

Atlas Novendo

UB-1-12

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

(9,874)

— 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 southern reaches of the Vindus Swamp and the Pelon Delta wetlands. The region is a haven for pirates, native tribal peoples, and Darikazi outlaws, as well as home to an abundance of wildlife and a bewildering array of plants. Humid and damp in winter, humid and sweltering in summer.

The island sanctum of Baylora lies somewhere in the Delta, but its location is lost even to those who have visited it.

Dor Koltar, an old and powerful keep on the island of Kolta. It is the home of the Darikazi eastern fleet, which is primarily used to keep Warthym Bay clear of (foriegn) pirates.

