

# ANK'HAREL

J E E L  
O F H O P E

Revised edition!



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# ANK'HAREL



# WELCOME TO ANK'HAREL

The City  
that Never  
Sleeps

A center of commerce, history, art, entertainment and education. All this and even more is offered by the world-famous metropolis in the middle of the Rumedam Desert. Jewel of Hope, Jewel of Marquet. This is Ank'harel.

# HISTORY

Ank'harel is a major metropolis in the middle of the vast Rumedam Desert. It is an important center of trade, education, culture and art. The city was founded almost 400 years ago by the J'mon Sa Ord, who still rule the city today.

After the construction of the airship port, the city became one of the most important trade hubs in all of Exandria.

Rich archaeological finds testify to the fact that even long before the foundation of Ank'harel there was a significant settlement here

# RELIGION

Worship of all Primal Deities is welcome in the city. Due to its cosmopolitan nature, there are countless larger and smaller shrines. Worship of the Betrayer Gods in any form is severely punished.

# BASIC INFORMATION

# LAW AND ORDER

The Hands of Ord guards keep order in the city. As in any civilized city, murder, theft, fraud and acts disturbing public order are punished very severely - from imprisonment to banishment from the city. In isolated cases of the most serious crimes, the death penalty can also be carried out on the order of J'mon Sa Ord.

Most misdemeanors are dealt with on the spot, while more complex trials take place in the Cerulean Palace Court.

# GOOD TO KNOW

Total population: 293,500

The city is divided into 8 districts

Transport: land (caravans), air (skyships), magical

Money: all official currencies or barter are accepted

Climate: tropical, dry, large differences between day and night temperatures

# TOP 4 SIGHTS

## CERULEAN PALACE

*Dominant of the city and an architectural gem.  
The seat of the ruler.*

## SUNCUT BAZAAR

*A famous shopping district where you can get everything you can think of.*

## LUCK'S RUN

*World famous casino. Maybe luck will smile on you tonight!*

## INDALA SKYPORT

*The most important skyport in Marget, where skyships from all over the world go.*

# LAP OF THE GODS

Let yourself be pampered in the most luxurious resort far and wide.

SAND-HERALD DISTRICT



## HARRIED MONGOOSE

Taste local fish specialties and relax after a busy day in affordable accommodation.

RIVER DISTRICT



## FIRST ECLIPSE

An inconspicuous inn right in the center of town. Modest rooms for the undemanding. A selection of local beers on tap.

SUNCUT BAZAAR



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# STEP ASIDE

A sought-after inn offering first-class gastronomic experiences and spacious, comfortable rooms.

CIRCLET WALK



## GOLDEN CHIP

Low prices and rooms directly in the attic of the casino. Enjoy Ank'harel even on a budget.

SUNCUT BAZAAR



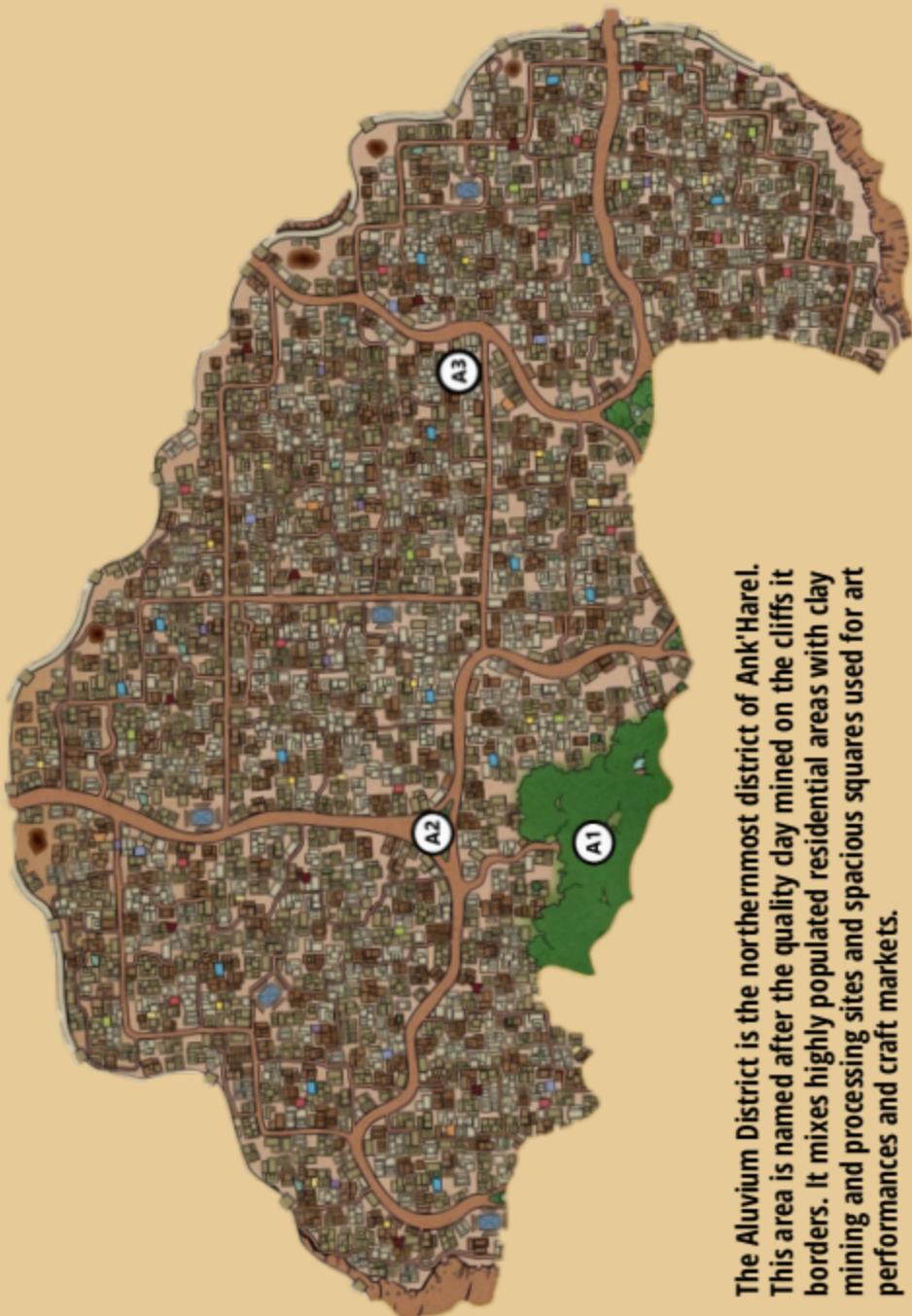
## AJIR'S WHETSTONE

Why splurge on expensive accommodation when sleep is the last thing you'll want in Ank'harel? The cheapest hostel in town. Nothing more, nothing less.

ALLUVIUM DISTRICT



# ALLUVIUM DISTRICT



The Aluvium District is the northernmost district of Ank'Harel. This area is named after the quality clay mined on the cliffs it borders. It mixes highly populated residential areas with clay mining and processing sites and spacious squares used for art performances and craft markets.

## A1 - ALLUVIUM GARDENS

Known as the Alluvium Gardens, the arboretum is known for its meticulous geometric arrangements of hedges and flower pots that mimic the tile art of local ceramic masters. After a long day of mining clay, the miners often retire to the shade of the gardens to relax and chat with friends. In the middle of the gardens is a grove of fig trees, apricots and pomegranates, and visitors are free to pick any fruit they can get their hands on. The gardens also grow the kurak, a difficult-to-grow fruit native to the jungles of Marquet that has a hard, spiky shell and soft, sweet flesh resembling a mango.

## A2 - OPALITE FORUM

Eight iridescent glass columns, fashioned from discarded sand and rubble from clay mines, line a wide stone courtyard in the heart of the Alluvium District. The Opalite Forum is a sought-after place for residents of the district, who like to gather here for countless local festivals and celebrations. Famous craft markets are also held here every Wednesday, where typical brightly colored ceramic products can be purchased at reasonable prices.

The Forum is also where storytellers from all over Exandria tell their stories. During the day, the children gather around the elder chroniclers who tell the legends of Exandria's founding and the stories of the Calamity that have been passed down from generation to generation. At night, the forum is occupied by crowds of budding and promising writers who read their latest works and occasionally engage in friendly contests of poetry and wit.

## A3 - AJIR'S WHETSTONE

A hostel located a little away from the never-ending hustle and bustle of the district. It is sought after especially for its low accommodation prices. Students who came to the city to spend the holidays often spend the night here. No prior reservation is necessary, the rooms are in the form of common areas with simple mattresses with shared sanitary facilities. Meals are available at one of the nearby street food stalls. What guests lack in comfort, they make up for in a friendly atmosphere and the opportunity to chat with young travelers from all over the world.

# CERULEAN PALACE



Cerulean Palace is the landmark of the city, its towers can be seen for miles. The vast complex houses the seat of government, the court of law and the personal chambers of the ruler.

# B1 - CHAMBER OF JUDGMENT

*In the middle of the palace complex is the court of law. Intricate tiles cover the exterior walls of the building. The interior is dimly lit by sunlight that shines through the translucent panes of bluish crystal that make up the roof. On a raised stone dais stands an intricately carved bronze throne encrusted with sapphires – intended for the ruler, said to be a duplicate of the one he uses in his personal chambers atop the palace's highest tower. In the courtroom, the perpetrators of the most heinous crimes are tried, with the J'mon Sa Ord himself passing judgment on them.*

*The Court is not open to the public, however this architectural gem can at least be admired from the adjacent gardens during tours (see below)*

