

Atlas Novendo

UB-1-13

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:

Devok, a strong castle town, protecting the southwestern coast of Arushal from both Darikazi incursions and pirate raids.

Atori Forest, a heavily wooded, hilly region that buffers southeastern Darikaz from souhtwestern Arushal. Generally believed to be haunted by demonic spirits and the home of fell beasts, it has a dark reputation on both sides of the border.

Oessa Island, principal land possession of the Princedom of Shu-Hesima, the Tritani realm located under the waves to the east. Port Kethim is the only human habitation allowed by the merfolk on the island, and acts as an interface between the traders and envoys of the surface world and the undersea realm.

