



ATLANTIS

THE SECOND AGE

MAP PACK



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CULTURES OF THE POST-CATAclySMIC WORLD



Qaerym, do you consider this crime against science as an acceptable discourse on the people and places of the world outside our borders? I will be speaking to your parents about this slovenly approach to your studies. I pray to the Orix that you have simply handed in your notes by mistake. This piece work is biased, dismissive, and condescending to cultures that have existed for thousands of years. Come back to me when you've produced something worthy of Luden's Geographica and I may consider a letter of introduction to the Hergratic Academy.



ALBA AND IBER

- ▶ These are savage lands plagued by monsters and barely touched even in the Golden Age due to their lack of natural resources. The native peoples lack knowledge of iron and many cannot even make bronze. Iber is home to dangerous Jinn with a small human kingdom in *Uallach* to the north. The few humans in the south are tribal warriors called *Picts*. The Tharshi have a colony at Tara that is constantly under siege.
- ▶ Alba is home to the barbaric Abor, the pirate nation of *Cymbri*, and the Druids of *Havar*. Don't bring Andamen to Havar, they are locked in a war with the Asena that populate the land and don't trust any Andamen.
- ▶ The *Skara* and *Ska* are sophisticated stoneworkers but lack the knowledge to craft bronze and iron. The Ska have taken to piracy while the Skara are known as land-bound raiders.

ANTILLA

- ▶ A fallen Atlantean kingdom sunk beneath the waves during the Cataclysm. Antilla is home to dozens of Triton tribes who passively resist Atlantean rule. Avoid the Sargasso Sea; it is held by powerful Makara tribes.

ELYSIUM OCEAN

An expanse of ocean dotted with islands and said to be home to a thousand tribes. The people here are crude, uncouth, and lack even basic metallurgy.

- ▶ The *Ogata* peoples practice farming though they lack metal implements. The Ogata resist Manuan expansion, but they might be fighting a losing battle. The Tora islanders are nearly all exiles, either political refugees, taboo breakers, or the children of such people. The Tora, despite their origins, are a paranoid and xenophobic people.
- ▶ The *Munark* tribes wander the ocean, never staying too long in a single place. They know more secret places and hidden islands than anyone, except perhaps the Elysium Tritons. The *Vanuan* Nethermen slay all who dare to set foot on their island home — why they do so is unclear, but who needs a reason when you are a mindless brute?
- ▶ Beware the fierce *Manuans*, warriors unconquered by even the lords of Atlantis! The Manuan tribes are the largest military force in the region and are almost fearless when it comes to battle. Their crude shortbows are made with human sinew, no other animal in the region being large enough to provide the required material.

ERIA

More savages, never considered important enough to fully place under Atlantean control, or intelligent enough to share our technology with. The people lack metal implements except for what they have managed to steal or trade for.

- ▶ The *Akelan* people are nomadic hunters who follow their bison herds. Horse masters who live in the saddle.
- ▶ The *Kutchin* and Seal-Hunter peoples of Akwatuk are a study in contrasts. The Kutchin are pragmatic and xenophobic while the Seal-Hunters are warm and welcoming.
- ▶ The Aquagan tribes are mostly hunter-gatherers but some do practice agriculture. They are suspicious of strangers (particularly those tribes living near the sea) but warm to visitors with time.
- ▶ The *Azlek* people rule over the only Atlantean city on the continent. The former Atlantean masters were overthrown around the time of the Cataclysm and replaced by native warlords. The Azlek are a powerful people with magic and knowledge of metallurgy. They could one day be a threat to Atlantis itself.
- ▶ The *Aesir* people of Gava are no-doubt related to the peoples of the North Sea region.

Their height and general appearance points to their origins.

- ▶ The **Beezh-Yeel** tribesmen haunt the Hordelands, the western mountains of Eria. These Nethermen, Andamen, and Humans work together to raid the surrounding lands.
- ▶ The **Tunit** people of northern Eria follow animal totems and are masters at living in this harsh polar wilderness.
- ▶ The **Tamarac** people work copper and build mounds that channel vril. These technologies may have come from Lemurian interference in the distant past.
- ▶ The **Kawanna** people are hunter-gatherers who trade jewelry with their neighbors and sometimes make war on the violent Timuacuan Ahl-At-Rab of the coastal swamplands.
- ▶ The nomadic **Croatoan** tribe ravages the eastern seaboard. Consisting mostly of Nethermen, the tribe is led by a demon called, predictably, Croatoan. Legend says that the Croatoan has some arrangement with the Makara, guaranteeing safe harbor for his people.