# B2 - TOWER OF J'MON SA ORD

*The purple and blue towers of the Cerulean Palace reflect sunlight off their edges like a sunlit waterfall. The palace is not normally open to the public, but one can still admire the beautiful exterior covered in shimmering patterns of lapis lazuli and turquoise with brass accents.*

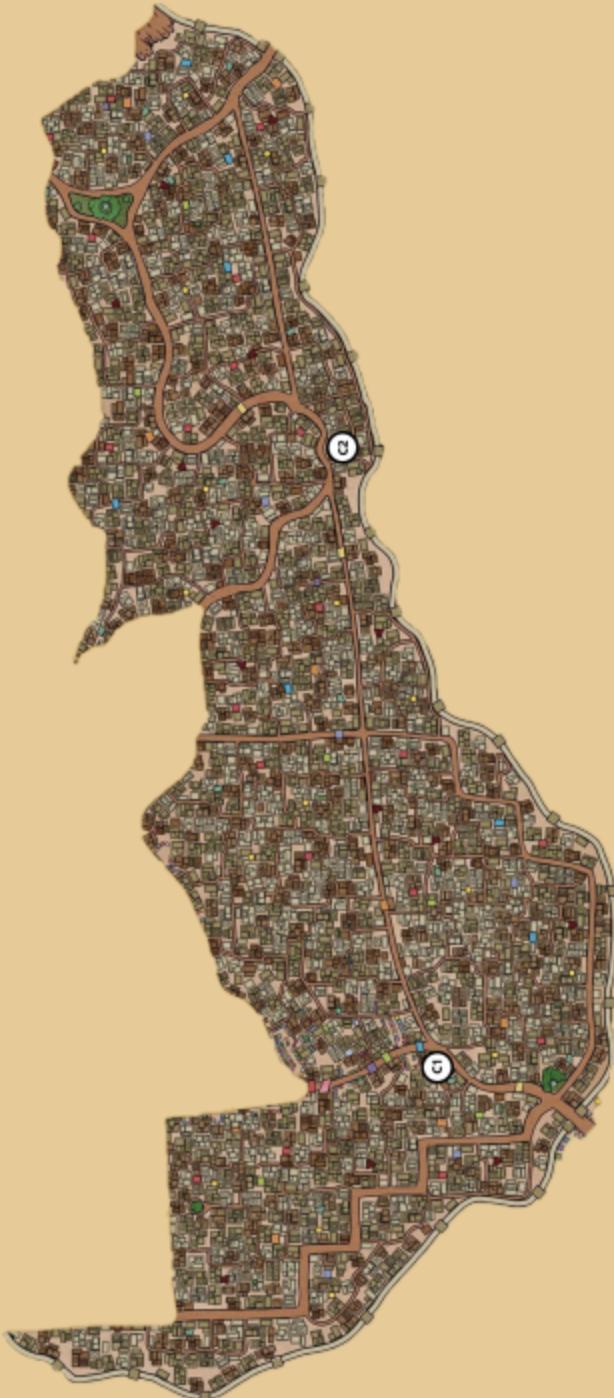
*In the highest tower are the private chambers of the ruler himself.*

## GUIDED TOURS

*Every first Sunday of the month and on holidays, the doors of the palace are opened for those interested in a guided tour, when it is possible to see at least part of the entire complex. A limited number of tickets are on sale at selected locations.*

# THE CIRCLET WALK

The Circlet Walk is primarily a residential area, although you will also find taverns and other places of business here. The district is so crowded with buildings that it is not uncommon for people to travel through it by jumping from rooftop to rooftop instead of navigating the narrow streets.



# C1 - LYREAN LINEN

If you are looking for the highest quality dyed fabrics and textiles, you cannot miss Lyrean Linen. The fabrics here are dyed in a traditional way, which is passed down in the family from generation to generation. Even from afar, the store welcomes you with an abundance of colors that are dazzling.

*Did you know that...*

... Ank'harel's dyed fabrics and textiles are world renowned for their quality? It's not for nothing that you get a lifetime warranty on color fastness when you buy.

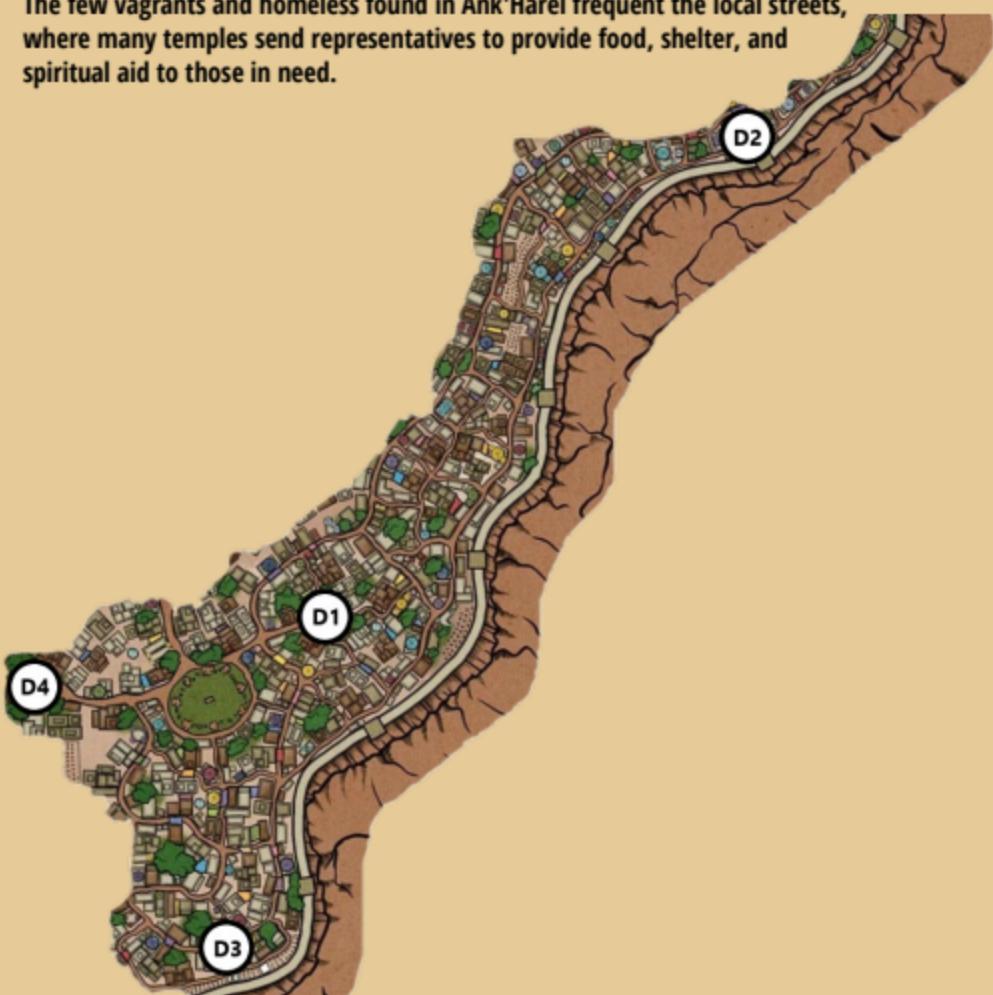
# C2 - STEP ASIDE

If you want to experience an authentic atmosphere, you must visit this cozy inn, which is famous among the locals for its excellent food and cheerful atmosphere that invites visitors to "Step Aside" their daily worries and relax for a while. Desert flowers bloom in pots that decorate the windowsills and the bar. The upstairs rooms are scented with the aromas of garlic rice and fried meat wafting from the kitchen. On the hottest days, the tavern offers its signature dessert: haluh, a dish from the south-west Marquet coast that is made from crushed ice and sweet milk with breadfruit or kurak, coconut shavings dipped in a sweet purple jam.

# GUIDED DISTRICT

If you're looking for spiritual solace, visit the laid-back Guided District, where all the Primal Deities' shrines are located and where time passes much more slowly than in the rest of the city. The architecture here is more ornamental than in other parts of the city; many temples are decorated with intricate mosaics and crowned by minarets with gilded towers.

The few vagrants and homeless found in Ank'Harel frequent the local streets, where many temples send representatives to provide food, shelter, and spiritual aid to those in need.



## D1 - BLESSING WELL

At the heart of the Guided District is a concave stone courtyard known as the Blessing Well. A row of alabaster tiles spirals down into the center of the square and ends at the well itself, whose dark blue bricks are studded with silver that faithfully depicts all the constellations of the night sky. The water from the well is separate from the water in the city canals and is used only in holy ceremonies.

Drinking water from the well is therefore strictly prohibited.

Those seeking a spiritual path can undergo the Immersion Ceremony, where they are lowered into a well for several hours, away from the lights and bustle of the big city, where they can calm their minds and commune with the gods.

## D2 - CROSSINGS OF EVENTIDE

Over two hundred feet tall, the Crossings of Eventide are a series of tombs carved into the cliffs that border the Guided District. The tombstones and slabs are decorated with reliefs depicting the most important deeds of the inhabitants of the tombs. At sunset, the crystal lamps that hang throughout the necropolis catch the waning sunlight and color the entire cliff in vibrant shades of pink, orange and purple.

At the foot of the cliff stands a small temple dedicated to Duskmaven.

## D3 - TEMPLE OF THE MENTOR

A ceramic mosaic of three open eyes framed in cobalt blue crowns the entrance to the Temple of the Mentor. Dedicated to Ioun, the temple is more of a library than a shrine and serves as the local branch of Cobalt Soul. Shelves line the walls of the temple sanctuary, all filled almost to capacity with carefully catalogued tomes, scrolls and journals available for public viewing.

## D4 - TOWER OF MEMORY

Located on the far west side of the Guided District, the unmistakable octagonal Tower of Memory rises from the ground at a slightly crooked angle. The building was intended for demolition, but after the intervention of the Sentinels of Memory, it was bought by this organization and preserved for future generations. Although the tower serves as the seat of the Sentinels of Memory, the reconstructions were considerably delayed, so the tower has not yet been properly repaired. It is currently closed to the public.

# THE RIDGE



Located on one of the city's three plateaus, The Ridge is the industrial district of Ank'Harel. Its streets are crowded with forges, foundries, shipyards and warehouses.

# E1 - ALSFARIN UNION SHIPYARD

*Exandria's premier airship manufacturer, the Alsfarin Union, has its base of operations in Ank'Harel. The public is prohibited from entering its shipyards, except for employees. Even so, it is an unrepeatable experience to watch from a distance the mysterious glow accompanying the blows of the massive hammers that pour ceaselessly from the shipyards.*

*Since all the airships that operate across Exandria must come to the shipyard once a year for maintenance and repairs, the surrounding area has become a mishmash of cultures from around the world.*

*Inquisitive visitors can purchase iconic headgear from Whitestone in Tal'Dorei at Lord Percy's Haberdashery, enjoy pastries from Port Damali in Wildemount, and indulge in a tankard of ale brewed in Vasselheim in distant Issylra. All this just a few steps away from each other.*

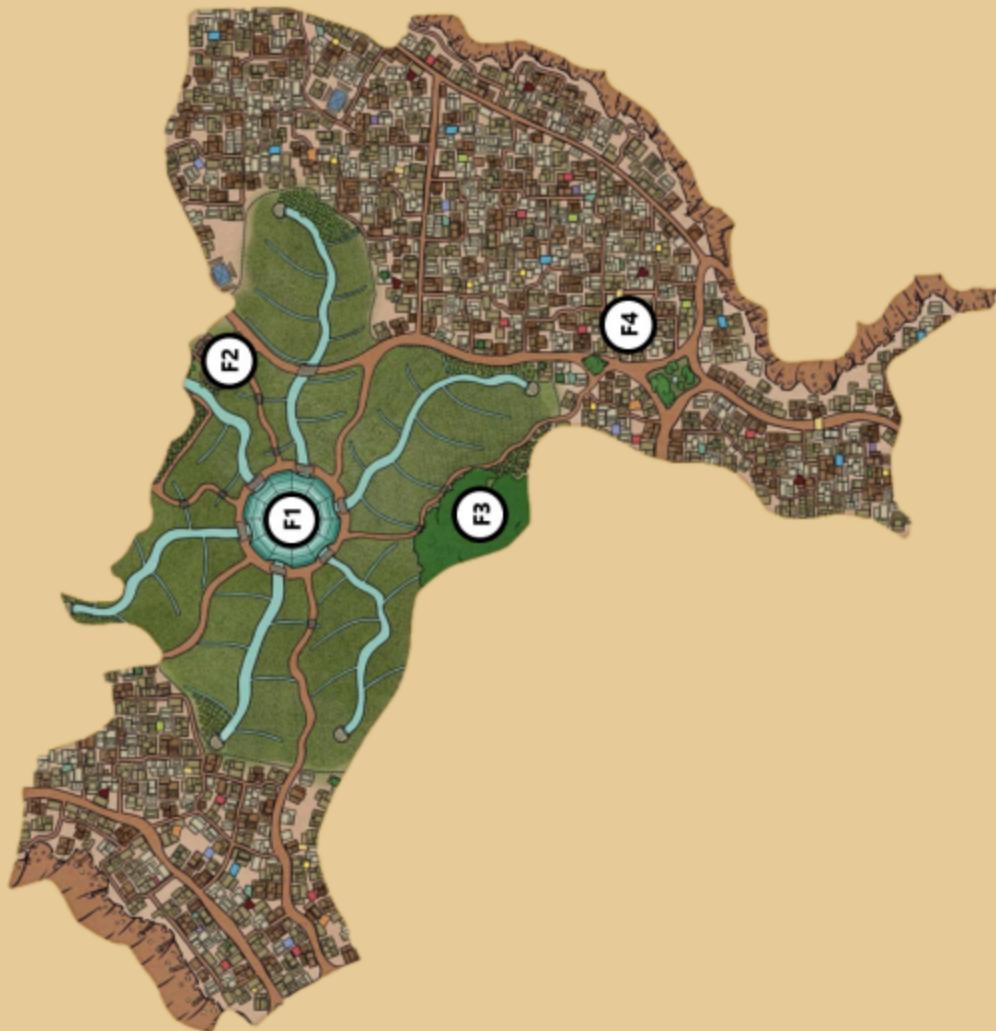
# E2 - SUNFIRE FORGE

*Built partially into the mountainside that borders the northern side of the district, the Sunfire Forge is the leading forge and weapon manufacturing facility in Ank'Harel. Its name comes from its unique energy source: liquid sunlight, extracted from the iridescent crystals lining its roof. The consistent heat of this concentrated form of energy allows for delicate metalworking that utilizes fragile components such as magical minerals and gem dust.*

*Two glowing beams of solar fire run down the sides of the forge's pitched roof and flow into the stone tanks where the liquid is stored before being pumped into the forge.*

*Especially at night, crowds of tourists flock here to see this industrial wonder in all its luminous glory.*

# RIVER DISTRICT



The River District serves as the city's main farming district. The air here is constantly filled with the smell of damp earth even during the hottest days. Strips of irrigated farmland are interspersed with newer hydroponic farms. Instead of streets and roads, there are connected waterways along which people are transported in small boats and skiffs.

