

# Dawn

What started out as a temporary settlement for merchants post-calamity was funded by the Syndrian Trading company in order to become a full fledged town, housing an adventurers guild. Currently the only viable way in and out is by boat.

Greg, to Avenue: "Around here is where I woke up after the calamity. Saw people trying to build the town and offered my help, but also saw that some of those under the employ of the merchants are not so virtuous - however the settlement seems to be in good hands now, and I've provided what guidance I can"

"Decent place, came across Dawn after it'd alresdy got footing. Stuck around for a while on mercenary type work but it just didn't hold me with a spark of interest. Me n that Greg guy I met are probably heading out once Dawns stable enough to go find something more interesting to get up to."

-Avenue, just,,, talking? To nobody? Out loud?

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