

BETA DISCLAIMER:

This packet is currently in a pre-release/beta state and may have some details changed between now and final release. We will strive to only add to the information, rather than dramatically change or remove anything, but anyone building ideas off of this packet should absolutely double-check details before their first game, or communicate with staff closer to the first game.

Customs and holidays will be filled out at a later time, based on other factors being developed for the game world.

Kileach

AWY Local Culture Packet v2.0 (Last edited 5/2021)

The bazaar was quiet in the early hours before the sun's scorching rays even touched the horizon. The only noises heard at this hour were the swift, erratic movements of a desert mouse and the few individuals hurrying to get somewhere before the day officially began. Slowly, gradually, whispers of light spell incantations wafted down through the perpetually open windows. The lights flicked silently into existence, their glow filtered through the sheer veils covering the windows. Time rolled steadily by in silent ticks, until the first merchant left his adobe home heading towards his pottery stand. His entrance into the bazaar marked the end of the comfortable silence. A steady stream of merchants soon arrived, be it with pack animals overflowing with stock, or by carrying their own wares.

The sun slowly began to creep up and over the walls and buildings, bringing the stifling heat with it. Vibrantly colored fabric sails covering the stalls were used to shield those underneath from the brunt of the sun's heat. Merchants began shilling their wares as loudly as they could even before customers began flooding into the long and wide bazaar. The tranquility of the early morning hours had become nothing but a distant memory.

Atara dodged and wove through the throngs of people, enjoying the medley of smells and sounds, taking it all in as she headed to her destination. Merchants and customers alike were haggling over prices. An ogre pushed past her with a slight body check--no harder than was polite for their people--nudging her slightly into a kobold. She quickly apologized to the bristled kobold, and continued on her way. It was all fairly normal for a morning in Kileach.

Slowly, she made her way to the boundary of the centaur-run district, neighboring her home in the wall district. Here, the slightly larger and less congested walkways allowed her to move more freely than in the bazaar in the public district. It also had the unfortunate side effect of making her more noticeable as someone who did not quite fit in there.

Picking up her pace, she avoided Naga tails and harpy wings with ease, but managed to get hit in the face by a stray centaur tail. She cursed quietly under her breath, but smiled and apologized to the centaurian woman. She didn't have time to make the usual lengthy apology over being near a centaur's hind quarters and hoped the short apology would suffice. Thankfully, the woman huffed and walked away, indicating all was well between them.

Atara immediately started jogging again, as was going to be late for her meeting with one of the harpies. She was told by her contact that Desarphines cared about timeliness, something that wasn't necessarily normal for harpies. If she would like to continue being able to walk on both legs, she had better be on time, given the tempers of such creatures.

Just before the 10th morning bell, Atara reached the building said to house Desarphine's roost. Quickly, she scrambled up the ramps that circled the building. As she clambered over the edge of the roof, the loud beating of wings welcomed her, letting her know that some harpy had spotted her. Freezing, Atara waited to be acknowledged, lest she trigger the harpy's hunting instincts.

In front of her were several nests made of twigs, branches, and stained sheer fabrics. She desperately hoped the stains were rabbit or deer blood and not that of anyone Desarphine chosen not to work with.

Atara raised her eyes up towards the sound of the wing beats. Descending gracefully from the sky was a golden feathered harpy. She assumed this must be who she was to meet, largely based on the way the harpy eyed her. Then again, it could have been looking for breakfast as Atara arrived, which left lingering fear in her heart.

"Desarphine?" Atara asked as the harpy perched onto her nest. Just in case it was not Desarphine, Atara kept otherwise still.

"Are you the Sylvanborn I am to meet with?"

"Yes. I wa--"

"Do you have what was asked for?"

"Oh, uh, yes." Atara quickly pulled out a turkey carcass and offered it.

"Good." Desarphine snatched the deceased animal with her beak and began picking at it, nearly taking one of Atara's fingers with it. Blood and gore dribbled all around the harpy's perch and down her chest. "Now what was it you wanted of me?"

