

THE WHEREPORT



Location: The end of any train line that goes through Borough Park

Status: Currently deserted. The airport was in use at some point in the recent past, and holds evidence of being functional. The technology does not match the rest of the city. The architecture is piecemeal and indicates the building was constructed in multiple stages. No one in the the city currently will be aware of this airport ever having functioned as a means of travel.

INSIDE

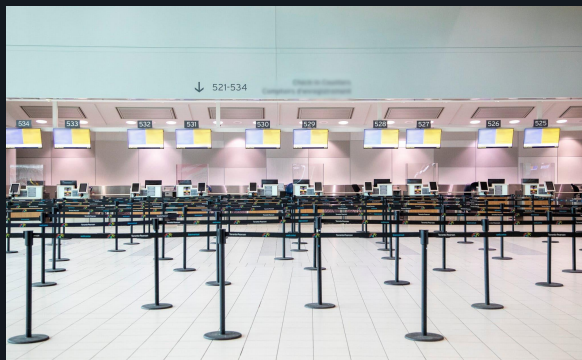
The building has not been taken over by wildlife in any significant way; it remains empty, as though it was abandoned last week - except for one stretch of walkway that has corroded with time, dead leaves strewn across cracked tile flooring, dry-caked mud everywhere.

The electricity works, but computers, navigational equipment, radio communications, and other high-end tech does not. At random intervals, the intercom in the airport will emit [an audio recording like this](#). The touch screen map technology will only tell you how to get around the airport. Arrival/Departure screens are live, but void of any flights.



Security checkpoints exist, but are similarly abandoned - any associated technology is non-functional, and the checkpoints are unstaffed. Your OC can pass through unimpeded at every checkpoint save for Terminal 1, where the area was at one time barricaded with furniture from around the airport. The barricade can be navigated, but it will take time.

Any users of magic will find this area to be a particularly depleted zone. Their abilities will still function, but they may find they tire more easily, or will need to leave the area to rejuvenate. While any OC may be able to stay for a few days, they will find themselves unable to live here permanently. A Hum of unknown origin will build over the course of several days until your character is repelled from the site. The source of the Hum is theorized to be spontaneous otoacoustic emissions, but this cannot be confirmed.



All resources have either vanished or been previously scavenged from this location: while your OC may be able to get into the “behind the scenes” areas of the airport, there is no food or money to be found.

There are piles and piles of luggage in the baggage handling area, and yet approximately one out of fifty suitcases contains anything of value. This could be anything from clothing to books to medicine. You are allowed to choose what you find, within reason, but anything overpowered will be rejected and replaced by something else. (Mods' discretion)

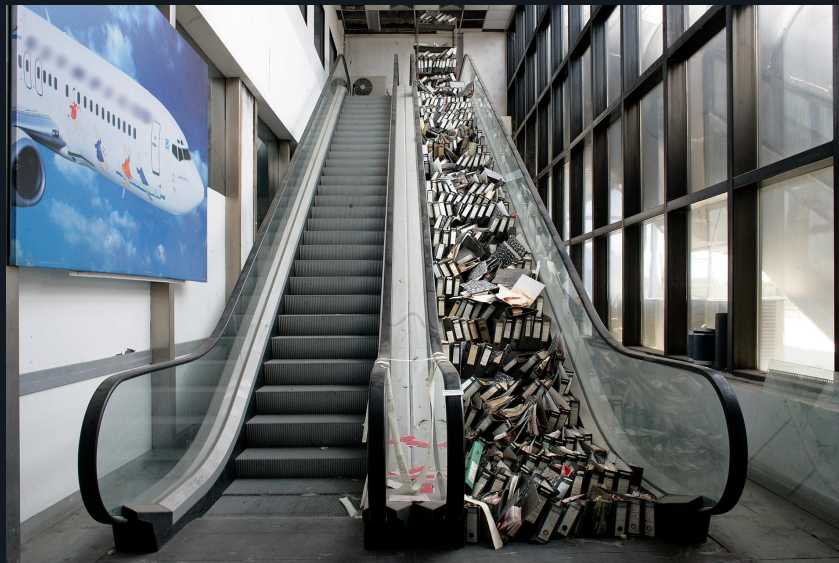




The airport has two flight towers, both of which are accessible via stairs. Similar to the terminals, the towers' equipment does not function, but basic lights are operational. It also feels as though it has been walked out on very recently. A strange ozone scent lingers in both towers, but nowhere else in the airport.

Structural Information:

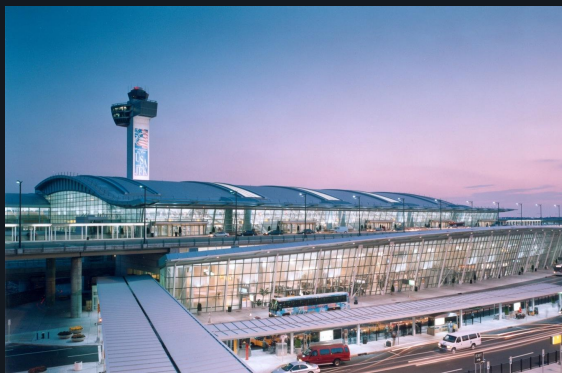
- 9 Terminals
- Each terminal averages 30 gates
- Moving walkways are functioning, and are constantly running
- Some escalators function; some are broken down



OUTSIDE

Strangely, there are no airplanes to accompany this airport.

Similar to the Lighthouse and some other landmarks in the Nameless City, it is unclear whether the airport originated in the city, or was transported here wholecloth from some other world. Any signage or literature that would indicate its origin has vanished.



While there are some stretches of runway remaining and perfectly intact, others have crumbled into useless asphalt, been mined for resources, etc. One runway appears to have been turned to black glass, and ends abruptly, as though it has been cut through with knife.

An open-air, multi-level parking structure is a part of the airport. Despite hundreds of open parking spots, there is exactly one car parked in the structure, on the third floor. It is completely empty of identifying content, it is perfectly preserved, and it will not start, no matter what you do. The make/model of the car is unfamiliar to all OCs.



A gigantic, otherworldly sculpture of a mustang frozen mid-rear on its hind legs is a focal point of the airport's landscape. At 32 feet (almost 10 meters) tall, the horse is a deep blue color, and at night, the glow of its eyes can be seen as far as the Borough Park residential area. Its uncomfortably lifelike appearance, including anatomical accuracy, has spawned rumors that it may be a trapped, sentient being. As with most things about the airport, this cannot be confirmed.

