

NORRVIK, Capital of Vestland

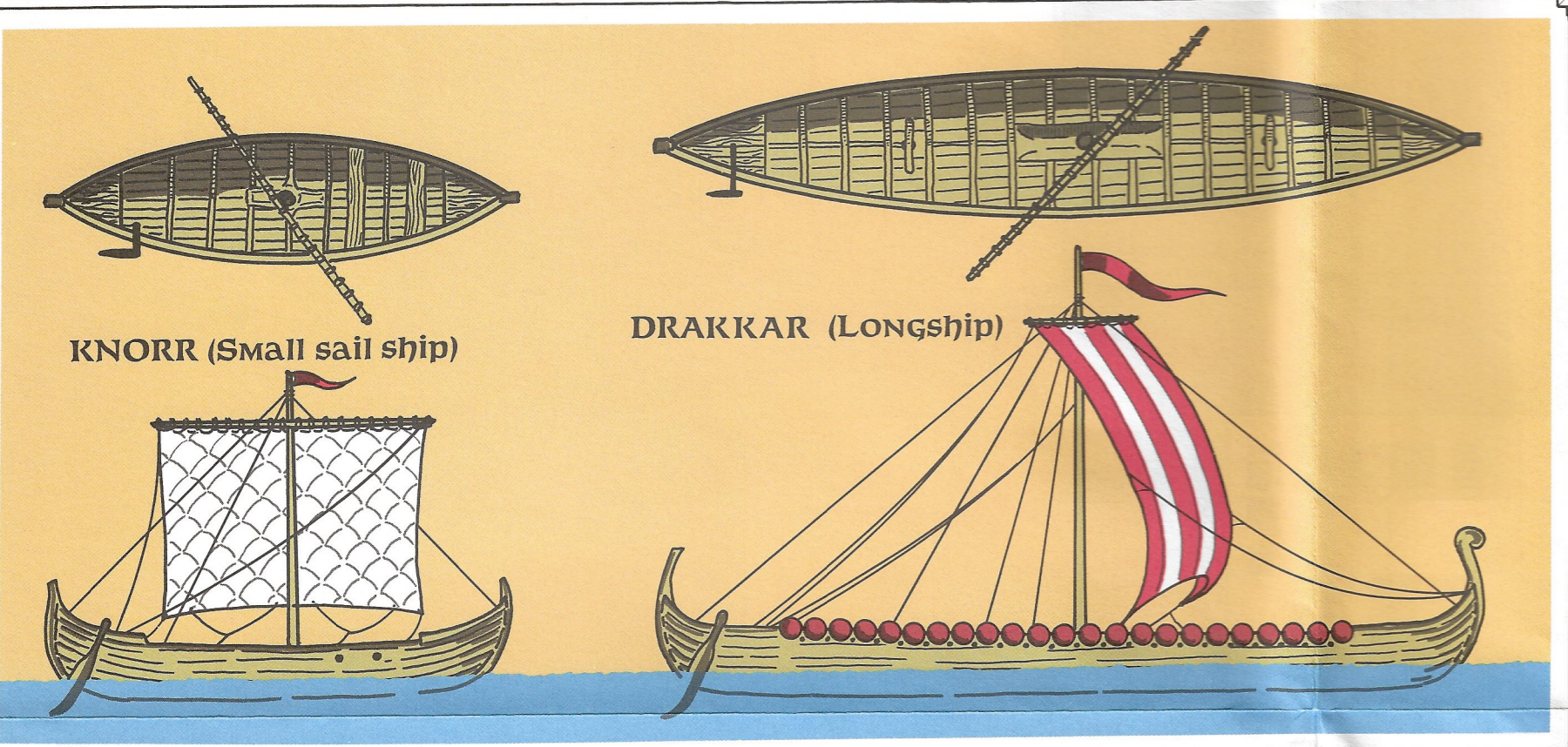
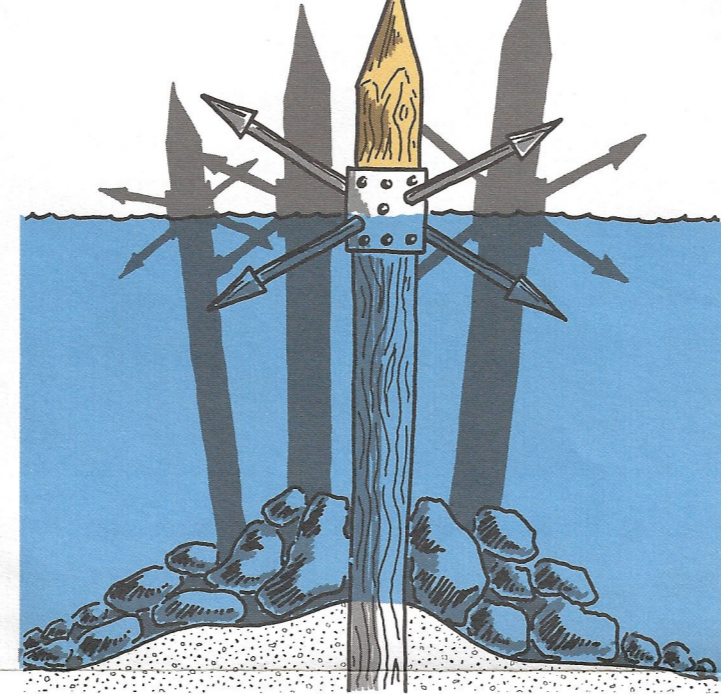
Population: 9,000
Scale: one inch = 300 feet

- Docks
- Guardhouse and customs platform
- Salitor's Rest
- City granthouse stations
- Vestfjord Outfitters
- Svalia's Tavern
- Charf Hall
- Norrvik City Council Hall
- Market of the New Age
- Inn of the Twelve Princes
- Uppraka College
- Student housing
- Colab's Magical Supply and Useb Scroll Store
- Crystal Spider Tavern
- Mama Pita's Eatery
- KING Harold's Castle

PALACE	LIGHT HOUSE	HILLS WITH FOREST	REEF	TRAIL SHIPPING LANES
CASTLE	VOLCANO	GRASSLAND OR STEPPE	COAST LINE	BRIDGE
FORT	MOUNTAINS	SWAMP OR MARSH	RIVER	FORD
TOWER OR KEEP	CLEAR FARMLAND	MOOR OR BOG	ICE CREAM	MOUNTAIN PASS
RUINS	BARREN OR BROKEN LAND	DESERT OR ICE SAND	WATER FALL	EXC. BORDER (NATIONAL COUNCILY)
CAPITAL	PLATEAU OR CLIFF	ROCKY DESERT	GREATER CACARACK (RAPTOR)	INT. BORDER (DIBRICT, DOMINION)
TOWN	LIGHT FOREST	OASIS	MEDIUM CACARACK (GLADID)	SNOW FIELDS
VILLAGE	HEAVY FOREST	BADLANDS	LESSER CACARACK (GLADID)	GLACIERS
CAMP	JUNGLE	WATER	ICE FLOE	LOAD
		SEA FLOOR OR LAKE CONCOURSE	CANAL	BATTLE FIELD

Water Caltrops

When a ship strikes these harbor defenses, hull damage is received and the ship is stuck on the iron bars. The damage is 2-8 hull points on the first round with 2 additional points for flooding damage on each subsequent round until the ship is freed. A roll of 1-2 on 1d6 once per turn successfully frees the ship.



KINGDOMS OF THE NORTHERN REACHES

HELDANN FREEHOLDS: Seaforth Tower, Dovefell, CROMSO, NORRIFJORD, HELDANN.

ECHENGAR KHANACE: CROLLHEIM, SUDORN, VESTFJORD BAY, NAMSSEN, VESTFJORD, NORRVIK, BERGEN, DREMME, MARSFJORD, VESTFJORD GAP, VESTFJORD RIVER, RHOONA, PORT EVEKARR, ROCKHOME, LANDESFJORD, VANGER, RANWOOD, GIANTS, KUNCEST RIVER, SNOWVALE VALLEY, GREAT MARSH, SNOWVALE, CASTELLAN VALLEY, CASTELLAN, JOCUNVALK PASS, ROBOLDS, CINSAMEN NOO.

OSSTLAND: KUNSLAND ISLAND, STORM BAY, Sati, PORT SWENSON, OSTMANHAVEN, ZEABURG, ZEABAY, SHIPTON, SODERFJORD ISLAND, SUDOPONT, OSTERSLO ISLAND, SALTSHORE, KALSLO ISLAND, MORBEN, HOSTPORK, HELEGA, HAVERFJORD, HIGHOOLD, HIGH COASTAL PLAINS, WESTERN SEA OF DAWN, SODERFJORD JARLDOMS, SODERFJORD, DORNA, SALCFJORD, OTOFJORD, SOUTHERN COASTAL PLAINS, WILMIK, GNOLLHEIM, WHITEHEART VALLEY, WHITEHEART, GNOLLS, VALLEY, MARSH ROAD, MARSH, BACKWATER, SORTFELD, SODERFJORD RIVER, OTOFJORD RIVER, ANGESAN RIVER, GNOLLS, SCARP, OSTFOLD, ROBOLDS, EMIRATES OF YLARUAM.

ZEABURG, Capital of Ostland

Population: 8,000
Scale: one inch = 300 feet

- The Royal Compound
- Great Hall
- Queen's Court
- King's Hall
- Queen's Hall
- Barracks of the Brothers of the King
- Temple of ODIN
- Challe's Quarters
- The Lower Fort
- Barracks of the Personal Guard
- Shrine of Mjolnir
- Granaries
- Houses of the Great Clans of Ostland
- Foreigners' Compound

SODERFJORD, Capital of Soderfjord

Population: 7,000
Scale: one inch = 300 feet

- Oak Tree Inn
- Goosefish Tavern
- Shipbuilders
- Potters
- Brewers
- Shoemakers
- Jewelers
- Weapons shops & Arms-and-armor shops
- Great Hall of the Soderfjord Clan
- Temple to ODIN
- Temple to Thor
- Temple to Frey/Freyja
- Chieftains' Guild HQ & Temple of Loki