



ANDROS CROSSROADS

Prior to the destruction of Halcyon, Andros Crossroads was the entry point to Northern Nesoi and is now considered one of the last vestiges of Southern Nesoi with a large population of refugees from Halcyon making up a portion of its residents. The culture of Andros has changed very little but the influx of new people has reshaped some neighbourhoods.

As one of the only independent cities in Nesoi, Andros relies solely on an internal economic structure. This means that sunlamps are far too costly to run and thus the city remains in the dark. It also means that the cost for certain items can differ drastically compared to other cities. Something in Andros might be ten times more expensive than in Kyrre or vice versa.

It is still common to be robbed or to have your apartment broken into as the nature of the city means there is no outside support. However, the general consensus of Andros civilians is that children are to be left alone and it is not uncommon to see a child walking to the store for their parents.

Given the independent nature of the city, Andros is also one of the least religious cities in Nesoi. Dedication sites and temples are still few and far between and dedication sites are more common in homes or apartment buildings but even then, they are often forgotten or in disrepair. There has been a recent rise in dedication sites since the liberation of Andros by The Ferryman and the Cult of the Dead Sun.

Andros is considered Oracle territory and as such, has tight security on those entering and exiting the city.

NEIGHBOURHOODS

Old Main St: The old part of town where many who cling to old traditions still live. The architecture is older and reminiscent of past days. Old Main St is also home to the Andros Public High School, which is heavily secured.

Jig-Jig Alley: Every city needs a red light district, and Jig-Jig Alley is that. Located in a section of Old Main St, you can buy love by the hour and encounter suspect dealers offering exotic, rare and very illegal wares. Jig-Jig Alley does not have a reputation for being safe – it is not uncommon to enter with your wallet and leave with a black eye and empty pockets.

Achilles Heel: Home to Big Shot Bounties HQ, Achilles Heel earned its name from how frequently buildings seem to fall into disrepair here. All except Big Shot Bounties HQ, of course.

Gold Quarter: This neighbourhood is home to many wealthy elites, celebrities, and corporate CEOs. Its central location makes it ideal for easy access to most places in Andros, plus its limited police interference makes it easier for the white collar criminals to go undetected. Outsiders stick out like a sore thumb here.

Lucky Cat Alley: Predominantly Androsian influenced, Lucky Cat Alley was one of the first neighbourhoods established in Andros Crossroad's founding. The neighbourhood is owned by various businesses, though many of them tend to be fairly rundown. Most importantly, Lucky Cat Alley is home to the famous Lucky Cat Noodle House, a staple of Androsian cuisine.

Kabuki Plaza: The central business district of Andros Crossroads. Coming here usually means you're about to get solicited for a new business venture or roped into a new pyramid scheme.

Maelstrom: Maelstrom is unique in that it contrasts a rich, beautiful look toward Gold Quarter while sitting just north of the poverty ridden slums of Pacifica. Most middle and working class people live here.

Pacifica: Originally envisioned to be a vacation resort for out of towners, Pacifica used to be an upper-class corporate-sponsored residential suburb. However, as it sits right next to the outskirts of the city, Pacifica fell apart fairly quickly. Now it's a slum, largely lawless and anarchic, and extremely dangerous.

ITHACA

An entirely new settlement that popped up after the destruction of Halcyon, Ithaca is home to a wide range of residents including many awakened animals from the Forest of the Lost. As well as Ithacans from the past. It's a small farming town and it functions as a source of food for the people of Andros and therefore has its own set of sunlamps.

Until very recently Ithaca was considered a neutral city and took no sides in the fight between mortals and gods. However, after the destruction of Kyrre city it opened its proverbial doors to refugees from both Andros and Kyrre. It is considered a safe haven but leans very heavily towards the gods and Oracles.

KYRRE CITY

Once a vibrant city that was considered the Jewel of the North, much of Kyrre was destroyed in 606 by Ares in an attempt to head off the Godkiller. The remaining neighbourhoods of Kyrre are few and far between with most having a square or two as central hubs for rebuilding efforts. However, what wasn't completely destroyed has been suffering from structural and foundation issues.

Those that survived the horror have found salvation and help in the hands of The Covenant of the Forgotten Goddess. Once known as a secretive but ultimately harmless and unimportant cult in the 'City of Cults', they remain the only one still willing to help the residents of Kyrre as much of the Dead Sun have left.

Once a beacon in the dark and cold of the north, Kyrre has all but gone dark. The few sunlamps that remain are currently being repaired and are off more than they are on. This has caused several painful ripple effects in the production of food for Kyrre itself and for surrounding settlements and towns.

NEIGHBOURHOODS

~~**Virk:** The downtown district where most high rises and successful business offices are located. **Destroyed by Ares.**~~

~~**Rikas:** Residential neighbourhood for the upper crust. **Destroyed by Ares.**~~

~~**Keskusta:** City centre with a pop up market for small stalls and businesses. Once a beautiful neighbourhood, much of it was destroyed by Ares in 606. Despite the destruction a small area still functions as a central hub for remaining residents of Kyrre.~~

~~**Kehn:** The literal worst part of town, locally known as The Barrel, because that is where you go when you hit rock bottom. **Destroyed by Ares.**~~

~~**Mellan:** Comfortably middle class residential area. **Destroyed by Ares.**~~

THERMOPOLIS

Located at the base of a mountain pass, Thermopolis is a quiet town with much to offer. From the artistic murals at Mountain View Park, the famous Wolf Spirit statue, and artisan market there's something for everyone here.

The place has become a safe haven for werewolves with much of the town are werewolves themselves. The Archon famously is also a werewolf himself. Ten years ago the Wolf Spirit, a great wolf spirit, came into the homestead and killed 10 people and bit 25 others. Back then the town was home to thieves and smugglers and many people believe the Wolf Spirit was sending a message that the town needed to change its ways. After the town started to turn its culture around, leaving offerings for the Wolf Spirit and even erecting a very interesting statue in its honour.

There have been reports of the Wolf Spirit helping travellers in the surrounding wilderness ever since the initial attack leaving the locals to believe that if the town continues to leave offerings, the Wolf Spirit will continue to be appeased.

TYROS

Once a small, secluded and insular community that protected itself from outsiders, Tyros was a cult controlled settlement before being conquered by Zeus and the Army of Olympus. All families within its high walls have since been labelled Prisoners of War and are watched closely by the regiments set in place.

HERAPOLIS

A smaller sun city on the edge of The Forest of the Lost.

EPIRUS

Fishing town that's suffering from the sudden barren seas.

CHORA

Fishing town that's suffering from the sudden barren seas.