

ANK'HAREL

Jewel of Hope



A BRIEF HISTORY

Located in the center of the Rumedam Desert, Ank'Harel is a center of culture, history, and power within the continent of Marquet. Translated from "Jewel of Hope" in the northern Marquesian dialect, the city is a true oasis to locals and travelers alike.

Ank'Harel was founded over 400 years ago by J'mon Sa Ord, who still rules over the city from the Cerulean Palace. Originally established as an oasis trading post, a rare source of underground fresh water made this one of the few habitable locations in the vast desert.

As more travelers arrived, unpaved roads were upgraded to stone streets, and the city grew large enough to be divided into eight districts. Ank'Harel has flourished, becoming a cultural melting pot of people across the continent and world.

LODGINGS AND ACCOMMODATIONS

Be Pleased

Lap of the Gods
(Sand-Herald District)



Step Aside
(Circlet Walk)



Harried Mongoose
(River District)



Luck's Run Casino
(Suncut Bazaar)



Golden Chip Casino
(Suncut Bazaar)



The Corner Cove
(Suncut Bazaar)



Ajir's Whetstone
(Alluvium District)



POINTS OF INTEREST

Entertainment and Sights

◆ Bowl of Judgement

In the northern Sand-Herald District, here warriors are made into legends. Come watch or enter one of the weekly sporting tournaments, and don't miss the annual Grand Tournament!

◆ Indala Skyport

See magic and technology intersect in skyship travel! The terminal is famous for its mosaic depicting glowing dots moving across the surface of Exandria, representing each skyship currently in flight.

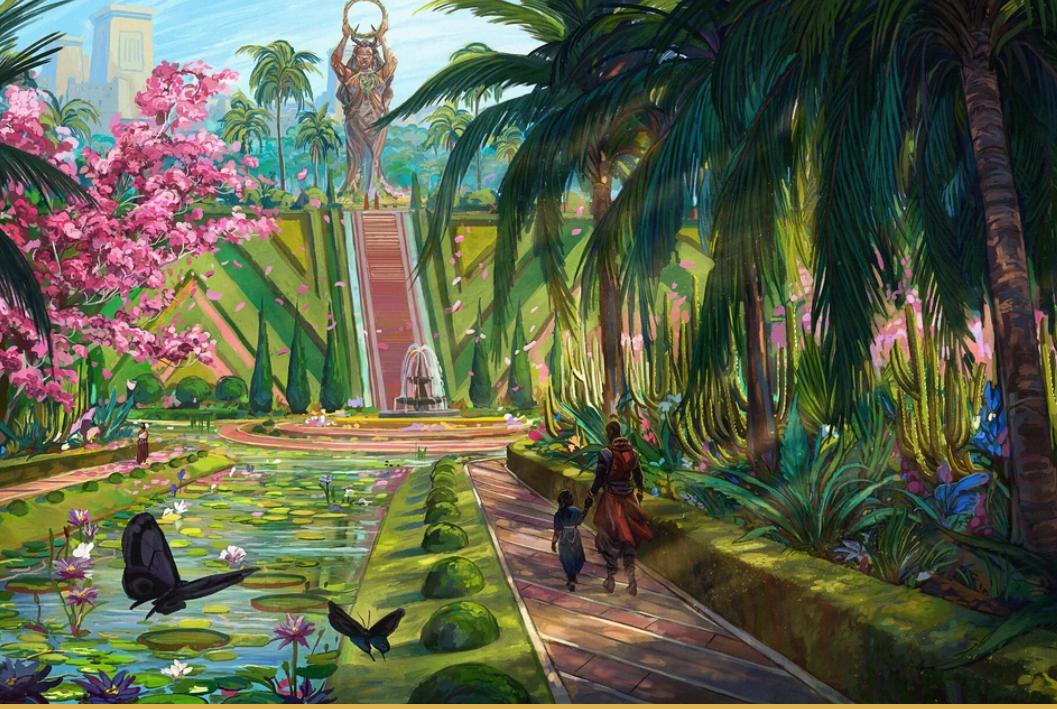
◆ Shopping and Casinos

The Suncut Bazaar is an open-air market with hundreds of tents, carts, and stands selling wares and delicious food. The nearby casinos offer a break from the sun if you're feeling lucky.

◆ Steam Gardens

Relax at Ank'Harel's most luxurious arboretum and bathhouse. Water from the canals is fed into the gardens' magically fueled hot springs, which bubble as they release massaging jets of water.

Luxuriate in
utter bliss at
the Steam
Gardens -- you
deserve it.



ANK'HAREL'S EIGHT DISTRICTS

◆ Alluvium District

The Alluvium District is the northernmost neighborhood of Ank'Harel. Named for the rich clay mined in the bordering cliffs, this area is a mixture of dense residential sections, sites of clay strip mining, and spacious plazas used for performances and artisan markets.

Alluvium Gardens: Beautiful flora

Opalite Forum: Entertainment square

Sa'irah Mines: Mines for clay harvesting

◆ The Cerulean Palace

The purple and blue spires of the palace reflect the sun's light and the ornate exterior dazzles with glittering designs of lapis lazuli, turquoise, and brass. Only official business warrants entry inside the seat of J'mon Sa Ord.

◆ The Circlet Walk

The Circlet Walk is primarily residential, though taverns and other places of commerce can be found here as well. The district is so packed with buildings that it is customary to travel by hopping from rooftop to rooftop rather than by navigating the narrow roads.

Lyrean Linen: Quality dyed fabrics

Step Aside: Local favorite inn and tavern

◆ Guided District

This district houses temples to many of the Prime Deities. Even those not seeking spiritual guidance enjoy strolling through the district to admire the architecture and intricate mosaics.

Blessing Well: Holy site

Crossings of Eventide: Necropolis

Temple of the Mentor: Library of the Cobalt Soul



The Ridge

Sitting atop one of the city's three plateaus, the Ridge is Ank'Harel's industrial district. Its streets are crowded with smithies, foundries, shipyards, and warehouses.

Alsfarin Union Shipyard: Skyship maintenance and imported goods

Sunfire Forge: Smithy



River District

Permeated by the smell of wet earth, most of the city's farming is done here. In place of roads, canals connect the subdivisions of the district, and most folks traverse the canals in skiffs and lightweight canoes.

Life Dome: Arcane water management

Old Man Kruuk's: Bakery

Steam Gardens: Lavish bathhouse and spa

Sand-Herald District

The center of military activity and law enforcement, this district houses the headquarters of the Hands of Ord. The organization's stronghold is a major feature of the area, dwarfed only by the palace.

Bowl of Judgement: Combat tournament arena

Indala Skyport: Skyship port

Ord Bastion: Barracks and training center for the Hands of Ord

Sigil District

The Sigil District is one of the smaller districts in Ank'Harel but also one of the busiest. People from across the city gather here every day to study at its various learning centers.

Crystal Chateau: Elite university

Omnival Library: Public library

Teres Schoolhouse: University

Still on the fence? Buy two pastries, get one free at Old Man Kruuk's Bakery!

Suncut Bazaar

Crimson banners, hanging flags of all colors, and cloth drapery that provides shade over the crowded streets herald the entrance to the Suncut Bazaar, the center of commerce in Ank'Harel. This district is known for its open-air market that boasts delicious food, wares of all kinds, and casinos. See if fate is on your side by playing games of chance such as Avandra's Favor, Gambit of Ord, and Run of Luck.

Bone Garden: Oddities and exceptionalities

First Eclipse: Tavern

Golden Chip: Casino

Luck's Run: World-renowned casino

Mystic Pursuits: Readings and arcane components



THE JEWEL OF HOPE ANK'HAREL

