

Ward Name: **Merchant District**

Motto: "Balance in all things"



Colours: Green and yellow

Device: Device: Quarterly: 1st and 4th Vert a set of scales Or; 2nd and 3rd Or a tower Vert.
Originally "Per pale Vert and Or a set of scales countercharged".
After the district's more affluent residents financed the construction of the Hightower, they added the tower to their arms.

Patron: Asterius

Prior:

Captain:

Overview: This is the main merchant district of town, It's the part of Specularum that never sleeps; many inns and taverns are open all night, and few shop-owners - who mostly live above their place of business - will turn down a late-night sale when some frantic buyer comes hammering at their doors. All sorts of businesses and goods can be found here: Mercenaries for hire, stables and liveries, blacksmiths, meat-shops, sweet-shops, jewellers, smiths, goldsmiths, , silversmiths, fortune-tellers, carpenters, bricklayers, engineers, hostels, scribes, sages, alchemists, magic-users, thieves, entertainers and just about anything else can be found here. [GAZ1/K:KoA]

The Grand Market – This is the largest open marketplace in Specularum. It is thickly infested with stands and rolling carts selling goods during the day; all such stands must be dismantled and removed by full dusk, and may be set up again at dawn. [GAZ1/K:KoA]

The Docks - these skirt the edge of Mirror Bay and consist of the wharves and a smattering of warehouses on the banks. [K:KoA]

The Merchant District is somewhat in the middle with a varied, mostly middle-class population of craftsmen and small-time merchants. It is organized by products sold, and the architecture tends to be very homogeneous -- tall, narrow single family buildings made of a workshop, living rooms, and sleeping rooms on different levels. [agathokles]

Demographics: Population: c4,500 in 29 blocks

History: Around BC500, a market was frequently held in the area north of what is now the Old Quarter. This was where the people of Marilenev - farmers and others - met to trade their goods with other villages upriver and on the coast. Over time, this became a more frequent occurrence until it became practically a daily event.

Early in the first century AC with the growth of Marilenev's population, the area became more formally incorporated into the expanding settlement. Trade with neighbouring populations became vital and the town became the major trade centre of Traladara. Continued growth of trade led in AC 400 to the formation of the Merchants' Guild, the Leathersellers' Guild and the Skinners' Guild to regulate trade with the northern lands. In the latter part of the seventh century AC, following the Traladaran Wars, the Great Drought and political machinations, reduced trade with the north sent the Skinners and Leathersellers into a crisis. The Dyers and Tailors, up to that time junior members of those guilds, seceded and formed their own associations. The Mariners' Guild was also formed as sea trade increased, and the Apothecaries' Guild became a major guild as imports of spices and drugs from Minrothad and Thyatis increase. The continued successful commerce of the area was undoubtedly a contributory factor to the Thyatian invasion of the area in AC 900.n

In more recent times (AC 973) Duke Stefan opened up trade relations with the Kingdom of Ierendi. Ierendian merchants swarmed into Specularum, and many immigrants, temporary or permanent, settled in the Foreign Quarter. Also, the Darokinian House Hallonica bought back the Hallonica Building in the Foreign Quarter from the Torenescu clan, and opened an official branch in Specularum. However, at present the main base of trade remains the Merchant District – its nearness to the Docks on Mirror Bay providing influence over the trade arriving and departing by sea.

Monuments & Public Buildings: District Administration Office,
District Revenue Office
District Court House
City Guard Barracks

Churches & Temples: 2 churches

Inns & Taverns: 3 Inns + adjacent stables
Mirror Bay Inn

Griffon's Arms Inn
The Rogue's Den

9 Taverns including
Harbor Tavern
Blue Wave Mead Hall
Tavern on the Shore
The Grog Shoppe
The Grapes

+ 5 other stables/liveries

Buildings:

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Port facilities are managed by the Harbour Master's Office located near the Docks. [See *GAZ9 (The Minrothad Guilds) DM's Book* section on Speculative Trade for details of Port Operations, Customs, Harbour Master role, and Port Agents (Brokers)]

Buildings identified:

M1	The Hightower
M2	Harbor Tavern
M3	Blue Water Mead Hall
M4	Radu's Wholesale Foodstuff
M5	Mirror Bay Inn
M6	Titus Angelicus' grocery
M7	Aristo, Wine Merchant
M8	Vintners Guildhall
M9	Cutlers Guildhall
M10	Bakers Guildhall
M11	Tailors Guildhall
M12	Butchers Guildhall
M13	Bowyers Guildhall
M14	Skinners Guildhal
M15	Heranthes, Cobbler
M16	Imelda's Beauties (in Cobblers' Lane)
M17	Griffon's Arms Inn
M18	Tavern on the Shore
M19	The Grog Shoppe
M20	The Rogue's Den
M21	Harbour Master

M22	DistrictAdmin Office
M23	District evenue Office
M24	District Court House
M25	City Guard Barracks
M26	Granaries x2
M27	Church/temple
M28	Church/temple
M29	Boarding Houses x 4
M30	Stables x 8
M31	Warehouses x 12
M32	The Grapes Tavern
M33	Tavern
M34	Tavern
M35	Tavern
M36	Tavern
M37	Tavern
M38	Port Agent x ?

Notable

Residents:

Angulsta	Theodoric	Merchant
Aristo		Wine merchant
Aurelianus	Vergilius	Merchant
Davidov	Julius	Herbalist
Davidov	Svetlana	Healer
Heranthes	Julian	Taxidermist
Heranthes	Severian	Cobbler
Malev	Anton	Storemaster
Nikoli	Boris	Grocer
Ptolemisus	Corina	Owner of the "Mirror Bay Inn"
Roeder	Klaus	Provisioner
Salides	Cyrus	Cartographer and sage
	Lucien	Merchant
	Malachai	Sage (Herbalism)

[from agathokles' master NPC list

**Law
Enforcement &
Crime:**

A Company of the Street Regiment of the City Guard is stationed at a guardhouse near the Grand Market/Merchant District/Old Quarter juncttion, and provides patrol of this area.

A Company of the Mirror Bay Regiment is stationed in the Hightower

See *AllanP's article at the Vauts* -

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

Other Notes: