

Dawn City

Located on the Tremis subcontinent on [Sirris VI](#), Dawn City is the nominal capital of the region. It is a city of about 500,000 inhabitants and is split into four concentric zones that dictate land use, and six radially arranged districts each correlating to one of the six cadres. Dawn City serves as the prototype for the future development of planned cities by the [New Dusk Conclave](#).

1: Warrior District

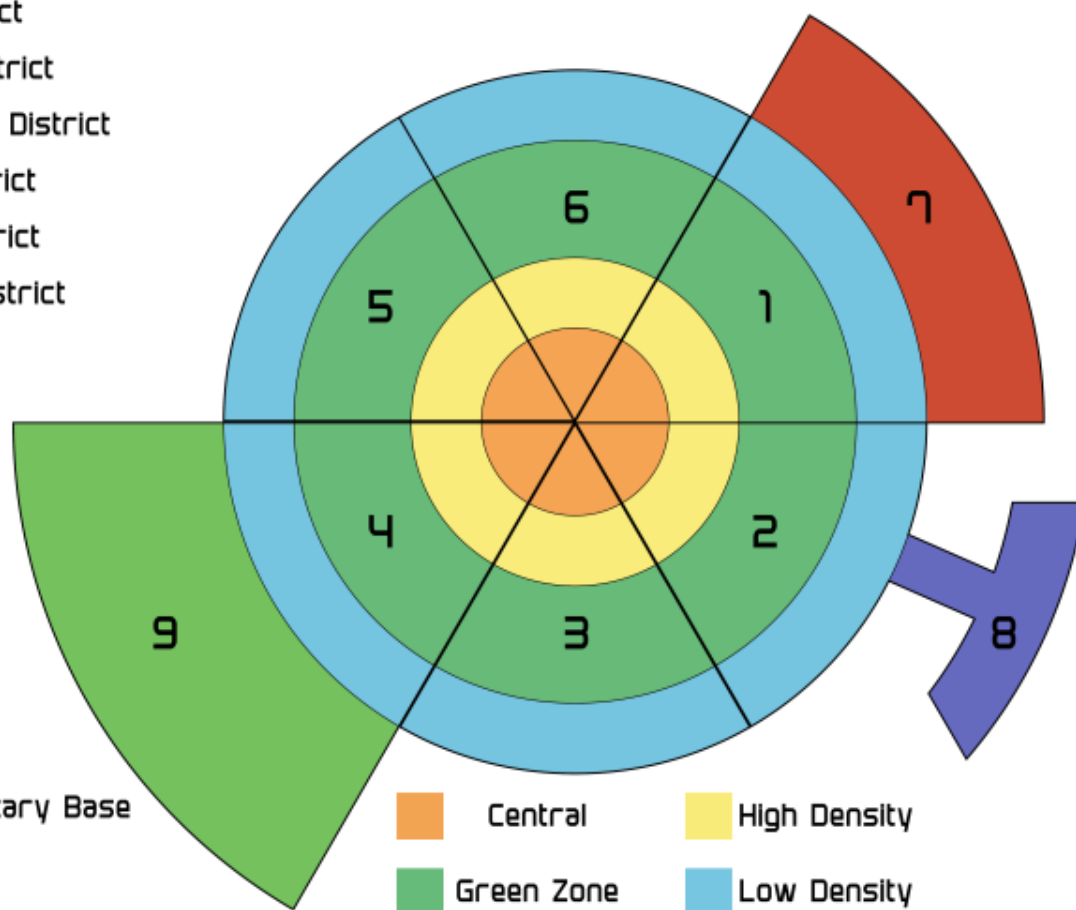
2: Merchant District

3: Administrator District

4: Laborer District

5: Scientist District

6: Technician District



7: Terminus Military Base

8: 'The Port'

9: Farmlands

History

Dawn City began construction in [YE 42](#), as a way to expand the nascent NDC's influence over its new home planet. Situated relatively close to [Obsidian City](#), it is currently the second-largest settlement on the planet. In addition to expanding the NDC's control over Sirris VI, Dawn City was designed to serve as a testbed for techniques and technologies used in rapidly constructing new cities and settlements.

A [Synth](#) production center was integrated into the designs after the [Operator](#) project reached fruition, and it was the first part of the city built. As the city continued construction, operators of the [administrator](#) and [laborer](#) cadres were created from the production center's depths, serving as the workforce that built

the rest of the city.

Dawn City finished construction in [YE 43](#), with occupants quickly filling the new city.

Dawn Pattern Cities

Since its opening, Dawn City has proven a successful example of planned urban infrastructure and has been held up as an example for future cities built on the same pattern. These cities, referred to as “Dawn Pattern Cities” are built with a similar or identical layout of districts and zoning usages. These cities are used to quickly develop habitation and basic industrial capability on newly settled or underdeveloped planets with habitable conditions, and were included in the [New Dusk Conclave Infrastructure and Expansion Initiative](#).