EUROPA

Europa is a small region, yet its rich lands have led to dense populations. In ages past, Atlantis kept the European peoples firmly under its boot but today these savages run wild with little regard for their former masters.

- ▶ The **Aragani** are olive-skinned barbarians with limited technology and a druidic religion. They are fiercely xenophobic and rarely trade with outside groups. The mysterious humans of the Citadel of Namtu provide the Argani with a few of the metal tools and weapons they crave.
- ▶ The **Arac** of Galacea worship the Orixia Anansi; these bronze-using people are the self-proclaimed defenders of the ruins that dot the Galacean landscape. Their spider-worship is the source of rumors of “spider-folk” living in the region.
- ▶ The **Hellenes** are concentrated in their city-states and while they share a common culture they can't seem to agree on anything. Wars are common but their culture and technology is such that they could control most of Europa if they took a mind to do so. The Orixia are known to take an “interest” in Hellene women for some reason and divine children are not uncommon.
- ▶ The **Ku** of Northern Europa are fishermen and miners who trade amber, tin, and other goods all through Europa. They seem blissfully unaware of the twin dangers of Draconea and the Black Forest that lie waiting at their borders.
- ▶ The **Ogi** of Oggia are a strange, clan-based culture that wander the wilds of their land and beyond. It is said that they have sworn an oath to do no physical harm to others but this hasn't stopped them from tricking their way into vast fortunes. The Ogi seem to be a displaced people, perhaps refugees from some ancient war that never settled down again.
- ▶ Otesium is home to the **Otesti**, a long-lived and peaceful people whose extended lifespans have led many to their deaths seeking a well of youth somewhere within their lands.
- ▶ Saturnia is a land of thick forests and dark primordial terrors. The few people who dwell here do so under the protection of their druidic masters and outsiders are discouraged. Ruins of Atlantean cities lie deep in the forests but monsters and

worse lie between would-be tomb robbers and their goal.

- ▶ The bloodthirsty **Kurgan** horse-nomads of Scythia could be the terror of the continent if they ever choose to go to war. Instead, the Kurgan raid and hunt with equal relish, but their threat is ever-present.
- ▶ **Tharshesh** is a blight on the European continent, a nation filled with corruption and dishonesty. This is a place where thieves call themselves merchants. Tharshesh has no culture beyond the coin and spear, and while their fleets roam far and wide they do not fight open wars, relying instead on the assassin's blade and the blackmailer's trade.
- ▶ The **Vir** are a stone-age people dwelling in the land of the same name. These simple people trade goods with nearly every civilized people in Europa and are regarded as fair and truthful merchants.
- ▶ The **Sea People** of Europa are a sad lot, said to be cursed in the ancient past for some forgotten crime so they can never settle down. These wanderers of the seas and waterways of Europa are attacked on sight by some naval powers. The Sea People are a mongrel breed; a mixture of dozens of cultures and races.
- ▶ The blood of Atlantis runs strong in the **Minoan** people. Though they lack our purity they are an example to all their kind. Minoan magi still practice high magic and their culture and arts are second to none outside of Atlantis itself.
- ▶ **Broceliande** is the city of Celanus and Celanus is Broceliande. The city is a Golden Age Atlantean city that survived almost completely intact during the Cataclysm. The humans of Celanus hate sorcery with a passion and are quick to act against perceived threats; two traits that stood them well during the Dark Age.

GONDWANA

It is said that Gondwana birthed the Atlantean people countless millennia ago. Since then nothing much of note has occurred on this continent.

