

The following information is provided through your character's role as Burgher of Ketzov

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While relations with the Ketzov have been cordial and by all accounts, their adaptation to their new Nation prosperous - it has not been without difficulties.

Recently you have received messages from those you regularly liaise with within the Ketzov of particular difficulties in Karsk - with those Ketzov travellers who moved to settle Mir Mozga. The vale has developed at a pace and they have cleared and begun to tame the wild forest while reaping the wealth of the rich source of dragonbone and ambergelt.

In a desire to share the fruits of their labour with their neighbours, the Ketzov Mir Mozga planned to hold a Winter Market to help their cousins prepare for the Winter. But things haven't gone quite as planned.

Your contacts in Ossium claim that their kin in Karsk have been maligned for their Vigilance and seeking to keep themselves safe in a new land. It isn't clear from the letters what has gone awry exactly - the misunderstandings seem to stem from differences between the native Varushkans and the Ketzov on matters of hospitality: that visitors have invited fell portents with their behaviour, or have misbehaved at the gates to the newly founded vale.

Travel to attend the summit and preparations have made finding out further information impossible. The Ketzov in Ossium have asked that you might seek to smooth over opinions at Anvil and "help our cousins understand the need for us to get to know them".