

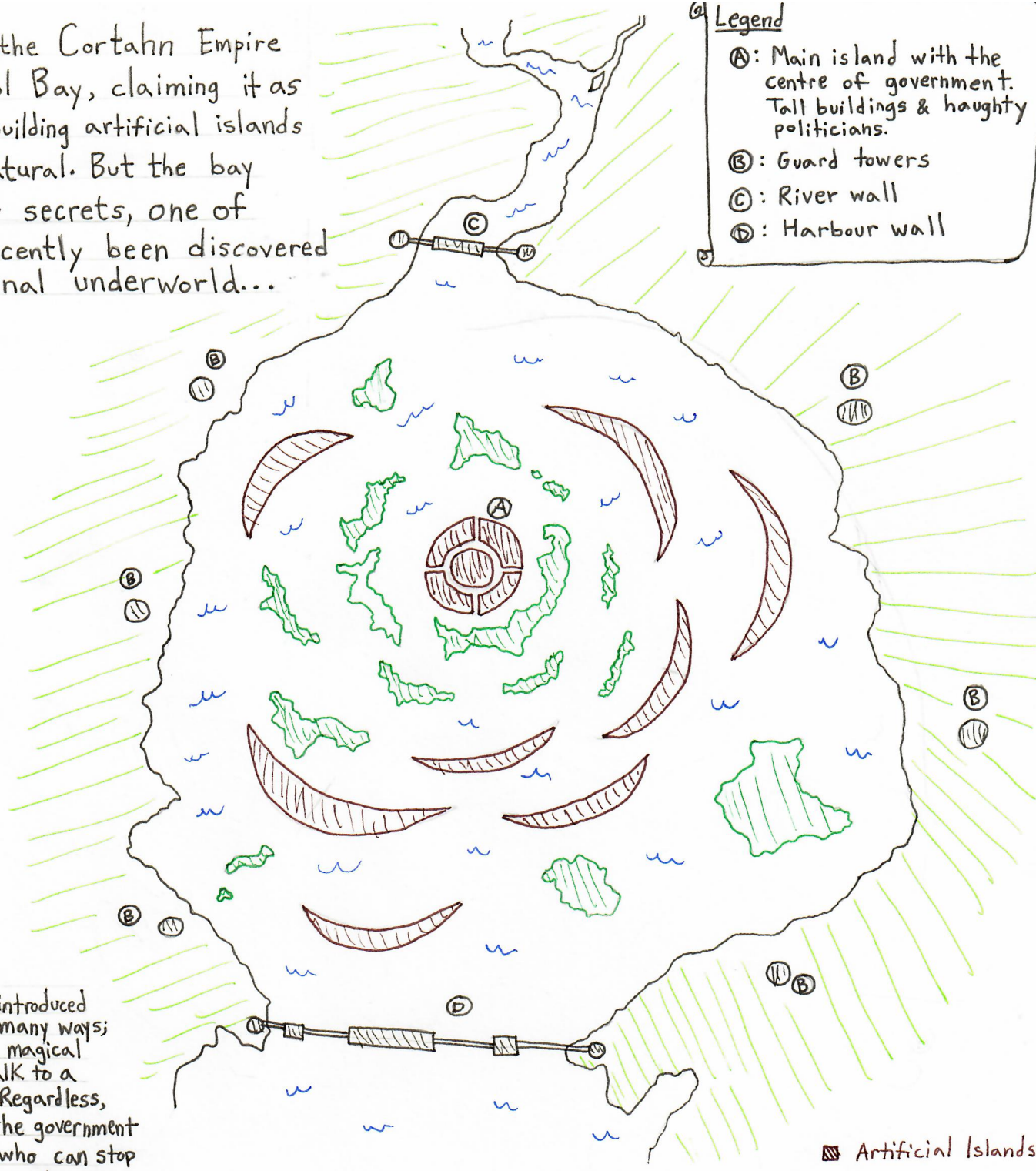
Long ago, the Cortahn Empire founded Kourpol Bay, claiming it as their own, & building artificial islands among the natural. But the bay contains many secrets, one of which has recently been discovered by the criminal underworld...

City on a Coin  
by Seth Piercey

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**Legend**

- (A): Main island with the centre of government. Tall buildings & haughty politicians.
- (B): Guard towers
- (C): River wall
- (D): Harbour wall



■ Artificial Islands  
■ Natural Islands  
~ Water

Using this Map  
Players may be introduced to Kourpol Bay in many ways; maybe they need a magical item, or need to talk to a certain individual. Regardless, they hear that the government will reward those who can stop the increase in gang violence. When investigating gang violence, players should eventually see a level one gang member emerging from a canal, giving them the hint that something magical is going on.

The situation:  
Kourpol Bay is unique because the streets on each island are made of water, similar to real-Venice. It is an economic gem, being a major trading hub, and houses millions of residents.

The trick (A):  
If you dive far enough in the canals of the natural islands, you will resurface in the same location and city, but in a different universe. Diving back into the canals brings you back to the original universe.

The teeth (B):  
Gangs from the two parallel cities have discovered the trick & are fighting for control of the canals in order to "conduct business" in both cities.

The treasure (C):  
The magistrates reward anyone able to stop the uptick in gang violence...