

A HISTORY of SPECULARUM

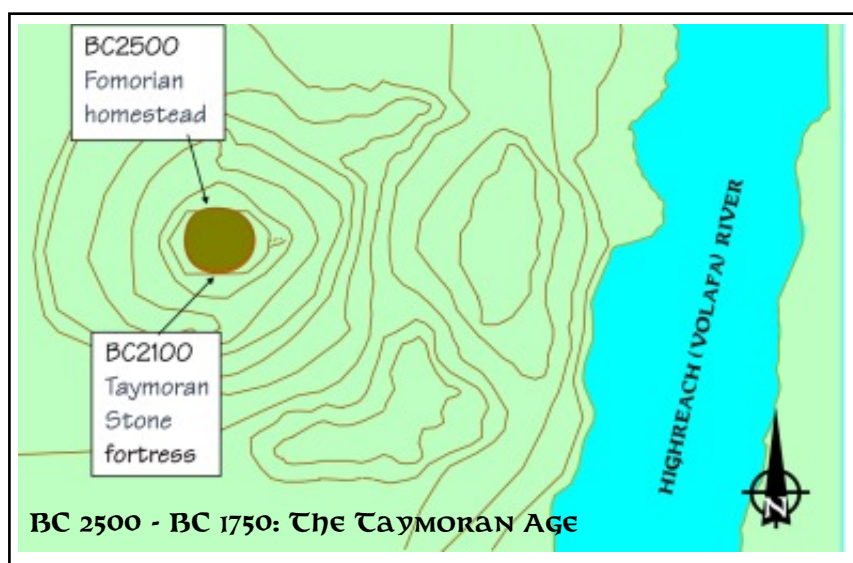
Lecture notes from a presentation given at the Scriveners' Guildhall in Specularum by Allanov Palmerius (adventurer, archaeologist and scribe) based on earlier research by Agathokles and other sages.

The TAYMORAN AGE

Around BC2500, the site had marked differences to its modern-day geography. There was no natural harbour, a much wider river with no islands river and only one large hillock.

A Fomorian homestead was built on the hill overlooking river banks. However, in BC 2250 Sheyallia elves and Taymoran humans fought a campaign against the Giant-kin taking over the homestead and turning it into a river fort. Four hundred years later Formorian slaves are put to work transforming the wooden fort into a stone fortress.

The Taymoran cataclysm of BC 1750 brings changes to the region as the seismic effects of the earthquakes that destroy Taymora reach the area. The Formorian-built fortress falls, smaller hillocks appear as the land rises and falls narrowing the river, forming islands, and a natural harbour (later known as Mirror Bay) is created.



Historical Timeline of the city of Specularum as researched by Agathokles

The Taymoran Age

BC 2500 At this time, the future site of the Duke's castle in Specularum is occupied by a Fomorian homestead.

BC 2250 The Sheyallia elves reach Taymora. The local Necromancer Kings offer them the lands to the east of their nation, provided that they help opening new trade routes. Elven mercenary companies, armed with Taymoran bronze weaponry, invade the giant-held forests and mountains, chasing the giants from the region. The Giant-kin homestead becomes a river fort manned by elves and Taymoran humans.

BC 2100 Fomorian slaves are put at work, transforming the wooden fort into a stone fortress.

BC 1750 Taymor sinks under the waves. The few survivors reach the new coast, immediately to the south of the future site of Specularum. The earthquakes that destroy Taymor also bring the fall of the Fomorian-built fortress, and the formation of Mirror Bay.

The Traldar Age

BC 1500 The Nithian-led Traldar people uses the remains of the Fomorian fortress to build a massive tomb after the death of their first prince, Khmin. A fortified village, Os-Khmin (Throne of Khmin) is also founded nearby (on the site of the modern Church District).

BC 1400 A series of harsh winters, plagues, and attacks from native monsters has destroyed the Nithian aristocracy and turned the Traldar back to the stone age. The Hutaakans take over the village, and a Hutaakan priest settles in the abandoned fortified area. By this time, the tomb of Khmin has fallen into disrepair, and only its top half emerges from the ground.

BC 1100 The village of Marilenev is now a firmly established walled town, ruled by a dynasty of Traldar kings under the supervision of Hutaakan priests.

BC 1000 The Hutaakan priests seal the temple of Pflarr and leave Marilenev, fearing the destruction brought by the Beastman invasion. King Milen and his advisors, warned by Halav of Lavv of the impending invasion, choose to flee rather than fight. Marilenev loses three quarters its population, though it is not reached by the

The Traldar Age

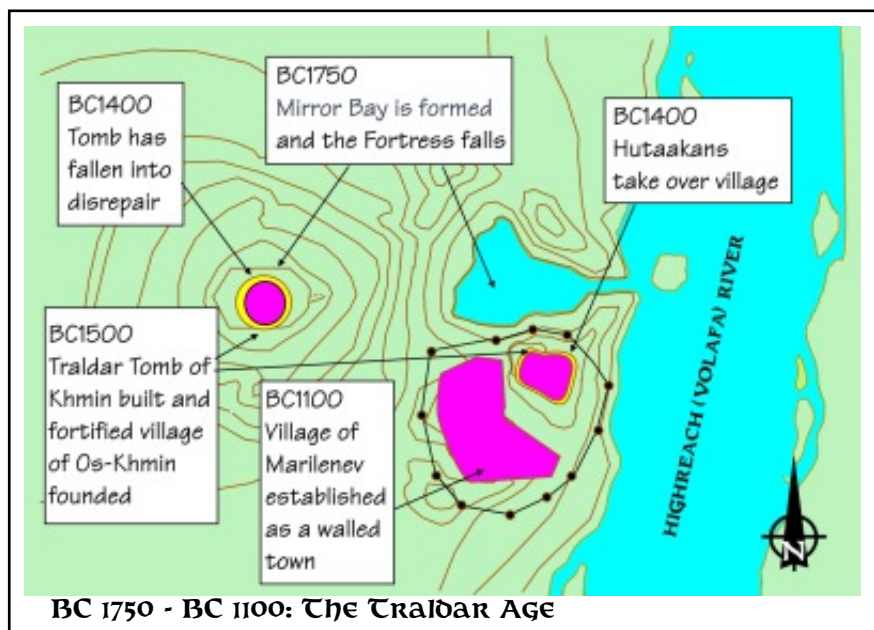
Around BC1500 the Nithian-led Traldar use the remains of the Fomorian-built fortress to construct a massive tomb after the death of Khimn, their first prince. Additionally, a fortified village, Os-Khmin, is constructed on what will be the site of the modern Church District of Specularum.

A hundred years later, the Traldar revert to the stone age following the destruction of the Nithian aristocracy through harsh winters, plagues and monster attacks. Hutaakans arrive and take over the village, with a Hutaakan priest settling in the fortified area,. On the Hill, the tomb of Khim has fallen into disrepair and only its top half emerges from the hillock.

Within 300 years the village of Mailenev (as it is now known) is a firmly established walled town , ruled by a dynasty of Traldar kings under the supervision of Hutaakan priests.

In BC 1000, however, the Hutaakans leave the Traldar lands fearing a destructive attack by a Beastman army. Milen, the current Traldar king, unwilling to fight the invaders, leaving only a quarter of Marilenev's population behind as he leads his people on migration across the Sea of Dread.

The feared Beastman invasion does not materialise, but the remaining villagers struggle to maintain their community over the next two centuries.



