

THRESHOLD

The Mystara Magazine

SPECULARUM



The twenty-first issue of the Mystara Magazine, featuring the bustling capital city of the Grand Duchy of Karamaikos - Specularum!

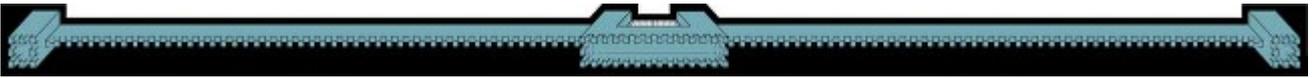
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THRESHOLD

Issue #21

<u>Editorial</u>	<u>3</u>
<u>This Issue's Contributors</u>	<u>4</u>
<u>Call for Contributors</u>	<u>6</u>
<u>A History of Specularum</u>	<u>8</u>
<u>Machetos & Marilenev: Heirs & Heiresses</u>	<u>28</u>
<u>The Guilds of Specularum</u>	<u>31</u>
<u>Specularum Population Numbers</u>	<u>41</u>
<u>Walking the Wards</u>	<u>43</u>
<u>To Protect and Serve</u>	<u>117</u>
<u>Specularum's Adventurers & Explorers Club</u>	<u>122</u>
<u>Tales of the Torenescus</u>	<u>128</u>
<u>Citizens of Specularum</u>	<u>134</u>
<u>St Kruskiev's Gold</u>	<u>164</u>
<u>Specularum Miscellanea</u>	<u>173</u>
<u>Wanted: Adventurers</u>	<u>183</u>
<u>Mapping the Estate</u>	<u>193</u>
<u>A Karameikan Chronology</u>	<u>199</u>
<u>Artwork Sources and Credits</u>	<u>248</u>
<u>Next Issue</u>	<u>256</u>

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Thanks To: The Mystara Community, for your support, hard work, and dedication to Mystara.

The aims of *Threshold* magazine:

- to provide a venue for community members to present material
- to promote the Vaults of Pandius and the material there
- to increase the exposure of existing and new articles
- to encourage authors to revisit and revitalise existing articles
- to motivate interest in Mystara in general

“Why don’t we write a Mystara City Book?”

Much of the content for this issue is derived from material that was collected in a topic thread in the Piazza’s Mystara Forum beginning some 10 years ago. Håvard asked what Mystara City Books (citing the vapourware DCr1, DCr2 & DCr3 products from Bruce Heard's 1991 Mystara Reference Guide) would fans like to see, and somehow out of this Giampaolo Agosta (Agathokles) and Allan Palmer (AllanP) found ourselves propelling this forward within the forum.

One of the initial developments was Agathokles’ detailed heraldry and patrons for the city districts, and *Brendan Corliss* then produced images for most of the coats of arms.

Over the next 5 years or so, various people (including *James Mishler*, *Ville Labde*, *yellodingo*, *Spellweaver*, and *Hugin* to name just a few) added comments and ideas to our postings. Agathokles’ encyclopaedic knowledge of all things Mystara was able to identify a host of NPCs and locations. AllanP started to sketch a more detailed map of the city using the city map from GAZ1 as the template, and Agathokles kept finding locales to place on it! And raiding the Vaults of Pandius uncovered more sources that would further develop the detail of the city and its background. The aim was to create a fan supplement, inspired by the unproduced

“Dcr1”t: (*FC1*) *Fantasy City #1: Specularum*, and over time draft chapters of this planned tome began to appear via the Piazza forum.

The project went into abeyance in 2013 as *Threshold* Magazine burst into life, and as members of the Editorial Team, Agathokles and AllanP found ourselves busy with putting together the issues. At one point during the course of planning future issues, the Editorial Team discussed the idea of a “back up” or “inventory” issue that could be pulled off the shelf (as it were), in case a planned issue hit problems. One suggestion for an inventory issue theme was *Specularum* - publishing much of the material that we had accumulated for the “City Book” project. That “inventory” issue has been tentatively penciled in a couple of times, but now the time has come - the earlier pieces have been reviewed, revised, re-edited and extra material has been created to produce this current issue of *Threshold*.

Walk with us now through the streets of *Specularum*... but watch out, you never who (or what) you might encounter!!

Giampaolo Agosta (Agathokles)
Allan Palmer (AllanP)
Issue #21 Joint Editors-in-Chief

This Issue's CONTRIBUTORS

All of us who enjoy the concept of the city of Specularum and the opportunity to expand its detail owe thanks to those professionals who contributed to the “building” of the city in the pages of official D&D products:

Aaron Allston, Timothy Brown, David Cook, Jeff Grubb, Dennis Kauth, Ron Kauth, John Knecht, Randy Maxwell, Frank Mentzer, Merle S Rasmussen, John Raab, and David C Sutherland

Giampaolo Agosta (a.k.a. Agathokles) agrees with Schiller that “man is only completely a man when he plays&. Therefore, he makes a point of taking gaming seriously, and real life casually. Besides Mystara, his gaming interests include (among others) Dark Sun, Planescape, Ravenloft, Birthright, Call of Cthulhu, Star Wars and Witchcraft RPG.

Allan Palmer (a.k.a. AllanP) was first introduced to D&D a long time ago (but not quite in a galaxy far away) by a work colleague who set up a gaming group using the last version of the “blue book” rules. While dabbling with RuneQuest and Traveller along the way, he developed a liking for what would become the world of Mystara as the BECMi box sets were released. He has always been fascinated by maps. He is an IT professional and when not indulging in hobbies of panelology, retro tv watching and family history research, uses his various PC skills to consolidate the writings of others into the issues of Threshold.

Justin Pfeil draws comics, is a historical fencer in the Italian tradition, makes armor for his friends, and has been playing *Dungeons & Dragons* since he was 10, which means we has been playing since 1983. He grew up with the Basic set and the adventures included so Mystara is his first game world and will always be home. He is a Martial Artist, leather armourer, and webcomic

illustrator. [His current project is a webcomic](#) about characters attempting to survive *The Keep on the Borderlands* module from the players perspective.

Even though *Sturm* (a.k.a. **Francesco Defferrari**) loves any alternate world, he believes Mystara is incomparably the best for its vibrant community endlessly delving into ethnography, linguistics and history just to make a little sense of it. Something like the real world, but with dragons.

Simone Neri (Zendrolion) teaches history and philosophy at secondary school in Florence, Italy. He has mastered Mystara campaigns since 1987, his favourite settings being Thyatis, Norwold, Karameikos, and Glantri. He is an active member of The Piazza community with the nickname of Zendrolion - but don't fear backstabbing from him!

Jesper Andersen (a.k.a. Spellweaver) has been a fan of the Known World and Mystara since his first D&D game in 1991. He enjoys creating new adventures, stories, characters and monsters, much of which can be found at the Vault of Pandius. His latest personal adventure, however, is the launch of his own RPG publishing company called Blood Brethren Games.

In his house at The Piazza, **Cthulbudrew (a.k.a. Andrew Theisen)** waits, dreaming.

“That campaign world is not dead, which can eternal lie; and with strange aeons, Mystara shall once again rise.”

Ville Lähde is an author and a journalist specializing in environmental issues, philosophy and politics - and lately also food and gardening. He has been DMing in Mystara since 1988, and his first campaign is still going strong after a quarter of a century. In the 80's and 90's he published a host of modules and articles in Finnish RPG zines.

Michele “LoZompatore” C. played BECMI for most of his life, starting way back in 1987. He most of all likes mixing and matching canon and fanon material about Mystara to

see how many new adventure hooks can be churned out. In the little spare time away from Mystara he helps other guys in designing oil and gas pipelines around the (real) world.

“What was that? Did you see that?” Gregor stopped and stared at his companion. The frantic Hin was obviously hallucinating. “You drank from the fountain didn't you.” -**Sean Robert Meaney**



**FROM
THE VAULTS
OF PANDIUS**

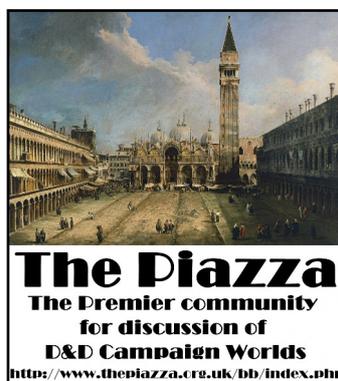
Some features in issues of Threshold carry a “From the Vaults of Pandius” tagline. As one of our stated aims is “to promote the Vaults of Pandius and the material there”, we hope you will enjoy these revised or extended treasures from that [website](#).



FROM the
Mystara
FORUM at



Some features in issues of Threshold carry a “From the Mystara Forum at The Piazza” tagline. These Discussion Boards are an active and dynamic home of creativity for the Mystara community and many other game worlds. We hope you will enjoy the articles that have arisen from that [website](#).



CALL FOR CONTRIBUTIONS

The Threshold editorial team invites all fans of the Mystara setting to submit contributions to the magazine's next issue. We are especially looking for contributions fitting the following themes:

Issue 22 - Adventures and Campaigns

This issue will focus on adventures, campaigns, and other materials directly useful for your Mystaran games

Proposal Deadline: November 3rd, 2018

Manuscript Deadline: December 6th, 2018

Issue Published: by February 15th, 2019

Call for proposals for main themes of forthcoming issues (2019):

Issue 23 -Strongholds

This issue will delve into the myriad of strongholds that dot the Mystaran landscape. Cities, castles, towers, and secret lairs. These strongholds may serve as anything from bastions of refuge, to adventure obstacles waiting to be overcome by Mystaran PCs.

Proposal Deadline: March 3rd, 2019

Manuscript Deadline: April 6th, 2019

Issue Published: by June 15th, 2019

Articles about other topics are still welcome and the editorial team will evaluate their publication for any upcoming issue, taking into account available space and the issue's theme.

Threshold accepts and invites submissions of extended or revised versions of works having appeared on *The Piazza* or *Vaults of Pandius*.

Contributions may include, but are not limited to: Articles: short stories, short adventure modules, NPCs, historical treatises and timelines, geographical entries, new monsters and monster ecologies, etc.; and Illustrations: portraits, maps, heraldry, illustrations, etc.

The *Threshold* editorial team strives for edition neutrality, but edition specific articles (e.g., conversions) are also accepted. statistics for new monsters and NPCs may be included in articles (e.g., adventure modules, new monsters or NPCs) in any version of Dungeons & Dragons. The editorial team also offers help in providing conversions to some specific rules set. including BECM/RC, 2nd Edition, 3rd edition/Pathfinder. However, this material should be limited to a minimum. For most NPCs, it is sufficient to mention class, level, and alignment. For important NPCs, a one or two line stat block may be included.

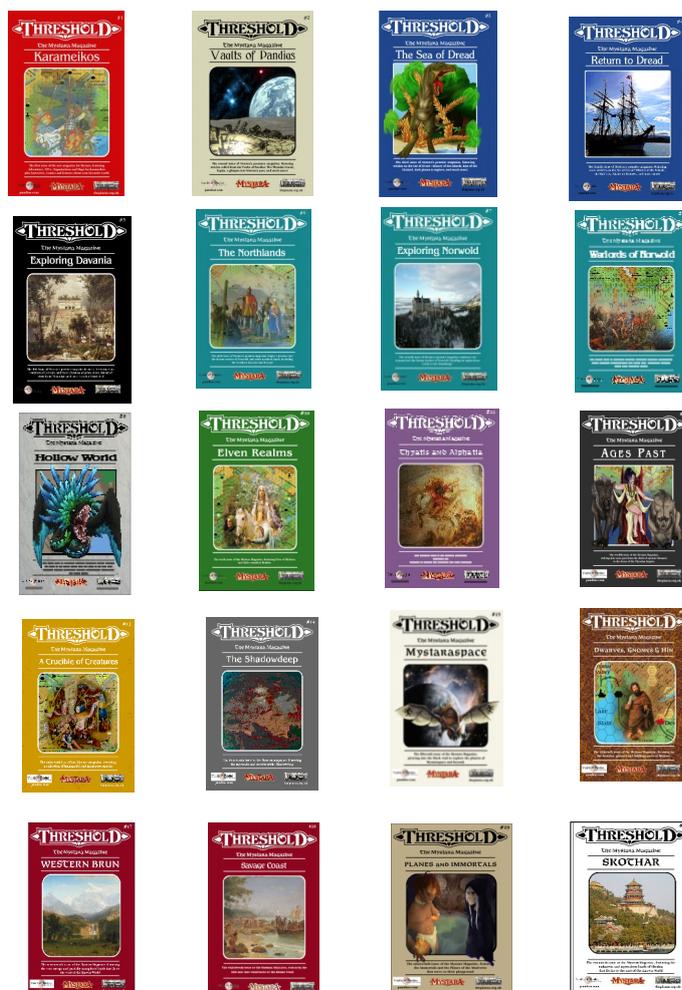


Previous Issues

Previous issues of **THRESHOLD** - the Mystara Magazine, are available for download from the [Vaults of Pandius website](#).

Also available at the same location are higher resolution versions of the maps that were included in the issue's PDF, allowing greater detail to be viewed.

- [#1 - "Karamaikos"](#)
- [#2 - "Vaults of Pandius"](#)
- [#3 - "The Sea of Dread"](#)
- [#4 - "Return to Dread"](#)
- [#5 - "Exploring Davania"](#)
- [#6 - "The Northlands"](#)
- [#7 - "Exploring Norwold"](#)
- [#8 - "Warlords of Norwold"](#)
- [#9 - "Hollow World"](#)
- [#10 - "Elven Realms"](#)
- [#11 - "Chyatis & Alphatia"](#)
- [#12 - "Ages Past"](#)
- [#13 - "A Crucible of Creatures"](#)
- [#14 - "the Shadowdeep"](#)
- [#15 - "Mystaraspace"](#)
- [#16 - "Dwarves, Gnomes & Hin"](#)
- [#17 - "Western Brun"](#)
- [#18 - "Savage Coast"](#)
- [#19 - "Planes and Immortals"](#)
- [#20 - "Skothar"](#)



A HISTORY OF SPECULARUM

FROM ANCIENT HOMESTEAD TO MODERN BUSTLING METROPOLIS

By Giampaolo Agosta
with Allan Palmer



*FROM
THE VAULTS
OF PANDIUS*

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

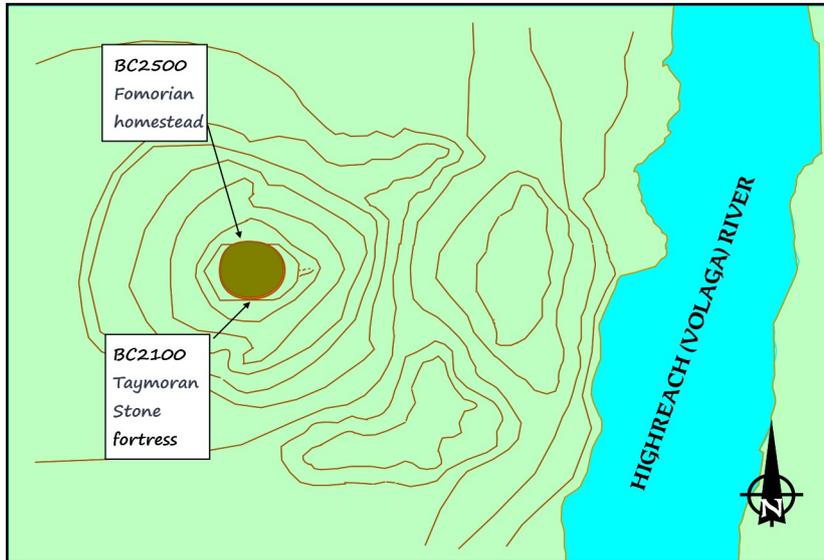
“Greetings fellow Guildmembers. I am pleased to be able to present this lecture to you. In exploring this history of our city I have drawn upon the works of many other scholars whose studies have uncovered information about the past of Specularum. I am particularly indebted to my colleague, Agathokles, who has accumulated much useful material during his delving into the origins of the nations of our Known World – and beyond!

“There is undoubtedly much more to uncover. I am sure many of you who conduct similar research have to rely upon oral histories passed down through the generations, or on scraps of written material (often requiring translation), a dusty tome in a forgotten corner of a library, and sometimes an artefact which can be identified to a particular time or

place. We are fortunate that in some of the construction projects that have taken place in Marilenev or Specularum over the centuries, that there have been some enlightened engineers or architects who have shown an interest in what they have uncovered during their new building work rather than just discarding it.

“Some of the information presented here, particularly in terms of the time BC, i.e. Before the Crowning of the first Thyatian Emperor, is not general knowledge to the public and even some of our novice members may not be aware of certain aspects. If you have questions, I implore you to consult fellow Guildmembers or search in our library for further enlightenment. Now let us begin our journey through the many years of Specularum and look back to the Taymoran Age...”

THE TAYMORAN AGE



Map 1: BC 2500 – BC 1750: The Taymoran Age

Current research indicates that the earliest known settlement on the site of present day Specularum dates back 35 centuries. At that time the geography of the area was markedly different from what it is now. As shown in map 1, there was no natural harbour, a much wider river with no islands in it and only one large hillock dominating the landscape.

Around BC 2500 during the period of history we refer to as the Taymoran Age, a nation of Giant-kin, the Fomori¹, inhabited the region of the Altan Teppe Mountains. One group of these humanoid established a homestead on the large hillock overlooking the river banks, the land feature that is now known in Specularum as simply “The Hill”.

The Fomorian homestead flourished until BC 2250 when an alliance of Sheyallia elves and Taymoran humans waged a campaign against the Giant-kin to seize the lands south of the Altan Teppes. Having taken over the homestead, the invaders turned it into a river fort. Four hundred years

¹ See Giampaolo Agosta’s article [“Land of the Fomorians”](#) at the Vaults of Pandius for more information on this race.

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 in the opening of 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 to work, transforming the wooden fort into a stone fortress.

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

later Formorian slaves were put to work transforming the wooden fort into a stone fortress.

The Taymoran dominance in the region ended when the Taymoran Empire sank beneath the ocean. The ensuing geological disasters of this cataclysm in BC 1750 brought changes to the region as the seismic effects of the earthquakes that destroyed Taymora reached the area. The Formorian-built fortress collapsed, smaller hillocks appeared as the land rose and fell, the river narrowed, islands formed, and a natural harbour (later known as Mirror Bay) was created. The area became what we recognise as the modern day site of Specularum, with seven hillocks around a natural lake (see map 2).

THE TRALDAR AGE

Some two centuries after the disappearance of the Taymoran influence from the region, a new race arrived and settled there. This was the Traldar, descended from people of southern Neathar. Led by a small Nithian aristocracy, they populated the lands which had previously been the northern frontier of the Taymor kingdoms. Around BC 1500, one group of Traldar used the remains of the Fomorian-built fortress atop the most prominent hillock ("The Hill") to construct a massive tomb after the death of Khmin, their first prince. They also built a fortified village, Os-Khmin, on what will be the modern Specularum's Church District.

A hundred years later, the Traldar reverted to the Stone Age following the destruction of the Nithian lords caused by harsh winters, plagues and monster attacks. Hutaakans, jackal-like humanoids of Nithian culture, arrived and took control of Os-Khmin. Across the Traldar lands these new arrivals provided training in agriculture, bronze working and other vital crafts in return for labour and goods, slowly allowing the Traldar to build a network of small city-states. A Hutaakan priest settled in the fortified area. On "The Hill", the tomb of Khmin had fallen into disrepair and only part of its upper section remained visible.

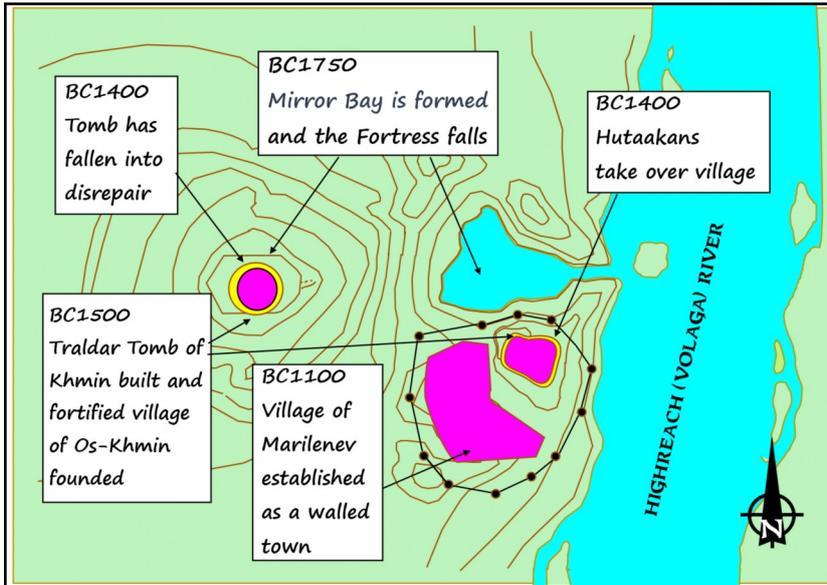


The cataclysm of BC 1750 that destroyed Taymora, as envisaged by a Thyatian artist

THE TRALDAR AGE

BC 1500: The Nithian-led Traldar people use 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



Map 2: BC 1750 – BC 1100: The Traldar Age

Within 300 years the village previously named Os-Khmin had become Marilenev, named for the leading clan of the Traldar in this area. Overseen by Hutaakan priests and ruled by a dynasty of Traldar kings, Marilenev became a firmly established walled town that utilised the agricultural and metal working skills that its populace had been taught.

In BC 1000, however, the Hutaakans left the Traldar lands fearing a destructive attack by a Beastman army. Milen², the then Traldar king, unwilling to fight the invaders, left only a quarter of Marilenev’s population behind as he led his people on a migration across the Sea of Dread. The feared Beastman invasion did not materialise, but the remaining villagers struggled to maintain their community over the next two centuries.

² As noted by Simone Neri in his [“History of Karameikos”](#) in *Threshold Magazine* #1 during “King” Milen’s reign, the settlement was named Milenos. But after Milen’s departure, succeeding generations reverted to calling the settlement Marilenev in tribute to the once-prominent clan that had almost been destroyed for opposing Milen’s plans.

fortified area. By this time, the tomb of Khmin has fallen into disrepair, and only its top half emerges from the ground.

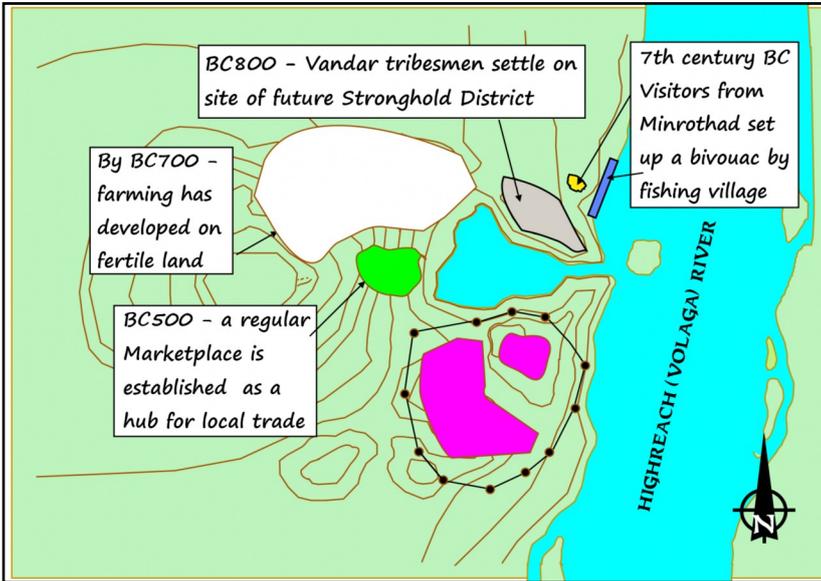
BC 1100 The village of Marilenev is now a firmly established walled town, ruled by a dynasty of Traldar kings under the supervision of Hutaakan priests.

BC 1000: The Hutaakan priests seal the local temple of Pflarr and leave Marilenev, fearing its destruction brought by a Beastman invasion. King Milen and his advisors, warned by Halav of Lavv of the impending invasion, chooses to flee rather than fight. Marilenev loses three quarters of its population, though it is not reached by the Beastman army, which is defeated eight years later on the river Volaga.



Milen’s migration of the Traldar people from an early 10th century AC work discovered during renovations in the city.

THE DARK AGE



Map 3: BC 800 – BC 1: The Dark Age

Gnolls, created by Nithian wizards, escaped from Nithia and invaded the Traldar lands, although not reaching Marilenev. After the rout of the Gnollish horde, much of the Traldar lands were left almost devoid of population, and reverted quickly to wildernesses.

At the beginning of the 8th century BC, Vandar tribesmen reached the Marilenev area and settled in the area that became the modern day Stronghold District. The Vandar shared their skills with the local Traldar, using their knowledge of agriculture to help develop farmlands which produced crops not only to support Marilenev, but also over time as commodities to trade with other local settlements. Through the development of their maritime skills, the Traldar and Vandar established a fishing community on the banks of the river.

By BC 500 the successful merger of the Traldar and Vandar peoples resulted in a stronger race, the Traladara, who rose in power as well as trade.

THE DARK AGE

BC 800: Vandar tribesmen from the Hin lands reach Marilenev, settling the site that would become the modern day 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 to prominence. The people of Marilenev start trading with other villages upriver and on the coast.



Fragment of Dark Age artwork showing Traladara fishing community

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

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

The various clan lords of the settlements across Traladara began to take the title of Ban (Prince, from the old Vandar dialect) to demonstrate their authority over their lands (Banates). Many desired strategic and commercial Marilenev as their seat of power, but few gained overall control. Soon after the Crowning of the first Thyatian Emperor, the Ivanovich clan succeeded to the seat of Ban of Marilenev, initiating a dynasty that would rule Marilenev for almost 400 years.

THE BANATE OF MARILENEV

In the early years of the millennium the Banate built a palace on “The Hill”, demolishing what remained above ground of the former Nithian tomb. By the first half of the 4th century AC, Marilenev’s continued population growth and prosperity had secured its reputation as the major trade centre of Traladara. It was Bogdan Ivanovich, Ban (prince) of Marilenev and descendent of Vandar chiefs, who brought Marilenev from a minor settlement in the shadow of Krakatos to the status of regional power. In the process he installed himself as King of all the Taladaran lands. During the next 200 years the walled boundaries of Marilenev were extended gradually encompassing a larger area, gaining further prominence.

In the year AC 400, Marilenev and other settlements in Traladara were visited by Thyatian missionary clerics. In the area that would become the Church District of modern Specularum, they established the first Thyatian shrine in Traladara. Within a few years, the Great Church of

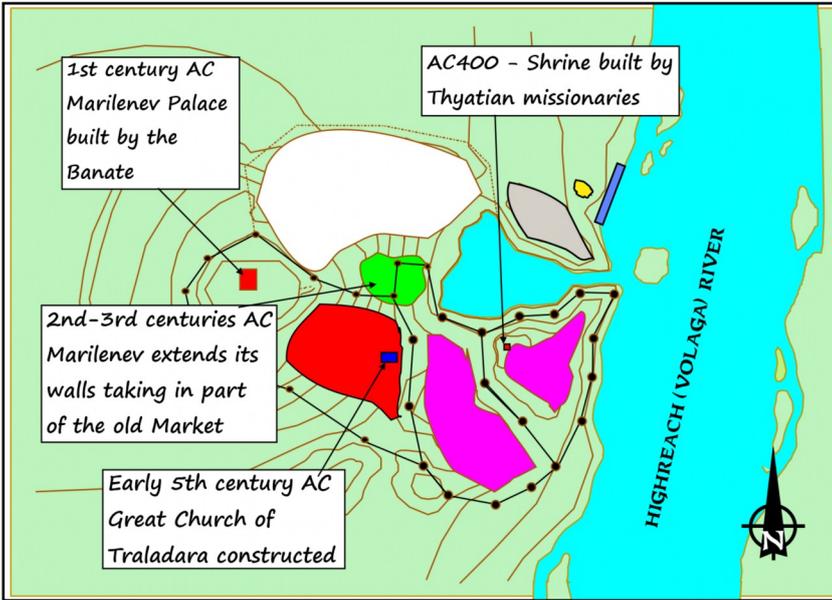


A restored contemporary painting of Ban Bogdan Ivanovich

THE BANATE OF MARILENEV

AC 1: The population of Marilenev rises, and the town is now the major trade centre 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.



Map 4: AC 1 – AC 611: The Banate of Marilenev, The Traladaran

Traladara was built in Marilenev to serve its growing populace. Thus was a result of the closer interactions between the local Traladaran population and clerics from Thyatis, Harbortown and New Alphatia.

