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WORLDS Imagined

The Maps of
Imaginary Places Collection



Worlds Imagined:

The Maps & Imaginary Places Collection

is proudly presented by

**Cushing Memorial Library
& Archives**

— and —

Maps & GIS



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Acknowledgments

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“Now when I was a little chap I had a passion for maps. I would look for hours at South America, or Africa, or Australia, and lose myself in all the glories of exploration. At that time there were many blank spaces on the earth, and when I saw one that looked particularly inviting on a map (but they all look that) I would put my finger on it and say, ‘When I grow up I will go there.’

— Joseph Conrad, *Heart of Darkness* (1899)

At their most basic, maps are a representation of place, showing things like physical features, transportation networks, and communities. At the personal level, maps show home, promise adventure, and introduce us to new lands. It is this personal and emotional connection that maps generate that we hope to capture in this exhibit.

To be completely honest, this exhibit exists because we think maps are cool.

Don't you? After all, if you're attending this exhibit or reading this introduction, clearly you understand the attraction of maps. How many of you have spent time absorbed in the pages of an atlas or a road map, tracing borders, highways, rivers, and mountain ranges with your finger? How many of you have quietly murmured the names of far-off cities or countries or islands to yourself while looking at a map, caught by the strange syllables? How many of you have looked at a map

of your home country and noticed how much of it there was still to visit, or a map of the world and been awestruck at the sheer numbers of journeys you could take? Maps have an immense imaginative power because they provide a visual display of possibilities, a virtual universe of roads to be taken and cities to be explored; they are, in the end, graphic testaments to the endlessness of human curiosity. As fantasy author Catherynne M. Valente notes in her 2015 novel *The Boy Who Lost Fairyland*, “A map shows maybes. Maybe you will climb the Himalayas or sail the Mississippi. Maybe you will see Paris; maybe you will eat wolf stew in Siberia. A map shows the way to everything. No more and no less. But it cannot choose between Annapurna and Missouri. That is your job.”

But, of course, not all maps show places that exist, or ever have existed, anywhere on Earth. For imaginary worlds, the map is a starting point to understanding the land - the map, it might be said, establishes the “here”. Here can be the tiny village at the foothills of a mountain where a young protagonist is raised or the castle of the evil usurper where the princess is being held captive.

Maps have been a staple of fantastic literature since the 19th century. Some have been used as plot devices (i.e. the map that drives Allan Quartermain on to the fabled King Solomon’s Mines). Others are methods by which the reader may follow the routes taken by a work’s characters, such as J.R.R. Tolkien’s painstakingly constructed map of Middle-earth, which countless readers have used to follow Frodo as he proceeds from The Shire all the way to Mordor. Still others serve as visual expressions of the rich complexity of a particular literary universe. (Note the map, featured in this exhibit, of George R.R. Martin’s Westeros, which marks numerous cities and territories that play no part as yet in the events of *A Song of Ice and Fire*, but which fill in the blank spaces of the Known World and suggest societies and cultures still unreached and undiscovered.)

Cushing Memorial Library & Archives recognizes and respects the power of maps to fire the imagination, as well as the venerable tradition of maps in literature. Because of this, in the spring of 2014 the Science Fiction & Fantasy Research Collection and Maps & GIS began collaboration on the development of a shared collection of maps of imaginary places, in order to provide students, scholars, fans, and interested members of the public alike with access to a colorful variety of fictional locales, our hope being that curiosity and enthusiasm will drive many to seek out (or perhaps rediscover) the rich source material. A large selection of the materials from the collection are on display in this exhibit, with a few items from other Cushing collections added in.

As the co-curators for both Cushing Library's Maps of Imaginary Places Collection and the "Worlds Imagined" exhibit, we welcome you to this geographical multiverse. May your explorations prove fruitful, and may you find the path you seek.

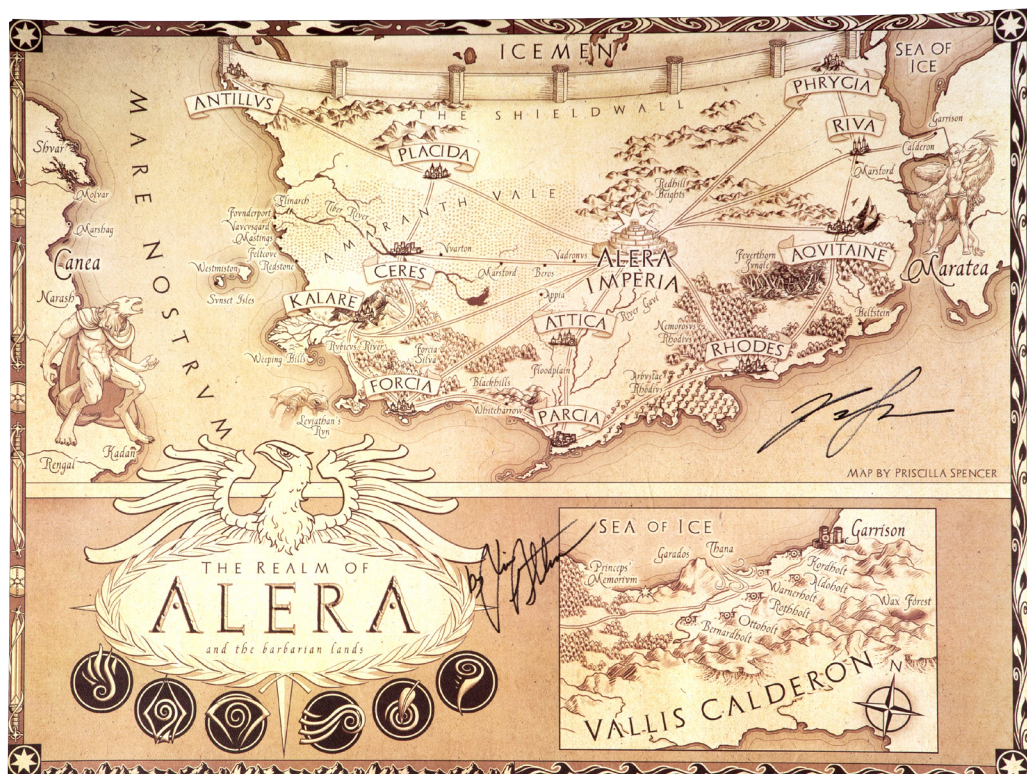
Sierra Laddusaw

Map Librarian

Jeremy Brett

*Curator, Science Fiction & Fantasy
Research Collection*





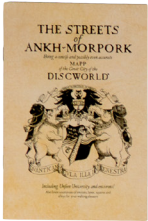
The Realm of Alera and the Barbarian Lands (2015)

cartographer Priscilla Spencer

The Codex Alera series (2004-2009), by Jim Butcher

A warring empire ruled by a First Lord and where people control the elements, Alera is a harsh and beautiful landscape. Alera is divided into twelve territories, each ruled by a High Lord and protected by Legions.

The lands surrounding Alera are home to several different races including the Vord, an insect-like people, the Canim, who are wolf-like and stand at least seven feet tall, and the Marat, silver haired barbarians. The Icemen to the north, a great enemy of the Alerans, are kept at bay by the Shieldwall which runs the length of the northern border of Alera.



The streets of Ankh-Morpork : being a concise and possibly even accurate mapp of the great city of the Discworld : including Unseen University and environs! (1993)

cartographer Stephen Player,

based on the designs of Terry Pratchett and Stephen Briggs

The Discworld novels (1983-2015), by Terry Pratchett

Ankh-Morpork is one of the most bustling cities in the multiverse, so if you seek adventure and excitement (and aren't terribly concerned with living a long and prosperous life), a tourist could do worse than to spend some time here. All races come together in mutual distrust and antipathy in Ankh-Morpork: humans, dwarfs, trolls, vampires, werewolves, Igors, and others too numerous to name. The city

has grown surprisingly progressive in recent years, under the watchful eye of its Patrician, Lord Vetinari: vampires and werewolves have been allowed to join the City Watch, the Watch has been allowed to become reasonably competent, and venerable institutions such as the Post Office and the Royal Mint have been restored to something resembling former glory.

As of writing, the AM\$ is strong against most other currencies on the Discworld and the discerning (or less so) visitor can see a lot of money vanish from his or her wallet. Bear in mind that much of this money may be cheerfully removed by the city's denizens at knifepoint, so be sure that you're only being robbed by authorized members of the Thieves' Guild. And avoid the Shades at most costs – as a chronicler of city life has said, walking unaccompanied through the Shades is considered a form of suicide and will be investigated quickly by the Watch, who will then move on to a more important crime.

Enjoy the sights: the Opera House in Pseudopolis Yard, the Patrician's Palace, the Dwarf Bread Museum, and the sprawling campus of Unseen University. Walks around the city are possible, though fairly inadvisable – short cuts may be taken by walking on the Ankh River at its most solid points. Tread carefully: it's much easier to suffocate in the Ankh than to drown in it.



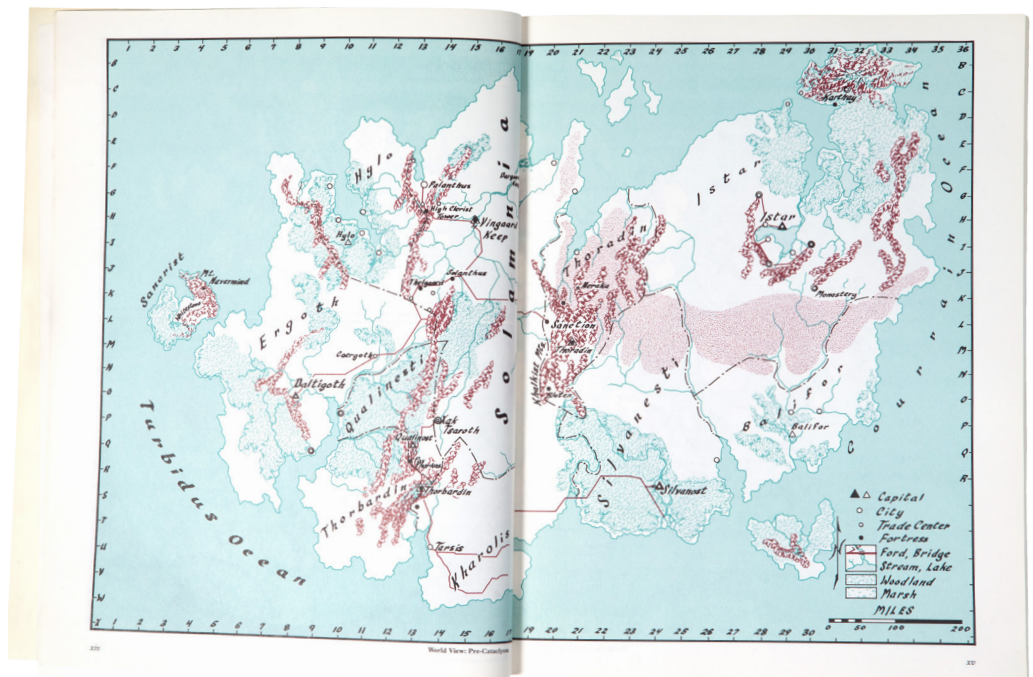


Ansalon (1987)

cartographer Karen Wynn Fonstad

The Atlas of the Dragonlance World by Karen Wynn Fonstad (1987), based on the Dragonlance universe (1984-2011) created by Margaret Weis and Laura and Tracy Hickman

Welcome to the world of Krynn! The main continent Ansalon has a rich cultural and geographic history. Ansalon is located in the southern hemisphere, stretching from the arctic to equator. The lands are ruled by seven Gods and Goddesses, who are formless but send omens and visions to the people of Ansalon. The land of Ansalon was changed dramatically by the Cataclysm – low-lying coastal regions were submerged while new lands emerged during earthquakes, floods, and volcanic eruptions. Your travels through Ansalon will likely lead you to mysterious ruins, high peaks, and a run-in with the occasional dragon. Be sure to stop for ale and spiced potatoes at the Inn of the Last Home.



Arrakis (1965)

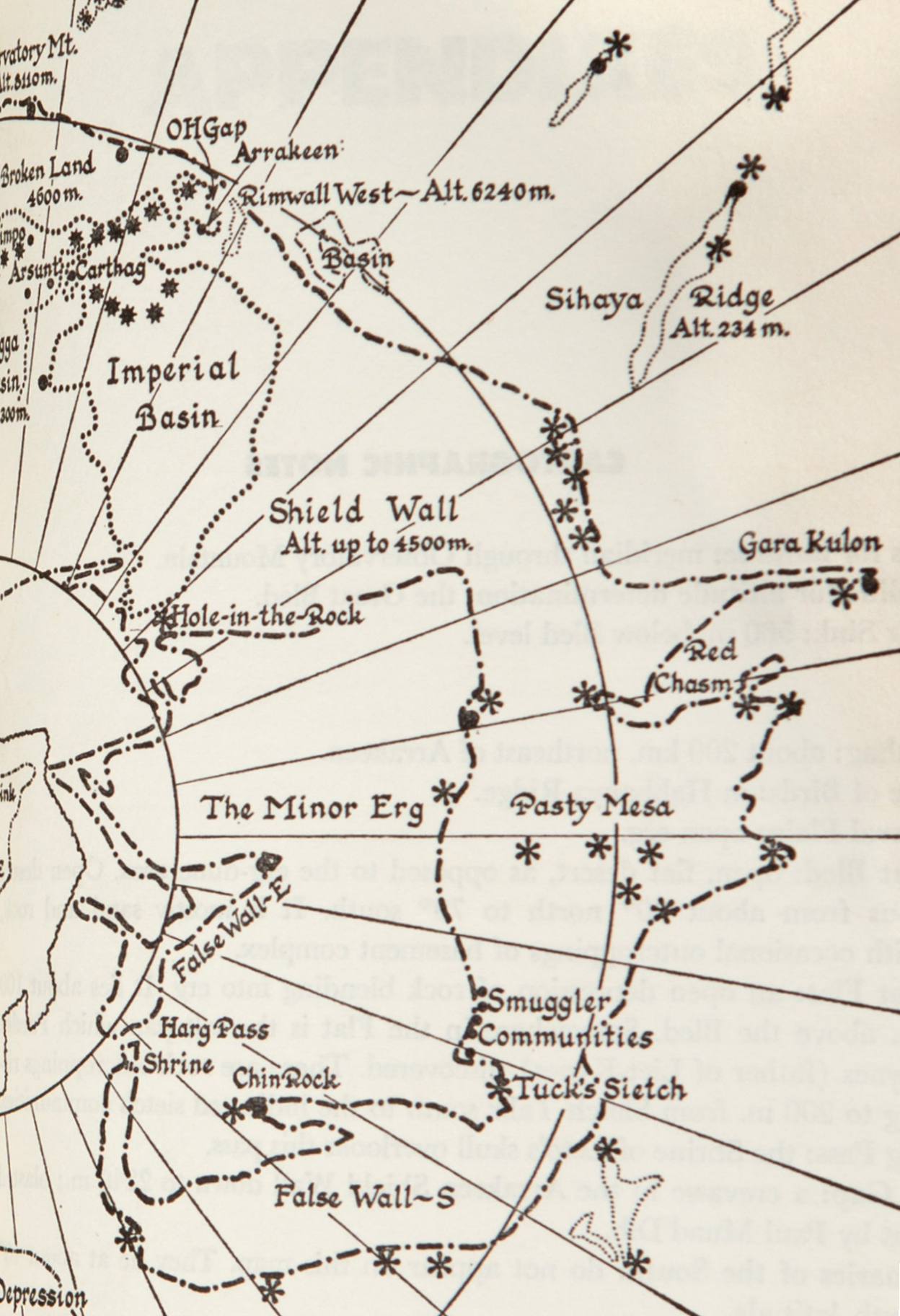
cartographer Dorothy deFontaine

Dune (1965), by Frank Herbert. Chilton Books. First edition.

As we all know, without *mélange* there would be no way to make interstellar travel possible. Heighliner traffic would cease and the power of the Spacing Guild would be broken. This is what makes Arrakis (also known as ‘Dune’) so incredibly important: it’s the only place in the universe where *mélange* – the ‘spice’ – can be found naturally.

For the inquisitive tourist, Dune brings its own peculiar charms. These consist almost entirely of desert, desert, and more desert. A certain class of tourists may find exploring the vast Arrakis desertscape a profound experience, and the various few species of cacti and other flora can be picturesque, but do NOT go out into the open desert without a stillsuit! Visit the grand capital of Arakeen, where, as one tourist has noted, “your walking tour of Arrakis must include this approach across the dunes to the Grand Palace at Arrakeen...The largest man-made structure ever built, the Grand Palace could cover more than ten of the Imperium’s most populous cities under one roof, a fact that becomes more apparent when you learn Atreides attendants and their families, housed spaciouly in the Palace Annex, number some thirty-five million souls...When you walk into the Grand Reception Hall of the Palace at Arrakeen, be prepared to feel dwarfed before an immensity never before conceived.”

Of course, the main attractions on Arrakis are the legendary sandworms. Seeing one is a once-in-a-lifetime opportunity, perhaps literally, since they are extremely dangerous. However, if the chance arises to observe one of the local Fremen riding a worm, it’s definitely worth the risk.





The Atlas of Experience (2000)

cartographers Louise van Swaaij and Jean Klare,
maps translated by David Winner and Isabel Verdurme

Starting at the mouth of the Stream of Ideas are the cities of Import and Export. As you move upriver you will pass the towns of Smile, Good Idea, Frustration, and Anxiety. The steam flows from the Sources of Inspiration at the top of Mount Creation. The Stream of Ideas is just one location in the world of Experience. Traveling Experience you will encounter many lands including Knowledge, Adventure, Bad Habits, and Mortality. At the end of your journey through Experience you will arrive Elsewhere, where you can take a boat to Pleasure, fly in the face of Destiny, or travel to Shining Light.



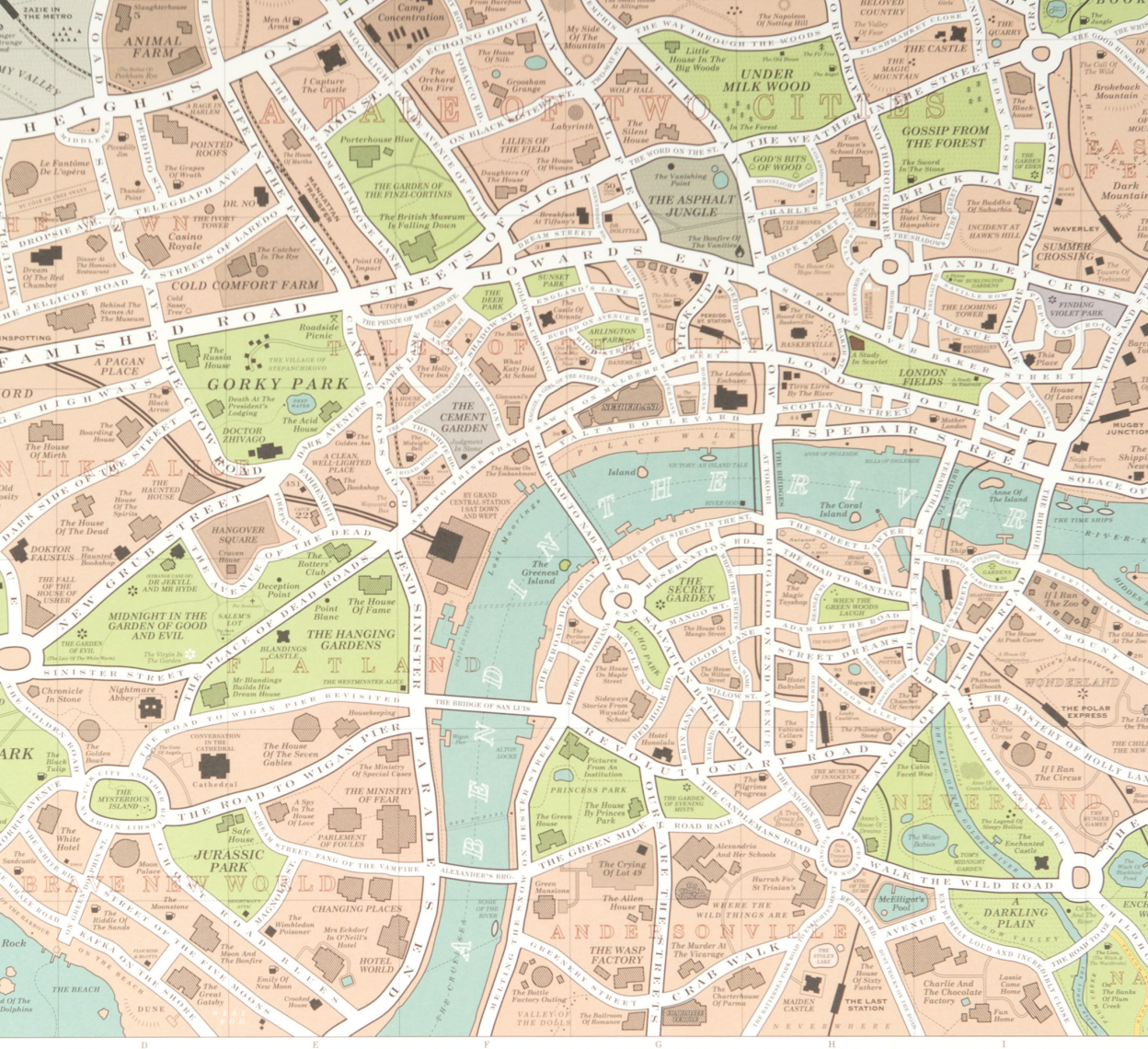
Azeroth (2008, 2011)

cartographer Brian Shotton

World of Warcraft: The Burning Crusade Atlas (2008) and World of Warcraft Cataclysm Atlas (2011) by Brian Shotton, based on the World of Warcraft MMORPG (2004-), developed by Blizzard Entertainment

The planet Azeroth once had one large continent known as ancient Kalimdor. After the War of the Ancients the continent was shattered by the explosion of the Well of Eternity creating the four continents we know today - Kalimdor, Eastern Kingdoms (itself comprised of Azeroth, Khaz Modan, and Lordaeron), Northrend, and Panderia. A large chain of islands, the Broken Isles, was raised from the seafloor by Gul'dan and is located South of Northrend. It is possible there are more continents that have not been discovered – all adventurers who have sailed out seeking new land have never been seen again.

Azeroth is an exciting world to visit. Celebrations and festivals are held throughout the year and something exciting is guaranteed to be happening during your visit. If you prefer more exhilarating adventures, you and four friends can plan an attack on a dungeon filled with evil creatures in need of a good vanquishing or hunt for treasures hidden throughout the lands.



Book Map: The History of Literature Set to the Art of Cartography (2012)

cartographer Dorothy

Step into your favorite book in this alternate reality turn of the century London city. Visit the Secret Garden, cross the Bridge to Terabithia, and take a boat to Treasure Island. Getting lost in a book has never been so literal!



Carte du Tendre (original 1654, facsimile 2006)

cartographers unknown, engraving attributed to Francois Chauveau

Clélie (1654-1661), by Madeleine de Scudéry

Ah, Tendre, the land of love and tenderness! Beginning in the exciting and bustling town of Nouvelle Amitié ('New Friendship'), the smart tourist is advised to follow his or her heart through this lovely country via the Inclination Fleuve ('River of Disposition'), which flows straight to the central city of Tendre-sur-Inclination. After all, wise people know that mutual affection and desire is the quickest way to lasting love.

Or, if you feel like dallying a bit and working harder for a lover's affections, we suggest the alternative route towards Tendre-sur-Estime, reached via a series of charming towns such as Great Wit, Beautiful Verse, Generosity, and Respect, built to let the tourist prove his or her worth; or towards Tendre-sur-Reconnaissance through the towns of Kindness, Attentiveness, Sensibility, Tenderness, and others. Watch as affection builds and builds with your progress! But be sure to avoid the Lac d'Indifference to the east and the turbulent Mer d'Inimitie to the west!

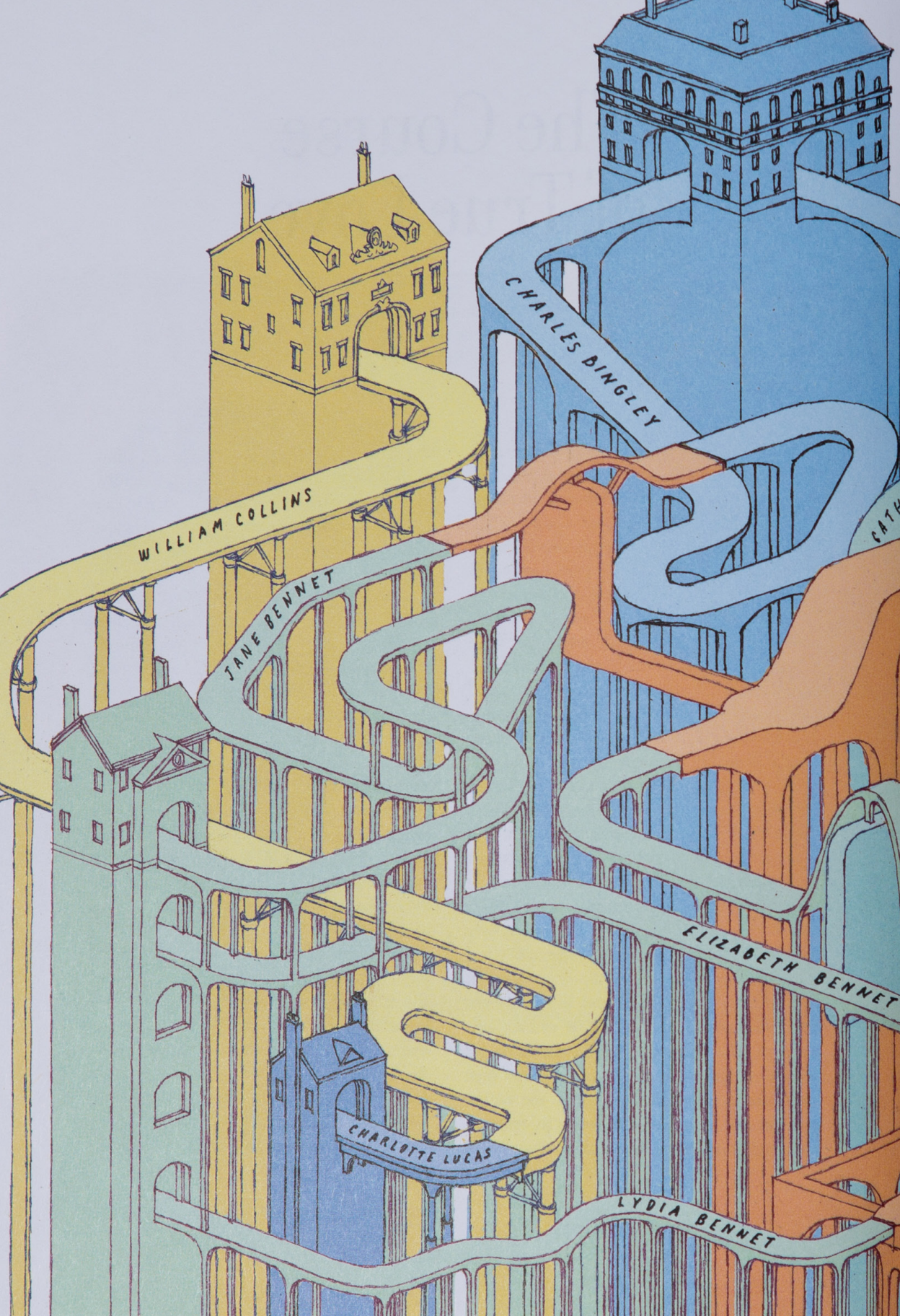
The Course of True Love (2015)

cartographer Andrew DeGraff

Pride and Prejudice (1813), by Jane Austen, map shown in

Plotted: A Literary Atlas (2015) by Andrew DeGraff

It is a truth universally acknowledged, that a single man in possession of a good fortune, must be in want of a wife. Likewise, it is as equal a truth that the path to true love never ran smooth. But a good map can help guide the tourist seeking love towards his or her final destination. There are twists, and curves, and misunderstandings (and sometimes gratuitous swims in a lake), but one can see from observing the trip that the Bennet sisters have taken, that even if one doesn't know the way at the beginning, by the end the rewards will be great.



WILLIAM COLLINS

JANE BENNET

CHARLES DINGLEY

CATHY

ELIZABETH BENNET

CHARLOTTE LUCAS

LYDIA BENNET



Map of Durango Territory
of the Federal Republic
of America, according to
the newest and most exact
observations of Timothy
DePaul, Geographer (2015?)

cartographer Tim Paul

The Shadow series (2015-2018),

by Lila Bowen

The American West may have its dry and scrubby charms, but we cannot advise travelling anywhere in Durango, unless perhaps you are accompanied by a company of brave Durango Rangers. Too many vampires, chupacabras, harpies, and other dangerous creatures haunt the dusty prairies to make any tourism viable. However, there are rumors throughout the Territory of someone called The Shadow, destined to slay the monsters that plague Durango. If this comes to pass, then indeed the area may become a legitimate tourist destination.



Earthsea (1971)

cartographer Ursula K. Le Guin

The Earthsea novels and stories (1964-2014), by Ursula K. Le Guin

The world of Earthsea is a magical water planet with hundreds of islands. The Inmost Sea is home to Havnor island (where the New Palace is located), the Ninety Isles, where locals don't actually know how many islands are in their grouping, Roke island, and Wathort island. The Inmost Sea's archipelago is the most populated in Earthsea due to their pleasant climate and larger landmass. Other areas worth mention are the four Reaches. North Reach has a harsh arctic climate, East Reach is comprised of small islands, South Reach has a hot climate and flat land, and West Reach is the least populated islands due to the nearness of dragons. The Kargad Lands are located northeast of the Inmost Sea and are desert islands. When visiting Earthsea hire a wizard as a traveling companion: a wizard's magic will ward off a dragon attack.





An ancient mappe of Fairylond: newly discovered and set forth (1925) cartographer Bernard Sleight

Measured in the Scale of Thought, Fairylond is home to the many magical creatures of your childhood. Traveling along the Great Wall built of stars by Elfin Emperors you will find Humpty Dumpty, the seven little dwarfs, and Beauty and her Beast. On the coasts of Elfrain Cove, Little Bo Peep tends her sheep and Simple Simon fishes. In the far east of Fairylond Persephone tends her garden with Demeter watching over. The waters of Fairylond can be treacherous – stay far from the whirlpools in the Bay of Moaning and the night hags at Nightmare Point. If you are brave enough to traverse the seas, take a ship to Valhalla and Asgard, where stars are repaired and shined before being placed back in the sky.

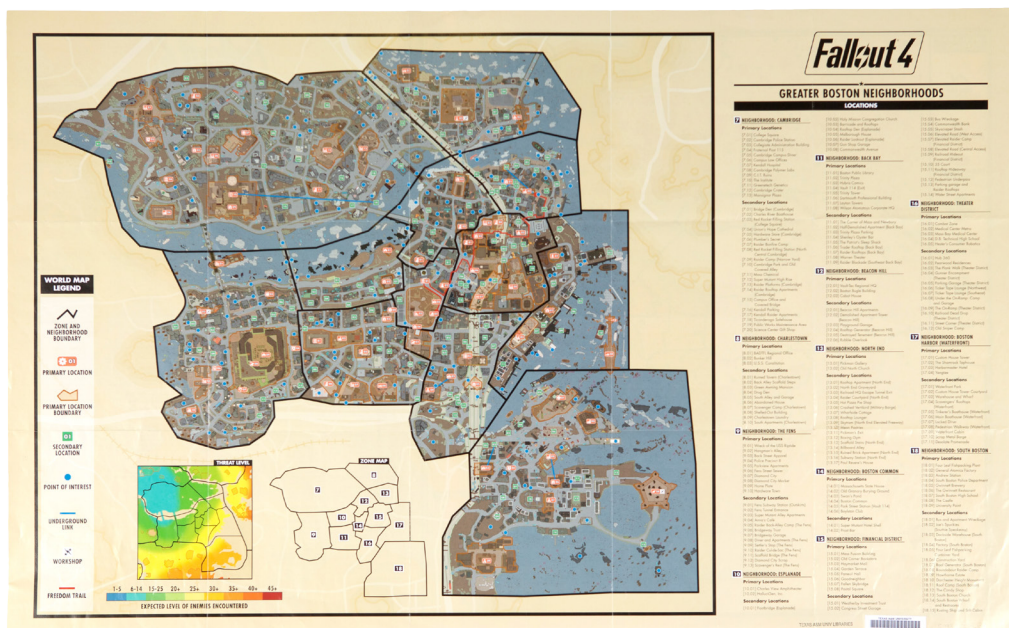
Greater Boston Neighborhoods (2015)

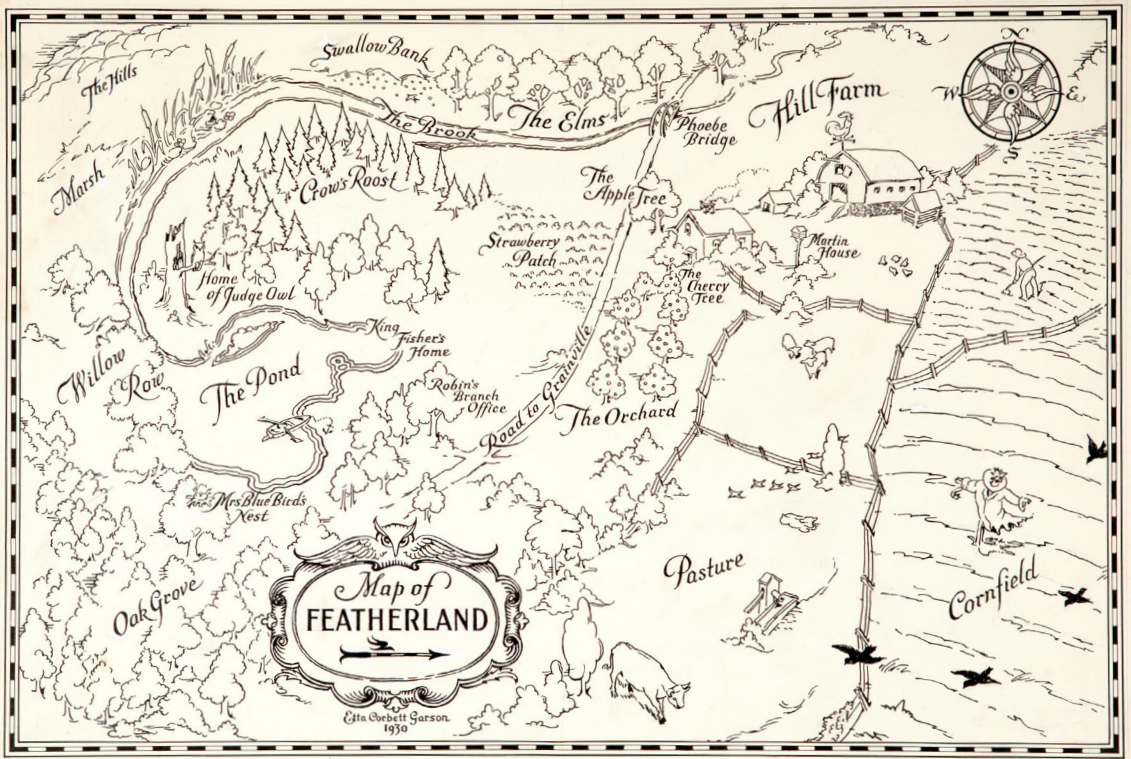
cartographer unknown

Fallout 4 (2015), developed by Bethesda Game Studios

It's the year 2287, 210 years after the Resource Wars, The Commonwealth is plagued by radiation storms and mutant creatures. While the landscape has forever been changed by nuclear war, you can still visit many of the iconic Boston landmarks. Stop by the Paul Revere Monument, visit the Massachusetts State House, and tour the Bunker Hill memorial. Watch that you don't wander into a mirelurk den or a raider's outpost.

If you are looking for a friendly face, stop at one of the settlements scattered throughout The Commonwealth. Sanctuary Hills, a former suburb of Concord, is a must-visit settlement with services to cover all the post-war traveler's needs. It boasts both an armor and weapons workbench, a chemistry station, cooking station, and power armor station. It is likely you will run into Preston Garvey while visiting Sanctuary; don't let him talk you into helping a settlement.





Map of Featherland (1930)

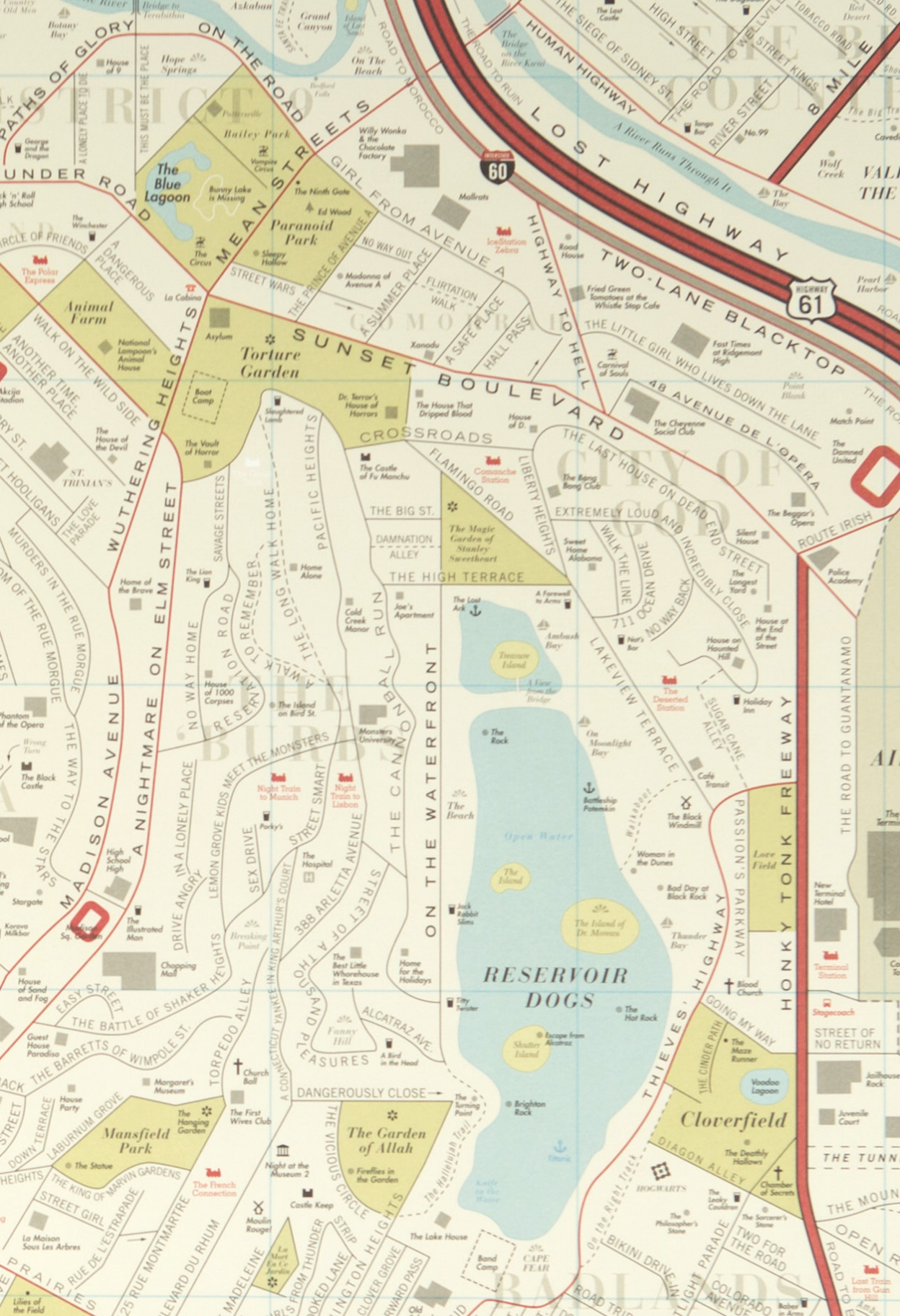
cartographer **Etta Corbett Garson**

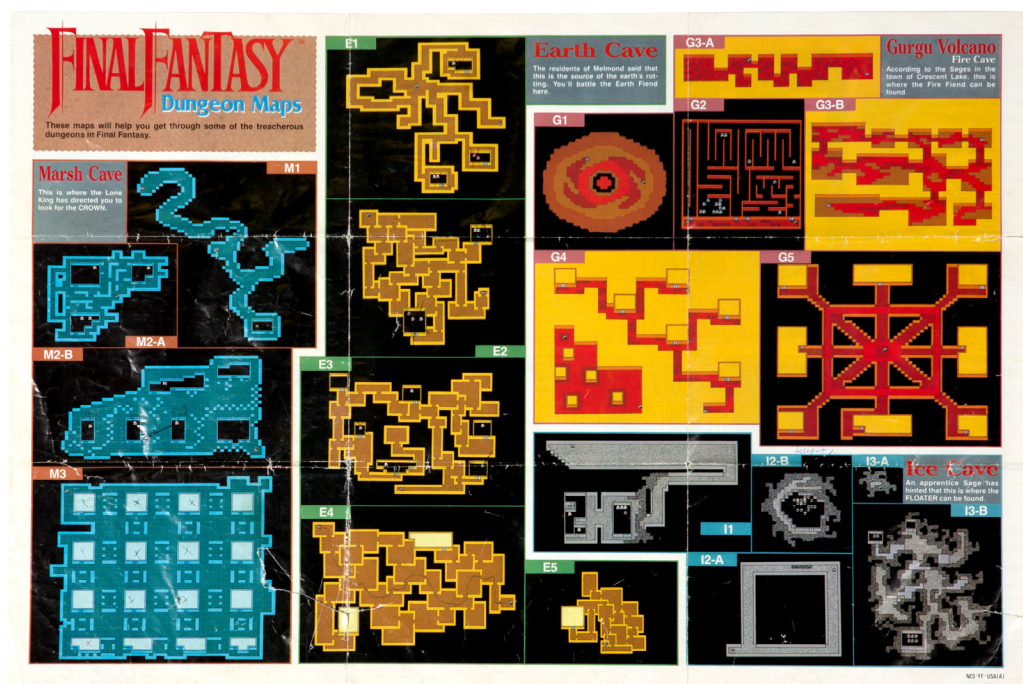
Featherland (1930), by Etta Corbett Garson