"I've been told you know how to get your hands on obscurities and information, and if you can't, you know someone who can."

The harpy tilted her head back as she swallowed, but then said nothing.

Atara fidgeted with her satchel strap, unsure how much movement would be unsafe. In the uncomfortable silence, she weighed whether to speak more or not. Eventually, speaking won out.

"My family requested a lead on a ritual magic catalyst, as well as some information about imperial trade routes northeast of here. Can you help?"

Desarphine chewed slowly on the piece of meat. She appeared to be mulling over the best way to handle this...and taking her time to unnerve Atara. Finally, she nodded, ignoring the bit of turkey gore hanging off her face.

"I can do this for you. The price you heard, triple it."

"But--!"

"No argue, just listen. Trade routes are secret for a reason. No one wants it traced back to the market. Even if you have good intentions--and I don't care either way--this will take time. Go back to the walls district, and wait for a messenger. They will give you instructions."

Atara nodded and turned to leave.

“Oh, and in case you weren’t aware, not a word to anyone. You won’t like those consequences, I can guarantee that,” the harpy called after her.

Walking quickly, Atara smiled to herself as she headed back down to the street. Another routine daily deal struck with no extra drama. This was going to be a good day for her family, assuming none of them got eaten by anything. Next up, bartering with the goblins for explosives...

Culture Basics

Any summary of Kileach culture focuses solely on the city of Kileach itself, rather than the desert people that populate it or the overall region (also named Kileach). While these people may have one culture and behavior in the city, their individual tribes are often dramatically different and too numerous to fully summarize in this document.

Kileach is a very diverse city, filled with all manner of humanoid. Normally, this would indicate that dwarves, elves, hobblings, humans, and so on live together...which Kileach does have...but in its case, the population also includes a vast number of “monstrous” people. Minotaurs, desert nagas, harpies, centaurs, humans, elves, dwarves, and dozens of other races live within the city walls.

As is elaborated more on in the history section, Kileach is a strange melting pot of creatures that once fought for resources in the desert sections in the southern part of the continent. Unlike many areas where the groups would have fought to annihilation for control of the limited supplies, the people of Kileach realized that the profound ability of some creatures to survive had given them ways to adapt and thrive that no other groups could match. This led to trade for goods and services that one or the other people were the only ones to provide. Over time, an unofficial regional meeting point was established, which eventually became the city of Kileach. Now, Kileach is essentially a giant open-air black market.

Within the city, there remains some division, meant to make life more comfortable for truly different species. These districts are not well marked--there are no dividing walls--but most people can clearly tell when they have crossed over, given the different architecture and “feel” of each district. Laws and population behaviors may vary, but residents may live and work wherever they wish in the city, regardless of race, so long as they are willing to put up with the norms of the dominant people there.

It is also worth noting, one race is not listed as being common in any one specific district: the gnolls. These hyena-like people have taken to transporting goods throughout the city efficiently--and ensuring its safety. The gnolls live mostly on the outskirts to keep their work and their lives separate.

Outside the city, these cultures might clash in various ways, but within the city they are a wonderful dysfunctional family.

There are five districts to Kileach:

- Stoneyards: Orcs, ogres, high orcs, high ogres, minotaurs, bugbears, and a few trolls control this part of Kileach. Need something heavy moved? Come here. Locals occasionally refer to this as the “Brutes district.”
- Warrens: The seemingly lawless and chaotic kobold district is mostly populated by kobolds and lizardmen. Looking for something that was stolen? This is the district for that.
- The Heap: Goblins and hobgoblins are among the few that have filled out this district. Here, shops specialize in makeshift creations and turning others’ trash into true treasures.
- The Roost: This district does have a truly unique look and feel, as the residents are largely centaurs, harpies, and desert naga, who have no interest in stairs and ladders.
- Wall district: The first district most people see as they enter Kileach, this is where the vast majority of unspecialized shops reside. Those traveling from other lands or cultures are best suited to dealing with this district. At its core, the Wall District is the public area of the city.

Costume Ideas

Traditionally, owing to a combination of various now-absorbed cultures and the heat of the region, those who call Kileach home tend to wear light and airy clothing. These garments are frequently brightly-dyed and cover much of the body to protect against the intense sun.

Even outside their homeland, such items often become accessories. While a Kileachy might wear the same heavy clothing as anyone else in colder climates, the bright colors of their accessories will often make former Kileach residents stand out.

Regardless of anything else that they might add to their attire, those from Kileach are highly disposed toward sheer scarves, veils, and other headwear.

For characters that come from Kileach, a player can add some basic accessories to indicate their place of origin, while keeping their overall costume aesthetic however they wish. A desert theme is the ultimate goal, but in a pinch simply adding a sheer scarf and a few items with brighter colors can make all the difference. Robes, loose-fitting garments, silks, sashes, and such are all viable items for attire, though not requirements.

Roleplaying Tips

While the first thing that may come to mind in portraying a person from Kileach is something monstrous, that’s sadly not possible in the Alliance game system. Instead, any player characters still must be from one of the approved species (human, dwarf, elf, etc), though those

wishing to play the slightly more monstrous creatures, such as High Orcs and High Ogres, may like to consider Kileach as a possible origin.

At their core, Kileachy are a desert nomad people, and both mannerisms and appearances should take that into account. They should reflect this in their behavior, such as through prizing “limited” resources such as water, or by falling back on their trader roots when encountering new peoples. A Kileachy might be less interested in the location of a tavern and far more interested in where the water comes from, if it’s secure, followed by amenities like an earth circle and the best roads in or out of the region.

Kileachy people tend to bond most easily with fellow travelers. They dearly love stories of places they have not visited (yet!), and tend to explore the world through the eyes of others. These stories are routinely embellished when retold, as part of the fun for anyone from Kileach is widening the imagination of those around them.

Given the difficult life in the desert, those from Kileach are surprisingly full of enthusiasm and energy, even if it is only an outward behavior. They might be pessimistic about some things, but they generally are excited about widening their horizons.

History of the Region

A hundred years ago, the land now known as Kileach consisted of twenty or more small tribes of nomads and little more. These people roamed much of the desert region, without any true cities in the whole of the land. This allowed the region to stay independent for some time, as there was nothing there to conquer.

Over time, Kileach’s ongoing trade routes between the tribes and ships from other lands led to the formation of a rudimentary village, intended solely for the purpose of ever-rotating teams of merchants. As is the nature of such establishments, the village grew and more of the merchants stuck around year round, until finally it formed into a proper city, though somewhat makeshift in its design.

While many regions ostracized the monstrous and non-humanoid peoples, Kileach had been trading with all of the indigenous creatures for generations. This allowed the eventual city to encompass races that most cultures do not even allow within sight. This has led to many near-conflicts with neighboring lands, when minotaur or centaur merchants arrived without sufficient warning.

In the last ten years, the empire has taken notice of Kileach and their growing financial influence. Initially, it appeared as though the empire would send troops to claim the region and crush Kileach, but after several official visits (and many unofficial ones), the empire has quietly backed off any pretense of attacking. If one were to listen to local rumors, the empire was shown the value of having a location where they could buy purloined goods from other nations, buy information and military intelligence, and find other things that do not exist elsewhere. How

long this understanding will last is anyone’s guess. It is no secret that the empire’s enemies do much the same.

Leaders

When Kileach first formed as a simple trading post in the middle of the desert, the largest concern that was voiced by all factions was “who will take over and will we have to go by their rules?” The groups being so diverse, this was a genuine concern, as the humans had no desire to adopt harpy norms of eating living creatures raw, the kobolds were terrified of the idea of “salad”, and so on. This led to a compromise that was bloody to establish and enforce in early years, but has proven a stable and reasonably fair deal for everyone.

Rather than a singular leader, Kileach maintains a council, named The Five, comprised of one representative from each district. These representatives unquestionably have their own goals, agendas, and are working to further their own district’s and people’s ends. The neverending push and pull among these groups has created a reasonable balance for the city as a whole, given that it is rare more than two members of the council agree without lengthy debate...or bribes.