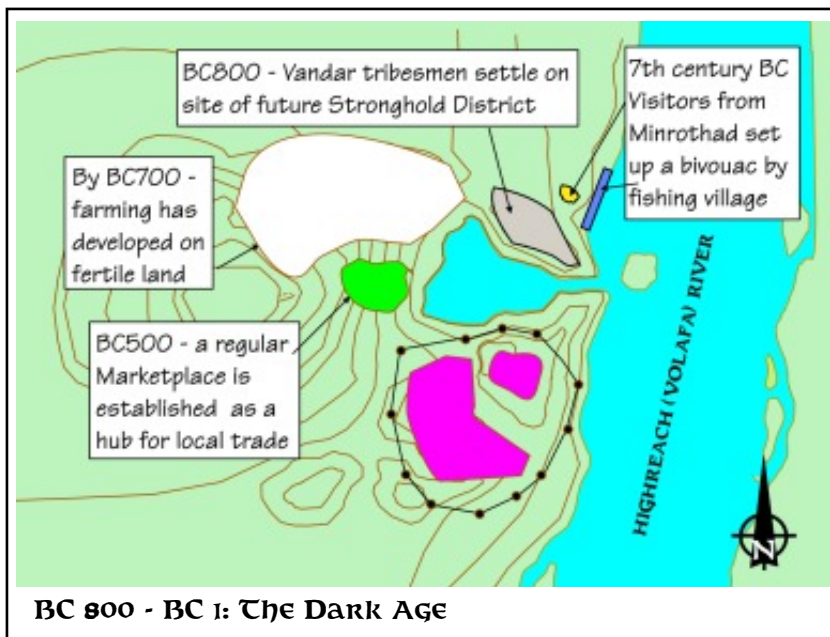
The Dark Age

At the beginning of the 8th century BC, Vandar tribesmen reach the Marilenev area and settle in the area that will become the modern day Stronghold District. The Vandar share their skills with the local Traldar, using their knowledge of agriculture to help develop farmlands which produce crops not only to support Marilenev, but also over time as commodities to trade with other local settlements. Developing their maritime skills the Traldar and Vandar establish a fishing community on the banks of the river.

The repopulation of the area over the subsequent centuries sees Marilenev thriving as an area of trade with other settlements upriver and along the coast. A regular trade market takes place in an area to the west of the bay, between the town and its farmlands.

Visiting Minrothaddan traders begin a long productive relationship with Marilenev. They establish a temporary campsite near the shore.

The successful merger of the Traldar and Vandar results in a stronger race, the Traladara who rise in power as well as trade.



Beastman army, which is defeated eight years later on the river Volaga.

The Dark Age

BC 800 Vandar tribesmen from the Hin lands reach Marilenev, settling the site Stronghold district. The Traldar kings welcome them to help repopulate the town.

BC 500 The fusion of Vandars and Traldars has brought to a new people, the Traladarans. The people of Marilenev starts trading with other villages upriver and on the coast.

The Banate of Marilenev

AC 1 The population of Marilenev rises, and the town is now the major trade center of Traladara. Its princes (*Ban*) conquer the area that is now the Estate of Marilenev. The Banate of Marilenev is founded, under the Ivanovich dynasty.

AC 301-356 Bogdan Ivanovich, Ban of Marilenev, claims the title of King of Traladara. He manages to bring under his heel several clans, but the kingdom dissolves at Ivanovich's death.

AC 400 Thyatian missionary clerics reach Marilenev and other major towns in Traladara. A first Thyatian shrine is established in the Church district, on the site of the modern Cathedral of Karameikos. The

Cathedral of Traladara is built only a few years later. Meanwhile, the Merchants' Guild, the Leathersellers' Guild and the Skinners' Guild are formed to regulate trade with the northern lands.

The Traladaran Wars and the Duchy of Marilenev

AC 410 Merchants from New Alphatia bring lycanthropy and vampirism to Traladara. At the same time, the descendants of the Taymoran Nosferatu resurface. Marilenev suffers greatly from both plagues.

AC 412-417 The Bans of Marilenev lead various leagues of Traladaran city-states in the First Traladaran War against the Kingdom of Darokin. A modernization effort leads to adoption of Thyatian customs. The Banate of Marilenev becomes the Duchy of Marilenev.

