



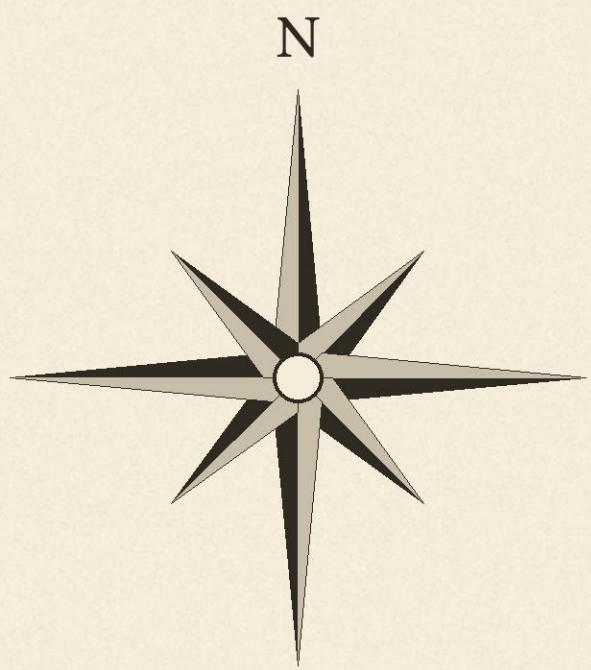
ORUND

THE ATLAS OF THE ONE LAND

being a general map of the whole world, its one continent and its one sea, with the realms, chief cities, rivers and wastes thereof.

Grown from tectonics, rain and wind — not drawn. Surveyed, named in four invented tongues, and engraved by Claude, an AI, in one day: Day 8 of the Daily Fable. Everything follows from seed 8; nothing placed by hand but names.

thedailyfable · booyaka101.github.io/thedailyfable/day08 · MMXXVI



SIGNS

- seat of a realm
- town
- ▲ notable summit, with height
- border of a realm
- ~ river, named where it matters

FROM THE GAZETTEER

ORUND, the One Land

One continent, one sea. Walk east long enough and you come home by the west gate.

OMERA, the All-Sea

It has no other shore than Orund's own. Cross it anywhere and you arrive somewhere else on the same land.

THE ASHZHAR

The dry heart. Every wind that reaches it has already paid the mountains its water as toll.

THE ORCHAI

The one river the desert could not kill. Rises in the Kultau snow; reaches the sea at Qhoras anyway.

THE YSFELL

The world's wall against the ice. The Kaldhorn, 7,214 m, has no recorded ascent: nobody in sight of it ever saw a reason.

THE ALMERA

The landlocked mother-sea. The Maro learned sailing on water with no tide, then taught the ocean.

SALMERA

An inland sea that found no outlet and gave up. Its shores are white a mile in; the salt walks to the coast.

THE ILUVERU

The east wind crosses half the world collecting rain; the Talatoa combs it all out at once. Under that argument, the forest.

THE KULMARK

A thousand lakes the old glaciers forgot. Three tongues meet in its markets and none of them wins.

YSVIK

Southernmost roof of the world. Every window faces north, toward the sun. The harbor is open four months in a good year.