The birds of Featherland invite you to consider purchasing or renting one of their quality nests. Nests are available in an affordable price range and with a variety of views. Let Robin Redbreast help you find your perfect home! If you are looking for quiet country living, Oak Grove is the perfect forest for you, if you prefer waterfront property Willow Row is situated on the banks of The Pond. If you are looking to live in an active neighborhood check out The Orchard, located next to Hill Farm. Featherland is a quaint community where you are sure to find your dream nest.

Film Map: The History of Popular Film Set to the Art of Cartography (2015) cartographer Dorothy

Travel north on Honky Tonk Freeway take the exit for Sunset Boulevard and a right on Highway to Hell. The Whistlestop Cafe is just off the road; I recommend getting some Fried Green Tomatoes before continuing your trip through this film land. If you are looking for green spaces, the Field of Dreams, The Chalk Garden, and Jurassic Park are all located on Arlington Road.





Final Fantasy Dungeon Maps

cartographer unknown

The Final Fantasy video game series (1987-), developed by Square Enix

What does the explorer of caverns, shrines, and fortresses who battles monsters to obtain priceless treasures need most? A map of all the dungeons in the land! This handy guide, which folds neatly into your pocket, outlines the passages, rooms, stairs, and ladders that lead to treasure chests. Be cautious as you turn corners and enter new rooms: a wraith, timamt, or piscodemon may be lurking.



Final Fantasy Game World Map

cartographer unknown

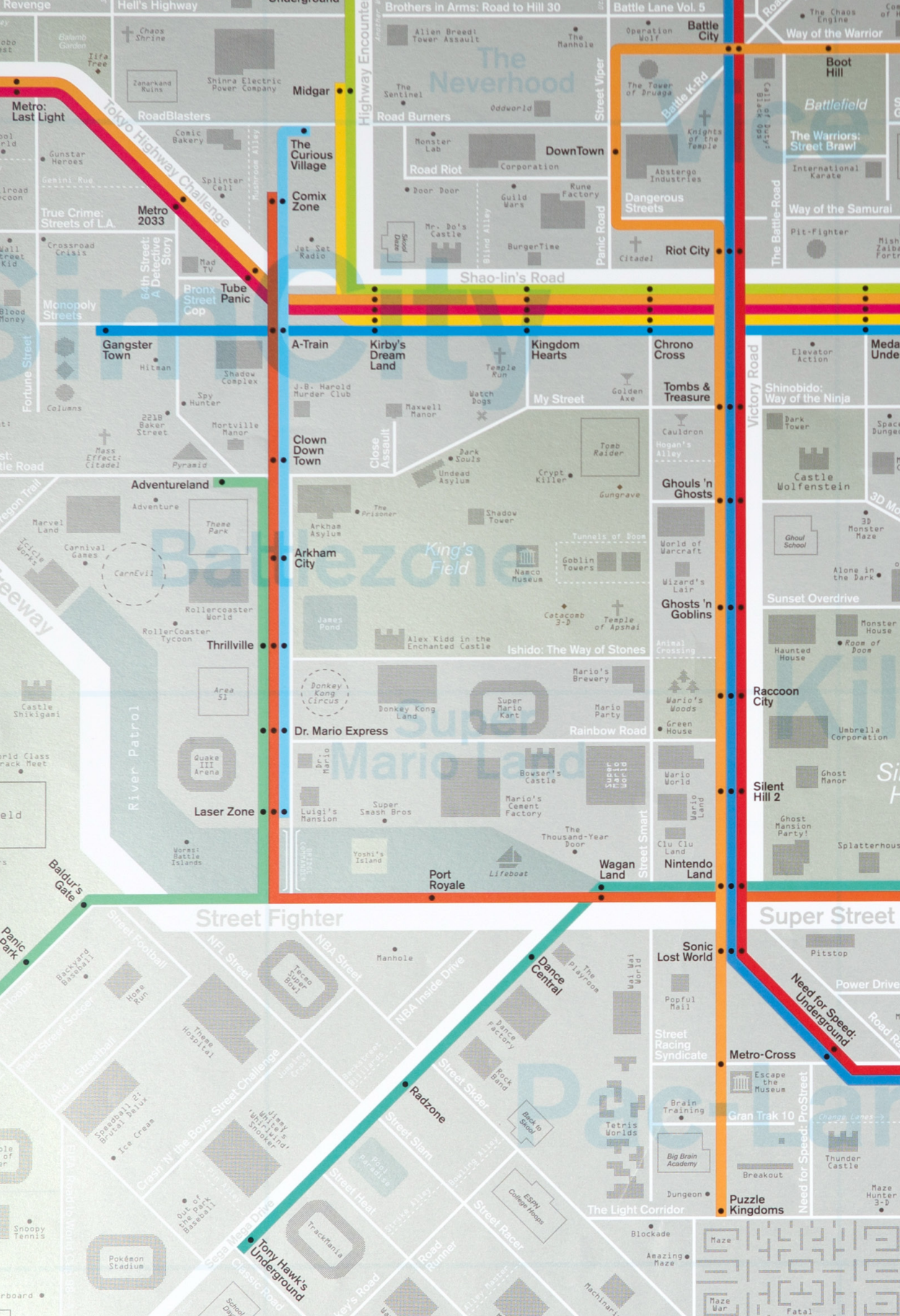
Armor

Use this chart in determining which armor to purchase, to EQUIP, and which to sell as surplus. NOTE: Before selling any armor that you can't EQUIP determine if it can be used later after Class Change, or possibly immediately as an ITEM.

KEY TO ON SCREEN SYMBOLS

ARMOR GAUNTLET
 SHIELD BRACELET
 HELMET SHIRT

ARMOR	Fighter	Knight	Thief	Ninja	Black Belt	Master	Red Mage	Red Wizard	White Mage	White Wizard	Black Mage	Black Wizard	ABSORB	EWDE%
CLOTH	•	•	•	•	•	•	•	•	•	•	•	•	1	2
WOODEN ARMOR	•	•	•	•	•	•	•	•	•	•	•	•	4	8
CHAIN ARMOR	•	•	•	•	•	•	•	•	•	•	•	•	15	15
IRON ARMOR	•	•	•	•	•	•	•	•	•	•	•	•	24	23
STEEL ARMOR	•	•	•	•	•	•	•	•	•	•	•	•	34	33
SILVER ARMOR	•	•	•	•	•	•	•	•	•	•	•	•	18	8
FLAME ARMOR	•	•	•	•	•	•	•	•	•	•	•	•	34	10
ICE ARMOR	•	•	•	•	•	•	•	•	•	•	•	•	34	10
PAL ARMOR	•	•	•	•	•	•	•	•	•	•	•	•	42	19
DRAGON ARMOR	•	•	•	•	•	•	•	•	•	•	•	•	42	10
COPPER BRACELET	•	•	•	•	•	•	•	•	•	•	•	•	15	1
SILVER BRACELET	•	•	•	•	•	•	•	•	•	•	•	•	24	1
PAL BRACELET	•	•	•	•	•	•	•	•	•	•	•	•	34	1
GOLD BRACELET	•	•	•	•	•	•	•	•	•	•	•	•	24	2
WHITE SHIRT	•	•	•	•	•	•	•	•	•	•	•	•	24	2
BLACK SHIRT	•	•	•	•	•	•	•	•	•	•	•	•	24	2
WOODEN SHIELD	•	•	•	•	•	•	•	•	•	•	•	•	4	0
IRON SHIELD	•	•	•	•	•	•	•	•	•	•	•	•	8	0
SILVER SHIELD	•	•	•	•	•	•	•	•	•	•	•	•	12	0
FLAME SHIELD	•	•	•	•	•	•	•	•	•	•	•	•	12	0
ICE SHIELD	•	•	•	•	•	•	•	•	•	•	•	•	16	0
PAL SHIELD	•	•	•	•	•	•	•	•	•	•	•	•	16	0
AEGIS SHIELD	•	•	•	•	•	•	•	•	•	•	•	•	2	0
BUCKLER	•	•	•	•	•	•	•	•	•	•	•	•	8	2
PROTECTIVE CAPE	•	•	•	•	•	•	•	•	•	•	•	•	1	1
CAP	•	•	•	•	•	•	•	•	•	•	•	•	3	3
WOODEN HELMET	•	•	•	•	•	•	•	•	•	•	•	•	6	3
IRON HELMET	•	•	•	•	•	•	•	•	•	•	•	•	6	3
SILVER HELMET	•	•	•	•	•	•	•	•	•	•	•	•	8	3
PAL HELMET	•	•	•	•	•	•	•	•	•	•	•	•	6	3
REAL HELMET	•	•	•	•	•	•	•	•	•	•	•	•	1	1
HIBBON	•	•	•	•	•	•	•	•	•	•	•	•	2	3
COPPER GAUNTLET	•	•	•	•	•	•	•	•	•	•	•	•	4	5
IRON GAUNTLET	•	•	•	•	•	•	•	•	•	•	•	•	6	3
SILVER GAUNTLET	•	•	•	•	•	•	•	•	•	•	•	•	6	3
PLUS GAUNTLET	•	•	•	•	•	•	•	•	•	•	•	•	6	3
POWER GAUNTLET	•	•	•	•	•	•	•	•	•	•	•	•	8	3
PAL GAUNTLET	•	•	•	•	•	•	•	•	•	•	•	•	8	1
PROTECTIVE RING	•	•	•	•	•	•	•	•	•	•	•	•	8	1



Game Map: The History of Video Games Set to the Art of Cartography ⁽²⁰¹²⁾ cartographer Dorothy

Divided into districts, including Pac-Land, Super Mario Land, Killzone, and Castlevania, the city of games will fulfill all your nostalgic dreams. Travel Shao-lin's Road to visit Burger Time restaurant, Pit-Fighter arena, or Double Dragon bar. Get on the underground at PlayStation for a quick ride to your destination. The Kingdom Hearts stop is conveniently located next to the Temple Run church and the Metroid stop is one block from Hyrule Castle.



Geeks' Tube Map (2013?) cartographer ChoqueFrontal

Ah, mass transit! Truly the busy geek's greatest friend, allowing for travelers pressed for time to visit as many universes as possible. The Powers That Be have been good enough to provide a system that allows for access to multiple worlds. Let yourself be guided only by your imagination and your choice of universe.

The City of Gotham (original v. 1998, this v. 2005?)

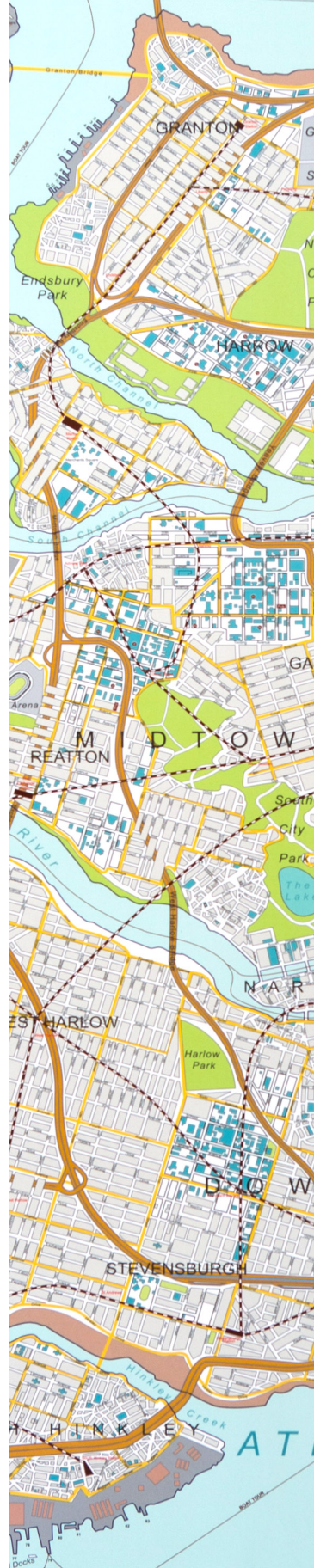
cartographer Eliot R. Brown

Batman: No Man's Land (DC Comics, 1998-1999) and
The Dark Knight Trilogy (2005-2012, dir. Christopher Nolan)

Gotham City is an interesting combination of fun and danger for the discerning tourist. Renowned for the sheer variety of its architecture, Gotham can often seem like a blend of many different cities all in the same spot, leading to confusion among visitors as to what city they are actually in.

Day trips from Gotham to nearby Metropolis can be a fun way to stretch out your vacation!

The city itself is studded with beautiful parkland and lovely waterfront views, but although Gotham nightlife can be exciting, tourists are advised to exercise extreme caution after dark. Avoid especially the East End, particularly the infamous "Crime Alley". Keep in mind that Gotham has an oddly high number of murderous costumed criminals, who take delight in outwitting the notoriously corrupt Gotham City Police Department. If travel after sundown is unavoidable, stick to highly populated areas when you can. Oh, and don't bother trying to snap a picture of the city's defender, Batman. You'll never see him coming, and rarely see him going.



THE GREAT WAR

1914

POWERS

DARWINIST

CLANKER

NEUTRAL



BRITAIN

London

NORTH
SEA

Berlin

GERMANY

Paris

ATLANTIC OCEAN

SWITZERLAND

FRANCE

ITALY

MEDITERRANEAN SEA

ALGERIA





The Great War, 1914 (2016)

cartographer Keith Thompson

The Leviathan Trilogy (2009-2011), by Scott Westerfeld

A continent in the grip of hellish warfare is not an ideal tourist destination by any means. However, some among the foolishly brave may want to risk their lives to see battle close up. Should this be the case, Europe in 1914 will not lack for drama and excitement. The Great Powers are currently locked in deadly combat, with the Clankers of the Central Powers rolling over the European plains to battle the bizarre biological creatures that the Darwinists in London and Paris have dreamed up. The conflict is best viewed from high in the air, perhaps floating from a dirigible (if one is near the German front lines), or a hydrogen-fueled Huxley (if one is coming from Entente territory).

Hiccup's Map (2015)

cartographer unknown

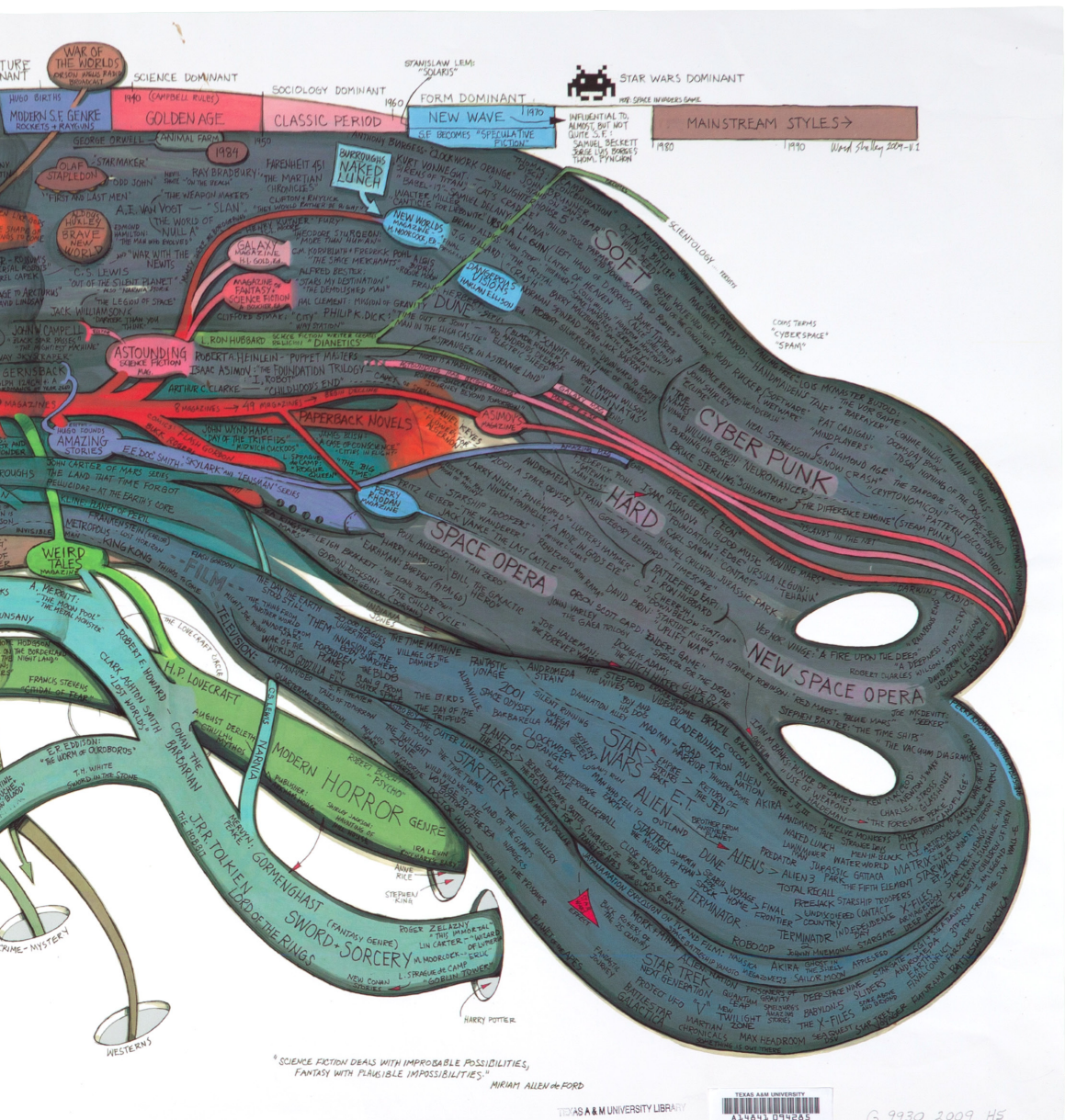
The How to Train Your Dragon films (2010-2019),
produced by DreamWorks Animation

The small island of Berk, located twelve days north of Hopeless and a few degrees south of Freezing to Death, is on the Meridian of Misery and a part of the Barbaric Archipelago. When visiting Berk stop by the Great Hall, where the local Vikings meet to plan attacks, eat their meals, and hold celebrations. It is advisable to dress warmly while at Berk because it snows nine months out of the year, with locals describing it as devastatingly cold and full of ice and snow.