- ▶ The **Dabban** people are a fallen breed; most of them are hopelessly addicted to a drug created from lotus leaves. Those that aren't addicts work as city administrators or high-ranking members of the lotus cults. The whole country is a stinking hive of depravity.
- ▶ The **Darian** people are simple farmers with a gift for pottery that elevates it to an art form. Much of the economy is based around providing food to the Dardanus Institute. The Darians lack a central government and rely on the Dardanus Institute for protection and guidance.
- ▶ The **Gorgons** of Gorgos are an offshoot of the Hesperian culture; these warrior women are dangerous in the extreme, and have a history of attacking their neighbors. The cult of Set flourishes openly here.
- ▶ The **Joktani** people are tall and fair to behold, with light-brown skin and straight, black hair. They have a strong agrarian economy and export strangely resilient clay that is so hard it can even be used for armor.
- ▶ Mostly humans with reddish-brown skin, black hair, and dark eyes, the **Khem** emulate much of the architecture and customs of Atlantis. The nation traditionally has strong

borders that have weakened in recent years due to a series of plagues.

- ▶ The **Kushite** people of Kush are a wealthy and stable nation. While the nation has extensive mineral wealth it lacks significant farmland and is therefore heavily reliant on food imports. Kush is ruled by a hereditary matriarch called the Candace. Kush has significant Andamen and Ahl-At-Rab populations.
- ▶ The **Magani** are tall and ebony-skinned. They shave their heads, paint their faces with white pigments, and wear elaborate headdresses of cowrie shells and lions' manes. They are said to treat strangers with hospitality. Most Magani reside in tribes or small villages, but the city of Zimba is supposed to be a wonder to behold.
- ▶ **Marhashi** is a land of great wealth ruled over by a ruling class of "witches". These witches can be men or women and are all magical practitioners but do not necessarily practice the art of witchcraft. Slaves make up the bulk of the population and periods of slavery are nearly the only punishment for crimes.
- ▶ The people of **Massawa** are tall, black-skinned humans. They prefer bright, single-colored cotton robes worn over one shoulder, and wear their hair in long, elaborate braids. Most people in Massawa are either cattle herders or members of the nation's massive army. The Massawa lack metallurgy so most items are made from stone and bone.
- ▶ **Nubians** are tall (rarely less than 1.8m in height and often as much as 2.2m tall), with ebony skin and close-cropped, kinky black hair. Their clothing is distinguished by the common use of necklaces of hammered copper plates or disks and colorful silk or dyed cotton headdresses copied from the Khemiti style. They also wear loincloths and loose robes or tunics, depending upon their immediate needs. Nubians are great warriors and are highly sought after as mercenaries. Most Nubians enjoy a peaceful hunter-gatherer lifestyle.
- ▶ **Okala** is a nation that is moving from a pastoral lifestyle to a city-based one. New ports bring merchants into the land to buy items crafted by Okaloan gem-cutters. The nation is ruled by a Shaman-king, with Shamans ruling each individual tribe.
- ▶ The human inhabitants of **Ophir** are a black-skinned people, nearly as tall as Nubians. They wear loose-fitting white kaftans and elaborate burnouses. Most citizens wear a great deal of jewelry, especially gold and copper, on their arms, ankles, and necks. Trade with such nations as Atlantis, Okalo, and Marhashi ensure a variety of ideas and cultural exchanges as well. The people of Ophir are some of the most educated in the world.
- ▶ Primarily living in the northern half of Pemba north of Dkawala, the **Avakuli** have chocolate-brown skin and kinky black hair, usually dyed in several colors. They wear little if any clothing, decorating themselves with brightly colored body paint and the occasional piece of jewelry. They are a migratory people, following small herds of cattle or game. The Okwilu roam across the southern half of Pemba, occasionally trading with their neighbors to the south or raiding them when trade goods are lacking. Both tribes war with each other but dread the coming of the Kota; a

cannibalistic Nethermen tribe bent on destruction.

