

WORLD HISTORY [worldbg]

The beginning of the Starlight Universe started with a simple concept from the creator gods that lurk far behind the veil of the stars themselves. After the big bang, life started to be created from various venues. From amino acids to crafted artificial lifeforms, the gods and powers that be made their talents known. They wanted, however, something unique. They wanted a planet of duality. A pure being that could rule over this universe with the utmost competency. With their blessings and guidance, the creator gods made a single star. Inside was a being simply known as Gaia. Mother Nature. Since before the beginning of time itself, Gaia had been accumulating power outside of timespace. It was to be set perfectly on an axis involving the 'cosmic start'. Via this strategy, the Gods had made an everlasting star. One that could neither truly live, nor die. When the start happened, this star and the being inside were split in two. Thus the beings became known as Light Gaia and Dark Gaia. These two beings, now interlocked forever more, joined forces and began to shape the worlds they wanted from each half. Dark Gaia, who preferred a more fatalistic and logical approach, made Terra. It was a smaller planet, the perfect distance away from the forming sun. From its methodology, it made a more reasonable aspect of sentient life that evolved into a slower, more advanced race.

Light Gaia, not satisfied with how small Dark Gaia's half was, made his half far bigger and much more robust. From the start, Light Gaia populated it with things he liked, ideas he loved. His hunger for pleasure and excitement purely driving him, he made Mobius. Dark Gaia and Light Gaia soon became interlocked in a battle of growth, pushing the limits further and further of how the planets were. They called the great life from spaces beyond and spread it to the limits of the universe with their blessing, putting their stakes on two races. Humans and Mobians. With their competitive attitudes, they argued over who's half was better. The Lightened half, or the Darkened half. The gods, displeased at their newfound rivalry, demanded order through giving them Instinct that they are forever bound to. Light Gaia was sworn to protect the universe from Dark Gaia's now more applicable use of hatred. The two were rightly displeased. Now to curb their creativity they fought every ten thousand years, remaking the planet and destroying it constantly.

The two of them didn't want this. Using their love and power for each other, the two of them instilled each other's traits onto themselves to remain more than slaves, thus leading to the rebellion against the gods. With their newfound freedom, they became as the gods of their own personal galaxy cluster, enjoying themselves with fighting, consuming, creation, and destruction. Even though they were still bound by oath, Dark Gaia had always promised to lose so that their work throughout the ages would never be taken over again by those seeking to hold power over them. At long last, the two were finally free in every sense of the word in their minds. They remain dormant until needed, sleeping and watching the earth people tread as a result of their sworn oaths to each other.

The legends foretell of a similar outcome with two vastly different gods. The power of them said to be in the veil far beyond any star in the sky, they were immeasurable. One white, one black. The two were much more geared towards morality. The legends that can be discovered feel like they're always missing something important. In the legend, the black god had separated from the white's company due to being considered the most evil of them all. With his great power, he had singlehandedly spread his influence through time and space. The white god wept and vowed to save him from the treachery he had done. Yet a very rare few swear they can see the traces of a faint turquoise on the pages.

In the Sol System, Mobius is present behind Venus in orbit and directly near Earth. From this placement, it is considered Earth's 'sister' planet rather than Venus. Frequent travel between the two has been possible ever since the start due to how interwoven the planets are by design. The planets are linked by Gaia portals that allow travel to specific spots on Earth and Mobius, making interstellar travel slightly pointless. These portals are however heavily guarded by people in modern times, and interstellar travel has become more common for people who don't want to deal with the hassle of patdowns and possible paperwork. In either case, mobians rarely go to Earth to live there, and humans are not exactly treated with the utmost respect due to Eggman himself.

Thanks to the spaces between planets, Mobius has its own moon aptly named Euclid, named after euclidean space. Unlike the moon on Earth, this Moon was not hit by Eggman using the ARK's laser. Luna has been handily restored by Eggman himself, having fixed it as a very rare sign of seedy goodwill. He says he was too caught up in the moment when he broke it, so he fixed it. He may or may not be trying to put Eggmanland on the moon himself to finally sate his desires of having a really crappy amusement park.

GAIA CULTISM [thegaias]

Light Gaians: Those who are fortunate enough to get the coveted Light Motes will soon find themselves turning into Light Gaians. People who often experience this influx of happy, positive energy find themselves unable to control their emotions if not trained well enough. The drawbacks are severe as the user feels nothing but complete joy at all times, even in times of great tragedy if not balanced and properly accepted into the body. If the strain gets too great, a Dark Priest is required to exorcise it from the body. Birth Lights are uncommon, even among the Light Gaians who do conceive. It is a capricious power, and is generally seen in males rather than females due to Light Gaian being masculine, though both have the same chance of being born with it. The cults of Light Gaia are not always benevolent as some might stereotype, as some have turned the light into a weapon than a tool of creation. Light Gaia power is more Defensive, despite its many numerous attacks.

Dark Gaians: The much more common Dark Motes will quickly turn people into Dark Gaians, faster than Light. People who turn into these experience no inhibitions or desire to want to hold back. With great passion comes great destruction, throwing themselves away for power or their wants within minutes without the proper training. Birth Gaians of this power are more common among families, likely the ancestral blood surfacing after dormancy. Dark Gaianism is more common in females than males due to Dark Gaia being more feminine, though cases like Sonic and many others are easily recorded. The cults of Dark Gaia are not always seen as malevolent, as there are quite a few that devote themselves to protecting their fellow man or teaching how to control the dark. Dark Gaia power is Offensive, despite the ability to summon your own minions by your side.

True Gaians: The most rare of them all, the Gaian blood from before the planets became two. These are so incredibly rare that there is no motes for them by default. The user must train this connection to the otherworldly power of all creation on their own should they ever come across it. There have been daydreams about monsters that are locked deep within the world's boundaries, fragments and reminders of its massive energy. True Gaians are so rare that you may count the existing ones on two hands. It brings about the power of Mother Nature, of Creation itself. Nothing is beyond their reach, but those who acquire it will have to deal with its obscene drawbacks. The power is so vast and great that using it often will lead to their death within minutes if not properly accustomed to it. Those who do have it and

control it find themselves either hiding away or very lucky they're not hunted down. True Gaian power is Balanced, having the best of both tactics, with an emphasis on Creation and Restoration.

<Prehistoric>

In the beginning of Mobius's historic records, the date periods reveal that there was untamed chaos energy brimming all across Mobius. Something happened. From the heavens, the Chaos Emeralds had come to shape the planet that the Gaias did not with their infinite power. Megafauna was imminent as well as Megafauna, and the evolution path was more or less set to develop the animals in a different direction. Mobians surfaced to fight them, with their massive abilities and strong connection to the earths. Like feral animals, they were more built like Dark Gaias are, bigger, more built for destruction rather than civilization. The primitive ferocity didn't make much headway for the first ten thousand years, after which the Gaias both agreed to do something about it. With their mighty power, they struck Mobius with their might, and destroyed it. From its ashes, they let life grow anew as the Master Emerald came down with the new decision to have it be orderly. With the Chaos and Master, they used their newfound creative tools to form a proper beginning. Now it began again properly. While the mobians were still feral, now they had the gift of sentience.

