

City of Order

The Prime City of Order stands as the radiant heart of Anaar's divine influence—a fortress of discipline, precision, and hierarchy at the southern edge of Ibera. Built from clean-cut stone and slate under a banner of unwavering devotion, the city manifests divine law in physical form. It is home to paladins, scholars, merchants, and contrite sinners alike, watched always by the eyes of gods, guards, and governance.

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Overview



City of Order

Leader

High King Otto Hillingham

Location

Southern Ibero, The Lands of Law

Plane

Material

Population

~138,000

Founded

150 A.W.

Patron Deity

Anaar

“*“Anarchy attempts to push us into the sea. We, as followers of Anaar, stake our banners and proclaim: No further!”*—High King Khenan Hillingham, 207 A.W.

Architecture & Layout

The city's famed **triple-wall defense** separates outer, inner, and sovereign regions. Buildings follow strict municipal zoning—residences, commerce, education, and worship never overlap. Rooftops of slate blue and deep red signal order through visual hierarchy. Roads are straight, district entrances arched and flanked with stone guards, and trees are planted to mathematically optimal intervals.

Districts & Notable Locations

- **Rosemore Vale:** An upper-class residential and entertainment quarter known for crimson banners and access to the capital's core.
- **Khenan Vale:** Elite district of nobles and master merchants; lined with magical lighting and floral canopies. Houses high-end shops such as:
 - *Taudil & Taudil's Wonder Emporium:* Rare magical items, occasionally by special order.
 - *The Third Wish:* Essential magical components for elite casters.
- **Old Weststall:** The city's oldest section—now weathered and under threat of redevelopment. A haven for tradition, secrecy, and the black market.
- **Claygate Point:** (Note: no full details provided—likely industrial or trade-focused.)
- **North Calek:** A modular market bazaar welcoming new trade ventures; colorful and eclectic, bordering on chaotic.
- **The Westmeadows:** Low-income housing turned smuggling haven. High guard patrols, low opportunity.
- **Stability's Sanctuary:** The largest cathedral ever built in Anaar's name. Adorned in metals and red tapestries; hosts five daily sermons.
- **University Grounds:** Academic center surrounding the *Symmetrical University*, a bastion of divine geometry and applied magic.
- **Hearthsage Stronghold:** Fortress and seat of the High King.

Government & Power Structure

Rule is exercised by the **High King of Anaar**, with executive power supported by a **High Council** comprised of military, arcane, administrative, and clan leaders. Law is rigid and layered—justice is swift and absolute. All residents are expected to submit to **The Law of the Banner**, a divine-legal code that even nobles are subject to.

Key figures:

- **High King Otto Hillingham:** Current ruler, devout leader, figure of stability.
- **Queen Marozia Hillingham:** Civic leader and public figurehead.
- **High Mage Orphior Thadali:** Arcane authority, runs the Spellcaster Battalion.
- **Lt. Col. Ayduin Romys:** Oversees the city's outer wall defenses.
- **Solas Dalmorrhaine:** Head of Project Oversight—controls infrastructure and expansions.
- **Brassforge Enclave:** Seven dwarven clan leaders representing guild rights and trade interests.

Society & Culture

Society in the City of Order emphasizes obedience, honor, and service. The elite dwell within Khenan Vale or Rosemore Vale, while the growing lower classes crowd the outer edges—particularly North Calek and the Westmeadows. Faith in Anaar permeates all levels of life, from school teachings to street sermons.

The city is not without flaws: black market trade persists in Old Weststall and the Westmeadows, despite strict enforcement by the City Guard, Wall Guard, and Stronghold Guard battalions. Smuggling and quiet resistance simmer beneath the surface of its radiant discipline.

Places of Interest

- **The Symmetrical University:** A marvel of divine math and planar theory.
- **Cardock Sea Port:** Gateway to sea trade—and backdoor to illegal movement.
- **The Warm Pepper Pub / Double Whistle Tavern:** Known for gossip, ale, and questionable allegiances.
- **Stability's Sanctuary:** A masterpiece of faith and architecture.
- **The Third Wish:** A magical component shop indispensable to spellcasters.
- **Taudil & Taudil's Wonder Emporium:** Supplier of hard-to-find magical oddities.