

Ward Name: **Traders' Corridor**

Motto:

Colours:

Device: As essentially an independent part of the Foreign Quarter, being relatively new and mostly populated by foreigners, the district doesn't have a representation in the town political life.

Patron: Minroth

Prior:  
Captain:

Overview: The strip of land, right by the shore, is not protected by the city's old tide wall. It is where the major shipping and shipbuilding businesses are located; there are also several fish-markets along this strip of territory. In general this area has numerous piers, warehouses, and merchant-related businesses; overseas passage is booked here; international messages pass through here; cargo from all over the world is received here and reciprocal cargo is sent out. *[GAZ1/K:KoA]*

Fishing industry, alternative dock/port facilities; cross-river ferry station

Demographics: Population: 1.300 in 11 blocks and associated riverside structures  
Primarily Minrothaddans

History: Outside the core of Marilenev, on the river's edge near the Vandar settlement, a small fishing community sprang up in the seventh century before the crowning of the first Thyatian emperor. As well as the beginnings of a fishing industry, the area operated as a trading port for river and coastal traffic, gaining the name Traders' Corridor. This site was visited by Minrothaddans who established an early relationship with Traladara. A Minrothist Shrine was established nearby for Minrothad mariners and traders.

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 se-borne 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.

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.

Duke Stefan's construction plans for the newly-named Specularum in the first decade of his rule include the building of an outer city wall that provides not only a secure Duke's Park and extended development for the South End, but also increases the old city's links with the Foreign Quarter. However, the Minrothaddan isolationist stance at that time results in their enclave near Traders Corridor remaining outside the city fortifications. It is not until 991AC that Oran Meditor rescinds the Isolation Act and opens Minrothad to outside contact.

Monuments &  
Public  
Buildings:  
Churches &  
Temples:

### **Shrine of Minroth**

The Minrothist clergy maintains a single shrine in the Trader's Corridor, outside the city walls. The shrine is usually quite busy during the good season, when Minrothad mariners and merchants are common in Specularum. During winter, though,

the shrine is mostly empty, since resident Minrothaddans are few -- basically only the Embassy staff.

Due to the strictures of the Minrothist cult, only a single priest mans the shrine, and the priests change almost yearly. Since communications with Minrothad are blocked during the winter season, the priest must survive on preserved food only, except for a monthly shipping of fresh food and water via teleportation spells.

The need to teleport some food to the shrine's cellar is the reason why the shrine was built outside the city walls, since Specularum, like most cities in the Known World is screened against incoming teleportation magics. The shrine itself is a very old building, dating before the Thyatian invasion.

The current priest, Alon Carver (C3, L), has been in the city only since last Ambyrmont. He speaks only patois and some Thyatian, and is quite reclusive. He is assisted by a pair of laymen who, not being constrained to eat and drink only foods and drinks produced in Minrothad, live outside the shrine, in the Foreign Quarter.

+ 2 other small shrines

Inns & Taverns: 1 Inn - The Dragon's Wind  
3 Taverns - Highreach Tavern  
Long Shadow Tavern  
Jolly Buccaneer Tavern

Buildings: A variety of buildings -  
large number of warehouses for goods passing through  
several boarding houses for the itinerant population

Notable Residents: Crimson Noblius' grocery  
Harmon Caetros, Minrothad Guilds Port Agent (GAZ9)

Law Enforcement & Crime: The Specularum City Guard does not patrol this district.

Other Notes: The limitations on immigration started in the mid ninth century(AC850), but was quite active before that. In fact from 828 Rockhome Dwarven craftsmen were actively sought leading to the port of stronghold being built. (Maybe also some who were the crafters of the foreign quarter in Marinilev). I think we could view Marinilev as a natural point for immigrants to embark to Minrothad. Later with more isolationist policies were put into law 890AC, the guilds would have been quite touchy about allowing foreign merchants to dock in their lands.

Specularum, and particularly the trader's corridor may have

functioned as a de-facto Minrothaddan trade hub. Naturally the local (Traladaran particularly) merchant guilds would have objected. This may have resulted in direct conflict between the local clans and Minrothadders. In 900AC The new Legate, who understood that stabilising trade would be of benefit to this new dominion, would have come up with a (fairly lame) compromise. He would have designated the trader's corridor as a location where goods entering the country destined for another nation, or region outside Specularum (the typical transaction of this Hub) would be able to be unloaded in this new trader's corridor, at a set but lower, import tariff. This tariff would be directly paid to the Legate, later the governor, not to the city. However, repairs to the docks there would not be furnished by the city or under protection by the city guards.

Thus: merchants who docked in the city would get the benefit of safe harbour, well furnished docks, protection by the city, and by inference of having a home port in the city, the thyatian navy but those docking in traders corridor would not. (Guarantees that the traladaran merchants would have had before the invasion anyway but beggars cannot be choosers)

Over the years, The governors would have had no financial incentive to alter this direct boon to their coffers, the trader's corridor would self regulate and be effectively outside the city's jurisdiction. Canny locals would be aware of the lower overheads and could make the effort book a slightly cheaper passage or send mail with the internationally based traders.

When Stephen Karamaikos became Grand Duke, he would have had to make a decision regarding the location of the wall for the foreign quarter, and also what to do with the Minrothad dominated trader's corridor. Walling in the traders corridor would have required both increasing tariffs there (possibly disrupting trade), and having to fund the maintenance of these docks if newly included in the city bounds.

On consultation with the Minrothad traders, they preferred not to be included in the city walls but Stephan formalised the rule that goods warehoused in the Minrothad district itself would attract the same fees as those within the foreign quarter. He also got the guilds to agree that the city guilds would be involved in goods handling in and out of the Minrothaddan warehouses in the city, but not the Trader's corridor. In return, The Minrothad district would be considered part of the jurisdiction of the city in particular for capital works and for law enforcement.

*[Kilr Kowalski – the Piazza]*