As the planet and life on it grew, so did the culture, the body layout of them becoming more and more to an 'ideal' shape rather than a more primitive and bestial shape. Chaos Energy started to blossom from the prehistoric eras, touching the Earth and the farther reaches of the universe as a sort of pseudo-big bang. This is in addition to other supermasses of Chaos Energies sensed in the farther galaxies and limits of the universe. It can be said that the Sol System is not the only advanced civilization out there. The cultures mainly involve the discovery of elements and power, beginning to carve stories of the Gaias and the Emeralds into caves now long buried beneath the earth. There are many splintering cultures and paths all across Mobius that it's hard to say them all... Or even if more and more will ever be found.

<Precursor>

<'Lost Age', The Radiant Age, AKA The Age of Gemstone>

The Age of Gemstone is lost knowledge that needs to be discovered. Just saying.

In this age, sprouting just only ten years after a supposed, complete extinction, a new Gemstone came forth, borne of Mobius's own power and unparalleled natural energy. This was the Radiant Obsidian, a sentient gemstone that saw fit to be like the Gods themselves and remake Mobius in its own way. Through many days and nights of channeling power and restoring the planet, it had finally done it and spread its ideology to use the planet's bounty itself for prosperity and protection. With the new population that came, so did new opportunities for life.

Through the Age of Gemstone, castles were constructed using the ruins of the Precursors as a basis to take after. Within just years, prosperous cities and so much more had sprung up. The isolated Kingdom of Mokolwa. The undersea colony of El Nino. The Swamped Colony of Latal. The most beautiful earthen city of Komia near the shores of Regalypt as it is today... So much was created with gemstone technology, and much more was to be made, escalating further and further with rival nations who thought they could outdo each other. The tensions one day boiled over. The industrious age of peace had soon turned into bloody, powerful tests of skill. The Radiant Age had devolved into madness and pain with kings and monarchs dueling. Not at all what the Radiant Obsidian wanted, it created several

golems itself and sat out after decades of suffering and war to extinguish it itself. The age would soon be erased on purpose, the gemstone age a now grim reminder of what was to be the greatest age of all. With the Radiant Obsidian having done a damnatio memoriae, it soon slumbered in the earth with its golems. However. Even now, the remnants surface in naturally occurring mines and caves not many dare tread. Research on stones found is usually inconclusive on where it comes from but Mobius's own power.

What was there was a brilliant carving of stone structures, filled to the brim with appliances that wouldn't be out of place today on Mobius, Stoves, ovens, recorded training or events in gemstone, all were readily available. The structures were clean and easily repairable, and sliding doors were not uncommon. Clean waterways and element-powered machinery were not uncommon either, and some were built off this prospect. Golems and the like were more sentries and helpers until the greater wars. The people were strong willed and friendly, though very competitive due to their array of abilities, which led to powerlust. You can consider this based off the Anglo Saxons mixed with more primitive clothing, like shawls and sandals.

The technology left behind from this age started to shape the world further, including forming the ever-eponymous Mobius Strip that circles the planet. Through time, it was discovered by the ancients that their technology had unleashed something far beyond the realms of regular planetary development, enough to alter the very fabric of reality on it and perhaps even Earth via the Gaia connections. Chaos Energy radiates from Mobius like few other things can. Even now, the traces of the civilization can be found among the stars due to the massive influx, the development for so much being so varied.

<Echidna and Babylonians>

The Knuckles and Nocturnus Clans warred over supremacy and strength. The history is well-recorded for the great summoning of Chaos to wipe out the Knuckles clan, but few know of the Nocturnus clan and their disappearance via space manipulation to parts unknown. What is known of them outside of these events are scant. Some say the echidna had splintered off to become chaos engineers, while others had tried to preserve what little was left of the Knuckles clan. Some Echidna had left to go populate other tribes elsewhere, which is why some statues in Regalypt have Echidna heads and why Echidnas are now populous in the olden times. Echidna these days are much more like diminutives from pureblooded, only half-looking like their ancestors.

People around this age took notice of their Gizoids and the Chao, letting each be constructed and grown in peace. Wild Chao are not uncommon to find in happy little settlements. Some are even sentient enough to talk. The Babylonians crashed on Mobius sometime in this era, leaving behind the Extreme Gear that would become one of Mobius's cornerstones today. They are one of the very few Precursor successors that set up shop using the buried past as an example. With their understanding of the ancient relics, they formed a golden age of their own as kings and queens. Pure Babylonian tech was more advanced and nearly indistinguishable from modern day reality warping. With the ability to even make energy reactors that could cause blackholes, they were a prosperous people until their greed got the best of them. Now all that remains of most Babylonian ruins is table scraps, with the Empire of Babylon long having since been buried. To this day, it's said to be one of the bigger tragedies of the modern world. Some full-blood Babylonians even remained behind on Earth, making full Babylonian a race today, albeit a fair bit rare. Normal Avian mobians do exist in greater capacity.

<Warring and Peace Era>

The era is an expansive conglomerate of tales of all the countries. Contrary to popular belief, Mobius had a sizable history of power struggles and wars that ended up transforming into the modern day likeness it is now. Where Eagleland started as a bunch of principality or monarchy groups, they soon grew too sparse to continue their beloved kingdoms due to how expansive the land was. The one exception was the Kingdom of Acorn, which found itself prosperous and able to fight off the other kingdoms to proclaim dominance. There are examples of the surviving kingdoms to this day found in the people across Eagleland, and many of the settlers that did come blended into the former kingdoms to fully enrich it as well. Portals across the planet were linked to Earth from the Gaias, allowing trade and commerce with Earth. With Earth history imbued into their lives, they reached heights not thought possible. These portals were only as big as a sizable villa, so travel through them was limited, and sometimes attacks were common. Despite this, it remains a solid way to get small groups from Point A to Point B, and in modern times, they are regulated and guarded. With the encroaching power struggle, the Gaia Temples on Earth had also made Mobian successors across the planets. No matter what planet, Gaia Guardians are held in high regard and hold vast power themselves. One such case is Otto, a professor on Earth who resides in Spagonia, Italy. Despite his frail age, he is as every bit as powerful as a man of his status should be.

With these powers, the era had little to fear at their fingertips as they researched, made books, and even fought using these powers and skills that they had both developed and borrowed from Earth. It was an interesting sight to see and behold as they were intelligent, yet still warlike in a great many countries solely due to how much the power corrupts. This power was used on the environment, both to harness it or to use it for combat purposes. While the powers were no longer as commonplace in the Radiant Age, they had evolved with the new populace to be much more expanded and versatile. Swords, bows, and even guns were influenced greatly by chaos powers, leading to even combat techniques styled around elemental control. From this power came the mixture of normal science and the effects of chaos elements on it. There are medical records still used today that show both in tandem as one, with surgery being performed as Sun powers were used to lessen the damage and help guide people to better care practices. This has contributed to modern day durability on both Earth and Mobius by enhancing the physical being via great practice, life expectancy, and chaos infusion that most share in the worlds. However, it has been proven that this durability found in this age has a basis starting back to how prehistoric times simply saw an evolution of enhanced physical status among both planets from both chaos energy and an unknown source that had increased the strength of the amino acids and the building blocks of flesh.