ADVENT
DOM





The History of Science Fiction (2009)

cartographer Ward Shelley

Science fiction is a literary genre with deep roots, and now the intellectual tourist has an easy way of following its development from its origins in both the Age of Enlightenment and the Gothic literary tradition, through its various subgenres and many of the authors and works who make SF so rich and varied.



Map of the Hollows/Map of Cincy Outskirts (2011)

cartographer unknown

The Hollows Insider (2011), by Kim Harrison, based on
the Hollows novels and stories (2004-2017) by Kim Harrison

Cincinnati might not have been on the must-see lists of many tourists, but since the Turn, much of the world as you knew it has been made a bit more exotic (and a lot more dangerous). If you go south of the Ohio, you'll see what we mean – welcome to the Hollows, the area of town the Inderlanders call home. Although in the post-Turn world normal humans no longer reign supreme, for the most part they and the Inderlanders – the vamps, the weres, the pixies, the witches – live in concord and (perhaps somewhat uneasy) peace.

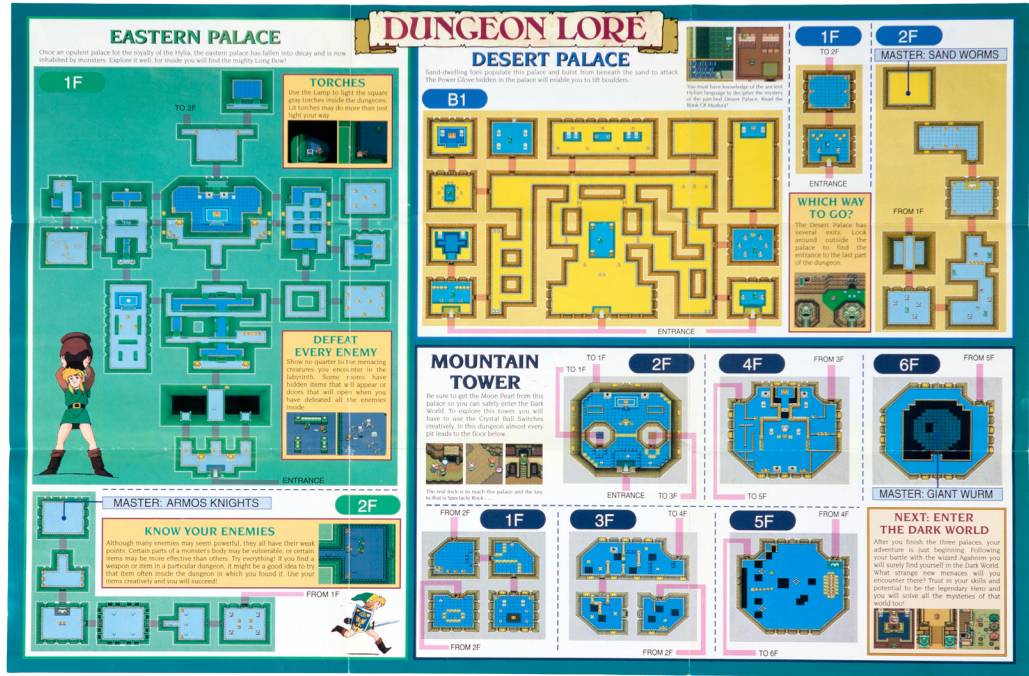
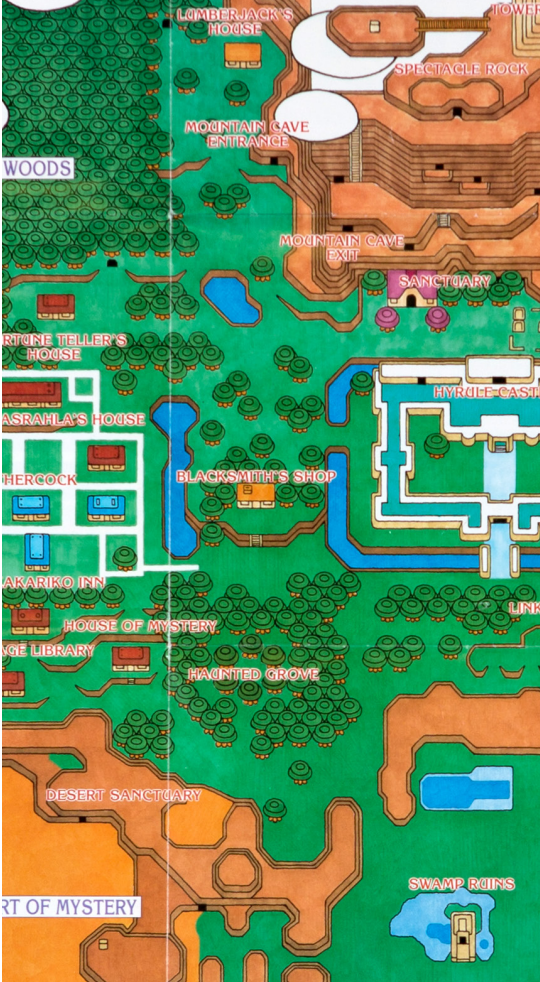
Should human tourists experience trouble while visiting, please contact your nearest branch of the Federal Inderlander Bureau. Inderlander visitors, go to Inderland Security to file a complaint.

Hyrule Overworld Lore

cartographer unknown

The Legend of Zelda video game series (1986-), created by Shigeru Miyamoto and Takashi Tezuka

Hyrule is a lush and beautiful land, it has evergreen forests, tall mountains, scenic lakes, quaint villages, and a grand castle. Adventures can explore ancient temples and maze like forests. If you visit Hyrule Castle you may catch a glimpse the royal family, including Princess Zelda. While traveling see if you can spot a fairy; they make excellent travel companions and will see to your health along your journey.





The Ian Fleming Thriller Map (1987)

cartographer John Zeleznik with graphics by Susan Lewis
The James Bond novels and stories (1953-1965) by Ian Fleming

Take the Bond World tour to see the sites of James's escapades. You'll start at the first floor of a Regency flat in Chelsea, London to see where the man himself calls home and from there visit four of the seven continents during your journey. Learn why Diamonds are Forever, visit Doctor No, and discover who is On Her Majesty's Secret Service.



Ile Lincoln [Lincoln Island] (1874, reprinted 2001)

cartographer Jules-Descartes Ferat

The Mysterious Island (1874), by Jules Verne, unabridged translation by Sidney Kravitz, Wesleyan University Press, 2001

An unheralded jewel of the South Pacific, Ile Lincoln is a generally underpopulated place, away from the major shipping lanes (although surprisingly easy to reach via hot-air balloon). The terrain can be more than a bit rough, but hikers may enjoy clambering over the volcanic cliffs of Mount Franklin (which may or may not be extinct, so be mindful!), trekking through the thick Forests of the Far West, or walking the shores of Lake Grant. Live rustically in Granite House for a few days! Enjoy contemplating the rolling seas from a quiet spot in Union or Washington Bay. Who knows, you might even spot a passing submarine!





A Panoramic View of Island Town, Formerly Sixes (2014)

cartographer Gillis Bjork

The Children of the Drought trilogy (2014-2016), by Arianne 'Tex' Thompson

It is a tourist with nerve who decides to travel through the Bravery at the far west of Eaden, because out in this particular wasteland it's easy to die. On the off-chance that a visitor does make it all the way to the Rio Etascado, the first thing to do is to update your travel guides. The town of Sixes is now generally known by its inhabitants as "Island Town", and your native Ardish might not serve you as well as once it might have done. You might stop in for the night at La Saciaderia, the, ahem, cultural center of town. Observe the mysterious and (obviously) uncivilized practices of the various native tribes.

If you really want to experience life in the wastes, well, it's certainly an option. However, majestic as the western mountains may look from a distance, it's a long, hard, dry, punishing trek towards the Eiya'Krah. And there are...things out there in the desert.

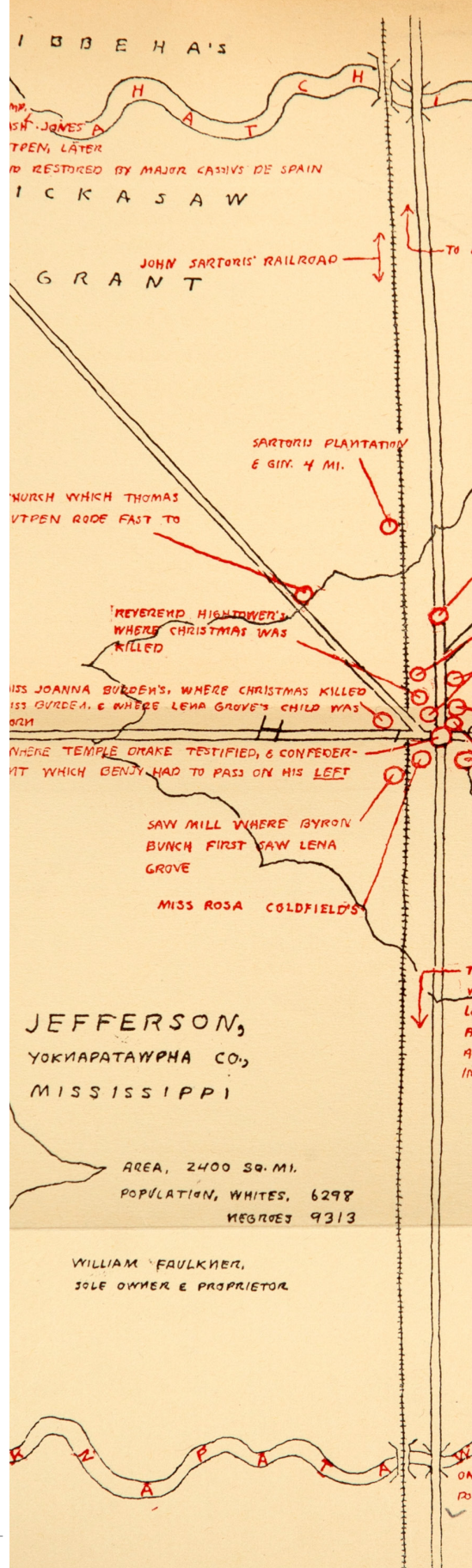
Jefferson, Yoknapatawpha County, Mississippi (1936)

cartographer William Faulkner

Absalom, Absalom! (1936), by William
Faulkner. Random House, first edition

Tourism is not the highest priority in Jefferson, but it serves as an adequate stopover for tourists travelling through northern Mississippi on their way to or from Memphis, a mere 75 miles to the northwest, or perhaps on a day trip from the University of Mississippi in Oxford. It's a quiet place, built on ancient Chickasaw land and notable for rich plantation farmland. Once home to a number of great Southern families, many of their descendants have fallen on hard times since the Civil War (oh, those poor Compsons! Those poor Sartoris!) while up-and-coming families like the Snopeses have been doing their best to make the town a bustling and prosperous place.

If you must spend the night in town, the Holston House is the oldest inn in town and certainly displays local color.



[illegible]

A Fac-simile of the Map of Route to King Solomon's Mines, now in the Possession of Allan Quartermain, Esq., Drawn by the Dom Jose da Silvestra, In His Own Blood, Upon a Fragment of Linen, in the Year 1590 (1885)

cartographer unknown

King Solomon's Mines (1885), by H. Rider Haggard. Cassel & Co, first edition

A trip not for the faint of heart, but rich with rewards. King Solomon's Mines are, of course fabled storehouses of treasure, and if you believe the tales, endless amounts of diamonds, gold and ivory await you at journey's end. But the voyage deep into Kukuana land is fraught with dangers: even if you survive the heat of the desert and the wildlife of the mountains, you risk freezing to death atop an icy peak, as did poor da Silvestra so many years ago. Make it that far, and it's a three-day journey along Solomon's Road, where you might hope to survive being killed by hostile Kukuanas. Are you sure you want to risk your life for a legend?



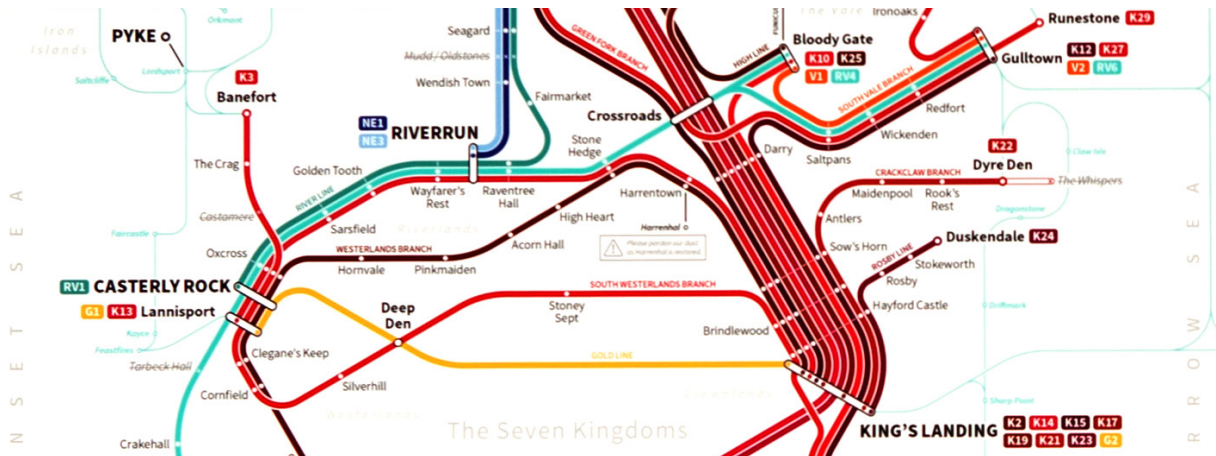
Rail Transport in the Known World (2014?)

cartographer Michael Tzynik

A Song of Ice and Fire (1996-), by George R.R. Martin

Travelling the entire Known World, for thousands upon thousands of trackless miles, can be more than a bit daunting. Why, Westeros alone is 900 miles from west to east! To trek it by horse or even by navigable river would take a tourist months to years, even if they survive. Fortunately, a vast rail network – funded mainly by the Free Cities, with some additional tax money raised by the Seven Kingdoms – has recently been instituted, and now much of the world can be reached in a matter of days. (Sorry, service to and from Valyria has been discontinued due to Unidentified Cataclysm.)

See the far reaches of the Known World at your own leisure, and from the safety of your fully-stocked first class railway accommodations! Be advised, however, that there are no routes to the Lands of Always Winter (wildlings keep tearing up the tracks), and rail service through the Dothraki Sea is not always reliable.



The Lands Beyond, including a Description of the Several Towns, Boroughs, and Municipalities Comprising the Kingdom of Wisdom ⁽¹⁹⁶¹⁾

cartographer Jules Feiffer

The Phantom Tollbooth (1961), by Norton Juster

Welcome, welcome, welcome! For the humble tourist who has never traveled in the Lands Beyond, this map, along with the requisite signs, rulebook, money for tolls, and a genuine turnpike tollbooth, are provided for an exploration by car of the exciting lands that lie between the Mountains of Ignorance and the Sea of Knowledge. Be aware that for the time being the kingdom of Wisdom has been deprived of both Rhyme and Reason, and tension is high between Dictionopolis and Digitopolis (don't mention the one (1) when you're in the other!). However, there are sights to delight the eye – depending on one's point of view – and sounds to delight the ear, as long as one avoids jumping to Conclusions. Remember, if not perfectly satisfied, your wasted time will be refunded.

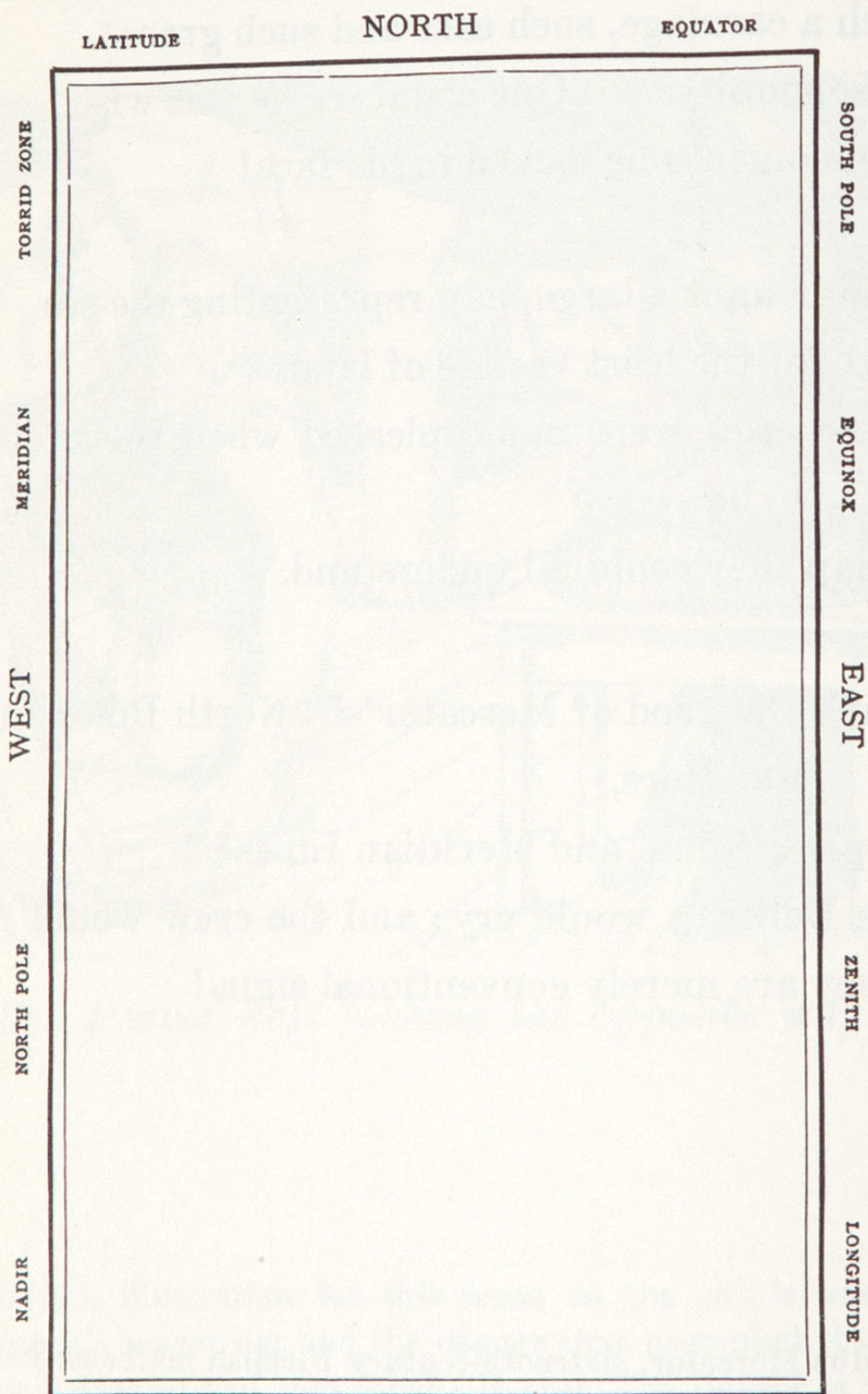


A Large Map Representing The Sea, Without The Least Vestige of Land... (c.1876)

cartographer Henry Holiday

The Hunting of the Snark (1876), by Lewis Carroll

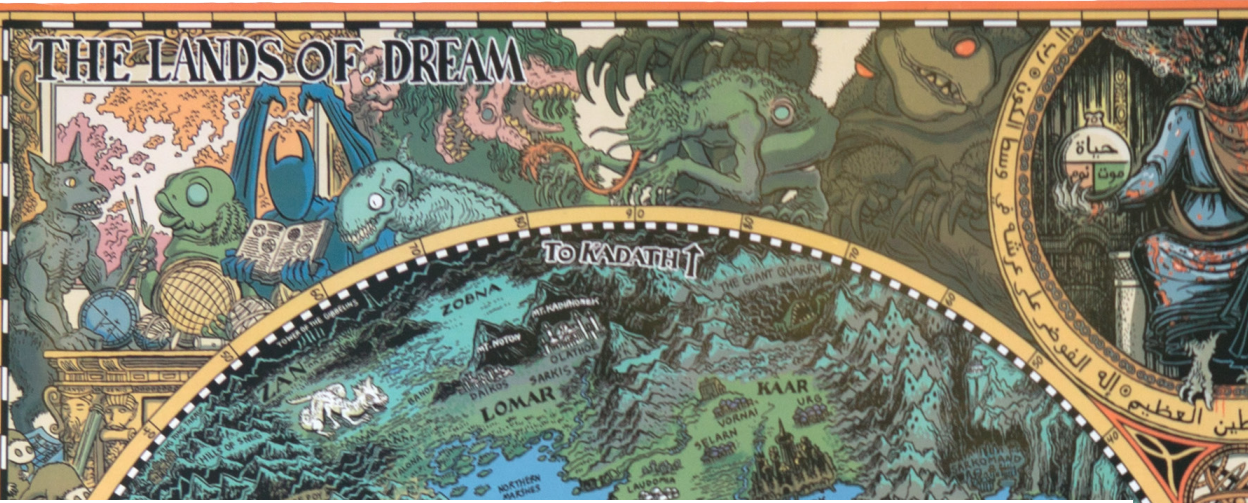
Travel can be complicated, and getting lost is certainly a risk. But travel with the Bellman on a Snark hunt and one quickly discovers that it's easy when one merely simplifies. Find a map like this one, without all the messy, confusing features of normal maps, and travel is a breeze! As the Bellman himself notes, "What's the good of Mercator's North Poles and Equators/Tropics, Zones, and Meridian Lines?" So the Bellman might cry; and the crew might reply, "They are merely conventional signs!"



