

Atlas Novendo

UB-H-14

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 (9,874)	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:

Virzon, walled trading city of western Arushal. The smallest of the realm's three walled cities, with a population of 9,160, it is the only other chartered freetown in the kingdom aside from Lothkir.

The southeastern section of Orikol Moor, a vast area of upland heath, full of bogs, springs and quicksand, as well as rocky outcrops, wild beasts, and outlaws. Aside from the southern road, all paths and trails across the moor are ever-shifting and treacherous, even for experienced guides.

The Place of Bones, a haunted spot of ill-repute, avoided by all sensible travelers.