The era has seen blood, from the tales of magical beasts to the powers of the individuals that lived there, great deals of people grasp just how many people have walked on this planet. Kings, cults, and even entire nations have come and gone across history. Many have seen no rest, and are lost to history as a result. Even in encroaching modern times, the DNA of Mobius's past still is seen in how nations carry themselves. They have little Earth electoral purposes or two-party systems, focusing more on a single leader, hierarchy, or their own individualism to drive things forward. It always comes down to the country itself on Mobius, their experiences never being ultimately the same. The constant worship of the Emeralds was commonplace. From the Radiant Age to even now, Emeralds are held in high regard. Many people consider them the source of all life. While that is not entirely true, they are a

greater source of creation than most realize. During this era, more Chaos Powers started to be born and materialized into actual, physical magic. Gun magic started materializing due to the people reliance on firearms that came from both Earth and Mobius. Blade magic and even the abilities of Yokai, Demons, and Religious powers were starting to appear in people. The dreams and beliefs of so many were shaping the world and yet it only happened with Chaos Magic and the beasts in the world, not actively changing humans or mobians to the point of lunacy. Something was in control, and most back then assume it was the Emeralds. However, little assumed outside forces other than the Emeralds back then, a prospect that was only changing in the tail end of the era.

One such religion was the tale of Anudigir, one of the oldest gods in recorded history. The world had apparently been touched by her on several counts. Scholars believe that some people thought Anudigir had adjusted the world ever so slightly using the Chaos Emeralds as instruments of direction. With her doctrine of kindness and mercy, she had always tried to use great lengths to spare the people she had to destroy. Yet her cruelty was fierce when driven to it and often noted as extreme. Her power is that of the Akashic Records of Earthen origin, only made manifest as its guardian. The legends surrounding her talk of many more like her, but it is not known just how many or even if they look the same. Her appearance is blessed and kind. Many say they feel her presence or have seen her, but none can be verified except for miracles that have occurred when they've seen her, such as gaining power or being shown the right path in life to those who believe in her, and even to those who don't. No explainable phenomena has ever surfaced to ultimately explain the miracles that are studied.

Other Gods are present in Mobius as well due to culture mixing. Christianity, Hinduism, and more esoteric concepts are routinely experimented with and practiced. Even with such a diverse pantheon, some go to the dark arts or blacker areas of magic. It's only natural that many would find a way to use the more evil magics for good and benevolent purposes. With the technology growing and more and more vast, the era would soon come to a modern age.

Dr. Eggman: A complex kind of guy. A patchwork of his Adventures, Generations, Boom, Sonic X, Movie, and Lost World analogues, Eggman fears little but does so much. Eggman here sports a slightly more kind personality, but enough megalomaniac tendencies to still be feared and crazy. While excessively eccentric and boisterous, he knows when to cut the shit and get serious. There ARE some Archie inventions he does use that has carried over, and he most of the time remembers his Badniks and former creations. He tends to make machines that actually fight with him and make fun of him to best them in a game of wits. While it's not known just how much the Doctor has about him, it can be assumed that his name is Dr. Ivo Robotnik, with his name legally changed to Dr. Eggman. Though, of course, he switches between the two to fool tax collectors and the IRS.

Eggman's personal life here is that he was a brilliant mind who really didn't get as much love as he needed from his parents. This is not why he went off the rails. He just simply decided to be that guy and be a pompous ass. He admired his grandfather, the man who built a space station, created life in a jar, and so much more with just some actual effort. A budding entrepreneur, Eggman has his hands in every pie factory as he sets up anywhere he damn well pleases. He has no regard for other foreign laws and will happily build there because who the hell is going to tell him no? Eggman was actually involved in the construction of modern Mobius, somewhat, until he decided to be an asshole. It was actually in part due to Mobius and Earth calling him a crackpot after the Robotnik family name was tarnished by GUN and Gerald Robotnik's insane mishaps. His family did not help, given that his father Julian had in part been responsible for the roboticizer, a mad invention that turned people into full android versions of themselves and claimed it to be the future.

Despite this, he has constructed Hydrocity in the past as a form of goodwill, repaired the moon, and even contributed to mass industry on both Mobius and Earth with vast resources and stock brokering to make him effectively invincible in everything except legality. He owns MeteorTech, a technology company meant to produce security measures and weapons, along with specific robots. He owns several Extreme Gear factories, and a Mega Mack factory in Jun-Sun, which now produces a soda energy drink version of it that comes in several different flavors. Garlic, Steak, Cola, Original, Orange, Lemon-Lime, Ramen, Egg, Dr. Pepegg, and Pear. Many, many different industries are under his control, and be they good or bad, there is no doubt the effect they've had on the planets.

<The Stability Age>

<=EAGLELAND=>

Terrain: A beautiful mix of mountains, forests, seaside cities, and lost war ruins of the past. While it may be beautiful, some treacherous areas like Mt. Gunpowder or the Death Marsh are very present. There are many ghost towns left for varying reasons across the giant landscape, and travel has been streamlined by manual deforestation and paving ways. From here, the Miles Bridge System was constructed by Tails himself, to link Eagleland to other countries. It is a mix of everything you can picture, from plains, to desert, to the beautiful gem-riddled forests.

History: From a grand terrain bred a very diverse group of cultures. What started as a group of principalities and kingdoms became a bustling epoch of history. It was originally unexplored wildland, but very brave souls pressed on from other countries to conquer its many diverse biomes. The natives and the people brave enough to explore actually decided to work together to spread themselves and cover much ground across the continent. While the kingdoms that were seeking control got in the way, they were put down or talked down, making the basis of diplomacy in Eagleland's overall footsteps. Their efforts did not go thankless; the partnership between these two meant that Eagleland now meant two things. Freedom, and the name of something precious to the natives that lived here. While the Natives eventually spread out to the farther reaches of the landscape, their impact can be found everywhere in cities, even the ones like Neo Metro. Despite this, Eggman had chosen it to set up shop in Eagleland for both Eggmanland, and now his Egg Citadel. Both are actually very recent, less than a year upon game start. Eggman has no real permanent base but he has called this place home after ruthlessly bulldozing the area. Cybermetropolis was close to its build site, a city known for being very recent itself. It's implied that Eggman had built this city himself as a testing ground for public opinion and inventions. It's excessively strange but just another of the Doctor's many schemes. Other cover towns were built from his contracting adventures, those being Eggforte, and Eggport. These towns are indeed habitable, but sparsely populated by actual mobians and humans as they're more like a tourist trap than a historical city.

Now recognized as one of the main continents of Mobius, this is where Sonic and his friends are usually found protecting the peace or making life easier. It's the America analogue on Mobius, and it's very populous if not brimming with life. From here, one can take a trip all around the North Hemisphere via Neo Metro's ferry service. A massive and powerful continent that dominates the political sphere of northern Mobius. The only match for its size is the wealth of different cultural groups that dwell there, with cities in the north, south, east, and west all having different trends and even ways of speaking. In many ways still a frontier, with a rural population that rivals even Neo Metro when combined, but many are spread across hundreds of small towns and villages. This breeds a very independent and freedom-minded people.

