

Welcome to Rarohenga – the Underworld!

This is a companion map to the continental map of Nga-Whenuatoto. It maps out the underworld that exists far beneath the upper realms of Nga-Whenuatoto and is loosely based off of Maori mythology.

This map will not affect most upper world dungeon style maps so don't let it keep you from making dungeons, caverns, and tombs for the upper world map of Nga-Whenuatoto. In addition, at the local level maps for this realm, there would be additional dungeons, caverns, and cities carved out of the rock.

For upper level dungeons and such, this is far below where they would normally reach. Most of the local dungeons, tombs and caves from above would not show up on the continental level or even regional maps. They would probably only show up on the local maps if they went so far down, that they provided access to the realms located here. Possible locations would be demonic caverns or lairs that connect the upper and lower realms or a dwarf hold that delved so deep, that they unearthed tunnels leading to the realms below (Moria and the freeing of the Balrog).

Think of this as Underdark from AD&D, Myrkheim from Norse Mythology, Duat from Egyptian Mythology, and other Hollow Earth realms from fantasy and science fiction (Journey to the Center of the Earth). The places labeled here are not dungeons per say; they are realms buried far below in a world all their own.

What you need

You will need the core set that comes with CC3+ to manipulate the FCW that comes with this map. In addition, you will need the following annuals: Annual 2016 (Dungeon Worlds), Annual 2015 (Dracula Dossier), and Annual 2013 (Midgard World & DeRust Overland). If you want to modify the FCW, I have two pieces that you will have to add yourself if you wish to use them. The first part is the sea bed that Monsen graciously let me use for this map. You will need to insert it onto the sea bed sheet and fiddle with it until you get it the correct size for the map. If you do not feel like going through all then just uncheck the transparency for the background sheet and you will have a nice ocean. The second part will be the graphic for Hine-nui-tepo. This graphic will simply need to be dropped in the right spot to use. Both of these will be provided on the same webpage as the map, notes, and FCW file.

Methodology

The map is in scale with the world map. As such, all measurement done through the software will be accurate. The solid black areas represent solid rock (these areas can be used to place additional caverns and such for local maps). The outer edge of the continent consists of these and the "roots" of the mountains were used to divide the regions of the Underworld. The map scale is the same as that used for the companion map of Nga-Whenuatoto. As such, regional maps will need to adjust the scale to get closer to "true" size (based on distance measurements in miles). As a continental map, only the main rivers and places have been represented. As such, feel free to add additional waterways, structures, lakes/ponds, and more. There is a

series of cliffs within this map. The high points (starting points) are at the top of the Great Mushroom Forests of Haumia and at the top of the cliffs located in the realms of Manawa and Toiti. The bottom most area is the Sea of Mati (The Sea of the Dead). There are 10 levels of elevation. The difference of elevation change is relative and is left up to the map users to decide. These should not be confused with the cliff faces along the area of solid rock.

Theme

As mentioned earlier, this map continues the Maori theme for inspiration, based off of their mythology, and is not a true representation of their beliefs. It serves as an “idea generator” to guide the development of this continent for the Atlas project. Feel free to adjust this map in any way that you would like for your own campaigns.

Makeatuatara

This small realm is named after Makeatuatara. He is the god that is the gatekeeper and the guardian of the Rarohenga. Makeatutara failed in his magic resulting in mankind remaining mortal and as such, his people are condemned to guard the entrance to Rarohenga. In addition, they have lost their magic and must trust to their superior warrior skills only. They live within two mighty towers where the sea flows from Hatana above and a temple complex on an island along the edge of the Sea of Punga. This is one of the few places where one can be safe within the underworld of Rarohenga; at least for as long as its people can hold off the deformed taniwha (monsters) of Punga.

The Sea of Punga

The saltwater sea is named after Punga. He is the god of all deformed and ugly things. The Sea of Punga was formed when two great serpents of the earth dug into the upper world releasing Hatana (demons and evil spirits) upon mankind. It is said that these two serpents still dwell within the Sea of Punga. Punga is inhabited by many deformed and ugly taniwha (monsters) and the followers of Makeatuatara and the taniwha of Punga war against each other.

Kohu

Kohu is a land of mist, fire, and jungles. The lifeblood of Mahuika flows from the Fire Sea, through the lands of the mist (Kohu) and eventually disappears within the Sea of Punga. Several rivers flow down into this undergrown valley and into the river of lava resulting in the mists that shrouds this realm. Between the heat and the moisture, the terrain is lush with plant life. Taniwha (monsters) of many kinds infest these lands.

The Fire Sea of Mahuika

This sea of lava and its island is named after Mahuika, the goddess of fire. It is said to be her dwelling place within Rarohenga. This land is way too hot and dangerous to explore without protective magic though. As such, nobody really knows what lays within this realm. According to legend, the demi-god Maui was able to retrieve fire from Mahuika and in turn gave it to mankind.

