

Chapter X

COUNTRIES

xxx

Headline

Sidenote

Elderground



Divanas



TYPE

Axionite Republic

OTHER NAMES

Southern Lendis

DEMONYM

Divanian

LOCATION

Between the Nimidian Wastes and the Thesinian Drylands on the southern end of civilized regions.

CLIMATE

Warm

CAPITAL

Divan (47,000)

NOTABLE SETTLEMENTS

- Casalis (41,800)
- Cross Keep (3,200)
- Umertar (21,500)
- Anurista Springs (18,800)
- Nelis (16,500)

OFFICIAL LANGUAGE

Tormidesian

POPULATION

207,000

DEMOGRAPHICS BY NATIONALITY

87% Divanian, 8% Freeman, 2% Lendisean, 3% Other

DEMOGRAPHICS BY RACE

67% Human, 11% Half-Elf, 8% Halfling, 4% Elves, 2% Dwarves, 8% Other

GOVERNANCE

President of the Divanian Council, Ematri Scolo

Overview

The Republic of Divanas sits in at the southern end of the “civilized lands” and is made up of a rugged, independent sort of people that regularly have to deal with raiders from the Numidian Wastes and the various monsters that roam this far south, where the various people of Elderground have not yet spread in larger numbers.

History

Before the Republic of Divanas came to be, the Magewar split the Kingdom of Landis into two camps dominated each by a powerful sorcerer-king whose motives remain - at best - poorly understood. The two sorcerers battled each other and gathered armies beneath their banner at a pace that spoke of magic at play.

They clashed in Lendis Midlands, armies shattering against one another with fierce might, quickly outdone by the empowered sorcerers wielding enormous power beyond what is typically seen in Elderground.

The two had known each other before, that much has been recorded, for they were familiar with one another, quite intimately so. It was perhaps this connection that spurred them on to ever-greater displays of power during the fighting on the midland plains.

Near the end of the day the two sorcerers had started laying waste to the region, with forests burning, mountains cracked with unimaginable force and both armies lying dead or dying on the fields below.

The entire affair cumulated in an explosion of power that was felt even in the Nine Kings by those attuned to the arcane powers. A mighty flash of light seared the eyes of onlookers and annihilated all those living in the region, turning the Midlands into the Spellscar, region entirely hostile to human life beyond what mundane deserts can bring to bear.

The next day, leaderless and ruined, the Kingdom of Lendis shattered into fragments. The region of Southern Lendis seceded as a collective union, having been one of the powerbases for a sorcerer king and remaining unified in purpose for the most part. The people, though, were sick of kings and queens and mages demanding them to bend their knee, and as such the republican thought was turned into a reality in Divanas, with all those seeking a king being deported or at least made to be silent and accede to republicanism.

THE SOUTHERN REPUBLIC



The fledgling republic was founded in the year 6,077 and soon was offered help by envoys from Axios, the real first republic in this modern age.

With their newfound allies, the transition into a republic was eased and though quite different from a kingdom’s rulership, for most people nothing truly changed at all. The finalized constitution of the Republic of Divanas was ratified by a council of elected officials in the year 6,082, with a debate and vote on the presidency following immediately, culminating a few months later in the first President of the Divanian Council being named: Calidra Superia, a former general and firebrand speaker.

With an eight-year term, the presidency kept changing hands over the years and while there were minor ups and downs, few things of real import happened until the year 6,103, when internal unrest within Guldenzee led to the displacement of a fair number of people, some of them coming all the way down to Divanas, far away from the reach of the Golden Republic, to ask for the right to settle in the western reaches where no others had as yet built anything.

The then-president, Caro Sivaldi, agreed on the terms that the refugees would be supported but would need to repay the gesture in kind by becoming full and true subjects of the Republic, swearing to the constitution.

The current president, voted for in 6,118 after his predecessors affair of embezzlement came to light, is known by the name of Silvermane for his majestic silvery beard. The man, Ematri Scolo, is the bearer of many hopes for the future of the state, for he has aggressive expansion programs in mind towards the south, east and west.

Government

The Republic of Divanas works by ways of a population-based representation, where each 5,000 people of a city, district or rural region may collectively vote on who will be representing them. The voting districts are pre-determined with a census a year before the vote and the person with the highest vote-share will be named Councilman or -woman.

The Councilors are paid a salary by the state and are given a bureau within their district, typically a quite prestigious building or something similar. Whenever possible, they meet once every three months to discuss the affairs of state in the Republican Hall in Divan, advising the President and when the time is due, voting for them as well.

As with the lower-level vote, the person with the most votes wins the presidency, which has - even in such a short timeframe - led to various issues of power-broking.

Geography

Warm and temperate, the Republic of Divanas is blessed to stretch along the Serpent River, one of the longest and most important sea-lanes in the southern regions.

The large and mostly-flat plains are hemmed in to the north by what remains of the Windshear Mountains and at the south-east by the Red Mesa.

The few forests that dot republican soil are to be found near-exclusively in the western half of the lands. The Greenshield Forest is a well-patrolled area of relative safety, while the Zilverbos (named such by the Guldenzee refugees) remains a rather dangerous place to venture into.

Foreign Relations

The Republic of Divanas keeps active relations with a few northern neighbors and hosts envoys from some of the great realms farther apart.

The perhaps most important foreign relation is the Divrus Pact, named after the elven envoy from Axios who helped in the fundamental transition into a republican state. The pact officially recognizes Divanas as an ally of the **Republic of Axios** with all offered benefits: Free trade, military advisory and aid and relief in times of need. How much that does actually help, considering the enormous distance, remains to be seen, though the distant threat of military aid is still a thorn in the side of anyone thinking of reclaiming lost lands.