Culture: A strong, hot-blooded kind of people reminiscent of a Japanese take of 90s America. Back when arcades and the like were all the rage and fast food ruled the streets, it's like a part of it hasn't died and has in fact flourished. A tech giant along with Jun-Sun, Chun-Nan, Downunda, and Monopole, it's hard to think that the Northern Hemisphere of Mobius has a very strong, very supportive rural population that's almost double of the hi-tech modern types just in Eagleland alone. They're very supportive of their own, no matter who it is. Eagleland is tightly knit and always willing to help out, even if it's across the world. The nativity here is diverse in how they dress, from old customs to adapting to new ones and living for what the cities provide. The old natives are haunted and hunted by some of the religious groups here. Their dogmatic approach spares no bound or nation, and are

considered to be too dangerous. Luxuries are common here, and helpfully delivered to other worlds. While every culture does indeed meet here, so does every criminal organization. While it is the most helpful, it can also be the most scary and diverse place in terms of criminals, cults, urban legends, and monsters of all cultures. It's a thrill to live here, but also draining for those who aren't prepared for the finer parts of life. Eaglelanders are referred to as Eenglish.

<=Neo-Sunset Area=>

Based off Manhattan, Cincinnati, San Fransokyo, and Neo Tokyo from Snatcher, Neo Metropolis is the world hub for everyone on the north. The most recognized coastline, the area is surprisingly devoid of flooding and tidal waves. The Neo Sunset Bridge system has long been regarded as one of the most important inventions on modern Mobius. It has been used to bridge to Pueblo and other areas so profoundly fast that it's been one of the main ways to drive or walk anywhere via boosting technology. The bridge has had a very high safety rating, and was co-built by Tails for everyone to make connections to Eagleland. It also has room for bullet trains for those that don't wish to travel by car or bus, or even walk, as well as freight trains to deliver cargo from point A to point B. With Seaside City and Retropolis to the west and Sunset Heights to the east, it has something for everyone. It's a relatively new developed coastline area, the furthest entry dating back to Retropolis being the oldest city helped made by Jun-Sun natives along with Eaglelanders.

Notable Locations

<=Sunset Heights=>

A beautiful, sun-drenched tight-knit community filled with comfortable relaxation and pure souls looking to always support their own. Ever since the first attack, this place has been decimated, but it is unironically one of the cleanest, strongest towns in Eagleland, and is considered a hidden capital. With all sorts of corner stores, local restaurants, farmland, park area, factories, and docks, this has everything the modern person needs even if they don't quite know it themselves. With very comfortable suburbs, the only problems it has are local gangs, a bad school system, and poverty from expensive living cost from property value increase. Little by little these problems are being worked on, and even the homeless can find a way to live comfortably among the sunset-filled streets. The Resistance came to be here for the perfect location to re-establish a bond with the common man and machine. With its extensive dock area, factory area, and close people, Sunset Heights was the perfect area to establish something beautiful that could help the world.

Subculture: Around Sunset Heights are some of the most interesting examples of a crossbreed of Southern life and much more modern life. It's much more local-oriented with the resources of a modern capital town. It perfectly encapsulates a lot of walks of Eagleland life. From the more spiritual, to suburbia, to small cityscape, to industry, to mystical, to agricultural, this place has it all. Corporation chains such as McDonalds and Walmart barely have a place here, having local stores that seem to have a lot of product overall compared to more poor areas. Nevertheless, Heights makes an effort to reach out to them as well, being an actual neighbor.

Directions of Districts

North: Most luxurious areas

South: Docks

East: Factories

West: Sunset Hill

Notable Locations

Sunset Plaza: That one area in Forces with the big giant fountain. It's a popular spot to hang out after school and partake in some of the arcade business there, as well as local food stands and concerts. It's always the epicenter of something big in town.

Starlight Arcade: A Dave and Buster's joint where food is served in a pretty big arcade with the latest technology. While not having the size, it makes up for it in frequent tournaments, card games, Tabletop, and storyweaving via its VR chairs and data packs to put inside. The food and drink is always excellent quality, and many people visit it without a care of the real world.

Spring Breeze E-Gear Shop: A fairly rural shop that focuses more on building gears by hand rather than 3D printing like many other gear shops. While cost can be expensive, the quality is considered by most to be some of the best in the modern world. Though only regulars get real discounts via custom-made clothes and true E-Gears long since forgotten by the racers.

Herman's Military Surplus Store: Owned by a fox named Herman, he has a surprising amount of goods for anyone who actually served or who's curious to learn. While not having served himself, his mother has on numerous different continents and gets most of his knowledge from her. It's rumored he has some darker connections, but only regulars get to find out who brings him the better goods.

Sean's Food n' Stuff: The best local supermarket in town, and likely the most benevolent. During the fight with Eggman's forces, they were quick to help get food and water to people with emergency services. Their store boasts things much like a Walmart, only there's proper delis, meat sections, tools, MREs, etc. It hosts custom parties and makes for an excellent shelter from strife given its nature.

Hotel Sunset: A fancy, strongly built hotel that was the first and last attempt at a corporation attempting to appeal to Sunset Heights. After they were run out of town, the hotel was converted into a minimal of sorts and an inn where people could stay or work easily to help support the community. A testament to Sunset tenacity, it's hard to really think that it was once a luxurious hotel.

Sundown Mall: A one story mall with a large ceiling and skylight. There's a small strip area outside that lets you access a bunch of outdoor food stands, and main restaurants inside as well. It's a very popular spot to stay well until sundown. There's even a rumor that the mall basement has a secret shop open to anyone who knows the password to find rare gaming equipment.

Sunset Beach: A stunning beach front where people regularly hang out or stay with. Junk food is a popular staple, and beach cleaning is always done bidaily with less intrusion than one might think. With such a clear sunset every sunny day, this remains an invaluable cornerstone for enjoyment to this day.

Wolf Den - A faction composed of local militias mixed with Ex-Grand Alliance personnel, the Wolf Pack are based out of the South-eagleland AutoMotive factory located in southern Sunset Heights. A veritable modern fortress, it is from here that they direct their forces and guide the direction of the civilian populace over which they preside. Alongside of their factory are several other smaller military installations; a submarine pen located in a hollowed out hill along the shore, an airbase dug below ground, and several redoubts located around the city. Much of the work to restore Height's roads is due to this group, and their convoys of trucks put them to good use bringing trade good and supplies to their allies across the region.

Dock Area: Having an even more ideal spot to ship goods around the world, Sunset Heights has a lot of cargo in its docking areas and is a popular spot for thieves and pirates to try striking it. Traders come by a lot to serve goods and the like.

Factory Area: Responsible for a lot of basic production and furniture, it's very expansive work structure combined with easy shipping areas. It can be easy to get top quality ingredients for the right price.

