



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 hostile fortress)

Castle (For other fortification likely to be at least somewhat friendly)

Guardian Mound (T) Border of Realm (M) Mountain Peak (▲) Mountain (●)

Road (—) (Generally rutted, muddy, and in poor condition)

Trail Caravan Route (---) (Provides direction but no speed advantage)

Dense Jungle (Dark Green) Light Jungle/Forest (Light Green) Swamp (Light Blue) Plain (Light Yellow) Snow/Ice (White)