- ▶ **Punt** is often called land of the small giants, inhabited by a race of pygmies. Skin color is dark brown and the people of Punt have lean athletic builds. Facial hair is virtually non-existent, but the black, kinky hair on their heads is worn long and in a variety of intricate dreadlock styles. Personal ornamentation is used to suggest social standing and occupation. Punt is extremely wealthy and civilized nation, the envy of every other region in Gondwana.
- ▶ The **Acholi** tribe of Samu are a decent people under the heel of the Aftoki "ghouls", a group of Nethermen dark magicians. The Acholi are short and slender, averaging 1.6m and 55kg. Their skin is an olive brown, but is usually covered with grey mud (an effective deterrent against biting insects). They wear only a strip of leather as a loincloth and adorn their stiff, straight, black hair with colorful bird feathers. Their weapons are crude, the most popular being a sharpened variety of throwing stick.
- ▶ The **Shebans** are a tall, black-skinned folk believed to be descended from the Nubians of Gondwana. Most wear colorful, loose-fitting kaftans, sandals, and long flowing capes. Sheba is the foremost power of the Turanian subcontinent, a nation of traders that has extended its contacts from Gondwana and even Atlantis to the distant shores of Jambu.
- ▶ The **Turanians** are slim, dark-skinned, and black-haired humans related to the neighboring peoples of Zin. These desert nomads usually wear turbans and loose, layered clothing. The Turanians are an aggressive, independent, hot-tempered people, ruled over by a Sultan who dwells in the city of Ispahan.
- ▶ The **Yalaku** are brown-skinned and black-haired, slender in build, and of average height. They wear simple robes — brown or green being the favored colors. Little is known about the Yalaku, because they avoid contact with outsiders as much as possible. The Yalaku dwell in massive fortress-cities that lack gates or easy means of egress.
- ▶ The Tribes of **Zin** are all related peoples, but few are friendly to each other or outsiders. Most are constantly engaged in feuds with rival tribes. The natives are swarthy of complexion, dark-haired, and of average height and build. The men are nearly always bearded, and carry long, curved daggers of excellent quality. Turbans, cloaks, and other apparel best suited for the desert are most popular.

MU

- ▶ Hidden amidst the western cliffs of **Curracurrang** are the eyries of the winged Andamen, called the Uluka (Owlmen). This area represents the only large Uluka settlement outside of their flying city. The Andamen are a peaceful lot and are markedly sensitive to the needs of the very young, old, and infirm. The Uluka operate a hunter-gatherer existence and are very careful in managing their food supply and population.

NORTH SEA

- ▶ The **Cimmerians** are a rugged, dark-haired people. They know little of agriculture, but are skilled hunters and trappers. Like some of the northern Europeans (from whom it is believed they are descended), the Cimmerians have domesticated both the wild dog and the goat. Cimmerians are independent by nature, and have no official leaders. In times of trouble, a skillful warrior usually provides leadership, but otherwise each band governs itself by council.
- ▶ The **Vanir** are a fair-skinned race, most having blond or reddish hair. Both the men and women wear their hair long, usually done up in a single braid bound with strips of leather. All adult males wear beards, of which they are quite proud. An aggressive and warlike people, the Vanir revel in battle and frequently raid other nations.
- ▶ The **Scritifi** eke an existence from the sparse forests in the center of the island of Thule. They wear crude animal skins and feed their babes not with mother's milk, but with the bone marrow of wild beasts. The Scritifi are primitive and worship dark gods that may be demons. They offer human sacrifices up to these dark powers.

JAMBU

- ▶ The **Baluchi** are light-skinned, dark-haired people, fierce and known for attacking strangers on sight. They honor bravery in battle above all else, believing that only those strong enough to take what they need are worthy of life. As such, many of the Baluchi tribes fight amongst one another, raiding neighboring villages and lands. Amongst the Baluchi, cowardice is a crime punishable by death.
- ▶ The **Damalawans** are somewhat short in stature with dark-brown skin and black hair. Despite their small size, they are considered to be quite fierce and are known to engage in the torture and mutilation of captured foes. The Damalawan engage in the practice of chewing betel nuts that stain and blacken their teeth. They are master woodworkers.
- ▶ The **Dravidians** are a dark-skinned people whose villages are hidden amongst the trees to provide some defense against intruders. The Dravidians are ruled by Lemurians who remained in the area after the Great Plague. Dravidian architecture and villages are modeled after the Lemurian style of building in trees high off the ground.
- ▶ The **Xinjiang** are a reclusive people who practice an agrarian lifestyle. The Xinjiang trade with outsiders sometimes and are known to record their history in chanted poems.
- ▶ The **Kazak** are skilled horsemen who are fond of strong drink, wrestling, and games of chance. Their culture is similar to the Mongalan horse-lords, though the Kazaks tend to be more aggressive.
- ▶ The **Himvati** typically live along the foothills, but they preserve knowledge of all of the passes across the mountains, keeping records of when certain passes are open and watching for the coming of ice and snow. The Himvati see themselves as a noble people with ancient traditions.
- ▶ **Khitai** is the largest and most powerful nation on the continent of Jambu. They are ruled by an emperor that traces his lineage back to the "dragon kings" of old. The

Khitai have a sophisticated culture strongly influenced both by Atlantis and Mu.