Sunset Hill: An expansive place of mystery and easy walking. Sunset Hill is right next to Sunset Heights, and boasts a lovely park area from the crazy mobian wilderness. Some athletic tournaments take place here on the grand loops and speedy hills and caverns this place boasts. Outside of the public area, ruins, feral beasts, and other mysteries lie in wait for the brave or the stupid.

Sunset Castle: An ancient castle lined wall to wall with beautiful citrine and many treasures located in Sunset Hill. The castle is very european styled and littered with ceiling and wall art along with paintings of a very vivid yesteryear. The treasure room is on top of the castle, and the top is where one enters in the modern age. Ruled with a glorious royal hand, this once powerful castle hides many weapons and gemstones for the common treasure hunter. Maybe an even darker secret lies inside...

Malachite Mansion: An old mansion that's housed within a strong boulder that was used as a treasure room for the real treasure: The Emerald Underground Mansion. Nevertheless, here contains a perfect example of the true power of the Radiant Age.

Emerald Underground Mansion: One of the Emerald mansions in the world, this place is surrounded by sparkling, beautiful emerald lined within it. Inside it seems that wind powers its internal machinery, allowing the people inside to move about easily as long as the wind is running. What mysteries lie inside?

<=Neo Metropolis=>

Sub-Culture: Neo Metro is a very lively place, following the dichotomy more of fashion, style, general excitement and power. It's a place where anything goes and where nothing is off-limits for the right price. A fun place no matter what alignment you are, and has something for everyone, guaranteed.

DESCRIPTION

The hub city itself is one of the most versatile cities in the world. From towering skyscrapers to modern mobian technology being infused, this marvel of modern life has everything. From Juntown to Chuntown, to even Tokyo-like structures to more connected buildings via pathways, to even New York or Cincinatti like structures, this place has it all. Small restaurants and big restaurants dominate the area due to the focus on the constant food boom. Movie theaters, shopping malls, bars, museums, water parks, amusement parks, everything is here.

History: Neo Metropolis is Eagleland's biggest and best city. It's also slightly recent, only being around for about 40-50 years in some way or another. It's actually quite cultured, having the relics of the 70s, 80s, and 90s embedded into it by the onset progress of capitalism. Its olden traits actually borrow more from Earth culture, where disco, funk music, and weird symbols were the norm. It had a bustling trade with Retropolis and generally could ship to a lot of countries by being in a VERY good spot. What they

rarely tell you nowadays is that Neo Metropolis had a very deep-rooted issue regarding homelessness. Eggman had introduced an old edict around the 90s that had solved this issue, which was to reduce crime and identify the homelessness problem by investigating housing prices. It worked surprisingly well, but the deep roots of black market trade had soured the edict a bit by fueling more dirty money into Neo Metro. It needed a lot of cash to function, but it's only because of this edict today that Neo Metro is even functioning how it is right now. Nowadays, everyone knows Eggman for his delightful insanity with a 24% approval rating across the planet. Neo Metro still has a poor district with unused relics of the past being the official norm. Mayor Starlet has tried to actually fix this under Eggman's advice to turn it into a more cultural habitat rather than demolish it.

Currently the place is more of a Neo-Santokyo vibe to it, Chun-Jun areas dotting the place every now and then given how profitable it actually is. It's actually hip to express yourself with parkour, gear skating, and general enjoyment as a gratefulness to the city itself. Roller-coasters, restaurants, Mukbang is a popular hobby there, eating in general is seen as something very positive as everyone on Mobius seems to turn to comfort more through food, family, hobby, trends, 90s aesthetic, and general 'cool dude stuff' to douse the pain of all the world and it's reality-hitting violence and upkeep. It's an English icon, perhaps Mobius's greatest icon in the world for what it represents. Cybernetic or robotic implants are slightly common among the rebellious, and Eggman is also a dealer of some of them as well. It seems barbaric but remember who actually funded this place. These days see a lot more Vallantian immigrants and Caronto folk mix in too, and the bridge system built by Tails himself ensures that all sorts of cultures mix together in Neo Metro to make a unified people under one city.

Neo Metro is a very lively place, following the dichotomy more of fashion, style, general excitement and power. It's a place where anything goes and where nothing is off-limits for the right price. A fun place no matter what alignment you are, and has something for everyone, guaranteed. As of now, the Neo Metro Mall is still open, Museums, movie theaters, bars, water parks, amusement parks, skyscrapers, as well as a 'hip' robotics corporation named Dalandan Robotics. There's a lot of stadiums too, even a skate park.

So much to do, you could live your whole life here and likely not even see beneath the surface to uncover it's more black market areas and shady stuff going on with some of the local gangs and thugs. It is truly a modern and old marvel made with love and the pinnacle of Mobian culture as a whole.

The most famous locales are Cookery Family Dining, a family-run restaurant that's such critical acclaim it has earned a Michelin star.

Splash Canyon, a water park named after the location of the same name.

Metro Megamall, a spanning mall that goes farther than one thinks, featuring clothing stores, a movie theater, its own small water park, casinos, gun and combat enthusiast store, atrium where people can walk along neon lit store strips, and even its own lasting arcade.

Chuntown & Juntown, a duo set of culture hubs based off if Chun-Nan and Jun-Sun respectively.

Killer Stadium, a place where a special combat race is held bidaily and has horse races and car races every other day. It has a recent history, being the only Stadium to be built by Eggman himself as a 'token of goodwill'.

Gridiron Stadium, where football matches are popular among the fans. It features a special mechanism that changes fields to soccer, hockey, baseball, and basketball. There are even rumors of refining these

styles to fight with them on their fields, making it legal to fight in varying ways that aren't too destructive.

Airwave Stadium: The Extreme Gear skatepark, racetrack, and gear shop all in one and one of the best in the world and in the Top 3 places to race Extreme Gears of all kinds. With their patented Custom Gear system, people can shell out money to 3D print some gear designs and get actual constructed gears made to spec. You can also purchase the latest racing fashion and other safety gear. Expensive, but worth it to become number 1 in the world. You do want to be number 1, don't you?

Neo Museum, where it hosts a variety of tanks, planes, lost art, gemstone, and even a car show where aquatic cars or fancy ones are routinely shown off.

Little Pueblo, where the pride of Pueblo is on full display. Festive decorations and blackened velvet dote the area for a truly magnificent experience.

Little Itabene, where the ever so lovely Spagonian and Sicilian favor is on proud loving welcome to all who wish to interact.

Highrise Heights Apartments, the best apartment suites in town and where the VIPs and other people of wealth and taste tend to live. A high-profile target, but one that provides excellent security. The whole district is one big gated community with round-the-clock surveillance by the best hired security in town; peasants need not apply.

Cafe Alpine, the most popular cafe ran by a bunch of coffee-themed rabbits. It is said there's one girl here much different from the rest simply named Twist, who serves the best ice cream in town along with a variety of dishes.

The O, Named after the bar owner, Theodore the Fox, he runs a place of respite from day to day pain or despair by offering a variety of bar activities. Darts, pool, even actual card games for real money. It has a very rustic feeling, modern, but old-fashioned. A place to dine and even just watch the sights of all the interesting bar patrons. The owner is fond of serving custom drinks named after Gundam suits.

Dusk's Love Restaurant and Bar, the highest class restaurant in town. From expensive food to even more expensive drink, this is a place to both propose and know how the truly rich live like. Prices range from 200 on the low side to 1300 on the high side!

Neo Studios, Hollywood incarnate and then some. This is the place where many dreams are made and broken, sometimes on your knees. Idols are also put to the test here, music stars, dance stars, even literature and classic theater are celebrated here. But profiting here has a steep price.

Metro City Department Store, long since closed down, it now stands as a relic of when this place wasn't as impressive and on a much more smaller scale of design from humble beginnings into glitzy riches. The Maulers run this turf with an iron fist, using the various Department Stores in the whole of the abandoned area to rule it, but leave the main one alone for odd reasons.

Black Market: Huh? What? No, we don't know anything like that here. Get out of the deep alleys in Little Pueblo, Itabene, Juntown, Chuntown, Neo Museum, and the backest of streets in Neo Metro's closed down small department store area where all the trash is on the main store. Shoo!

NMPD Precinct 49.

At a glance this place looks more like a military base than a police station, and there is infact some overlap. Here is the nerve center of the local police. The fortress-like building includes offices, armories, motorpools, and even houses part of the police academy on site for training new boys in blue. Although numerous other precincts are scattered around the city to provide fast responses and operate local beat patrols, this is where the force itself is actually lead from. Commissioner Baker is the man in charge. While it's an open secret that he lets some things fly beneath the radar, others are crushed with ruthless efficiency. Talk to the Padre if you cross him.

Panopticon Penitentiary

This is where the scum of the city end up, the ones that the law turns their eyes towards. A sprawling building of steel-reinforced concrete broken up into a half dozen separate wings, each one divided up to prevent riots from spreading in the event of an incident. Guards patrol the outer perimeter, yards, and inner hallways constantly, making sure nobody gets any funny ideas. Following the installation of the new warden a few years back there hasn't been a single successful jailbreak. So if you wind up here, you better have a good lawyer or a bulletproof plan on how to get out.

Park Square

A lush oasis of undiluted green in the heart of Neo Metro's residential district. If not for the fact that the grass is nicely cut, the ponds clear, and the trees trimmed it'd be easy to mistake this place for a natural forest. Closer to the edges are playgrounds and little league fields for parents to bring their children. Further in are some scenic hiking trails and campgrounds that allow the populace to enjoy Mobius's natural beauty without having to go too far out of their way.

The Waterfront

While plenty of scenic beachfront has been left undisturbed for the enjoyment of the populace, a large chunk of Neo Metropolis's waterfront has been given over for us by industry and business. An entire district encompasses the piers and the many warehouses that feed the comings and goings of entire fleets. While at a glance the docks might look to be nothing more than normal reinforced concrete, an advanced network of pipes and tubes course beneath the harbor for half a mile inland. These complex systems work to catch, redirect, and release incoming water both from the tides and the seasonal storms that have been known to hit the coast of Eagleland in the warm season. Most of this water is released back into the ocean and salt marshes a safe distance away from town, but much of the rest is desalinated and used to meet the drinking water needs of the citizens without putting undue strain on local freshwater sources. More still is fed into wholly manmade waterways that can be enjoyed by river sailors and exploited by local agriculture.

<Souther and its Area>

A long-standing rural area where few of the modern people can effectively survive in its wilderness. A city that's still proud but has suffered hard from poverty and urban decay brought about by Eggman cutting them off to the west and the cartels to the south. Tightly knit even by English standards, but they're willing to help out people that do right by them. With a rural community to the east of the city, and a more populous, well-built cityscape to the west, Souther is not a place to take lightly. With a

variety of restaurants, local and chain, and higher food standards than the rest of Eagleland, the Southern area is fun for anyone.

<=Vallant=>

Terrain: Vallant has a comfortable climate which errs more on the cold side. While not exactly comfortable all the time, it's pleasant and small enough to make travel very easy. The continents are not excessively big in Vallant and Fairgeuse, with the two being bonded by train. It's mainly cityscape, damp wilderness, and snowy mountains in the north. Trade across the country is incredibly easy with air vehicles, and even fairly decent with roads and the like across it. When in Vallant, take care not to disturb the numerous castles, ruins, or forests. Some say fairies live there, maybe even in the cities themselves...

History: Vallant shares a bloody, but brief history with Fairgeuse. To the rest of the world, Vallant has been very prestigious and royal, and yet will have cities that have lived in squalor and loved it for years, even centuries. The expanse of Vallant is diverse, with quirks for living in various lifestyles are found everywhere. It has an extreme love for taking other concepts from other countries and putting their own spin on it. Despite this, the only major relic of the Radiant Age dwells within Brighton, the Brighton Tower. With its mystical gleam every night at exactly 8 PM, one wonders what the tower was used for. It may have been a strict signal to force everyone to go home at ancient times. Despite their seemingly generic personality, swordfighting, gunplay, and many forms of magic are practiced within its borders. They have a rigid handle on combat, from fists to longswords, they know few equals. Their history with other countries involves them being explorative; the best of their royal families has long since driven their very existence to build and be industrial. They have so many things they want to do that they likely won't do them all. Vallant has a neutral reputation from its actions, even if they are airheaded and slightly dense on the grasp of handling their own bloody history with their neighbor. Nobility and class runs deep in this country, and it will stand to time that the castles, nobles, and kings of Vallant have contributed much to the world on culture alone.

Government, Political Outlook and Military: Their government and political outlook is royal, having only the nation's best interest in mind as a bunch of royal families should. Unfortunately, this leads to conflict with other countries because the royal families can overextend their own ideologies for how the country should be run and take more from others for their own gain. Their military is incredibly sharp and merciless to match Fairgeuse's and the other countries, but they are expected to have a degree of chivalry and poise like the nights of old.

Industry: From food to cars to even Gears, Vallant has an extended number of factories and farms geared towards actual sustainability, even if they're cut off from the rest of the world. They dabble in art and history of all the past Vallant and Eagleland has to offer, along with Fairgeuse. While not a global power, Vallant has enough of a hold in the industrial make of vehicles and fine arts, along with the venues of swordplay and nobility.

Culture, Food, Clothes, and Entertainment: A delightful mixture of patchwork behaviors from classy, to dieselpunk, to steampunk, to chavs, to even just simple industry workers and day to day behaviors. Not as impressive as the real Britain, but punk rock has been an actual statement along with its fashion in the form of Chavpunk and in Brighton itself as something longstanding and purely powerful as their secret way of expressing themselves. The prospect of nobility and fine art along with day to day living are the other factors that make up Vallant's excessively quirky nature. Food is taken heavily from other

cultures and given its own spin, such as spicing it up or deviating from the basic concept and creating something new altogether. Yet similarities die hard, as the country dish can be curry or delicious round of fish and chips with a side of glorious beer.

