

Xar Zanth

Badge of the Republic



Capital: Dana

Population: 996,589 (Humans 71%, Aquatic Elves 13%, Elves 5%, Mountain Dwarves 5%, Hill Dwarves 5%)

Government: Republic, democracy.

Religions: House of the Five

Imports: Wine, Coal, Silver, Pipe weed, Oil, Silk, Olives

Exports: Fruit, Vegetables, Cloth, Cheese, Armor, Weapons

Alignments: LG, LN, LE

Currency: A Bent, republic minted coin. Sometimes cut in half.

Life and Society

The humans of Xar Zanth trend to be taller, of fair hair and skin, and wear their facial hair in ornamental braids. A hearty and educated folk, Zanthans commonly have pronounced noses and square jaws. Utilitarian clothing is predominant among the lower castes. Weather in most of this region has distinct seasons, with hot summers, cold winters, wet falls and mild springs.

Xar Zanth was not always the shining beacon of freedom it is today. Over two thousand years ago it was a thriving magocracy. In 307 CM a civil war broke out between the high mage Randal, who believed that the people of the nation should be given power, and the high mage Quinton, who believed in tradition and was not willing to set the mantle of power aside. The war started on the first Oathday of The Falling 307 CM, and finally ended on the Second Drawing of the Three Wars 309 CM. The entire ruling body of Xar Zanth was divided in a war that leaked out into the streets and surrounding countryside. Needless to say Randal was the victor. A statue of Randal Resstin was erected in the center of Dana, it stands 150' from base to head, with a broken pair of manacles in his hands. The people see Randal as the father of freedom, and often tales of his heroic battles can be heard on proud lips in the many taverns of Xar Zanth's capital Dana. The people of the city have an air of pride about them, every year they vote on the nation's rulers. The nation as a whole is very organized, unions and guilds exist for almost any craft or labor. The nation's taxes may be high, but the services provided by the government are a modern genius. It is widely said that you cannot starve to death in Xar Zanth, that the republic will provide.

Major Geographic Features

Diamond Lake: The Diamond lake has around 9100 square miles of surface area. The depth of the lake is unknown to any but the aquatic elves and fey that inhabit the lake. Besides being the home to more than 100,000 aquatic elves, the lake also has the best fishing in the nation. Diamond lake is said to be the former home of a great elven nation known in the common tongue as the Diamond Vale. It is rumored that they escaped their own extinction from an airborne disease by sinking themselves and thus creating the diamond lake. The few surface dwellers that have visited the great cities of the aquatic elves say that this is just a fairy tale, they often and proudly say that their amazing underwater cities are simply too perfect to have ever been above the waves. The fishermen believe that to anger the elves of the lake is to release their disease upon you and will often make offerings to the "blue elves". The aquatic elves have five members that attend the senate at Dana and officially consider themselves a member and ally of the republic.

Bramblemoor: "Land of the Salty Grave" It is hard to say if the Bramblemoor is more sea or land. The high amount of salt water that seeps through the ground allows only the heartiest of plant life to grow within its borders, such as black berry and thistle. The Bramblemoor is home to many exotic species of plant and reptile. Some birds and a few mammals make the dank swampland home also. People that venture into the heart of the wetland sometimes come back and tell tales of dancing lights that skitter around at night. And un-comprehensible chanting from deep within hollowed out trees and earthen caves. Most folk, unless their income demands it, stay away from the Bramblemoor and label it cursed lands.

Calemil Mountains: A small but jagged range of mountains, the Calemil have snow on their peaks almost year round. Many passes wind around through the mountains, some of which are heated by geothermal vents and remain warm and snow free year round. A great dwarven keep heated by one such vent is known to exist deep within the mountains. They seem content to work on whatever they are doing and not dabber in the politics of Dana, although several envoys have been sent to them inviting a seat on the senate. Dwarves are the least of Xar Zanth's problems. Goblins, Orcs, Gnolls and Giants are a constant threat from the Calemil Mountains. Several wars, some lasting years have started and ended at the feet of the silent peaks of Calemil.

