



Regional Gazetteer:

Ket



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Ket Overview

Ket has emerged from the Greyhawk Wars as strong as it has ever been. The assassination of Beygraf Zoltan fractured the internal peace of Ket and threatened a civil war. However, the quick and decisive actions of General Naidad averted the impending disaster. Although Ket returned most of the land it had acquired, it retained the land that was truly important to it. The Bramblewood gap had long been a chokehold on Ket's profitable trading franchises with the Eastern World. With the Bramblewood Gap now under Ket's control, and the internal peace of Ket secured with the backing of the Mouqollad Consortium, it is time for Ket to consolidate its gains, and keep an eye towards future opportunities.

Ancient History

The oldest settlement in the Baklunish west is Zeif. In years long ago, before the Invoked Devastation struck down the mighty Baklunish Empire, the area was known as the Satrapy of Ghayar. Although, it was not until many years after the Invoked Devastation that the degenerate rulers of the Satrapy were overthrown. Still Zeif is the only nation that can claim that its cities predate the Invoked Devastation.

So when the war with the Suel Imperium began, the Oeridians tribes, who lived on the borders of both great nations, took the conflict as an omen and migrated north and east. As those tribes passed through the lands that were to become Ket, some settled there.

As the war dragged on, Baklunish refugees seeking shelter from the wars, began to swell the population of the Satrapy and push its borders further east than ever before. These newly settled territories became known as the provinces of Ket and Tusmit.

In the aftermath of the Invoked Devastation, the stream of refugees became a flood and the survivors split into two disparate groups. One group settled into a nomadic life style and became the Paynim and Uli nomads, and the other followed Al'Akbar north through the lands of Tusmit, into the lands now known as Ekbir and settled there.

In the wake of the Rain of Colorless Fire, Suel refugees fled east into the central Flanaess where for two centuries they waged war with the Oeridians tribes who had fled before them. Over the years, as these wars raged, Suel prisoners began to flow into the province of Ket as trade with the Baklunish refugees proved profitable for the Oeridian tribes and they in turn alternately traded and warred with the Oeridians and Suel to the east and south. As the years turned to decades and then centuries, the Baklunish people built cities and prospered, eventually absorbing both the Oeridians and their Suel captives.

This newfound prosperity brought new trade partners in the form of dwarves from hidden nations in the Yatils. Over the years, some of the dwarves found it convenient to re-settle in Ket and provide a permanent Dwarven presence.

History

In the late 30th century BH, the nomads known as the Brazen Horde descended upon the province of Ket, with no aid forthcoming from Zeif, the Bey of Lopolla claimed the nomads as his allies. Although, the Bey retained his office, the nomads conceded authority only to their great Padishah

and proved uncontrollable. For the second half of the thirtieth century, the nomads plundered Ket, using it as a secure haven from which to raid into Velunese territory.

Finally, toward the start of the thirty-first century, the forces of Keoland invaded Ket. With the aid of mercenary longbowmen from the Quaglands, the Keoland forces were able to defeat the Brazen Horde, but they drew no distinction between the Horde and the people of Ket. When they turned on the Bey of Lopolla, he and his small army escaped into the rugged Banner Hills, where they began their plan to free Ket from the grasp of the Keoish invaders. It was in these hills that the discipline of the True Faith forged the small Ketite army into a power that could drive the Keoish infidels from Ket. During the next three decades war would rage through Ket. So determined were the forces of Ket that they nearly seized the Quagland city of Krestible, in revenge for the crucial role their mercenaries played in the invasion of Ket. In the end, the Keoish forces were forced all the way back to the Bramblewood Gap where they dug in their heels and fortified their positions. It was not a total victory, for the infidels maintained control over the Ketite lands south of the Bramblewood. With the fortifications that were being erected and the resistance failed sieges of Krestible fresh in their minds, it was quickly decided that the blood-price for the Bramblewood Gap was too high, at least for now.

The leader of the resistance, Arpad, became the first Beygraf of the truly independent Ket. Because of their instrumental role in freeing Ket from the infidels, the mullahs of the True Faith were encouraged to take administrative, judicial and military authority, under the leadership of the Beygraf, of course. In return, they honoured the Beygraf with the title Shield of the True Faith.

For the next century, until the middle of the thirty-second century BH, Ket would rebuild, stronger than before. The years were relatively peaceful and disturbed only by the frequent border skirmishes with the Paynims and Bissel, which saw Keoish, Furyondian and eventually independent rule during those years. Eventually the rising power of the archmage Iggwilv brought Ket from its peaceful slumber, when she conquered Ket's northern neighbour Perrenland. An alliance was forged with the Dwarven nations of the Yatils and over the course of the following decade Iggwilv's armies were held at bay. The success of the war brought out the best in both Dwarves and Ketites, and they discovered that they shared much in common and a long lasting friendship, that persists to this day, grew out of the alliance.

The renewed power and success of the military brought new confidence to the Ketite military, and a conservative group gathered power around it, reminding Ket, that the Keoish invaders still maintained a foothold in Ket. It seemed as though the time to take back the Bramblewood Gap was at hand. After an unsuccessful yearlong siege of Thornward itself, the conservative alliance lost much of its support. Although the border skirmishes continued for nearly eighty years, the alliance was unable to gather enough support for a second attempt.

It wasn't until the Greyhawk Wars when Beygraf Zoltan secured an alliance with Iuz the Old, that a new invasion of Bissel was launched. Despite the misgivings of the moderate mullahs, the alliance was initially a huge success and the protests of the moderates went unheeded. When the Former Margrave of Bissel chose an honourable death over service to Ket, opinions began to change and the warnings of the mullahs were remembered.

In the fourth year of the occupation of Bissel, Beygraf Zoltan was assassinated. The judgment of the mullahs was that revivification would not be attempted, the hand of fate had smitten him and that decision must be honoured. The Beygraf had not chosen a successor, and

the political vacuum created by his death was considerable. A power struggle began, and the threat of civil war focused Ket's attention inwards, withdrawing much of its military from the occupied territory. General Naidad, a hero of the invasion, drew together the military, a minority of the clergy, and the wealthy merchants of the Mouqollad Consortium to prevent the disaster and stabilize Ket.

In return they made General Naidad into a Beygraf. As the dust settled, Ket once again turned its attention outward to find the Greyhawk Wars coming to an end. Armies from the Gran March were preparing to attack the lightly defended lands of Bissel, in a magnanimous move, Beygraf Naidad chose to restore Bissel's independence, keeping only the ancestral Ketite lands north of Thornward.