.....

Scale of Miles.

Ocean chart

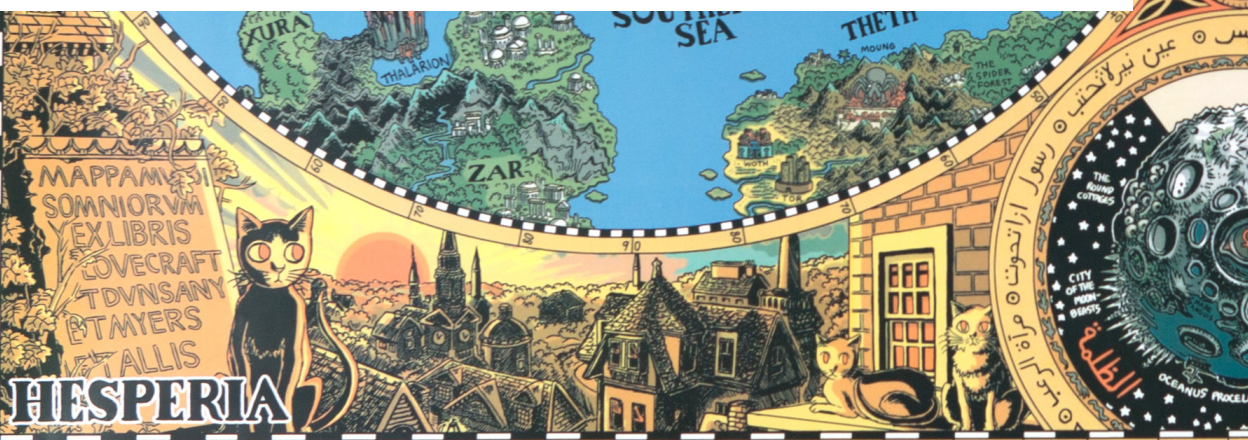


Mappa mundi somniorum ex libris Lovecraft et Dunsany et Myers et allis (2014)

cartographer **James Bradley Thompson**

The Dream Cycle of stories (1918-1932) by H.P. Lovecraft, and the fantasy works (1975-2013) of Gary Myers, both inspired by the fantasy works (1905-1933) of Lord Dunsany

You may have visited the Dreamlands before and not know it. This alternate dimension is entered while dreaming – the average dreamer is able to miss the stairway out of their dream and into the Dreamlands. The experienced dreamer can control their surroundings and create a lasting impact. Time passes differently in the Dreamlands, an hour on Earth is an entire week here allowing a dreamer to spend months in the Dreamlands during one night's sleep.





THE SPHERES

POOL OF NIGHT

THE EASTERN DESERT

MIDDLE OCEAN

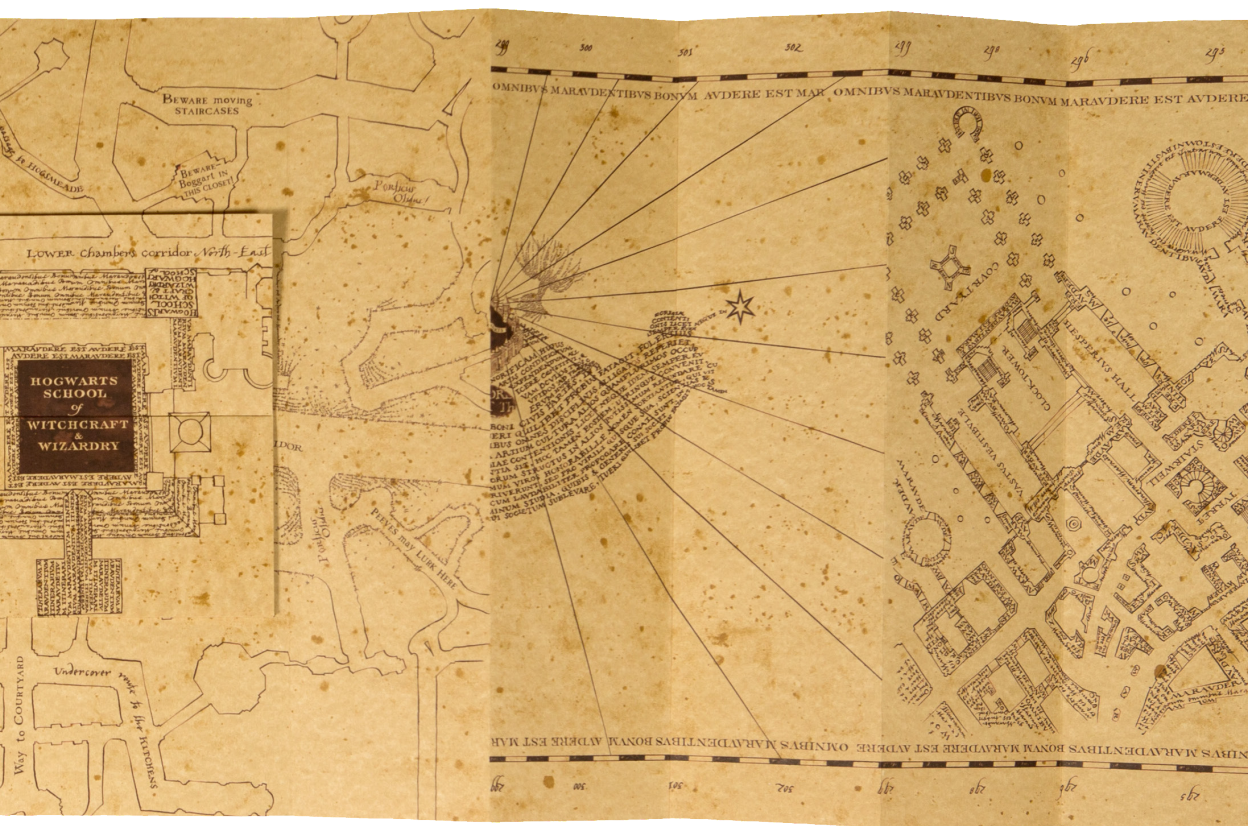
THE UNDERWORLD

Messrs Moony, Wormtail, Padfoot & Prongs Are Proud to Present the Marauder's Map⁽²⁰⁰⁵⁾

cartographer unknown

The Harry Potter series (1997-2016) by J.K. Rowling, this version produced for the film *Harry Potter and the Prisoner of Azkaban* (dir. Alfonso Cuarón, 2004)

An idyllic castle located in the Highlands of Scotland, Hogwarts School of Witchcraft and Wizardry is located on an extensive plot of land featuring gardens, greenhouses, a loch, a Quidditch Pitch, and the Forbidden Forest. If you have visited Hogwarts before, don't be alarmed if you find that rooms aren't where you remember them. Several spaces in the school have a tendency to move. This magical map shows the holder every inch of the grounds of Hogwarts and the location of every person on the grounds. Truly a useful item to have when visiting Hogwarts, especially for the mischievous traveler.



Middle-earth (2003)

cartographers Brian Sibley and John Howe

The Maps of Middle-earth (2003) by Brian Sibley and John Howe, based on the Middle-earth Legendarium (1937-2017) by J.R.R. Tolkien

Travel Middle-earth! Climb the trees of the Mirkwood forest or ride a barrel down the Forest River. Take care if you venture to Mordor, the ash plain of Mount Doom: this area is an active field of war – you don't want to be captured and eaten. If you are looking for a 5-star stay, check in at Rivendell, home to the elves. Also known as “The Last Homely House East of the Sea,” Rivendell is famous for the hospitality it offers to travelers.

Be sure to visit The Shire, a quaint village nestled in the rolling hills of Eriador where a traveler can purchase supplies and several varieties of pipeweed. For the thirsty traveler, several inns exist in the immediate region of The Shire. Stop in at the Inn of the Prancing Pony, the Green Dragon Inn, or the Golden Perch Inn. There is ale – it comes in pints! – food, and lodging waiting to greet the road-weary adventurer.





Minas Tirith (1981)

cartographer Barbara Strachey

Journeys of Frodo: An Atlas of J.R.R. Tolkien's "The Lord of the Rings" (1981),
by Barbara Strachey, based on The Lord of the Rings (1954-1955), by J.R.R. Tolkien

One of the mightiest cities of Men of the entire Third Age, Minas Tirith is the seat of the Stewards of Gondor, who guard the throne for a true heir of Elendil. The White City stands proud before the mountains, overlooking the wide Pelannor Fields and providing one of the most breathtaking sights in all of Middle-earth. Any tourist with a soul and heart is struck immediately dumb and dazed by the vision of the sun's rays hitting the high Tower of Echthelion before eventually making their way through the Great Gate into the city.

Minas Tirith is a fortress, built for defense and the preservation of the kingdom of Gondor; thus, exploring the city is a journey in itself, obliging the determined visitor to make his or her way around and through six additional walls before the summit is reached. From that point, the reward is a view of unprecedented scope all the way to the River Anduin. Could such a city, such a power, ever be taken? It would require one of the greatest armies ever assembled to have a hope of doing so.



Mount Thunder – Exterior (1985)

cartographer Karen Wynn Fonstad

Atlas of the Land (1985), by Karen Wynn Fonstad,
based on The Chronicles of Thomas Covenant
(1977-2013), by Stephen R. Donaldson

There are many realms, many countries, many places that a tourist can visit. However, The Land is one that should likely be chosen with caution. When Kevin Landwaster cast the Ritual of Desecration deep inside Mount Thunder – in Kiril Threndor, the Heart of Thunder – he inadvertently laid waste to much of The Land. True, it has recovered to some extent, and equally true, The Land couldn't be anything but varied, seeing as it now extends some two thousand miles wide, from the Sunbirth Sea on the east to the tall Westron Mountains on the northwest. But bad things tend to recur, in The Land as well as anywhere else, and there is talk that the Council of Lords in Revelstone is becoming more and more corrupt. Should this continue and the Sunbane gain strength, The Land will again experience mass death and decay. Tourists determined to visit are hereby warned.

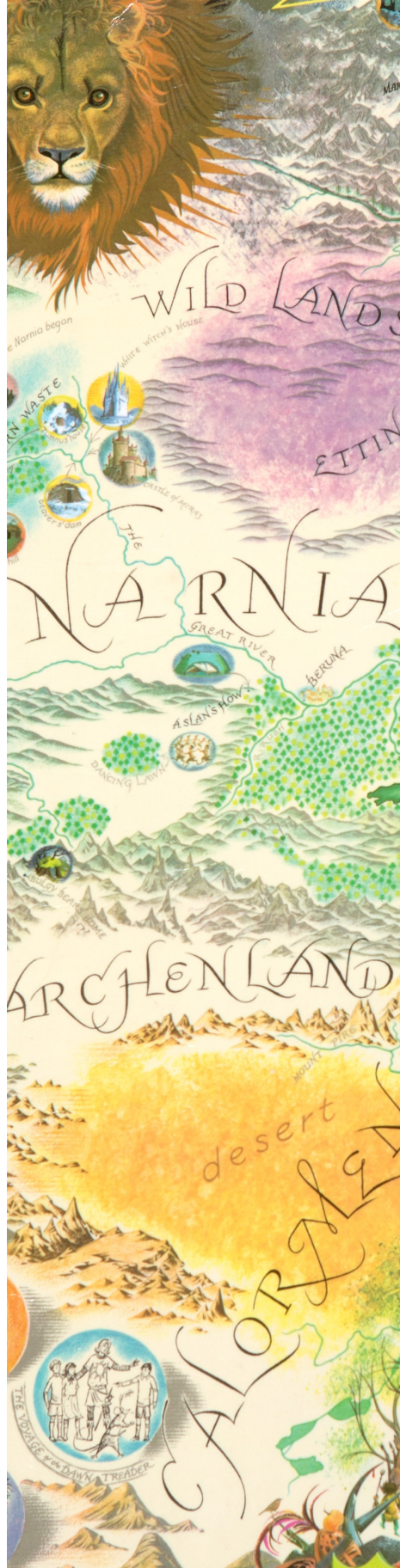
A Map of Narnia and the Surrounding Countries (1972)

cartographer Pauline Baynes

The Chronicles of Narnia (1950-1956), by C.S. Lewis

Visit the magical lands of Narnia, where animals speak and mythical creatures abound. The country of Narnia is boarded by the Wild Lands of the North, the Great Eastern Sea, at its southern border by Archenland and Calormen, and the Western Wild, a treacherous mountain range. Be careful when traveling across the land, travel far enough in any direction and you'll reach the End of the World, where the sky meets the ground.

Visitors are highly encouraged to time their travels to coincide with the first moonlit night when snow is on the ground. On this occasion the Great Snow Dance occurs. During the event Fauns and Dryads dance, surrounded by dwarves throwing snowballs. If every dancer is in step and each dwarf throws his snowball at the precise time no one will be hit!



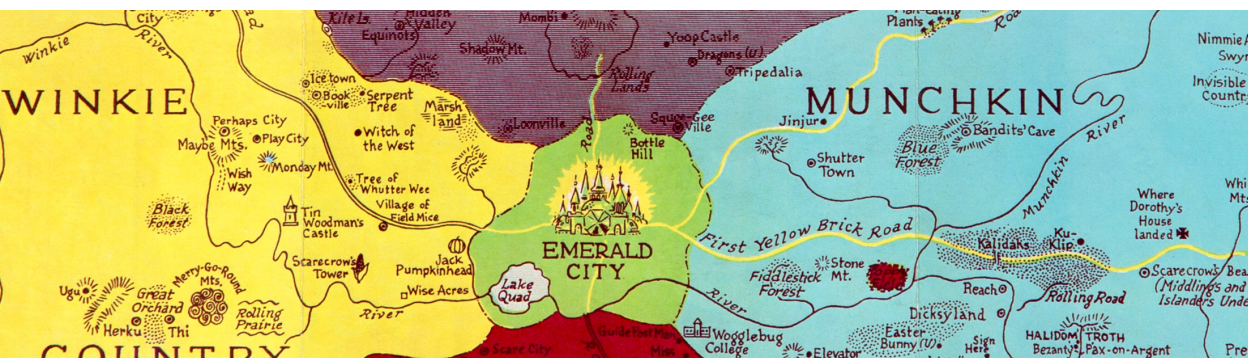
The Marvelous Land of Oz: Based on the Original Map drawn by Professor H.M. Wogglebug, T.E. ; Revised in accordance with the Royal Histories of Oz (1975)

cartographer James E. Haff

From: The Oz books (1900-2014), by L. Frank Baum, Ruth Plumly Thompson, John R. Neill, Jack Snow, Rachel R. Cosgrove, Eloise Jarvis McGraw and Laurel Lynn McGraw, and Sherwood Smith

A land of unparalleled beauty, endless blue skies, and everlasting rainbows, Oz is the perfect getaway destination from your dreary humdrum life. Discover all the four countries of Oz have to offer! To the north is Gillikin Country, famed for its forests and purple grass. Traveling south you will find Quadling Country is Quadling Country where the magical Fighting Trees grow and the Hammer-Heads live atop a mountain. In the west is Winkie country, famed for the Tin Band of the Emperor who play at Princess Ozma's annual birthday parade. East is Munchkin Country where you will find the Yellow Brick Road.

Starting in Munchkin Country and taking the Yellow Brick Road to its end you will find the heart of Oz, the Emerald City. Surrounded by a wall of the finest green marble studded with emeralds, one can guess how it came by its name. The famed city isn't made entirely of green materials, it is supported by columns of solid gold and decorated with rubies, diamonds, and sapphires. The city's streets are lined with emeralds, separating pedestrian walkways from carriage routes. The Royal Palace of Emerald City is a must see. The palace is three stories, has hundreds of luxurious rooms, hallways lined in mirrors, and everything lit by giant crystal chandeliers.





Mythical Realm of Gods and Heroes (1968)

cartographer National Geographic Society

Rising above the landscape of Hellas and home to the gods is Mount Olympus. No mortal is allowed to pass through the Gates of Clouds into the sacred meeting place of the gods. Zeus, King of the Gods, rules the other 11 gods and goddesses who together form the court of the 12 Olympians. As a mortal, it is best that you view from afar. Other nearby sites of interest are Delphi, where the Oracle of Apollo resides, and Crete, where King Minos has built a labyrinth.





Pellucidar (2016)

cartographer **James L. Gerlach**

The Pellucidar novels and stories (1914-1963), by Edgar Rice Burroughs

Fortunately, the lush and primitive land of Pellucidar, should you choose to visit it, is right under your feet. Literally so, since, of course, the Earth is hollow and Pellucidar rests on its outside surface. If you can find or dig yourself a passage and have the time to make the 500 mile-deep journey either by iron mole or by airship, you'll find yourself in a wild throwback to Earth's prehistoric era. You won't lack for light, fortunately, since Pellucidar has its own tiny sun, just where surface-dwellers imagine the core of the Earth is. But you are advised to avoid the Land of Awful Shadow: it's forever shrouded in darkness, thanks to Pellucidar's small geosynchronous moon that keeps it always in its shadow.

