

- *League Consular Papers*, Leagueheim
- Dispatch from Hallan Ng, Reeves' Guild, Ukar

Diplomatic Clan Dispute – could escalate

The city of Verpevyn is presently threatened by inter-clan warfare, as a band of armed Ukari from a previously unknown clan emerged from the deeper passages and claimed ancestral rights to the lands south of the city. These lands are presently claimed by farmers from Clans Wavrun and Nolent, the latter of significant influence in the Allied Clans and the Scravers' Guild. Mediators from the AC's Clan Morwek are attempting to mediate the dispute, but neither side seems willing to compromise yet.

The new clan is called the ma Quona, an offshoot of the Siddir, though it rejects that relationship. As such their legal position is uncertain: the Siddir are an outlawed clan but maintain several regional truces with the AC. Since the ma Quona deny Siddir clan membership they are not an outlawed clan *per se*, but neither do they enjoy official clan status or AC protection. Unofficial interpretation of pre-war Ukar clan law would infer that such an offshoot would have official status, but the relationship between League / AC laws and ancient Ukar tradition is uncertain regarding the ma Quona's status *vis á vis* the AC.

The apparent head of the ma Quona is one Agim ma Quona, who claims the rank of "Uluk", or Count. The AC is under no obligation to recognize that title even if it chooses to recognize the clan itself. It is more likely that Agim will be "reduced" to the level of a Marquis ("Brak"), as his right as the leader of a minor clan. Whether either title is recognized by any of the outlawed clans is unknown, but inquiries are being made.

Morwek mediators, under conditions of strict confidentiality, have disclosed that the ma Quona are in fact refugees from the losing side of a war with one of the major outlawed clans of the Endless Caverns outside AC control. Some individuals among the ma Quona wear full human-style tunics, in direct contrast to traditional Ukari attire which is designed to prominently display baa'mon body carvings. The Morwek allege that some of the more extreme outlawed clans carve tattoos on their prisoners to display their failure in battle and brand their slaves. The Clan Miharshun is suspected of these practices and is one of the nearest outlawed clans to this region.

The arrival of several thousand refugees has been a disaster for the economy of the region. Wavrun fungal farms are subject to ma Quona food raids. Agim ma Quona claims that the raids are legal, since the Wavrun are illegal squatters on their land. Nolent officials claim that several of their clan members have mysteriously vanished since the ma Quona arrival, and suspect their assassinations. Retaliatory strikes on the ma Quona camps are inevitable.

Certain political difficulties arise whenever a dispute of a legal AC claim presents itself, to say the least. Among the Allied Clans, the Morwek, the Malak and the Suderik are championing the ma Quona cause; the first two out of a political appeal to the Ukari public, the third due to an old vendetta with the Miharshun. Clan Nolent, through the Scravers' Guild, has officially requested direct League intervention to overrule a possibly unfavourable decision by the AC, and has spread large sums of money among their Guild in doing so.

Nadakira Surtam oj Malak Sojo has publicly declared his support for the ma Quona land claims, as is typical of him in Ukar conflicts in which his clan has no direct stake. Furthermore, clans Malak and Nolent have been diplomatic opponents for decades; this is simply another front to use to frustrate them.

AC head Torquil oj Borduk has remained cautiously neutral in this matter. He has, however, expressed guarded support for the Nolent while publicly and vehemently disagreeing with the Nolent's decision to bypass his authority and appeal to the League itself. If the League chooses to involve itself and act against the refugees oj Borduk will almost certainly denounce that action for populist political reasons and to appeal to his allies in Clan Suderik.

I strongly urge the League Council to remain uninvolved in this matter despite the request of the Scravers' Guild. The Clan Wavrun is politically unsophisticated and will become violent in a matter of days. My guild is positioned to offer sizable loans to the Wavrun to buy weapons for their impending war against the ma Quona, and likewise the ma Quona may do the same if shown how. Perhaps some independent operatives could be retained to ensure that this conflict begins as soon as possible?