

Ward Name:	<b>South End</b>
Motto:	"Fear the wraith of the meek"
Colours:	White and green, trimmed blue
Device:	<p>Quarterly: 1st and 4th Vert an ox charging Argent; 2nd and 3rd Vair a bezant.</p> <p>Originally, the South End has a "Vert an ox statant Argent" hinting at the rural nature of the ward. A chief Vair was added and the ox changed its position to charging after the South End regiment led the Marilenev army in the battle of Stolos River against Halag. Finally, the device was restructured to the current form and the bezants were added after the foundation of the Magician's Guild (the first major guild to be quartered in this ward).</p>
Patron:	St. Chardastes
Prior:	
Captain:	
Overview:	<p>While essentially similar to the North End, the South End of Specularum features fewer adventurers and businesses catering to them. As a result, it is a little quieter, and long-time adventurers now in retirement sometimes end up here.</p> <p><i>[GAZ1/K:KoA]</i></p> <p>Laborers quarter with an unusual concentration of magic users; mostly Traladaran population, but not truly an "ethnic" quarter. A sleepier ward with little politics going on.. <i>[agathokles]</i></p>
Demographics:	<p>Population: c12,300 in 99 blocks</p> <p>Primarily Tralasaran; largely "New Karamaikan" in area between the city walls</p>
History:	<p>The South End district came into being at the start of the 8<sup>th</sup> century AC. In 681 AC, the threat of war had led the town government to undertake a program of fortification of the city. By the middle of the 8<sup>th</sup> century AC a large part of the rural population, encouraged by the Town Council and in fear of war and other threats has 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.</p> <p>While the majority of the district is residential, there is a business community, primarily along the Westroon Alley, and a market developed around the area near the south gate. Some small local shops are dotted around the district, and there are a number of small taverns serving as local meeting points spread throughout the district.</p>

Following building of outer wall by Duke Stefan after AC970, 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 that was opposed by the Torenescus and the Thyatian aristocracy.

In the latter part of the 8<sup>th</sup> century AC, the newly formed Dyers Guild established its Guild house in the South End, and later the Brewers Guild moved its headquarters there, leaving its original 6<sup>th</sup> century location in the Old Quarter. Stefan Karameikos granted the establishment of a Magicians Guild in 970 AC, and its tower and adjacent library are a South End landmark. More recently (AC996) the United Criers Guild has established an office in Specularum.

See *United Criers Guild* article by Jerry Hovenanian at Vaults of Pandius: <http://www.pandius.com/criers.html>  
[Alternatively, consider the *The Postwizards Service Net* – see Khuzd's article at <http://pandius.com/postwzrd.html> ]

- Monuments & Public Buildings: District Admin Office  
District Revenue Office  
District Court House
- Churches & Temples: 3 churches
- Inns & Taverns: 6 Inns + adjacent stables  
Hawk's Nest Inn  
The Bountiful Basket Inn  
The Lovers Retreat Inn  
The Golden Crossbow Inn  
The Crooked Farrow Inn  
The Adventurers Rest Inn
- Several Taverns including  
Borsch Traladaran Restaurant  
Witches Cauldron Tavern  
The Bottomless Keg Tavern  
The Workers Lament Tavern  
Fruit of the Vine Tavern  
Past Treasures Tavern  
Wanderers Return Tavern
- + other stables/liveries

Buildings:

*Buildings identified:*

- SE1 Magicians' Guildhall and Library
- SE2 Brewers Guildhall
- SE3 Dyers Guildhall
- SE4 South End Traladaran Graveyard (new)
- SE5 Borsch Traladaran restaurant
- SE6 Davidov Veterinary Clinic and Herbalist
- SE7 South End Captaincy
- SE8 United Criers Guild
- SE9 Hawk's Nest Inn
- SE10 The Bountiful Basket Inn
- SE11 The Lovers Retreat Inn
- SE12 The Golden Crossbow Inn
- SE13 The Crooked Farrow Inn
- SE14 The Adventurers Rest Inn
- SE15 Th Dyers Arms Tavern
- SE16 Boarding House x 5
- SE17 Church
- SE18 Church
- SE19 Church
- SE20 Stables x 15
- SE21 District Admin Office
- SE22 District Revenue Office
- SE23 District Court House
- SE24 Granary x 4
- SE25 Witches Cauldron Tavern
- SE26 The Bottomless Keg Tavern
- SE27 The Workers Lament Tavern
- SE28 Fruit of the Vine Tavern
- SE29 Past Treasures Tavern
- SE30 Wanderers Return Tavern
- SE31 Taverns x 19

Notable Residents: *[from agathokles' master NPC list]*

Law Enforcement & Crime: A Company of the Street Regiment of the City Guard is stationed at a guardhouse in the South End and provides patrol of this area.  
See *AllanP's article at the Vauts* - <http://www.pandius.com/speccgrd.html>

Other Notes: