

# The Atlas of Legend

*A Cartographic & Cosmological Guide to the World of Hyrule*



The Kingdom of Hyrule is more than a country; it is a metaphysical construct anchored against the void. From the floating archipelagos above the Cloud Barrier to the gloom-laden Depths, and across the dimensional rifts to the fractured land of Lorule, this Atlas charts the known universe of the Legend of Zelda. We explore a reality where geography is dictated by divine will, where parallel dimensions mirror the hearts of their inhabitants, and where the land itself is subject to an eternal cycle of destruction and rebirth.

# Genesis: From Chaos to Order

Before time began, the universe was a formless void—the **Still World**—where the primordial entity **Null** consumed all existence. To impose structure, the **Three Golden Goddesses** descended to forge a prison for this chaos:



• **Din (Power)**: Cultivated the red earth, forming the physical topography and mountains.



• **Nayru (Wisdom)**: Illuminated the world with natural law, science, and the flow of time.



• **Farore (Courage)**: Breathed life into the biological forms that would uphold the law.

The **Tris**: Spirits created by the goddesses to mend the 'Rifts' that Null attempts to tear in the fabric of the world.



# The Metaphysical Anchor: The Sacred Realm



## The Anchor

The Golden Goddesses departed, leaving behind the Triforce—the “Providence of the World.” This artifact resides in the Sacred Realm, a parallel dimension acting as a mirror to the heart.

## The Golden Land

When the Triforce is held by a pure heart, the Sacred Realm becomes a paradise, reflecting the peace of the sovereign.

## The Dark World

As seen in the Era of Light and Dark, when Ganon claimed the relic, the realm twisted into a dark reflection of Hyrule. It is not a separate planet, but the spiritual foundation of reality.

# The Prime Material: Central Hyrule



## The Geographic Heart

Central Hyrule serves as the political axis of the world. Despite shifting eras—from the founding by King Rauru to the technological peaks of the Sheikah—the Castle remains the “Axis Mundi” around which history revolves.

## Key Locations

- **The Great Plateau:** Often cited as the birthplace of the Kingdom, possibly the resting place of the original Temple of Time.
- **Migrated Hyrule:** Historical records from the Era of Decline suggest the kingdom’s center has shifted north over millennia, with “Lesser Hyrule” representing remnants of a once-greater empire.

# The Cardinal Provinces: Earth & Water

## Eldin (The North)



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Dominated by Death Mountain, a volatile volcano active for eons. Home to the Gorons, a silicon-based race consuming rocks and possessing immense heat resistance.

Landmarks: Spectacle Rock, Eldin Bridge.

## Lanayru (The East)



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A region of grand reservoirs and rainfall. Home to the Zora, aquatic humanoids who guard the pristine waters. Often the site of Hyrule's great hydro-engineering projects, from ancient reservoirs to the Divine Beast Vah Ruta.

# The Cardinal Provinces: Forest & Spirit

## Faron (The South)



## Faron (The South)

A primordial jungle and source of life. Contains the Spring of Courage and ruins of the dragon-worshipping Zonai civilization. Guarded by the Kokiri (later Koroks) and the Great Deku Tree.

## Gerudo (The West)



## Gerudo (The West)

A harsh wasteland isolated by highlands. Sovereign territory of the Gerudo, a matriarchal warrior society. Key landmarks include the Arbiter's Grounds (ancient prison) and Yiga Clan hideouts.

# The Vertical Axis: The Sky Realm

## The Cloud Barrier:

Separating the surface from the heavens, often acting as a sanctuary during surface peril.