AC 444-450 Religious conflicts within the Church of Traladara and political manipulation by the Harbortown envoys leads to the Second Traladaran War, which pits Marilenev against Halag. The Dukes of Marilenev wins thank to Harbortown's support. Marilenev becomes the

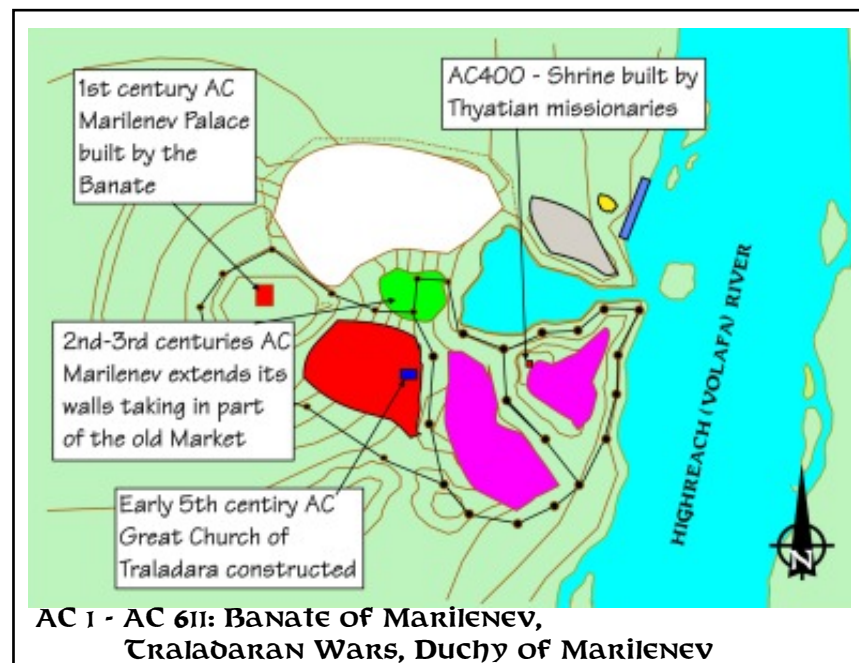
The Banate of Marilenev

In the first century AC, Marilenev's population continues to grow and prospers as the major trade centre of Traladara. The Ivanovich dynasty founds the Banate of Marilenev. Over time the Banatre builds a palace on the Hill, demolishing what remains above ground of the former Nithian tomb. During the next 200 years the walled boundaries of Marilenev are extended gradually encompassing a larger area.

In the year AC400, Thyatian missionary clerics reach Marilenev and other settlements in Traladara. A first Thyatian shrine is established in what will become the Church District of modern Specularum. Within a few years, the Great Church of Traladara is built in Marilenev to serve it growing populace.

The Traladaran Wars and the Duchy of Marilenev to Free City

Over the next 500 years Marilenev remains central in the rise and fall of the fortunes of Traladara. It sees the rise and fall of the Traladaran League, four local wars, and the arrival of vampirism and lycanthropy to the area. The Banate becomes the Duchy of Marilenev following a modernization effort that adopts Thyatian customs. Marilenev's economy is strengthened with the chartering of many merchant Guilds within the town which aid in regulating trade.



