

# HELIX

## Places



### Hellsprings

Hellsprings are places where the code is malformed, distorted by intense radiation, or the nightmares of many people. They are usually over the former sight of an asylum, prison, or other place where many unwell people were confined against their will. They usually seem to be springs of pure clean water, but something seems off about them to the careful observer. The actual nature of this wrongness varies, but anyone passing an Observation check -3 realizes the spring is dangerous. Those drinking the springs water are transformed into monsters, their bodies altered and their memories erased, unless they pass a Physical save -3.

### Glowing Waters Oasis

Four Ley Lines form the nexus directly below this Oasis. It's waters glow a vibrant yet soothing white even in the light of the Noonday sun, and they radiate an aura of peace and contentment. The Oasis seems to have some sort of special connection to Cyber Mystics and Code Slingers, who can sense the Oasis' presence from anywhere within two miles of it. Others, however, not only cannot find the Oasis, but subconsciously walk around it unless guided by a Mystic or Code Slinger even with a clearly marked map.

Those drinking the waters from the Oasis and resting there overnight regenerate both health and magic twice as fast, while beneficial spirits known as Loa clean and mend any equipment brought into the Oasis' influence as well as care for visitors mounts. The weather around the Oasis is always sunny and temperate with low humidity, no matter the prevailing weather conditions outside its influence. The palm trees that surround the Oasis spawn ample numbers of Sunbird Fruit and the creatures roam all over the oasis.

Because of its natural protections, Glowing Waters has become something of a haven for Mystics and Code Slingers. Important meetings and even occasional pleasure gatherings are held in the sanctity of the Oasis.

Sadly, Glowing Waters isn't a destination, just a stop, a short reprieve for those touched by the Code. After a week in the Oasis' influence people become restless, uncomfortably so after two weeks, and after three a person goes nearly mad with wanderlust.

A group of Cyber Mystics and Code Slingers calling themselves "The Guardians of Glowing Waters" are the unofficial governing body of the Oasis. They patrol in and around the Oasis constantly, keeping peace between its visitors as well as killing off any of Umbrea's soldiers stupid enough to come looking for Glowing Waters or one of its visitors.