To their old overlord, the **Kingdom of Lendis**, the Republic keeps only the most minimal contact since the separation, citing inherent differences in population,

ethos and creed among one another. The Kingdom of Lendis, especially under more recent rulership, has started overtured to change the frost relationship into a more amenable mutual acceptance.

The **Free Cities** are nominally allied with the Republic of Divanas, though only in the case of a defensive war. Besides such offers of guarantee, the two nations trade and keep envoys but little else.

Lanfort, as a kind of micro-state, hosts only a minor delegation at the Republican Hall and remains - for the day-to-day business - unimportant.

Due to the recent plans proposed within the Imperial Courts, the **Empire of Nine Kings** has sent a decent delegation with gifts and capable diplomats along, hoping to placate the Republic while imperial agents create a new state on their southern border.

Gazetteer

Though small, the Republic of Divanas still stretches over a hundred miles of warm but fertile plains, providing a good base of living to its people and a great many places to see and people to visit.

Divan is home to the Republican Hall, the monument to the new state the people erected after splitting away from Lendis. Besides the governmental palace, the city also features an extremely beautiful merchant quarter and the *Seleya Baths*, a public bath-house featuring heated water for the public to use. Divan is likewise home to the Republican Guard, the elite arm of the army, a standing force of highly-capable warriors, many of them using imported rifles from the north.

Casalis is the second big city of the republic, and it is also home to its primary university and the industrial backbone of the country, housing many hundreds of craftsmen and even a relatively modern manufactory for textiles. Casalis' university is relatively small but home to a capable staff, especially where the Serpent River Lands to the south are concerned.

Umertar provides for the republics need of seasoned wood by operating large logging operations, though always only when sanctioned by the local priesthood of Beren, whose presence here is larger than normal.

Cross Keep is the home of the main arm of the republican military, an enormous keep outsized for such a small country by all accounts and housing the valiant defenders of the republic, even if their use was never required as of yet. The keep is attached to a series of watchtowers running north-west along the borders so any untoward advances by the Free Cities can be seen early enough to defend against. Many of the higher-ups in the military have long-since lost the true

KEY HISTORY

6,077

Split off from the Kingdom of Lendis when it fractured due to the Magewar of the South.

6,082

Restructuring into a Republic with the aid of help from Axios, including military aid.

6,083

First Council Election, resulting in Calidra Superia being named President of the Council

6,098

General Salvito Morea is indicted by the Republican Guard during a visit from Corss Keep to the capitol, under charges of conspiracy to overthrow the government. When the military mobilized in Cross Keep despite a stand-down order from the president, Salvito is freed by Council decree, quickly followed by a resolution to gut the military budget while expanding the Republican Guard budget threefold.

6,103

Unrest within Guldenzee brings refugees to the southlands, where the republic welcomes them with open arms.

6,105

A fire ravages Nelis' farmlands, striking a heavy blow to the food supplies delivered to Corss Keep. Murrurs speak of an act of sabotage by the council itself to further destabilize the military.

6,115

A Zwyrrech merchant is impaled, his corpse lifted on top of the Republican Hall by unknown perpetrators.

6,118

President Scolo's term begins after his predecessor was caught in a scandal of embezzlement

6,119

The Councillor of Nelis is imprisoned by the military under charges of Treason as documents reveal that she was involved in a mercantile plot to make acquisition of fresh weapons harder for the military. A tribunal ending in the openly prosecuting the execution of the Councillor Serena Aturo leads to rebellion in the streets, quickly quelled with deadly force.

interest in republicanism, playing idly with thoughts of re-imposing a more direct rulership on the people. This is the main reason the Republican Guard is kept at Divan, where they can act as a counterweight to some of the more ambitious generals, who are locked in an eternal political war against their own leaders.

The **Farenam Mines** are a recent project to increase the availability of iron in the south and were founded with the aid of the Casalis University's aid. They provided a group of highly capable geologists and surveyors while the crown attached some members of the Republican Guard to the troupe, venturing into the eastern parts of the country and search the foothills for a suitable iron vein. It took a few months' time (much to the chagrin of the president at the time) but paid off in a big way, since the Farenam Mines sit on top of an iron vein said to last for centuries even under fairly serious exploitation. The Republic of Divanas went out of their way to hire some dwarven mining experts to start the project and nowadays the mines are perhaps the large mining operation in the south.

Zwygrech is where the Guldenzee refugees settled down with the agreement of the republic's president

and council. While comparatively small at barely a thousand people, the merchant-mentality has still served them rather well, helping to build up a network of merchants within the republic that not only makes them a successful investment, but also a resented outside influence as seen by local merchants with less success and acumen for their job.

The **Greenwind Plains** stretch from the Greenshield to the north-eastern borders of the republic, and they are a sight to behold: Wild flowers and crops as far as the eye can see, punctuated by the occasional farmstead and road, a minor river here or there. The plains are known to be fairly safe in terms of roaming monsters.

The **Greenshield** is a protected woodland, regularly patrolled and kept safe by the republican military and the priesthood of Beren. While such security measures are much appreciated by the people living nearby, the fact remains that the forest is still large and dense, meaning some danger remains at all times, especially pronounced by ways of the last few years' worg-raids during nights of new moon.

The Free Cities

Independence at ALL COST

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History

Lorem Ipsum

Government

Dolor Sit Amet

Geography

Thingamajjig

Foreign Relations

Some People. Each Paragraph bolds the relevant state entity for visualization

Gazetteer

A small blurb

BOLD THE THING and then explain it in the text in shortform.



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