

KHARITH, BARONY OF

Ruler: Algernon Hampton, Baron of Kharith (*Avento-Karthic m Ranger 11*)

Power: 27

Capitol: Kharith Town (pop. 3,436)

Population: (Avento-Karthic humans 27%, Na-Karthic humans 56%, Other Humans 4%, Man-Elfan 4%, Dwarra 3%, Elfan 2%, Gar-Ishtarakyn 2%; Other 2%)

Support population ratio: 9:1

Regency: 12

Treasury: 15

Holdings in Kharith

Province Name	Law	Temple	Guild	Source
Farmdale (6/0)	BK(4), FE(1), RA(1)	FCA(4), BC(2)	ToK(4), N(0), NTC(2)	-
Halmeser (5/0)	BK(3), RA(1), FE(1)	FCA(3), OCA(1), CL(1)	ToK(3), NTC(2)	GFW(5)
Lakesedge (5/0)	RA(1), BK(3), KWR(1)	FCA(2), BC(1), CBF(1), KWR(1)	ToK(3), FE(1), TBF(1), N(0)	YT(2), GFW(9)

Key: BK = Baron of Kharith; FE = Fire-Eyes Tribe; RA = Rider of Arthort; KWR = Knights of the White Rose; FCA = Free-Thinking Church of Aruthkar; BC = Bandsrom Circle; OCA = Orthodox Church of Aruthkar; CL = Circle of Life; CBF = Church of the Black Flame; ToK = Thieves of Kharith; N = Norsalaz; NTC = Northstar Trade Coster; TBF = Talons of the Black Flame; GFW = Guild of Fire Wizards; YT = Yar-Thalun's Tower

Provinces: The Barony of Kharith is, like most of Aruthkar given over to plains. Farmdale is quite fertile, and provides a great deal of food to the Barony. Unfortunately, its position on the border with the Stunted Hills makes it more prone to Gar-Ishtarakyn raids. The Barony also possesses a forest province, though it is called the Forest of Fear and is considered aptly named.

It is fortunate that Farmdale is so fertile, though, because the province is vastly overpopulated. The Fire Wizards chose the village of Avanthus to establish their headquarters and great school, the University of Avanthus. This, coupled with the favorable location adjacent to the Bandsrom gap (the passable terrain between the Northern and Southern Aturist Mountains), caused the population to swell. The City of Avanthus is a much larger city than one would normally expect to find in such a small realm.

Law: The Baron tries to keep a firm hand on the Law in his domain. The Lord Rider of Arthort, as his liege, holds some of the Law. The Knights of the White Rose hold some Law as well, in the Baron's name, in Lakesedge province where they have a stronghold to help guard the borders. Occasionally, one or another of the Gar-Ishtarakyn tribes manages to establish a foothold as well.

Guilds: The Northstar Trade Coster controls the legitimate trade in Kharith. It is fighting a fierce battle with the criminal organizations Thieves of Kharith, Talons of the Black Flame, and Norsalaz' agents. Recently, the Fire Eyes tribe of the Gar-Ishtarakyn has created a presence for itself.

Temples: The Free-Thinking Church of Aruthkar has a very strong presence in Kharith, bolstered by the arcane research being done in the City of Avanthus. The Orthodox Church of Aruthkar has a token presence. The Old Faith is represented by the Bandsrom Circle and the Circle of Life. The Knights of the White Rose also care for the spiritual needs of the people in Lakesedge. Sadly, there is also a small presence of the Cult of the Black Flame.

Sources: Kharith is blessed, or cursed, with an abundance of magic. Exactly why is not at all understood. There are two natural Sources in close proximity. The first one discovered was in Farmdale, and its Fire-based "flavor" prompted the Guild of Fire Wizards to make that their headquarters. The second, in Lakesedge, is held by the Guild of Fire Wizards in partnership with the Knights of the White Rose. A third such source, in Halmeser, is controlled by the unknown mage who controls Yar-Thalun's Tower (and Sources); it is believed that Yar-Thalun himself died some time ago, but his Tower and Sources remain.

Assets:

Military:

Other Notes: