

Kain's Atoll

For Dummies

A large, dark blue, diagonal shape that starts from the bottom left corner and extends towards the top right corner, covering the lower half of the page.

it's a city on the western coast of this continent

it has nine districts

its name was derived from an old word meaning "city of nine"

the districts are gudgeon's arch, addle, musa fair, ladyloon, the coils, cremonton, yonder wharf, ophiensis, and the makros lux gate

it is currently run by the queen, who has been in power since at least 415, according to history records

gudgeon's arch (name meaning: the gudgeon is a type of fish. forgot what the arch part was about)

the fishing district

important places include:

- the fated shipwreck
 - when the original inhabitants of the city moved to the area in 291, they were escaping famine in other lands. they stopped at the coast where gudgeon's arch would later be established. the morning after they set camp, they find a ship has run aground deep into the land. they investigate the ship—it's a ghost ship and yet it has ample supplies of food and some riches. they take this as a sign of good fortune and decide to settle there. thus, the city is established
 - the ship is still there. some residents have set up homes in the trench that the ship created when it beached.
- the old man of the sea's home
 - an old man who knows the way of the sea. he is the leading community authority figure in the district. he is very rarely seen.
- the fish processing and bidding hall
 - this was one of the first buildings established after the founding of the city. it is always busy and the smell of fish is overwhelming

addle (name meaning: rotten)

a quiet, rank place

important places include:

- the junkyard
 - the city junkyard. exactly what it sounds like. due to this being here, this district is sparsely populated. the district also happens to be almost entirely in a valley, which helps trap the scent
- ilan prison, formerly “ilan #####”
 - a prison. aedet and tidev were sent here early in their adventures. it somehow connects to the castle undergrounds, though that shouldn't be possible. archie was released from the puzzle found here. he mentioned another inmate—Y4G4—who had trapped him there.

musa fair (name meaning: named after mansa musa)

the center marketplace of the city

important places include:

- the marketplace
 - this takes up almost all of the district. it is a labyrinth of stalls and booths set up with brightly colored attractions. this is where aedet and tidev first met, where they fought the banshees, and where they first saw the jan's port knight
- the clocktower
 - this dictates the activity in the market. it is the tallest structure in the city and is a point of pride to the citizens of musa fair
- the post office
 - the city was officially recognized as a city (instead of a settlement) by the eastern king in 377 with the establishment of the post office. it is a meager building with heavy traffic. it's one of the oldest buildings in the city after most of the area was destroyed in the tsunami of 423
- the judicial/legislative square
 - this square is where the queen speaks proclamations and gives other addresses

ladyloon (name meaning: named after a large gold nugget found in australia (many of the artisans here work in gold))

a shady area full of artisans. people debate whether ladyloon or the coils is more dangerous. the distinction is—in ladyloon, you're likely to get your pocket picked. in the coils, you're likely to get caught up in a street brawl

important places include:

- the sinkholes to the understream
 - while there are other ways to get to the understream, these are the most trafficked. the ladyloon district is more elevated than the districts surrounding it. some of this elevated land sunk into pits that lead directly to the understream.
- the osteal swindler
 - a grungy bar with live music. its patrons are mostly the undead
- yarns market
 - this market is hard to find and harder to access. the spinners who run the market essentially blocked off a couple city blocks with intricate webs of yarn. if you find a way inside, you're treated to a piping hot cup of tea and allowed to trade with the most exclusive artisans of ladyloon

the coils

an extremely crowded and run-down area. homes are built atop homes to a degree where you could blindfold yourself, pick a spot, dig down, and land in a home abandoned over a hundred years ago. the tall ramshackle buildings and the low-lying land of the coils mean that little natural sunlight reaches the area.

important places include:

- coilatorem
 - the community-built auditorium and stage. there's always something happening here, legal or illegal. like the district it's named after, this auditorium was built in an uneven spiraling shape.
- tidev's tinder and soot
 - a bakery right on the edge of the coils. it sits at a street junction that connects the coils, yonder wharf, and ophiensis

yonder wharf

the wharf and docks. trade of all kinds happens here. the goods sold at musa fair are generally unloaded from ships here and sold wholesale before making the way to customers at the markets

important places include:

- the bartholomew
 - an opulent theater that hosts weekly plays and performances. it reached its height in 478—which is why the surrounding years are called the Years of Song. there are wild rumors that it was founded by an octopus of some kind.
- the castle
 - this is the center of administration and legislation. the queen works here with a full-time staff to decide on new laws, handle criminal offenses, and other such matters. this, however, is not the queen's main residence. there are many interesting areas under the castle.
- the royal scientist's laboratory
 - this lab is staffed by hard-working and under-sleeping students and assistants who work day and night on whatever Jack, the royal scientist, is discovering
- the wharf
 - the entire coastline of yonder wharf is dedicated to the wharf area. it is always busy.

ophiensis (name meaning: to become a snake)

the rich people place

important places include:

- the barracks
 - the main barracks in the city. tidev and aedet broke in to this area to steal their belongings back
- the queen's residence
 - this humble estate home is where the queen lives. it is surrounded with finely manicured gardens and an entourage of guardsmen
- the bouillerathun water vats
 - the most pristine and delicious water known to man. it is personally piped here from the bouillerathun estate outside of the city. the ophiensis residents drink from here, rather than from the lower-quality treated water vats in other districts

cremonton

a somber and small district

important places include:

- godhall
 - a large hall dedicated to the gods of the land. it is a sacred and, frankly, intimidating place. it is rarely open to the public.
- the graveyard
 - the city graveyard. most of the residents who die have their bodies dissolved in the acid water from the surrounding ocean and lake areas. then, the bones remaining are ground into a fine powder and mixed with concrete to form small cast markers. poorer residents have their remains shaped into a brick and used to line the pathways of the graveyard

the makros lux gates (name meaning: creating light? iirc)

the southernmost district. it mainly deals with travelers from the eastern city coming to kain's atoll

important places include:

- the makros lux gates
 - a series of interlocking gates that rise high above the rest of the city (except for the clocktower in musa fair). they are inlaid with gold and have intricately carved designs adorning their bases. they were built in 391, kicking off the years known as the Hammersmith Decade
- the lux wharf
 - while "lux" is supposed to stand for "makros lux", most of the citizens believe it's short for "luxury". this is the much smaller wharf that the residents of ophiensis use to ship not-so-legal goods in to the city. it is inaccessible to the ordinary citizen.

the understream (top moodboard)

a series of caves that run underneath the entire city. a stream flows through all of them, connecting this underground world in a loop. it is freezing cold down here. many residents have heard whispers of this area, but few decide to venture in

important places include:

- the marianna (bottom moodboard)
 - the locomotory icebreaker ship that facilitates trade in the understream by breaking up the ice and making the river traversable. the guild operates out of this ship. somehow, they have gotten it set up on the same network that connects ilan prison and the castle undergrounds
- the fisher's drink
 - a tavern run by jackie daytona. he was originally part of the guild but left to set up a unionized, anti-guild organization called fishguild. it is unknown if he was part of the core group of the guild or not.

