

Atlas Novendo

UB-J-12

KEY

TERRAIN TYPES		AVANTIR ☆ National Capital – Walled City
Ice, Snow, Bare Rock	ZHAN-TOR □ Provincial / Subject Capital – Walled City	Tilkar ■ Walled City
Alpine Vegetation	Baras ● Castle – Town	Mekul ● Keep – Village
Needleleaf Evergreen Forest	Tesh ■ Manor – Fortified	Beval ● Shire Moot
Mixed Forest	Vesir ● Manor – Unfortified	Ondir ■ Hundred Moot
Mixed Woodland	Chendy ■ Religious / Arcane Institution – Fortified	Arvol ● Religious / Arcane Institution – Unfortified
Cropland & Pasture	Oracle of Klaria ▼ Point of Interest	Marble ▼ Quarry
Heath	Silver ⚡ Mine – Silver	Tyak ▲ Peak (height in feet)
Prairie / Grassland	Active Volcano ▲	Dormant Volcano ▲
Desert / Wasteland	--- National Boundary	
Broadleaf Evergreen Forest	- - - Shire / Provincial Boundary	
Water	- - - Hundred / Prefecture Boundary	
Marshland / Swamp	— Road – Paved	
Reef / Shoals	- - - 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 mouth of the Pelon River, and the southernmost of the Pelon Delta islands. The Delta is a haven for the northern Ukali pirates.

Shavu, an outlying dependancy of the Tritani of Shu-Hesima. The merfolk colony occupies the shallow waters around the island, which is low-lying, windswept, and devoid of human settlements. Lack of fresh water or any large game makes it an unattractive stop for sailors.

