

Danizgrad: The Gate to Ephar

Government: Archon & Merchant Council

Primary imports/exports: Spices, enchanted goods, hardwood, silverleaf paper, arcane instruments, maritime trade

Population: 100,055

Danizgrad is the largest metropolis on the continent of Ephar, a hub of commerce, politics, and culture. Its streets teem with people from all walks of life, from merchants to artisans to adventurers seeking their fortune. The city sits at the crossroads of continental trade, connecting Ephar to the wider world.

As the Dormunan Empire expands from the south, Danizgrad's independence becomes a pressing political question. Its strategic location and economic power make it the focal point of trade and diplomacy; whoever controls Danizgrad exerts influence over much of the continent's commerce.

The city is divided into several districts, each with its own unique character and attractions. Ruled from the Council's Ward by the Merchant Council, Danizgrad is a hub for trade, commerce, and politics. Blossom Hills is home to the city's wealthiest and most influential citizens, while the Gold Market is a bustling marketplace where anything and everything can be bought and sold. The docks are a constant hub of activity, with ships arriving from all corners of Kairia to trade their wares.

The streets are patrolled by the Salt Watch, and while they keep order the city is home to numerous criminal organizations vying for power. The city's underworld is a dangerous place, and those who dare to venture into it should be prepared for the worst.

Despite the dangers, Danizgrad is a city full of life and excitement. There are countless opportunities for adventure and discovery, and for those brave enough to take the risk, the rewards can be great!

The Merchant Council of Danizgrad:

- **Oridal Valro, gnome, man:** Eldest member of the Council, it's de facto leader. Respected but aging, and is acutely aware that the city's future needs to be secured before his death.
- **Nanin Stoutfeather, dwarf woman:** Aligned with the Iphotar Order, Nanin advocates for strict regulation of magic and supports importing Dormunan-style legal codes.
- **Murgeg Runegaze, nonbinary half-orc:** A populist who champions independence from the Dormunan Empire at all costs. Murgeg is charismatic, long-winded, and surprisingly shrewd when cornered.

- **Ral Grazidz, human man:** Embodies free trade, advocating against regulations against magic as well as trade with all, including the Dormunans. When it comes to the question of Danizgradian independence or ensure the Docks stay busy, Ral would choose the Docks.
- **Gadrom Mirthusun, dwarf woman:** A conservative and prudent banker whose family once funded the construction of over half the Docks. She manages the loans Danizgrad and her family have extended to the Kingdoms of the Valley, even as the Dormunan Empire has conquered two of them..

Other Factions Present in the City:

Iphotar Order. A new semi-religious order focused on the restriction of magic, particularly arcane magic, trying to gain influence with merchant councils, and even, eventually, stage a coup. Has strong ties to the Dormunan Empire

Archives of the Argent Earth. An old institution that collects knowledge, patronizes scholars, and teaches magic. Keeps a portion of their knowledge open to the public through libraries. Against the regulation of magic generally.

Districts

Each District has Salt Watch Offices where Captains can be talked to for work, to report crimes.

Council Ward

The Wizenad Stag. Magic Shop

- Proprietor, Ubad Camall male Aarakocra. Ubad Camal runs the most prestigious magic shop in the city,

Archive of the Argent Earth Archive, Magical research center.

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Pavilion of the Knowing Lady Temple to the Knowing Lady.

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Estate of the Iphotar Order. Villa used by the Iphotar Order as its headquarters

and offices.

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Altar of the Lawfather. Temple to the Lawfather.

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Ocean Ward (south west)

Sprites and Spirits. Tavern.

- Proprietor, Hii Liaon, male fairy

The Moonlight Hall. theater and performance venue.

- Proprietor, Othall Brandybull, non-binary halfling, struggling to keep the theatre afloat, needs help tracking down an act so that he can pay back loans
The Hero's Column. Temple to Tyrn.
- High Priest, Varthi, nonbinary human, layed back retired adventurer who will take kindly to any PCs that speak to them, so long as they do not cause trouble
House of Rest. Temple to The Duskmatron,
- Bogeff Stizz male Uniya. Can be someone offputting given he is the only member of the Duskmatron's temple, and spends most of his time with corpses.

Gold Market

The Gold Road Casino and Hotel, Casino and Hotel Solgi.

- Warrick nonbinary human
Assorted other Magic Item shops, smithies, herbalists
Celnath Temple
Bahamut Temple

Fairview (or "The New Docks")

Temple to prince of war (small)

The Shoals (not technically it's own district, but referred to loosely as poor places near the water, kinda de jure their own district)

Larth Whisperflow's Workhouse.

- Larth Whisperflow, male human. Reporter working on trying to uncover what happened between the Iphotar Order and D, Barney, and Myrell. Working with Aurel Omresz.