

SCENES AND SIDEQUESTS IN ANK'HAREL

INTRODUCTION

Scenes and encounters for each district in Ank'Harel have been provided below, to help bring the city to life. These encounters can be rolled randomly, or chosen by the DM. Encounters for each district have been arranged by increasing degree of player engagement, from simple scene setting to plot hooks for side quests in the city.

ALLUVIUM DISTRICT

d6 Encounter

- 1 The party pass through a market selling different types of garments. A pregnant tabaxi **commoner** is purchasing baby clothes for her litter.
- 2 An orator (elf **commoner**) regales a crowd with legends of the mages from the Age of Arcanum.
- 3 A tiefling **druid** advertises a discount for a new "devilishly good" sulfurous treatment at the Steam Gardens in the River District.
- 4 A bard (human **commoner**) serenades the party with music, before inviting them to dinner so he can hear of their travels to use as inspiration.
- 5 A poet (halfling **commoner**) comedically roasts passers by to the enjoyment of a small crowd of people. An elf **noble**, who doesn't take the disrespect lightly, challenges the halfling to a duel at dusk.
- 6 A **clay golem** that patrols the Sa'irah mines has been reduced to 60 hit points (either through age or sabotage) and has gone berserk.

CERULEAN PALACE

d6 Encounter

- 1 J'mon Sa Ord is spotted descending from their tower upon a floating throne.
- 2 A town crier (orc **guard**) calls out the latest ruling from J'mon Sa Ord: an increase in the tax on imported metals.
- 3 A "Jewels of Marquet" exhibition has opened in the palace, with the famous Purple Jewel of Marquet being the star attraction.
- 4 A trial of one of the alleged leaders of the Veil is due to begin. The palace has an increased number of **guards** in preparation for this high-profile case. They were arrested as part of the coup by the Veil's new leader, **assassin** Ilena Hapayhari.
- 5 A mob of workers from the Sa'irah mines (twenty mainly orc and human **thugs**) has gathered to protest working hours in the clay mines, and is met by as many Hand of Ord **guards**.
- 6 A prison break occurs from the Scarlet Oubliette! A weaponless **yuan-ti abomination** is spotted fleeing the scene along with four **yuan-ti pureblood** accomplices. They are part of a cult of Zehir in the city.*

CIRCLET WALK

d6 Encounter

- 1 The surrounding streets are rammed with people. A few locals begin climbing the sides of buildings and carefully making their way along the rooftops to get to their destinations.
- 2 The party pass through a park. A pale pallid elf **commoner** is sunbathing on the grass, while her children (elf **commoners**) wrestle in a sand pit.
- 3 A fire genasi **commoner** sells kebabs from a roving food cart, that he uses his *produce flame* cantrip to cook.
- 4 A tavern brawl breaks out between drunk dwarf and human **thugs**. A tabaxi **scout** uses the opportunity to pickpocket bystanders, and takes off along the rooftops if spotted.
- 5 An **otyurgh** has broken free of a waste facility. The Hands of Ord (a half-orc and tiefling **guard**) at the scene have so far failed to contain it.
- 6 A human **priest** appeals to a Hand of Ord dragonborn **guard** to help them find their missing friend, who was due to arrive by caravan from the village of Shandal, a day's journey to the southwest.

GUIDED DISTRICT

d6 Encounter

- 1 A religious procession dedicated to Pelor blocks the streets, carrying effigies of a knight with a burning face.
- 2 A priest blesses the party using holy water from the Blessing Well. The party gain the benefit of the *bless* spell for the next 12 hours.
- 3 A human **monastic operative** is preparing meals for the poor. The meals are low quality but free, and have *dust of deliciousness* (EGtW p267) added. The party can keep 1d6 uses of this item if they help.
- 4 A half-orc **thug** stumbles through the streets, drunk. He tried drinking water from the Blessing Well and was cursed with sunlight hypersensitivity for the next 24 hours. He takes 1d6 radiant damage every minute he is in direct sunlight. If helped to his home in the Circlet Walk, he gives the party an *alchemy jug*, swearing off alcohol.
- 5 Two corrupt Hand of Ord human **veterans** demand protection money from a halfling **priest** at the Temple of Erathis.
- 6 The party are mugged by an **orc war chief**, an **orog**, and three **orcs**.