## Skyloft:

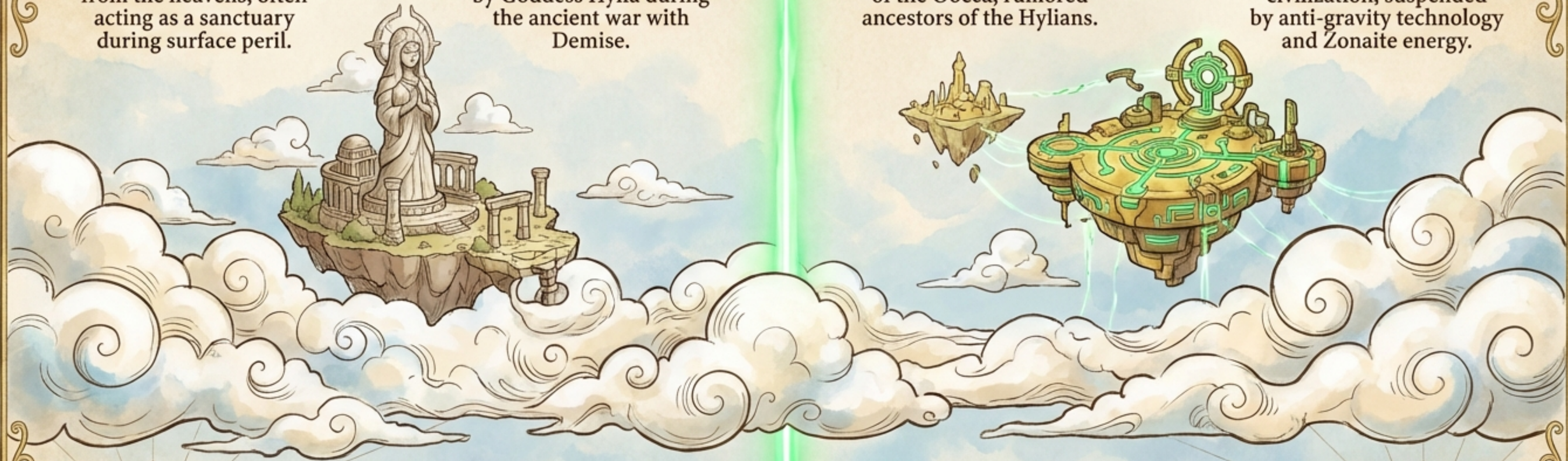
A floating refuge created by Goddess Hylia during the ancient war with Demise.

## The City in the Sky:

An airborne metropolis of the Oocca, rumored ancestors of the Hylians.

