

## SPECULARUM CITY DISTRICTS

As seen in the previous chapter, a number of distinct neighbourhoods developed within Specularum over the centuries.

There are four upper class districts:

**Hill District:** The centre of the political life, home of "old guard" Traladaran nobility, plus the ambassadors and rich Thyatians.

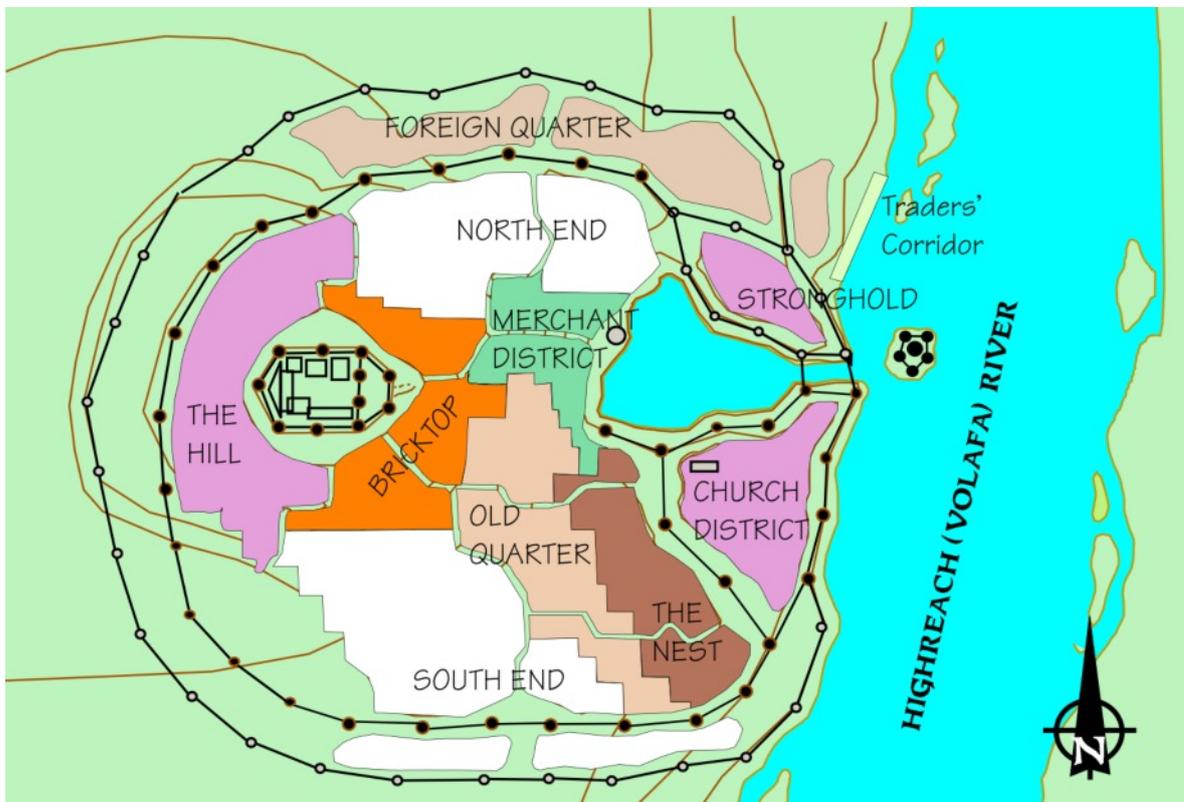
**Bricktop:** New Karameikan upper and middle class district: and the administrative centre of government.

population of many New Karameikans and Thyatians.

**South End:** Primarily a labourers quarter with a mostly Traladaran population; a sleepier ward with little political activity.

**Old Quarter:** A colourful old Traladaran quarter, with almost no Thyatian presence and few New Karameikans.

**The Nest:** Core of the criminal underground and Traladaran resistance. ns.



**Stronghold:** The home of the old Traladaran mercantile elite, almost a separate enclave

**Church District:** A Thyatian upper class ward, with the obvious church influence. Here the conservative Thyatian faction is strongest.

The five middle and lower class districts:

**North End:** the seafaring quarter and where many adventurers can be found in a mixed

**The Merchant District** has a mostly middle-class population of craftsmen and small-time merchants.

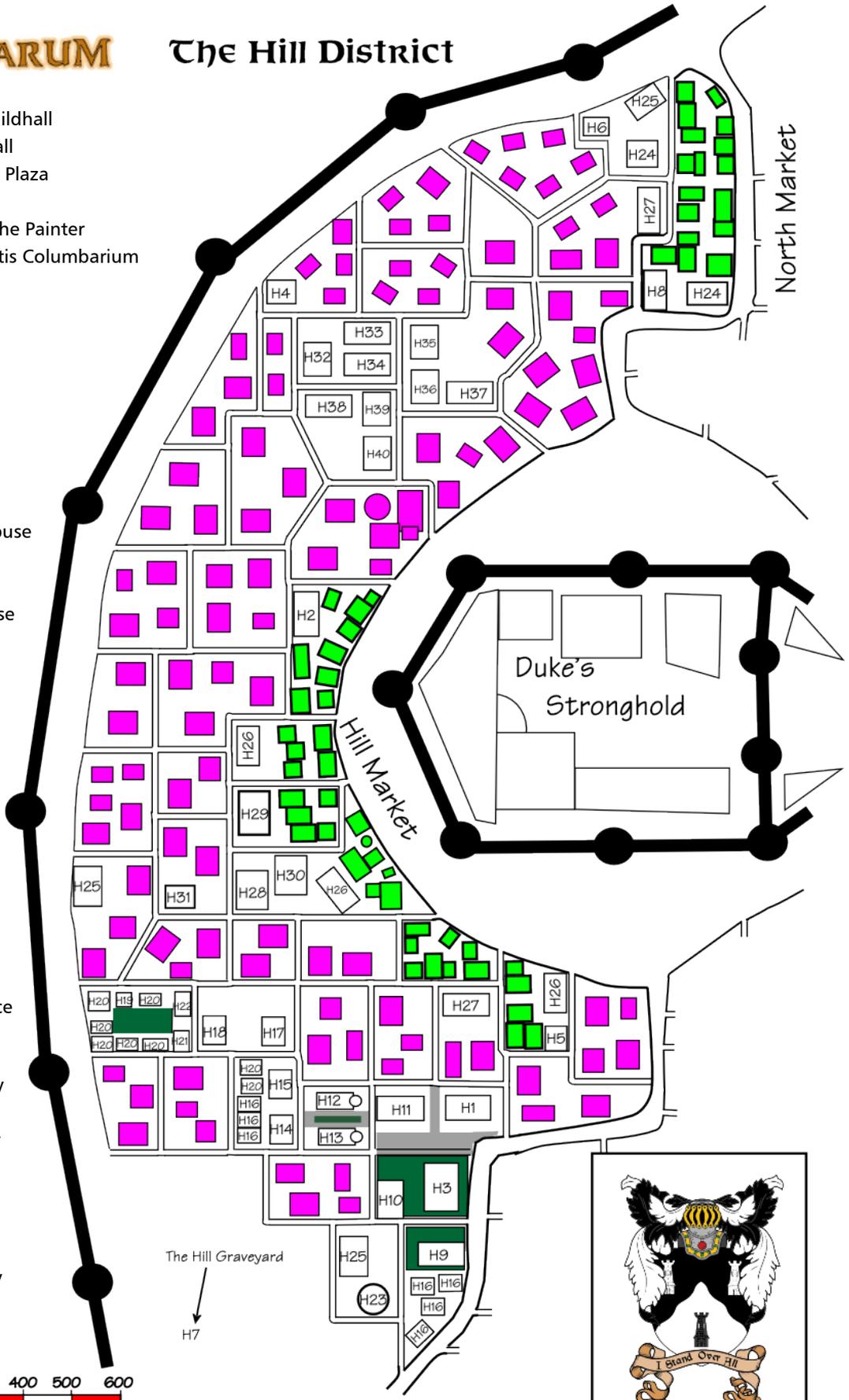
**The Foreign Quarter** and the **Trader's Corridor** are well defined by their position or population.

This chapter describes the city districts in more detail exploring their history and describing what present day adventurers may find in their wanderings.

# SPECULARUM

## The Hill District

- H1 Moneychangers' Guildhall
- H2 Goldsmiths' Guildhall
- H3 Torenescu Manor & Plaza
- H4 Ergal's residence
- H5 House of Akatrina the Painter
- H6 Old Church of Thyatis Columbarium
- H7 Hill Graveyard
- H8 Capital Armorer
- H9 Ebonov House
- H10 House of Emmet
- H11 House of Samasus
- H12 Garvil's Manor
- H13 Dragos' Manor
- H14 Boris' House
- H15 Sergei's House
- H16 Torenescu Warehopause
- H17 Stephano's House
- H18 Nichola's House
- H19 Lord Dimitrios' House
- H20 Torenescu Clan members' houses
- H21 Simion's House
- H22 Guest House
- H23 Granary
- H24 Inn
- H25 Stables (x3)
- H26 Tavern (x4)
- H27 Bath house (x2)
- H28 Hill District Revenue Office
- H29 Hill District Court House
- H30 Hill District Administrative Office
- H31 Church of St Moira the Pure
- H32 Darokinian Embassy
- H33 Glantrian Embassy
- H34 Rockhome Embassy
- H35 Alfheim Embassy
- H36 Thyatian Embassy
- H37 Ylari Embassy
- H58 Ierendi Embassy
- H39 Minrothad Embassy
- H40 Five Shires Embassy





## The HILL DISTRICT

The Hill District straddles the western slopes of “The Hill” – the tallest of the hillocks that surround Mirror Bay, Specularum’s natural harbour. In ancient times, a Fomorian homestead was built on the summit. The transformation of the original wooden fort into a stone fortress saw slave camps and work compounds spread across the hillock. Later, during the reign of the Nithians, another generation of labourers built a massive tomb on the remains of the earlier fortress. When the construction was complete, the surrounding structures were levelled to the ground. Rumours exist that there is at least one secret tunnel that runs from the depths of the tomb under the slopes with a concealed entrance somewhere beyond the old worksite.

After the departure of the Nithians, the tomb fell into disrepair, with only its top half showing above the ground. The slopes began to be used as grazing land by farmers. It is not until the first century AC, when Marilenev grew and prospered as the major trade centre of Traladara, that a new palace is built on the Hill as a seat of power for the newly founded Banate of Marilenev. The ground level remains of the former Nithian tomb are demolished in the process. Various buildings appear on the Hill during subsequent centuries.

Following the arrival of the Thyatians in AC 900, the area of The Hill underwent significant change. A new castle to house the Provincial Governor was built on the site of the former Marilemev palace. The older buildings on the slopes were levelled and new residences erected in the style of the Thyatian upper class who sought to live in close proximity to the Governor’s residence, along with prominent Traladarans who pledged their support to their new rulers.

With the formation of the Grand Duchy of Karameikos in AC 970, portions of the Governor’s Palace are rebuilt to provide a stronghold for Duke Stefan.

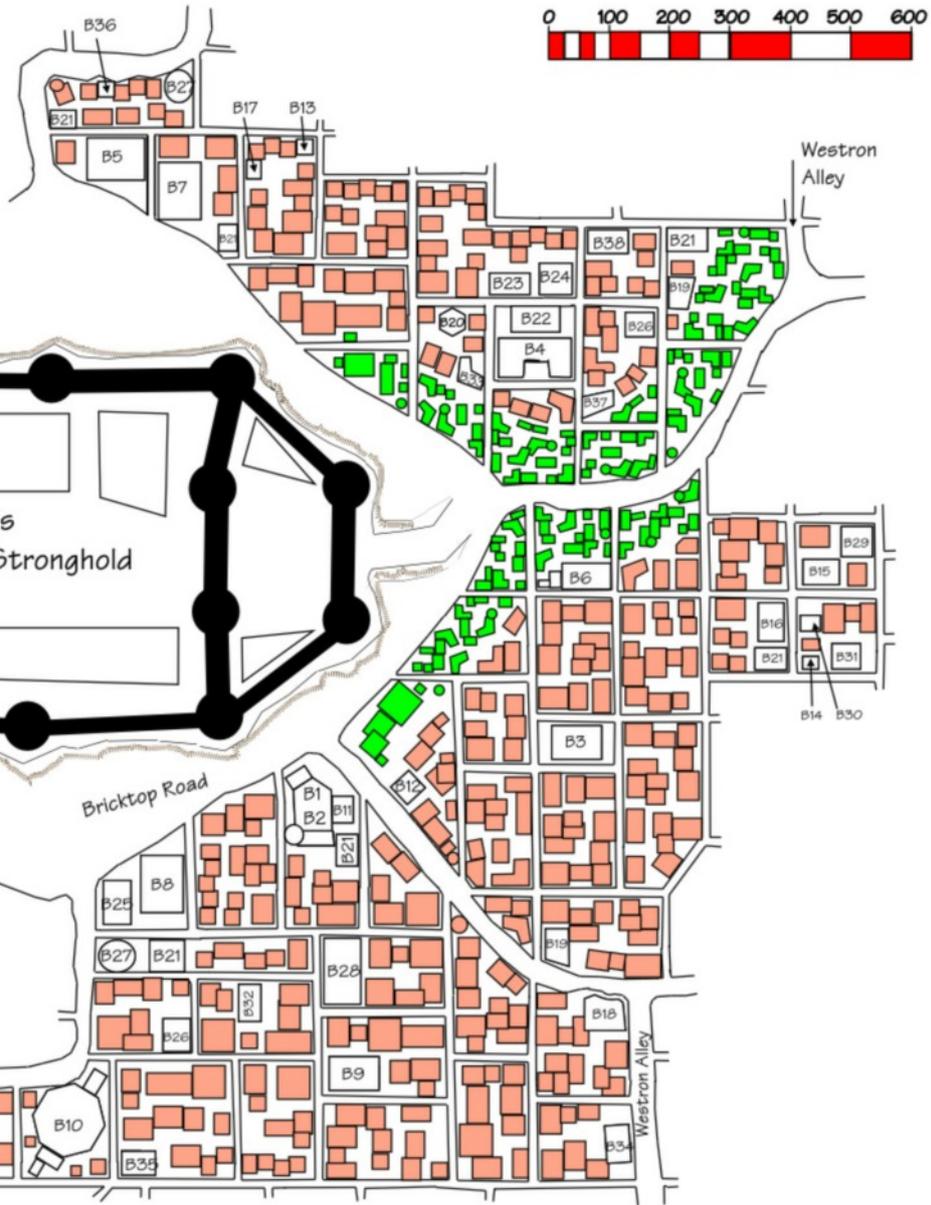
By AC 1000, The Hill is the posh area of town; the streets are all brick; the neighbourhood broken up into numerous small walled estates. These estates belong to many of the more powerful personages in town. Two of the major Guilds have their headquarters here. There are the embassies of those foreign powers that Duke Stefan has initiated diplomatic relations with. The residents of the district are served by two markets that provide both a higher quality of goods that might be found “down town”, and a more exotic and wider range.

Unless they have been invited (or perhaps their visit there is of a more clandestine nature), adventurers will not normally spend time on The Hill. Many adventurers may find themselves feeling awkward and out of place in the elite surroundings, others may fit in easily due to their background prior to their current career. But the Moneychangers' and Goldsmiths' Guilds' Masters may have certain missions that require adventurers' expertise to complete. A wealthy noble may require a special item acquired or retrieved. A foreign embassy might find it more politic to employ an independent group to undertake a task which might ruffle another nation's feathers.

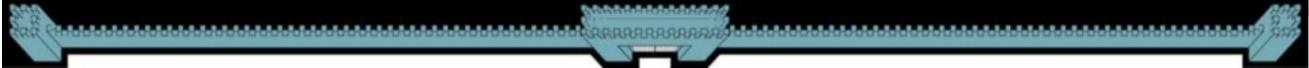
And then there is the Torenescu clan, once a powerful faction controlling the everyday business of the city. They still have a great deal of political influence and discreet control on “The Hill”. The family wants to return to its former glory and is biding its time.

# SPECULARUM

## Bricktop District



- |     |                                     |     |                                |     |                              |
|-----|-------------------------------------|-----|--------------------------------|-----|------------------------------|
| B1  | Scriveners' Guildhall               | B14 | Turano's Guesthouse            | B27 | Granary x 2                  |
| B2  | Scriveners' Guild Public Library    | B15 | Vorloi House                   | B28 | School                       |
| B3  | Apothecaries' Guildhall             | B16 | Rattlebone Inn                 | B29 | Baron Vorloi House           |
| B4  | Town Hall (new)                     | B17 | Grygori Vorloi's house         | B30 | Goodwife Thanatos            |
| B5  | Ministry of State (new)             | B18 | Bricklayers' Arms tavern       | B31 | Turano's main house          |
| B6  | Ministry of Trade (new)             | B19 | Boarding House x 2             | B32 | Chapel of the Stainless Soul |
| B7  | Ministry of Finance (new)           | B20 | Shrine of Petra                | B33 | The Crown & Castle tavern    |
| B8  | Ministry of War (new)               | B21 | Stables x 6                    | B34 | The Soldier's Rest tavern    |
| B9  | Bricklayers Guildhall               | B22 | District Court House           | B35 | The Mad Juggler tavern       |
| B10 | Ducal Karamaikan Theater            | B23 | District Revenue Office        | B36 | The Gentle Wife tavern       |
| B11 | The Golden Book, Inn and restaurant | B24 | District Administration Office | B37 | The Arguing Owl tavern       |
| B12 | The Priest and Jug, tavern          | B25 | City Guard Barracks            | B38 | The Golden Ring tavern       |
| B13 | Cee Salt                            | B26 | Bath House x 2                 |     |                              |



## BRICKTOP DISTRICT

The area now known as Bricktop shares a similar history to that of The Hill district. The eastern slopes beneath the site of the early Fomorian homestead were also used to house slave labour and workshops for the construction of the great Nithian tomb. Later centuries saw the area given over to grazing land for the thriving farming community. Then as the Free City of Marilenev became a major trade centre for the region, a rag-tag expansion of buildings spreading from the central market area began to sprawl across the slopes.

The Thyatian Occupation that began in AC 900 began major redevelopment of this part of old Marilenev. Successive Governor-generals implemented building programmes to strengthen the city's role, both defensively and commercially. This practice has been continued by Duke Stefan following his acquisition of the former Traladaran lands. One of the early construction projects was the laying of a major thoroughfare around the Hill, providing a strong defensive position as well as ease of access to other parts of the city. This route was named the Bricktop Road, because it was made of brick (unlike the existing streets of the city) and it encircled the uppermost part of The Hill. During the last century, "Bricktop" has become a Specularum slang term to indicate anything that's of good quality.

