

## **Khelaphet, City of Nine Hundred Gardens**

The nine herds of the Minotaurs raided each other in what came to be known as the "Poaching Wars" where Bulls and Steers of one herd would raid other herds to capture and claim Cows to increase the size of their own herd. Almost a thousand years ago the Majernas of the herds of Eridu and Kish founded a settlement to act as refuge against the depredations of the other herds; this became over time the city of Khelaphet. For several centuries it remained a small settlement on the shores of the bay where in times of conflict the herds could find a haven.

Over time the discord of the Poaching Wars ebbed and flowed with the herds coming together to defend against external foes as when they united against the threat posed by the Matriarchy of Verinress' Arl and divided when a herd's Bulls intensified raids against herds they considered weaker.

Finally 675 years ago, the Majerna of Anu of Khelaphet brought together the Majernas of the other herds and proclaimed the Peace of Anu ending the Wars. He was proclaimed the Majernus of the Minotaurs and was the first of 23 who have held that title since that day.

Khelaphet was decided upon as the site of the new capital but the Majernus determined that a new city would arise in the bay. For 10 years, every available Bull, Steer, and slave used Pulls of Cows (a Pull is two or more Cows in harness) to haul rock, gravel, clay, and sand, dumping them into the bay to raise a land mass above the waves.

In the end a vast city was born, a place of culture and beauty. Canals were created to allow the easy transport of goods between the outer docks and the quarters of the city.

The Minotaurs have a deep and abiding love for the plants of the world and have, over time, planted gardens in just about every available nook and cranny that could hold a handful of dirt. Once they had met the Fae of the Court of Oberon, they became eager students of those among the Fae who could help them bring forth the green from the earth. It is rumored that several Dryads have taken root within the Imperial Gardens and it is a crime most vile to desecrate any of the city's fine green spaces.

Due to their innate distrust of other races, other than the Fae and the Minotaurs' protégés, the Grim of Nashmurmul, access to the city is limited. An island in the bay has been reserved for the embassies of those who wish to build one within the Empire. Currently only the Dark Elves Matriarchy of Verinress' Arl and the Drow of the Queen of the Night are absolutely forbidden within the borders of the Empire.