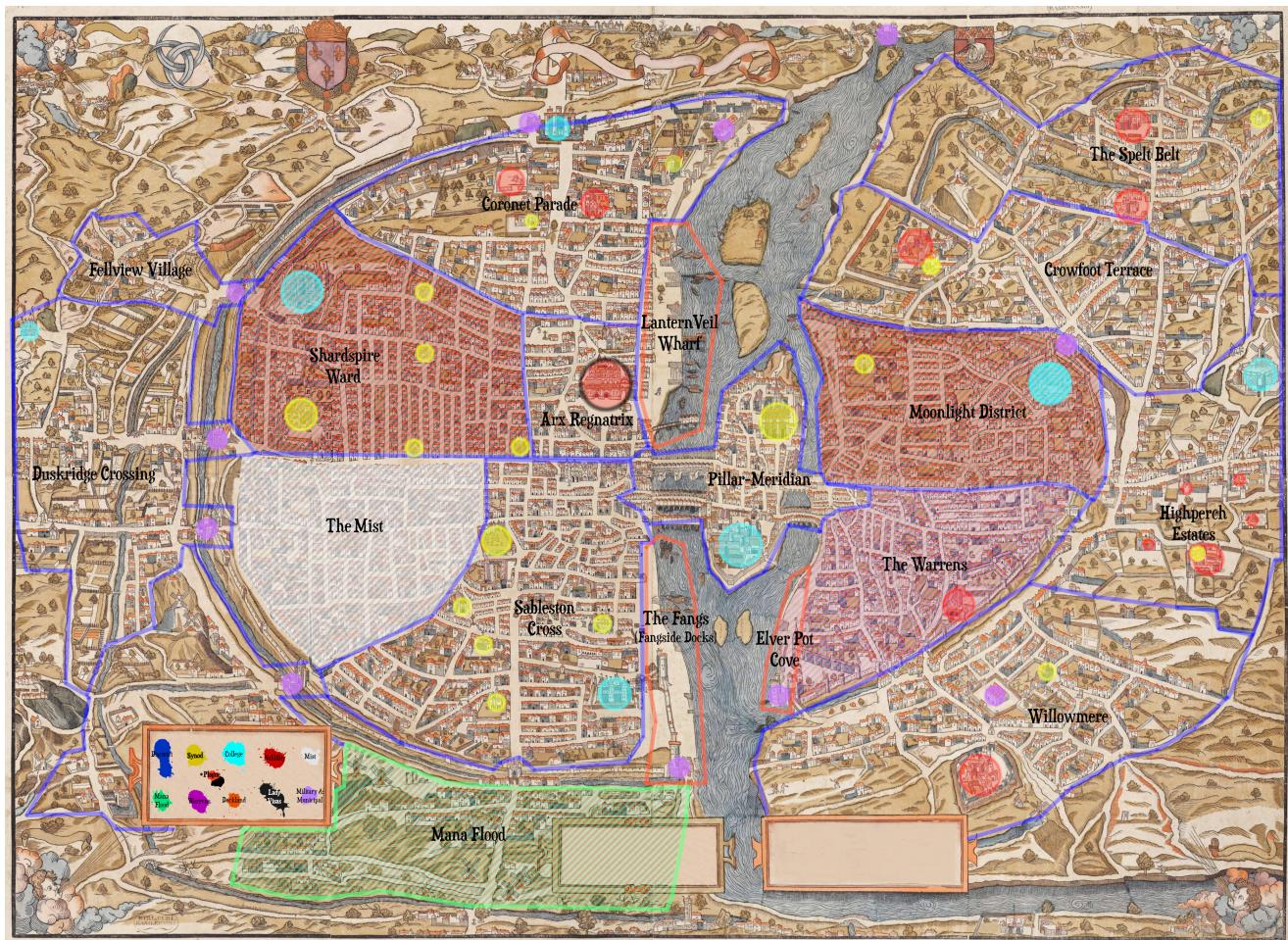


# Visas Overview

## MAP



## Districts Overview

### 1: The Moonlight District

- An entertainment and market district. By day hustle and bustle of markets and artisan workshops. At night home to several small theatres, taverns, and inns. Named after the late night activities of the district, pale magical orbs illuminating the revelry and to some the cobbled streets seem to bare the pattern of the moon phases.

### 2: The Warrens

- Poorer densely populated, under control of criminals based out of Flind Street.

### 3: High Perch Estates

- More affluent area outside the walls where noble estates, manors and grounds overlook the city from the hill. Their occupants both figuratively and literally looking

down on the general populous.

## 4: Crowfoot Terrace

- Main centre for exchange in the city. Where incoming and outgoing trade caravans are prepared. Multitudes of stalls, shops, and warehouses. General understanding is that the district earned its name due to the overlapping “claw-like” alleys radiating from its central plaza. Historians will also note the main tradehall being repurposed from an eladrin Corvax stable. Also home to a number of guildhalls influential to the city.

## 5: The Mist

- A whole district locked down and abandoned due to a horrible catastrophe, it is still horribly haunted to this day, that occasionally spills over into other areas. Criminals can request a "Trial by Mist" wherein they are made to spend a night in The Mist and if they survive they are acquitted.

## 6: The Manaflight

- Area irradiated with magic from wizard experiments long ago.

## 7: Shardspire Ward

- Large residential and commercial district dominated by a wizard academy wherein they study crystal shards left over from a war with a psionic gemstone dragon.

## 8: Coronet Parade

- Area for the municipal and military factions. Coronet Parade refers to both the crown (who they serve) but also the hooves of cavalry and the soldiers plumes, made from coronet bird feathers. They parade as a show of force but also this area houses jousting arenas and other sports wherein nobles gain favour.

## 9: Lantern Veil Wharf

- More respectable docklands, hub of industry and trade. Lantern Veil refers to the numerous lanters that hang like bunting crisscrossing the streets here so work can go on all through the night.

## 10: Duskridge Crossing

- Westerly entrance to the city, this area sits outside the walls and refers to crossing the moat river around the city.

## 11: Arx Regnatrix

- Residence of Lady Visas enigmatic ruler of the city and the area also houses her government and noble court.

## **12: The Fangs**

- Docklands named after the two large towers that dominate it, remnants from larger fortifications long gone now.

## **13: Sableston Cross**

- Hub for the city's working-class artisans and craftsmen, their families and necessary utilities to keep the city running.

## **14: Fellview Village**

- Village overlooking rolling hills to the north west of Visas. Large farming community likely under the thumb of their noble landlords.

## **15: Pillar-Meridian**

- Central Island where the Synod and Crystal College have their HQ. Named after a literal translation of the elven name for the place.

## **16: Elverpot Cove**

- Poorer area docklands, known for eel fisheries and smuggling.

## **17: Willowmere**

- Affluent residential district with tranquil canals, tree-lined streets, and elegant townhouses home to merchants and minor nobles. Known for the Willow Promenade and boutique artisan workshops, it exudes quiet prosperity. Beneath its charm, rivalries and clandestine dealings hint at hidden tensions. Wherever there are nobles and money you will find Flind Street and The Troupe.

## **18: The Spelt Belt**

- Noble estates, likely landowners, named after the spelt for farming and its gold colour indicating wealth.

## **19: The Undercity**

- The labyrinth of tunnels and abandoned buildings beneath the city, now home to monsters but with many forgotten treasures to find.