THE TRALADARAN WARS AND THE DUCHY OF MARILENEV TO FREE CITY

During the 5th century AC Marilenev remained central in the changing fortunes of Traladara. It saw the rise and fall of various protagonists, four local wars, and the arrival of vampirism and lycanthropy to the area. In the wake of the First Traladaran War, Darokinian and Thyatian cultural influence led to a modernization effort which saw the Banate become the Duchy of Marilenev. The first Duke, Yakov, began the construction of Castle Marilenev, some miles south of the town, as a retreat from the ducal palace on “The Hill”. Marilenev’s economy was strengthened with the chartering of many merchant Guilds³ within the town

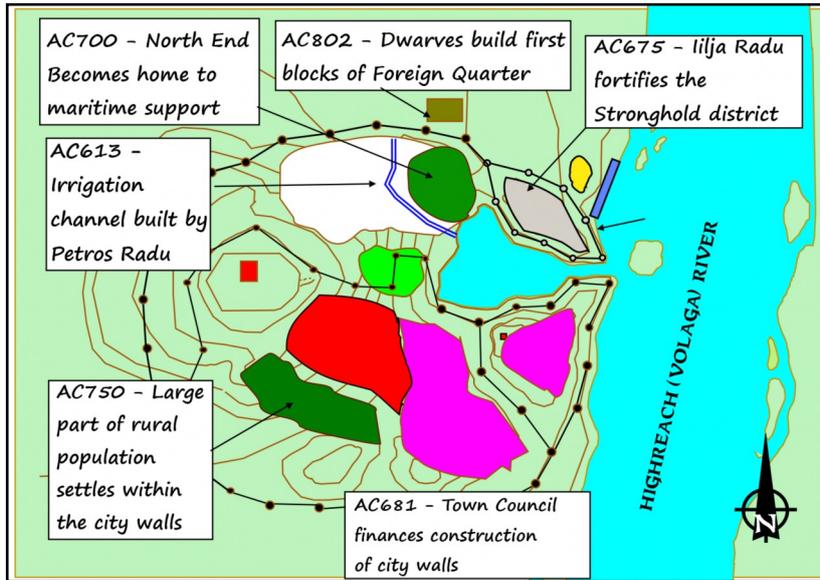
³ For more information on the history of the Guilds, see the article “The Guilds of Specularum” in this issue.

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 all 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



Map 5: AC 612 – AC 899: The Free City of Marilenev

which aided in regulating trade. The Traladaran League, an assembly of the Traladaran nobles, was confirmed as a permanent institution, and headquartered in Marilenev.

During the final years of the 6th century AC, Marilenev endured *The Great Drought*, a lengthy period of successive droughts which affected the farmers of the town's North End. Due to a growing instability of the northern neighbour which led the Traladaran principalities to turn on each other, the Traladaran League finally collapsed in AC 600 and was dissolved, weakening the political status of Marilenev. This loss of rank resulted in the rise of the trade guilds led by the Radu family in the AC612 overthrow of Alexandr, the last Duke of Marilenev and the establishment of the City-State of Marilenev, an oligarchic republic in with an elected Town Council.

Recognising the need for positive acts to gain support of Marilenev's population to assist in regaining its power, prominent Council member and Guildmaster Petros Radu initiated the construction of an irrigation channel in AC 613. This was designed to combat the impact of further droughts by ensuring water was available to the local

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 lead to the Second Traladaran War, which pits Marilenev against Halag. The Duke of Marilenev wins thanks to the support of Harbortown. Marilenev becomes the 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.





C 500-530: The Duchy of Marilenev reaches the height of its power. During this time, Marilenev is the capital 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.

C 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.

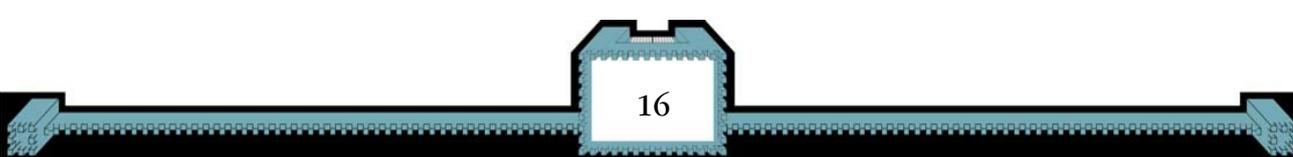
AC 681: As the Vampire Wars rage across Traladara, the Town Council of Marilenev finances the construction of the city walls. The Bricklayers' Guild is chartered in return for support in the building project. A few years later, the reduced trade with the north sends the Skinners and Leathersellers into 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 become 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: The *Year of Infamy* in the Highlands. Some Dwarven survivors settle in Marilenev. Syrklis Dwarves compete with the Traladaran jewellers and moneychangers. Due to the crowding of the city, Dwarves build the first blocks of the Foreign Quarter.



farmers, allowing them to continue to contribute to the city-state's economy.

Continuing the strategy of building projects to enforce Marilenev's status, ability to prosper, and strengthen its defences, in AC675 Iija Radu fortified the area of the city (now the Stronghold District), where the Radu power base was located. He campaigned to have modern fortifications extended to the whole town, and this project was financed by the Town Council in AC681.

By the start of the 8th century a large part of the eastern half of North End had been transformed from farmland to an area supporting the maritime industry that was key to the city-state's sea-borne trade. Fifty years later a large part of the rural population had settled within Marilenev's walls. Marilenev's continued prominence encouraged traders and other visitors from beyond Traladara to come to the city. Initially temporary camps were set up outside the northern wall. In AC802 Dwarves built the first permanent blocks in what soon became known as "The Foreign Quarter". Marilenev's status as a "Free City", an important centre for trade and communication continued to grow as new businesses, including some from beyond Traladara established sites in the city.

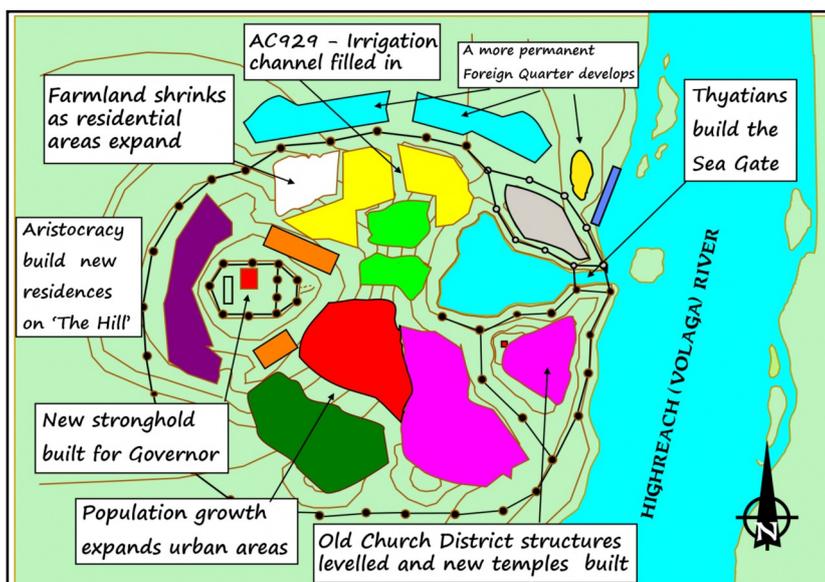
THYATIAN OCCUPATION

In AC 900, as part of a plan to conquer Traladara and eastern Darokin, Thyatian legions led by Flavian Osteropulos were sent by the Emperor, Gabrionius IV, into Traladara. Seizing control, Osteropulos was subsequently installed as Governor General in Marilenev, which was renamed Specularum. Traladara was incorporated into the Empire as an Imperial Province. Successive Thyatian governors embarked on a building programme as the urban areas expanded and the population grew. A new stronghold for the Governor was built on the summit of "The Hill" surrounding the remains of the old Marilenev ducal palace. The harbour defences were maximised with the construction of the Sea Gate at its mouth. The

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 into 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 district.



Map 6: AC 900 – AC 969: Thyatian Occupation

Thyatians took control of the Church District (the site of the village of Os-Khmin from BC1500), levelling 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 was filled in. Arriving Thyatian aristocracy built their new residences on the west side of "The Hill" beneath the new seat of power. Other Thyatians and government offices were 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 continued to expand, and a free trade encampment was also initiated.



Part of the thriving Foreign Quarter in the early part of the 10th century AC

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

AC 903: The Bowyers' Guild is chartered by Governor Osteropoulos to reduce the influence of the warlike Armorers' Guild.

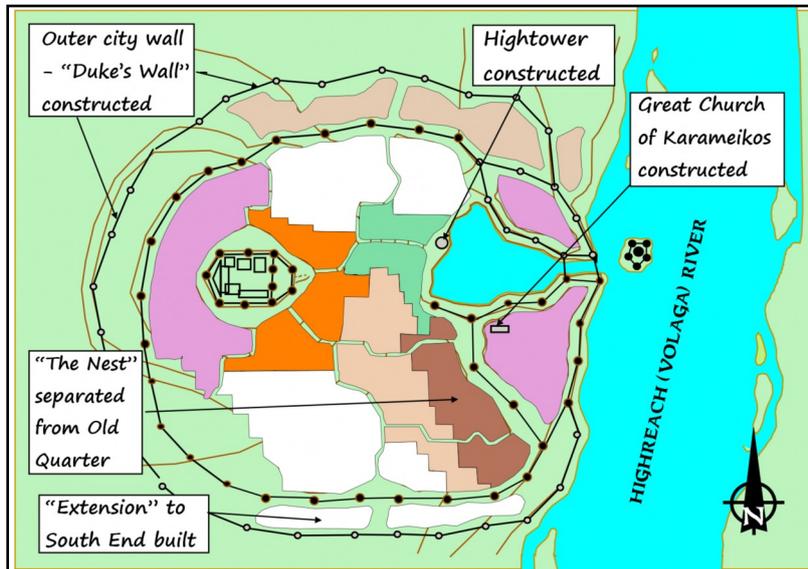
AC 906: In one of his last decrees before returning to Thyatis, Osteropoulos reduces the Armorers' Guild to minor guild status, and forms the Cutlers' Guild.

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



THE GRAND DUCHY OF KARAMEIKOS



Map 7: Ac 970 – present: Grand Duchy of Karameikos

In AC 970, having traded his family lands to Emperor Thincol in exchange for independent leadership of Traladara, Stefan Karameikos III arrived in Specularum with his followers. A short-lived rebellion in AC 971 by the Traladaran power faction (the Radu, Torenescu and Marilenev clans) rose against the new government, but failed. The clan Marilenev was almost destroyed as the new Grand Duke established his rule. One outcome of the rebellion was the separation of the area known as *The Nest* from the Old Quarter, the former heart of old Marilenev. Stefan commenced the building of roads across the Duchy and the installation of a military presence in his Grand Duchy. In AC972, the Hightower, a combination lighthouse and guard station overlooking the docks of Mirror Bay was constructed, In that same year the Great Church of Karameikos is built, being completed in time for the wedding of Duke Stefan to Lady Olivia Prothemian.

With his advisors in the new Ducal Palace (the former residence of the Thyatian Governors), Stefan encouraged trade and exchange of resources with the wider world

of Specularum, is named Governor General of the Province of Traladara.

AC 926: Governor General Iulius 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

beyond his lands. Many visitors arrive from other nations swelling the Grand Duchy's population, especially in Specularum. 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 in 1000 AC suggests it is now around 62,000.

Construction projects initiated during Stefan's rule have included the building of a new outer defensive wall to serve as a level of protection for the Foreign Quarter. This move gained him positive response from those non-native residents of the district. The new wall also allowed the construction of a South End "extension" residential area to provide more homes for the growing number of inhabitants.

"And that, my friends, concludes this lecture which I hope has been informative to you. Now I suggest we adjourn to the courtyard where refreshments are being served, and where we can discuss any questions that have arisen."

REFERENCES

["Timeline of the Taymoran Age, 2800-1700 BC"](#)
by Giampaolo Agosta at the Vaults of Pandius

["Traladaran Timeline"](#) by Giampaolo Agosta at the Vaults of Pandius

["History of Specularum"](#) by Giampaolo Agosta at the Vaults of Pandius

Phorsis Guard against Traladaran insurrections, as well as to serve as a lighthouse.

AC 973: Duke Stefan opens up trade relations with the Ierendi. Ierendian merchants swarm into Specularum, and many immigrants, temporary or permanent, settle in the Foreign Quarter. Also, the Hallonica Building in the Foreign Quarter is bought back by the Darokinian House Hallonica from the Torenescu clan, and they open an official branch in Specularum.

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

AC 987: Relations with the Emirates of Ylaruam are consolidated by Duke Stefan. Mustapha ibn Ibrahim, an expert hazar adventurer and diplomat, is sent by the Caliph as an ambassador. Mustapha's activity leads many hazar 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.

Rulers of Marilenev

by Allan Palmer
based on an idea by
Giampaolo Agosta

Author's Note:

Inspired by Agathokles' (incomplete) listing of ["Rulers of Specularum"](#), I consulted various sources to construct a possible listing of Marilenev's rulers from the first century AC through to AC 1000. I hope you find this of interest.

References:

["Karameikan Nobles and their heirs"](#) thread at The Piazza forums;
["Karameikos: The Hidden Years"](#) from Threshold #1 by Demetrios J. Sahlas;
and from the Vaults of Pandius, ["Traladaran Clans"](#) by Jennifer Guerra, Francesco Defferrari's ["History of Traladara"](#), LoZompatore's ["Thoughts on the Traladaran campaign of AC 900"](#)

The Banate of Marilenev (1st century AC to AC 417) (see Table 1)

In the years before the crowning of the first Thyatian Emperor, like the other Traladaran communities, Marilenev maintained an independent status, fighting and trading as necessary with its rivals. At the beginning of the 1st century AC, Boris Ivanovich installed himself as leader of the Marilenev Banate, instigating a dynasty that lasted over 350 years.

Save for their names, little is recorded of the Ivanovich line until Bogdan succeeded to the position of Ban (Prince) in AC 301. He unified the Traladaran clans and became King of Traladara in AC 324. However, the chaos and strife that arose at his death in AC 356 saw the kingdom split apart. In Marilenev after much turmoil, Misha Marilenev claimed the leadership of the banate, restoring rulership to the clan after which the settlement was named.

During the reign of Ban Yuri Marilenev, the influence of visiting Thyatian missionaries and their leader, Lucor, resulted in the founding of the Church of Traladara in Marilenev.

Ban Yakov Marilenev ruled during the 1st Traladaran War. He is one of the prime negotiators in the drawing up the Peace of Marilenev, the treaty that ends the hostilities between Darokin and the Traladaran clans.

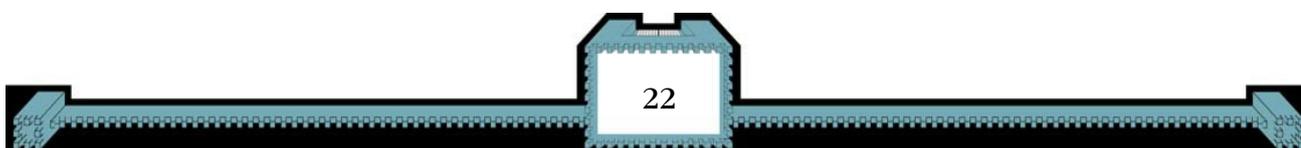


Table 1: Rulers of the Banate of Marilenev

1st century to AC 417	Banate of Marilenev	
3- 35	Boris Ivanovich	Boris begins the Ivanovich dynasty
35-83	Avim Ivanivich	
83-119	Zinovy Ivanovich	
119-167	Vsevolod Ivanovich	
167-213	Grigory Ivanovich	
213-242	Oleg Ivanovich	
242-277	Avda Ivanovich	
277-301	Avvakir Ivanovich	
301-356	Bogdan Ivanovich	King of Traladara AC 324-356
357-398	Misha Marilenev	Claimed the Banate throne after death of Bogdan and the resulting internal strife
398-410	Yuri Marilenev	Supported the founding of the Church of Traladara
410-417	Yakov Marilenev	Leads the Banate during the 1st Traladaran War (AC412-417) and negotiates the Peace of Marilenev.

Table 2: Rulers of the Duchy of Marilenev

AC 417-612	Duchy of Marilenev	
417-449	Yakov Marilenev I	1st Duke of Marilenev Killed in 2nd Traladaran War
449-452	Yakov Marilenev II	2nd Duke; son of Yakov I Died mysteriously
452-501	Alexei Marilenev	3rd Duke, brother of Yakov II Leader during 3rd & 4th Traladaran Wars
501-529	Mira Marilenev	Duchess; daughter of Yakov II
529-546	Luka Marilenev	Duke, son of Mira
546-573	Miroslav Marilenev	Duke
573-592	Yakov Marilenev III	Duke
592-599	Ivan Marilenev	Duke
599-612	Alexandr Marilenev	Duke, until he is deposed and beheaded by Guild conspiracy, following the dissolution of the Traladaran League



The Duchy of Marilenev (AC417-612)

(see Table 2)

In the immediate wake of the 1st Traladaran War, building on influences that had been prevalent at the beginning of the 5th century AC, the rulers of Traladaran had adopted Darokinian and Thyatian titles in place of their traditional noble ranks. By the end of AC 417, Yakov Marilenev had established himself as the 1st Duke of Marilenev.

Recognising the importance and potential power of the merchants and craftsmen, Duke Yakov supported the incorporation of the Merchants', Leathersellers' and Skinners' Guilds. Continuing to actively lead his forces, Duke Yakov was killed in AC449 during the 2nd Traladaran War.

Duke Yakov's son (Yakov II) succeeded to the dukedom, but relied on his military advisers to end the 2nd Traladaran War. The second Duke had a brief reign; he died mysteriously in his third year of rule.

Alexei, Yakov II's younger brother, ruled for half a century. He led the Duchy through the 3rd and 4th Traladaran Wars. He helped constitute the Diet of Marilenev, the governing body of the Traladaran League after the end of the fourth war. Alexei recognised the Duchy's commercial potential and, like his father, supported the establishment of further Trade Guilds (those of the Moneychangers', Armorers' and Scriveners').

Alexei never married, so following his death in AC 501 there was much debate over who his successor should be. The deliberations

were swiftly curtailed when Mira Marilenev, the only child of Yakov II stepped forward with strong supporters and declared herself Duchess of Marilenev. This strong-willed matriarch ruled until her 79th year, when as a result of failing health, she abdicated in favour of her only child, Luka. Like their father and grandfather, Mira and Luka supported the establishment of Trade Guilds, and their reigns saw the founding of those organisations for the Bakers, Apothecaries, Blacksmiths, Carpenters, Brewers, Butchers and Grocers.

Mira's descendants continued for almost a century after her abdication until the time of Duke Alexandr when the dissolution of the Traladaran League saw much political power lost from Marilenev. The weakening of the Duke and the old aristocracy gave way to the rise in power of the Guilds. A bloody coup resulted in Alexandr being deposed, his family reduced in status and to all intents banished to Castle Marilenev on the coast. Some accounts say that the last Duke was beheaded.



Detail from larger work depicting bloody coup that deposed Alexandr Marilenev

The Free City of Marilenev (AC 612-900)

(see Table 3)

With the removal of Ducal rule, government of Marilenev passed to the new power structure of the Guilds. The Guildmasters established a framework where they sat in council to govern Marilenev. They elected one of their number to serve as the leader (Prior) for terms of 5 years. With the ousting of the Marilenev rulership, the Ducal palace on 'The Hill' fell into disuse with Priorate meetings being held at the Prior's Guildhall until the construction of the first dedicated Council Hall.

For the first fifty years, the role of Prior oscillated between the a Radu and Torenescu families, supported by the guilds that allied to each. But in AC 653 the conflict that would be known as the "Holy Wars" broke out across Traladara, destined to last for almost eight decades . During this period of inter-clan rivalry and warfare, Marilenev's government underwent much instability as Traladara succumbed to the fears and rivalries arising from the spread of vampirism and lycanthropy. The Radu and Torenescu leaders were distracted by the impact of the wars on their activities and leadership was taken by the other major guilds at times.

Traladara continued to suffer from the diseases, misery, and famines that had erupted during the Holy Wars for the remainder of the 8th century AC. Plagued by the impact of these, the free city power base fluctuated between different guild factions.

The rise of sea-based trade saw the founding of the Mariners' Guild which took the senior position soon after. The Apothecaries also benefited from the overseas trade, becoming a major Guild in the city and winning the leadership at different times.

The unstable political system from the latter half of the 8th century onwards saw figures from other nations (usually Minrothaddans, Darokinians or Thyatians) installed as guild leaders in an effort to guarantee a less biased rule. These substitutions usually took place when the major guilds were weaker, and the minor guilds stronger.

In AC 900, during Fyodor Radu's second tenure as Prior of the Free City of Marilenev, the ruling structure changed drastically as a result of the Thyatian invasion.



A meeting of the Priorate (Town Council)

Table 3: Rulers of the Free City of Marilenev

AC 612-900 Free City of Marilenev Guild		
612-617	Petros Radu ¹	Merchants
617-622	Vasile Torenescu	Scriveners
622-627	Petros Radu	Merchants
627-632	Vasile Torenescu	Scriveners
632-637	Petros Radu	Merchants
637-642	Marius Torenescu	Scriveners
642-647	Varkov Radu	Merchants
647-652	Marius Torenescu	Scriveners
652-657	Varkov Radu ²	Merchants
657-662	Tibor Georgescu	Armourers
662-667	Vasile Banica	Leathersellers
667-672	Varkov Radu	Merchants
672-677	Yuri Torenescu	Skinner
677-682	Crelin Torenescu ³	Scriveners
683-687	Vitez Azuros	Moneychangers
687-692	Pavel Georgescu	Armourers
692-697	Yuri Torenescu	Skinner
697-702	Katarina Radu ⁴	Merchants
702-707	Pavel Georgescu	Armourers
707-712	Katarina Radu	Merchants
712-717	Florin Banica	Leathersellers
717-722	Vitez Azuros	Moneychangers
722-727	Andre Torenescu	Scriveners
727-732	Virgil Georgescu	Armourers
732-737	Pyotr Tushina	Bricklayers
737-742	Arkul Marilenev ⁵	Mariners
742-747	Irios Radu	Merchants
747-752	Emil Levinik	Apothecaries
752-757	Sergei Radu	Grocers
757-762	Eldram Hoff ⁶	Merchants
767-772	Makar Suslova	Blacksmiths

¹ In AC 613 it was Petros Radu who arranged the construction of an irrigation canal to the farmlands of the North End

² During Varkov Radu's second term of office, in AC 653, Traladara saw the start of the Holy Wars

³ Crelin Torenescu rallied support for the establishment of the Bricklayers' Guild in AC 681, seeking to neuter the influence of Lija Radu who, 6 years earlier, had fortified the Stronghold District

⁴ Katarina Radu proved herself a match for many other merchants as she took control of the Radu family businesses (when her husband, Dimitri, fell seriously ill) and ruled with an iron hand. If not for her death at the outbreak of the Vampire Wars, it is certain that she would have ruled again

⁵ Members of the Mariners' Guild had chosen Arku Marilenev, a descendent of the ousted Duke Alexandr, as their leader seeking to keep influence away from the Radu and Torenescu families

⁶ A Darokinian merchant, Eldram Hoff was the first non-Traladaran to hold the rank of Prior as the Guilds sought to promote more equality

Table 3 continued: Rulers of the Free City of Marilenev

AC 612-900	Free City of Marilenev Guild	
772-777	Nikola Torenescu	Butchers
777-782	Grygory Marilenev	Mariners
782-787	Alexian Canpolocarius ⁷	Scriveners
787-792	Petru Radu	Merchants
792-797	Gospodin Torenescu	Scriveners
797-802	Petru Radu	Merchants
802-807	Karel Troester	Bricklayers
807-812	Gospodin Torenescu	Scriveners
812-817	Marku Azuros	Moneychangers
817-822	Stefan Levenik	Apothecaries
822-827	Boris Grasu	Blacksmiths
827-832	Ilya Radu	Merchants
832-837	Stefan Torenescu	Scriveners
837-842	Paolo Callister ⁸	Moneychangers
842-847	Alexei Georgescu	Armourers
847-852	Tomas Vorloi ⁹	Mariners
852-857	Jud Ebonov ¹⁰	Merchants
857-862	Yuri Levenik ¹¹	Apothecaries
862-867	Vasile Torenescu	Scriveners
867-872	Ansel Page ¹²	Merchants
872-877	Titus Barbula ¹³	Scriveners
877-882	Fyodor Radu	Merchants
882-887	Ivan Levenik	Apothecaries
887-892	Grigory Torenescu	Scriveners
892-897	Samuil Torenescu ¹⁴	Moneychangers
897-900	Fyodor Radu ¹⁵	Merchants

⁷ Alexian Canpolocarius was a Thyatian scholar who was elected Prior in a further attempt to bring stability to the political structure of Marilenev after a particularly fraught leadership during the previous five years by Grygory Marilenev

⁸ Paolo Callister from Darokin served as Prior during a period of Guild conflict following accusations of malpractice exchanged by the powerful Radu and Torenescu clans.

⁹ The Thyatian trader, Tomas Vorloi, became leader at a time when disputes over port taxes threatened to hamper the city's trading power

¹⁰ Jud Ebonov, a merchant-prince of Minrothaddan, built on Tomas Vorloi's work to stabilise the arrangements for sea trade

¹¹ Yuri Levenik's appointment was initially contested by Radu Marilenev, the then head of the Marilenev clan who called himself "King", seeking to restore the clan's status. It was generally acknowledged that "King Radu" suffered delusions and he continued to make wild claims to rulership over the next 15 years, until his death in AC 872

¹² A Darokinian merchant

¹³ A Thyatian sage

¹⁴ Father of Emmett Torenescu; he warned the Council of potential Thyatian incursion but a faction (led by Fyodor Radu) dismissed the suggestion.

¹⁵ Fyodor Radu (father of Antonio) was the last of the ruling Priors; the Thyatian Invasion of AC900 introduced new rulers to Marilenev

**The Province of Traladara
(AC900-970)**

(see Table 4)

General Flavian Osteropolus led Thyatian forces into Traladara in AC 900. The city of Marilrnev was secured as the seat of regional government for the new Thyatian province, and the city gained a new name – Specularum.

Successive Thyatian Governors attempted to reduce the influence of the Guilds while endeavouring to strengthen Specularum’s position as a trade centre. Much effort went into rebuilding and improved defensive fortifications.

**The Grand Duchy of
Karameikos (AC970-present)**

(see Table 5)

In AC 970, Stefan Karameikos III traded his ancestral lands in Thyatis for the sovereignty of the Traladara. He had first learnt of the lands as a young boy. They had been described to him by his uncle, Stefan II, the Thyatian Governor-General of the province a quarter of a century earlier.

Declaring the region the Grand Duchy of Karameikos, Stefan III began a new era for what would become a bustling metropolis built up around the Mirror Bay

Table 4: Rulers of the capital of the Province of Traladara

AC 900-970 Specularum – capital of the Province of Traladara		
900	Flavian Osteropulos	Imperial Legate
901-906	Flavian Osteropulos	Governor General
907-918	Curtius Quadratus	Governor General
919-924	Elena Hassenberg	Governor General
925-936	Iulius Bassus	Governor General
937-942	Petronus Nasica	Governor General
943-948	Stefan Karameikos II	Governor General
949-954	Marcellus Lentulus	Governor General
955-960	Theophilus Regilius	Governor General
961-970	Belisarius Albinos	Governor General

Table 5: Rulers of Spevularum, caoital of the Grand Duchy of Karameilos

AC 970-current Grand Duchy of Karameikos		
970-current	Stefan Karameikos III	Grand Duke

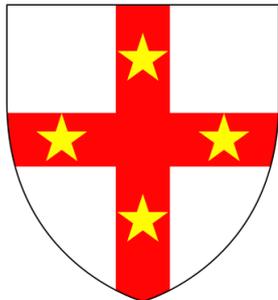
Machetos & Marilenev: Heirs & Heiresses

and other thoughts about the “Hidden Years”

by Allan Palmer

Author’s note:

Having re-read the article [“Karamaikos: The Hidden Years”](#) by Demetrios J. Sahlas from *Threshold* Magazine issue #1, I decided to chart the chronology by putting together a timeline for the various events described to get a few things straight in my mind.



Machetos

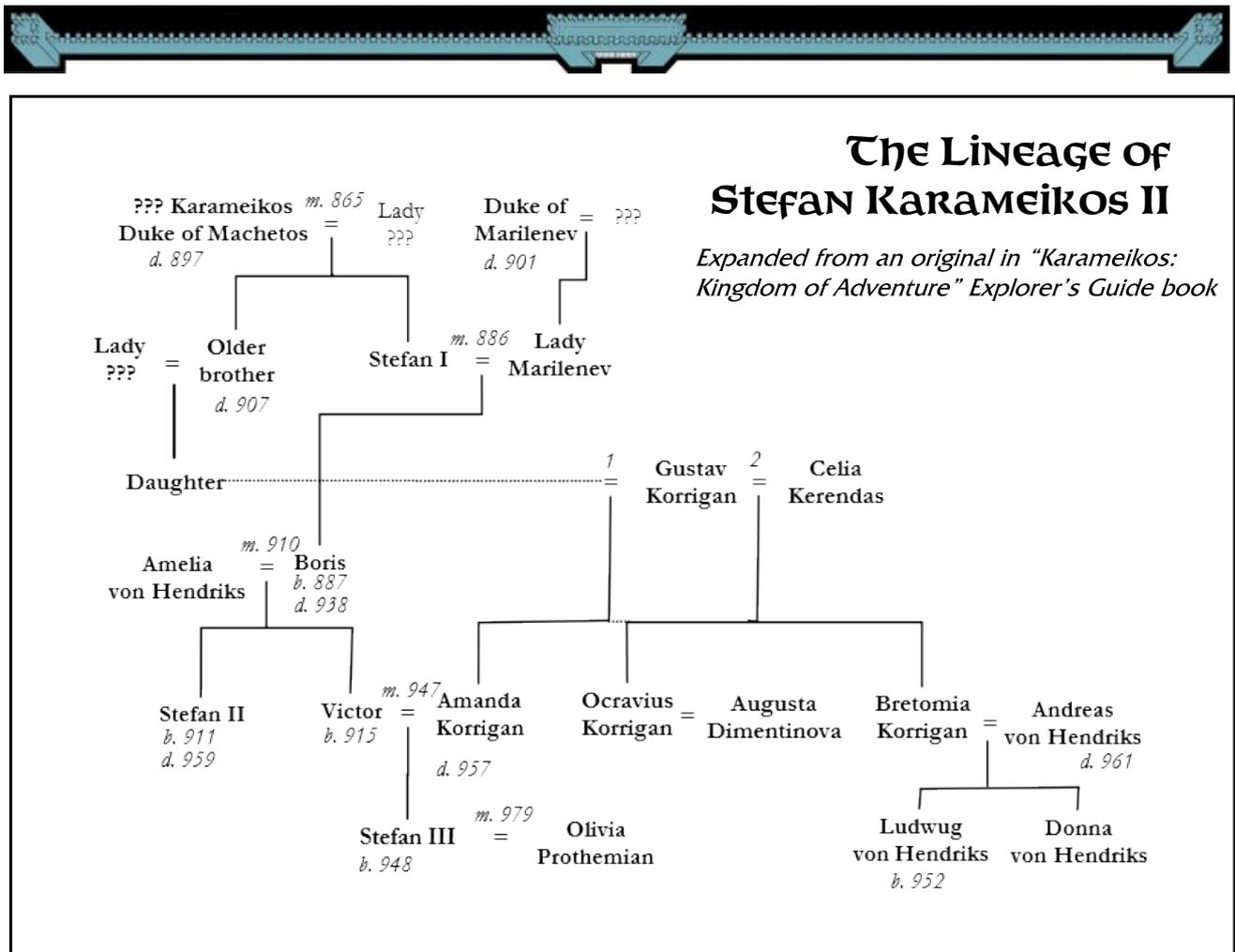


Marilenev

In the latter part of the 9th century AC, around 865 AC, the Duke of Machetos (a member of the Karamaikos family) had two sons. The younger son, Stefan (I), knew he was unlikely to inherit the ducal title. In 886 AC he married into the Marilenev clan, a prominent Traladaran family. The following year, a son (Boris) was born.

