**The Lands of Ket**

The entire land area of Ket is approximately 40,000 square miles (or 2000 square leagues). The region is roughly circular shaped, about 200 miles diameter. About 2/3 of this area is covered by the Bramblewood Forest.

Prior to year 613, Ket was ruled by Nadaid – the Beygraf of Ket and Shield of the True Faith (LN human, level 14-16). Its government had been a feudal monarchy with semi-hereditary rulership: The Beygraf must have proven fighting skills and leadership. The current monarchy and line have tended to be of LN nature.

The main Cities were Lopolla (Capital, population 26,000), Molvar (large city, pop 15,000), Polvar (large city, pop 13,500), and Falwur (city, pop 12,000). Towns and villages make up the remainder, of approximately 25,000 additional inhabitants. More than 90% of the population live outside of the Bramblewood Forest. The Bramblewoods, while vast, were well-traversed and well-known to Kettish inhabitants.

Population races were 96% human, 2% Dwarf, 1% Halfling, and 1% other (mixed).

Primary resources, prior to year 600, were silver, copper, and gems. After 607 or 608 it seems that gems and gold had begun to be discovered in growing quantities.

Ket had loose alliances with the Paynims and Tusmit to the northwest. Ket sporadically clashed with Bissel, Veluna, Furyondy, Zeif, Ekbir, and until year 602 with Perrenland.

Brief History

A former province of Zeif, Ket is/was the crossroads between east and west, a mixture of peoples and traditions. The feudal monarchy retained strong military and religious traditions in the worship of Al’Akbar. While heredity allowed one the opportunity to rule, strength and faith must have been proven before one received the titles of Beygraf and Shield.

The clergy of Ket was intertwined with its military hierarchy. Every company had its own cleric, and Kettite soldiers were expected to adhere to the devotions of Al’Akbar.