Important Sites

Dana: (Metropolis 148,589)"The Seat of Freedom" Dana is the largest city in Tharstelding. Its the former home of Randal Resstin, father of freedom. It is also the place of the High Senate. The Senate grounds lay at the center of this perfectly symmetrical city, the area is not walled off as the senate is public ground. Currently the senate has thirty six members and the High Seat whom is currently held by Byrick Silverbeard (LG), a Knight of Dana. It is tradition for the military to claim the high seat from a vote within its ranks. For the last one hundred years that seat has been held by High General Ser Byrick Silverbeard, a dwarven warrior who was born within the city walls. The High Seat has no supreme power over the other senate members, but if the issue at hand involves military, the High Seat has supreme veto power. Almost anything a mind can fancy can be found within the towering white walls of the city, it is said that a man can shop everyday his life and never visit the same place twice.

Waybury: (Metropolis 48,589) The west port of Xar Zanth and home of the White Fleet. The White Fleet is one of the two navy units of Xar Zanth under the command of High Admiral Gelly Truefoot (LN). The city of Waybury is surrounded on all sides but that of the sea by a three wall ring. Within each ring is a small city in its own. So some call the port the "Three Cities". Waybury has many wealthy merchants, many of whom can import items from across Tharstelding upon request. The city is known for its festivals that happen spontaneously. However, the city has a dark side that most port towns share. Smuggling and thieves are not uncommon to this city, so it is well advised to hang onto your purse when near the docks. The crime is always being fought by Mayor Ingrid Pelson (LG) the first female Mayor in Waybury.

UI Xar: (Large Town 2,530) This town started eighty years ago as a roadside inn called UI Xar, which in the Zanth tongue means "Mid Rest". After a while a store popped up, then a large stable, then a blacksmith, then.. well you get the point. Before long the community of UI Xar was building a wall, and here we are today. The city is still famous for its largest building the UI Xar Inn. It is said this is where Byrick Silverbeard used to stay and campaign with his company the Silver Lance. UI Xar profits from traffic, it is located halfway to Dana and Waybury and is a great place to re-supply. The town is run by Mayor Jack Westwind (LN). Jack has been re-elected by the citizens of UI Xar four times. He also owns the Inn.

Faynaught: (Large City 11,891) Mayor Devin Spearcatcher (CG) a local hero has been in office for twelve years. He was a member of the legendary Silver Lance company and is a close friend to Byrick Silverbeard. Faynaught is a local collection center for farmers and craftsmen. From Faynaught goods are transported to Dana and by land into other countries. It also serves as the local government center for the isolated farmers of the region, it provides protection to the small farmsteads that flourish in the shadows of the Heman Dal. The surrounding areas are frequently attacked by war bands from the mountains. A large garrison of Republic Guards is stationed here under the command of Captain Torkill Orcsbane (LN)

Kayble: (Village 823) The small quiet village of Kayble is often left to fend for itself. Although the arm of Dana stretches far, it usually takes a long time to reach this frontier village. Kayble is a place where everyone knows everyone. It is not common for strangers to come into Kayble and stay for more than a few days. The Mayor of the village is one Feo Treestrider (CN) A young half-elf who stayed a few to many days in town and grew to love the simple life of sheep herders and cheese makers.

Cribus: (Metropolis 39,661) The south port of Xar Zanth and home to the Blue Fleet. The Blue Fleet is one of the two navy units of Xar Zanth under the command of High Admiral Ulthgar the Lucky (LG). An entire regiment of Siege Crabs operated by Hill Dwarves is moored off the coast. The City of Cribus lays on the Cribus delta and is home to a network of fishing companies. The delta area is teeming with shrimp and crab, a very profitable resource for Xar Zanth and the reason for the size of Cribus. The city has no walls, but for its security uses the natural branches of the delta and a series of draw bridges to its advantage. The town is famous for its music that involves unique seashells and flutes. Many bards and entertainers travel to Cribus to hear its unique music and eat its famous seafood. The Mayor of Cribus is One Legged Ole (CG).