In 897 AC, on the death of his father, the Dukedom of Machetos passed to Stefan I’s older brother. Four years later, following the death of his father-in-law (the then Duke of Marilenev), Stefan I also rose to the rank of Duke. Stefan I was invested as the ruler of the Marilenev duchy in 901 AC on the occasion of the Thyatian emperor’s first official visit to Specularum in the year following the acquisition of Traladara by Thyatis. There was speculation that Stefan I’s connections via the Marilenev clan, that he had married into, had in some way assisted in the Thyatian invasion, and the Thyatian recognition of the ancient Marilenev Dukedom was repayment.

Stefan I’s older brother (the Duke of Machetos) died in 907 AC and the duchy passed to his only child, a daughter. The daughter soon married into the Korrigan family. Boris Karamaikos married Amelia von Hendriks in 910 AC. The following year their



first son, Stefan II, was born, followed by a second son, Victor, four years later.

In 931 AC Stefan I abdicated his position as Duke of Marilenev and retired to a monastery earning himself the soubriquet of “Stefan the Hermit”. Stefan I’s son, Boris Karameikos, assumed the vacated ducal position. Boris died in 938 AC and the position of Duke of Marilenev passed to his eldest son, Stefan II. Victor Karameikos married Amanda Korrigan, heiress to the Machetos estate, in 940 AC.

It appears from “*The Hidden Years*” that Victor became Duke of Machetos through his marriage. But the article also indicates that the daughter of Stefan I’s older brother

inherited the claim to the Machetos estate and married into the Korrigan family. She appears to be of the same generation as Gustav Korrigan (father of Victor's wife Amanda), judging from the family tree in “*Karamaikos: Kingdom of Adventure*”. So how did the title to the Machetos estate pass from Stefan I’s niece to Amanda? Gustav is shown married to Celia Kerendas in the family tree in *K:KoA*.

Is Celia actually Gustav's second wife? If Gustav’s first marriage was to Stefan I's niece, he would have gained access to the Machetos title by this route. Was Amanda Korrigan thus the daughter of Gustav and Stefan I's niece and Gustav passed the Machetos estate



Gustav Korrigan



Stefan Karameikos I

to her? Are Gustav's other children (Octavius and Bretonia) the progeny of his second marriage to Celia Kerendas?

In 943 AC Stefan II is appointed Governor-General of the Thyatian province of Traladara (This is from Giampaolo Agosta's partial listing of the Rulers of Specularum¹). Stefan II's tenure as the Governor-General in Specularum ends in 948 AC, and he takes up a position in Thyatis City. In the same year Stefan Karameikos III is born to Victor and Amanda in Machetos. While in 952 AC, Ludwig von Hendriks is born to Andreas von Hendriks and Bertonia Korrigan. *"The Hidden Years"* records that Bretomia introduced Ludwig and Stefan II at age 14. However canon text (in GAZ1 and *K:KoA*) indicate that Ludwig is younger. In GAZ1 page 42, Stefan III's birth year is stated as 948 AC, making him 52 in 1000 AC. Ludwig's description on page 58 of the same supplement states he is "nearly 50".

Victor Karameikos' wife, Amanda, dies in 957 AC. Stefan II visits his younger brother in Machetos to pay his condolences and meets

¹ ["List of Rulers of Specularum"](#) by Giampaolo Agosta, and see expanded article elsewhere in this issue of *Threshold Magazine*.

his nephew. The young Stefan learns of the land of Traladara from his uncle who regales him with stories of the wild lands. Stefan II was summoned back to Traladara to assist in the defence of Specularum from impending humanoid raids. With depleted military resources due to the concurrent Alphatian invasion of the Isle of Dawn, bloody battles ensue around Krakatos in Traladara during which Stefan II is slain (959 AC).

In the ensuing turmoil of Stefan II's death, Valor Marilenev (an uncle of Stefan II according to *"The Hidden Years"*) claims the position of Duke Marilenev. Andreas Von Hendriks, the Baron of Halag, attacks the Duchy of Marilenev. Von Hendriks was killed; his wife and son (Bertonia and Ludwig) escape to Thayatis. Around 964 AC Bertonia introduces Stefan III and Ludwig in Machetos.

The question here is: is Valor really an uncle of Stefan II? To be an uncle, Valor should be a sibling of Stefan II's father or mother. Stefan II's father, Boris, is of the Karameikos line, while his mother, Amanda, is of the Korrigan line. The Marilenev line connection to Stefan II goes back to his grandmother, "Lady Marilenev", who married Stefan I. So it seems Valor is descended from a sibling of Stefan I's wife. Thus Valor is more likely a cousin, but perhaps an "honorary uncle"? (This Valor Marilenev should not be confused with the leader of the Rebellion against Stefan III in 970 AC who was also named Valor Marilenev.)

Victor dies in 968 AC and young Stefan III inherits the Duchy of Machetos. Two years later (970 AC) Stefan III trades Machetos for the Traladara lands...

The Guilds of Specularum

by Giampaolo Agosta

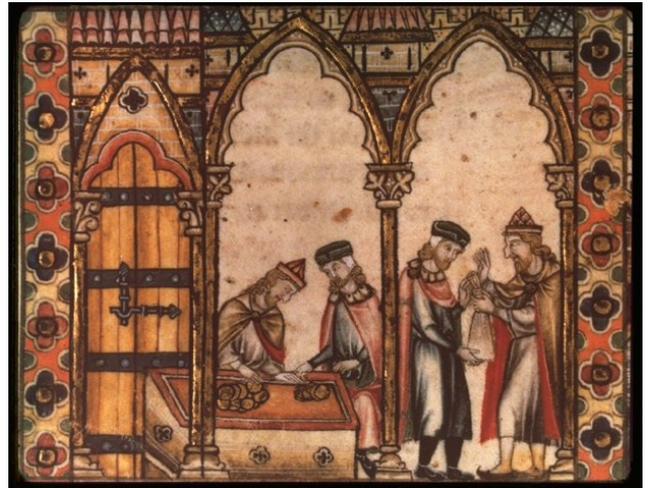


FROM
THE VAULTS
OF PANDIUS

TRADE GUILDS

Trade guilds are a long-standing tradition in Specularum. Six hundred years ago, the town, then Marilenev, saw its first rise to greatness as the capital of the Duchy of Marilenev, as well as being the location of the Diet of the Traladaran League. Marilenev was a trading town, acting as the hub of trade from Harbortown, New Alphatia and Thyatis to the Traladaran principalities along the Volaga, Shutturga and Waterolde rivers. Furs and hides have always been the major exports of Traladara, and in Marilenev the merchants and craftsmen that worked with furs and leathers formed the first guilds, the Merchants' Guild, the Leathersellers' Guild and the Skinners' Guild at the beginning of the 5th century AC. These first guilds mostly managed trade between Marilenev and Halavos, Volaga, Lugsid and Vaion, while foreign merchants from Thyatis and the Isles of Dread handled sea-based trade.

After the foundation of Minrothad, and the Fourth Traladaran War of 493 AC, the increasing presence of foreigners and Traladarans from different principalities led to the formation of the Moneychangers' Guild. The Scriveners' Guild was also formed to represent a new class of Thyatian-trained



Artist's depiction of early Moneychangers' Guild (c. beginning of 6th century AC)

professionals who could read and write the Thyatian language, and were needed to prepare contracts, as well as to record the proceedings of the Diet of the Traladaran League. The Armourers' Guild developed during the Traladaran Wars, and was formally chartered at the same time as the Moneychangers' Guild.

In the next century, several other trade guilds (Bakers, Apothecaries, Blacksmiths, Carpenters, Brewers, Butchers and Grocers) were formed, called minor guilds to distinguish them from the more powerful guilds.

During the first decade of the 7th century AC, the dissolution of the Traladaran League caused a major loss of political power to Marilenev. Duke Alexandr was unable to cope with the social changes imposed by this event. The anti-ducal faction within the Merchants' and Scriveners' Guilds took the upper hand. With large financing from the Moneychangers, the Guilds enacted a bloody revolution. The Duke was deposed and beheaded, and the major Guilds (Merchants, Scriveners, Moneychangers, Skinners, Leathersellers and Armourers) declared their Guildmasters (or Priors) as the Town Council of Marilenev.

The Town Council, or Priorate, was the executive board of the City-state's government with a number of elective boards and councils that acted as legislative offices. Each Guild had full judiciary and legislative power for what concerned their own members, and boards composed of members of the various guilds served as juries when members of different guilds were involved in a dispute. The City-State oligarchic system lasted up to the Thyatian conquest in 900 AC.

The political system during the era of the City-state was not especially stable, however, and the Priors (often from the Radu or Torenescu families) were sometimes replaced with foreign governors (usually Minrothaddans, Darokinians or Thyatians) who were supposed to guarantee a less biased rule than the locals. These substitutions usually happened when the major guilds were weaker, and the minor guilds stronger.

In 681 AC, the threat of war led the town government to undertake a program of

fortification of the city. The increased power of the masons and bricklayers allowed them to obtain a charter for their own guild.

The Vampire Wars of the 8th century threw the Skinners and Leathersellers guild in a crisis, as the trade with northern nations was halved. These guilds lost their major guild status and the Dyers and Tailors were able to form independent guilds. On the other hand, Marilenev had to rely more on sea-based trade, developing its own merchant fleet – which led to the formation of the Mariners' Guild. Moreover, the increased availability of exotic spices and herbs from Sind, Ochalea and other remote regions (via the Ierendian, Minrothaddan and Thyatian merchants) gave a huge increase in power to the Apothecaries' Guild, which moved among the major guilds.

After the plague in 802 AC, several dwarves of the Syrklist clan settled in Marilenev. These dwarves used their skills and their contacts with the Stronghollow clan of Highforge and the dwarven merchants in Thyatis to start a successful goldsmith trade. Unfortunately, the Moneychangers' Guild, which legally regulated not only the moneychangers and moneylenders, but also the jewellers, goldsmiths and silversmiths, set heavy measures against the dwarven craftsmen.

The Thyatian conquest of AC900 removed most political power from the Guilds through the implementation of various decrees designed to reduce the potential danger posed by Guild influence. The division between major and minor guilds remained, but was not as politically important as in the City-State times.

In 902 AC, after the Thyatian conquest, the dwarven faction within the Moneychangers' Guild petitioned the Thyatian governor to establish a new Goldsmiths' Guild - a petition which was quickly granted by the Thyatians, who wanted to divide the guilds as much as possible. Another Thyatian decree aimed at reducing the danger posed by the guilds was the division of the Armourers' Guild in three sub-guilds, forming first the Bowyers' Guild and then the Cutlers' Guild. The Armourers' Guild was also reduced to the status of minor guild.

A last governor's decree in 926 AC allowed the formation of three more guilds, Innholders', Vintners' and Fishmongers', and extended the authority of the guilds from the city of Specularum to the entire Province of Traladara. The Vintners' Guild was a small and entirely Thyatian dominated guild, while the Fishmongers' Guild appealed to the smaller towns of Traladara, allowing them some representation in the government - traditionally, the guildmaster of this guild is never a Specularum native.

On his acquisition of the Traladaran lands in 970 AC, Duke Stefan Karameikos confirmed the existing Guilds, but allowed his friend Teldon to form a small Magicians' Guild. This guild is considered a major guild, even though its economic power is minimal. Ten years later, Stefan chartered the Loggers' Guild and the Hunters' Guild to help regulate the exploitation of the forests of Karameikos.

GUILD POLITICS

In modern Specularum, the guilds play an important economic role, regulating trade and professional activities. Therefore, they can still exert some political powers, and the various factions have close ties with several of the guilds, often dating back to the times of the City-State or the Thyatian provincial government.

The Radu faction

The Radu were one of the first mercantile families to reach an aristocratic status. The Prior of the Merchants' Guild who led the rebellion against Duke Alexandr Marilenev was a Radu, Petros.

The Radu family has kept control of the Merchants' Guild for much of its history. Thanks to the family's connection to the Veiled Society as well as the guild's power as the regulating body of trade, the Radu group was able to also attract the Apothecaries, Grocers and Tailors to its faction. After the Thyatian conquest, the Armourers and Leathersellers have also joined this faction.

The Torenescu faction

The Torenescu family and its allies have controlled both the Scriveners and the Moneychangers guilds for a long time. Thus, they control many government and administrative officers, as well as the availability of (legal) loans. Unfortunately, the Veiled Society runs a successful illegal money lending racket, which cuts into the Torenescu profits.

Several traditionally Traladaran minor guilds have allied with the Torenescu faction, including the Bricklayers, Skinners, Blacksmiths and Butchers.

The Marilenev faction

The Marilenev family has lost most of its support, though two of the older minor guilds, the Brewers and Bakers, still support this faction.

The Fishmongers are another matter - many of their adherents are not residents of Specularum, and the guild is traditionally not involved in the city politics. They are, however, the loudest opponents of the Thyatian rule, and especially of the Black Eagle Baron. Since the Duke does not listen to their complaints, they have lost faith in a pacific solution. Thus, their leaders plot with Magda Marilenev, while still trying to advance their agenda through the Karameikan bureaucracy.

The Vorloi faction

The Vorloi family has been able to counter the economic power of the Traladaran guilds, gathering around the family business some guilds that are traditionally associated with the Thyatian rulers, such as the Vintners and the Goldsmith, as well as those primarily oriented to sea trade, including the Mariners and Carpenters.

This faction is closely allied with the Karameikos ruling family, but is more interested in advancing its own economic interests than the New Karameikan ideals.

The Karameikos faction

A group of newer guilds, led by the Loggers and Magicians, supports explicitly the ideals of a New Karameikos espoused by the Duke. These guilds favour equality between Traladarans and Thyatians - and even foreign traders.

The Innholders have joined this faction due to their varied membership, which includes many Hin, some Dwarves and several former adventurers, while the Cutlers and Dyers mostly value the increased profits brought to their members by the presence of an independent government.

Neutrals and Independents

The Hunters' Guild was chartered by Duke Stefan on a proposal by the Lord Forester and the Lord Seneschal to regulate hunting activities in the forests of Karameikos. Its purpose is to keep track of active hunters to minimise losses of life and ensure that taxes are properly paid to the crown. However, the current guildmaster has moved the guild from a pro-ducal stance to a more neutral position, since he is more interested in the profits than in the ideals.

The Bowyers' Guild was one of the branches of the Armourers' Guild that were made independent during the initial stages of the Thyatian occupation. This guild maintains an extremely professional stance, and does not take part in politics.

Table: The Trade Guilds of Specularum

Guild	Founding	Faction in AC 1000
Merchants' Guild	ca. 400 AC	Radu
Skinner's Guild ¹	ca. 400 AC	Torenescu
Leathersellers' Guild ²	ca. 400 AC	Radu
Moneychangers' Guild	493 AC	Torenescu
Armourers' Guild ³	493 AC	Radu
Scriveners' Guild	494 AC	Torenescu
Bakers' Guild	6th century AC	Marilenev
Apothecaries' Guild	6th century AC	Radu
Blacksmiths' Guild	6th century AC	Torenescu
Carpenters' Guild	6th century AC	Vorloi
Brewers' Guild	6th century AC	Marilenev
Butchers' Guild	6th century AC	Torenescu
Grocers' Guild	6th century AC	Radu
Bricklayers' Guild	681 AC	Torenescu
Dyers' Guild	8th century AC	Radu
Tailors' Guild	8th century AC	Radu
Mariners' Guild	8th century AC	Vorloi
Goldsmiths' Guild	902 AC	Vorloi
Bowyers' Guild	903 AC	Neutral
Cutlers' Guild	906 AC	Radu
Vintners' Guild	926 AC	Vorloi
Fishmongers' Guild	926 AC	Marilenev
Innholders' Guild	926 AC	Karameikos
Magicians' Guild	970 AC	Karameikos
Loggers' Guild	980 AC	Karameikos
Hunters' Guild	980 AC	Neutral

¹ Was a Major Guild until 725 AC

² Was a Major Guild until 725 AC

³ Was a Major Guild until 903 AC

THE MAJOR GUILDS

Magicians' Guild

Guildmaster: Archmage Teldon
Faction: Karameikos
Affiliated trades: Magic Users

One of the smallest guilds, the Magicians' Guild has only existed since the foundation of the Grand Duchy. Its goal is to regulate the teaching and use of magic in Karameikos. While magic users are not required by law to belong to the guild, guild regulations forbid the exchange of magical knowledge with non-members. Specifically, only Masters are allowed to teach spells and spellcasting techniques, thus ensuring both the quality levels of the education provided by the guild and the respect of requirements from the students. The Magicians' Guild agrees with the Church of Karameikos in discouraging the traditional Traladaran divinatory practices, which it considers devoid of scientific value.

Apprentices and medium-ranking members (Journeymen and Magicians) make up the larger part of the guild, which has currently only four masters, including Teldon - five if Kavorquian Penhaligon is still alive.

In addition to its magical services, the guild also offers public access to the non-magical section of its library. The library is located in a low building near the Guildhall, in the South End district of Specularum.

Merchants' Guild

Guildmaster: Anton Radu
Faction: Radu
Affiliated trades: import/export and wholesale merchants

One of the oldest and more powerful of the guilds, the Merchants' Guild controls wholesale trade, both domestic and import/export. While this guild lost much of its official power with the Thyatian conquest, it still retains control over a large fraction of the Traladaran merchants, and uses it to boycott the Thyatian merchants of the Vorloi faction.

The Radu family has been part of the Guild since its foundation, and has provided one third of its Guildmasters over the last five hundred years. Other allied families, like the Kaison and Calihar, hold seats in the Masters' Council, providing the Radu a secure majority in all guild decisions.

The Merchants' Guild also organises caravans and mercantile shipping by pooling the resources of its associates. Thus, it often recruits mercenary guards for its caravans and ships.



Merchant trade at Mirror Bay dockside

MONEYCHANGERS' Guild

Guildmaster: Ioan Azuros

Faction: Torenescu

Affiliated trades: moneychangers, moneylenders, pawnbrokers

The Moneychangers' Guild rallies all bankers and pawnbrokers in Specularum. The guild membership is clearly divided into two levels: the small time pawnbrokers and moneylenders, and the *magnates*, powerful bankers and investors who vie with the Merchants' Guild for control over the Karameikan economy. This division can also be seen in the ranking system, which differs from the typical apprentice, journeyman, master structure of the other guilds: the Moneychangers begin their training as *apprentices*, then move either directly to the *master* rank, if they are associated to an existing master's business or have the means to buy into the rank (and therefore also to open a large scale business), or to the *agent* rank.

Agents are independent guild members of lesser status, generally working in the poorer districts of Specularum or in the countryside as moneylenders and pawnbrokers.

The Guild is ruled by a Guildmaster, currently Ioan Azuros, the maternal uncle of Alexander Torenescu, assisted by a council of six Wardens. Two Wardens are elected by the members from the Hill district, and one each from the Merchant, Bricktop, and Stronghold districts. The last Warden is elected from the Agents. The Wardens' Council meets in the Guildhall, located in the Hill district, within Torenescu territory.

Currently, the Guild is closely allied with the Torenescu faction, and is pouring a lot of money into the feud with the Radu and Vorloi. However, the agents are getting the worst damage from the feud, as they are more exposed to the Veiled Society thugs. Thus, there is a growing unrest in the guild, which might lead to an attempt by the agents to get their own guild or at least to depose Guildmaster Azuros. The Guildmaster is considering hiring adventurers to put an end to the Veiled Society's arson endeavours and racketeering.

Goldsmiths' Guild

Guildmaster: Thorur Silverbeard the Younger, son of Thoric of the Syrklist

Faction: Vorloi

Affiliated trades: goldsmiths, jewellers, silversmiths

A bitter enemy of the Moneychangers' Guild, the Goldsmiths' Guild is formed not only of goldsmiths, but also of jewellers and silversmiths. The current Guildmaster is Thorur Silverbeard the Younger, son of Thoric of the Syrklist. Dwarves, mostly from the Syrklist, Buhrohur and Stronghollow clans, form one third of the membership. The other members are equally divided between Traladarans and Thyatians, with a few Highforge gnomes, Hin, and Ierendians.

The guild is organised in the three traditional levels, and access to each level is strictly dependent on professional ability - there are no honorary or non-practicing members. The members of the master rank form the Guild council, and elect the Guildmaster. The Guildmaster position lasts for life or until



Goldsmith's workshop

retirement (the guild provides support for retired members). Thorur Silverbeard, the current leader, is the grandson of the first Grandmaster (Thorur Silverbeard the Elder). The Silverbeards always supported the Thyatian governors, and now they are allied with the Vorloi, as they see Duke Stefan as too lenient with the Traladaran gangs, whom they consider responsible for most of the crime in Specularum.

SCRIVENERS' GUILD

Guildmaster: Simeon Torenescu

Faction: Torenescu

Affiliated trades: public notaries, scribes, heralds, judges, clerks, teachers, lawyers

The Scriveners' Guild collects the intelligentsia of Specularum, including the government officials, the public notaries and the judges, as well as a less powerful class of scribes and clerks.

Like several other Guilds, this one is ruled by a Guildmaster assisted by six Consuls. Since the various professional activities represented by the guild have strictly separated careers and requirements, and are all incompatible with each other (thus a notary cannot serve as judge, and vice versa), the Consuls are selected to represent the more important groups: three Consuls for the public notaries, two for the judges and lawyers, and one for the heralds. Scribes, teachers and clerks are not full guild members, and thus do not receive representation on the council.

Contrary to most other guilds, the Scriveners' Guild does not have apprentice or master ranks. Once a member is admitted, he is either an *associate* or a *full guildsman*. Admission is based on strict requirements: aspirant judges and lawyers must hold a doctoral degree in Law from the Imperial Academy in Thyatis or the University of al-Azrad in Selenica. All other aspirants must pass a series of exams, including a first one that is common to all, and verifies the aspirants' ability to read and write Thyatian and Traladaran. Associate members (scribes,



A meeting of the Scriveners' Guild consulate

teachers, and clerks) are only required to pass this first exam, while full members must pass two more exams on professional topics. These latter exams are presided over by the College of Consuls, and all exams are open to all full guildsmen who care to take part as examiners (a minimum of four examiners is always required). Clerics and Paladins are never accepted as members, since they would not guarantee the professional neutrality required of judges and notaries.

Most ministers in the government of Karameikan are chartered notaries of this guild, and Lord Valdo Tisza is one of the current Consuls. Currently, the guild has 300 notary members, 40 judges and lawyers, 30 heralds, and 1200 associate members.

In addition to the professional services of its members, the guild also offers public access to its library, where aspirants can consult the books needed to prepare their exams. Thus, the Scriveners' Guildhall, in Bricktop Road on the edge of the Grand Market, is the major hub of intellectual life in Specularum, as well as the theatre of nightly brawls between opposed factions of youths.

Apothecaries' Guild

Guildmaster: Dimitri Levinik

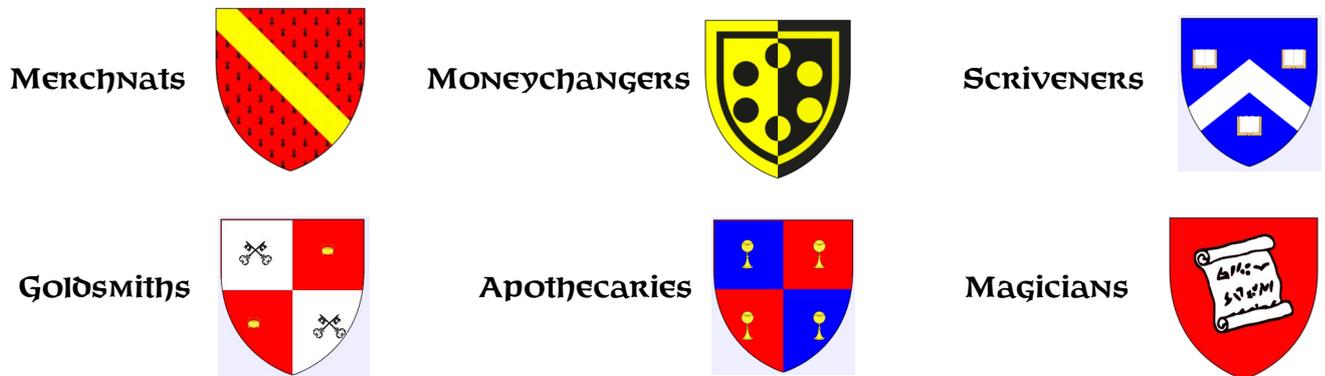
Faction: Radu

Affiliated trades: apothecaries, alchemists, general retailers, physicians, painters, barbers, glassworkers, cartographers, papermakers

The Apothecaries' Guild is a composite association that collects not only apothecaries, alchemists and physicians, but also other technical or artistic professions such as painters, glassworkers, cartographers and paper and parchment makers. Barbers are also associated to this guild, as they perform small surgery, dental extractions, and bloodletting. General retailers are also associated to this guild, though as lesser members.

Admission is free for the children of guild members, while others must pay 60 royals if they are born in Specularum, 120 otherwise. Once admitted, the new member starts as an apprentice. Apprenticeship lasts a very long time (10 to 15 years) for most members, except general retailers - who, on the other hand, cannot reach the rank of master.

Marks of the Major Guilds



Members of Minor Guilds
as identified by Ville Lahde

Kantianos,
Master of the Dyers' Guild

About 50 years old, grey hair has been dyed black, but usually some grey roots are visible. He wears skilfully dyed clothes as a sort of advertisement for the guild. His arms are permanently dyed grey-brown up to his elbows due to years of dyeing. Even though he is a Thyatian, he always treats Traladarans equally.

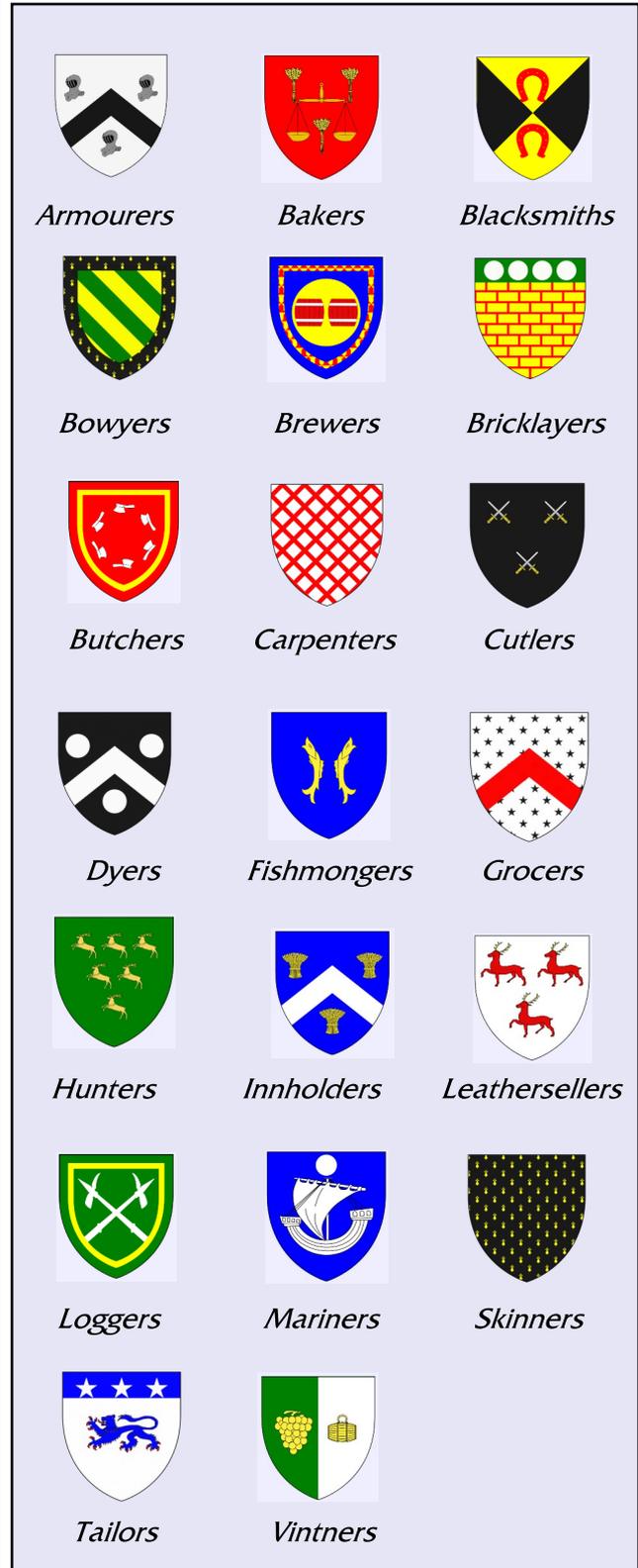
Malev,
Storemaster of the Dyers' Guild

Middle aged Traladaran man of uncertain descent and age, he rules supreme over the storehouse of the guild. He knows instinctively where everything is. He is virile and energetic, speaks very loudly, and is fond of Ylari coffee - so much that he usually just munches on the roasted beans.