The Five’s members are chosen by their district, using different standards within each area. In the end, while the process of choosing or replacing a member may vary, the simple fact is that these five people represent whatever group is most powerful in their district. That may be a merchant guild, a soldier troop, or even desert raiders/bandits.

While these people represent their district, keep in mind that they were chosen for ruthlessness and power, not kindness. They’re very effective at keeping the city under control and advancing, but being called before The Five is a good reason to relocate to another part of the continent.

In addition to The Five, rumors abound about a sixth member of government, who ensures that The Five make the “right” decisions when it comes to matters that might affect their profits. This supposed sixth member is talked about as though they were the boogeyman with powers to control even the most headstrong groups. Most people consider this rumor to be nonsense, born out of the fact that there are so many merchant groups vying for control at any given time.

At this time, the following are the members of The Five, and the districts they represent are listed with their names:

- Herald - The unofficial leader of the Five and head of the Wall district. A human known for being a shrewd businessman and making sure those under him follow his strict rules, whether it be willingly or after losing a finger. Rumors persist that he may be involved in various spying efforts across the continent, but there has never been any proof of this.

- Boggartha - Head of the Warrens district. Local gossip claims that she rose to power after managing to resell an entire shipload of stolen goods before it had been fully unloaded. Judging by the number of drunken pirates in town in the month after her ascension to power, there are good odds this is true.
- Talix - Head of the Roost district. A very large centaur with an elite group of bodyguards/mercenaries. While not as financially powerful as other district leaders, Talix has a sizable army who is better trained than most. Though the brutes may have more powerful warriors, Talix has embraced the idea of his troops being a cavalry force without the need of horses.
- Krabarag - Head of the Stoneyards district. There are rumors that this ogre is in charge of a highwaymen organization that spans the Taldref Empire. He is also considered by many to be the kindest of the Five, at least in person even if his organization is largely feared. While other district leaders yell, threaten, or fight out their discussion topics, Krabarag is known for staying relatively silent through most debates, leaving his intentions a mystery until votes are tallied.
- Wolzaldia - Head of the Heap district. Considered the most “creative” of her people, she is also known to be a jealous creature who hates to be shown up. Goblins who create impressive items routinely will point out their errors and failings to avoid drawing Wolzaldia’s ire. Those who do not and manage to get her attention have a tendency to vanish overnight.

Allies and Adversaries

Stoneyards district:

- Allies
 - Most “gruff” or stoic peoples. This includes many smaller factions of ogres, orcs, their “high” brethren, a few tribes of bearkin, and even some villages within the Remnants.
 - The centaur/naga/harpy district. While the relationship between the two districts is complicated, the brutes largely view the centaurs, nagas, and harpies as another misunderstood people, who are trying their best to work within the rules of the city. That willingness to try holds a lot of weight with the brutes.
- Neutral
 - The empire. Despite the brutes being some of the more “lawful” people in Kileach and the empire being a strong force for order in the region, there remains a strong distrust going both ways. Minotaurs and a few ogre

clans maintain oral histories dating back to the Old Kingdom, leading their people to have a mild fear of new groups built on that history.

- Most people from outside the desert region. The brutes pride themselves on their ability to survive adversity and thus look down on those they see as having it easier. This absolutely includes those from the cities farther east, but can often be stretched to the Periphery, sea-folk, and others.
- The public district. Though there is no hatred or dislike of the public district or its visitors, the brutes have a very militaristic view of law enforcement. Given that the public district is their primary focus, this leads to a somewhat grey area of trust with that district.
- Enemies
 - The Periphery. Many of the cultural subgroups in the brutes district have been (or were) raiding the Periphery for generations. This has led to lasting hostilities between the two.
 - Kobold and goblinoid districts. The brutes, for the most part, see the kobolds and goblinoids as lawless troublemakers. This has been a constant frustration, with many among the minotaurs and ogres calling for military action to “remind” the two districts that they need to adhere to city laws.