In AC 1000, the Bricktop district is a more or less affluent area of town, halfway between the posh residences of the Hill and the Merchant District. The population here is largely of Thyatian decent - New Karameikan upper and middle class with lots of mixed Thyatian / Traladaran families. The Church of Karameikos is dominant but there is a significant Church of Traladdara presence. The Cult of Halav is more common here than in any other upper class district.

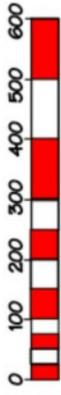
This area is characterized by small to medium-sized homes. Many merchants, ministerial aides, and other well-paid persons live here. It is also the home of retired adventurers of middling incomes. As well as residential sections, Bricktop also houses government buildings - both of a national scale (the Ministries of State, Trade, Finance and War) and of a local nature (the Town Hall where the Town Council (Priorate) meets led by the Townmaster who handles the day-to-day activities of the city on behalf of Duke Stefan. The Scriveners', Apothecaries' and Bricklayers' Guilds have their halls in this district, having moved there from other parts of the city in the post-Occupation redevelopment.

Active adventurers will find many opportunities to further their career in this district. Some merchants may require suitable people to act as "protection specialists" for caravans or even their businesses in town. Government Ministries may require personnel to undertake some covert operations. Perhaps the Town Council has a need to deal with certain activities in a part of town. Even the Scriveners' Guild may have a need for an adventuring party to search for and obtain some important document from other places.

Although his main residence lies in its own dominion on the southern coast of the Grand Duchy, Baron Philip Vorloi maintains a residence in Bricktop. As one of the city's major power factions, with many merchant and maritime interests, the Vorloi family are likely to find a use for willing adventurers to maintain stability against the machinations of the Torenescu and Radu clans. Or the adventuring party may find themselves called in to bail out the foppish Grygori Vorloi, the Baron's wayward son.

# SPECULARUM

## North End



- |      |                            |      |                                   |      |                             |      |                         |
|------|----------------------------|------|-----------------------------------|------|-----------------------------|------|-------------------------|
| NE1  | Naval Shipbuilders         | NE11 | Loggers Guildhall                 | NE21 | Temple/Shrine               | NE31 | Lucor's Scrolls Tavern  |
| NE2  | The Black-Heart Lily       | NE12 | Mariners Guildhall                | NE22 | Westron Inn                 | NE32 | Granary x 2             |
| NE3  | Desmond's Dive             | NE13 | Fishmongers Guildhall             | NE23 | The Bridge of Blood Tavern  | NE33 | District Court House    |
| N34  | The Hart and Harrow        | NE14 | Inholders Guildhall               | NE24 | The Solitary Knight Tavern  | NE34 | District Admin Office   |
| NE5  | The Gored Ox               | NE15 | Akarios, Shipwright               | NE25 | Petros' Ditch Tavern        | NE35 | District Revenue Office |
| NE6  | Hippogriff Inn             | NE16 | Church of St. Lucor               | NE26 | The Mermaid's Kiss Tavern   | NE36 | City Guard Barracks     |
| NE7  | Golden Coin Gambling House | NE17 | Martina Blossombath, Pastry stand | NE27 | The Anchor & Compass Tavern | NE37 | Warehouses x 7          |
| NE8  | Boris Nikoli's grocery     | NE18 | Dragonfly Tavern                  | NE28 | The Plough Tavern           | NE38 | Bath House              |
| NE9  | Blacksmiths Guildhall      | NE19 | City Well                         | NE29 | The Harvest Moon Tavern     | NE39 | Boarding House x 5      |
| NE10 | Carpenters Guildhall       | NE20 | Temple/Shrine                     | NE30 | Giant's Slumber Tavern      | NE40 | Stables x 7             |



## The NORTH END

During the period known as *The Dark Age* (BC 800 to AC 1), the integration of the Vandar tribe with the native Traldar led to the rise of agriculture in the area north of Mirror Bay. The success of the farming ventures contributed to the growth of what became a regular market trading with other local settlements. Farming remained a major industry of the area for many centuries. The importance signified by the 7<sup>th</sup> century AC construction of an irrigation channel to overcome threatened droughts. However, as the Free City of Marilenev turned to the sea for most of its trade, and isolated itself from the rest of Traladara, the growth of the Mirror Bay harbour necessitated facilities to support these new activities.

By AC 700, the eastern part of the North End area began to transform from open land to buildings that supported the maritime industries. While farming continued outside the city walls, the North End area continued to be urbanised with residential blocks appearing in the western half of the district. During the period of Thyatian Occupation, in AC 929 (during the rule of Governor-General Iulius Bassus), the old irrigation channel was filled to provide space for the Lesser Merchant District and Westron Alley. By AC 1000 the ancient farmlands have been reduced to a small area in the north western corner of North End.

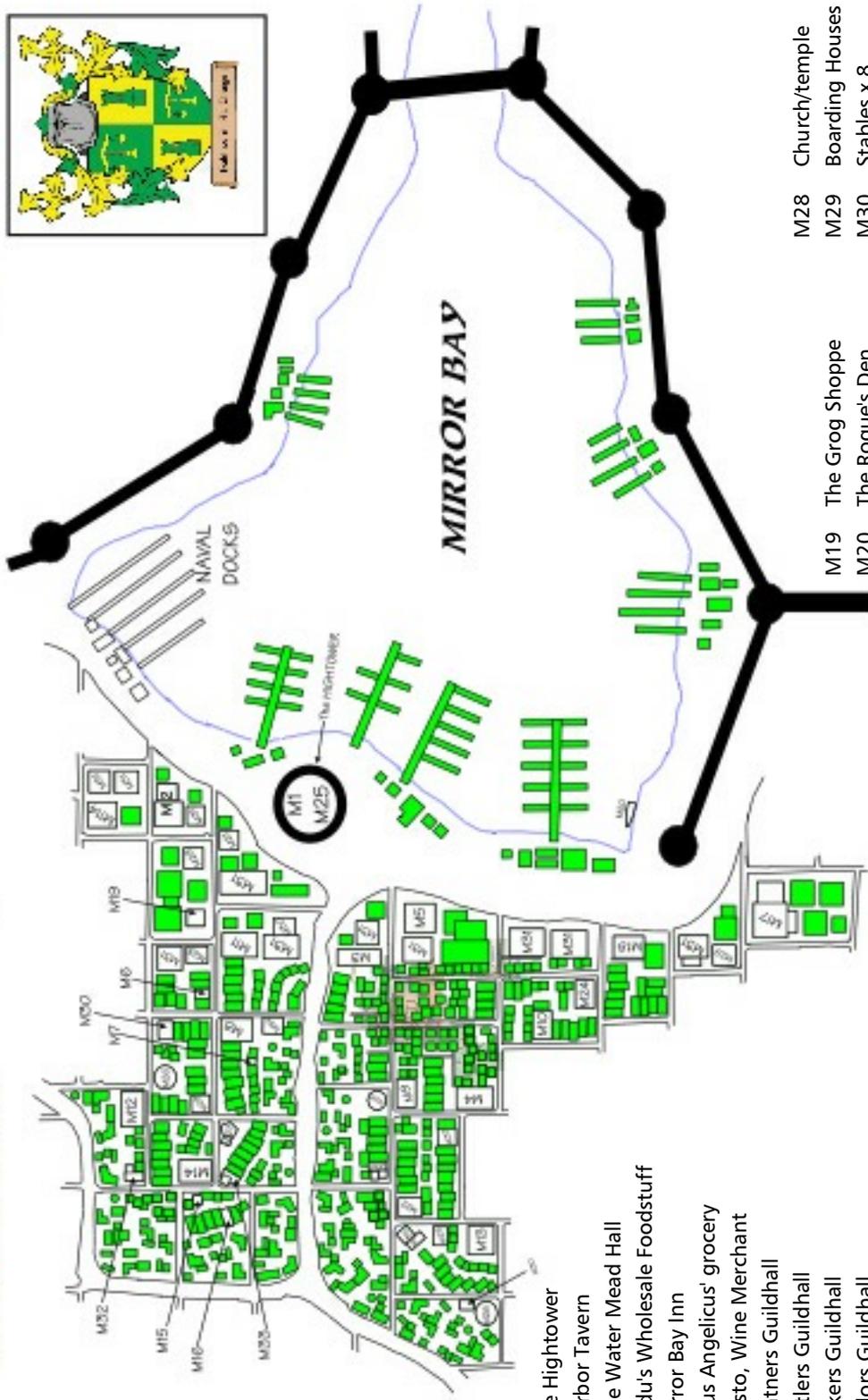
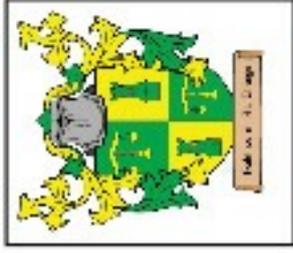
In present-day Specularum, the North End' western half is a mostly residential section of town; many people who work as servants within the city or as seasonal labourers in the surrounding Estate of Marilenev live here. Many active adventurers also settle here, due

to its proximity to the Merchant District, the Foreign Quarter, the Docks, and a number of taverns and inns. The eastern half of the district includes the seafarers' quarter, housing sailors, shipwrights and carpenters amongst others. It is also the location of the Karameikan Naval Shipbuilders. The North End has a mixed population, with many New Karameikans and Thyatians; a rough but straightforward people, epitomizing the New Karameikan spirit. The Guildhalls located in this district reflect the area's commerce - blacksmiths, carpenters, loggers, mariners, fishmongers, and innholders. This area of town benefits through the wide range of goods and supplies that can be obtained in the Lesser Merchant District - adventurers can be sure of finding all necessary equipment somewhere.