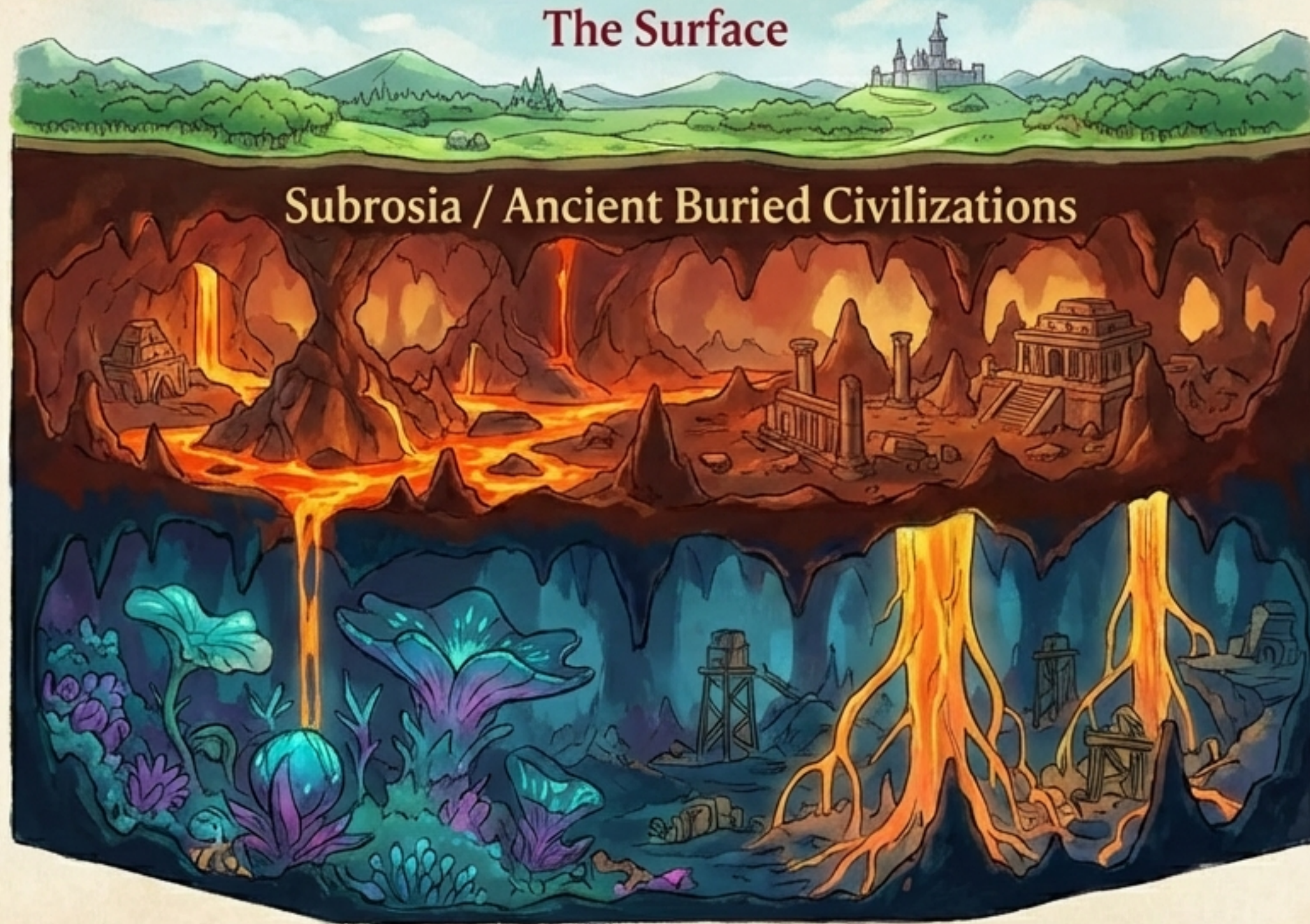
## Great Sky Island:

Remnants of Zonai civilization, suspended by anti-gravity technology and Zonaite energy.



# The Vertical Axis: The Depths & Below

**The Depths:** A vast, lightless cavern system mirroring the surface geography. Houses ancient mines and roots of surface life.



**Stratified History:** Archaeological evidence suggests eras of Hyrule were built atop the ruins of previous kingdoms, creating layers of buried history.

**Subrosia:** A volcanic netherworld beneath Holodrum, inhabited by the secretive Subrosians.

The Depths



# The Broken Reflection: Lorule

**Type:** Parallel World

Appearing in the Era of Light and Dark, Lorule is the "Tragedy of Hyrule."

**The Divergence:** Like Hyrule, Lorule possessed a Triforce. However, their rulers destroyed it to end endless wars.



**The Consequence:** Without the Triforce as an ontological anchor, the world began to crumble into the void. It is ruled by Princess Hilda, the shadow counterpart to Zelda.

# The Shadow Prison: The Twilight Realm

## Type: Prison Dimension

Distinct from the Dark World, the Twilight Realm is a plane of "half-light" or shadow.



**Origin:** The Golden Goddesses banished the "Dark Interlopers" here after they tried to seize the Sacred Realm. These exiles evolved into the Twili (including Midna).

**Atmosphere:** Illuminated only by the "Sols," this world is a serene but melancholic prison, accessible only via the Mirror of Twilight.

# Anomalies: Termina & Dream Worlds

## Termina (Majora's Mask)

A parallel reality accessed via the Lost Woods. Features distorted counterparts of Hylian citizens but operates under a different cosmology—The Four Giants instead of the Golden Goddesses.



## Dream Realms

- **Koholint Island:** A reality manifested by the Wind Fish's dream; vanished upon awakening.
- **World of the Ocean King:** A maritime dimension where time flows differently, sustained by the Ocean King's life force.

