

# Zurkel Mainland



Templar  
Islands

Three small circles of varying sizes arranged vertically, representing islands.

Cityport  
NAVAN

A small grid-like structure representing a city or port.

Telshire  
Goldshire

A small structure with a dome, possibly a shrine or temple.

Telridge  
Farms

A circular structure with a cross inside, possibly a farm or a fort.

Navarian  
ocean

Iron  
MNTS

A range of jagged, shaded mountains.

Iron Keep

A small square structure with a cross, representing a keep.

Gaunten

A small square structure with a cross, representing a building.

Wastelands

Sardakahn  
citadel

A small structure with a cross, representing a citadel.

Westwood

A small structure with a cross, representing a wood or settlement.

Edgewood

A small structure with a cross, representing a wood or settlement.

Port  
Sithrin

A small grid-like structure representing a port.

Port  
Salubar

A small grid-like structure representing a port.

Port  
Transil

A small grid-like structure representing a port.