Adventurers are always certain of finding a new challenge in the North End. The many inns and taverns of the district, including Desmond's Dive, The Gored Ox, the Hart and Harrow, and the Black Heart Lily, are places where adventurers may be hired for a variety of quests, or give the adventurers the opportunity to hire retainers to assist them. The Black Heart Lily, in particular, is one of the better, though notorious establishments, where employment for bold and willing characters may be negotiated. Such engagements may take the adventurers across the ocean to somewhere in the Sea of Dread, or perhaps across the Grand Duchy to the infamous Black Eagle Barony.

# SPECULARUM

## Merchant District and the Docks



- M1 The Hightower
- M2 Harbor Tavern
- M3 Blue Water Mead Hall
- M4 Radu's Wholesale Foodstuff
- M5 Mirror Bay Inn
- M6 Titus Angelicus' grocery
- M7 Aristo, Wine Merchant
- M8 Vintners Guildhall
- M9 Cutlers Guildhall
- M10 Bakers Guildhall
- M11 Tailors Guildhall
- M12 Butchers Guildhall
- M13 Bowyers Guildhall
- M14 Skinners Guildhall
- M15 Heranthes, Cobbler
- M16 Imelda's Beauties (in Cobblers' Lane)
- M17 Griffon's Arms Inn
- M18 Tavern on the Shore

- M19 The Grog Shoppe
- M20 The Rogue's Den
- M21 Harbour Master
- M22 District Admin Office
- M23 District Revenue Office
- M24 District Court House
- M25 City Guard Barracks
- M26 Granaries x2
- M27 Church/temple
- M28 Church/temple
- M29 Boarding Houses x 4
- M30 Stables x 8
- M31 Warehouses x 12
- M32 Bartering Bugbear Tavern
- M33 The Tannery Tavern
- M34 Grapes of Cruth Tavern
- M35 The Duchess Olivia Tavern
- M36 The Grey Gnoll Tavern
- M37 Blade Alehouse Tavern



## MERCHANT DISTRICT and the DOCKS

Around BC 500, a market was frequently held in the area north of what is now the Old Quarter. This was where the people of Marilenev - farmers and others - met to trade their goods with other villages upriver and on the coast. Over time, this became a more frequent occurrence until it became practically a daily event. Early in the first century AC with the growth of Marilenev's population, the area became more formally incorporated into the expanding settlement. Trade with neighbouring populations became vital and the town became the major trade centre of Traladara. Continued growth of trade led in AC 400 to the formation of the Merchants', Leathersellers' and Skinners' Guilds to regulate trade with the northern lands. By this time, what started as an open marketplace between the original Marilenev settlement and its farmlands was now home to buildings housing a range of businesses and services.

Subsequent centuries saw the formation of more Trade Guilds as Marilenev's mercantile industries expanded. The move to sea trade influenced the chartering of the Mariners' Guild in the eight century AC. The continued successful commerce of the area was undoubtedly a contributory factor to the Thyatian invasion of the area in AC 900.

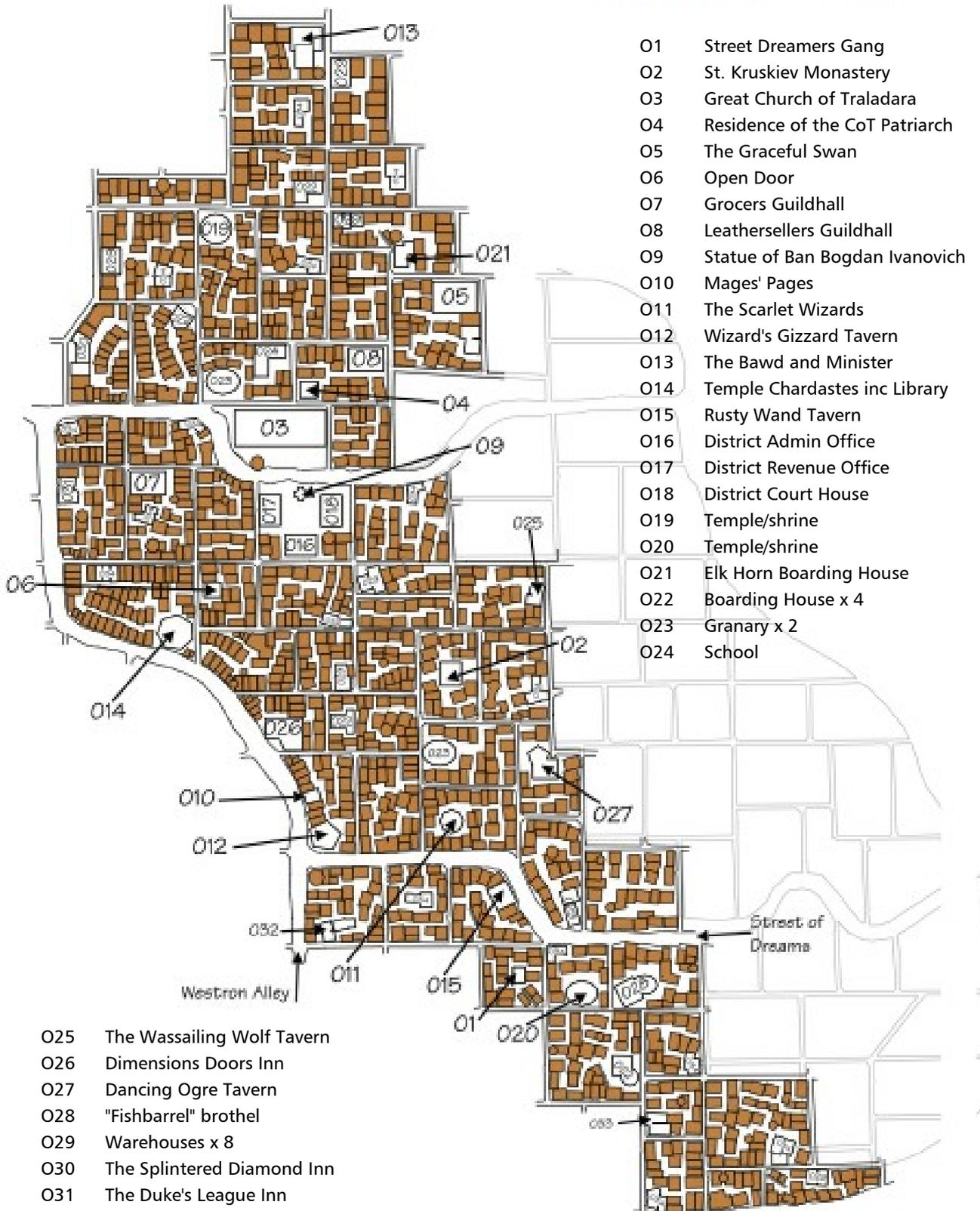
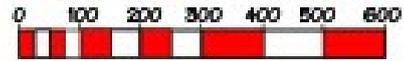
The Merchant District has a mostly middle-class population of craftsmen and small-time merchants. It is organized by products sold, and the architecture tends to be very homogeneous – tall, narrow single family buildings made of a workshop, living rooms, and sleeping rooms on different levels. The neighbourhood is the part of Specularum

that never sleeps; many inns and taverns are open all night, and few shop-owners - who mostly live above their place of business - will turn down a late-night sale when some frantic buyer comes hammering at their doors. All sorts of businesses and goods can be found here: Mercenaries for hire, stables and liveries, blacksmiths, meat-shops, sweet-shops, jewellers, smiths, goldsmiths, silversmiths, fortune-tellers, carpenters, bricklayers, engineers, hostels, scribes, sages, alchemists, magic-users, thieves, entertainers and just about anything else can be found here.

Specularum's Docks skirt the edge of Mirror Bay and consist of the wharves and a smattering of warehouses on the banks. The natural harbour provides deep water berths for large vessels to anchor and take on or unload cargo. The Karameikan Navy has its base here (inherited from the Thyatian Occupation), and at the River Fort in the Highreach River. The entrance to Mirror Bay is protected by the oak and iron Sea Gates. This defensive structure replaced an earlier set of gates that were damaged in a failed attack by river pirates.

As well as being an area to provide accommodation, equipment and provisions, adventurers will find the Merchant District and the Docks is where they may find offers of employment, from guarding vessels in port to joining a ship's crew as it sails off across the Sea of Dread. They might decide to enlist in the Navy (or perhaps be press ganged into service), or charter their own vessel.

# SPECULARUM Old Quarter



- O1 Street Dreamers Gang
- O2 St. Kruskiev Monastery
- O3 Great Church of Traladara
- O4 Residence of the CoT Patriarch
- O5 The Graceful Swan
- O6 Open Door
- O7 Grocers Guildhall
- O8 Leathersellers Guildhall
- O9 Statue of Ban Bogdan Ivanovich
- O10 Mages' Pages
- O11 The Scarlet Wizards
- O12 Wizard's Gizzard Tavern
- O13 The Bawd and Minister
- O14 Temple Chardastes inc Library
- O15 Rusty Wand Tavern
- O16 District Admin Office
- O17 District Revenue Office
- O18 District Court House
- O19 Temple/shrine
- O20 Temple/shrine
- O21 Elk Horn Boarding House
- O22 Boarding House x 4
- O23 Granary x 2
- O24 School

- O25 The Wassailing Wolf Tavern
- O26 Dimensions Doors Inn
- O27 Dancing Ogre Tavern
- O28 "Fishbarrel" brothel
- O29 Warehouses x 8
- O30 The Splintered Diamond Inn
- O31 The Duke's League Inn
- O32 The Prior's Scroll Inn
- O33 The Dancing Medusa Inn
- O34 Tavern x several



## OLD QUARTER

The Traldar-Vandar fusion that began in 8<sup>th</sup> century BC led to the emergence of a new people, the Traladarans, by BC 500. In the 1<sup>st</sup> century AC the original Traldar settlement (on the site of the modern Church District) expanded as Marilenev's population grew and the town became a major trade centre.