## F1 - LIFE DOME

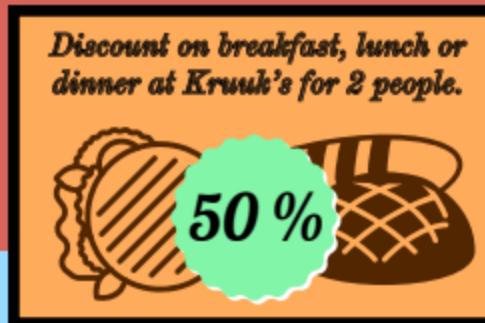
The Life Dome is not only a historically significant place, but also one of the most important parts of the city. Beneath the huge glass dome lies the original oasis around which Ank'harel was once built.

All the canals in the River District originate at the Life Dome, which is both a center of celebration and a monument to the city's history. At night, the inside of the dome is magically illuminated by levitating blue and green orbs that create a stunning color show on the walls of the Life Dome.

## F2 - OLD MAN KRUUK'S

Start every morning with a crispy roll, have a traditional pita for lunch and end the day with sweet baklava. You can get fresh pastries here from early in the morning until late at night.

*Discount on breakfast, lunch or dinner at Kruuk's for 2 people.*



## F3 - STEAM GARDENS

The most luxurious of Ank'Harel's arborets, the Steam Garden, is particularly popular for its renowned spa. Water from the canals is fed into magically powered hot springs that bubble as they release massaging jets of water. Let your tired body be pampered and treat yourself to one of the various spa treatments, or just calm your mind in the vast arboretum, which is full of cozy and picturesque corners, where you don't have to come across a living person all day.

## F4 - HARRIED MONGOOSE

Don't be put off by the modest appearance of this inconspicuous pub at first glance. You could miss out on a unique gastronomic experience. As the only inn in town, it offers fish specialties. There are already long lines in front of the inn for the famous fish croquettes from the early hours of the morning.

Always guaranteed fresh!

# SAND-HERALD DISTRICT



The Sand-Herald District is primarily a military district, home to the Hands of Ord headquarters. An unmissable fortress separates the Cerulean Palace from the rest of the city. It is also home to the city's cream of society - influential merchants, decorated mercenaries who have gained fame and fortune by winning tournaments in the arena, and local celebrities from the ranks of actors and singers.

An skyport is also located here.

## G1 - BOWL OF JUDGMENT

*In the northern side of the Sand-Herald District, a huge circular depression was carved into the ground. The arena is where warriors become legends. Sports tournaments are regularly held here, the most important of which is the annual Grand Tournament. Enter the arena as a mere mortal and gain immortal honor and glory. Or come place a bet and cheer on your favorite. Either way, you will experience the unique atmosphere of the most famous tournaments, where challengers from all over the world gather.*

*You can always find an overview of current tournaments on the notice board at the main gate. Entries are possible every weekday morning.*

## G2 - INDALA SKYPORT

*Traveling by skyship is mainly chosen by those who want to avoid a long and dangerous journey by sea or a long journey through deserts. The Indala skyport was built at the dawn of airship travel, making it the oldest skyport in the world. Its central terminal is world famous for its elaborate stained glass ceiling that displays a map of Exandria with glowing dots moving across it representing every active skyship belonging to the Alsfarin Union.*

*Outbound flights from Indala Skyport go to all major ports in Exandria, including Vasselheim in Issylra, Port Damali in Wildemount, and Emon and Whitestone in Tal'Dorei.*

## G3 - ORD BASTION

*Unlike the heavily ornate architecture of the Cerulean Palace, the towering walls of the Ord Bastion are constructed of sturdy clay bricks with no decoration - save for simple regular reliefs atop the building's watchtowers. The Ord Bastion serves primarily as a barracks and training center for members of the Hands of Ord, but since membership is a lifelong commitment, many have brought their families to live in the bastion, creating a small community bound together by love and loyalty.*

## G4 - LAP OF THE GODS

*If you want to indulge in the greatest luxury during your stay, do not hesitate to stay at the Lap of the Gods resort. World-class gastronomy, royal apartments and all available services await you here. You will always have your personal suite at hand, which will take care of your maximum comfort.*

*All important visitors to the city are usually accommodated here - with a guarantee of absolute privacy.*

*Early booking is essential, as the resort is usually sold out several months in advance.*

# SIGIL DISTRICT



Sigil District is one of the smaller districts in Ank'Harel, but also one of the busiest. People from all over the city commute here every day to study in various educational centers. All intellectual trends are represented here - from basic skills and crafts to the most esoteric magical studies.