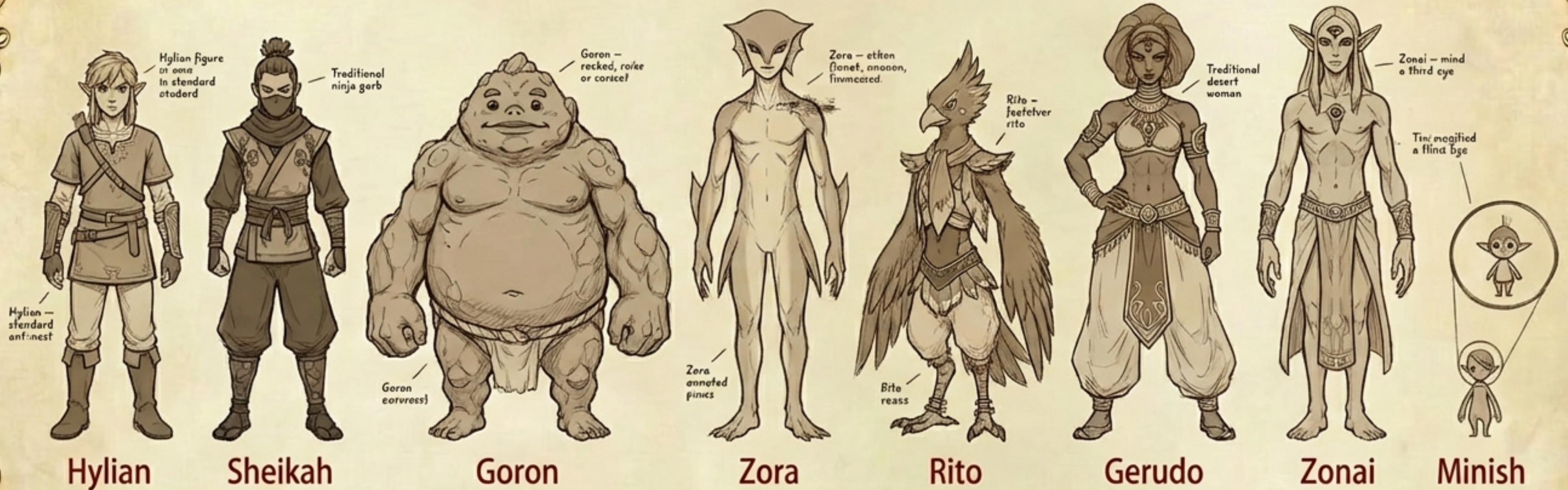
# Beyond the Borders: Neighboring Lands

Not all "other worlds" are different dimensions; some are simply distant nations on the same planet.



- **Holodrum:** A land of variable seasons, protected by the Maku Tree.
- **Labrynna:** A kingdom governed by the flow of time.
- **Hytopia:** A fashion-obsessed kingdom connected to Hyrule.
- **New Hyrule:** A continent discovered across the ocean, featuring the Spirit Tracks.

# The Inhabitants: Keepers of the Land



- **The Chosen:** Hylians (magic-sensitive) and Sheikah (shadow guardians).
- **The Elemental Tribes:** Gorons (Fire/Earth), Zora (Water), Rito (Air/Wind).
- **The Ancients:** Zonai (Sky-dwelling progenitors) and Minish (Tiny spirits).
- **The Outliers:** Gerudo (Desert warriors, one male per century) and Twili (Shadow dwellers).

# Conclusion: The Eternal Atlas



The map of Hyrule is **never static**. It has been buried under a Great Sea, raised into the Sky, and shrouded in Twilight. Yet, the **Curse of Demise** ensures that the geography always reforms around the eternal conflict.

Whether known as the **Surface**, the **Light World**, or the **Great Plateau**, this land remains the stage for the cycle of the **Hero**, the **Princess**, and the **Demon King**. The Atlas of Zelda is a living document, forever being redrawn by the hands of gods and mortals alike.