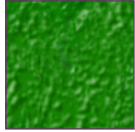


Ice, Snow or Rockfield



Alpine Vegetation
Low scrubby plants, usually with good drainage.



Needleleaf Forest
Conifers. Ground well-shaded by canopy.



Mixed Forest
Blend of deciduous and coniferous trees. Ground well-shaded by canopy.



Mixed Woodland
Blend of deciduous and coniferous trees. Light canopy.



Grasslands
Prairie and steppes with few or no trees.



Heath/Moor
Sparse low vegetation, often mixed with patches of bog or woodland.



Cropland & Pasture
Combination of arable farmland, livestock, woods, settlements and waste.



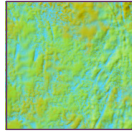
Open Water



Mountains



Hills



Wetlands
Marshes, fens, swamps, etc. are difficult to traverse without local knowledge.



Rivers & Streams
Streams shown are present most of the time and are fordable at many points.



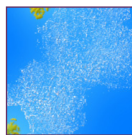
Ford
River fords may not be usable if there has been recent precipitation upstream.



Rapids (White Water)
Rapids are typically non-navigable and are difficult to cross.



Cataract (Waterfall)



Shoals & Reefs
May or may not be visible or hazardous, depending on tidal conditions

- Walled Town or City
 - Castle or Váthran
 - Keep or Important Thran
 - Manor, Major Village or Minor Thran
 - Minor Village
 - Other Settlement
 - ◇ Fort or Military Site
 - ⊕ Religious Settlement*
 - ⊞ Minor Religious Site or Shrine*
- * Colours may vary to denote religious affiliation or faith

- ⊗ Mine, Quarry or Mineral Resource
- ⊗ Tollhouse or Outpost
- ⊗ Beacon or Landmark
- Ruin(s) or Construction Site

- Paved Highway
- - - Unpaved Road
- Good Trail or Rural Track
- - - Poor or Wilderness Trail
- Ferry or Regular Maritime Route

- - - National Boundary
- - - Regional Boundary
- - - District Boundary
- - - Local Boundary

- ∨ Wreck(s)
- ⚓ Natural Anchorage
- ⊕ Fresh Water Source (Reliable)
- ⊕ Hot Springs

- ⊕ Major Monument (e.g., Henge)
- ⊕ Monument (e.g., Standing Stone)
- ⊕ Barrow and/or Burial Place
- ⊕ Point of Arcane Interest
- ⊕ Landscape Art
- ⊕ Major Cave(s) or Cave Complex
- ▲ Peak
- ∇ Other Natural Feature
- ⊕ Other Point of Interest

- ⊕ Game
- ⊕ Rookery/Range: Fowl
- ⊕ Rookery/Range: Aquatic Mammals
- ⊕ Rookery/Range: Fish
- ⊕ Rookery/Range: Exotic Creature(s)

ATLAS KELESTIA