Warrens district:

- Allies
 - The Heap district. This particular relationship is based on goods, more than trust. Kobolds steal much of what they find and if they cannot use it, they offer it to the goblins, who might find a creative use for it. Likewise, the goblins offer a fair amount of useful supplies to the kobolds, when other factions might not.
 - Various smuggler and thieving groups. Obviously, if the kobolds stole exclusively locally, the minotaurs would have wiped them out generations ago. Instead, much of their goods come from smugglers, pirates, and such, often via the small port villages on the coast.
- Neutral
 - Essentially, everyone not in the allies group. Kobolds are twitchy and wary of new allies.
- Enemies
 - None. Being able to sell smuggled and stolen goods depends on not holding a grudge, simply because someone tried to

stab you last week. The kobold district has no official enemies.

Heap district:

- Allies
 - The empire. Though as a general rule, the empire has exterminated goblinoids within its borders, the far more organized tinkers of Kileach have found a place in the hearts of the empire's people. The military has purchased many experimental designs from the goblins (usually abandoning them later, but using the ideas), and has embarked on a new test program recently. Rather than throwing out used military weaponry, they have tasked the goblins with repairing and rebuilding them. The goblins are rather bad at creating something from nothing, but remarkably good at piecing together others' designs from wreckage or broken parts.
 - The Warrens district. A natural quid pro quo has evolved between these districts, as the kobolds provide plenty of strange materials, while also buying items that the goblins cannot find uses for. The lack of judgement from either side has paid off well for both.
 - Several small families of raccoonkin. It is not unusual within the goblinoid district to find raccoonkin with wagons full of shiny knick knacks that goblins and hobgoblins are rummaging through for useful items. Much like the relationship with kobolds, the goblins have found the raccoons' willingness to bring strange items--and not ask or answer too many questions--to be ideal to their way of life.
- Neutral
 - Various junk traders along the coasts. These peddlers provide much of the junk that the goblins create their art and "inventions" from.
- Enemies
 - Brutes district. Whether real or imagined, the goblins view the brutes and other law enforcement as thugs who pick on them for no good reason. As such, the goblins tend to avoid any large creatures, and especially those who they believe are from other districts.
 - Harpies and desert naga. On the desert proper, goblins are a primary food source for these two races. This owes mainly to the fast population growth rates of goblins, making them the "rabbits of the sands" in local parlance. This has instilled a natural distrust of the harpies and naga, especially in recent years since the opening of The

Tasty Greenskin in the harpy district, despite it serving no goblin meat. TTG requires reservations, so get yours in early, unless you're a goblin.

- Anyone objecting to having goblins rooting through their trash.

Roost district:

- Allies
 - Very few. Most allies of these reclusive people tend to be those they have personal relationships and history with, rather than general populations.
- Neutral
 - Brutes district. The people of this district are generally not thrilled by the incursion of "outsiders" (ie, the law enforcement teams, often from the brute district). This has largely been focused on the minotaurs, who they see as obsessed with persecuting anyone that differs from their rigid ways of life. There is no specific hatred here, but more of a mild annoyance that persists through much of the population. Overall, they are happy to work with the brutes, though they always approach it with skepticism.
- Enemies
 - Kobold and goblinoid districts. Though not "enemies" per se, harpies and nagas have traditionally fed on both kobolds and goblins. The tension of having a food group with voting rights on The Five has long been a point of contention.
 - The empire and other militant groups. Though most of Kileach has either a neutral or positive view of large potential trade partners like the empire, the centaurs, desert nagas, and harpies have a far more pessimistic view of any faction with a standing army. Their people have been wiped from large sections of the continent by armies as "pests" and "monsters" and expect that the empire would do the same.

Wall district and city as a whole:

- Neutral
 - Everyone! Given that this is the public district, they want to trade with anyone who comes along. Officially, the public district will never take sides for or against anyone, so long as they trade fairly and do not cause problems for others. This rule of neutrality extends to those coming from overseas, who may be at war with or opposing the empire. Here, everyone can trade in peace...or else.