- ▶ **Kota** is a nation of four distinct peoples: the Shan of the northwest, the Muong of the northeast, the Isam of central Kota, and the Khamar of the south. All are of average height, have dark-brown skin, black hair, and almond-shaped eyes. The Kotans are generally quite religious and most believe in a multitude of gods and spirits. Little is known of the fierce Tampan mountain folk who raid the other nations for food and slaves.
- ▶ **Meluhans** are below average height, with deep-brown skin, dark eyes, and black hair. Although the poor who make up the majority of Meluha's population dress in little more than loincloths or saris of poor cotton gauze, the wealthy dress in colorful robes, turbans, and capes of silk and velvet, and adorn themselves with gold and silver, costly perfumes, and scented oils.
- ▶ The **Molodons** are of average height with brown skin and coarse, black hair. They dress in rough-spun wool garments, layered for protection against the harshness of the upper altitudes when they must travel there. The Molodons have a tribal culture.
- ▶ Mongalans are a sallow-skinned group of human nomadic hunters and herdsman. Mongalans are fierce fighters who have a reputation as the finest riders and horse archers on the continent.
- ▶ The **Tu-Holon** tribes consist of Nethermen led by Andamen chieftains. They are extremely violent and rumored to be the remnants of a lost Atlantean legion.
- ▶ The **Salan** people form a loose confederation of tribes that dwell in villages along the coast and grasslands of their land. They are a secretive folk and are believed to worship totem spirits, possibly corruptions of ancient Ophidian sacred texts.
- ▶ **Sarawa** is home to four tribes, the Kane fishermen, the Akh farmers, the Lahtu, and the drug-using Lishun. These tribes each have unique cultural identities but are ruled over by the Kane.
- ▶ The fire-worshipping **Tamalan** people dwell in the tundra and lack metallurgy. They hunt whales, seals, and caribou from their hide and bone houses. Lack of food sometimes drives them to raid other nations along the Jambu coastline.
- ▶ The **Veddans** resemble the Meluhans, but Veddans wear only the lightest of garments possible as well as staining most of their exposed skin with henna, which results in tones of deep reds, oranges, and browns. The Veddans are ruled by a monarch known as the Raja; below the Raja, society is divided into a strict caste system. Mistreatment of the lower castes and the great disparity of wealth means that a rebellion may not be far away.

TAMAONCHAN

- ▶ Noted for their shamans, the **Chono** tribes are made up largely of taupe-skinned Nethermen who live fairly harmoniously with nature. Clever and talented, the shamans of the Chono create large rock-wall paintings as part of their worship of the New Gods. The Chono defend themselves against invaders from the mainland, but by and large they

are not aggressively warlike.

- ▶ The **Uragua** live in caves and valleys in the mountains, where they tend flocks of domesticated rhea. Metalworking is largely unknown to the Uragua, though they do know how to work lead taken from their mountain into primitive shapes, mainly cups, bowls, and simple tools. Their society has strong gender-defined roles.
- ▶ The **Choma** are a wild, primitive, animistic people who worship animal gods and prowl the jungle in a bestial existence. They live and hunt as the animals that they worship do, and shun interaction with other peoples. They often flee initial encounters, only to return later in force to investigate trespassers. Many of the Choma are shamans, or exhibit some small ability to speak with the spirit world.
- ▶ The **Timed** people live a precarious existence of hard work, using slash-and-burn agriculture to keep back the encroaching jungle and eke out an existence with simple farming, hunting, and fishing. Women are responsible for hunting while men do the farming. The Timeri people are mostly Balam Andamen. Known as the “Jaguar-people” to surrounding lands, they are feared not only for their ferocity, but also for the frequent raids on neighboring settlements to steal women and slay warriors.
- ▶ The **Hoac** of Birama are Nethermen warrior-cannibals responsible for many of the stories that Birama is infested with demons. The Hoac are friends to none, often attacking strangers on sight. Though they do take captives, they also drag off the bodies of those they kill for food. Brown-skinned and short of stature, the Hoac make extensive use of facial and body scarring as ornamentation.
- ▶ The **Pachamama** are a large, matriarchal tribe of Ahl-at-Rab led by a sorceress queen who fights for dominance in the region against the Hoacans and the scattered bands of Biraman Andamen. She rules a subterranean and half-submerged city at the edge of the northern swamps, called Karmaq. The Ahl-at-Rab occasionally sell their services as mercenaries to other nations in Tamaonchan.
- ▶ The other **Briaman** tribes that live in this region are nomadic in an attempt to avoid the predations of the Hoac. Their cultures are in tatters from years of attacks and more closely resemble scattered bands of refugees than actual tribes. A good proportion of these tribes are Andamen, perhaps the remnants of some Golden Age legion.
- ▶ The **Ecuan** civilization is fairly sophisticated, centrally organized, and based around a concept of perfection. The people are short in stature with swarthy skin and straight, black hair. Their culture is supported by agriculture and magical knowledge, but hunting is a traditional pastime that displays individual strength, cunning, and prowess.
- ▶ The **Nazcan** people call themselves the Falcon People after their ancient tribal totem. Members of the Nazca distinguish themselves by elaborate facial tattoos resembling falcons, and by wearing falcon-feather capes. The Nazca have a strong military and are likely to start a war sometime soon as they require more land and resources to continue expansion.
- ▶ The **Abara** are a tall and dark-skinned race thought to be related to the distant Nazca. Feared for their hostile demeanor and grisly practices, the Abara give Oguanabara a

disquieting reputation. The Abara are known to shrink the heads of those they defeat in combat.

- ▶ In the tiered canopies of the tropical jungle of **Paragua**, a tribe of Lemurians known as the Uakari live and thrive. The warriors of this clan shave their heads, and then dye the skin red and black in fearsome visages. Believing that the Great Plague was engineered by the Anunnaki, the Uakari retreated higher and higher above the forest floor. They have adopted a fierce isolationist culture, but are rarely violent.
- ▶ The **Quechua** are a tall, bronze-skinned group of humans and Ahl-at-Rab. The Quechua claim social and spiritual descent from the Annunaki who ruled much of Tamoanchan in past millennia. Religion dominates all aspects of Quechuan life and human sacrifice is commonplace and accepted.
- ▶ The **Taracuan** people are a city-based culture of great vigor and sophistication. The Taracuans grow crops, work metal, and engage in trade with far-off lands. Art, and sculpture in particular, are very important to the Taracuan and examples of their work can be found in the hands of collectors across the world.



