Urbanography

Union City is an island metropolis in the Great Lakes region. The city suffers from crime, corruption, and a festering hostility between hidden supernatural factions. Union City is a city of factions - organized crime, warring street gangs, corrupt law enforcement, and supernatural predators all want their slice of the blood money that oozes through the city.

The city is divided into sectors or boroughs directly answerable to the powerful mayor. Each Sector has several clearly identifiable neighborhoods but these enclaves have very little authority over the workings of the city.

The most immediate thing that comes to mind when visiting Union City, apart from the violence and filth, is that it sprawls upward, rather than outward. The skyline is immense and filled with hundreds of highrise buildings - including the Spire which is currently the tallest building in the world. Under all of the lights and glitter of 100 story buildings the city also sprawls down into the depths below street level. Steam tunnels, subways, car tunnels, maintenance, sewage, power corridors, there are even older subterranean projects that have long been forgotten, all of them lurking below the pavement where the citizens think the city ends. Union City is also a city of unlit, refuse filled alleyways. The backstreets as they are called are the haunted playgrounds of urban predators where the civil authority only lasts as long as one has bullets.

Traveling in the City

The most common form of transportation is the raised platform train system called Rita by the locals. Rita reaches every neighborhood in every sector with 24-7 service. Redline Rita is the inter-island line, the blue and green lines connect the city to the suburbs.

The streets themselves are an asymmetrical patchwork of major thoroughfares and secondary roads. Many of the secondary roads are one way. It is impossible not to note that the chaotic patchwork roads are too chaotic for a modern city leading one to believe that they may have been designed with some intent.

Bridges abound in a city of islands, Union City is a literal *"city of Bridges."* Many of the streets are actually suspended even when they aren't traveling over an open span of water. Significant travel within Union City will require the navigation of several bridges, it always boils down to which bridges you are taking.

In addition to the auto and rail systems Union City has one of the busiest airports in the world while Coventry and Haven are serviced by sizable airfields. The city maintains one international airport in the downtown region capable of accommodating commercial aircraft while numerous corporate buildings have helipad facilities. Heli-craft are a common site darting among the the highrise buildings.

Unsurprisingly navel traffic is rich and varied. Fishing boats, yachts, and large freighters ply the city docks day and night all year long.

The Tunnels

Under Union City, below the street level, lies a maze-like hive of interconnected tunnels, passageways, crawl spaces, and utilities. The breadth of them is truly vast. So extensive, they are beyond the ability of the city to monitor or even accurately map. The summer construction projects on new buildings, roadways, subways, and the cities relentless expansion occur on a scale that is staggering to imagine. In addition to the construction sites power grids are increased, water supplies rerouted, and subterranean infrastructure is constantly assessed to maintain the structural integrity of the massive buildings above. This leads to thousands of active construction sites on any given day and overwhelms the office of city planning. Some areas are intentionally "lost" from the City Planners due to bribes or malfeasance while others are simple clerical errors. Whatever the reason, a second city thrives beneath the highrises.