Landmarks: Brighton Tower is the most well known symbol, with the cities themselves being landmarks in their own right. They say there's more old castle towns and rural villages in Vallant filled with old art history and nobility than there is modern towns themselves. Chavpunk is one of the most major landmarks, home to 95% punk residents who are into the punk scene or don't mind it and live there as some other form of fashion or regular people. The Province of Roho is a snowy place where its speculated that an amazing ghostly family started their own brand of mysticism there.

Religion: Religion in Vallant is mainly Christianity, royal service, or the Emeralds. It shows off their plain-minded thinking despite their quirkiness as they tend to keep the religious symbolism to a more fashionable standard that functions more than hurts their thinking as a whole.

Key Symbols: A coat of arms with a proud broadsword with two upward handles. A symbol of a lion facing forward with fierce roars. A symbol of a ghostly figure reaching towards the sky in Roho. A symbol of punk rock music. Punk culture in general is a key symbol.

<Chun-Nan and Jun-Sun>

The states of Chun-Nan and Jun-Sun remain one of the most successful borrowed cultures from Earth. In its past, it used to be a massive battleground with Eagleland in a great coup that decided to branch out. With its absurdly big population along with Eagleland's, it was a battle of attrition with Chun-Nan's West and South. With Jun-Sun soon joining the fight from its isolation and more serene place on the map, the two countries managed to pacify it and dethrone the current Emperor trying to wage war, where they were killed in action. In the years to come, the peace that followed would be very interesting, as the nationalism from all those years ago still survives today. In its past, legendary battles were not based entirely in fiction, and some had even grown into reality. The great battle against 'Cai Zen', the Vermillion King was a historic fight where thousands of troops gave their lives to kill the utter tyrant of a demon lord. Likewise, many fights with past kingdoms can be found brilliantly in the history books, usually over religion or land control. The eras are brief, but unlike China, they are cut and dry. Yaoguai and even Jiangshi have formed a small village that has grown over the centuries, filled with misfits or even good people who are more 'cursed' than regular people. It has since grown into a Republic, and has a layer of peace and prosperity that its Earthen counterpart does not. Gigan Mountains and Gigan Peaks are located here, becoming one of the most famous landmarks of the old history.

Notable Locations

Weixiao: A walled-off city with the seediest around. Has a reputation for being dishonest even outside the gates.

Senlin: A beautiful forest city celebrating Chun-Nan's gorgeous forests. With the ruins around the city a harsh reminder of failure, adventure may just be abound.

Zonjiao: A bartering place with Tanahara, it's said that this city is closely connected to Gigan Rocks. People here stay to practice their skills.

<H> **Weixiao**

Standing in stark contrast to most of the iconic locations in Oriasia, which are famous for their rich cultural history and traditions, this city is only about 100 years old, yet has gained infamy regardless. This is due to both its unique construction and the fascinating society that has managed to grow within its walls almost entirely without outside influence. Weixiao could be considered something of an arcology – that is to say, it's almost one massive, contiguous building rather than a typical sprawling metropolis. Despite the whole footprint spanning only about 10 acres, about 200,000 people call this place home. The 'streets' between any two structures are often tiny to the point where only two Mobians can walk abreast at a time, with humans having an even rougher time of it should they be unfortunate enough to have to live here.

When modern industry was first coming to Chun-nan in the 1900s Weixiao was set aside by the ruling emperor as a place for migrating workers to make camp, to return to after a day of work building the vital industries that were cropping up around the nation's waterways. Inspired by the industrial miracles shown off by traders from Eagleland and Eurolia, the ruling elite were eager to drag their own nation into the modern era without being left behind. For this reason vast numbers of rural serfs were encouraged to move into the urbanized lowlands to seek better lives. For a time that was true, but after the construction was done these people had nowhere else to go and little work to be had. So they remained, and overtime the population swelled and crime flourished. The nobility restricted the amount of land the people therein could use, so instead of sprawling out, they built upwards by necessity. Out of sight and out of mind, Weixiao became a festering hive of crime as the decades crawled by.

The metropolis is almost entirely ruled by rival gangs of triads, who control everything from public safety to utilities, many of which are stolen from the infrastructure of neighboring communities. This is often overlooked by the authorities so as to not cause further trouble, or distress, to the residents. Since the government holds no sway here criminals and exiles often come here if they can't find any better means of escaping, meaning that disgraced doctors often rub elbows with soldiers dismissed from their posts and office workers that were made to take the fall for the white collar crimes of their superiors. It is a place of desperate people, yet despite the harsh conditions in the city, all of them are fiercely protective of it, for everything therein was built by their own two hands even if it is rough and crude.

Jun-Sun had always had its own skirmishes, spiritual and with its own citizens. Despite its smaller size, it has had far more activity from its paranormal or mystical counterparts. Chaos Energy had taken notice of the people's wishes and religion, and started forming natural Yokai in the world. It is said this same phenomenon occurs in Chun-Nan to a lesser degree. People are more superstitious because of this event cascade that has persisted for millenia. Bearded dragons had once used both continents for a nesting ground, helping use Chaos Energy themselves to form tanuki, kitsune, nekomata, and even Chinese dragons. From their wisdom came Yaoguai or even Umibozu. It is one of the world's leading places to study yourself and many other things. While it has a firm grasp on tech, Monopole and Eagleland have much more to offer in terms of bulk electronics, but not to say they don't ally together. In the age of kings and emperors, few stand today as the it firmly remains a Kingdom more willing to honor the old AND new ways together. The landscape is far more rich with various colored forests and natural ruins of days past. The beauty here is some of the finest in the world, with its gorgeous trees and more unnatural energy flowing through to make it a truly unique continent.

<H> In recent years Jun-Sun has come into prominence on the global scene through Eggman's efforts. The central part of the island, housing a large chain of mountains, has also become home to one of the doctor's largest chemical plants. Although originally starting as just a place to produce the chemicals

necessary to keep his robotics industries flourishing, that was really just something of a cover; in reality the facility was created to experiment with and harness the latent chaos energy that flowed through the island along many naturally occurring “leylines”. It is from here that the powerful energy drink known as “Mega Mack” was first produced, combining natural formulas with unusual flora that are grown in hydroponic facilities cloistered away in the bones of the mountains. An unfortunate accident in this facility shortly before the start of the war is also the cause of the island’s unnaturally purple waterways, as millions of liters of that substance and its precursor elements were spilled into the water table. The effects have been incredibly pronounced, causing the population of kaijus, spirits, and other supernatural entities to quadruple in the months that followed.

Important Places in Jun-Sun:

Mega-co Chemical Industries – Perhaps one of the clearest examples of Robotnik’s end goals is the chemical plant in Jun-sun. It is a positively massive complex that spans hundreds of miles, built into the mountains in the center of the island. Entire fleets of robotic and organic workers toil here to produce useful chemicals to be shipped out and used all across Mobius, easily making it one of the largest employers in the world and one of the greatest pieces of industrial infrastructure anywhere in both size and scale. After construction of the Chemical Plant closer to his headquarters in Eagleland, Robotnik could shift the focus of this particular facility towards more personal ends – creating additives and ingredients to produce the perfect sugary beverages and snacks, the kind that could finally satisfy his own exacting palette.

