

Ward Name: **The Nest**

Motto:

Colours: Green and black

Device: Vert semé of martlets Sable.

Patron:

Prior:

Captain:

Overview: This is the oldest, narrowest, dirtiest and poorest section of town; the population is mostly Traladaran. 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 [GAZ1/K:KoA]

The Nest: criminal underground and Traladaran resistance. The Veiled Society and Kingdom of Thieves and other gangs are the dominant factions. [agathokles]

Demographics: Population: c10,000 in 40 blocks  
Primarily Tralasaran

History: The area that is now The Nest was the first expansion from the Nithin-led Traldar fortified village of Os-Khimn between BC1500 and BC1100. 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 is the first step in the segregation of what would become the Old Quarter from which the Nest would split. The Town Council financed the construction of stronger city walls in AC681. Logically, the most suitable locations for the large gates into the Church District were where they are shown on the GAZ1 map - the other walls front Mirror Bay or the river and do not provide suitable approaches. While the combined Old Quarter and Nest developed as the heart of Traladaran Marilenev between AC700 and AC900, the eastern part of the area gained a certain notoriety as various illegal activities became centred there. It was also a focus for political rebel rousers and acted as the headquarters of Traladaran rebels during the Thyatian invasion of AC900. After the rebellion was quelled, the more

hostile Traladaran community centred itself in the eastern side of the district. Following Stefan's arrival in AC970, a greater split developed in the Traladaran populace 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 AC990.

Monuments &

Public

Buildings:

Churches &

Temples:

2 churches

Inns & Taverns:

5 Inns + adjacent stables

The Flying Hammock

The Golden Orda

Crimson Antlers Inn

Jagged Blade Inn

The Blue Ferret Inn

Several Taverns including

The Laughing Dog

The Quill and Counter

The Drunken Dragon

The Ban's Pride

The Lucky Hammer

The Pegasus' Wings

The House of Cards

+ other stables/liveries

Buildings:

*Buildings identified:*

- 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

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

Law Enforcement & Crime: The bearest Company of the Street Regiment of the City Guard is stationed at a guardhouse near the Grand Market/Merchant District/Old Quarter junctrion, and provides patrol of this area. See *AllanP's article at the Vauts* - <http://www.pandius.com/speccgrd.html> However, as noted above, guardsmen do not venture here when they can avoid it...

Other Notes: