

Atlas Novendo

UB-D-22

KEY

TERRAIN TYPES

- Ice, Snow, Bare Rock
- Alpine Vegetation
- Needleleaf Evergreen Forest
- Mixed Forest
- Mixed Woodland
- Cropland & Pasture
- Heath
- Prairie / 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
- Tesh** Manor – Fortified
- 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
- Shire / Provincial Boundary
- Hundred / Prefecture Boundary
- Road – Paved
- Road – Unpaved
- Trail – Unpaved (may be seasonal)
- Major River – Year-round
- Ford
- Ferry (Diamond indicates home shore – 75%)
- Rapids
- Cataract
- Bridge
- Minor River / Major Stream (May be Seasonal)

Features of Interest:

The keep at Dür was originally an ancient Khundari trading outpost, long abandoned before being adopted by Umantari raiders as a base of operations in the 16th Century.