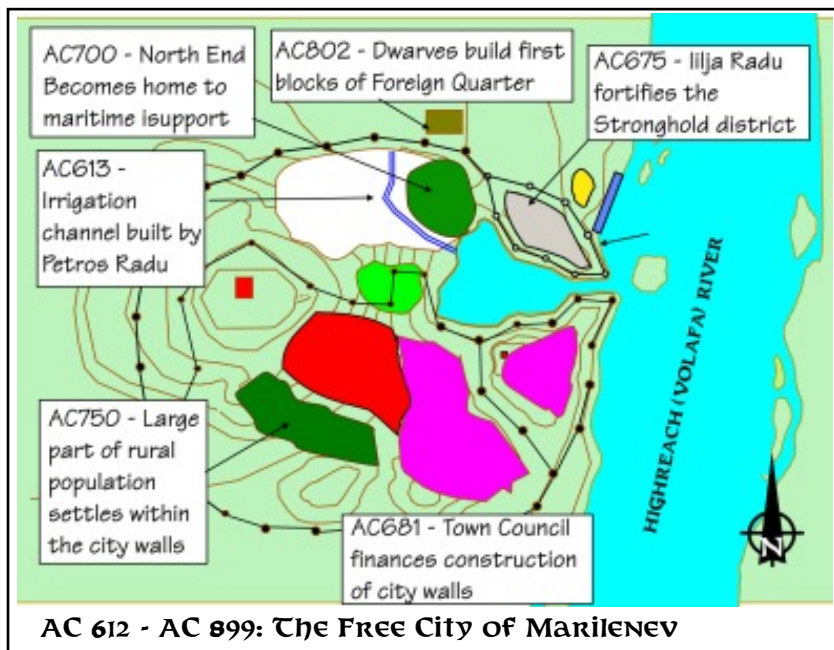
The end of the 6th century AC sees *The Great Drought*, a lengthy period of successive droughts affecting the farmers of the town's North End. The final collapse of the Traladaran League results in the loss of much of the Duchy's political power, and this leads to the rise of the trade guilds led by the Radu family in overthrowing the current Duke and establishing the City-State of Marilenev, an oligarchic republic in AC612.

To combat the impact of further droughts, Petros Radu has an irrigation channel dug in AC613 to ensure water is available to the local farmers.

The Stronghold District is fortified by Iija Radu in AC675. He campaigns to have modern fortifications extended to the whole town, and this project is financed by the Town Council in AC681.

By the start of the 8th century a large part of the eastern half of North End has transformed from farmland to an area supporting the maritime industry that is key to the city-state's sea-borne trade. Fifty years later a large part of the rural population has settled within Marilenev's walls.

Marilenev's continued prominence encourages traders and other visitors from beyond Traladara to come to the city. Initially temporary camps are set up outside the northern wall. In AC802 Dwarves build the first permanent blocks in what will soon become known as *The Foreign Quarter*.



primary coastal town of Traladara, expanding its influence on Dmitrov, Vidrin and Sulescu. AC 474-493 Duke Demara of Halavos is acknowledged as King of Traladara by the northern barons. The Duke of Marilenev refuses to acknowledge the claimant, who allies with Darokin, leading to the Third and Fourth Traladaran War. Once more, the league of southern lords emerges victorious, weakening Halavos and Halag and strengthening Marilenev. The Moneychangers' Guild and the Armorers' Guild are also chartered at the end of the war. AC 494 The Scriveners' Guild is chartered. AC 500-530 The Duchy of Marilenev reaches the height of its power. During this time, Marilenev is the capitol of the Traladaran League, a formal association of Traladaran lords who assemble in the Diet of Marilenev to take decisions on foreign affairs. The Bakers' Guild is also chartered at this time, leading other tradesmen to form their own guilds in the VI century. AC 590-600 A series of successive droughts threatens the farmers in what is now the North

End. The legend of the Weary Water Diviner tells of a man who vowed not to rest or drink until a well could be found, and died of exhaustion and dehydration during this time.

AC 600 The Traladaran League is finally dissolved due to dissension between the clans and the disappearance of the Darokin threat.

The Free City of Marilenev

AC 612 The failure of the Traladaran League leaves the Duchy of Marilenev deprived of much of its political power. The trade guilds, led by the Radu family, oust Duke Alexandr Marilenev and replace the ducal government with an oligarchic republic, the City-State of Marilenev. The Marilenev family, led by Alexandr's sons, remains in control of the Estate of Marilenev, but is reduced in rank to being equal to the other great families, which in turn base their power on trade.

The Town Council (or Priorate) is formed to replace the Duke's authority.

AC 613 To prevent further droughts from affecting the local farmers, Guildmaster

Radu has an irrigation channel dug to provide a steady supply of water to the North End.