Laws

To those from outside lands, the laws of Kileach may be viewed as vague and poorly defined, resulting in a sort of organized chaos...especially when viewing the city as a whole, rather than as five independent districts.

Residents of Kileach see something very different. Instead of chaos, they can see the careful balance that allows creatures from drastically different origins to work in close quarters with remarkably few conflicts. This balance requires concessions, which largely revolve around how each district varies. Visitors are given briefings on what is different in each district, but it can be overwhelming and confusing, as what might be legal on one street could be vehemently illegal a block away.

Stoneyards district: Despite the name, this district has some of the most strict laws and law enforcement. Minotaurs are shockingly lawful in their nature and have imposed their rules on their fellows, resulting in an area where one can feel relatively safe from almost anything other than being stepped on. Here, might makes right, and larger/stronger people hold somewhat higher status. Theft, murder, and necromancy are illegal, and punished by harsh beatings in public. Assault in most forms is not illegal, and in fact, is how disputes are often resolved. The willingness for the people of this district to wade into conflict to enforce laws has resulted in many being hired to enforce laws in other districts, as well.

Warrens district: This district has the highest quantity of law enforcement at its border, not inside its streets, largely to ensure that their sense of law does not spill over to any other district. Here, assault, murder, and necromancy are illegal...though strangely, non-fatal poisoning, surprise assaults, and robbery are not. Finders keepers is actually written into the law for the kobold district. If someone robs you here, the assumption is that you either need to get better at not being robbed, or steal it right back. To maintain their place in the hierarchy of sales in Kileach, the sections of this district closest to the public areas tend to keep theft to a minimum. Wander too far, though, and you should expect hands in your pockets regularly. Law enforcement here will gladly take bribes to explain how best not to be robbed, though that is often the most you can ask of them.

Heap district: Due to the pungent nature of this district, law enforcement is largely handled internally, as outsiders (especially those with refined senses of smell) are less willing to patrol there. In the outside world, goblins have a reputation for illegality, random attacks, and other problem behavior, but in Kileach, they are able to be themselves and are not struggling for survival. As such, they have reined in some of their culture's bad behaviors, and have settled on a set of laws to abide by. Murder, life-threatening assault, and necromancy are illegal to the

point of execution. Theft, minor assault, and most other "harmful" attacks are illegal, and depend on the accused giving a bribe to the victim and town guard to be released from punishment. Harm caused by research or tinkering is considered an act of nature.

Roost district: This particular district has a haphazard look to it, but is one of the more legally-organized ones. The only way anyone could agree to spend time around harpies was to ensure that all residents found common ground in the law and expectations therein. By requiring all structures to be accessible by ramp and air, that base trust was established. From there, the residents have branched out into a common set of standards for their people. Intentional murder (though not accidental poisonings), theft, and necromancy are illegal. Assault and destruction of property (namely, easily-broken items that get knocked over) are not illegal, though it is considered good manners to pay for anything that one backed into or landed on and broke. It is widely considered a shopkeeper's duty to keep all goods in a place where the average wings or hindquarters will not hit them.

Wall district: The home of most non-monstrous peoples of Kileach, this district is the lifeblood of the merchanting community, as outsiders feel more safe here. It is a bustling region of merchant stalls and shops, though often not the best deals, if one is willing to venture into other districts. At its core, this can be viewed as somewhat of a tourist trap within the larger city. Here, there are far more inns than in other sections, and this is the first district people see when entering the primary gates. Laws in the public district are fairly simple, with all crimes other than murder and necromancy handled via fines or public beatings (in severe cases). Murder and necromancy will usually result in public execution, where the shopkeepers will happily sell snacks and tiny toys that look like gallows.

In most cases of a dispute within a district, the district guard will act as judge, jury and executioner. When dealing with crimes that affect the town or occur outside a district, such as near the city gates, the accused may be brought in front of the Five.

***Customs and Holidays

[This section to be filled out at a later time.]

Racial Influences

Dwarf/Elf (any): Though not natives of the deserts, a faction of dwarves in the north, believed to originate in the Periphery, and elves in the east have created a stranglehold on all trade between Kileach and the outside world. At the time this arrangement came into being, most of the region had never heard of Kileach, making the

attempt to limit trade somewhat of an odd gamble. This has paid off, as the two groups have positioned themselves as middlemen, brokering deals between the desert-folk and the empire. Kileach thus sees both groups as shrewd and clever traders and couriers, while the empire and other nearby regions have a somewhat dim view of having to deal with middlemen. It's widely assumed that the two will likely come to blows at some point, but as long as it doesn't impact trade, no one in Kileach cares.

Human/Biata/Oathsworn: These three races are exceedingly rare, but not unheard-of, in Kileach. Generally, when finding someone of this persuasion, they are new to the area, or part of a merchanting company. It is unlikely to find any of these races who have more than one generation in the area.

Hobling/Selunari/Sylvanborn: Though not as numerous as some of the more brutish races in the region, these peoples have existed in the deserts for generations in one form or another, whether as passing nomads from other areas, or as permanent residents. Though the facts are hazy, most people from Kileach believe that these peoples were the ones who began the original construction of the sole city, helping to organize the trade groups. Whether that is true or not, many Hoblings, Selunari, and Sylvanborn own or operate businesses and shops in Kileach.

High Ogre/High Orc/Wylderkin: Of the natives in Kileach, these races are the most plentiful who aren't viewed as "monsters" by other lands. Among Kileachy, they are often seen as small and adorable by the more brutish versions of their kind. True ogres might look at high ogres as children, while a minotaur might look at a bull-kin as "tiny and soft". This is not a dislike or hatred, but a predisposition toward occasional demeaning behavior, due to prejudices from their own internal tribal cultures. Despite any quarrels over this sort of viewpoint, the high ogres, orcs, and wylderkin tend to be the spokespeople for their more monstrous cousins when trading outside Kileach.

Minotaur/Ogre/Orc/Bugbear/Troll: Divided into their own district of Kileach, these peoples are often referred to as "The Brutes" (or the district as "The brute section of town"). They are among the largest and strongest people residing there and have practically cornered the market on heavy labor, including blacksmithing and building construction. Who would hire a goblin to build a stone structure, when a minotaur can simply pick up the stones by itself? This does tend to create some stereotypes that are unfair, where a skilled tailor might be viewed as a poor choice to hire despite their skill, merely because they're from this district or group.

Centaur/Harpy/Naga: Like the brutes, these people have their own district in Kileach. While other districts are defined by the capabilities of their residents, this group's

district is defined by its accessibility standards. Ramps, rooftop entrances, and such as the norm in this district, owing to the differing mobility needs of the people there. As such, it's not uncommon for those from other factions who are able to get along with the residents--including the unusually harsh harpies--to move into this district if they have mobility limitations. If visiting this district, one should be aware that nagas and harpies often do not speak the common tongues and a translator might be required.

Kobold/Lizardman: The kobold and lizardman district of Kileach has earned a reputation as a place of general lawlessness. It is not a slum, but rather a place where the laws are enforced...oddly. Rather than fight the cultural norms of these two monstrous races, the city has adopted a general policy that what happens in their district is their problem, so long as it doesn't impact trade or bleed into the larger city. The moment it does, the city enforcement will march into the district and make examples. Generally, those from outside Kileach who go into this district are warned that doing so is a gamble on their financial (and sometimes physical) safety. Merchanting within the district tends to be rather shady and deceptive, with stolen goods being more common than crafted ones. This, in turn, has led to a cultural view of the residents as crooks...which is not entirely undeserved.

Goblin/Hobgoblin: While the outside world may not view these people as much different from kobolds, Kileach has a district solely dedicated to the goblinoid peoples. It's smelly and odd, but one of the few places where some rare and unusual items can be purchased. Goblins have a tendency to collect strange items and are masterful tinkerers, resulting in a marketplace that has its own unique flavor (and scent). It may not be the first place Kileachy would go to find things, but if they can't find it elsewhere, it's understood that the goblins can probably help!