THE RIDGE

d6 Encounter

- 1 The skyship *Sky Witch* is undergoing launch tests after months of repairs.
An envoy from the Kryn Dynasty (**drow mage**) shelters from the Sun. She is in the city to request a meeting to discuss opening a skyport in Rosohna.
- 2 A large **swarm of insects** bites anyone passing by.
The air smells of amazing baked goods. A bakery sells delicacies from across Exandria, including Purple Jewel Cake from Ank'Harel, profiterolos from Whitestone, and blackberry citrus cinnamon rolls from Jrusar.
- 3 A **griffon** stable next to the edge of the ridge advertises riding lessons.
A **mezzoloth** holding a bag containing glowing blue objects teleports in front of the party, before fleeing.
- 4 The party later learn of stolen brumestone from the Alsfarin Union shipyard.*

RIVER DISTRICT

d6 Encounter

- 1 A playful **water weird** swims alongside a skiff.
A couple of street urchins (human and tiefling **commoners**) have gathered fruits from the Alluvium Gardens and are selling them to passers by.
A firbolg **druid** tends to giant cedar trees on the edge of the canal, and gets annoyed at people cutting across the grass.
- 2 A pachydan (luxodon) **commoner** has dropped their keys into the canal and will pay 10 gp if someone retrieves it.
- 3 A stray dog (use **mastiff** stat block) or **cat** laps at water spilled from the canal. They befriend the party.
- 4 A **black pudding** crawls out of the canal and attacks.

SAND-HERALD DISTRICT

d6 Encounter

- 1 The skyship *Ascending Dragon* arrives in Indala Skyport from Whitestone in Tal'Dorei.
A palanquin is carried through the streets by four **kobolds**. Inside is a dragonborn **gladiator**, a famous champion from the Bowl of Judgment. The kobolds stop for the dragonborn to sign autographs from fans.
A human **wererat** is dragged by two Hand of Ord dragonborn **guards** towards the Cerulean Palace dungeons.
- 2 A vendor sells copies of the Ank'Harel newspaper *Desert Daily*.
An elf **noble** is spotted passing through an illusory wall in an alley. There is a secret garden and exclusive club hidden beyond.
- 3 A half-orc **gladiator** hands a flyer to enter the annual Grand Tournament at the Bowl of Judgment.*

SIGIL DISTRICT

d6 Encounter

- 1 The party encounter a walking tour of the Sigil District for tourists, led by a gnome **scholarly agent** holding a large stick for visibility.
- 2 The student magic club of the Crystal Chateau puts on a public display of illusion magics and pyrotechnics.
A merchant at an apothecary is due to throw away 1d6 out of date *potions of healing*. They will sell to the party for 10 gp each, however there is only 50% chance of the potion working.
- 3 A **gargoyle** swoops from the rooftop of an old building and steals the sunhat of a passing orc **commoner**.
A drunk student **mage** accidentally sets off a *fireball* spell, which catches a building on fire. They attempt to flee the scene.
- 4 A noticeboard asks for capable adventurers to report to the Crystal Chateau. A visiting professor arriving by skyship has spotted something odd a few day's north of the city, and wishes to conduct an expedition.*

SUNCUT BAZAAR

d6 Encounter

- 1 A **cloud giant** makes their way through the markets of the bazaar, ducking awkwardly beneath the cloth drapery.
- 2 A salesman (human **commoner**) attempts to sell a cursed *shield of missile attraction* for 50 gp.
- 3 Two **dust mephits** use their *blinding breath* ability, then steal food from a market stall.
A **camel** has bitten its owner (human **commoner**) and charges through the streets towards the party. If not stopped, it crashes through a fruit stall belonging to a gnome **commoner**, who bickers with the human about who will pay for damages.
- 4 A child (half-elf **commoner**) has lost her parents (an elf and a human) and needs help in finding them. If reunited, the parents reward the party with a *ring of protection*.
- 5 A wanted poster has the face of one of the party members. A **doppelganger** has been impersonating them while committing crimes.

* Sidequest listed below.