# Zakhara:

Gandrayda: A mysterious woman, proclaiming to be a priestess of Fate. No one knows her true appearance. Even the notion to be a follower of Fate is odd, as she is not recognized as a true goddess. She speaks in riddles, never fully revealing what Fate has planned for someone.

Grand Caliph Nasir al-Assad al-Zahir: the overlord of Zakhara. He is a benevolent man, but troubled since the Spellplague and its consequences. He puts his own people first, and now the Free Cities are released from the chains of Qudra, he needs to reign them back in again. He has been accused of being incompetent for this situation, although he has little hand in this. In fact, since the destruction of many corsair’s lairs in the spellplague, the Free Cities have been mightier than ever.

# Halwa:

Caliph Haytha al-Ry: the lord of Halwa. A man of short demeanor and focus on trade to make his city grander. He has a square face, with long white hair and dark blue eyes. He wears colourful robes, and wields a beautifully gem-adorned scimitar on his belt.

The armies of Halwa: sent to Huzuz and the encampments at the Free Cities. Only a city garrison remains. They are adorned with red robes, and a brown headscarf. Their leggings are golden, and they wear brown sandals underneath. Most of them wield scimitars and shields.

The Guildhall: an ornate stone-walled building, decorated with finely carved blue geometric details. It contains a large meeting hall and several smaller rooms, shared amongst local merchant guilds. The guild hall handles different working guilds, merchant stands, permissions, … Any request must go through one of the receptionists.

Al-Mee’s armaments: the workshop of a female dwarf weaponsmith named Hala al-Mee, known for her intricate scimitars.

The Fool and Flask: a heroic adventurer’s inn, kept by a bronze dragonborne named Ninaba. Her scales make her seem like a golden statue.

The underground market: A shady underground hall, with skeevy types everywhere. The only natural light here flows in from windows at the top, and is mostly lit by torches on the walls. In contrast with the rich scents of above, almost no scent lingers here, and if any, it’s mostly likely from a sewer. Despite its description, the underground market is still visited by many, and has its own guards.

Orim Sa’ri Haimii: A suspicious drow elf. He has a skin black as night, and silver hair. He wears dark blue robes, complementing his skin, and beautiful crystal bracelets. A master of whispers, and collector of unusual artefacts. He will not disclose his information unless he gets something for it in return (mostly gold). He is hard to bargain with, but his artefacts are always real, just as the information he gathers.

**Orana dal-Salaam:** a veiled lady. She is wearing the most beautiful blue garments, flowing behind her. Her arms filled with golden bracelets adorned with many different gems.

Temple of Kor:

Ethoists: white robes turbans adorned with a golden sunburst. Armed ethoists wore a battleaxe.

Ethoist al-Nassr Khatri: An ethoist of Kor, Human. Brown complex with dark hair , a sharp face and a fancy moustache. He will aid whoever who aids them too. He is soft-spoken, and never breaks a promise.

Rhundas: a blue genasi ice wizard, ethoist of Kor: he is researching Bryyo. He is a fun loving adventurer, unafraid of challenges, and quick to find solutions. He doesn’t like racism.