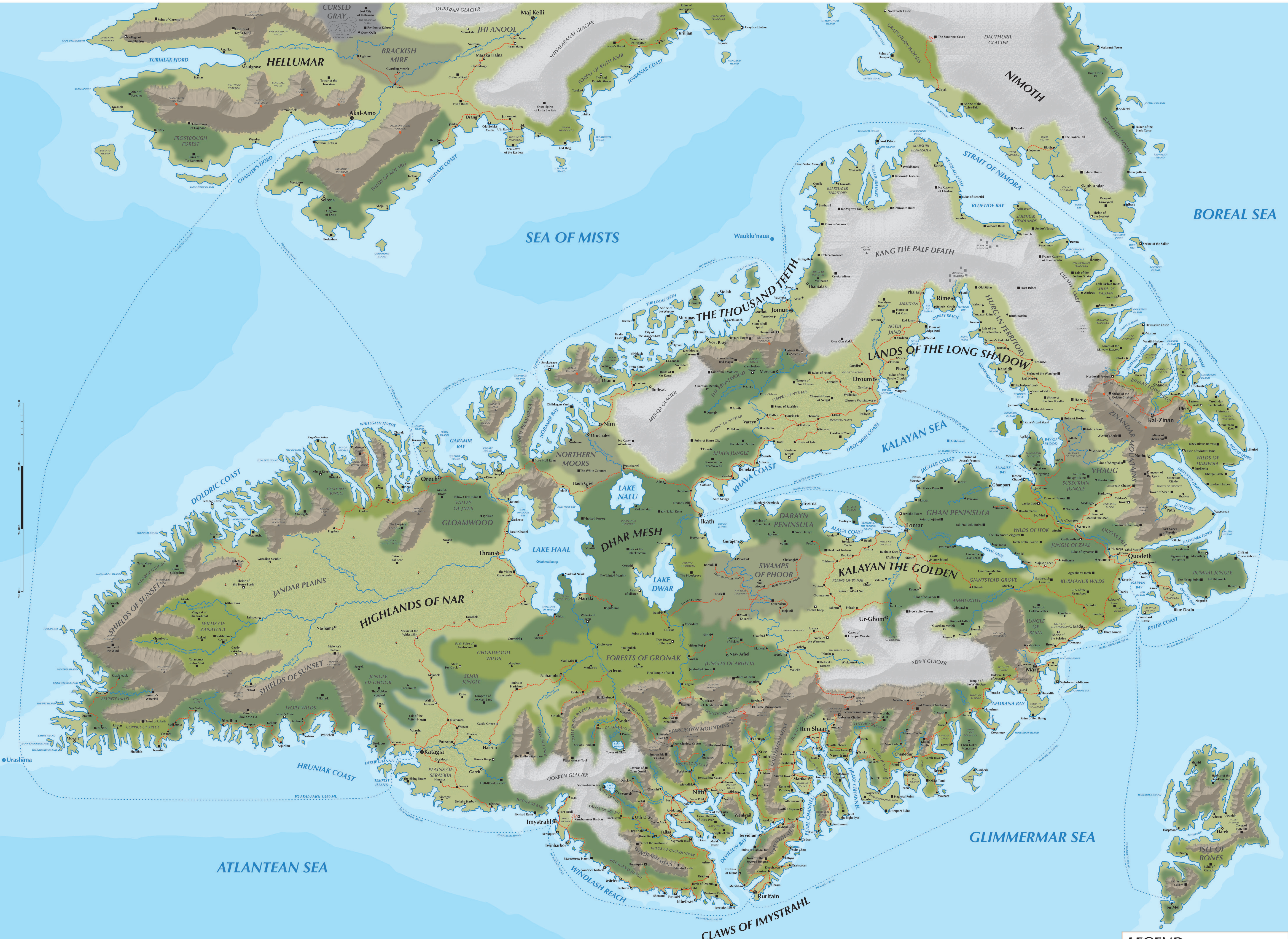




PRIMEVAL THULE

Map Design by Rich Baker, David Noonan, Stephen Schubert, and 4 billion years of tectonics—Cartography by David Noonan
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LEGEND

- City (population 10,000+) Town (population 200-9,999) Village (population 200 or less)
- Adventure Site (typically ruins, dungeons, tombs, evil temple, or battle fortress)
- Castle (for other fortification likely to be at least somewhat friendly)
- Guardian Monster (for other fortification likely to be at least somewhat friendly)
- Road (generally rutted, muddy, and in poor condition)
- Trail-Caravan Route (provides direction but no speed advantage)
- Dense Jungle Light Jungle/Forest Swamp Plains Snow/Ice
- Mountain Peak Volcano