AC 681 As the Vampire Wars rage across Traladara, the Town Council of Marilenev finances the construction of the city walls. The Bricklayers' Guild is chartered in return for support in the building project.

A few years later, the reduced trade with the north sends the Skinners and Leathersellers into a crisis. The Dyers and Tailors, up to this time junior members of those guilds, secede and form their own associations.

The Mariners' Guild is also formed as sea trade boosts, and the Apothecaries' Guild becomes a major guild as imports of spices and drugs from Minrothad and Thyatis increase.

AC 728 An alliance including Marilenev, Vidrin and Selenica defeats the Black Count of the Moor.

AC 750 Favourable policies by the town council of Marilenev and the threat of war cause a large part of the rural population of Marilenev to settle within the walls of the city-state.

AC 802 Year of Infamy in the Highlands. Some

Dwarven survivors settle in Marilenev. Syrklis Dwarves compete with the Traladaran moneychangers and jewellers. Due to the crowding of the city, Dwarves build the first blocks of the Foreign Quarter.

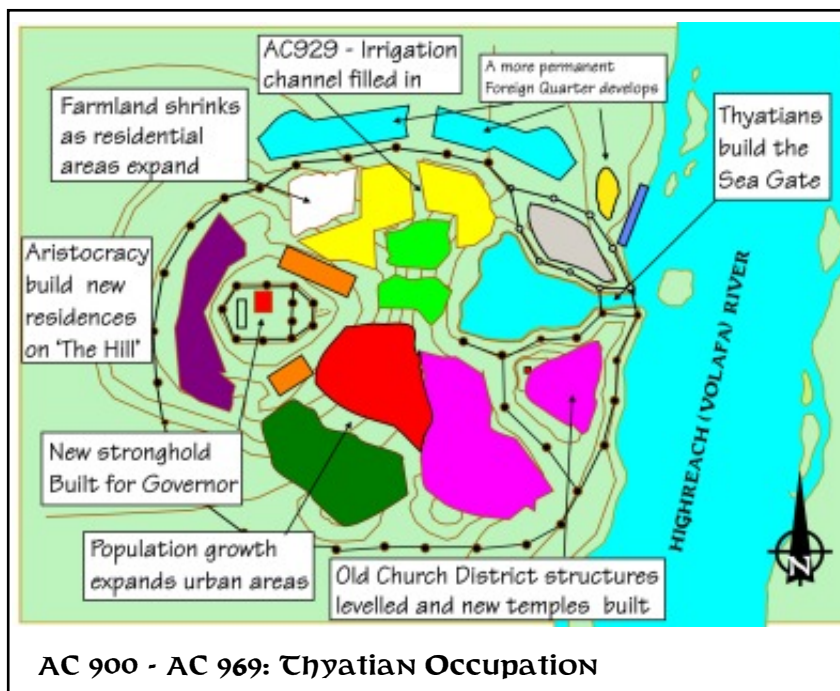
AC 860 At the height of the Selenican expansion, House Hallonica centralizes its embassy and trade agencies in Marilenev, constructing the Hallonica Building, at the time the most modern and prominent building in the city.

The Thyatian Occupation

AC 900 The Emperor of Thyatis, Gabrionius IV, sends his legions in Traladara, and installs a governor in Marilenev, which is renamed Specularum. Garrisons are sent to the borderlands, with the goal of setting up spearheads for a campaign against the Darokinian successor states. Selenican merchant houses are forced to retreat from Specularum. The Hallonica building is sold to Samuil Torenescu (father of Emmet Torenescu). Many Thyatians and Minrothaddans settle in the former Darokinian

Thyatian Occupation

In AC900 Gabrionius IV, Emperor of Thyatis, sends his legions into Traladara and installs a Governor in Marilenev, which is renamed Specularum. The successive Thyatian governors embark on a building programme as the urban areas expand and the population rises. A new stronghold for the Governor is built on the summit of the Hill surrounding the remains of the old Marilenev ducal palace. The harbour defences are maximised with the construction of the Sea Gate at it's mouth. The Thyatians take control of the Church District (the site of the village of Os-Khimn from BC1500) and level many of the buildings there and erecting their own temples. In AC929, with much of the former farmland area reduced in the North End, Petros Radu's irrigation channel is filled in. Arriving Thyatian aristocracy build their new residences on the west side of the Hill beneath the new seat of power. Other Thyatians and government offices are installed in the new Bricktop district that once housed slave camps for the construction teams that built the original fortifications on the Hill. Outside the wall, the Foreign Quarter expands, and a free trade encampment is also initiated.



district.