Timeline

-3040 BH	-5699 CY	Dwarves from the Clans of Yrden and Damgarath settle in the Yatils.
-390 BH	-3049 CY	The beginning of Dwath-Kazar, The Great Dwur War. Clan Yrden and Damgarath wage a 70-year war.
-319 BH	-2978 CY	After a 5 year siege Gartelem, The Iron City is sacked and its king, Duegan IV of Damgarath is slain. Clan Lyrkeram is established by some of the survivors.
2174 BH*	-485 CY	Beginning of the Baklunish-Suloise Wars
2193 BH*	-466 CY	First employment of humanoid mercenaries in those wars. Ekbir, Ket and Tusmit settled
2237 BH*	-422 CY	Invoked Devastation and Rain of Colourless Fire strike Baklunish and Suel lands, respectively. Caliphate of Ekbir founded.
2238 BH	-421 CY	Major humanoid incursions begin by the Euroz, High Jebline, Celbit tribes and others.
2247 BH	-412 CY	Al'Akbar ascends to godhood.
C. 2290 BH	-369 CY	The Satraps of Ghayar are overthrown and the Sultanate of Zeif is established.
2354 BH	-305 CY	The great battle of Lopolla where the humanoid tribes were irrevocably broken. Most destroyed but the High Jebline flee south and west where they passed out of knowledge of the Ketites.
2878 BH*	219 CY	The Cup and Talisman of Al'Akbar is stolen by strange elves, as tall as men, who flee on the backs of eagles. The Grand Mufti is exiled for failing to protect the relics. The Grand Mufti establishes the True Faith.
C. 2930 BH	271 CY	The Brazen Horde is brought to Zeif.
C. 2948 BH*	289 CY	Thornward is founded.
C. 2970 BH	311 CY	The Brazen Horde invades Ket. The Bey of Lopolla claims the Brazen Horde as an ally. Both Ket and Tusmit declare independence from Zeif.
C. 3009 BH*	350 CY	Keoland begins invasion of Ket.
C. 3019 BH*	360 CY	Keoland captures Lopolla.
C. 3024 BH*	365 CY	Ketite forces reclaim their homeland from the Keoish invaders Arpad becomes the first Beygraf of Ket. Ket truly becomes an independent nation. The True Faith spreads throughout Ket.
C. 3059 BH*	400 CY	Perrenland is brought under a single banner. The March of Bissel is established as Keoland's Northernmost frontier.
3097 BH*	438 CY	Keoland loses Bissel in the Small War against Furyondy and it becomes a tributary state of Furyondy for 2 decades.

3157 BH *	498 CY	Beginning of the Hateful Wars fought in the Lortmils. Some limited migration of humanoid tribes to the Yatils.
3158 BH*	499 CY	Ket besieges Thornward. Bissel resists only because of support from Keoland, Veluna and Furyondy.
3172 BH*	510 CY	End of the Hateful Wars. Graf Sandor chases Urgush's horde into Csipros Erd. The Horde is destroyed by strange magic, along with most of Graf Sandors forces. The remaining troops return to Polvar. Graf Sandor returns to Csipros Erd and is never seen again.
3246 BH*	584 CY	Ket conquers Bissel in less than 2 months.
3248 BH*	587 CY	Beygraf Zoltan is assassinated. General Nadaid becomes the new Beygraf. Beygraf Nadaid begins negotiations with the east.
3251 BH*	590 CY	Ket withdraws from Bissel. The Bramblewood Gap officially becomes part of Ket. Thornward becomes a neutral city.
3252 BH*	591 CY	Beginning of the Living Greyhawk campaign.

* Dates from canon references.

Geography

Ket is divided into six separate provinces, Lopolla, Molvar, Polvar, and Falwur each centered on Ket's largest cities, and Nehez and Durva which split the Bramblewood between them. Each province is ruled by a Graf (as was the vassal state of Bissel for a time) from one of the 6 Great Houses of Ket.

Lopolla Province

Lopolla Province is the royal province. It extends west beyond the Tuflik, south to the Bramblewood, north into the Tusman Hills, east to Molvar province. Traditionally, it is the seat of the Beygraf's power. It is the breadbasket of the realm, well irrigated and cultivated by the skilled farmers of Ket.

Lopolla City is walled and well garrisoned by the military police of Ket, the Threshers. The northern end of the city is occupied by the Beygraf's Palace, which is garrisoned by the Beygraf's personal guard, the Thorns. Other important locations include the High Temple of the True Faith and the preeminent temples of the Baklunish pantheon. Both the Archons and the Brotherhood of Sorcerers maintain headquarters in the city, and all of the wealthiest noble families maintain residences in the city.

Molvar Province

Molvar Province is administered from the walled garrison city of Molvar. The city controls the entrance to Griffin Strike pass, the only route through the Yatils to Krestible in Perrenland, and many mines in the surrounding hills and mountains. Since the beginning of the Greyhawk Wars, Ket has enlisted the largest tribes of hobgoblins in the mountains. The hobgoblins prevent all travel through the Yatils north of Molvar, except through Griffin Strike Pass.

The Aldeen family oversees Molvar province, as it has for many generations. The military tradition runs deep in the Aldeens and all but a few of their sons have served in the military as back as anyone can remember. It is a fitting history for the ruling family of Molvar province,

especially considering that Molvar itself was originally built as a citadel to protect northern Ket from the humanoids of the Yatils. Indeed, the Red Tower, the original fortifications built where Molvar would one day flourish, still stands proudly at the center of the city. Built by Beygraf Arpad, first of the Beygrafs, the Red Tower, is now used for ceremonial executions and its open courtyard serves as a Thresher's Square for Molvar. For generations the Aldeen family lived in the ancient tower, but during the recent expansion they secured a luxurious estate along the southern edge of Molvar. Even now, years later, some still talk of the controversial move and wonder whether this signals a change in fortunes of the Aldeen family.

The current leader of the Aldeen Family, Alvaro Aldeen, has followed in his family's military traditions. Alvaro served as a common foot soldier for many years in the Griffon Strike Pass, but during his service gnoll raiders captured him. His experiences in the gnoll camp have made him an outspoken opponent of the hobgoblin patrols. His sentiment is popular with the common people of his province and they look to Alvaro as a man of great honour, one who has dedicated himself to keeping the people safe. The city's walls remain thick and the Aldeens keep them in good repair, although the garrisons could shelter many additional troops.

Polvar Province

Polvar province, unlike the Molvar and Falwur provinces, is dependent on mines. The silver and copper slave mines and the independent gem mines combine to form the economic base of this province. The raw materials are brought down from the mountains, refined and then shipped south to Falwur.

Polvar is also famous for the Legendary Csipros Erd (literally "The Geysers of Death"). Adventurers frequently seek the long lost treasures, commonly thought to lie within the Geysers. Occasionally, those adventurers return, but none have yet found the lost treasure of Graf Sandor, and returned to tell the tale.

Falwur Province

Falwur Province forms the border with Bissel and thus it controls the lucrative Bramblewood Gap as well as the mines Yatils east of Falwur. Its proximity made Falwur City the ideal launching point for the recent conquest of Bissel. The new territory gained during the conflict brought new wealth to the province. In fact, many of the fortifications used against Ket in the past have been refitted to defend Ket against the East. While there is occasional dissent among the newly Ketite population, such problems have become few and isolated in recent years. In addition to the Bramblewood gap, Falwur Province also controls the northeastern quarter of Thornward, the former capital of Bissel. Veluna, Bissel and the Gran March control the remaining quarters.