NEATHER REALM

EAMAOINCHAN

ANCILLA

AQLANGIS

HESPERIA

IBER

ALBA

EUROPA

GONDWANA

HYPERBOREA

JORUNLAND

JAMBU

LEMURIA

MU

ATLANTIS

KEY	
CITY	
TOWN	
VILLAGE	
RUIN	
ROAD	
VRIL ROAD	





LEMURIA

OGATAN ISLANDS

MU

LOST LAKE

LEMURIAN GULF

STRAIT OF SARROW

DRAGON BAY

BAY OF MU

Sangir

Orrori

Ngani

Koror

Pongini

Pahn

Vrindavan

Manuk

Nonamato

Nan Matal

Tamakaia

Ogaramango

Melekuala

Samal

Oko

Temuah

Tarawa

Yuku

Salawati

Kiowa

Isle of Dreams





Birama

Azae

Diaprepea

Maia

Tayge

ATLANTIC OCEAN

acho
Buranhaem
Iberahem
Vaca
cu

Mani
Manani
Adaamaaw
Bamaku
Koti
Khaffir
Anokch
Temu
Ogbu
Kintampo



Op

Cabbalusa

The Atlantydes

NETHER REALM

Ningen

ELYSIUM
SEA

Ocatagua Equa
Sogomo
Gauc

Oguanabara

SEA OF ACUA

Pachacamac
Kotozh
Caango

Ayamagua

Mana

Tamistitan
Acham

Titicaca

Quecha

ACUU
GULF

Nazca

Tambo
ahuachi

Sarahem

Tara

Ogalopago

Uakari
Paragua

Aigua

**TORA
ISLANDS**

TAMAONCHAN

Rapa Nui

Roa

Tamaka

Matua

Peng

Orongo

Manacnac

Tomareta

Na Kua

Maninoa

**MUNARK
ISLANDS**

Ulloa

Acongagua

Gualaguala

Tagua

STYGIAN
SEA

Taenerus

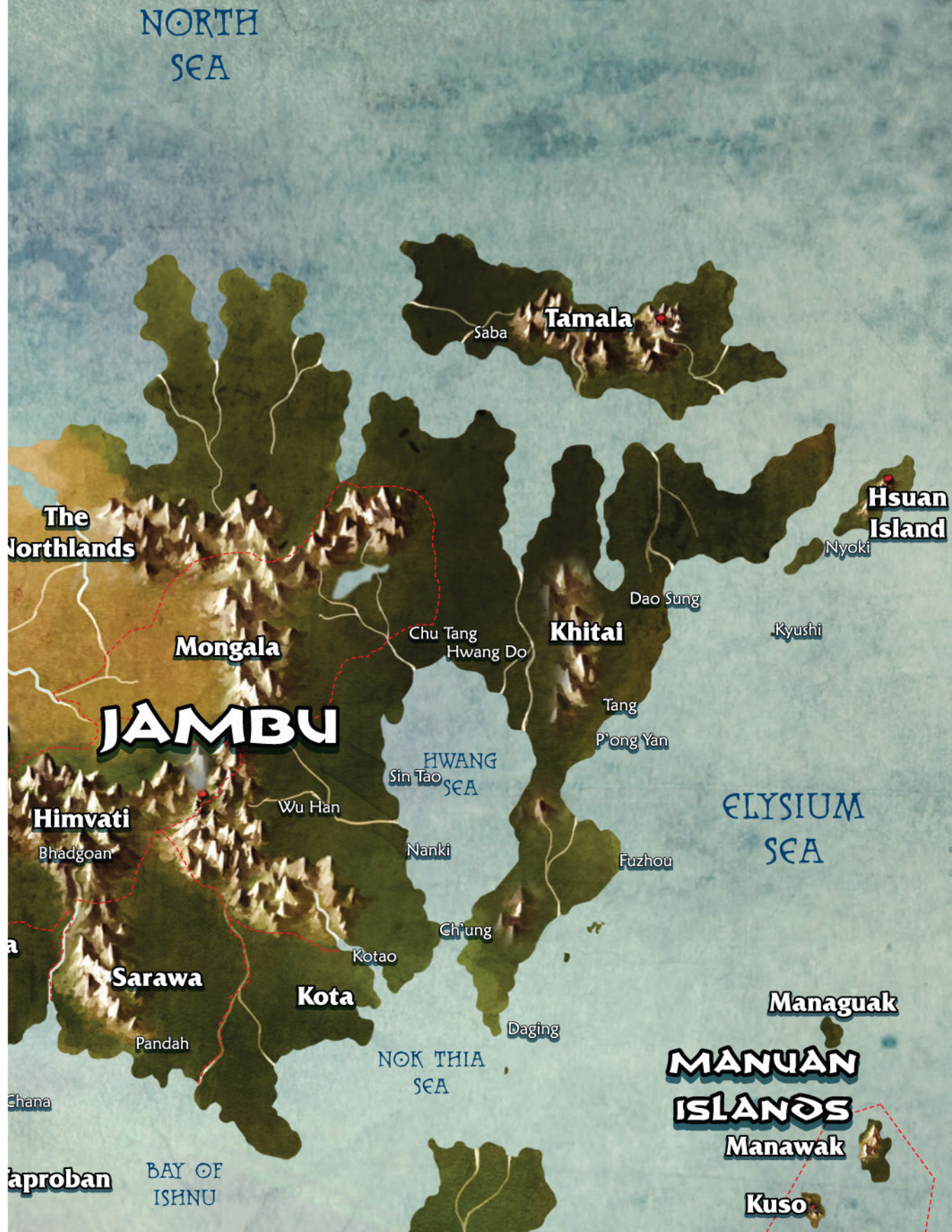
ARAGUA STRAITS

Isle of Dread



ATLANTIS

THE SECOND AGE



NORTH SEA

The Northlands

Mongala

JAMBU

Himvati

Sarawa

Kota

HWANG SEA

Khitai

ELYSIUM SEA

NOK THIA SEA

MANUAN ISLANDS

Managuak

Manawak

Kuso

BAY OF ISHNU

aprobhan



JOTUNLAND

HYPERBOREA

EUROPA

Thule

Phantom Isles

BA
Kara

Star
boric

ITS OF
YS
Gelen
Ku
Krem

Black
Forest

Otessium

Saturnia

Dabba

Gorgos

SAHARAN
SEA

Yak

FRIDAN CHANNEL

Oggia

Vir

Hellas

Numidia

Cyrene

Ziziphus

Abalessa

Seti

Hermopolis

Okartum

Khinshu

Cimmeria

Redglade

Skymarch

Conarch

Svartenheim

Village of the Stars

Huyuka

Yalak

Kayinaki

Xanthus

Joppa

Enoch

Kha-Em

Acheron

Madaaan

Nebetaan

Sabaan

Saba

Mero

Holga

Aesgard

SEA OF BAKU

BATHSHEBA

FIRE OF BAKU

GULF OF ZAHARAN

Virusha

Bathsheba

Shadad

Shanidar