Although notorious for the aforementioned chemical spill the facility still runs, and is one of the primary producers of the widely popular soft drink “Mega Mack”, coming in 8 delicious flavors including Original. Despite being best known for this product, as was said, food and ingredients for it are also produced here; one of the most popular being Mobius’s own version of ‘self stable’ pizza after experiencing this phenomena on Earth. Deciding he could do it better, Eggman set out to do just that and more, seeing to it that a whole range of delicious-yet-storable meals were produced to meet the demands of the army, civilians, and most importantly, himself. Ration packs produced here are commonly distributed to cities across the Eggpire that are facing food shortages, including such important accessories as cheese spread, chocolate pudding, and powdered cola.

Musoukyo – A metropolis both sprawling and towering, this vibrant city is a place of both rich culture and ingenuity. Entire districts of the city have been built on land reclaimed from the seas, using earth excavated from the mountains when Eggman was building his chemical plant to the southeast. It is the capital of Jun-sun since the 1900s, prior to that the seat of the imperial families has traditionally been in Osakyoya, but after a long and tense civil war that saw power changing hands the capital was moved across the island to here. Compared to that older place it is significantly more modern, as the winners of that war embraced new ideas and progress.

Skyscrapers of gleaming glass rise up along the rivers and shores, housing business and people both, and bright neon lights on every street corner beckon in pedestrians and travelers by car or transit to come in and sample their wares. These range from traditional foods made from local ingredients, to cutting edge computers, to fast cars that oftentimes can be found engaging in races both legal and illegal on the back roads of small towns beyond the limits of the capital. Beneath all the lights is an equally vibrant subculture of youthful rebellion and crime, where Yakuza families vie for influence with the rich industrialists that control the light side of the city’s economy. Unlike in most parts of the

world, there is a sort of accord here between the two sides, and the actions of one are often overlooked provided that nothing goes “too far”.

Yet amongst all of this banality of the modern world the culture of this ancient land has not been forgotten. Despite being built of concrete and glass shrines to the kamis are found all across the city, and the reverence to these beings is no less strong than it was in ages past. Gardens of both green and rock variety are placed generous to give color and life to the urban environment, and dojos practicing traditional martial arts remain an incredibly popular attraction to both foreigners and natives both. Osakyoya - The old capital of the island nation, and a stark contrast to the new seat of power in Musoukyo. It is very much a traditional city in both architecture and in culture. While time has brought to it amenities such as electricity and running water, the buildings that exist here are all almost all built to traditional standards, with colorful tiled roofs, sliding bamboo doors, and roads of cobbled stone instead of asphalt. Although inside, the interiors can be much closer to what you'd expect of the current year. Massive gates in Shinto style allow access to the city at every turn, rising high enough into the air to be seen for hundreds of yards.

Parts of this city are veritably ancient, dating back hundreds of years, including an old castle that sits at the northwestern fringe of the city with its back to the river. The segments of the community around it are referred to as the 'Old Town' or 'Historical District', and despite expectations, they are not visited much.

Superstition here is alive and well, with the sale and manufacture of talismans, charms, and other items to ward off yokai and other spirits being an incredibly lucrative commodity, possibly the largest on the planet. Potions, oils, and similar mystic treatments are sold alongside generic and name-brand medications in pharmacies, and there's always business for the priests that call this place home. Indeed, if not temples then shrines themselves can be found on basically every street, home, and major commercial residence. The aforementioned gates boast two at either side, holding shrines to deities of protection and warding.

Tales tell that many spirits haunt these streets, with the largest concentration being found in the Historical District. It is for this reason that few have the courage to go there, and many of those that do are dissuaded by one means or another from the locals who are of the mind that such things are better left alone. The woods and countryside around Osakyoya are no less active of yokai and other entities, said to follow travelers and whisper to them dire warnings if they're in good moods, and do much more than that if they are not.

The origins of these rumors, supposedly, comes from the city's earliest history. Long ago, they say, the Vermillion King came to Jun-sun on his conquests and installed into the imperial palace a viceroy to rule the state before returning to Chun-nan. This fell monarch reigned for many years before heroes finally rose up to cast him down, but it is said that in those final moments he cast a spell upon the city that would allow him to rule it 'forever'. Those that visit despite the warnings claim to have visions of a nightmarish version of the town, where things neither Mobian or Human stalk the roads. Who can say if they're true?

Jun-Kitsune – A sleepy village on the southwestern tip of Jun-sun, and while it does appear on most modern maps, travelers to the area commonly report having an incredibly hard time actually finding where the place is. That is no fault of cartographers – it is part of the fey magics of the supernatural creatures that call this place home. Located deep in the woods, the fox folk that live here value privacy and take delight in playing tricks on travelers traversing their forests, especially those that come

looking for them purposefully. The majority of the residents here are, if not kami themselves, are related to them in some fashion, with the most common type by far being those for whom the village is named. It is a place that looks as if it has been untouched by time; the gates into the town are of iconic Shinto construction, with buildings hewn of bamboo and rice paper with tiled roofs beautifully colored by paints made of natural pigments. Despite the ancient aesthetic the people here are far from primitive, and sources of power are cleverly concealed out of sight to keep up appearances; though much of what can be done by magic instead is. Fire spirits kindle stoves and forges, fox fire lights the standing lanterns that line roads of cobbled stone, and kamis of water and the moon bring waters to irrigate the rice paddies and orchards that provide the town with sustenance.

Deeper into the village is where shrine maidens and priestesses frequently practice to become the next guardians of Jun-Sun to protect it, like Taira no Masakado instructs. Under his guidance from sacred scriptures, 'Tokyo' and the spirit of Japan must be carried on through their knowledge and wisdom. With many forested training areas made explicitly for spiritual training, it's not normally available to outsiders who were not part of the continent itself. Several notable kitsunes came from here, including some already involved in organized crime.

Sudashima – Located far to the north, it is one of the most remote settlements in Jun-sun that has been formally incorporated as a township. Its history is very old, easily stretching back to the earliest days of the island's inhabitation. Compared to the majority of Jun-sun, and in fact Oriasia in general, the people that call these rugged lands home are animists rather than Oriasiatic spiritualists; that is to say they believe more in the spirits of the planet and all things in it and worship these directly instead of directing worship to greater kamis or deities that hold lordship over the immaterial. A seemingly small, but important, distinction. In times past they were at odds with the Mobians to the south, but over time eventually merged into their society, but they retain a unique culture regardless with a stronger emphasis on community and shared struggle than on direct kinship. For that reason foreigners often chose it as a place to come to despite the harsher and colder climate in this part of the nation; the people are more accepting provided you have something to offer.

The land around the place is sparsely populated by people yet abundant in flora and fauna, some of which can prove to be quite deadly. Still very much a sort of frontier after all of these years, new villages are still established now and then by clans that strike out to make their own ways. The parallels between this and certain facets of English, and in fact American since contact with that land was made, are clear, and some interest and mutual exchange between these cultures has been on the rise in the last two decades. Cowboy movies and media, particularly those that blend Wild Western concepts with those of traditional Eastern culture, are exceptionally popular.