Nehez Province

Nehez Province runs from the Irafa Road to the north and east edges of the Bramblewood. The region is sparsely populated, with most of its population living along the edges of the Bramblewood. The province has two main industries, logging and yarpick nuts. Despite its small population, it is quite strongly garrisoned. Not only are the humanoids and monsters of the Bramblewood a constant menace, but in 584 CY Rogahn and Zelliger disappeared in the woods with the remains of their followers after the Second Battle of Thornward. General Nadaid

pursued them but declined to march his army into the Forest. Most agree that his decision was both clever and wise. Instead, he cordoned the woods to await the emergence of Rogahn and Zelliger. For more than a year, impromptu army camps dotted the eastern edges of the woods, but despite estimates that placed the strength of the fleeing forces at near half a legion of soldiers, they never emerged, and their final fate remains a mystery to this day.

The Mutamin family rules Nehez Province.

Durva Province

Durva Province forms the southern border of Ket. All of the Bramblewood south and west of the Irafa road belongs to this province, along with the Banner Hills. In truth, however, the province is almost entirely devoid of inhabitants, and is a province only in name.

The Tendulkar family, lead by Graf Sarosh, rules the Durva Province. Also notably, the ex-ruler of Bissel, Graf Imran Tendulkar hails from this province.

Bramblewood Forest

Although the Bramblewood is predominantly oak, birch, pine and sablewood, and the southernmost edges sport a few bronzewoods and elms, the yarpick trees are the true wealth of the Bramblewood. The nuts of the yarpick tree are eaten both whole and ground into a meal and are a nourishing staple of Baklunish life. The Nehez province exports yarpick nuts throughout the Baklunish west and Perrenland.

A single well-kept road, the Irafa, runs through the Bramblewood. Along the Irafa are eight well-defended fortresses. While spending the night at one of the forts can be expensive, few caravan masters survive the alternative.

Yatil Mountains

The Yatil Mountains form the northern border between Ket and Perrenland, and a single pass, Griffon Strike, links the two countries. These mountains are home to numerous tribes of humanoids, dragons and other dangerous monsters. In addition the Grand Mufti of the True Faith makes his home in a remote mountain retreat.

Banner Hills

The Banner Hills lie along Ket's southwest border. Baklunish herders and several tribes of orcs and ogres make their home here, but there is little else of note in these hills.

Tusman Hills

The Tusman Hills form the border between Ket and her western neighbour, Tusmit. Neither country claims these hills, as they are inhabited by fierce hillsmen who are renowned fighters who serve both countries as mercenaries. Griffons are known to live and hunt here. The Hillsmen live by a mixture of limited agriculture and animal husbandry, rearing goats and sheep. It is more fertile on the lower slopes near the Tuflik River and in this area more agriculture takes place than in any other.

Fals

The Fals River is a tributary of the Velderdyva, and flows from the Bramblewood forest to the Ket Regional Gazetteer

Nyr Dyv. Ketite barges transfer goods between Thornward and Mitrik.

Tuflik

The Tuflik is hundreds of miles long, flowing from its headwaters in the Bramblewood, past Lopolla and then on to the coast of the Dramidj Ocean. While the River is generally navigable from the coast to Ceshra, barges ply the waters between Ceshra and Lopolla.

Society

The human Ketite population consists of two disparate groups. The ruling class, particularly the great noble families and powerful merchant houses are almost exclusively pure strain Baklunish. However, the lower classes are a blend of Baklunish, Oeridian, and Suloise features. Despite the mixing of blood in the lower classes, even they remain steeped in Baklunish Tradition.

The persistence of Baklunish culture in the face of eastern influences, is a tribute to the dedication of the True Faith. They reinforce the old traditions and seek out corrupting influences and eliminate them. Under the watchful guidance of the True Faith, even the lowest of slaves is encourage to take pride in his culture. The strength of the Faith shows even in the other races who have been more influenced by Ketite culture than influential in it.

Ketite names are distinctly influenced by Baklunish culture. The names common among easterners are almost unheard of among Ketites. In general, common citizens use a single name and an identifying tag such as Balthazar the Blacksmith or Salomeh Whitehair. Only nobles and dwarves have and use family names. Powerful wizards and sorcerers prefer to use a single name with no tags, such as Rasheed. Priests refer to themselves by their given name and the location of their home temple, like Nasser of Molvar. Clerics of the True Faith are usually addressed by appending the honourific al'Mullah to their name, such as Amardad al'Mullah.

Fashion

The current fashion is for Ketites to dress in loose fitting robes during the warm days. When the air becomes cold, they add a heavy outer robe, and in the winter months ornamental furs and additional layers ward off the biting cold. Merchants and regular citizens tend to wear bright solid colours or bright garish patterns, while nobility and those who serve them tend to wear pale pastel patterns.

Successful men cover their heads with tightly wound turbans as a sign of prosperity, while the women of Ket usually wear their hair in a single braid. Braid length is often a clue to the woman's status in society, the longer the braid the higher the station.

Jewelry is common for women, and usually silver and tasteful. Both men and woman wear sandals that wrap a few inches above the ankle. We do not usually wear cloaks, as bumbershoots are clearly superior to them.

Language

The lower classes speak the common tongue, but the higher classes, their servants, and those who wish to do business with the noble families all speak Baklunish.

Economy

Despite, or perhaps because of, Ket's expansionistic foreign policy, it is rich from trade with the Paynim tribes, Tusmit, Ekbir, Perrenland, Bissel and Veluna. Goods from points as diverse as Zeif and Wintershiven pass through Lopolla, aided by the Mouqollad and those Ketite merchants who travel throughout the Flanaess.

In addition to the Trading Caravans, Ket also exports a variety of goods from gems and precious metals, to fine Baklunish steeds and rugs.

Slavery

Many of Ket's enemies disparage it for what they call unjust slavery. It is true that Ket practices a two tiered form of slavery. However, only criminals are enslaved.

Those criminals who have raised arms against Ket, those who have shown they have no honour, and those that have committed serious crimes against Ket and its citizens become mining slaves. They must pay for the lives they have taken by digging for precious metals and gems in the Yatils. Only the most depraved criminals are executed.

However, those Ketites who cannot pay their debts and therefore have demonstrated that they are not ready to live as citizens of Ket become personal slaves. They become the property of another who will teach them to live as citizens. All personal slaves are required to work off their debts. These slaves do not usually perform menial work but perform skilled labour as personal servants or performers. The majority of personal slaves are treated no worse than servants. The few masters that do treat them poorly, tread on dangerous grounds for unlike the mine slaves who wear steel chains, personal slaves only wear the chains of honour and shame.

Telling Time in Ket.

The common people of Ket have little need for exact timing; most things are scheduled based on midday, dawn or dusk when the Mullahs traditionally raise their voices in prayer call. When more specific approximations are needed Time is told by looking at the sun and the shadows on the ground.

