

Ward Name: **Foreign Quarter**

Motto:

Colours:

Device: The Foreign Quarter, being relatively new and mostly populated by foreigners, doesn't have a representation in the town political life.

Patron: There isn't also a single patron, since the inhabitants are members of one of the several foreign cults, especially the highly polytheistic Church of Darokin, as well as the cults of the High Heroes, Kagyar, Augrism, and the Eternal Truth.

Prior:

Captain:

Overview: This area of town, built outside the original city walls, is where most foreigners in Specularum live - this includes not only humans from other nations, but demihumans living within the city as well. As you might expect, street gangs tend to belong to one ethnic group or another and have heated clashes. Note: thyatians don't end up on the Foreign Quarter; they're too much like the ruling Karameikans to be discriminated against. *[GAZ1]*

Most of the people from other nations, as well as the majority of demi-humans who reside in the city, live in this area of town, which sprang up outside the original city walls, Thyatians are the exception, they prefer to reside in more "acceptable" neighbourhoods. In the Foreign Quarter characters 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 Halfling immigrants from the Five Shires who have swelled the district in the past few years.

Natives of Mirros (called Mirrans) tend to view the Foreign Quarter with disdain and a little fear, as there are often battles in the streets between rival nationalities. *[K:KoA]*

Demographics: Population: c7,000 in 55 blocks  
Darokinians, Ierendians, Hin and Dwarves, and to a lesser extent Ylari, Elves and Minrothaddans

**History:** As well as water-based trade, land-based trade from Marilenev expanded with the market area that developed around 500BC. An outgrowth of this trade market was the appearance of temporary camps for visiting merchants set up north of the farmlands. This was the precursor of the present-day Foreign Quarter.

Over the next several centuries, Marilenev's trading expanded as its commerce reached Minroth, The Five Shires, Darokin, Ylarum, Rockhome, the Gnome Caravan, and Thyatis. The growth of seaborne trade saw the immediate area around Mirror Bay developed to provide berthing and cargo facilities for vessels from overseas.

It was not until 802AC that Dwarves built the first permanent blocks of the Foreign Quarter. This was 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 expanding Foreign Quarter became a vibrant centre for merchants and traders from other lands. In 860AC, the House of Hallonica built its offices in what has become the Darokin neighbourhood of the Foreign Quarter.

Ruling guild master of Moinrothad, Kitrina Meditor, passed the Isolation Act in 890AC 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.

Following the Thhyatian Occupation in 900CAC, the Hallonoca Building is sold to the Torenescu family just 40 years after its construction. The Darokinian neighbourhood of the Foreign Quarter sees 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.

After Duke Stefan's acquisition of Traladara in 970AC, he opens up trade with the Kingdom of Ierendi. The year 973AC sees many Ierendian immigrants settling in the Foreign Quarter. Also, the Darokinian House Hallonica buys back the Hallonica Building in the Foreign Quarter from the Torenescu clan, and opens an official branch in Specularum. 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.

Duke Stefan's construction plans for the newly-named Specularum in the first decade of his rule 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 strengthened the old city's links with the Foreign Quarter the Duke's international policies have assisted the influx of more foreigners through Specularum's trading opportunities with other nations.

Monuments &  
Public  
Buildings:

6 Fountains  
4 Wells

Churches &  
Temples:

**Church of Darokin** [*agathokles*]

The so-called Church of Darokin is actually a multi-confessional hall funded by the five largest Lawful Darokinian sects. It consists of a large rectangular hall that gives access to a six smaller chapels on each of the longer sides. Five chapels are reserved for the funding sects, while the other chapels are open to all Darokinian cults (except those openly Entropic). Priests or other representatives of each cult can rent these chapels for a cheap fare (which helps cover maintenance expenses as well as the upkeep of the resident staff).

The Church of Darokin is appropriately located in the market section of the Foreign Quarter, right on the North Road.

The resident priests are a mixed lot, since they come from five different cults. Each cult sends one to three priests, for a current total of 11 priests. A half dozen of other Darokinian priests regularly uses the building on a rental base as well.

**Augrist Temple** [*agathokles*]

The second Minrothaddan temple in Specularum is a much

newer and larger structure than the Minrothist shrine. A team of Augrist workaholic dwarves built this octagonal, three story building in a single week -- so they could worship at the new temple during the next off-work afternoon.

The priests continue the work, always adding new gargoyles, bell towers, statues of Wildeye Auger or of the Twelve Watchers, or sculpting the stone surface of the temple with religious symbols, representations of holy parables from the life of Auger and other decorations.

Thus, the Augrist temple has a permanent work-in-progress look. The interior of the temple is dominated by the vast Hall of the Twelve Watchers on the first floor. This large room is accessed through two side stairways from the foyer on ground level. The second floor is still empty, but the two lower floors are full of small rooms, workshops, monastic cells, kitchens, and so on, with almost no corridors -- each room opens directly on the adjacent rooms (the Augrist priests concentrate so much on their tasks that they don't notice others passing through their rooms anyway). It is also said that extensive underground works exist under the temple, perhaps even connecting with the sewer system below the northern wards of the city.

The current Elder of the temple, Mason Auger (Dwarf Cleric 7), is a direct descendant of Auger's first cousin. Not surprisingly, he holds a great reverence for the Stonemason (one of the Twelve Watchers). Six other dwarf and human Clerics help him. The clergy also hire out as architects and sculptors, which allows them to support the temple expenses.