Findilius,
Master of the Tailors' Guild

For a guildmaster Findilius is surprisingly young, and he even has the rank of a court lord. He tends to dress in Darokinian finery of the latest fashion and uses perfumes. His behaviour towards commoners is condescending.

Marks of the Minor Guilds



Specularum Population Numbers

by Allan Palmer
and Giampaolo Agosta

The last accurate census of Specularum's population was taken in AC 985¹; at that time the city was home to about 50,000 inhabitants. Recent work by members of the Scriveners' Guild has estimated the current population (in 1000 AC) to total approximately 62,500². Based on their observations and calculations, the Guild has tabulated the breakdown of the city's population by district and race as shown in the accompanying tables. Note that these figures are estimates, largely at the District level with calculated percentages of the racial breakdown.

From the figures compiled by the Guild, 61% of city's inhabitants are of Traladaran origin, residing primarily in the Old Quarter, the Nest and South End districts, but also with significant numbers in North End, the Merchant District and Bricktop. Thyatians form about 12% of the population and mainly reside in the Merchant District, Bricktop, North End, South End and Church District.

¹ As indicated by GAZ1: "*The Grand Duchy of Karameikos*" pg.36; the text also states that the population figure is "...certainly greater now".

² This estimate for the AC 1000 population level also takes account of the figure of 70,000 given in "*Karameikos: Kingdom of Adventure*" (Explorers' Guide pg 10) for the year AC 1010 - suggesting a net increase of 20,000 over a 25 year period..

Perhaps surprisingly, the number of "New Karameikans" represents about 14% of the citizenry. This group are those of mixed Traladaran/Thyatian heritage. While some arose during the previous decades of Thyatian Occupation, it is since Duke Stefan took leadership of the nation that significant growth (and openness) in Traladaran/Thyatian integration has prevailed, and it is through this new generation that they have been dubbed "New Karameikans". These mixed-heritage inhabitants tend to be found in the same city districts as their Thyatian brethren.

All other races total to approximately 13% of the city's denizens; about the same number as each of the Thyatian and New Karameikan groups. This category is made up largely of dwarves, hin, Darokinians, Ierendians and Minrothaddans in more or less equal numbers. The majority of these races take residence in the Foreign Quarter and Traders Corridor districts. Although it should be noted that the numbers here are quite volatile due to the ongoing travels of non-natives to and from other nations of the Known World.

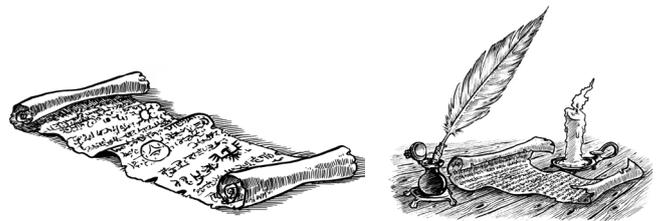


Table 1: Estimated population by District:

City District/Race	Traladara	New Karameikan	Thyatian	Other	Totals
The Nest	9700	300	0	0	10000
Old Quarter	11875	625	0	0	12500
South End	8950	1850	1177	23	12000
Stronghold	960	96	144	0	1200
The Hill	672	176	704	48	1600
Merchant District	1900	2000	1750	350	6000
North End	2500	1250	1200	50	5000
Bricktop	1156	1010	1224	10	3400
Church District	95	1240	1150	15	2500
Foreign Quarter	280	0	140	6580	7000
Traders Corridor	130	0	0	1170	1300
Total	38218	8547	7489	8246	62500

Note that while the Scriveners' Guild calculations result in a value of zero for some races in some districts, there may be a handful of these races present in the relevant districts' these are calculations, not exact census counts.

Table 2:
Estimated breakdown of of minor racial groups in Specularum. The majority reside in Traders' Corridor and the Foreign Quarter

Dwarves	1722
Hin	1715
Darokimians	1595
Ierendians	1249
Minrothaddans	1232
Elves	478
Ylari	212
Other	43
Total	8246

Walking the Wards - the Neighbourhoods of Specularum

FROM the
Mystara
FORUM at 

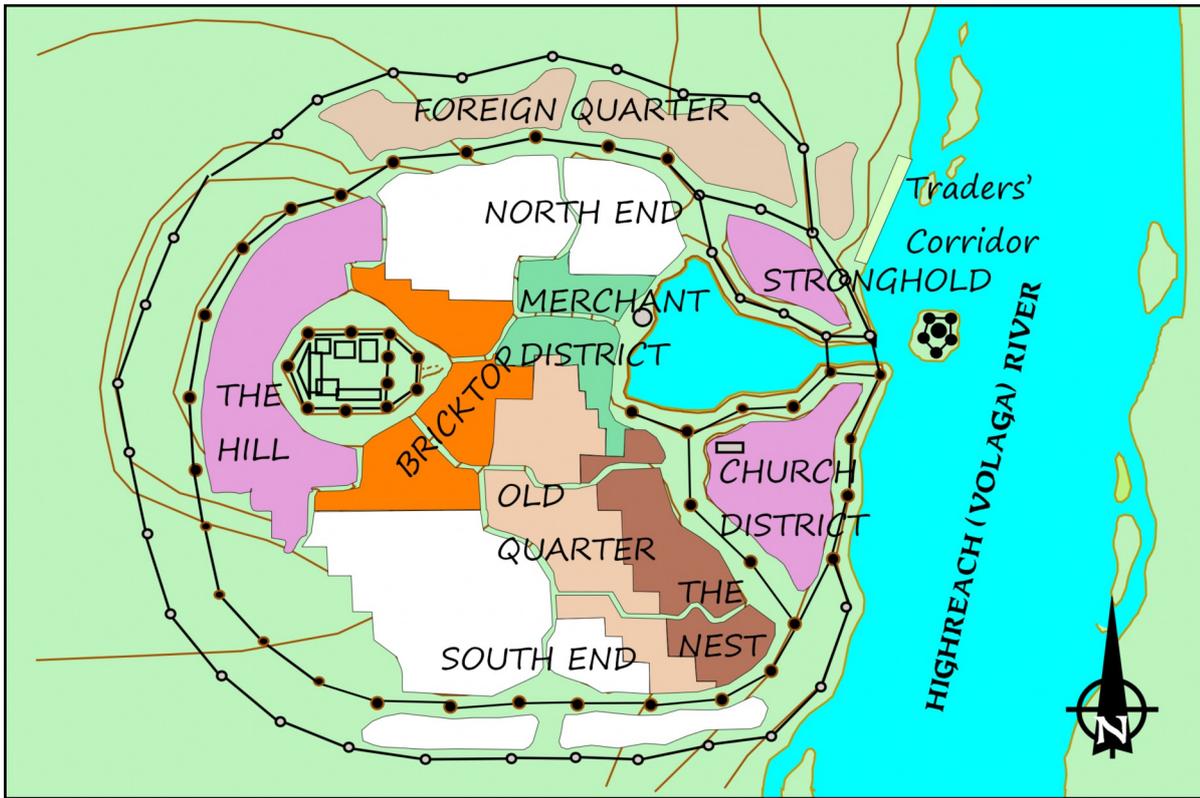
by Giampaolo Agosta
and Allan Palmer

Specularum stands on the west bank of the Highreach River, just over 10 miles from where the river flows into the Sea of Dread. Within the city's defensive walls, it is a vast metropolis reflecting its importance as a trade port, filled with noise from its bustling populace. As seen in the article "History of Specularum" in this issue of *Threshold Magazine*, a number of distinct areas have developed within Specularum over the past centuries. While some districts remain relatively pristine, the newly arrived visitor will see many areas as dirty, full of the dust and debris arising from a multitude of activities.

Most of the city's streets are earthen, although the major thoroughfares are made up of paved stone. Unwary visitors may fall foul (in more ways than one) of the small trenches that run down the middle of many streets - this is the city's sanitation system that drains into haphazard and ill-maintained sewers below ground. Around the Duke's Stronghold and running into the Hill and Bricktop districts the pathways are constructed of brick (produced locally) resulting in a major contrast to the narrower and twisting arteries in the older quarters of the city.

For the most part, the buildings that are found along the streets are built of wood and/or brick. They are generally single, two or three stories in height. Often, use is made of the roof space as additional living or working areas. Many tradesmen and shopkeepers will have their business premises on the ground floor of their property, with the upper levels used for family living. Some properties may also benefit from a cellar beneath street level. There some taller buildings, often newer ones made of stone (on the ground floor level at least) that rise above the bulk of the city's structures. But even in the older sections of the city, over the decades enterprising individuals have found ways to overcome the lack of ground space by extending their buildings upwards.

There now follow descriptions of the city districts in more detail, exploring their histories and outlining what present day adventurers may find in their wanderings. Enjoy your visit, but be careful - you never know who (or what) you might encounter!



An overview of the city districts in AC 1000:

There are four upper class districts:

HILL DISTRICT: The centre of the political life, home of "old guard" Traladaran nobility, plus the ambassadors and rich Thyatians.

BRICKTOP: New Karameikan upper and middle class district: and the administrative centre of government.

STRONGHOLD: The home of the old Traladaran mercantile elite, almost a separate enclave

CHURCH DISTRICT: A Thyatian upper class ward, with the obvious church influence. Here the conservative Thyatian faction is strongest.

The five middle and lower class districts:

NORTH END: the seafaring quarter and where many adventurers can be found in a mixed population of many New Karameikans and Thyatians.

SOUTH END: Primarily a labourers quarter with a mostly Traladaran population; a sleeper ward with little political activity.

OLD QUARTER: A colourful old Traladaran quarter, with almost no Thyatian presence and few New Karameikans.

THE NEST: Core of the criminal underground and Traladaran resistance. ns. The **MERCHANT DISTRICT** has a mostly middle-class population of craftsmen and small-time merchants.

And then there are the **FOREIGN QUARTER** and **TRADER'S CORRIDOR**, both well defined by their position or population.

THE HILL DISTRICT

The Hill District straddles the western slopes of “The Hill” – the tallest of the hillocks that surround Mirror Bay, the city’s natural harbour. In ancient times, a Fomorian homestead was built on the summit. When the original wooden fort was transformed into a stone fortress, slave camps and work compounds spread across the hillock. Later, during the Nithian reign, another generation of labourers built a massive tomb on the remains of the earlier fortress. Once the tomb was complete, all the surrounding structures were levelled to the ground. Rumours persist that there is at least one secret tunnel running from the depths of the tomb under the slopes to a concealed entrance beyond the old worksite.

After the departure of the Nithians, the tomb fell into disrepair, with only its top half showing above the ground. The slopes began to be used as grazing land by farmers. It is not until the first century AC, when Marilenev grew and prospered as the major trade centre of Traladara, that a new palace was built on the Hill as a seat of power for the newly created Banate of Marilenev. The ground level remains of the old Nithian tomb were demolished in the process. Various buildings were erected on the Hill during subsequent centuries.

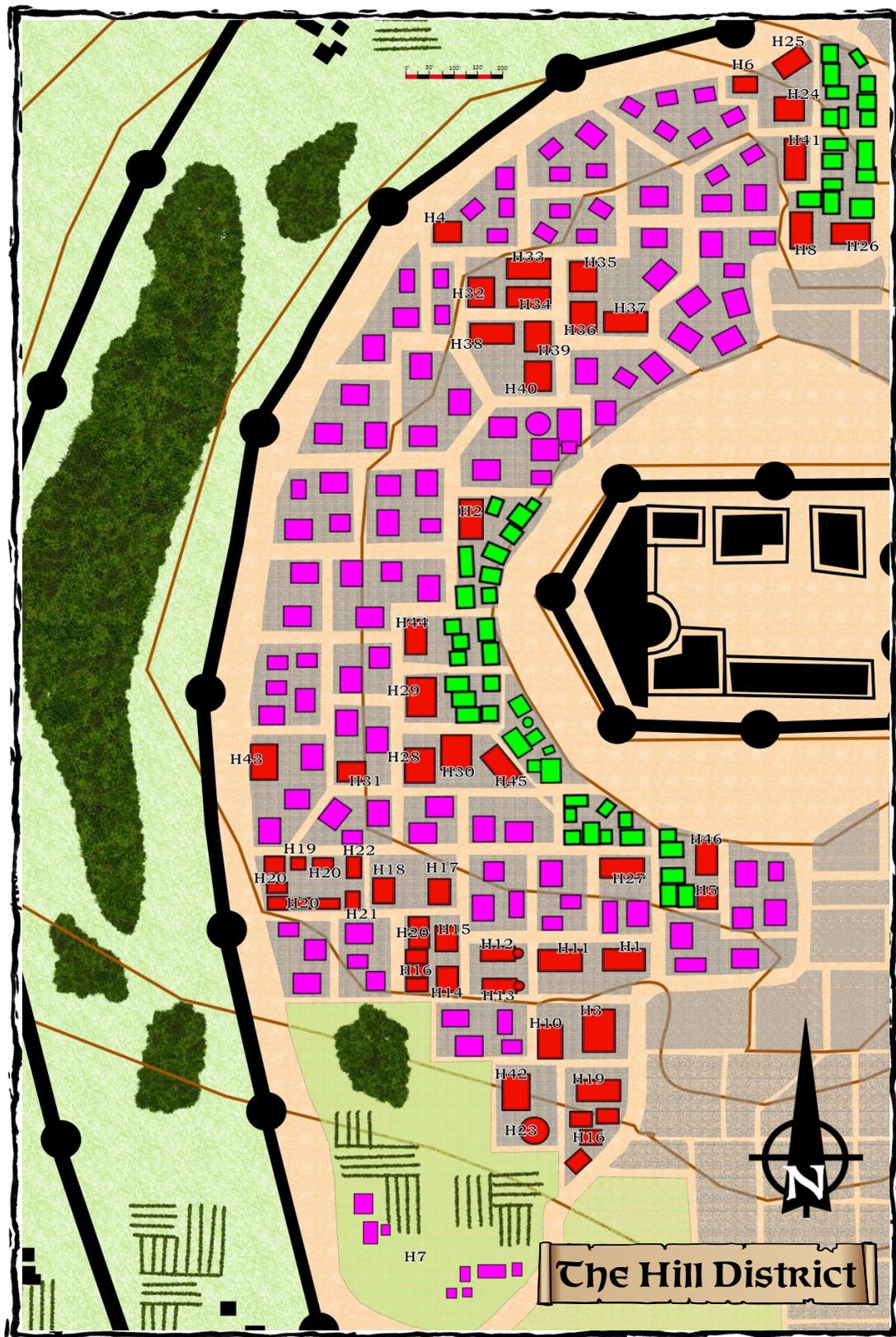
Following the arrival of the Thyatians in AC 900, the Hill area changed significantly. A new castle to house the Provincial Governor was built on the site of the former Marilenev palace. The older buildings on the slopes were levelled and new residences erected in the style of the Thyatian upper class who sought to live in close proximity to the

Governor, along with prominent Traladarans who pledged support to their new rulers. With the formation of the Grand Duchy of Karameikos in AC 970, portions of the Governor’s Palace were rebuilt to provide a stronghold for Duke Stefan.