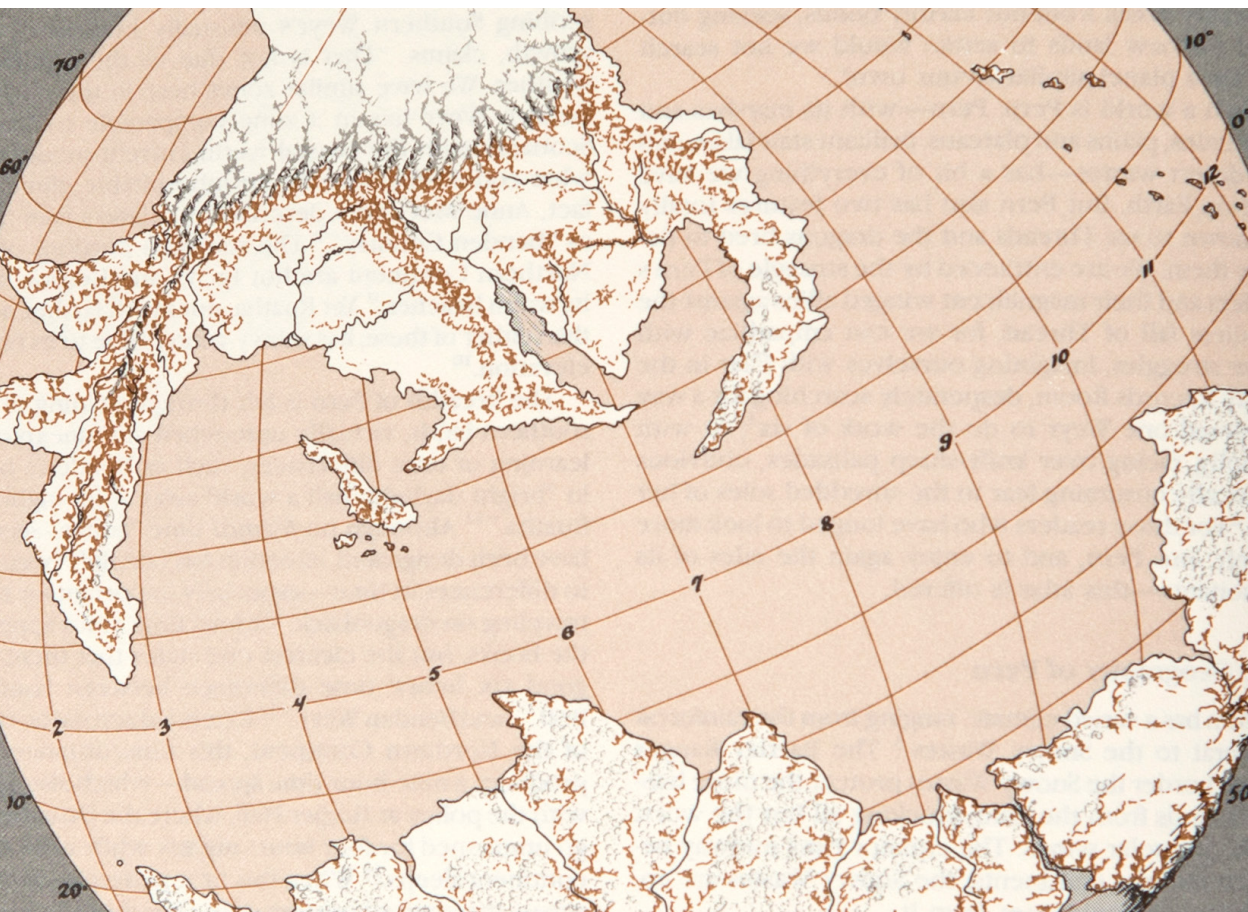
For the visitor seeking exotic wildlife, there is no better place than Pellucidar. Dinosaurs of every type roam the land, as do mastodons, mammoths and other primitive mammals. There are also Giant Ants, which should be avoided when possible. Humans have reigned supreme in Pellucidar since the overthrow of the cruel Mahars, but the land contains a number of other savage cultures that should be avoided by wary travelers.

Pern (1984)

cartographer Karen Wynn Fonstad

The Atlas of Pern (1984), by Karen Wynn Fonstad, based on the Dragonriders of Pern novels and stories (1968-2012) by Anne McCaffrey and Todd McCaffrey

Here be dragons! Pern, the third planet of the Rukbat system, has three continents worth exploring, and is inhabited by dragons. The Northern Continent is famous for its cave systems, while the Southern Continent has a diverse landscape including jungles, grasslands, and volcanoes. Dragons and their riders are employed on the Southern Continent to combat the Thread, a deadly organism that eats any organic matter it touches. If you dare to visit the Western Continent, be warned that you will be the first. The far west has only been observed from ship and satellite. If one is an intrepid adventurer, one could make a holiday of exploring the unknown seas of Pern – the Ring Sea, the Western Ocean, and the Eastern Ocean.





Poictesme (1929)

cartographer **Peter Koch**

The Biography of the Life of Manuel (1919-1929), by James Branch Cabell

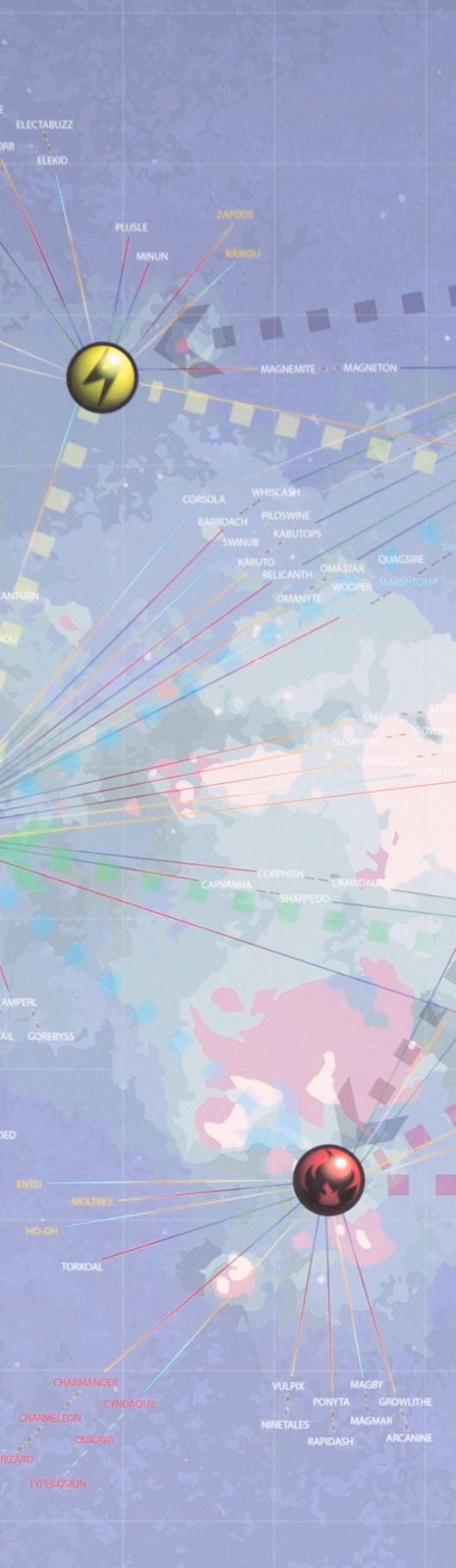
Situated in the south of France, the province of Poictesme is divided by the river Duardenez and home to two major forests. When visiting Poictesme it is best to avoid Amneran Heath, a barren region where witches live, and Dun Vlechan, where Misery of the Earth makes his home. Poictesme is protected by the Fellowship of the Silver Stallion – a group of knights formed by Dom Manuel after he conquered and united the territories of the land.

Ketchum's general map of the world of Pokémon (2015)

cartographer **Ben Schoenkase**

The Pokémon media franchise (1996-),
created by Satoshi Tajiri and Ken Sugimori

Pokémon World is a planet inhabited by humans and Pocket Monsters, also known as Pokémon. While visiting Pokémon World you can become a PokéTrainer – there are 721 different Pokémon for you to catch and befriend. Pokémon World is divided into several regions, Kanto, Johto, Hoenn, Sinnoh, Unova, Kalos, Alola, Orre, Firoe, Almia, and Oblivia. Each region has eight gyms that the Pokémon trainer can test their skills at. Beating a gym earns you a unique badge that allows you to train your Pokémon to use special skills.



The Princess Bride: Guilder/Florin (date unknown)

cartographer unknown

The Princess Bride (1973), by William Goldman. Map displayed here featured in The Princess Bride: The 25th Anniversary Edition, by William Goldman (1998)

The lands that contain all things: Fencing. Fighting. Torture. Poison. True Love. Hate. Revenge. Giants. Hunters. Bad men. Good men. Beautiful ladies. Pain. Death. Chases, Escapes. Lies. Truths. Passion. Miracles. So of course, any trip to these distant lands is fraught with adventure. (Bear in mind that the two countries are at war, so if you happen to be in one, try not to mention the existence of the other.) In beautiful Florin, the country is abuzz with talk of the Prince's impending wedding to a village girl rumored to be the most beautiful woman in the world; the upcoming festivities are sure to be a tourist draw. And from the shores of Florin one can see practically across the strait to Guilder, where the Cliffs of Insanity tower high over the water. An expedition from Florin to Guilder may be worthwhile – if one avoids the Fire Swamp – but be wary. There are rumors that the Dread Pirate Roberts, who never takes prisoners, is afloat on the waters nearby.





Redwall Map: Includes The Redwall Riddler! (1997)

cartographer Allan Curless

The Redwall series (1986-2011) by Brian Jacques

A peaceful red sandstone abbey sits at the heart of Redwall, a land where animals are sentient and rodents reign supreme. A short trip from the abbey is the Mossflower Woods, here you can play in the River Moss or visit Gingivere's Farm. Salamandastron, an extinct volcano to the west of the abbey, is a remarkable location. The inside of the former volcano is inhabited by the Long Patrol, an elite army of hares, who defend the Western Coast.



Mapa de Región escala 1:150,000 (1983)

cartographer Juan Benet

Volveras a Region (1967), by Juan Benet

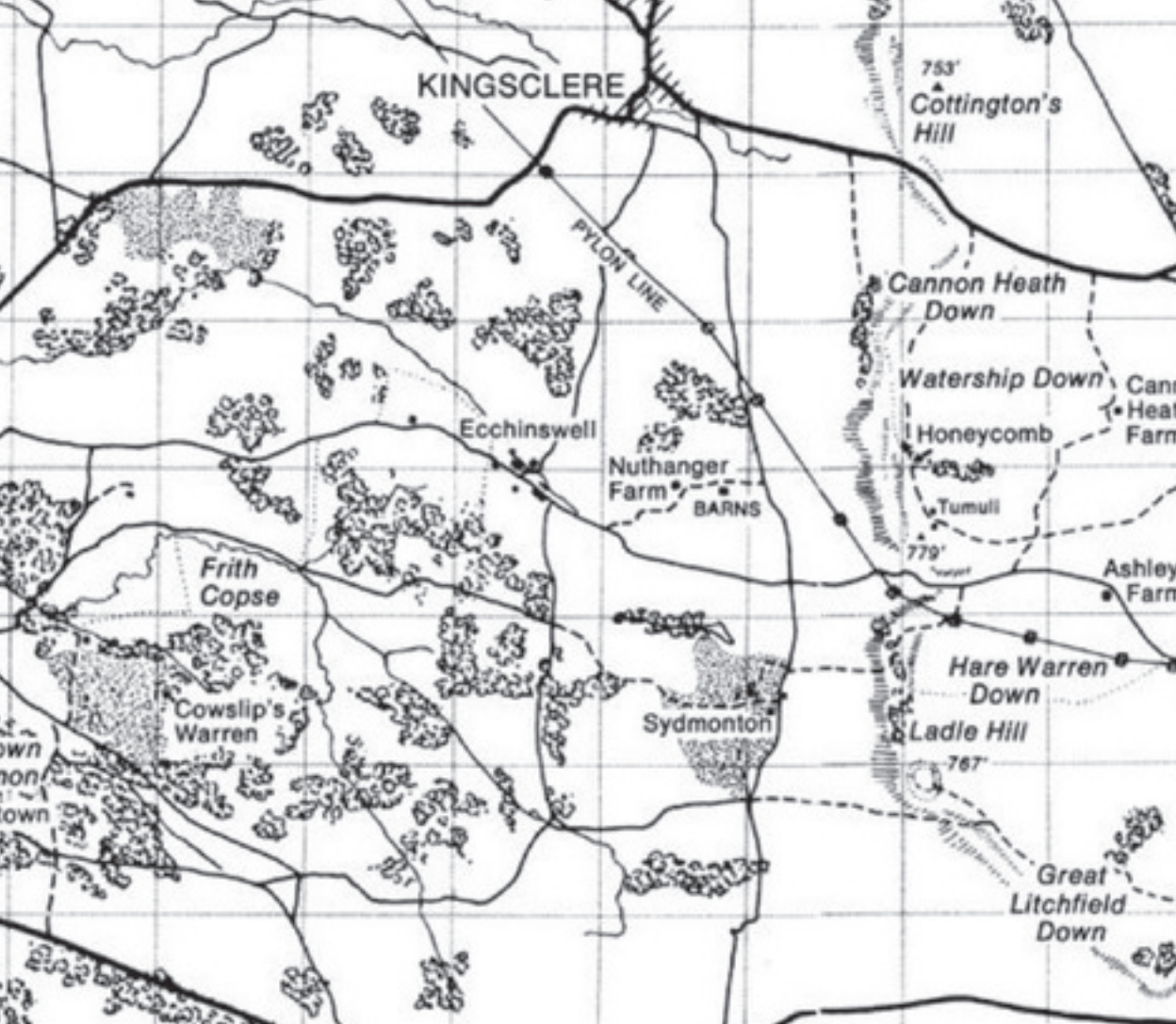
Región, a region of northwestern Spain, is located on the rivers Torca and Formigoso. Región is a land of decadence and legendary figures. Travelers should avoid the Mantuan forests – they are protected by the guardian Numa who kills all who enter and is rumored to eat the bodies of his victims.

Recentissima Novi Orbis Sive Americae Septentrionalis et Meridionalis Tabula ⁽¹⁶⁹⁰⁾

cartographer Justus Dankerts

Travel the Americas, a Terrestrial Paradise! The Island of California is home to an army of female warriors who take flight on griffins and are ruled by the courageous Queen Calafia. Cross the landbridge Terra Esonis to quickly travel from North America to Asia. The Seven Cities of Cibola are located in the southwestern part of modern day New Mexico. These cities are fabled as being filled with gold and other valuable treasures.





Sandleford Warren to Laverstoke and Overton (1972)

cartographer Marilyn Hemmett

Watership Down (1972), by Richard Adams

Assuming that your Owsla will allow you to travel that far, this part of the rolling English countryside is truly lovely. The flayrah is plentiful, and there are no lack of spots for good silflay in the daylight hours when Lord Frith shines his light upon you. But lovely is not always safe, for many dangers lurk between the warren and points east. U-Hrair stalk the countryside, while large hrududil may strike you at any moment as you cross the roads. But, if you stay watchful and use the cleverness that El-ahrairah has given his descendants, you just might make it to the banks of the Test.



Secret Wars Battleworld (2015)

cartographer unknown

Secret Wars (Marvel Comics, 2015-2016), written by Jonathan Hickman and illustrated by Esad Rubic

There's certainly something for everyone in Battleworld, which makes sense, given that it's made up of pieces of 40 different realities (and two separate Manhattans!) from across the multiverse, fused together by the great God Emperor Doom. (All Hail!) Although Doom's Thor Corps maintain law as best they can, visitors should be aware that some realities are better for tourism than others (*slightly* better). Definitely avoid the Deadlands, Perfection, and New Xandar, all of which live beyond Doom's authority and which promise interesting varieties of death via zombie devouring, Ultron Sentinel, or Annihilation Wave. Remember, God Emperor Doom put the Shield there for a reason.

Province of Skyrim (2011)

cartographer Nataly Dravarol

The Elder Scrolls video game series (1994-), developed by
Bethesda Game Studios

Skyrim is located in the northern part of Tamriel, bordered by Morrowind to the east, Cyrodiil to the south, Hammerfell to the southwest, and High Rock to the west. Skyrim was originally inhabited by the Snow Elves, but during the Merethic Era the Atmoran began to migrate and settle in Skyrim. Late in the Merethic Era, the Snow Elves attacked the Atmoran, starting the Atmoran-Snow Elves War with the Atmoran eventually winning. After defeat the Snow Elves formed an alliance with the Dwemer, who betrayed them and blinded the now displaced elves in a mass poisoning. The Dwemer eventually disappeared, leaving the Snow Elves to devolve in the monstrous beasts that now inhabit the Dwemer ruins, the Falmer.

The lands of Skyrim are diverse, featuring tundras, forests, highlands, and mountains. Skyrim contains five of the highest peaks in Tamriel. There are a number of notable festivals held throughout the year in Skyrim. Highlights include the Burning of King Olaf, also known as the Fire Festival, which is performed yearly by the Bards College in Solitude, Feast of the Dead, held annually in Windhelm, honors the early Atmoran settlers, and Konunleikar, which is also held annually in Windhelm, to celebrate the anniversary of the coronation of Jorunn the Skald-King.





The Stillness (2014)

cartographer Tim Paul

The Broken Earth Trilogy (2015-2017), by N.K. Jemisin

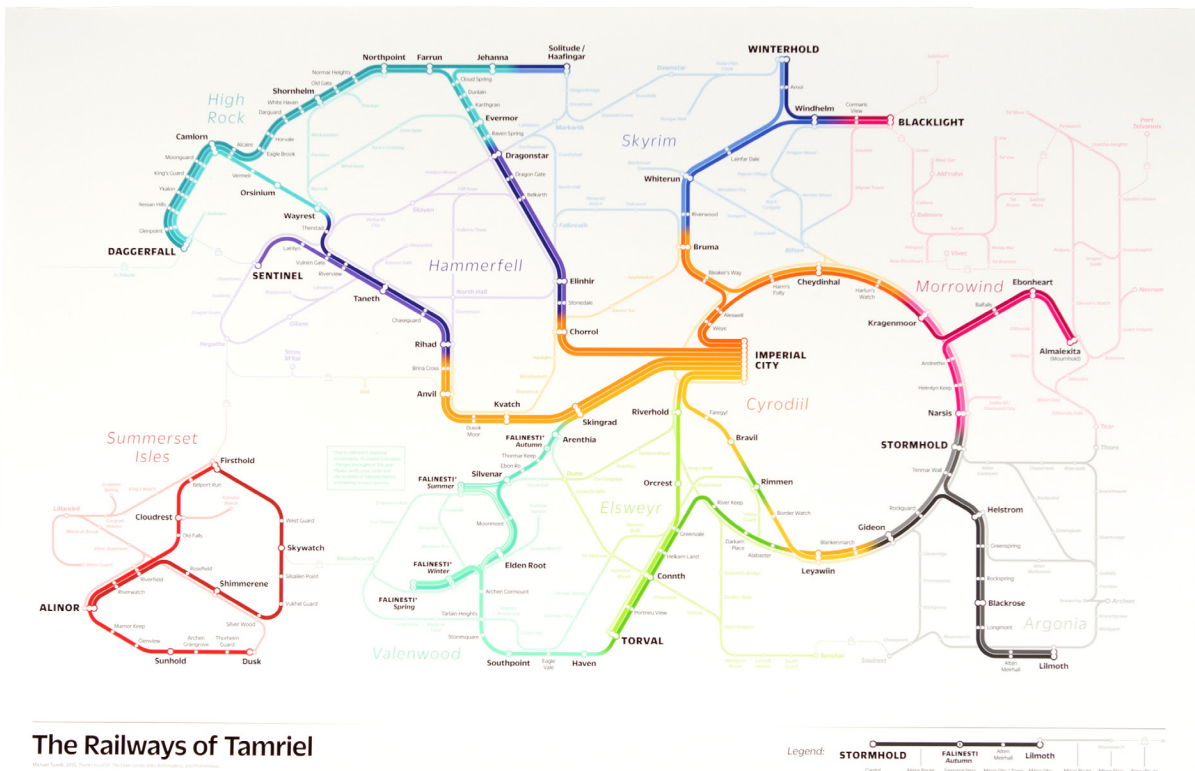
Travel to or through the Stillness is generally not advisable. Although much of the continent is wild and beautiful (and take note of the large and mysterious obelisks floating overhead), it is, geologically speaking, terribly unstable. Every few centuries—but no one can predict how or when! — the Stillness is plagued by what the natives call Fifth Seasons. Massive earthquakes rip open the land, causing volcanoes to spew smoke and ash into the air that can block out the rays of the sun for years at a time, while lava flows and rockslides bury cities. The results are massive population drops, serious changes in climate, outbreaks of disease and cannibalism, and the near-total erasure of human civilization, over and over and over again. If you **must** visit the Stillness, try to time your trip between Seasons, and hire yourself as a guide a friendly, Fulcrum-trained orogene who can still periodic tremors.

