
ARENA Z STUDIOS

The Maps of Valekor

Official Developer Library - Document 016

Definitive Edition



World Map

The world map reveals the greater shape of Valekor:
kingdoms, seas, mountains, forests, cities and the roads
between them.



Ancient Map

Ancient maps preserve knowledge from older ages. Some borders no longer exist, but their secrets still matter.



Valekor World Atlas

The atlas is used by explorers, scholars and leaders to understand the scale and mystery of the world.



City Map

City maps reveal districts, gates, hidden paths and places where stories begin.



Aurelis

The Golden Lands are the political and cultural heart of Valekor, rich with light, order and ancient power.



Frosthaven

The Frozen North is a region of ice, endurance and hard roads where only the strongest survive.



Tidewatch

The Eastern Shores connect kingdoms through trade, sailing routes and dangerous ocean passages.



Elarwyn

The Green Realm is protected by forests, hidden paths and ancient spirits of nature.



Stoneforge

The Iron Peaks are mountains of stone, craft, fortresses and legendary forges.



Ashfall

The Burning Wastes are scarred by fire and conflict, hiding ruins beneath ash and flame.



Noctis

The Shadow Realm is a land of night, secrecy and power where maps are often incomplete.

