

# Atlas Novendo

UB-G-20

## 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    **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
- 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:

Shalara, capital city of the Kingdom of Nolkior, and the second largest city of the North, with a population close to 25,000. It sits at the mouth of the Silvari (aka Silvereye) River, where it flows in the Sea of Ukal, and is the western terminus of the series of waterways that connect the Ukal to the Gulf of Telia (and thus to the North and Galean Seas).