The middle class, which sometimes need to track time more accurately, uses candles that have been specially marked to measure the time. Such candles are commonly available from a chandler to mark the quarter hours or the hours, but cost slightly more than normal candles.

The rich tend to use hourglasses filled with sand. Of all the methods used, they are the most accurate and expensive.

Laws

Spirit

Overall, the Laws of Ket are more concerned with creating order and enforcing punishments than promoting virtue. Vigilantism is heavily frowned upon for its unpredictable nature, and its affront to the honour of the Threshers. It not accepted as an excuse for crimes committed. Only the Threshers have been granted the right to deal punishment to those who break the laws.

The Threshers strive to enforce the intent of the law than the exact wording. Attempting to circumvent a law via a loophole or technicality is an affront to the True Faith, which promotes

plain speech and obedience. Even attempting to use the letter of the law to circumvent the spirit is considered a grave dishonour and typically results in a much harsher sentence.

For example:

Consider a citizen who has broken a law prohibiting the casting of certain area effect spells in public places. If he were to try to defend his actions by pointing out that he did not cast the spell, but only activated an item that created an effect that was similar to the spell, the likely result would be the permanent confiscation of the item. Additionally, the Threshers would likely be offended by such self-serving and dishonourable conduct, and add to the already heavy punishment.

Self-defense and defense of another are notable exceptions, and reasonable leniency is usually granted to those who are defending themselves. However, self-defense is not an excuse to use lethal force. The Threshers will often examine the circumstances to determine whether a claim of self-defense is justified.

For example:

A citizen who forces his way into another’s home and defends himself against the occupants would not be granted any leniency. Instead, the occupants of the home would likely be granted leniency.

There are four major categories of crimes in Ket:

	Examples	Notes
Crimes Against the Beygraf	Treason, Attacks against the Military, Destruction of the property of the Beygraf, Theft of the property of the Beygraf	While called “Crimes Against the Beygraf” is in actuality crimes against the nation of Ket and it’s agents.
Grievous Crimes Injurious Crimes	Murder, Rape, Horse Theft, Kidnapping Assault, Theft, Extortion, Casting spells without authorization	
Crimes of Dishonour	Rudeness to the Threshers, Rudeness to a mullah, Disrespecting those who are above your station, Acting without honour	

Enforcement

The laws are typically enforced by the Threshers, who are an elite division of the military (*See organizations below*). The Threshers typically patrol the cities, the towns and even some of the more important villages, though most villages and hamlets do not need full-time Threshers.

When confronting a criminal, the Threshers do not “charge” him with one or more crimes, instead they investigate the, determine the extent of guilt, and punish the criminal accordingly. In effect, the Threshers act as both judge and jury. However, it is a matter of honour for the Threshers to protect the citizens of Ket.

Punishment

Punishment in Ket is harsh but fair. If at all possible, punishments are custom fit to the crime and circumstances. Most petty crimes are punished with time in the stocks. Debtors are reformed through mandatory service as household slaves. Violent or uncontrollable criminals become mining slaves, where they can only harm each other and yet can still attempt to repay the debts they owe Ket. Most household slaves can eventually earn their freedom, though a surprisingly large number choose not to purchase it. Even some mining slaves are eventually released from the copper mines but only if the Jurats determine that the slave has truly reformed or that the sentence was overly zealous. Execution is reserved for those criminals who need to be publicly, painfully and permanently dealt with.

Although the lawful authorities usually carry out the punishment, sometimes the victims or their families are asked to carry out the punishment. They can only do so after they have been explicitly and formally asked to carry out the punishments by someone with authority. Anyone choosing to meet out punishment for a crime that does not have the authority and has not been given clear permission to do so, is probably committing a crime as well.

Crime	Common Punishment	Notes
Treason	Smeared with meat, then wrapped in a carpet and hung on a hook in public view until dead.	
Murder	Sent to the mines	Raising the victim may be grounds for leniency in the punishment, but does not erase the crime.
Rape	Mutilation of genitals by family of victim. Sent to the mines.	
Kidnapping	Sent to the mines	This is a very dishonourable crime
Horse Theft	Sent to the mines	This is a very dishonourable crime
Assault (Major)	Confiscation of weapon used and stocks (1 week or more)	The victim must be reduced to less than 0 hit points
Assault (Minor)	Confiscation of weapon used and stocks (up to 1 week)	The victim must have been injured
Brawling	Stocks	Subdual damage only, otherwise it is assault.
Acting without Honour	Varies with the action, usually minor fine and/or time in the stocks for each offense	Highly subjective. Each action may be punished separately.
Extortion	Stocks	

Theft	1 lash per gp stolen 1 day in stocks per 50gp stolen (minimum of 1)	More than 1 gp stolen
Petty theft	Up to 1 day in the stocks	Less than 1 gp stolen
Casting spells without authorization	Stocks: 1 day per spell level Lashes: 10 per spell level A cantrip earns 1 day in stocks. Confiscation of spell component pouch and material components.	Authorization can be acquired through the Archons, Brotherhood and various religious orders. Not typically enforced unless someone thinks it is a problem.
Fencing Stolen Property	Confiscation of stolen property and a fine	

Religion

Major Faiths

The True Faith of Al'Akbar touches almost all facets of life in Ket. The priests of the True Faith, known as Mullahs, serve as ministers, judges, scholars, and teachers for the government, while also serving as healers, advisors, and guardians for the military. However, there are many other gods who are also worshiped within Ket's borders.

Fharlanghn, the Dweller on the Horizon, has many worshipers among Ket's caravans and road patrols. Geshtai, the Daughter of the Oasis, is worshiped in rural areas and sacrifices are frequently made to ensure that she brings plentiful waters for the growing season. Istus, the Lady of Our Fate, is widely revered. Mouqol, the Merchant, is the Baklunish god of trade and therefore is very important to Ket. Xan Yae, the Lady of Perfection, is often revered by those who find stealth a necessity of life. And lastly, Zuoken, the Master of Da'Shon and Edel, who serves Xan Yae, sponsors a number of monasteries within Ket.

Faiths of Note

In addition to the traditional Baklunish gods, a few of the common gods have influence among the human population. Bleredd, the Iron Mule, is most prominent in Molvar. Boccob, the Lord of All Magic, is often worshiped by wizards while Zilchus, the Money Counter, has a small following among the merchants of Ket.

In addition to the traditional dwarven pantheon, the dwarves of Ket frequently worship Fortubo, god of Metals and Stone, Jascar, god of Hills and Mountains, and Ulaa, the Stonewife. The halflings of Ket, on the other hand, tend to follow Yondolla and the halfling pantheon.

Uncommon Faiths

The faiths of Azor'alq, the Banisher of Darkness, Beory, the Oerth Mother, Bralm, the Toiling Lady, Daoud, the Unraveller of Deceptions, Ehlonna, the Hunter, Hextor, the Scourge of Battle, Joramy, the Shrew, Lirr, the Lorekeeper, and Obad-Hai, the Shalm, are encountered infrequently,

but are recognizable by the Ketite populace.

Rare Faiths

The remaining gods are very rare and usually associated with foreigners. With the exception of worldly merchants, adventurers and travelers, most Ketites know very little if anything about them.

Organizations

Military

Each of the divisions of the military are treated separately for the purpose of this document. You can find them listed under: Paighan, Threshers, Jurats, Thorns, Samsir, Neyze, Gele, Somb, Kaman, and Dasne. The Paighan is the basic training ground of the military. The Samsir, Neyze, Gele, Somb, Kaman, Dasne and Tabar all select their members from the best that the Paighan has to offer.

Paighan

The Paighan is the militia of Ket. They are the last resort of the military and the basic training grounds. There are no basic requirements to join the Paighan other than time.

Gele

The Gele are the crossbowmen who provide support to the Neyze and Samsir. Each member of the Gele is expected to be an expert marksman and required to have some basic combat experience before joining.

Neyze

The Neyze are the heavy infantry who provide the backbone of the Ketite army. They wield pikes and wear heavier armour than the Samsir. Candidates to join the Neyze are chosen for their physical strength and prowess with the pike.

Samsir

The Samsir are the light infantry who provide support to the Somb and Kaman. While proficiency with chainmail armour and the pike is required, the Samsir seldom use them on the field of battle. Their primary responsibility is to seize and temporarily hold ground cleared by a cavalry charge and to prevent the enemy from regrouping in between charges. So their primary weapon is the scimitar and their primary armour is the chain shirt for maximum speed and mobility.

Somb

The Somb are the cavalry that forms much of the offensive power of the Ketite military. Unlike the cavalry of the central Flanaess, the Somb eschew the heavy armour of knights for lighter breastplates, allowing their horses to travel faster than a traditional knight. Also unlike a knight, the Somb are expected to be able to use short composite bows to provide their own cover fire if the Kaman are not available.

Kaman

The Kaman are the cavalry archers who support the cavalry. They are valued for their speed in deployment and all almost always used in conjunction with the Somb. Together, they can strike fear into the hearts of any enemy army. The Kaman seek to perfect the quick raid during which

they often use specially prepared alchemist arrows to ignite enemy supplies and wooden fortifications. The Kaman is, perhaps, the most difficult of the second tier military divisions to join, expertise with the bow, the horse, a certain amount of common sense are all required before any member of the Paighan is chosen to join them.

Dasne

The Dasne are the scouts of the Ketite military, they provide information on enemy locations and movements in times of war, as well as providing expert perimeter guards for military encampments. The Dasne has an unusually high percentage of halflings, since halflings are naturally suited to becoming scouts. Because of the stealth requirements, members of the Dasne usually wear armour no heavier than leather and must be proficient with the quaddara (a Baklunish curved short sword) and the composite shortbow. Overall, Dasne training is more varied than the other divisions. Where the other groups find strength in unity, the Dasne finds its strength in diversity. They need expertise not only in finding and reporting on enemy movements, but also locating and eliminating enemy scouts.

Tabar

The Tabar are a special, exclusively dwarven, division within the Ketite military. They serve as shock troops to provide an extra offensive punch in campaigns that take place primarily in hilly and/or mountainous terrain that would be treacherous for the cavalry. The Tabar are usually stationed in and around Molvar province, a major population center for dwarves within Ket. Unlike the Neyze, Samsir or even the Somb, the Tabar relish heavy armour, often forging it themselves during less active periods. While most use banded armour, it is not uncommon for members of the Tabar to wear Full plate.

Threshers

The Threshers represent law and order in Ket. They are military soldiers tasked to protect the citizens of Ket from internal threats. To perform their job, they have been given great power, for they protect the people, enforce the laws, but they also determine guilt or innocence and prescribe punishments. While the Threshers man the gates during peacetime, it is the Neyze who man the walls of the cities, and protect them from external threats.

Jurats

The Jurats are an elite part of the Threshers composed entirely of mullahs, they provide counsel and leadership. When a thresher patrol is unable to reach a decision, they turn to the Jurats for wisdom and a resolution. Jurats often accompany the larger patrols of Threshers.

Social

Mouqollad Consortium

Headquartered in Zief, the Mouqollad Consortium unites the merchants of all the Baklunish nations into a single powerful organization. The goal of the Consortium is ensure the prosperity of its members, and the benevolent leadership of the markets it dominates. The Consortium

purchases rights from the Baklunish nations, and re-licenses them to its members.

In many lands, including Ket, the major bazaars are managed and monitored by members of the Consortium. In return for the right to collect fees from individual traders in the marketplace, the merchants are obliged to guards against theft and violence in the marketplace. Most also administer the allotment of space, maintain the buildings, and construct a shrine to Mouqol in the marketplace. In areas where the population is poor or sparse, larger monopolies are granted in attempt to balance the potential profits of each region against one another. Since the grants are rarely reallocated or revalued, a merchant who wisely builds up his markets can make profits that are considerably above average over a lengthy period. Likewise a foolish merchant can destroy his markets, though his license fees do not decrease.

In addition to the marketplaces, the Consortium also licenses high profit goods separately. For example, the famous Ekbiri woolens, Zeif Gems, and Ketite Rugs are licensed to specific merchant houses. Magical items are also licensed to merchant's houses, though in Ket, the Archons and the Brotherhood own the licenses. No matter who owns the magic item licenses, the Consortium requires all traders to individually pass qualification exams before they are allowed to carry out any transactions.

Black markets do operate in many areas that the Mouqollad oversees, but the Consortium employs agents who work with local law enforcement (except in Ull) and diligently seek to expose these groups and the merchants who attend them. Members of the Consortium who deal with such groups risk losing their membership, their licenses and their goods.

The leaders of the Consortium are high-ranking priests of Mouqol, known as the Worthy Elders, many of whom are also members of the most prosperous and respected merchant houses. A few wizards, mostly scholars and diviners, have achieved prestigious positions within the Consortium. While both warriors and rogues can be found working for the Consortium, few of them manage to achieve leadership positions.

All manners of people work for the Consortium, some for extended periods on caravans and ships that travel beyond the Flanaess. The destinations for these voyages are considered Mouqollad trade secrets and are carefully guarded, even though the voyages themselves can take months. In addition, the Consortium also hires people to man distant trade outposts in these foreign lands.

In addition to the Consortium sponsored caravans, ships, and outposts, the consortium sponsors elite agents who monitor their interests in every major Baklunish city. While the agents are required to remain neutral in political and military matters, they usually support the local government both because stability is good for business and to curry favour with those who can support the Consortium in its goals. The Consortium also polices its members, and in the rare cases where the members are unable to resolve their own disputes, they provide mediators. These men are known as Appraisers of Merit and their judgements are binding on all members. Failure to abide by these judgements is punishable by expulsion from the Consortium, and the offender's goods will be forfeited to the injured party.

The Mouqollad has few enemies and fewer allies. Although individuals in the governments of Ket, Tusmit, Ekbir, and Zief may lend aid to the Consortium, as a whole they merely tolerate the organization. In Ull, the Consortium treads lightly, but with plenty of extra guards since the government is as likely to seize goods as to pay for them. In wild areas, raids from Pirates, Paynims, and Bandits are a constant threat.

Archons

The Archons maintain a record of Mages in Ket, and serve the government with its various magical needs. The Archons are a guild. They set standard prices that must be charged to all customers of the guild. In most respects, the Archons oppose the Brotherhood of Sorcery and the rivalry between the two is ancient (by human standards).

Internally, it is rumoured that the Archons maintain a strict hierarchy of power, polarized along elemental lines. Anyone higher in the hierarchy can give orders to anyone below them, within limits (and there are very few of those). The rumours say that the four elemental groups, earth, air, fire, and water, each are responsible for monitoring a different aspect of Ket.

Many believe the fire group provides service to the Ket military and the earth group provides consulting mages for construction of buildings and mines. Others whisper that the air group oversees international relationships as well as providing covert espionage and the water group provides its services to the Threshers and maybe others for internal affairs. This information has never been confirmed, and many have guessed that the Archons are required to swear secrecy on the matter.

All mages within Ket are required to register with the Archons, but not necessarily join. Members of the Archons are often emphatic that membership has its benefits, but are seldom willing to expand on what those benefits may be. There are two obvious benefits, access to the Archons guildhall and associated buildings and permission to engage in magical business dealings within Ket's major cities.

There is a major guildhall for the Archons located in each of the major cities of Ket.

Religious

True Faith of Al'Akbar

There are two major sects of the faith of Al'Akbar, the Exalted Faith and the True Faith. Many long years ago, the faiths were one. When the Cup and Talisman were stolen from Ekbir the Grand Mufti, the leader of the Faith of Al'Akbar, was blamed for the theft and exiled. The Grand Mufti retreated to the Yatils where he rededicated himself to Al'Akbar and founded the True Faith. Focusing on the values of hard word, plain speech, and obedience, the Grand Mufti blamed the weakness of his fellows for the loss of the ancient artifacts.

Clerics of the True Faith are called mullahs, and are often addressed by appending al'Mullah to their name. In Ket, the mullahs often hold office as ministers, scholars, or teachers. In addition, they supply healers, advisors and guardians to the military.

The two sects of the faith do not get along well. Many in the Exalted Faith consider the True Faith to be dangerously deviant and fanatical. While many in the True Faith consider the Exalted Faith to be decadent and weak.

Tribal

Strongjaws

Numbering less than sixty warriors, the Strongjaws are a small but unusual tribe of orcs from the Banner Hills. While ogres and other orcs are the largest threat to this tribe, they still have

frequent conflicts with the human tribesmen who inhabit the Banner Hills. Unlike the other orc tribes, the Strongjaws are known to ransom captured tribesmen back to their tribes, and do not seem to practice any sort of torture or cannibalism. Some tribes have even gone so far as to engage in occasional trade, although both sides remain highly suspicious of each other.

Savage Horse

Savage Horse is a second, smaller tribe of orcs that inhabit the Banner Hills. Many tribesmen suspect that the Savage Horse and Strongjaws were at one time the same clan, but the two are nothing but wary neighbours now. Estimates place the tribe at around forty warriors, who spend most of their time stealing horses or mates, which puts them at odds with the tribesmen of the Hills. Savage Horse also has an odd reputation for adopting or stealing children of other races: at various times the Savage Horse clan has been seen with human, kobold, goblin and hobgoblin members. Lacking the strength and fortitude of the orcs who form the majority of the tribe, these members are often the first to die during conflicts. It has been rumoured that the leader of the Savage Horse has raised a blue dragon from an egg and used the wyrmling as a mount, but no credible witnesses have ever come forward.

A Tour of Lopolla

Lopolla is a tightly controlled city, and over the years many sections of the city have been destroyed and rebuilt on the orders of various Beygrafs. Unlike many older cities, Lopolla does not have walled sections with the sole exception of the palace grounds. The city walls have been laboriously moved outwards and expanded with the city, although at many times, these activities have sparked concern among nobles and merchants who have grumbled about the waste of tax monies. As a result of this rebuilding, the streets in Lopolla tend to run straighter than those of other cities.

The city is roughly circular and divided into quarters by two large roads, the Mouqollad Road which runs east-west and the Beygraf's Procession which runs north-south. The northwest quarter of the city is called the Padis and is mostly noble housing. The northeast quarter is called the Wazir and houses the Mullahs, sages and skilled artisans. The southeast quarter is called the Souk and houses many merchants and common artisans, and the southwest quarter is called the Medina and houses the lower classes. The palace district, which comprises the northernmost section of the city, is often referred to as the fifth quarter of the city, although its official name is the Casbah. If the palace is the fifth quarter, then the Ourmistan, a tent city composed of caravans and foreigners just east of the city must be the sixth quarter. In the heart of the Ourmistan stands a single stone fortress, an outpost of the Threshers and Jurats who keep order within the Ourmistan.

At the intersection of the Mouqollad road and the Beygraf's Procession there is a large open square with an ornamental water fountain and a huge, 50' tall, statue of Al'Akbar standing protectively over the water fountain. Four Temples face the statue, and although technically all are equal, it is immediately obvious that the High Temple of the True Faith stands first among its brothers dedicated to Mouqol, Istus and Geshtai.

Lopolla is under strict weapon restrictions, unlike most of the other cities and town of Ket. The Threshers only allow the common people to carry daggers, saps, slings, and staves. Gentlemen are allowed a single scimitar, and Mullahs are allowed a single falchion. Explicit permission is required to bear any other arms or armour in the city.

Any weapons and armour that are not allowed into the city must be stowed in bags or chests that are left with the Threshers at the gate where there is a storage area for such things.

Law and Order

The City Gates

The market gate faces east and is easily twice the size of the other gates in the city. The procession gate faces south, parades usually start or end at the procession gate. The west gate faces west.

When entering or leaving Lopolla, travelers must line up on the right side of the gate. Everyone and everything passing through the gates is inspected. Those who wish to enter must surrender their weapons and armour to the gate guards, those exiting may recover any weapons or armour that was surrendered on the way in. Once all weapons and armor have been surrendered and the Threshers at the gate have finished their inspection, the travelers may pay the gate tax

and go on their way.

Carts and carriages may only enter the city through the market gate, where they form a separate line just to left of the normal travelers.

Thresher Square

While the criminally indebted are sold as personal slaves and the criminally violent are sent to the mines, there are many in Ket who display temporary lapses in honour or civility and for them there is a place called Thresher Square.

Each city and town in Ket has a square that has earned this nickname. These squares always sit adjacent to the largest barracks in town (In Lopolla, the Thresher Square is a large open square near the middle of the city). Usually the barracks face north, and thus sit on the south side of the square. Along each side of the square are two lines of heavy wooden squares. Each of these squares can serve as the resting-place for a set of heavy stocks. The first row is used to hold criminals in place, and the second row is used on those occasions where the Threshers determine that both parties in a dispute are acting without honour. When it happens, they lock both parties facing one another for a few days.

In the cities and the larger towns, where there are multiple Thresher barracks, each of the minor barracks has a half-dozen stocks for temporarily holding prisoners. Regular patrols visit each of the barracks and pick up the prisoners and bring them to the local Thresher Square.

In the square, there is always a patrol of Threshers and a Jurat guarding the prisoners. Of course, there are many patrols entering or leaving the barracks, as well. The guards are equally concerned with escape, vigilanteism, and predatory creatures. The stocks are corporal punishment, not an excuse to kill. It is considered dishonourable, among the Threshers, to allow any prisoner to die while guarding the square. Thus they are quick to take action against any threat to the prisoners. Visitors who become violent against a prisoner usually find themselves either sharing the prisoner's punishment or taking it over entirely, at the discretion of the Threshers.

Visitors may wander among the prisoners, talk to them, and even offer them water from one of the large water urns, but they may not feed the prisoners. There are very specific rules for the watering of prisoners, which the Threshers strictly enforce. There is always an urn for each side of the square and visitors can only be water the prisoners from the urn on the same side of the square as the prisoner and only using one of the two ladles provided with each urn. The water can only be offered to the prisoners, no one else is allowed to drink from the urns. One of the duties of the Threshers is to ensure that the urns are never dry, because even the most undeserving prisoner should be able to receive the charity of others.

Twice daily, at dawn and dusk, a Jurat comes to perform a service to Al'Akbar. During the service the crimes of the prisoners are read aloud and each is flogged the prescribed number of times. After each flogging, the Jurat asks Al'Akbar to forgive the prisoner. Any prisoners who have served their time are granted forgiveness and released. After the service, the Jurat cleans the wounds of the prisoners to prevent infection and then waters and feeds them. The newly released prisoners are then allowed to leave.

Although there are stocks for all sizes, children, women, and the elderly are seldom locked in the stocks. The most common occupants are young men whose rash actions have earned them a day or two in the stocks.

Temples

The Path to Perfection

The Path to Perfection is a combined temple to Xan Yae and Zuoken and it is also home to the mortal leaders of both faiths for Ket. Located in the Wazir, the temple lies a short distance east of the Beygraf's Procession, and about a third of the way north from the crossroads. The temple is actually composed of several buildings all designed by the ancient architect Ardaxcashda and sprawls lazily across an unusually large area.

Each of the buildings was designed with an eye for aesthetics and balance. Two mirror temples sit at opposite ends of the grounds, the north dedicated to Xan Yae and the south to Zuoken. Other buildings provide housing for visiting monks and training grounds for the faithful. The western edge of the temple is occupied by a set of small stables and hitching posts where visitors and residents can care for their faithful mounts. All of the buildings are connected by gracefully curving paths, and the two temples face inwards, a fitting reminder of the Lady and Her Servant.

The north end of the temple grounds sports many ancient trees. The Way of Harmony, which runs just north of Xan Yae's temple, sometimes seems to be hidden in perpetual twilight from the heavy branches. Many have noted that trees seem to have twined themselves into their sisters on the north side of the street. Regardless, the heavy branches give the street a pleasant shade during the hottest days of the year, and it is not unusual to find children playing a variety of games in and around the street, particularly on Godsdays and Freedays.

Shops

Balthazar's Blades

A bright red sign bearing the shop's name, Balthazar's Blades, in green over a large yellow scimitar boldly marks this weapon shop. Inside the large wooden doors is a small standing area. The walls bear more than dozen assorted weapons, ranging from the common scimitar and falchions to rare and exotic weapons like the longsword and rapier.

Balthazar, the short, wiry and elderly Baklunish owner of the shop is usually perched on an old three-legged stool, behind the thick counter. He always wears a patterned red and green robe, with randomly placed yellow scimitars sown onto it.

Visitors often find him polishing the smaller weapons like the daggers, knives and katars, or calculating his figures in a large leather bound book. Visitors are welcome to examine the weapons on the walls, even to the extent of taking them down and handling them, however, due to the close quarters in the store, swinging them is strictly prohibited.

Those who purchase an actual weapon from Balthazar have three options. They can receive the weapon now in a sealed wooden case marked with between 2 and 4 wax seals that must be broken to open the case. They may have Balthazar's son deliver it to their residence or they can have the weapon delivered to one of the gates to be picked up on the way out of the city.

Balthazar's son, Ardalan, creates most of the weapons sold in the shop. Although from time to time, Balthazar imports exotic weapons and has them on display.

Taverns and Inns

The Griffon's Nest

Located outside the walls of Lopolla in the Ourmistan, this run down tavern caters to foreigners and other scum. A merchant from Dyvers owns and runs the tavern in absentia. A fact frequently used by the Threshers to avoid becoming involved in the often lethal bar fights that take place inside: "As long as it's foreigners fighting foreigners on foreigner land, we do not have to get involved". However, that doesn't stop them from occasionally raiding the Griffon's Nest to catch smugglers and criminals.

Besides being disreputable and run down, the tavern offers an excellent place to find adventure and excitement. Many people consider that when you put this many foreigners in one place at one time, it is bound to get exciting one way or another. Also, as it is outside the walls, it is not under the same weapon restrictions as the city proper is. In fact, it's recommended that Ketites do bring armor and weapons, as most of the foreigners will be armed.

Golden Horseshoe

While foreigners may stay in the Ourmistan outside Lopolla, natives of Ket prefer the more traditional atmosphere and architecture of Lopolla's many fine Inns. Of particular note is the Golden Horseshoe, an inn that is mostly frequented by merchants and wealthy travelers who do not have family in Lopolla. Located in a more upscale part of the Souk quarter, even local merchants and some minor nobility have been known to frequent the Golden Horseshoe for a drink, a puppetry performance, gossip, or to try their luck at the gambling table. A traveler's loyal steed stays in the inn's spacious and well-kept stables that some claim rivals even the royal stables of the Casbah.

Wealthy adventurers find the Golden Horseshoe a peaceful place to spend their time while in the city. Theft has never been a problem at the inn, fighting and the use of magic is strongly discouraged, and harsh penalties for cheating at the gambling tables discourage most from weighting the dice. News and gossip flows readily within the walls, especially in the evenings when the locals come to enjoy the inn's entertainment.

Puppet shows are the main entertainment most evenings but not the only type that patrons enjoy. Regular shows of dancing girls, music of common and foreign flavour, magic shows, and competitions of skill fill out the scheduled entertainment. Games of chance are also commonly played within the walls but any arguments resulting from gambling lead to a rough and immediate ejection.

Certain fringe elements of Lopolla society hold the belief that the Golden Horseshoe is cursed, haunted, or both. While any Lopolla sage will agree that the building has had a checkered past, there is little evidence of anything supernatural about the place.

Landmarks

The Gaubaruva Tower

The Gaubaruva family was once a powerful merchant house, with trade routes to many far lands. They specialized in importing rare plants, fruits, and spices. The head of the family at that time

was Jalaal Gaubaruva, he was a wise and resourceful planner and manager. This would have continued, but Jalaal died on an expedition, eaten by a carnivorous plant, when his son, Dareb Gaubaruva, was only 10 years old.

Dareb was a creative thinker, but he didn't have a lot of training in planning. He used a large portion of the family's fortune to buy a plot of land and most of the rest of it to hire builders and wizards to create a large greenhouse. The plan was to grow the plants and everything locally to avoid the dangers and costs of importing it. The plants grew, but unfortunately, most of the exotic plants required a lot of attention, as well as magic, to keep them healthy. On top of that, the greenhouse couldn't produce as much as was imported. By the time Dareb died, under mysterious circumstances, the family had lost most of its power, becoming just another one of the many merchants of Ket.

Tarim Gaubaruva, Dareb's son, is now the current head of the house. He is working to turn the family's situation around, but it is a slow process.

The Gaubaruva family home, 'The Blooming Tower', is a medium sized tower in the city. It is seven stories tall, with a large onion dome on the top that houses the Arboretum. The name comes from the small open-air balconies around the tower that have plants growing down the sides of the tower. From the outside, the tower appears to be made of white marble, with a gold dome. But from the inside, the walls are transparent, allowing sunlight in for the plants.

The family living space is in a small, two-story house that looks to have been added to the tower as an afterthought. It juts out raggedly from the north face, made of lower quality stone. The windows are all different shapes and styles, although not many of them look expensive. On the inside, the rooms are also irregular, with a lot of stairs between levels. Despite this, the rooms are elegantly decorated, resulting in a disquieting dichotomy.

Rary's Tower

The simultaneous attacks occurred at sundown in Harvester 3246 BH.

Marking the end of the Greyhawk Wars the Circle of Eight hosted a peace conference in the city of Greyhawk. Moments before the treaty would be signed, the site exploded in magical fire. As the dust settled, the reports that Rary of Ket, now called Rary the Traitor, had attempted to kill the delegates and members of the Circle of Eight began to circulate.

At the exact same time, Lord Robilar was leading an attack on Tenser's tower intent on destroying the clones contained within. A third attack captured Ottiluke's manse and destroyed his clones as well. Other attacks damaged or destroyed the homes of the still living circle members.

One half-hour past sundown, Lopolla time, Rary's tower in the capital of Ket was surrounded with eldrich energy. Inside the green nimbus two score creatures were seen clinging to the tower wall and a terrible keening was heard. As the sound reached a crescendo the creatures shrugged as one, the tower heaved and then vanished from Lopolla's soil.

Moments later the streets erupted into chaos as several powerful wizards appeared in the streets surrounding the lot vacated by the tower. Spells fired into the sky as the wizards discharged earth shattering magics, fortunately few were injured in the calamity. As quickly as they came, the wizards left. The scent of ozone and mothballs lingered in the air and an unhealthy haze surrounding the tower site sickened those that remained.

Rary's Tower was gone. In its place a flat, featureless expanse of bare ground. For a full

day even the dust refused to move into Rary's Lot.

Today the site of The Traitor's tower lies empty. The city has cordoned the lot with a simple iron fence and signs admonish those who would trespass. The fence encloses a 60-foot square of gravel, dirt, some broken tower stones and spares grass near the fence. A well and an outhouse are the only signs that anyone actually used this site in the past. For the first year the area grew unkempt and weeds ran amok.

After the first winter, a street youth climbed the fence, pulled the weeds, cleared the sludge from the well, and replaced the door on the outhouse. Every morning the boy sweeps the path leading from the gate to where the main door of the tower would be and keeps the plants and some small flowers watered and weeded.

Rumours are the palace has heard of his actions and quietly ensures that gardening equipment and some food for the boy are left on the site every day as well. The boy spends only what time he needs to inside the fence before he leaves for the streets he calls home. A small tent appeared on the site in the second year after the tower vanished. Occasionally the boy sleeps there with a fire and a small black dog he adopted.

One day, Pincal al'Mullah approached the boy to ask him why he made himself a caretaker of the empty lot. Pincal left the city the very same day for an extended position at a small shrine along the Irafa Road in the Bramblewood.

The boy's answer appears to have both shocked and frightened the Mullah: "Who knows, maybe Rary will be back someday. It wouldn't do for him to find his home overgrown and untidy". Pincal's notes mention that the boy's eyes shone with intellect and that his small canine companion woofed enthusiastically as the boy answered.

Each year on the anniversary of the tower's departure some flowers and simple gifts are left by citizens who refuse to believe that Rary is evil. Some think an external force must have taken control of him. Many of the generous souls hide their identities for fear of reprisal. A local rumour is that Tenser, returned from the dead by a hidden clone bank has agents in the area looking for people to question about Rary and his activities leading up to the destruction of the peace conference.

Not surprisingly each year also brings those who feel Rary is a base traitor and all evidence of him should be scoured from the city and the world. These people tend to arrive a few hours after the flowers and gifts are left on the fence, tearing them down and trampling them or burning them.

A small group of Threshers are always at hand for a few days to keep the peace and ensure that no one is harmed. Another popular rumour holds that the boy is Rary's son or nephew and it seems that the Palace is not dismissing the rumour.

The site of Rary's Tower, or Rary's Lot is a focal point of mystery, fear, suspicion and speculation. Many times a year diviners use its residual energy (so they say) to try to delve into the actions of the former member of the circle of eight. Even knowing that he now lives in the Bright Lands as a self-appointed Monarch, some people believe Rary is acting on some unfathomable plan for the greater good. Others believe that Tenser's agents vigilantly watch Rary's Lot for activity. Regardless, passersby sometimes cross the road to avoid contact with Rary's traitorous essence, but happily smile at the boy weeding the garden if he notices.

Much like Rary's attack on the peace conference the circumstances surrounding the site of Rary's tower are understood by few people in Lopolla.

The Salted Earth

“The Salted Earth” is the dark nickname given to this barren ground where a noble house once stood. It was the night after the announcement that Beygraf Zoltan had been slain by a mysterious assassin that a pitched battle was fought between unidentified soldiers and the residents of this house. Powerful magic was thrown and loud explosions rocked the night, but neither the Threshers nor anyone else interrupted the battle. When dawn came, nothing was left of the house, its occupants, or its assailants. Since that day, this land has languished and although the buildings are gone, even weeds refuse to grow in the barren dirt.

The neighbours have speculated that the attack must have been retribution for the death of Beygraf Zoltan but none can answer how or why it came to pass. Still, the barren lot is an eerie reminder that the streets of Lopolla can hide dark secrets.

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