## H1 - CRYSTAL CHATEAU

Built of smoky quartz and white marble, the majestic Crystal Chateau is the main landmark of the Sigil District. A small stream meanders through the gardens around the building, continuing into the main hall, where the bubbling sound of its water is said to help inspire the greatest thoughts. Only members of the Allegiance of Allsight are allowed to enter and study at the elite university.

## H3 - LAWBEARER'S LIBRAMS

One of dozens of libraries in the Sigil District with the most extensive collection related to law and legislation. The building is built in an austere but functional style so that the architecture does not interfere with demanding studies. The main hall is dominated by a large marble statue of the goddess Erathis.

## H5 - OWL SQUARE

Originally, the Owl Square was located on this site, but after long and difficult negotiations of the Allegiance of Allsight with the city administration, an archaeological survey was finally allowed in this location by the ruler himself. Currently, there are extensive excavations here, which have been given the name Maw of Cael Morrow among the locals (after the huge pit that was created on the site of the original square). Entry is prohibited for the public due to security measures.

## H7 - TERES SCHOOLHOUSE

The larger of the city's two universities. Although the complex is not as impressive as the Crystal Chateau, it is still worth a visit. It is made up of both older weathered brick buildings and newer structures built from stone quarried in North Marquet. The institution regularly organizes one-day educational seminars in which the general public can participate.

## H2 - CAMPUS

The campus grounds are home to all the important Allegiance of Allsight institutions: the Teleportation Atrium; The Frog and Kebab (a popular food stall); Emerald Ibis Relic Hall (Museum Collection and Archives) and Scroll's Alcove (Professor's Dormitory)

## H4 - BOUGHS OF THE WILD MOTHER

The small grove and park is very popular among students who spend their free time here during breaks in good weather. It is also a venue for student picnics and other leisure activities. The park is dominated by a massive sycamore tree, which provides enough shade even in the hottest days.