Ubaid

Tamaan

Mosi

Kemul

Shu

Sabalalah

Sheba

Jotan

Saba

Kashta

RED SEA

Zemplazelan

BAY OF SAMARA

Buluchistan

Herat

Molodorak

Kandar

Meluhha

Rangpur

Harad

Mohenjo-Daro

Dravidi

Sala

Vishaka

Vedda

Veddashud

Shiri Nahar

Camphor



SEA OF THE DEAD

Fomorian Settlement
ANATOS
Fomorian Settlement

Ogygia

AL

Helluland
Markland
Gava
Hvitramannaland

IBER

Skye
Uig
Forest of Arden
Hwarrum
Cymbri
Havar

Pictland Avalon

Shepaug
Quinetu
Axte

Mestea
ATLANTIS

Aragana

Sahuga
ANTILLA
Oshunus

SARGASSO SEA

Mnesea

Galecia

Tharshesh

Elassippea

Gadirea

HESPERIA

Olokunia

Eudea

Amphisea

RIVER OLOKUN

Chersonopolis
Phadris
Helao Nafidi
Okaha
Electra

Isles
kamba



Aurora

ERIAN
OCEAN

**Isle
of the
Demon**

Otter
People

Otter
People

Otter
People

Seal
Hunters

Iyata

Seal
Hunters

Seal
Hunters

Kutchun
People

Akwatuk

Bear
People

**Hordelands
of Beezh-Yeel**

Caribou
People

Wolf
People

Caribou
People

Tamawa

Aztlan

Aztlan

TAMARAC
SOUND

Akela

ERIA

Aquaga

Chalakahá
Mound Builder

Adena
Mound Builder

Yalobushá
Mound Builder

Eque

TAMARAC SEA

GULF OF
TAMARA

Tashawa

Timuacua

Sinaloa

Huac

Ocalahuacan

OCARABA SEA

Kawana

Michuacan

Tacuba
Tenango

GULF OF
TACUBA

Oaxaca

GULF OF
TAMAGOSTAD

Awok

Oguaana

Elysium Island

MAKA
LAGOON

Ahuachapan

Aricagua

Gualilagua

Atarata

**The
of Tira**

ATLANTIS

KEY	
CITY	
TOWN	
VILLAGE	
RUIN	
ROAD	
VRIL ROAD	





Aurora

ERIAN OCEAN

SEA OF THE DEAD

JOTUNLAND

NORTH SEA

Iyata
Akwtuk
Hordelands of Beezh-Yeel
Tamawa
Aztlan
TAMARAC SEA

ERIA

Isle of the Demons

ANATOS

Phantom Isles

HYPERBOREA

ALBA

EUROPA

Zemlazelan

The Northlands

JAMBU

Hsuan Island

Elysium Island

ELYSIUM SEA

ANTILLA

ATLANTIS

HESPERIA

GONDWANA

ERYTHREAN SEA

MANUAN ISLANDS

TORA ISLANDS

TAMAONCHAN

ATLANTIC OCEAN

GONDWANA

LEMURIA

OGATAN ISLANDS

MUNARK ISLANDS

STYGIAN SEA

Taenerus

FORGOTTEN SEA

MU

Salawati

Isle of Dread

NETHER REALM

Isle of Dreams