west bank of the Yellow River, near its mouth, is home to the Kalosian clerical order responsible for the care and guidance of pigrims coming to visit their god's home. They derive a good income, as well, from the ochre dyes they make, and more famously, from the glazed ochre pottery that is popular throughout the civilized North.

The highlands between the mountain and the southeast lake shore is known as The Kalovai, due to the large number of the Mad Gods creations that seem to make it their home. Although it is believed that Kalos releases

his creations into the world at Nah-henu, orthodoxy holds that most of them are designed and created at Thamil-Kalom, in Tolus.