The Realms of Nga-Manawa

There are five great tribes of people that inhabit the highlands of Nga-Manawa. They are said to be the decedents of Mahuika's five sons and are known as the fire children. It is said that the people here are very pale (almost white), have long flowing red hair, wear black cloaks and have pointed ears. Some scholars believe that they may be the kin of elves or some other form of fey. They are neither pure good nor evil, but are like mankind. They feud against each other from time to time and they trade with the small realm of Kui. They are divided into five tribes: Takonui, Takoroa, Manawa, Mapere, and Toiti. The land is mostly open, covered with rock, beds of moss, and scattered groves of giant mushroom forests. The fire children with within scattered villages throughout the highlands.

The Great Mushroom Forests of Haumia

This great forest is named after Haumia-tiketike (or simply Haumia). He is the god of wild or uncultivated foods. Long ago, he faced the wrath of Tāwhirimātea, the god of storms. His mother, Papa the earth goddess, hid him within this realm. When he was later found by Tu the god of war, Haumia returned to the realms above. But, it is said that he left caretakers to guard the great mushroom forests, just in case he ever needed to return.

The Sea of Maru

This is a fresh water sea and is named after Maru, the god of streams and rivers. He is also a god of war along with the god named Tu. Trade exists between Nga-Manawa, Kui, and some of the inhabitants of Papa. But, the trading boats stick to the northern shore when crossing the Sea of Maru, for to the south is the land of the red mushroom forests and the fierce raiders known as the Haungaroa.

Kui

This small realm is named after Kui, the chthonic demi-goddess of homesteads. Kui lives in this small realm where she rules over the city of Tuputupuwhenua which is named after her now dead husband. It is a light in the darkness and a safe haven for all travelers within Rarohenga. It is the only city size settlement within these lands and has many villages, groves of giant mushrooms, and gardens. There is also a large tower that stands watch above the winding path that leads up the cliffs into the realm of Kui. The city is also known as the City of the Gods.

Papa

This is the largest of the realms of Rarohenga. It is named after Papatuanuku, the primordial earth mother. She is more affectionately known as Papa. Too many races dwell here to name them all. They are both good and evil. Although many waterways exist within the Rarohenga, with water coming from both above and below, the lands of Papa are dry and rocky with only small patches of lichen, moss, and giant mushrooms here and there. The landscape is dominated by giant spires, some of which serve as nesting grounds or even settlements. The only source of fresh water here is the sole river that drains the Sea of Maru. The races that live here must fight one another for what few resources that do exist. One must be well rationed and armed to travel these lands.

Tute-Wehiwehi

This realm is named after Tute-Wehiwehi, the father of all lizardkind. The inhabitants of this realm are the taniwha (monsters) that were created by Tute-Wehiwehi in the old war against Tāwhirimātea, the god of storms. The land is scattered with tough thorny trees, marshes, and rock. There are many rivers of fresh water within these lands.

Rohe

These lands are named after Rohe, the goddess of black magic and the undead. Rohe was once beautiful, but had her beauty magically stolen from her by her husband. In revenge, she killed him with black magic and fled into Rarohenga where the god Whiro made her his goddess. Hags rule this realm and command the undead to do their bidding. They worship Rohe and seek to harness her power for their evil spells. It is said that the hags beat the spirits of the dead as they go to meet Whiro and Hine-nui-tepo. They dwell within the caverns known as the Uranga Otera. They are ruled over by the direct descendent of Rohe's son, Rangihore, the god of rocks and stones. Their lands are said to be filled with underground tomb complexes as big as mountains where the undead wait for the end days. Near the gates of Uranga Otera, is the beating stones, where the dead are tormented before being sent to their final judgment.

Whiro

This land is named after Whiro, the god of darkness and the embodiment of all evil. This realm is inhabited by his priests. They are a debased people and are the eaters of the dead. They travel through secret tunnels to the Sea of Mate to perform human sacrifices to their god. After performing their dark rituals the priests then throw them into the sea to go down into the dark deep. They believe that Whiro will catch them and then feast upon them. With each new sacrifice he gets stronger and one day he shall become strong enough to ascend to the realms above where he and his army of the undead will devour all things. Whiro takes all that are evil. His land is very dark with very little of the glow moss on the cavernous ceilings. As such, torches are needed here. Great towering rocks jut up on either side of the river like they have been pushed up from the below. Many are sharp and jagged, curve towards the river and are as tall as mountains. They are often referred to as the fangs of Whiro. You then come upon the blood stones; red monoliths in a vast open aired temple complex. Beyond are two great fissures within the earth and the bail fire glow of Mahuika's blood flickers in the darkness casting dancing shadows throughout the realm.

The Sea of Mate

This is the sea of the dead (Mate). In the most northern part, a great whirlpool drains the waters of Rarohenga into the dark deep of the earth. Sacrificial stones are located on an island not far from the whirlpool and it is said that the screams and the wailing of the evil spirits within the deep can be heard. Ancient ruins are located on the southern isle and this is where Hine-nui-tepo, the goddess of the night and death dwells. It is said that she has hair like green seaweed, eyes of green stone, a mouth of fangs, and a dress of pure night. She killed the demi-god Maui when he came to steal immortality for mankind, for the magic of Makeatutara failed to protect him. As fierce as Hine-nui-tepo is, she welcomes all that are judged good and passes them on to paradise.

Final Thoughts

I hope that you like the map that I have built and I look forward to see what you add to it. Enjoy! :-)