Geography and Climate

Unlike [Obsidian City](#), Dawn City is located inland, built by a large river, the Gamcha as the local Gunja population had named it, which serves as the city's main water source. The river provides the majority of the moisture in the drier and slightly colder climes of Tremis, and makes the land arable.

In addition to the Gamja river, other notable geographic features of the area are the large semi-tundra plains dotted with shrubbery on which the city was built, which transition into forests that line the Gamja. To the east of the city lies a small mountain range, which serves to capture rainfall and snowmelt, which has created a large lake to the east of the subcontinent. Several small mining towns call this mountain range their home.

Culture and Traditions

Dawn City's culture is very similar to that of the broader [NDC Culture](#), with heavy emphasis placed on each citizen's contribution, and much of its society organized around the various cadres of citizens. However, unlike Obsidian city, which has a majority 'natural' population, Dawn City's population is almost entirely synthetic, leading to naturals facing higher than normal levels of disdain from their synthetic neighbors.

As a young city, Dawn City has had little time to build up meaningful traditions. Despite this short history, however, the population of the city has taken to stopping work every time a new [cohort](#) is released from the Synth plant.

Layout

Dawn City is organized into six radially organized districts, each of which is occupied by one of the six Cadres of the NDC. In addition to these districts, land use is determined by several concentric zones. This

section details the major features of the city moving from the centermost zone of the city to the outermost.

Central Zone

The central zone of Dawn City is the most densely developed zone of the city, and contains the massive Synth plant that produces citizens for the city and is the source of many of its jobs, the administrative complex that manages the city, and the downtown business area.

The Central Zone also contains main server for the NDC's internet system, known as "DawnNet"

Synth Plant

The beating heart of Dawn City and also the source of many of its jobs and citizens; The Synth plant forms the central hub of the city. Its principal feature is the massive synth production facility and training facilities associated with the production of synthetic citizens for the NDC.

Administrative Center

The Administrative Center is located adjacent to the Synth Plant, and handles all facets of running Dawn City, from logistics to judicial functions and almost everything in between. The large complex covers almost 3 square kilometers.

Downtown

This is the commercial center of Dawn City, and contains the vast majority of commercial businesses, and includes branch offices of most of the NDC's major corporations and many corporations and companies who do not call the NDC home. It is extremely plain when viewed by an outsider, as almost all advertisement and decoration is done through the city's AR system. It also houses the few entertainment offerings of the city, though these are not impressive due to the fact that the majority of citizens consume media through AR provided by their Geists.

Transit System

The Dawn City Transit System is composed of aboveground and subterranean light rail stations. There are 19 stations in the transit system, the large station in the Central Zone, and a station for each cadre's District in the High-Density Zone, the Green Zone, and Low-Density Zone. Additionally, shorter lines run "around" the circular city, connecting adjacent stations in each zone.

High Density Zone

The High-Density Zone blends into the downtown, and contains primarily high-density housing for the city's population, divided among the different cadres of the population. These housing buildings are generally plain, usually grey with highlights of color, and contain small apartments, along with common laundry and recreation spaces throughout the building, and a general store on the bottom floor. This district houses almost half of the city's population.

Green Zone

The Green Zone of the city contains flora and park spaces, workspaces, and low-density small business spaces in the Merchant Cadre section of the district. Each Cadre's section of the district contains workspaces relevant to each cadre; machine shops and orchards in the laborer section, labs in the scientist section, offices and underground cargo network hubs in the administration section, and so forth.

Low-Density Zone

The Low-Density Zone contains low-density suburban-style housing. This housing is most often occupied by either more wealthy citizens or those whose work requires them to be closer to the city's edge, such as Warriors and Laborers. The outer edge of this district marks the normal city limits.

Outskirts

The Outskirts are segments of the city that extend beyond the normal city limits, and includes workspaces for the Laborer cadre and Warrior cadre. The Laborer cadre work farmlands the outskirts, enough to sustain the majority-operator population.

The Port

The Port is a large rail station and aerospace terminal which handles large scale commercial shipping and passenger traffic. The Port is located just outside of the low-density zone of the merchant district and is a major job provider for citizens in both the merchant and laborer cadres.

Among the businesses found in The Port, there are many restaurants and shops catering to tourists, as well as several different inns and hotels. The Port is the entry point for almost all off-world shipping coming into Dawn City, and a location

Terminus Base

The Warrior cadre maintains a large military complex in the outskirts of the city, which includes infantry

and armor garrisons, an airbase, and berths for a number of medium-sized or smaller starships. The name 'Terminus Base' comes from the fact that the base is the eastmost major military base on the Tremis subcontinent, and thusly, the Averages continent.

OOO Notes

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