AC 902 Governor General Flavian Osteropoulos charts the Goldsmiths' Guild, sapping the strength of the Moneychangers' Guild. As a reaction to anti-guild decrees and policies by Governor Osteropulos, some Traladaran merchants and guilders form a self-defense group, which will become the seed of the Veiled Society.

AC 903 Governor Osteropoulos charts the Bowyers' Guild to reduce the influence of the warlike Armorers' Guild.

AC 906 In one of his last decrees before returning to Thyatis, Governor Osteropoulos reduces the Armorers' Guild to minor guild status, and forms the Cutlers' Guild.

AC 908 The new Governor, Curtius Quadratus, launches a military campaign to pacify the rebellious western and northern fiefs. The riverside farmers near Specularum, left with little defences, face attacks from bandits. Grypas Rullianus, a Thyatian noble warrior also known as the "Knight of the Griffon", helps the local farmers turn the tide.

AC 919 Elena Hessenberg, a Hattian colonist and explorer as well as a long time resident of Specularum, is named Governor General of the Province of Traladara.

AC 926 Governor General Julius Bassus charts the Innkeepers', Vintners' and Fishmongers' Guilds.

AC 929 As the North End is now a residential area, the irrigation channel is filled to provide space for the Lesser Merchant District and Westron Alley.

AC 932 Grypas Rullianus dies and is interred near Mirror Bay.

The Grand Duchy of Karameikos

AC 970 Stefan Karameikos III trades the Duchy of Machetos to Emperor Thincol for the Grand Duchy of Traladara and independence.

AC 971 The Radu, Torenescu and Marilenev clans rise against the new government, but fail. The clan Marilenev is almost destroyed. Thyatian exile and political philosopher Fabritius Luscinia dies in one of the many battles of the short lived revolution, as does Ivan Marilenev, the chief of the Marilenev clan.

AC 972 The Hightower is built to provide a rally point for the Phorsis Guard against Traladaran insurrections, as well as to serve as a lighthouse.

The Grand Duchy of Karameikos

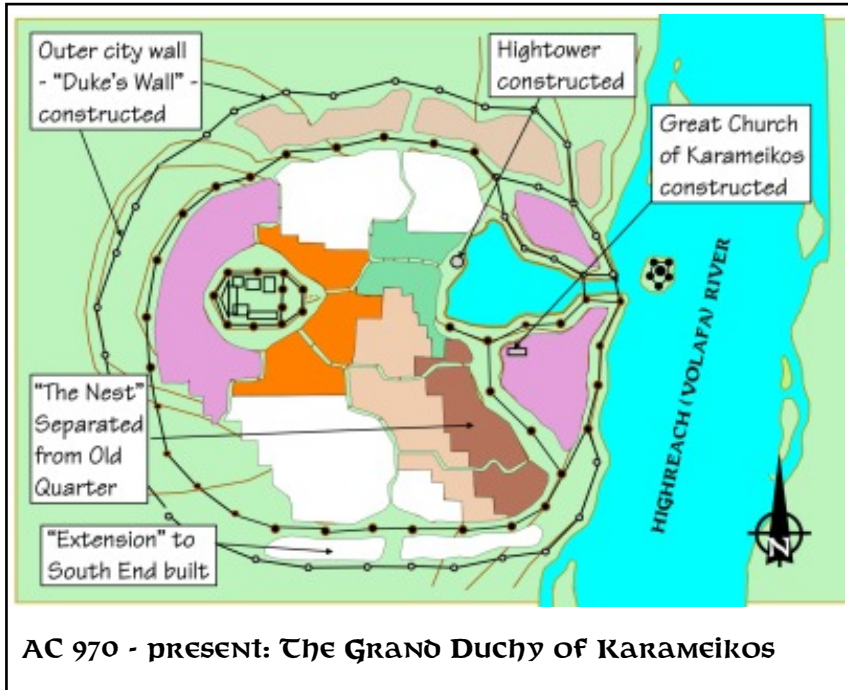
In AC970, having traded his family lands to Emperor Thincol in exchange for independent leadership of Traladara, Stefan Karameikos III arrives in Specularum with his followers. After a short-lived rebellion by the Traladaran power faction, the new Grand Duke establishes his rule. One outcome of the rebellion is the separation of the area known as *The Nest* from the Old Quarter, the former heart of old Marilenev. Stefan commences the building of roads across the Duchy and installing a military presence. In AC972, the Hightower, a combination lighthouse and guard station is constructed, as well as the Great Church of Karameikos (which is completed in time for the wedding of Duke Stefan to Lady Olivia Prothemian).