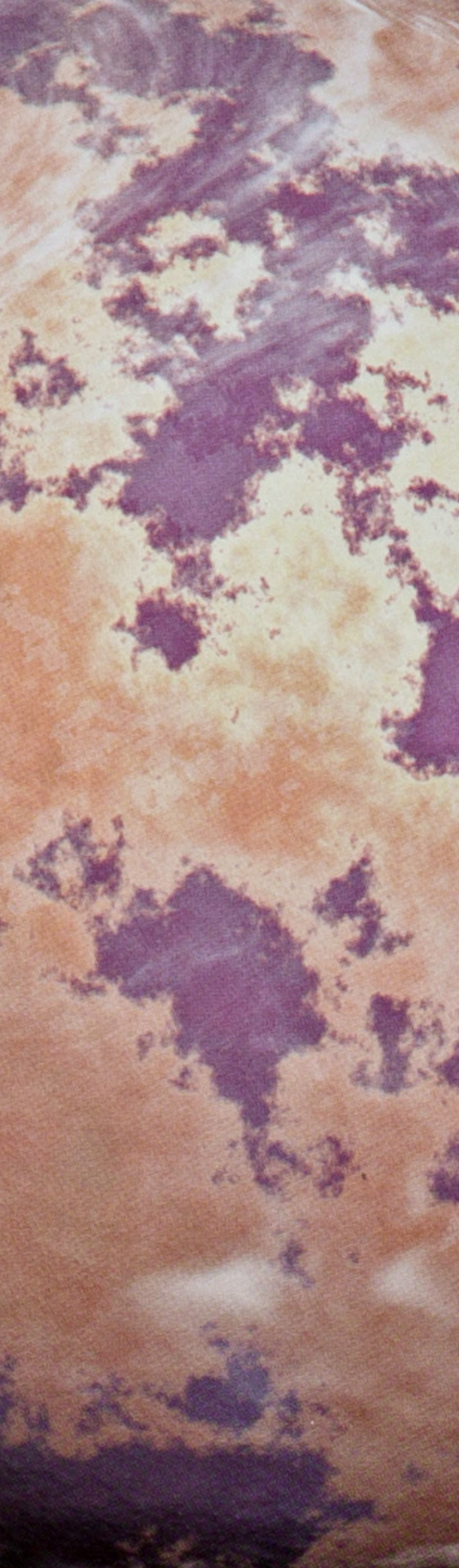
Do make time, if you can, to visit the storied city of Yumenes, called by one chronicler “the oldest, largest, and most magnificent living city in the world”, noted especially for its massive obsidian star pyramid. Make time, that is, if the city is still standing when you get there.

cartographer Michael Tyznik

The Elder Scrolls video game series (1994-), developed by Bethesda Game Studios

Dawn's Beauty, Starry Heart, Taazokaan, but most commonly known as Tamriel, is a continent on the planet Nirn. There are eight provinces in Tamriel, so traditional travel between the provinces by horse and carriage makes for a lengthy trip. On your next visit to Tamriel try the new rail system. Stops are conveniently located in all major cities, many of the surrounding villages, and at sites of significance around the continent. Verify your routes and the status of stops before beginning your journey – stops located near dragon burial mounds or vampire nests may close due to nearby activity.





Tatooine (2009)

**cartographers Daniel Wallace
and Jason Fry**

Star Wars: The Essential Atlas (2009) by
Daniel Wallace and Jason Fry, based on
the Star Wars media franchise (1977-),
created by George Lucas

Tatooine is a desolate, desert planet with a sparse population. It is located in the Outer Rim Territories of the Arkanis sector in the Tatoo system. Tatooine's harsh climate is due to it being part of a binary star system, orbiting the two suns Tatoo I and Tatoo II, leaving it with no surface water. In order to have a source of water residents of Tatooine use moisture farms to draw water from the atmosphere.

Jawas and Tusken Raiders are the native populations, but other species, including humans and Hutts, have made their home on the planet. Notable individuals from Tatooine include both Anakin and Luke Skywalker, Jabba Desilijic Tiure, and Owen Lars.

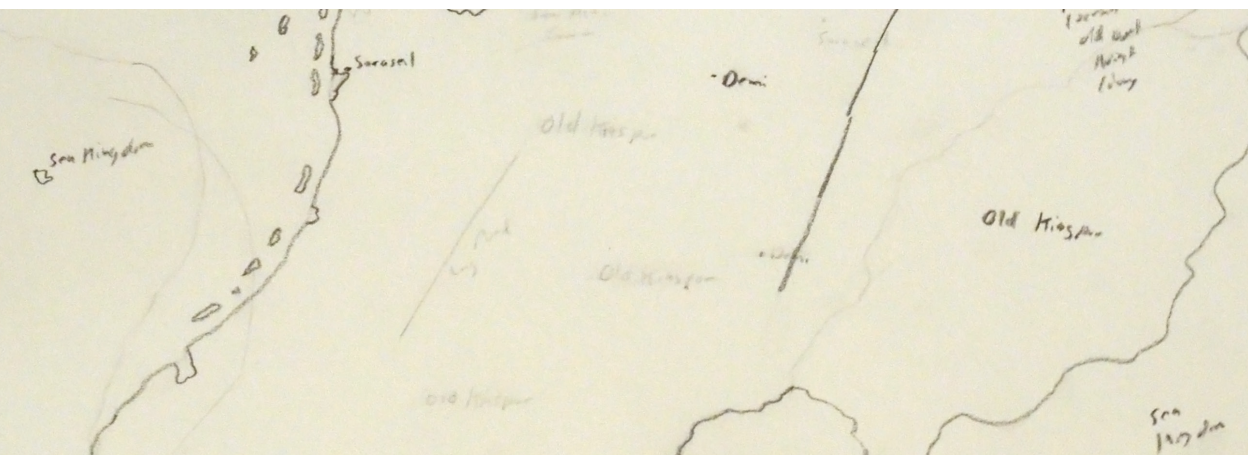


The Three Worlds (2016)

cartographer Martha Wells

The Books of the Raksura (2011-2017), by Martha Wells

Tourists visiting the Three Worlds are going to experience a wide variety of cultures, but a phrasebook in Trade Altanic should help make you understood throughout much of the area. The Three Worlds have a reasonable number of cities for visitors to explore; the Turning City of Keres-gedin and its ilene refineries could be intriguing to a certain class of visitor. And although the Sipar can be strange to some people, their city of Aventura has its charms. However, tourists are advised to avoid the Reaches where possible – true, the vast sweeping forests are breathtaking, and likely any Raksura you might encounter are not likely to do you harm. But many dangers lurk out there amongst the trees, most notably the Fell that hunt in the area. Do NOT travel anywhere where Fell have been sighted or are rumored to be.



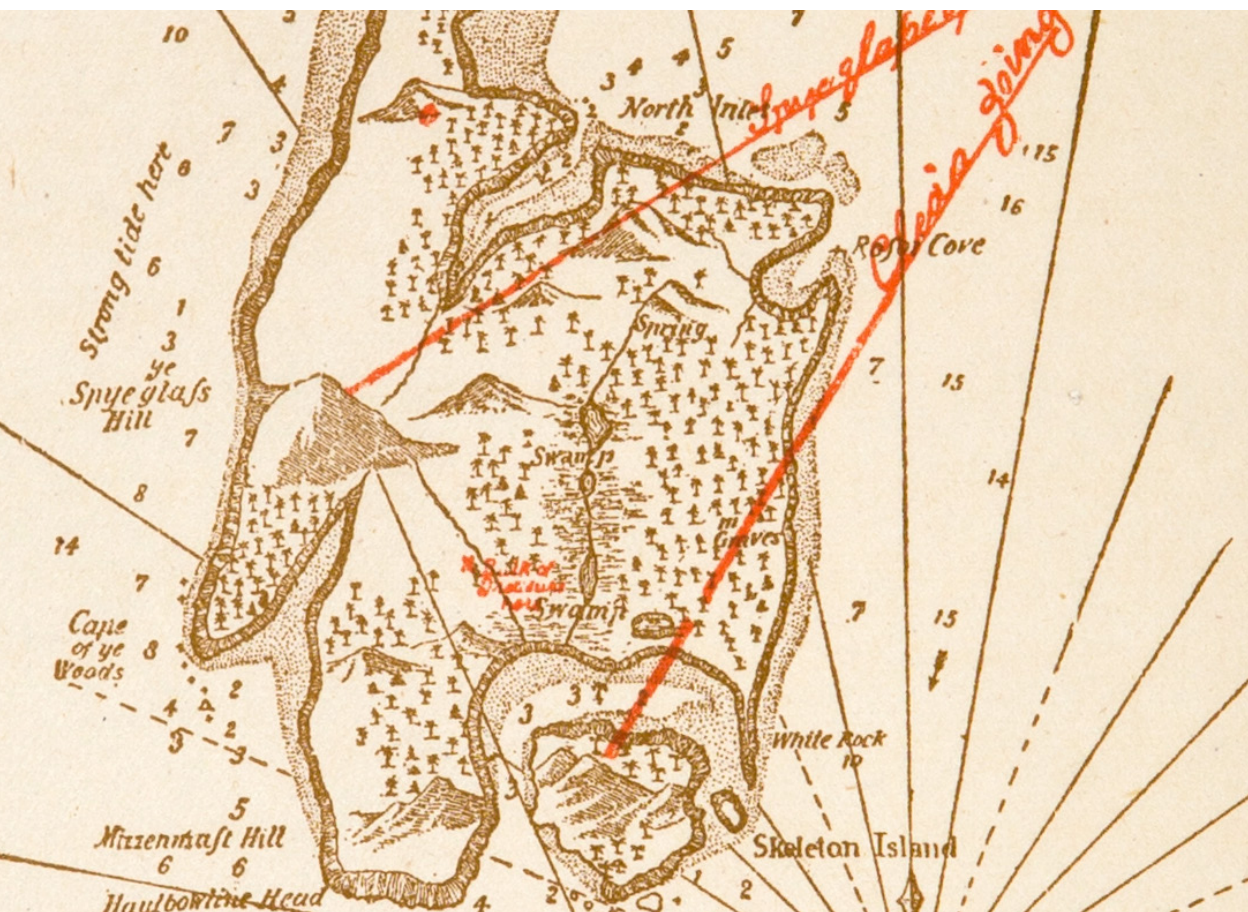
Treasure Island (1883)

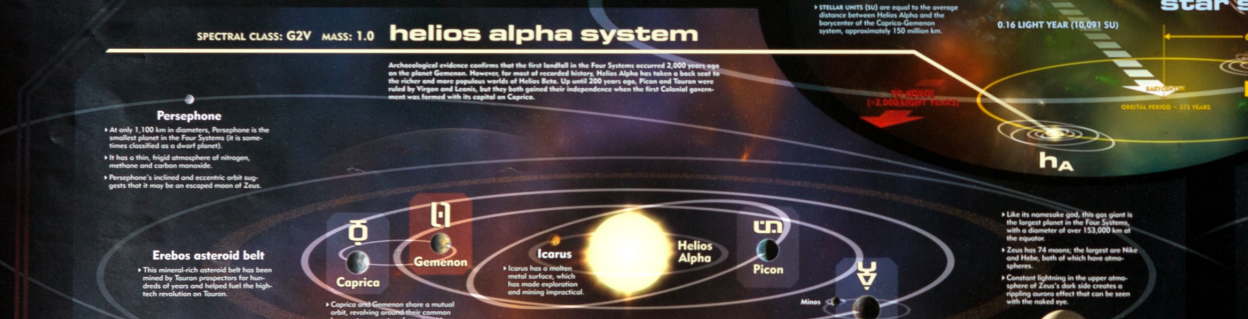
cartographer Robert Louis Stevenson

Treasure Island (1883), by Robert Louis Stevenson.

1945 edition from Charles Scribner's Sons

The beautiful Caribbean Sea is one of the glimmering jewels of the Western Hemisphere, a treasure-trove for any tourist. And speaking of treasure, there are rumors out there of a map, a map drawn by the infamous Captain Flint, of a desert island in the Caribbean where Flint buried vast amounts of golden treasure, looted from numberless ships. The island is supposed to be quite evocative, with capes lined by great pine trees, grey-colored woods, and the swell and rush of the beautiful sea. The entire island can be seen from atop Spyglass Hill, and if the adventurous tourist has a copy of this map, he or she may perhaps be able to spot the place where Flint buried his stolen gold.





The Twelve Colonies of Kobol (2010)

cartographer **Geoffrey T. Mandel**

Battlestar Galactica (SciFi Channel, 2003-2009, created by Ronald D. Moore)

Since the end of the Cylon War, the Twelve Colonies of Kobol have rebounded to become a prosperous system, with a wide range of culturally rich civilizations for the curious visitor. Of course, Caprica City, the great metropolis of Caprica, is really the jewel in the Colonies' crown – the lovely cityscape is the pride of the planet. No wonder colonists from all over the system find themselves travelling here, whether for employment or for recreation. Explore the beautiful Riverwalk, the museums, the parks, or take in a Caprica City Buccaneer pyramid game at the Atlas Arena. But Caprica has other charms: Delphi is a vibrant city, famous in particular for the Museum of the Colonies.

But don't count out Caprica's sister colonies as places to visit! The creative arts scene on Aquaria is unmatched anywhere in the system, especially during Summerfest. Scorpia is a major tourist destination for colonists, who paraglide over the planet's lush jungles and sun themselves along Argentum Bay. If you're interested in historical tourism, you might drop in on Gemenon and take part in worship and fetes at one of its many temples. (Keep in mind, though, Gemenese are known across the Colonies for their religious strictness, so the colony isn't much for nightlife.)

The colonies have experienced decades of calm since the end of the war with the Cylons, and it appears that there's nothing but prosperity and peace ahead for the Twelve Colonies.



Twin Peaks (1991)

cartographer unknown

Welcome to Twin Peaks: Access Guide to the Town (1991), authors unidentified

There is absolutely nothing strange going on in this town. Now, on your way through, stop at the Double R Diner for the state's best cherry pie!

History of the United Federation of Planets (2013)

cartographers Ian Fullwood, Ali Ries, and Geoffrey Mandel

Star Trek Stellar Cartography (2013), based on the television series Star Trek (1966-1969), Star Trek: The Next Generation (1987-1994), Star Trek: Deep Space Nine (1993-1999), Star Trek: Voyager (1995-2001), and Star Trek: Enterprise (2001-2005)

The Federation, as the mainstay of peace, stability and freedom in this portion of the Milky Way Galaxy, is a rich field for tourists to explore. With over 150 member planets, stretching across over 8000 light years, there's certainly something for every person, of every species. Fortunately, the Federation doesn't use money, so it won't break the bank to visit as many worlds as one desires. Thanks to universal translators, language barriers are no longer an issue. And, of course, with the end of the Dominion War and peace with the Romulans, the entire quadrant is much less unsettled politically.

One need only place his or her or its or their finger (or tendril, or whichever appendage suffices) on the map to find a planet to suit the curious tourist. Naturally Earth, the seat of the Federation and the birthplace of humanity, has its own particular sights, not least the beautiful city of San Francisco, home to both Starfleet Command and the Federation Council. The pleasure planet of Risa is a gorgeous tropical paradise (come at Lohlunat time!), and if you enjoy natural beauty, Vulcan is rife with gorgeous desert scenery and towering volcanoes; the temples are worth a look as well.





The Verse (2010?)

cartographer **Geoffrey Mandel**, with additional art by **Ben Mund**, **Alie Ries** and **Rick Smith**
 Firefly (20th Century Fox Television, 2002) and the film *Serenity* (2005, dir. Joss Whedon)

The Verse can be a difficult place to travel in spots, *dohn-luh-mah*? Certainly there are planets and parts of space where a tourist can quickly find himself or herself corpsified. The Alliance, beacon of civilization that it is, does what it can to bring peace and order at all costs to the border worlds, but it can't be everywhere. Travel past the central planets is definitely *jwohn gao bu yi* and should be undertaken at one's own risk—out at the border near the Rim there's smugglers, pirates, and Browncoats who don't see gorram sense even after losing the Unification War. And whatever the Alliance may tell you, don't be fooled: there's Reavers out there in the black and if you encounter them, well, *joo how rin*. You'll need it.

However, closer to the core planets, things are a lot more shiny. The central planets are truly *gao guhn*, with so much to see and do. The cities on Sihnon are miracles, and the capital has been described by one resident as being “like an ocean of light”. Ariel is famous for its grand bioluminescent lake and, if you require medical treatment while on vacation and can afford it, Saint Lucy's Hospital is the best medical facility in the system. And you might be able to wrangle a stay on one of the luxurious floating estates on Bellerophon. *Yi lu shwen fohn*!

