

## City Council of Hounds' Teeth

### Background

The City of Hound's Teeth was brought under the rule of the Empire nearly 100 years ago. Before that, it was ruled by a family of minor kings. The transition was fairly peaceful: the Empire was much stronger, and, in exchange for certain concessions, the king agreed to join the Empire in order to avoid bloody war and the likely death of many people, including him, in the taking of the city.

The empire instituted many changes when they came in. They introduced legal equality among the races and between the sexes, although there is still prejudice. They also changed the system of rule to that of a council. The council has six set positions.

**Mayor:** Lerin Lopel: The mayor can technically be anyone in the city, and is never someone already on the council. This person is chosen by the council. He runs meetings, and if there is a tie on a council vote, his vote counts double. However, he really has very little extra power over the other members of the council.

**Guildmage:** Koric Maltin: This is the head of the mage's guild. As this will always be one of the most powerful people in the city anyway, they are a good person to have on the council. This very powerful mage maintains wards to prevent outside interference with council decisions.

**Head Guard:** Mortak Vonis: The head of the city guards maintains a place on the council. This both furthers the needs of the guards, and provides protection for the council. The head guard keeps several other guards outside the council chamber.

**High Priest:** Stani Bowin: The high god of the empire is Porel, a god that advocates law, healing, kindness and self control. His high priest in Hound's Teeth has a seat on the council to maintain the needs of the church and to push for moral conduct on the council.

**King's Heir:** Serian Winter: The heir to the line of kings that used to ruler Hound's Teeth has a seat on the council. This was part of the agreement that peacefully joined the city to the Empire.

**Head of Guild:** Tofen Sarish: The head of the merchants' guild is on the council. Actually, ostensibly, this can be any guild head that the guilds choose to place on the council, however, only once was this person not from the merchants guild. This person advocates the needs of the guilds in town.

Today is an open meeting. For two hours, the council will see anyone who comes in with complaints or proposals. These meetings are held once a month, so many grievances have arisen over that time. Also, passing adventurers and others may come in with their requests or suggestions. All who come seeking an audience are guaranteed time to speak. After the end of two hours, no new business may be brought before the council. All those who wish to speak should arrive in good time.