Stefan's building projects include the construction of a new outer defensive wall which serves to provide a level of protection for the Foreign Quarter, gaining positive response from those non-natives. The new wall also allows the construction of a South End "extension" residential area to provide more homes for the growing number of inhabitants.

In 1000 AC Specularum is a large busy trading centre and administrative heart of the Grand Duchy. At the last accurate census, 15 years ago, the city had a population of about 50,000. It is certainly greater now - a recent estimate by the Scriveners' Guild suggests it is now around 62,000.

Specularum is ruled by the nation's leader, Duke Stefan Karameikos III; although day-to-day activities are handled by the Townmaster, Lord Lucas Tormandros and other members of the Town Council (also known as the Priorate). Additional political power lies in the Merchants' Guild, in the Church, and in wealthy families such as the Vorloi, Radu and Torenescu clans.

Although large, the city is a crowded, noisy, dirty place. Its main roads are of paved stone, and in the area around the stronghold they are brick. The back streets are mostly earthen, narrow, twisting, unlit and unsafe. Sanitation consists of a small trench cut into the centre of the street that drains into sewers. These sewers are not truly public works projects, but rather the buried ruins of previous settlements.



The majority of buildings are one- or two-storey constructions made of brick or wood; the better ones are made of stone. Many newer buildings are made of stone along the ground floor and of wood and plaster for the second and third floors (if present). Some buildings stand three or more stories tall - those that do are the result of new design and methods, or of a need to extend upwards when lateral expansion is constrained by other properties.

The transition between neighbourhoods is gradual, not sharp. When travelling from the rich Hill area to the affluent Bricktop neighbourhood, all the traveller notices is the dwellings slowly become less costly, slowly become smaller. Continuing on to the Merchant district, the traveller will slowly see more and more businesses along the street, until they crowd out residences altogether.

AC 973 Duke Stefan opens up trade relations with the Kingdom of Ierendi. Ierendian merchants swarm into Specularum, and many immigrants, temporary or permanent, settle 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.

AC 980 Duke Stefan charters the Loggers's and Hunters' Guilds.

AC 987 Duke Stefan consolidates relations with the Emirates of Ylaruam. Mustapha ibn Ibrahim, an expert *bazar* adventurer and diplomat, is sent by the Caliph as an ambassador. Mustapha's activity leads many *bazar* merchants and craftsmen to settle in Specularum.

AC 991 The wizard Krollan, a counsellor of Duke Stefan, is murdered.

AC 996 Baron Desmond Kelvin I dies in a duel with the Ylari ambassador, Mustapha ibn Ibrahim. His son, Desmond II, is confirmed Baron of Kelvin. The ambassador is promptly recalled and replaced with Abdallah ibn Hamid, an experienced Alasiyan warrior of nomadic background.

