

Welcome to the city of Danizgrad, a bustling metropolis, and the largest city on the continent of Ephar.

The city is divided into several districts, each with its own unique character and attractions. Ruled from the Council's Ward by the Archon and Merchant Council, Danizgrad is a hub for trade, commerce, and politics. It is home to a diverse array of cultures, with people from all walks of life coming together to make their fortune in the city. 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!

Note that: All gods are legal here

A more cosmopolitan place than most of you have ever been (excepting Nik and maybe Wolfgang)

Population: 100,055

Rulers:

Archon Oridal Valro, gnome, man

The Merchant Council of Danizgrad

Nanin Stoutfeather, Iphotar aligned lady

Murgeg Runegaze, half-orc Independent Danizgrad Society aligned

Ral Grazidz, human Citizens for Commerce and prosperity aligned

Gadrom Mirthusun, dwarf woman

Trober Chael, half-elf man

Isadora Duskmire, human woman

Districts:

Each District has Salt Watch Captain's Offices where bailiffs can be talked to for work, to report crimes, etc...

The Docks

The Enchantress's Oddities, Eli Nornoa, half-elf woman, trying to disrupt high quality magical item economy largely monopolized by the prestige of Ubad Camall, friendly, effervescent, flirtatious, has a friendly roast you kinda sense of humor but will apologize, dislikes the Iphotar Order and Ubad Camall

Sailor's Sanctuary of Tempus, High Priest Morth Seaflare male human, also has shrines to Tymora, Exarch of Trade

Mystra Temple, near the Council's Ward

Sailor's Rest, Tavern, Myrta Voral female sea elf. Patron Quick Wing, Female Tabaxi navigator and tattoo artist

Lewis humean and Bree halfling, owners of Hats

Council Ward

The Wizenad Stag, Ubad Camall Aarakocra man Most prestigious magic shop in the city,

Archive of the Argent Earth in Danizgrad (between the Ward and the Docks)

Ioun Temple (near Argent Earth Academy)

Estate that the Iphotar Order uses as a headquarters, Near Blossom hills.

Altar of the Lawfather

Ocean Ward (south west)

Sprites and Spirits, Tavern run by fairies, as well as some elandrin and satyrs, owned by Hii Liaon, male fairy

The Moonlight Hall, theater and performance venue, struggling proprietor Othall Brandybull, non-binary halfling

The Hero's Column, northeast temple to Torm Pavilion with a large column in the middle, Vathri High Priest

The Devout Pasture, southeast, near the the Golden gate, temple to Mielikki

Lliira Temple

House of Rest Temple to The Duskmatron, Borgeff Stizz nonbinary Uniya

Gold Market

The Gold Road Casino and Hotel, casino, owned by Solgi Warrick nonbinary human

Assorted other Magic Item shops, smithies, herbalists

Eldath Temple

Bahamut Temple

Winter's Crest fair, Prescott's

Fairview (or “The New Docks”)

Umber Temple (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)

Reporter working on trying to uncover what happened between the Iphotar Order and D, Barney, and Myrell, working with Larth Wisperflow