White Sun

西方白虎

Bernadette



Nautilus

Spined

Londinium



Colchester

Balkerne

Sihnon



Airen

Xiaojie

Xiansheng

Liann Jiun



Tiantan

Fu

Gonghe



King Yun

Rubicon



Osiris



Epeeva

Taunhäuser

Georgia

中心黄龙

Ezra



Herschel

Regina



Alexandria

Boros



Ares

Turrent's Moon

Kerry



Ithaca



Priam

Prophet



Perdida

Duney

Elphame



Summerhome

Fiddler's Green

Ichendra

Sweethome

Di Yu



Yuma

Athe



Ahaa

Argaba

Ormu

White

Red Sun

南方朱雀

Jiangyin



Tangyi

Dangun

Rhildore

New Melbourne



Maria

Destiny

Greenleaf



Dytan

Agyar

Bryson's Rack

MOTHERLODE

Harvest



Faraday

Higgins' Moon

St. Albans



PI Gu

Anson's World



Spider

Varley

Steele

Jubile



Covena

KaliDasa

北方玄武

Sho-Je Downs



Miyazaki

Kuan Lo

Verbera



Lassek

Barrimend

Constance



Barrowclough

Disraeli

Glacier



Denali

Vishnu



Ganesha

Rama

Heaven



Urvasi

Manaka

Rambha

Tilottama

Angel



Zephyr

Clio

Delphi



Thalia

Calliope

New Kasmir



Old Sol

Earth That Was



Luna

Mars



Phobos

Deimos

Blue Sun

东方青龙

Meridian



Burnet

New Canaan



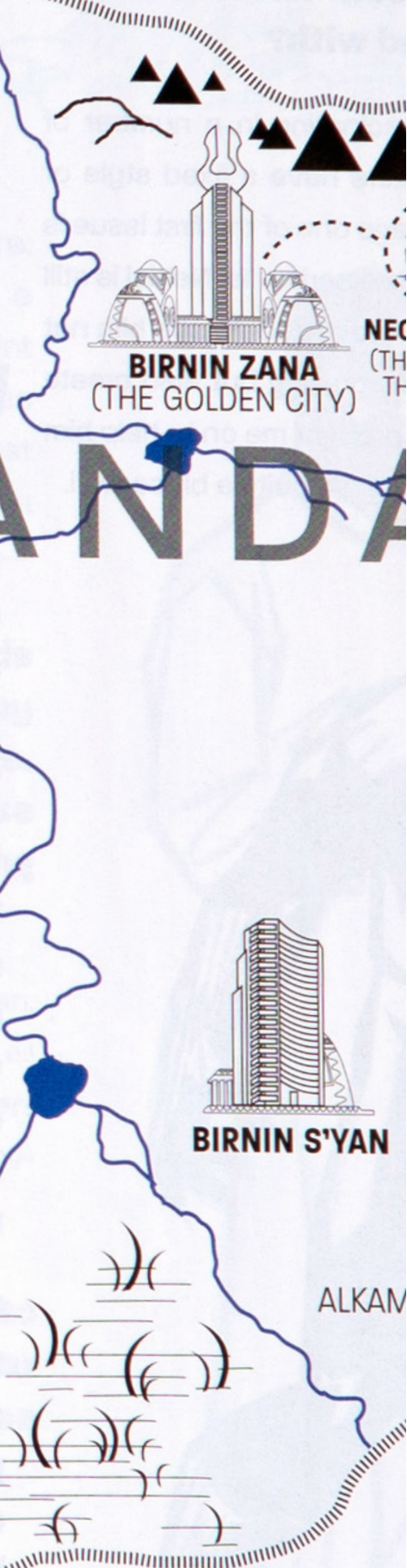
Ugarit

Muir



Arminius

Shepherd's Mission



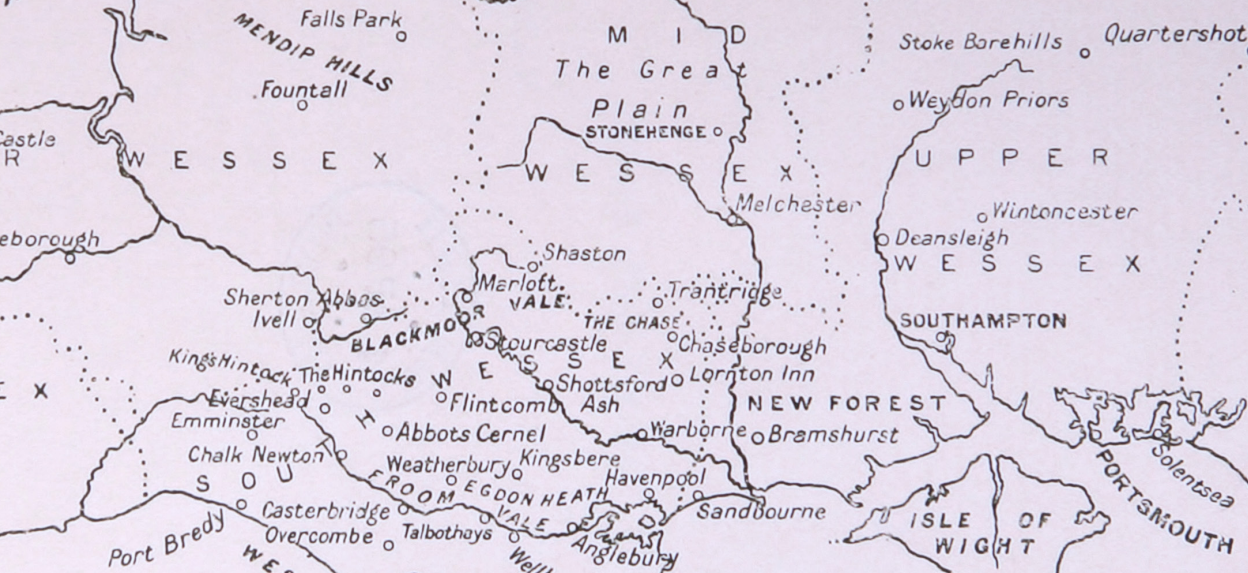
Wakanda (2016)

cartographers T-Nehisi Coates and
Manny Mederos

Black Panther (Marvel Comics, 2016), collected in
Black Panther: A Nation Under Our Feet, Book 1, by
Ta-Nehisi Coates and illustrated by Brian Stelfreeze

The East African nation of Wakanda isn't just the primary source of the world's supply of vibranium, it's the glory of the continent. More technologically advanced than anywhere on the planet, Wakandan society is rich in culture and tradition, with cities of beauty and radiance unlike any on Earth. The Golden City alone could take even the hardest tourist years to explore. And that's before going out to see the jungles as well as the beautifully arid Alkama Fields!

It is true that Wakanda has been experiencing some exciting times of late, and the turmoil has affected tourist traffic. A vast tidal flood, that unsuccessful invasion by the Skrulls, Doctor Doom's recent coup attempt, all have rocked Wakanda back on its feet, but the people and the country are both strong. Under the guidance of King T'Challa, it's hoped that stability will return to the nation before too long.



The Wessex of the Novels ^(date unknown)

cartographer unknown

The Wessex novels (1872-1895), by Thomas Hardy

This so-called 'partly real, partly dream country' is truly a treasure for the visitor who wishes to relax and enjoy the deep green vales, the beautiful white downs, and the sunny days that mark this corner of Britain. Calm and routine rural life provides a soothing backdrop to travelers looking to avoid the uproar of the big city – any day's walk through the region will show shepherds busy with their flocks, farmers out in their fields, and milkmaids and dairymen at work with their cows. It is true that many of the inhabitants of Wessex seem to have particular airs of gloom and melancholy about them, but these shouldn't affect the passing tourist too severely.

If a change of scene is wanted, there is bustling town life in the region. Casterbridge is noted for its popular and well-attended county fair (but watch your alcohol consumption!), and many of the villages have May Dances each spring. The university at Christminster is rich in history and architecture and should appeal to the more urbane class of tourist.



Westeros (2012)

cartographer Jonathan Roberts

A Song of Ice and Fire (1996-), by George R.R. Martin

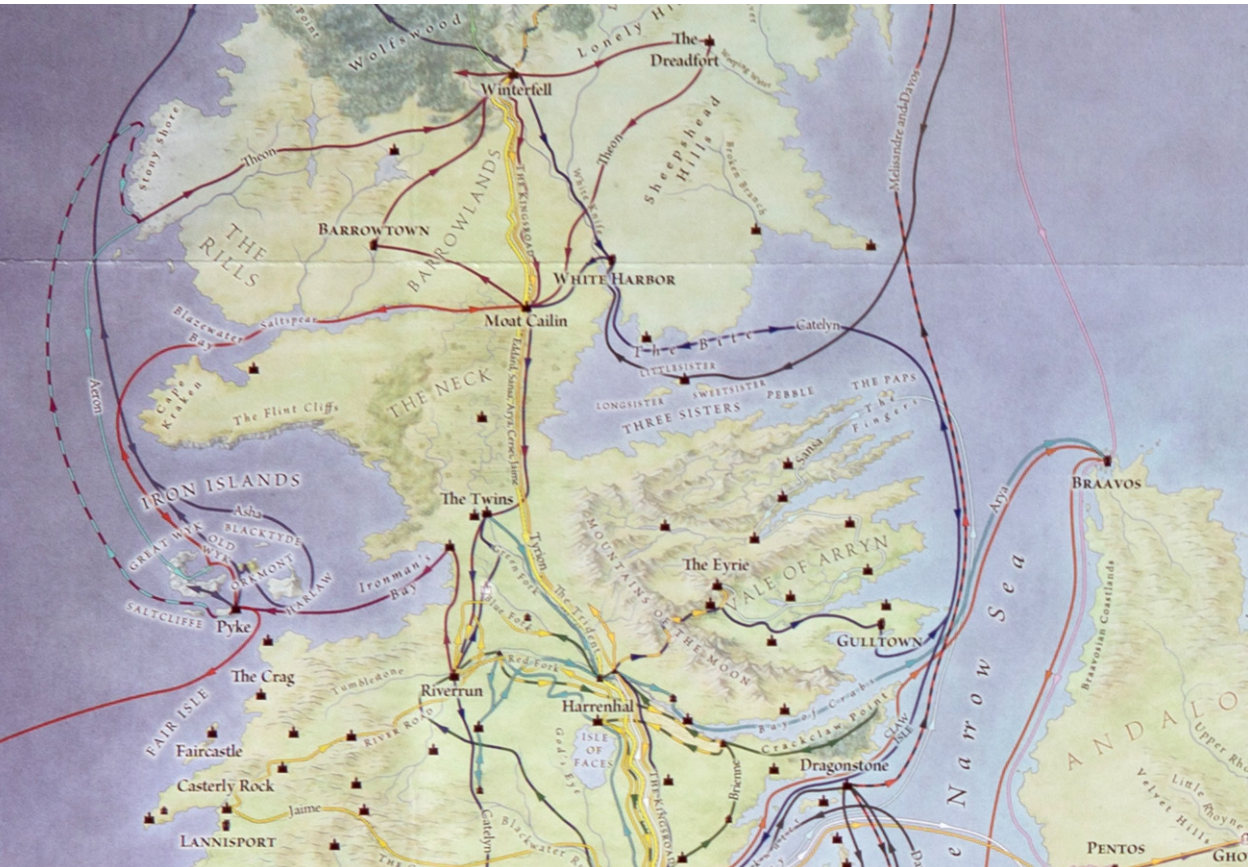
Westeros, the home of the Seven Kingdoms, is currently in a state of major unrest, as civil war and inhuman massacres rock much of the continent. Although the War of the Five Kings has finally ended with King Tommen Baratheon triumphant on the Iron Throne, there are still vast areas of devastation and depopulation throughout the land. Visitors travelling without their own sellswords should probably keep to the areas of the continent least affected by the recent war: Dorne, to the south, is hot desert country, but enjoys dramatic coastlines and Sunspear, the seat of the ruling House Martell, is always worth a viewing. Also recommended is a trip to the beautiful Vale of Arryn, set like a jewel within the eastern Mountains of the Moon. And if city life is more your speed, Lannisport in the Westerlands is still a bustling town, generally unaffected by the recent war thanks to the protection of House Lannister, which governs the area from nearby Casterly Rock.

Extreme tourists may enjoy, if they dare, a trip to the North; if you live to make it there, the Wall provides spectacularly

Journeys (2012)

cartographer Jonathan Roberts

A Song of Ice and Fire (1996-), by George R.R. Martin



glorious views. But all visitors are advised to avoid the Westerosi capital of King's Landing; religious fervor seems to have swept much of the city, making an already crowded, dirty place even more unpleasant.

We helpfully provide also a map of the journeys across the Known World made by several tourists of various renown. Travelling the length and breadth of the entire globe may seem daunting, even dangerous, but the sheer color and cultural richness out there just waiting to be explored, is well worth the effort.



Kingdoms of the Westlands (2016)

cartographer Priscilla Spencer

The October Daye novels (2009-), by Seanan McGuire

If you happen to be anywhere in North America, congratulations - you've already arrived in the Westlands! However, finding the knowes where the Fae live and rule is not as easy a task. Some of the doors that lead to Faerie fiefdoms are quicker to open than others, and the Fae craft those entrances to suit their own desires, not yours. To enter a knowe, to explore the mysterious and dangerous realms of the Fae, is really not recommended without an experienced guide.

On the other hand, there's beauty all around in the Westlands even if you never encounter a Fae. After all, to take one example, just standing in the Kingdom in the Mists puts you in lovely Northern California with all its sights and life. And in San Francisco alone, by walking through Muir Woods or the Japanese Tea Gardens in Golden Gate Park, you could very well stumble onto a knowe.

The Wheel of Time (1994)

cartographer Elissa Mitchell

The Wheel of Time series (1995-2013) by Robert Jordan and Brandon Sanderson (from 2009-2013). Map displayed here featured in *New Spring: The Novel* (2004), by Robert Jordan

As a famous chronicler has said, the Wheel of Time turns, and Ages come and pass, leaving memories that become legend. Legend fades to myth, and even myth is long forgotten when the Age that gave it birth comes again. So, in a sense, you may have travelled here before and you will travel here again.

The Westlands may not be the ideal destination at the moment, to be honest. It is said that the Dragon Reborn is in the land, the Shadow and the Light are at war, and Tarmon Gai'don is approaching. The end of an Age is a time of upheaval and uncertainty for all. Nonetheless, even in the darkest of times people still feel the urge to travel and explore, and for these the Westlands offer a dizzying array of possibilities. No tourist's heart will fail to be moved by the sight of the great city of Tar Valon and the beautiful, dizzying White Tower of the Aes Sedai; glorious views of the Dragonmount are a particular feature of life in Tar Valon. (Climbing it is not advised, however, no matter how brave the traveler.) A breathtakingly large harbor (the largest in the known world) greets you at the port city of Illian, but visitors are not advised to venture too far into the Sea of Storms, lest they learn the reason for its name. Students of antiquity will feel particular awe standing before the Stone of Tear which towers over the city of the same name and which is believed to be the oldest manmade structure in the world.

But beware of Shadowspawn. Fortunately, except for the Trollocs, they are relatively few, but to meet one is a path to a dark and nasty end.





The World of Elric (date unknown)

cartographer William Church, based on a conception by Greg Stafford

The Elric cycle stories and novels (1961-2010), by Michael Moorcock

Visitors should be warned: travelling in a land created by the Lords of Chaos carries certain risks. Magic is everywhere, and what passes for natural law on other planes of existence might not do so there. Tourism can therefore be tricky.

The Young Kingdoms are an exotic place indeed, although they have fallen far from their former glory, it must be said. This is not to say, of course, that sights and sounds of great interest do not abound – even on the decadent island nation of Melniboné there is beauty to be found in the wilderness that covers much of the island. And Imrryr, the Dreaming City, is notable for its tall towers that are (or used to be, anyway) continually torn down and built anew with each new Emperor of Melniboné. On the other hand, the Melnibonians themselves are perhaps best avoided by risk-averse tourists.

Other areas of the Young Kingdoms have ups and downs. To name only a few, across the Eastern Sea, the once-great nation of Vilmir is slowly dying out as hunger, drought, and an oppressive government drain the life from it. Steer clear. On the other hand, Cadsandria, the capital of Argimiliar, is perhaps the greatest intellectual center in the Kingdoms outside of Imrryr.

Yggdrasil and the Nine Realms of the Norse ⁽²⁰¹²⁾

cartographer **Priscilla Spencer.**

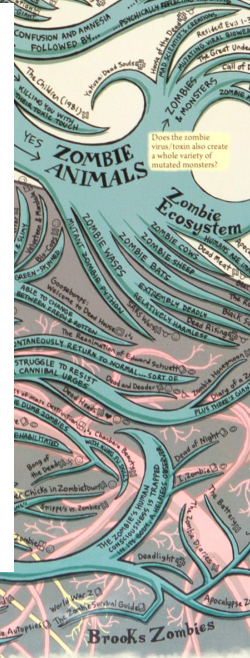
Signed by **Spencer and by Kevin Hearne**

Trapped (2012), part of The Iron Druid Chronicles (2011-),
by Kevin Hearne

Exploring the great World Tree of Yggdrasil is a good deal for tourists eager for variety and chances for photos of exotic locales, because the tree happens to connect all Nine Realms! Most tourists will likely be starting from Midgard, and it's recommended that they proceed upwards, since the most attractive (and certainly less dark and depressing) realms lie close to Yggdrasil's branches. Asgard, of course, as the home of the Aesir is the brightest, most fertile land in all the Realms, but the Light Elves of Alfheim and the Vanir of Vanaheim also enjoy substantial visitor traffic thanks to their peaceful and beautiful sights.

Directly to the east and west of Midgard (although perhaps compass directions do not exactly apply in this cosmology!) are Nidavellir, where the dwarves work and make their wonderful objects of gold, and Jotunheim, land of the giants. Keep your head down and don't annoy the natives here. Moving rootwards, dress warmly for Niflheim, the land of eternal ice and snow (oh, and of Hel), but shed those coats and scarves when approaching Muspellheim, the realm of fire. The Dark Elves of Svartalfheim are at the deep bottom, easy access provided via Niflheim.





cartographer Jason Bradley Thompson

When the dead return to life and begin walking the streets you need a simple way to know your zombies. This tool helps you identify what kind of zombie you are facing and directs you to documentation of when others encountered the same. It's simple to use – just answer questions about the zombies, starting with what happens when you shoot it with a shotgun?





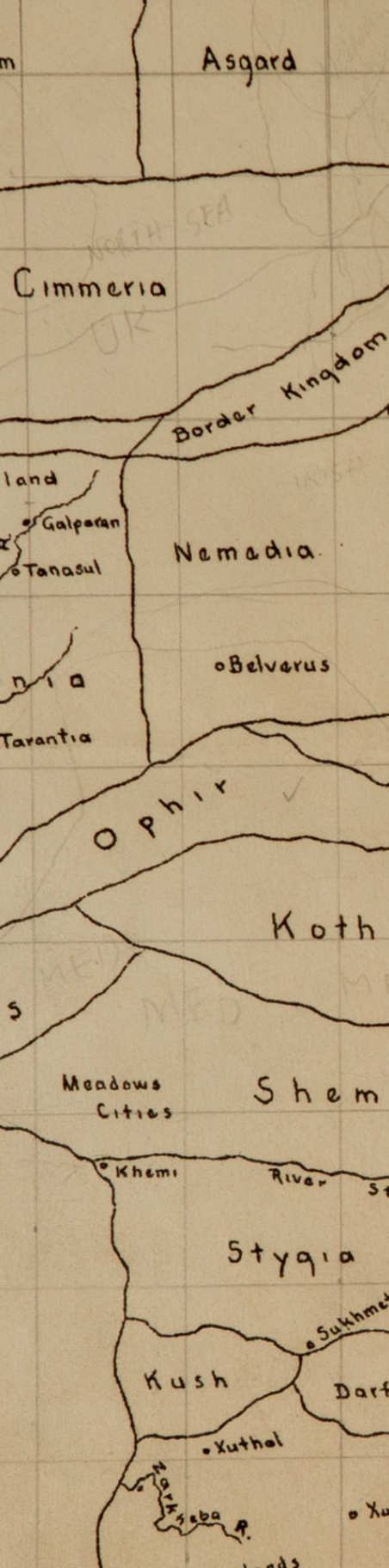
Prydain (1964)

cartographer Evaline Ness

An Atlas of Fantasy (1979), by J.B. Post, based on

The Chronicles of Prydain (1964-1968), by Lloyd Alexander

A country “where evil is never distant,” the Land of Prydain is a magical world not so very different from our Wales. Prydain is large – it takes a month on horseback to cross the rugged terrain and there are few roads to assist travelers on their journey. The country is home to humans, Fair Folk, gwythaints, and cauldron-born-dead warriors brought back to life using the evil magic of the Black Cauldron. Caer Dathyl, ruling seat of Prydain, is a great fortress in the Eagle Mountains famed for its beauty. It’s also home to a great library, the Hall of Lore, which is open to the public, and the secretive Hall of Bards, where rich troves of ancient records are kept and which only true Bards can access.



The Hyborian Age (1938)

cartographer **Robert E. Howard**

The Conan the Cimmerian novels and stories (1932-1969), by Robert E. Howard. Map shown in *The Hyborian Age* by Robert E. Howard and *A Probable Outline of Conan's Career* by P. Schuyler Miller and John D. Clark, Ph.D. (1938)

Since the great Cataclysm and the sinking of mighty Atlantis, civilization has gradually recovered and the result is a wide variety of possible destinations for the hardy tourist. Most notable is mountainous and rugged Cimmeria, which is famous for the great warriors it produces – of course this means that it's not necessarily the safest spot on Earth (but, then, few places are safe during this particular Age). The powerful kingdom of nearby Aquilonia is worth a visit, apart from the Bossonian Marches, now ruined by vicious war; do bear in mind, however that there is great unrest in the land as various factions oppose King Conan's reign. Also, it's wise to steer clear of Kush and its pirate-ridden coast. If exoticism (including human sacrifice!) is your port of call, give Stygia and its government of corrupt sorcerer-monarchs a visit. Just remember not to kill any snakes you see there, lest you offend Set the Great Serpent and be put to death.