As the centuries pass, the separate walled areas of the Free City mere and the area south of the Merchant District becomes a microcosm of Traladaran heritage and culture, home to both legal and illegal activities as well as being the town's spiritual centre. By the time the occupying Thyatian forces arrive in AC 900, this is Marilenev's "Old Quarter".

In the wake of the Thyatians' takeover of Marilenev, the rebuilding of the Church District initiated by the colonising administration results in an influx of impoverished Traladarans from that neighbourhood and other areas into the Old Quarter. This leads to the degradation of the east side of the district into crime and slums – "a nest of thieves and undesirables" as described by a city official during this time. Its status was reinforced after the arrival of Stefan Karameikos as Traladaran rebels secreted themselves in "The Nest" and distinct boundaries developed between it and its neighbouring western blocks.

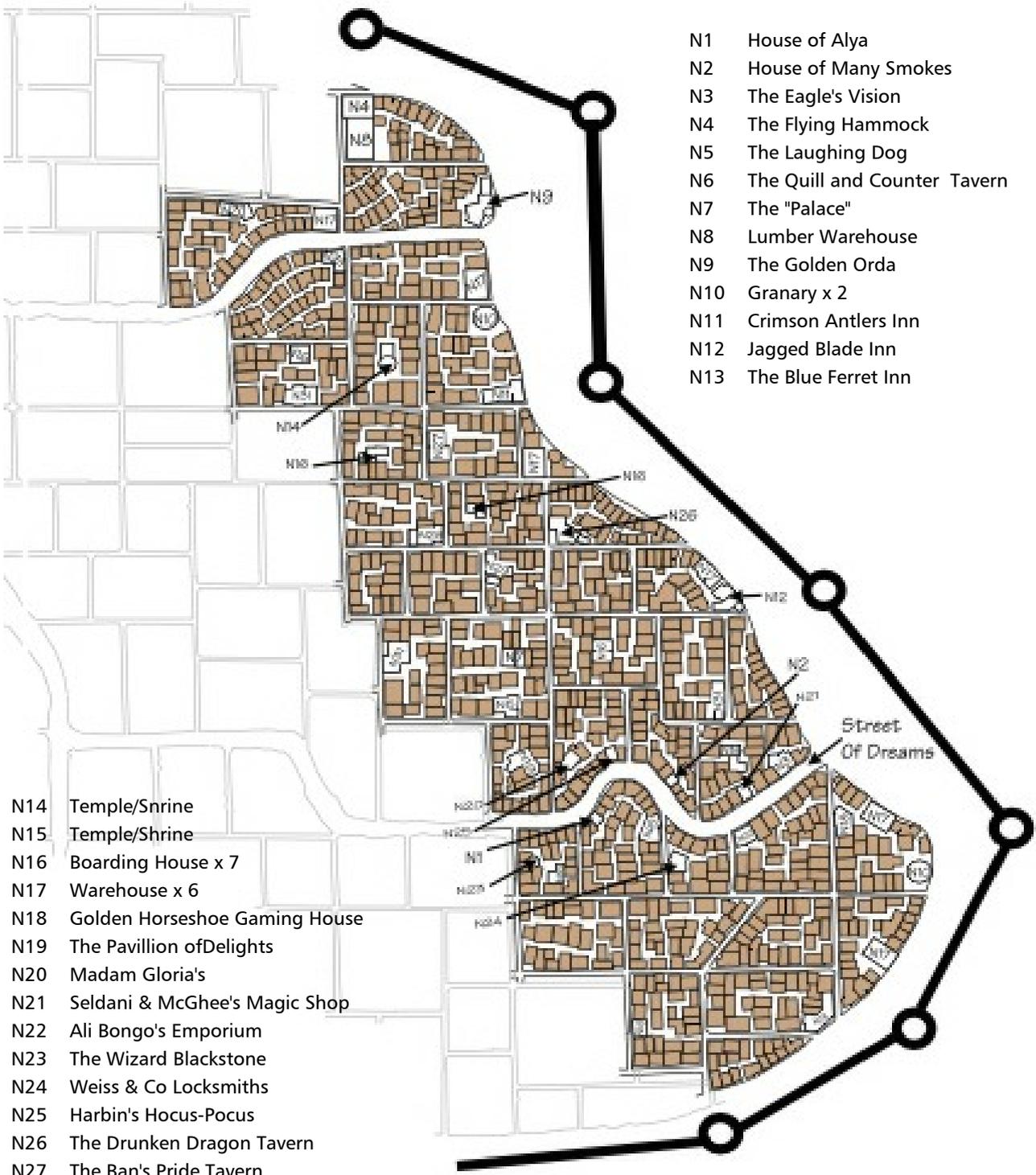
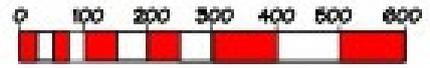
In present day Specularum, the Old Quarter is a varied district of mostly Traladaran population, featuring both relatively well to do areas (near Bricktop and the Great Church of Traladara) and more lower class parts (near the Street of Dreams and the Nest). Architecturally the district shares its look with The Nest – it has the same narrow streets and same tight-packed humanity, but crime, while frequent, is not quite as prevalent as the Nest.

In the Old Quarter adventurers will find the greatest source of magic-related businesses, especially along the Street of Dreams that bisects the district. There are, of course, plenty of other businesses run by proud Traladaran shopkeepers and craftsmen. Grocers and leathersellers, two of the older trade guilds are well represented by long-established Traladaran family concerns. Food, drink and accommodation can be found at the many and varied inns, taverns and boarding house. Things may be a bit more cramped than other parts of the city, but you pay your money... and if you're lucky what's left will still be in your keeping when you wake up.

The area has several locations that speak of its heritage, notably the Great Church of Traladara and the Statue of Ben Bogdan Ivanovich, both focal points for gatherings. There are plenty of people willing to tell stories of the "old days" (i.e. before the Thyatians arrived) and of possible treasures secreted away to prevent them falling into the hands of the occupying forces. Some objects may be hidden in the city, others may have been taken further afield. Plenty of choice for the budding adventurer – they can start their own quest, or perhaps join someone else's. They'll find an ample supply of willing hirelings to assist them. They might even find themselves engaged in a more political endeavour that seeks to resurrect Traladaran native power rather than remain under the rule of a foreigner.



# SPECULARUM The Nest



- N1 House of Alya
- N2 House of Many Smokes
- N3 The Eagle's Vision
- N4 The Flying Hammock
- N5 The Laughing Dog
- N6 The Quill and Counter Tavern
- N7 The "Palace"
- N8 Lumber Warehouse
- N9 The Golden Orda
- N10 Granary x 2
- N11 Crimson Antlers Inn
- N12 Jagged Blade Inn
- N13 The Blue Ferret Inn

- N14 Temple/Snrine
- N15 Temple/Shrine
- N16 Boarding House x 7
- N17 Warehouse x 6
- N18 Golden Horseshoe Gaming House
- N19 The Pavillion of Delights
- N20 Madam Gloria's
- N21 Seldani & McGhee's Magic Shop
- N22 Ali Bongo's Emporium
- N23 The Wizard Blackstone
- N24 Weiss & Co Locksmiths
- N25 Harbin's Hocus-Pocus
- N26 The Drunken Dragon Tavern
- N27 The Ban's Pride Tavern
- N28 The Lucky Hammer Tavern
- N29 The Pegasus' Wings Tavern
- N30 The House of Cards Tavern
- N31 Tavern x several



## The NEST

The area that is now The Nest was the first expansion from the Nithin-led Traladar fortified village of Os-Khimn between BC 1500 and BC 1100. It was always outside the original settlement, but did not have the cultural characteristics of the modern Nest. As the Banate of Marilenev formed and grew in the first 3 centuries AC, the fortifications were extended, but this included a wall around the modern Church District, separating it from other parts of Marilenev. This was the first step in the segregation of what would become the Old Quarter from which the Nest would split.

While the combined Old Quarter and Nest neighbourhoods developed as the heart of Traladaran Marilenev, the eastern part of the area gained notoriety as various illegal activities became centred there. It was also a focus for political rabble-rousers and acted as the headquarters of Traladaran rebels during the Thyatian invasion of AC 900. After the rebellion was quelled, the more hostile Traladaran community centred itself in the eastern side of the district.

Following Duke Stefan's arrival in AC 970, a greater split developed in the Traladaran populace of the city and the hard core resistance gave the Nest its own identity, increasing its lawlessness. As such the Nest does not have the same municipal facilities as other neighbourhoods – no court house, no revenue office, no administrative office; the City Guard and Night Watch do not venture into the Nest. There are many block level self-governing arrangements within the Nest. A new Thieves' Guild, The Kingdom of Thieves was formed around AC 990.

In present-day Specularum, the Nest is the oldest, narrowest, dirtiest and poorest section of town; the population is mostly Traladaran. There is a wild mixture of residences, businesses and shops. It is home to the city's criminal underground and to Traladaran resistance. The Veiled Society, the Kingdom of Thieves and other gangs are the dominant factions. The guardsmen do not venture here when they can avoid it; crime is king. Strangers venturing here will be beset by thieves and robbers, trapped in a labyrinth maze of indistinguishable streets. The Street of Dreams is the prophetic and Magical centre of Specularum; it has the highest concentration of fortune-tellers and freelance magicians

If adventurers need assistance with magical artefacts or require information on spellbooks and the like, they'll probably find their answer in the Nest. Similarly, the Nest will provide opportunities to exchange some of their more dubious treasures for more usable funds. The district's residents will often find uses for willing adventurers who can help them with their own schemes, whether they are purely criminal, or are political machinations. The Nest's taverns, gambling halls, boarding houses and back alleys are rich sources of information for an adventuring party with rumours and clues to all manner of activities in the whole city. Adventurers of the Thief class may find themselves making a mark with one or more local gang. In some cases that relationship may not turn out to be friendly. Specularum's Nest will provide plenty of adventuring paths.

# SPECULARUM South End



- |      |   |      |                          |      |                              |
|------|---|------|--------------------------|------|------------------------------|
| SE1  | Magicians' Guildhall and Library        | SE12 | The Golden Crossbow Inn  | SE23 | Granary x 4                  |
| SE2  | Brewers Guildhall                       | SE13 | The Crooked Farrow Inn   | SE24 | The Shackled Beastman Tavern |
| SE3  | Dyers Guildhall                         | SE14 | The Adventurers Rest Inn | SE25 | Witches Cauldron Tavern      |
| SE4  | South End Traladaran Graveyard          | SE15 | Th Dyers Arms Tavern     | SE26 | The Bottomless Keg Tavern    |
| SE5  | Borsch Traladaran restaurant            | SE16 | Boarding House x 5       | SE27 | The Workers Lament Tavern    |
| SE6  | Davidov Veterinary Clinic and Herbalist | SE17 | Church                   | SE28 | Fruit of the Vine Tavern     |
| SE7  | South End Captaincy                     | SE18 | Church                   | SE29 | Past Treasures Tavern        |
| SE8  | United Criers Guild                     | SE19 | Church                   | SE30 | Wanderes Retuen Tavern       |
| SE9  | Hawk's Nest Inn                         | SE20 | District Admin Office    | SE31 | Taverns x 18                 |
| SE10 | The Bountiful Basket Inn                | SE21 | District Revenue Office  | SE32 | Stables x 15                 |
| SE11 | The Lovers Retreat Inn                  | SE22 | District Court House     |      |                              |

## SOUTH END District

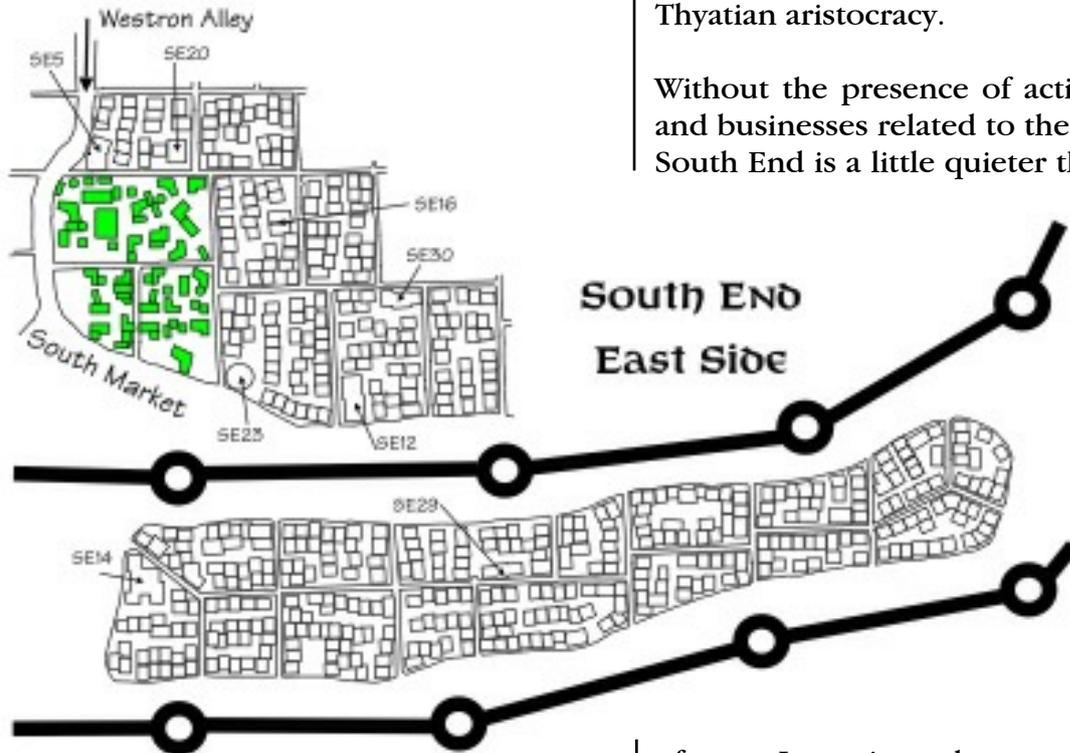
In AC 6681, as the Vampire Wars raged across Traladara, Marilenev's town government invested in a programme of city fortifications. This included a major defensive wall circling the settlement.

By the middle of the 8th century AC, a large part of the rural population, encouraged by the Town Council and in fear of war and other threats, settled within the city walls. The area to the west of the Old Quarter becomes the South End which grows to provide residences for Marilenev's labourers. In the late 8th century AC, the

The majority of the district is residential, but there is a business community, primarily along the Westron Alley, and a market in the area near the south gate. Some local shops are found across the district, and there are small taverns serving as local meeting points throughout the neighbourhood.

After the building of the outer city wall by Duke Stefan (post-AC 970), a largely "New Karaneikan" area was built between the inner and outer walls. This "extension" was the agreed approach rather than expand the district west towards the Hill – a proposal opposed by the Torenescu clan and the Thyatian aristocracy.

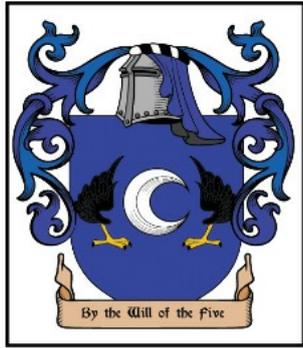
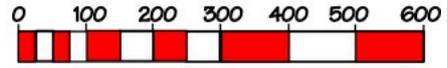
Without the presence of active adventurers and businesses related to their activities, the South End is a little quieter than other parts



newly formed Dyers Guild established its Guild house in the South End, and later the Brewers Guild moved its headquarters there, leaving its original 6th century location in the Old Quarter. Duke Stefan granted the establishment of a Magicians Guild in AC 970, and its tower and adjacent library is a South End landmark. More recently (AC 996) the United Criers Guild has established a Specularum office in this district.

of town. Long-time adventurers, now retired, sometimes end up in South End. Accordingly, the district may be a source of information for adventuring groups when the tales of old campaigners lead to new quests. Some of the labouring population may decide it is time to seek adventure by putting themselves forward to be hired. And there is the Magicians' Guild tower and library...

# SPECULARUM Church District



- C1 Great Church of Karameikos
- C2 Residence of the CoK Patriarch
- C3 New Church of Karameikos Columbarium
- C4 Stables
- C5 Pcis Bellanicae Studium (School)
- C6 The Black Axe



- C& Granary
- C8 Ruined Temple of St Rybich
- C9 Silver Trident
- C10 Rose & Thorns
- C11 Wheel of Flames
- C12 District Revenue Office
- C13 Immortals' Rest Inn
- C14 District Captaincy
- C15 The Crossed Swords
- C16 District Court house
- C17 Column of Flavian Osteroplulos
- C18 Well
- C19 The Traveller's Moon
- C20 Bath house
- C21 Aquae Flavianae (Bath House)
- C22 Shrine of Vanya
- C23 Church of Thyatis
- C24 Residence of Church of Thyatis Patriarch



## CHURCH District

Around BC 1500, the present-day Church District was the site of a fortified village named Os-Khmin (Throne of Khmin) built by the Traldar people under the rule of Nithians. A century later following the demise of their Nithian lords, the Traldar settlement is taken over by Hutaakans, and a Hutaakan priest settles in the abandoned fortification.

Over the next three centuries, the village (now named Marilenev) is firmly established as a walled town with an expanding population just to the south-west of the earlier Nithian settlement. Various Traldar-centric temples are on the hillock to the south of Mirror Bay. In BC 1000, the Hutaakan priests seal their temple of Pflarr and leave Marilenev, fearing that destruction will be brought by a Beastman invasion. King Milen choose to flee rather than fight. Marilenev loses three quarters of its population, though the Beastman army is defeated in BC 992 on the river Volaga River, not reaching the town.

Vandar tribesmen arriving in the area around BC 800 work with the Traldar to build a new community that becomes a noted trading centre welcoming travellers from beyond the region. The fusion of the Vandar and Traldar results in a new people – the Traladara. As well as welcoming traders, Marilenev embraces other religions and the original fortified village area sees a variety of shrines and temples located there. In AC 400 missionary clerics from Thyatis reach Marilenev. A first Thyatian shrine is established in what will become the modern Church District. A few years later the Grand Church of Traladara is built in what will become known as the Old Quarter, as lack of space was one of the reasons precluding it being located precluded it

The Thyatian Occupation of the region in AC 900, saw the levelling of most of the buildings in the Church District by naval bombardments. As a result the majority of the Traladaran residents were forced to relocate to the Old Quarter, South End and other parts of town. After the completion of the invasion, the great building campaigns of General-Governor Flavian Osteropulos first, and Patriarch Olliver Jowett later, result in new structures rising in the Church District, including the new Church of Thyatis.

Following Srefan Karameikos' acquisition of the Traladaran lands in AC 9970 from the Emperor, a new major building programme commenced that included the design and construction of the Great Church of Karameikos – its location being that of the earlier Thyatian shrine of 500 years before.

Today the Church District is a Thyatian upper class neighbourhood, with the obvious church influence. It is a place where the conservative Thyatian faction is strongest. There is also a strong chivalric feel. The architecture is a mix of classical Thyatian and Karameikan renaissance-like styles. Most businesses (shops and workplaces) are located in the northern third of the District. The lower section is residential.

There are a variety of businesses located here, not only providing supplies for the residential blocks, but supporting the religious buildings, such as goldsmiths, silversmiths, vestment makers, candle makers; as well as catering for “pilgrims” visiting this spiritual area.



## STRONGHOLD District

The Stronghold District covers the hillock on the northern side of Mirror Bay. At the beginning of Traldar's Dark Age (around BC 800), Vandar tribesmen from the Hin lands reached Marilenev, and settled the site. The Traldar kings welcomed them to help repopulate the town after its losses created by the threat of a Beastmen invasion. Within three centuries, the fusion of Vandars and Traldars resulted in a new race - the Traladarans.

Over the next several centuries, Marilenev's trading enterprises expanded as its commerce reached Minroth, The Five Shires, Darokin, Ylarum, Rockhome, the Gnome Caravan, and Thyatis. The growth of sea-borne trade saw the immediate area around Mirror Bay developed to provide berthing and cargo facilities for vessels from overseas. Success in trade operations saw a number of family clans gaining prominence and the chartering of the first trade guilds to manage commerce.

The beginning of the seventh century AC, the Duchy of Marilenev lost much political power following the dissolution of the Traladaran League. A powerful merchant group, the Radu family, led the trade guilds in ousting Duke Alexandr Marilenev and created an oligarchic republic, the City-State of Marilenev, initially controlled from the Stronghold district. The Radu clan solidified its hold on the Merchants Guild and gained popularity among the people through acts of charity, like digging the great irrigation channel during the Great Drought (AC 613). It was a Radu who fortified the Stronghold district in AC 675 and started a political campaign to extend the fortifications to whole town.

There has always been an unspoken question about why the district did not suffer the amount of damage that the nearby Church district experienced during the Thyatian invasion of AC 900. Were magical defences involved, or was there something more

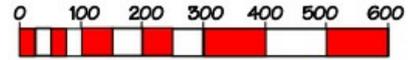
political and unrevealed? During the next 70 years, the Radu clan seems to have maintained a level of power, perhaps in return for information? Following the acquisition of the Traladaran colony by Stefan Karameikos, the Radu, Torenescu and Marilenev clans rose against the new government, but failed in the short-lived rebellion. Yet since then, the Radus have remained an major influence on the city.

The power of the Radu family can be seen in its control of the Merchants' Guild, of the Stronghold district and of other activities. They continued to exert control over the waterfront and wall areas of the city, influencing shipbuilding and import/export businesses. The family owns several blocks of residences and businesses in the district. The palatial home of the clan is situated here, and everyone in the neighbourhood is either employed by the family or bound to it by debt or blood ties.

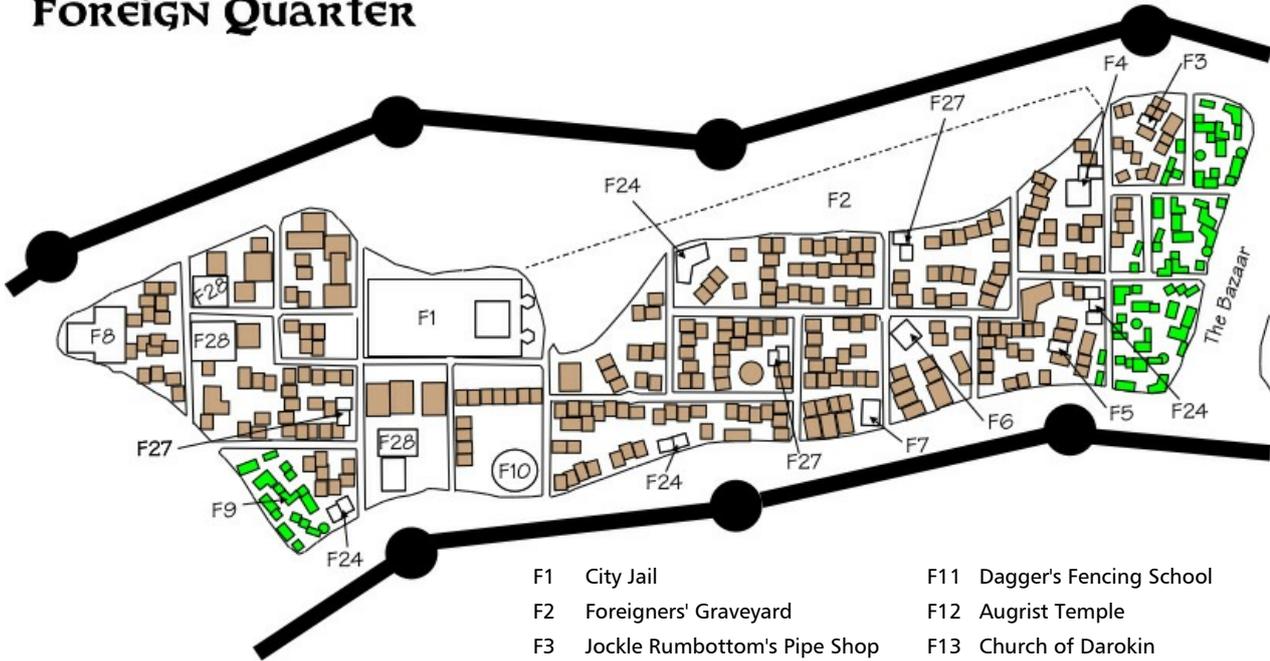
Occupying a prominent site overlooking Mirror Bay, the river, the Duke's Road, Traders Corridor, and the rest of the city, the Stronghold district is seen by many as a microcosm of Specularum in many aspects. It has its elite in the Radu clan and its followers, its commercial streets, its own granaries, and its own underclass. Some say the Veiled Society has links in the district. Others wonder what lies beneath the Stronghold district. How far down does Radu Manor extend?

Adventurers arriving here in the city and finding accommodation at an in or boarding house will be subject to inspection by the locals. Newcomers will feel they are being watched until they prove themselves, and even then trust may only be extended so far. Factions outside the district (and outside the city) may have uses for willing adventurers to investigate what does go on behind the scenes., to uncover secrets concealed by the Radus.

