

Ri'Shara

Ri'Shara is a small settlement in [The Zahar](#), but of great importance to both the Tabaxi and overland trade in the kingdom as the coordinator of the caravans ([Nadira-who-Remembers](#)) lives here.

It is known in the Tabaxi dialect as the "Place of Returning," Ri'shara is one of the oldest settlements in the Zahar and a cultural centre for the region's Tabaxi communities. Built around a permanent spring, it serves as a gathering place for nearby settlements and a departure point for many of the trade caravans that crisscross Eusia.

The settlement is home to [Nadira-Who-Remembers](#), a respected elder responsible for coordinating caravans, preserving local traditions, and maintaining ties between distant communities throughout the Zahar.

Ri'shara exists because of water. Generations of Tabaxi settled around the spring at its heart, creating a permanent refuge within an otherwise harsh land. Unlike the towns and cities of the kingdom, Ri'shara has no walls, grand buildings, or formal streets. Clusters of homes, animal pens, market stalls, and communal shelters surround the spring before gradually giving way to the grasslands beyond.

Ri'shara is rarely quiet. Caravans arrive and depart throughout the year, bringing news, stories, and goods from across Eusia. Their return is often a community event, with friends and family gathering to exchange gifts, settle accounts, hear tales of distant lands, and welcome travelers home. While the settlement remains predominantly Tabaxi, merchants, craftsmen, laborers, and other travelers from across the kingdom are a common sight.

To outsiders, Ri'shara is an unremarkable oasis settlement. To the people of the Zahar, it is where journeys begin and where, sooner or later, every traveler returns home.

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