

LEGEND

Significance

- Free
- Capital
- Provincial Center
- Local Center

Placement & Status

- Normal
- Floating
- Ruined
- Aerial
- Submerged
- Underground

Sites

- Small Site
- Large Site
- Historic Site

Sites are places with religious, magical, geological or some other type of significance. Some are clearly marked with stones, runes, mounds, circles in the earth or the like. Others are only discernible by their magical auras or other properties that may only be detectable using special senses, under special conditions, or successful use of skills or abilities.

An event of historic significance took place at a historic site. However, the location is often unmarked and not otherwise different from its surroundings

Race & Culture

- Giant
- Elven
- Gnome
- Dwarven
- Halfling
- Undead
- Drow
- Humanoid

Miscellaneous

- Dragonlair
- Camp, Fort
- Bridge, Ford
- Ferry
- Mine
- Oasis
- Shipwreck
- Cave, Dungeon, Underdark

Settlements

Size	Population	Open	Fortified
Metropolis	25 000+		
Large City	10 000 - 25 000		
Small City	5 000 - 10 000		
Large Town	2 000 - 5 000		
Small Town	200 - 2 000		
Village	60 - 200		
Thorp	20 - 60		
Dorf	<20		

Structures

Structures are individual buildings that are inhabited or manned (unless they are ruined)

Structure	Open	Fortified
Large Structure		
Small Structure		

Large structures are palaces, castles, fortresses, large monasteries, or the like. They may be open or fortified.

Small structures are towers, small keeps, temples, manors, monasteries, or the like. They may be open or fortified.

▲ MOUNTAIN PEAK

TRAVEL

Roads

Primary Roads

Primary roads are paved and usually kept in good condition except during periods of severe weather, like especially harsh winters, flood seasons, or other extraordinary conditions. Waterways are bridged or shallow enough to make for easy crossing. Most stretches of primary roads are safe to travel, with frequent patrols in more troublesome areas. A village, inn or other shelter is generally available at regular intervals to provide accommodation for tired travelers. These roads can accommodate carts and wagons, mounted riders, and pedestrians without movement penalties.

Secondary Roads

Secondary roads are often paved and usually reasonably well maintained. Waterways are sometimes bridged and most streams are easy to cross. Security along secondary roads varies from secure with frequent patrols to somewhat risky with few patrols. Villages, inns, and shelters are less frequent and travelers may have to camp outdoors. Wagons or carts may have a difficult time on secondary roads, at times having to travel at reduced speed. Mounted riders and pedestrians can progress unhindered.

Tertiary Roads

Tertiary roads are seldom paved and often poorly maintained. Waterways are rarely bridged and are sometimes difficult or impossible to cross. Patrols along tertiary roads are often non-existent save for token units in some areas. Travelers should therefore be prepared to handle trouble on their own. Settlements and shelters are few and far between. Wagon and cart travel is difficult to impossible. Mounted travel is difficult and at times can only be accomplished at reduced speed, but pedestrians can travel unhindered.

Trails

Primary Trails

Primary trails are well suited for pedestrians or mounted riders up to large size. Waterways are seldom bridged and can sometimes be a problem to cross depending on the weather and season. Security along these trails is spotty at best, although the rare patrol may be encountered. Shelter is likewise infrequent.

Secondary Trails

Secondary trails at times pose some difficulty for large creatures or mounts, but medium-size creatures and pedestrians can usually travel unhindered. Waterways can often be a problem to cross depending on weather and season. Patrols and shelter are usually non-existent along these trails, and in any case only seen near settlements.

Tertiary Trails

Tertiary trails are usually discernible by those who come across them, but they are often inadequate even for medium size pedestrians. Mounts and large creatures cannot easily travel on these trails. Tertiary trails are rarely maintained and are at times flooded or inaccessible for similar reasons. Shelter and security are almost non-existent along these trails.

Mile Markers



Sea Lanes

Major Sea Lanes

Major sea lanes are traditional routes for ships of trade and transport. They are routes taken by larger vessels capable of transporting medium size individuals and what they can carry, horses and sometimes even wagons and considerable amounts of goods. In a port on a major sea lane, one can usually arrange passage or transport to other ports on the lane for a fee. Price and frequency are guided by weather, the political situation at the departure and arrival port, and other factors.

Minor Sea Lanes

Minor sea lanes are common routes for small to mid-sized vessels. Boats of this size are usually able to accommodate a party of medium sized individuals and their possessions. They are seldom capable of accommodating horses or any significant amount of cargo. In a port on a minor sea lane, one can usually arrange passage or transport to other ports on the lane for a fee. Price and frequency are guided by weather, the political situation at the departure and arrival port, and other factors.