# SPECULARUM



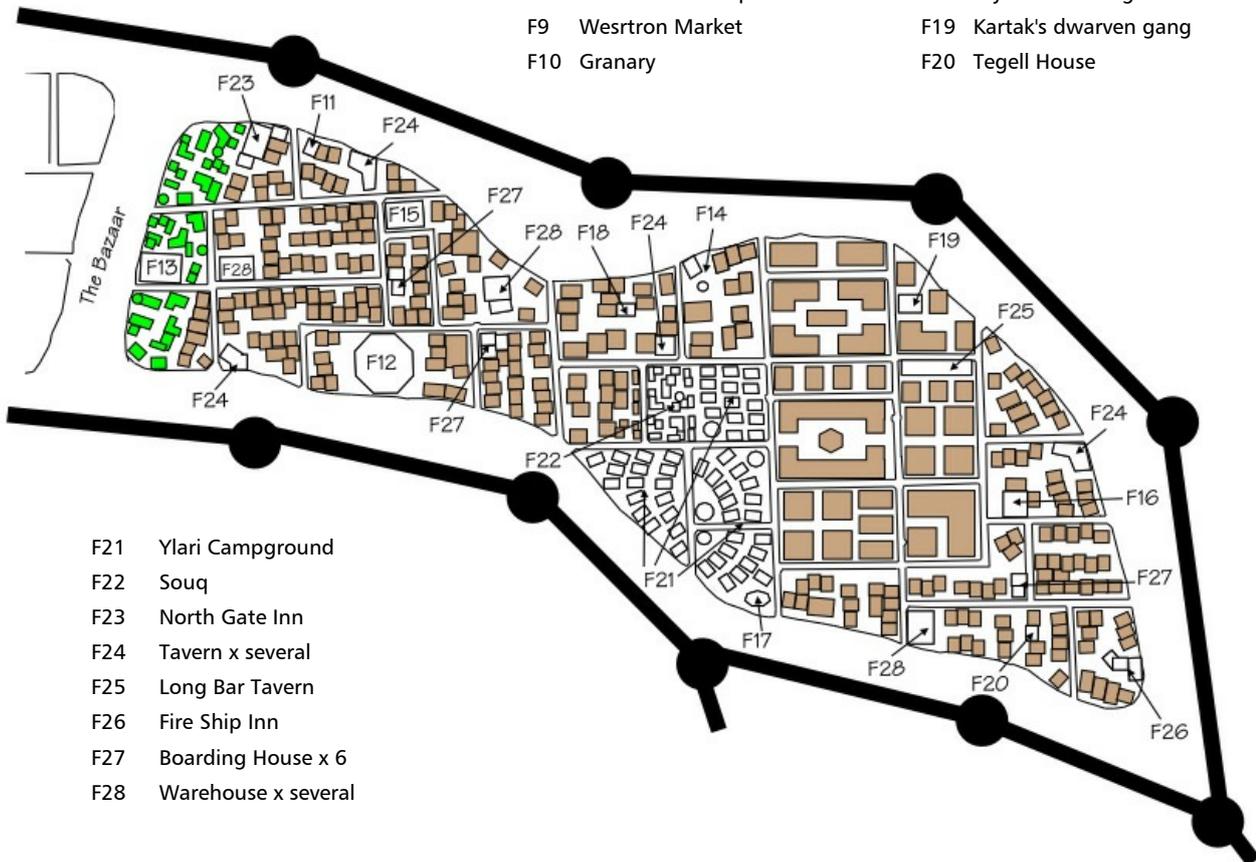
## Foreign Quarter



### West section

### East section

- |                                   |                                 |
|-----------------------------------|---------------------------------|
| F1 City Jail                      | F11 Dagger's Fencing School     |
| F2 Foreigners' Graveyard          | F12 Augrist Temple              |
| F3 Jockle Rumbottom's Pipe Shop   | F13 Church of Darokin           |
| F4 Cozy Burrow Inn                | F14 Shrine of the Eternal Truth |
| F5 Jerzy's Pawnshop               | F15 House Hallonica             |
| F6 Foreign Quarter Administration | F16 The Breakwater gang         |
| F7 Foreign Quarter Revenue Office | F17 The Swords of Kalim gang    |
| F8 The Golden Pumpkin Inn         | F18 Myrrh of the Night brothel  |
| F9 Westrtron Market               | F19 Kartak's dwarven gang       |
| F10 Granary                       | F20 Tegell House                |



- F21 Ylari Campground
- F22 Souq
- F23 North Gate Inn
- F24 Tavern x several
- F25 Long Bar Tavern
- F26 Fire Ship Inn
- F27 Boarding House x 6
- F28 Warehouse x several

## TRADERS CORRIDOR and the FOREIGN QUARTER

Around BC 700, as the Nithian Empire fell into slow decline, trader-colonists of Trader's Isle began their ascent. Calling themselves Minroth traders after the cult that had sprung up to honor their founder, they carried rare woods and handicrafts to peoples who lived on the shores of the Sea of Dread. In BC 650, these traders visited a small fishing community that had been set up outside the core of Marilenev on the river's edge near the Vandar settlement in the previous century. The Traladarans welcomed these visitors and established an early relationship with them.

Marilenev began to operate as a trading hub for Traladara and its neighbours. With the encouragement of the returning Minroth traders, water-based trade developed. Initially along the Volaga River, it extended along the coast. Within the next several centuries Marilenev was trading with Minroth, The Five Shires, Darokin, Ylarum, Rockhome, the Gnome Caravan, and Thyatis. The stretch of river outside Marilenev that was frequented by the Minroth traders acquired the name Traders' Corridor; some say this was a reference to Trader's Isle, but its derivation is unclear. A





## TRADERS CORRIDOR AND THE FOREIGN QUARTER

Minrothist Shrine was established nearby for Minrothad mariners and traders. The growth of sea-borne trade saw the immediate area around Mirror Bay developed to provide berthing and cargo facilities for large vessels from overseas.

Marilenev's status as a trading port stemmed from the growing regular market that operated from around BC 500 outside the walled town which attracted many foreign traders. An outgrowth of this trade market was the appearance of temporary camps for visiting merchants set up north of the farmlands. This, often chaotic, arrangement of bivouacs, animal pens and tracks was the precursor of the present-day Foreign Quarter.

It was not until AC 802 that Dwarves built the first permanent blocks of the Foreign Quarter in the area north of the city wall. The Dwarven section was soon joined by areas populated by Darokinians and Hin as well as Ylari tribes. Minroth traders and seamen took up residence closer to Traders Corridor. The new permanent Foreign Quarter became a vibrant centre for merchants and traders from other lands. In AC 860, the House of Hallonica built its offices in what has become the Darokin neighbourhood of the district.

In AC 890 the ruling guild master of Minrothad passed the Isolation Act prohibiting immigration and most visitors to Minrothad. As result, the Minrothad area near Traders Corridor maintained a distance from the other non-Traladaran districts of the Foreign Quarter.

In the wake of AC 900's Thhyatian Occupation, the Hallonoca Building was sold to the Torenescu family as the Foreign

Quarter's Darokinian neighbourhood saw an influx of Thyatian and Minrothaddan settlers. The arrival of the Thyatians led to a partial retreat of the Darokin merchants -- given the instability of the area in the first year, many of them chose to minimize their losses by withdrawing at least part of their operations from Traladara. Buildings were consequently sold or rented to get some return on the investments. One sale resulted in the acquisition of a site where a team of Augrist workaholic dwarves built the Augrist Temple in the Foreign Quarter, initially for the benefit of the Minrothaddans who had migrated to that neighbourhood. To this day, the temple has a permanent work-in-progress look.

During the early years of the Occupation, many Thyatians moved in to help the provincial governors as their civilian administration, as well as part of the Thyatian military machine, and settled initially in the Darokinian district. However, during the following years the Thyatians built new residences in the city (especially after the major works in the Church district and Bricktop), within the protection of the city walls, and the Darokinians returned as soon as it was clear that the Traladaran province was going to stay. This district while still largely Darokinian has a slightly more cosmopolitan air, given that it houses the Augrist Temple, some Hin businesses, as well as some Thyatians who remained there.

After Duke Stefan's acquisition of Traladara in AC 970, his construction plans for the newly-named Specularum included the building of an outer city wall that provided not only a secure Duke's Park and extended development for the South End, but also increased the old city's links with the



## TRADERS CORRIDOR and the FOREIGN QUARTER

Foreign Quarter. However, the Minrothaddan isolationist stance at that time resulted in their enclave near Traders Corridor remaining outside the city fortifications.

The Duke opened up trade with the Kingdom of Ierendi and the year AC 973 saw many Ierendian immigrants settling in the Foreign Quarter. The revitalised Darokinian prescience in the district led the House Hallonica to buy back the Hallonica Building from the Torenescu clan, and an official branch of the Hallonica trading operation was opened in Specularum. Stefan's international policies have assisted the influx of more foreigners through Specularum's trading opportunities with other nations. It is said, but not substantiated publicly, that Stefan's negotiations encouraged the rescinding of Minrothad's Isolationist Act in AC 991.

In AC 1000, most of the people from other nations, as well as the majority of demi-humans who reside in the city, live in the Foreign Quarter and Traders' Corridor; Thyatians are the exception, they prefer to reside in more "acceptable" neighbourhoods. In the Foreign Quarter adventurers can encounter a dwarven merchant from Rockhome, a shadow-elf diplomat, an Ethengar barbarian, a Ylari desert rider, or a

Glantrian mage on the run from his own country. The largest and most visible population group is made up of Hin immigrants from the Five Shires who have swelled the district in the past few years.

Traladarans, Thyatians and New Karameikans tend to view the Foreign Quarter with disdain and a little fear, as there are often battles in the streets between rival nationalities. The street gangs tend to belong to one ethnic group or another and have heated clashes.

The architecture of the Foreign Quarter and Traders' Corridor is a mixture of styles. Wandering through the district, one will find the heavy, solid dwarven constructs as well as the more basic and temporary tent encampments of visiting Ylari; the rural enclaves of Hin and elves are not far from the more traditional constructs of Darokinian merchants. And with the variety of cultures and beliefs present, there are always opportunities for adventuring employment. Foreign visitors may be seeking assistance to help them recover lost or stolen treasures; merchants may require adventurers to act as security forces for their overland caravan or sea-going vessels; others may require a skilled team to undertake a mission on their behalf; or foreign adventurers may be seeking new partners to join them in their quests.

## City Population

The last accurate census of Specularum's population was taken in AC 985; at that time the city was home to about 50,000 inhabitants. Recent work by members of the Scriveners' Guild has estimated the current population to total about 62,500. Based on their observations and calculations, the Guild has tabulated the breakdown of the city's population by district and race as below:

**Table 1: Estimated population by District:**

City District/Race	Traladara	New Karameikan	Thyatian	Other	Totals
The Nest	9700	300	0	0	10000
Old Quarter	11875	625	0	0	12500
South End	8950	1850	1177	23	12000
Stronghold	960	96	144	0	1200
The Hill	672	176	704	48	1600
Merchant Distriuct	1900	2000	1750	350	6000
North End	2500	1250	1200	50	5000
Bricktop	1156	1010	1224	10	3400
Church District	95	1240	1150	15	2500
Foreign Quarter	280	0	140	6580	7000
Tradfers Corridor	130	0	0	1170	1300
<b>Total</b>	<b>38218</b>	<b>8547</b>	<b>7489</b>	<b>8246</b>	<b>62500</b>

**Table 2:**  
Estimated breakdown of of minor racial groups in Specularum. The majority reside in Traders' Corridor and the Foreign Quarter

Dwarves	1722
Hin	1715
Darokimians	1595
Ierendians	1249
Minrothaddans	1232
Elves	478
Ylari	212
Other	43
<b>Total</b>	<b>8246</b>