




































# Atlas Novendo

UB-1-14

## 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

<b>AVANTIR</b> 	National Capital – Walled City
<b>ZHAN-TOR</b> 	Provincial / Subject Capital – Walled City
<b>Tilkar</b> 	Walled City
<b>Baras</b> 	Castle – Town
<b>Mekul</b> 	Keep – Village
<b>Tesh</b> 	Manor – Fortified
<b>Vesir</b> 	Manor – Unfortified
<b>Chendy</b> 	Religious / Arcane Institution – Fortified
<b>Arvol</b> 	Religious / Arcane Institution – Unfortified
<b>Oracle of Klaria</b> 	Point of Interest
<b>Marble</b> 	Quarry
<b>Silver</b> 	Mine – Silver
<b>Tyak</b> 	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
	Minor River / Major Stream (May be Seasonal)
	Ford
	Ferry (Diamond indicates home shore – 75%)
	Rapids
	Cataract
	Bridge

### Features of Interest:

Dor Stonil, a sea keep of southwestern Arushal.

Borsith Bay, a shallow bay of the Sea of Ukal, with no good harbors and several dangerous reefs and shoals, the most infamous being Runner's Reef, off of Stonil Point.