The Augrist clergy is usually quite busy with its construction projects, but on their off-work afternoon, they become eager proselitizers, so that long time residents of the neighborhood avoid the streets around the temple block during the Augrist holiday.

### **Shrine of the Eternal Truth** [*agathokles*]

The Shrine of the Eternal Truth is a single story whitewashed building with a flat roof. A gilded dome was part of the original project, but funds ran short and the dome was never completed. A slender tower rises in the garden a few yards from the main building.

A small group of scholars and preachers lives on the temple ground. These four departed from Ylaruam as learned sages and profound thinkers, but aging and the lack of interaction with other scholars in the last twenty years have turned them into four bickering old coots, who spend half their time dozing in sunny corners of the garden, and the rest arguing among themselves over not-so-profound issues (like who should cook meal or wash dishes). Thus, it is not surprising that the Eternal Truth is not gaining much ground in the Grand Duchy.

The four scholars are Ahmed ibn Sabir (C3, L), Yousef ibn Hamid min Sulba (C4, L), Nasir ben Said (MU 3, L) and Waleed ibn Djbril al Jaboori (Rake 2, L).

Inns & Taverns: 4 Inns  
16 Taverns

Buildings: A variety of buildings arising from the mix of national styles

Stables

Granaries

**House Hallonica** – Darokinian Merchant Family – see

<http://www.pandius.com/halonica.html>

**City Jail** (*Lathan's Gold*)

The jail is a massive, squat sandstone building of the Thyatian period, though built mostly by dwarven masons on a dwarven engineer's plan. The designer, one Bohrur Stonecleaver of Highforge, tried to mix a classical Thyatian architectural style with the typical dwarven construction, resulting in a low, rectangular building topped by an incongruous pediment. Exagonal turrets flank the front of the building, providing a degree of defense to the entrance gate -- the only weak spot in the otherwise massive outer wall. A small courtyard opens beyond the entrance gate, and gives access to the guard rooms, the kitchens, and the offices. The cells are located on the first story.

The dwarves had been commissioned this work by Duke Stefan, when it became clear that the Hightower could not serve as the only prison in the town.

Since the Foreign Quarter was experiencing a significant increase in petty crimes -- brawls, pickpocketing, and muggings -- but wasn't as out of control as the Nest, the Karameikan government chose to locate it at there.

Nowadays, the Hightower is only used for temporary detention and for imprisoned nobles or political prisoners that should not come in contact with other inmates.

Escaping the City Jail is not impossible, but is very difficult, since the dwarven construction gave the wall extra thickness. It is rumored that the dwarves built a secret exit passage, to prevent the humans from using it to imprison their own -- however, only Bohrur is likely to know the truth on the matter, and the old dwarf doesn't leave Highforge anymore.

**Foreigners' Graveyard** [*agathokles*]

This plot of open ground has been used as graveyard for more than a century. Its use dates back to the time before the Thyatian invasion, when a Minrothad merchantman was destroyed by a fire. The bodies of thirteen sailors were recovered, but could not

be buried at sea, for the season was late and no more Minrothaddan ships were expected. Thus, the dead sailors were interred in a common grave just out of the city walls. Since that time, foreigners who die in Specularum and are not cremated (in that case the urns can be sent back to their homeland) are laid to rest in this area, which is now dotted with small tombstones.

A few crypts were also built to hold the most notable residents of the Foreign Quarter, including the senior agents of House Hallonica and the Augrist priests (none of them has yet died on Karameikan grounds, but the dwarves like to be prepared).

Rumors of undead haunting abound, but the most immediate threat in the area comes for much more mundane villains: Minrothaddan and Hin gangs both claim the graveyard as part of their territory, and brawls and small scale battles often take place during the night.

**Jockle Rumbottom's Pipe Shop** (*Joshuan's Almanac, on Crooked Street*)

**Cozy Burrow Inn** (*Joshuan's Almanac*) – run by Camilla Turnbucle – only caters for Hin guests

Notable Residents: Cee Salt – sage (*Lathan's Gold*)  
Dagger's Fencing School [*agathokles*]

Law Enforcement & Crime: The Specularum City Guard does not patrol this district's streets. Guards do man the inner and outer North Road gates and the inner and outer city walls.

Other Notes: For Ylari: do not forget the clashes between the two religious casts (Kin/Preceptor), and the two cultural groups (nomad/hazar) [*Ville Lahde*]

if Karameikos has some restrictions on certain practices and substances (I do not remember whether this is the case though), Foreign Quarter would be a logical place for illicit activities. Prostitution will be most likely widespread in any case, although FQ may offer some "exotics", but I am thinking about bloodsports, serious narcotics et cetera [*Ville Lahde*]

What about having strong class distinctions in the Foreign Quarter precisely on this point? I would think that the dwarven and the Hin communities might be more egalitarian and closely knit (sort of Chinatowns), with local leaders and social arrangements that the Karameikan officials can work with. Whereas with the other nationalities you can have wider

economic and social gaps... shantytowns alongside rich manors?  
There might be some areas that are controlled so well by the ethnic gangs that the town guard refuses to go there. These again may offer safe havens for other undesirables - dark deals with the Iron Ring, Traldar rebels, Veiled Society, Minrothaddan thief/spy network... [*Ville Lahde*]