

Helios

A large, bustling city located on an archipelago in the Astral Sea between the plates of Avistym and Flostym, built into and around large and mostly preserved ruins of a society that came before. The primary island containing the city is divided into two halves, the Dawn and Dusk districts, while agricultural needs are handled on the outer islands. Many of the buildings within the city bear patterns akin to circuitry, known as “mana channels.”

Helios, being in the Astral Sea, has no sun or moon; instead, a radiant, protective light shines from the Sol Sanctum, a tall and majestic tower near the city center with a half dome of uneven construction at its base. Instead of traditional day and night, Helios observes Kindling when the tower shines with light, and Quietus when the light is hidden away. Despite the darkness, Quietus is when the city comes alive, as festivities are held in a different section of Helios at the end of each day.

As would be expected of a city in the Astral Sea, it has dedicated infrastructure for flying vessels. A large and well staffed port is the main gateway into the city, with signals to guide ships in and an ever ready crew of workers to help them dock.

The population of Helios is primarily made up of Solarians, the people of the sun. It was once also home to the birdlike Frelians, but the species has been considered unwelcome in the city for some time. A leftover clutch of Frelian eggs, however, previously grew into a young thieves guild beneath the city, joined by some Arathans who fell onto Helios after the Cleaving. Most all of the Frelian children opted to escape the city 20 years ago when traveling adventurers provided the opportunity, while some of the Arathans chose to remain behind. More recently, the Meridian Faith has been newly introducing avian Solarians to the public of Helios, now making up nearly a sixth of the city's total population.