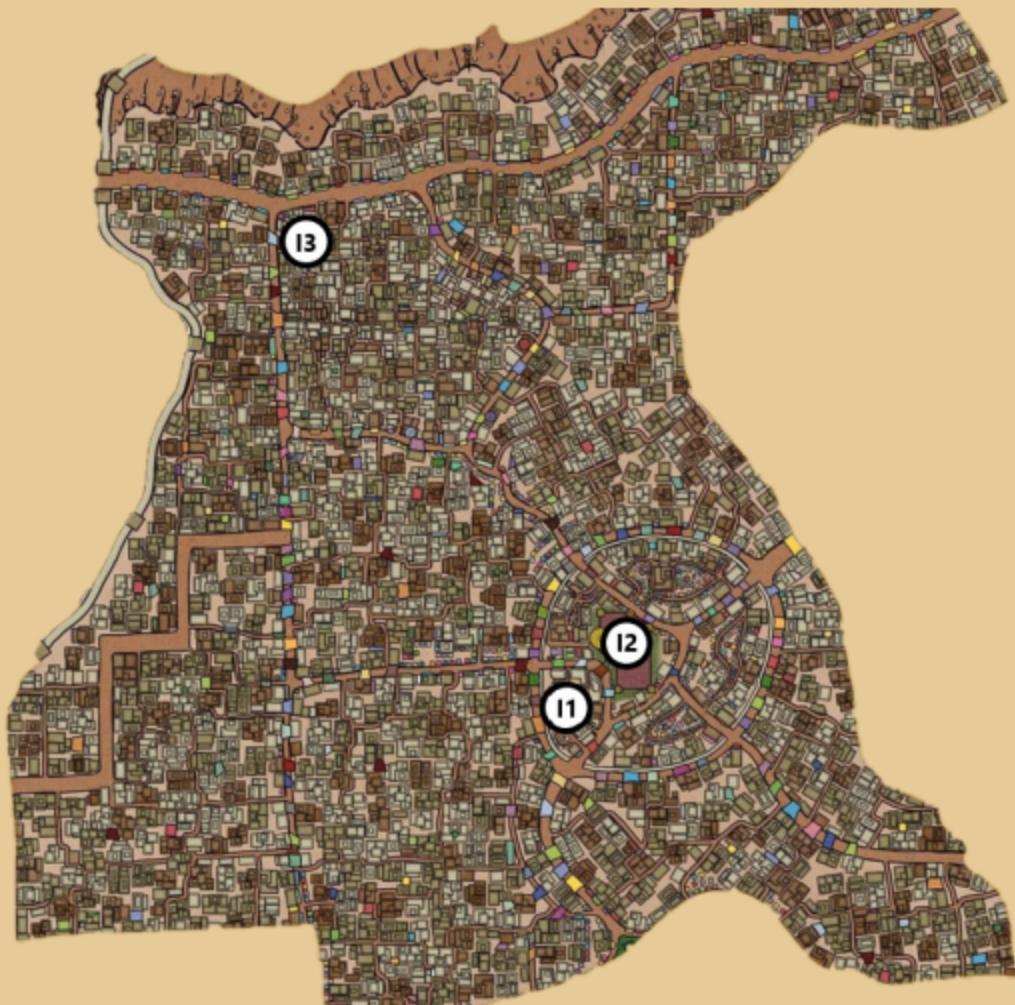
## H6 - OMNIVAL LIBRARY

Brown stone columns and pointed arches form the perimeter of this huge tower on the northeast side of the quarter. Inside, on the shelves that line the walls between the floor and the vaulted golden ceiling of the library, texts from all over Exandria can be found. Stairs and magical elevators provide access to the highest floors.

The library is open to the public, although access to the rarest materials requires approval from the Director of the Allegiance of Allsight.



# SUNCUT BAZAAR



Crimson banners, flags of all colors, and cloth curtains that provide shade from the crowded streets herald the entrance to Suncut Bazaar, the trading center of Ank'Harel. Colorful awnings stretch as far as the eye can see above the food stalls. And the offer is diverse. Here you can find delicacies from fresh fruit to sweet semolina cakes to roast meat straight from the spit. Most of the dense development consists of shops where you can buy craft goods, magical items and non-magical trinkets. In the center of the district lies the lavish Luck's Run Casino.

# I1 - CENTRAL STREET

Central Street, which winds its way through the district, is the busiest part of the city. Crowds of people fill the winding streets, which are lined with countless stalls and shops with various goods. A multi-level solution is typical in the most frequented places using footbridges and walkways leading on the walls of tall buildings. You can spend whole days here and you will still find new corners. Time flies here and business never stops here.

Worth a visit:

Beine Garden - the most famous pawn shop

Mystics Pursuit - a magical shop where everyone can choose

First Eclipse - a popular inn right in the center

River District

# I2 - LUCK'S RUN

The three-story building of the world-famous casino cannot be overlooked. Magnificent ornamental reliefs cover the red poryphorus walls, and the roof is made up of metal domes in the opulent marquesian style. Luxury can be seen here at every step. Every evening a huge number of well-off visitors make their way to the casino, where they try their luck in one of the many popular gambling games.

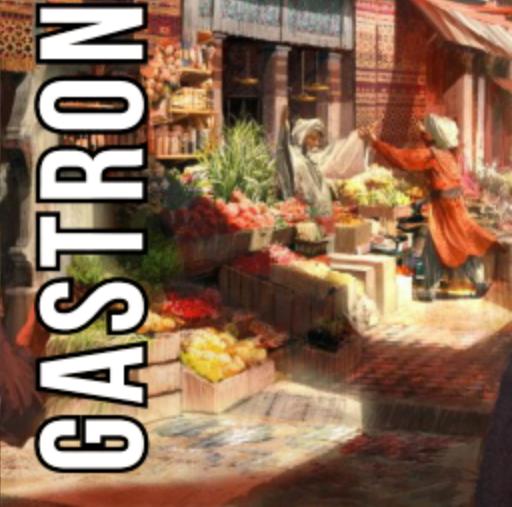
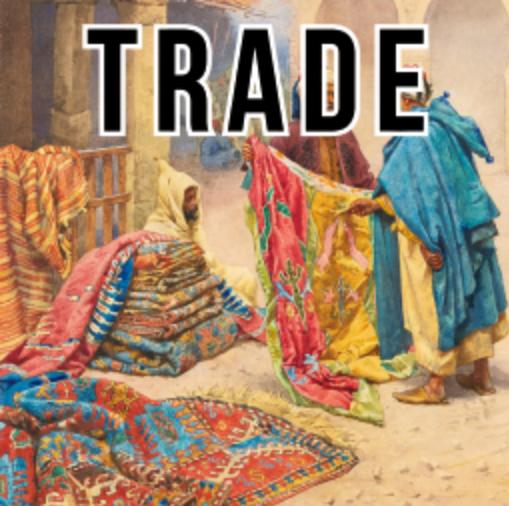
They say that if you have not visited Luck's Run, you have not been to Ank'harel.

# I3 - GOLDEN CHIP

Not everyone is looking for the pomp and bustle of Luck's Run Casino. Some prefer the more intimate atmosphere of some of the smaller entertainment venues. The Golden Chip Casino is located away from the busy main strip and is especially popular with locals who spend their free time here. Unlike big businesses, it's a less formal environment and you won't find large crowds there. Still, even here you can come up with big money... provided that luck smiles on you. The casino also serves as an affordable hotel.







TRADE

ENTERTAINMENT

HISTORY

GASTRONOMY

ART