By AC 1000, The Hill is the posh area of town - the streets are all brick and it is broken up into numerous small walled estates. These estates belong to many of the more powerful citizens. Two of the major Guilds have their headquarters here. There are the embassies of the foreign powers that Duke Stefan has initiated diplomatic relations with. The residents of the district are served by two markets that provide goods of both a higher quality and of a more exotic and wider range than might be found “down town”.

Unless they have been invited (or perhaps their visit is of a more clandestine nature), adventurers will not normally spend time on The Hill. Many adventurers may find themselves feeling awkward and out of place in the elite surroundings, others may fit in easily due to their background prior to their current career. But the Masters of the Moneychangers’ and Goldsmiths’ Guilds may have certain missions requiring the expertise of an adventurer to succeed. A wealthy noble may require a special item obtained or retrieved. A foreign embassy might find it more politic to employ an independent group to undertake a task which might ruffle another nation’s feathers.

The Torenescu clan, once a powerful faction controlling the everyday business of the city, still has a great deal of political influence and discreet control on “The Hill”. The family wants to return to its former glory and is biding its time.



The Hill District

Motto: “Over all things I stand”

Colours: Black and white

Device:

Per chevron wavy Sable and Argent, three towers countercharged. Originally, the Hill was blazoned “Sable a mount argent in base”. The towers were added after its company defended Marilenev in the Traladaran Wars.

Patron: Petra



Key to locations in the Hill District

H1	Moneychangers' Guildhall	H24	Karameikan Road Lodge
H2	Goldsmiths' Guildhall	H25	Lodge Stables
H3	Torenescu Manor & Plaza	H26	Sword & Shield Tavern
H4	Ergal's residence	H27	Nobles Bath House
H5	Akatrina the Painter	H28	District Revenue Office
H6	Old Church of Thyatis Columbarium	H29	District Court House
H7	Hill Graveyard	H31	Church of St Moira the Pure
H8	Capital Armorer	H32	Darokinian Embassy (DDC)
H9	Ebonov House	H33	Glantrian Embassy
H10	House of Emmet	H34	Rockhome Embassy
H11	House of Samasus	H35	Alfheim Embassy
H12	Garvil's Manor	H36	Thyatian Embassy
H13	Dragos' Manor	H37	Ylari Embassy
H14	Boris' House	H38	Ierendi Embassy
H15	Sergei's House	H39	Minrothad Embassy
H16	Torenescu Warehouse	H40	Five Shires Embassy
H17	Stephano's House	H41	Hillside Bath House
H18	Nichola's House	H42	Torenescu Stables
H19	Lord Dimitrios' House	H43	Parkside Stables
H20	Torenescu Clan houses	H44	The Merciful Axe Tavern
H21	Simion's House	H45	The Unarmed Angel Tavern
H22	Torenescu Guest House	H46	Hillside Tavern
H23	Granary		

Notable Locales in the Hill District

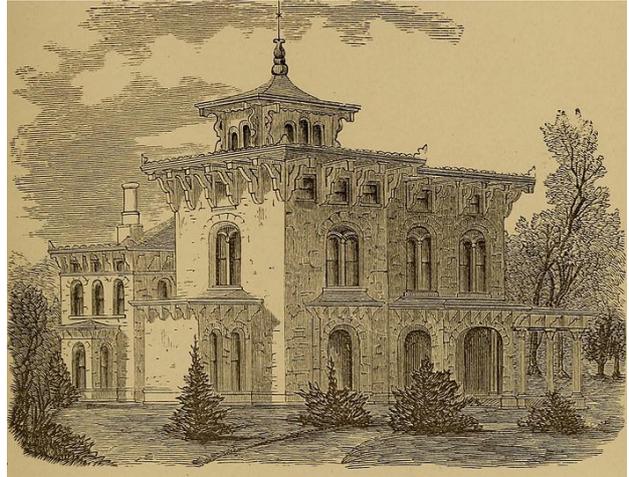
GOLDSMITHS' GUILDHALL (H2)

The Guildhall, a dwarven-designed palace, is found in the Hill Market district, right outside of the walls of Duke Stefan's castle. It is rumoured that underground dungeons hold secret vaults where the gold reserves of the guild are stored.

MONEYCHANGERS' GUILDHALL (H1)

The Wardens' Council of the Moneychangers' Guild meets in its Guildhall, located in the Hill district, within Torenescu territory. It is a square building in rusticated stone with large, arched windows, built to show the power and wealth of the guild. The present building dates back to the last century, before the Thyatian conquest. At that time, the Moneychangers were at the peak of their power, holding the balance of power between the merchants and the landowners. Their original hall - a venerable building dating back to the times before the foundation of the Guild - was in the area that is now the Bricktop district.

To show their power and wealth, the Guildmaster of that time, an ancestor of Emmet Torenescu, persuaded the Wardens' Council to build a new, majestic hall, hiring a foreign architect - a Glantrian expatriate who designed a massive, square building, fully covered in rusticated stone (thought to be showy but elegant in Glantrian architecture), with large windows opening on the two upper stories to give light to the



Early concept art for Moneychangers' Guildhall; from Guild archives

inner rooms. The original plans included four bronze-covered turrets, but the design was considered extravagant by the Wardens and the turrets were removed.

In recent times, the somewhat dwindling fortunes of the Guild - with the creation of a Thyatian-aligned competitor in the Goldsmiths' Guild, the major heist single-handedly accomplished by Annius Helianthus and the run-ins with the Veiled Society - have led to decreased maintenance and increased security. About 15 years ago the Warden' Council voted the purchase of guardian constructs from Glantri, which are said to guard the lower vaults where the Moneychangers' Guild gold reserves are held. A large contingent of private guards is also present to deter thieves and Veiled Society assassins.

The Guildhall also includes an archive, offices for the Wardens, the Guildmaster and other guild officials, and meeting rooms. There is also a renowned ballroom on the first floor, where an annual ball is held to celebrate new magnates of the guild.

The Moneychangers are still trying to recover the stolen money from Helianthus' heist, which is thought to be near the mind boggling figure of one million royals - probably mostly in gems and Thyatian Emperors.

A guild officer, Libor Matejevic (NM, Lawful) is in charge of screening the curricula of adventurers, looking for candidates to investigate the heist. The Guild has two non-exclusive standing contracts with such adventuring parties to provide access to all the known facts regarding the heist in exchange for a large share of the treasure, should it be recovered.

KARAMEIKAN ROAD LODGE (H24)

A fairly recent addition, the Karameikan Road Lodge is actually one in a "chain" of inns under the ownership of a young entrepreneur by the name of Nikolai Caledon. The chain has developed a reputation for consistency at all of its 5 locations (also in Kelvin, Threshold, Penhaligon, & Vorloi). Accommodations are as expected: satisfactory if unremarkable. There is no food or beverage served. Vacancies are most common during winter months.

HILL GRAVEYARD (H7)

After the Thyatian Occupation of AC 900, the slopes of The Hill saw new residences erected for the newly arrived Thyatian upper-class who sought to live in close proximity to their Governor's palace atop the hillock. Prominent Traladarans who pledged their support to their new rulers were also granted permission to establish homes in the district.



Tombs and crypts in the Hill Cemetery

While cremation is common among the poor (and even some rich Thyatians), most Traladarans bury their deceased. Some land to the south of The Hill was acquired to provide a burial ground for the prominent Traladaran families. In a number of cases the past remains of deceased were disinterred and reburied in the new cemetery. In more recent times, some wealthy individuals had tombs and mausoleums built in the city's cemeteries.

As might be expected, within the cemetery the memorials (crypts, tombs, and similar) to former Traladaran nobility are more ornate than the more basic style found where the lower classes are buried.

A rumour regularly circulates in the city that one of the crypts actually covers a secret entrance to long-lost tunnels (dating back to the time of the Nithian kings) that run beneath The Hill and up to what is now the Duke's Palace. What treasures might lie in that subterranean maze? But it would be a foolhardy party of adventurers who might investigate this – the desecration of noble tombs would reap high penalties, would the risk be worth it?



TORENESCU TERRITORY

The Torenescu family owns and controls seven blocks in the southern end of the Hill District. Here is Torenescu Manor – the “House of Samuil” (H3), the hereditary residence of the leader of the clan. In AC 1000, it is home to Alexander Torenescu and his widowed mother, Melinda, with their staff. The two-storey manor has been the

residence of each succeeding leader of the Torenescu clan.

The “House of Emmet” (H10) stands in the same city block as the “House of Samuil”. It currently houses relatives of Melinda (Alexander’s mother) from her family, the Azuros’. Samuil had this house constructed for his son, Emmet, in preparation for Emmet’s marriage to Sandra Bovis in Ac 915.



The Ebonov House (H9) lie south of the Torenescu family home, and is currently the residence of assorted Ebonov family members who are in the city on business from Minrothad. It was originally built by Emmet as the home of George Torenescu and his wife, Sarah Evonov, from their marriage in AC 949 until AC 962 when Samuas died and George inherited the leadership of the clan.

“The House of Samuas” (H11) lies north of Torenescu manor, across the large Torenescu Piazza that opens the way to other houses of the clan to the west of the district. Nearby is the Moneychangers’ Guildhall (H1). The house is currently under renovation and used as a guest house. Emmet Torenescu had it built for his eldest son, Samuas’ marriage to Shella Wolf in AC 935. Samuas, Shella and their daughter, Katherine, lived there until AC 950 when Emmet died and Samuas became family head and moved to the “House of Samuil”.

The Gavril and Dragos houses (H12 & H13) stand west of the “House of Samuas”, in a block that has a park-like piazza running through it from east to west. The house of Gavril stands on the northern side, while that of Dragos is on the southern side. Even though the relatives of Emmet’s twin sons keep the houses in good repair, both stand empty as they have done for 50 years since the joint suicide of the twins.

The house of Boris Torenescu (H14) stands on the next block west from that of the doomed twins. Boris is uncle to Alexander and seeks to assist and guide the young head of the clan in his activities. Nearby is the house of Sergei Torenescu (H15), the son of Dragos. While Sergei is absent, in his appointment as Karameikan Ambassador to Glantri, the building currently houses more distant relatives from the Dragos line. The tightly built block also includes two other buildings (H20) of clansmen from the Gavril/Dragos lines.

Going north from Sergei’s house you come to the block containing the opulent manor of Stephanos (H17) and the resident Dracul, the family of Stephanos’ mother, Ordana Dracul, wife of the late Pavel Torenescu. Also in this block is the house of Nichola Torenescu, younger sister to Christoph, Boris and Pavel. Nichola’s house is mostly empty, as she lives in the house of her husband, Lord Zogrev Yarol, Minister of state. There are also houses (H20) of assorted clansmen from the more distant family lines on this block.

The westernmost block of Torenescu territory has a small park with a mural that depicts the clan family tree. Around this park

can be found the House of the “civilian personality” of Lord Dmitrios (H19), that of Gavril’s son, Simion Torenescu (H21), a large guesthouse (H22) for friends and visitors of the clan, and more houses of assorted members and allies of the clan (H20). On the southern edges of the territory are warehouses (H16) relating to the various Torenescu business enterprises.

[More details on events involving members of the Torenescu family can be found in the article “*Tales of the Torenescus*” elsewhere in this issue of *Threshold Magazine*]

CHURCH OF ST. MOIRA THE PURE (H31)

Moira was a priest of Petra from the Gorevitch-Wozslany family during the Vampire Wars. As her father turned into a Vampire, she became a vampire hunter. (Chronicles of the time mention Moira’s father as an adventurer who was turned into a Vampire during a foray in the Dymrak forest, though later commentators see in these events the hand of the Black Count of the Moor)



The Patriarch of Halavos gave Moira a blessed pendant, later known as the Amulet of Moira the Pure, which helped her survive the war, which ended with the destruction of Lumm, as well as Moira’s family.

While the social stigma associated with her family led her to shed her surname and renounce any position of political power within the church hierarchy, Moira went on to serve in the church faithfully and was very active in the following years, helping the Traladarans pushback the humanoids from the Cruth Lowlands.

Unfortunately, Moira’s heroism was short-lived, ending with her death when she and a company of Traladaran warriors attempted to breach the siege of the dwarven mine of Kurest Hurgon in the Black Peaks. The sieging giants, however, were alerted to the Traladarans’ arrival by goblinoid scouts, ambushed them by tossing large boulder from a vantage point above Three Axe Ford along the Achelos river and crushed the Traladarans to the very last.

The noble families of Western Traladara funded the construction of a church in Specularum to honour Moira and her efforts to secure the region. In time she was recognized as a St. Moira the Pure, and a statue of her was placed in the Great Church of Traladara.

Meanwhile, the church built in her honour was renamed after her, and became the district church for the Hill neighbourhood. It is a small building - most nobles have their own private chapels - so the congregation is rather small, with few decorations. It is dominated by a large fresco that shows Petra defending Moira from a group of grotesque vampires by reflecting sunlight towards them with her round shield.

BRICKTOP

The Bricktop area has a similar history to that of The Hill district. The eastern slopes beneath the site of the early Fomorian village were also used to house slave labour and workshops for the construction of the great Nithian tomb. In later times the area was given over to grazing land for the thriving farming community. When the Free City of Marilenev became a major trade centre for the region, a rag-tag expansion of buildings spread from the central market area to sprawl across the slopes.

The Thyatian Occupation of AC 900 began major redevelopment of this part of old Marilenev. Successive Governor-generals initiated building programmes to strengthen the city's role, both as a defensive and commercial hub. This practice has been continued by Duke Stefan following his acquisition of the Traladaran lands. One of the early construction projects was the laying of a major thoroughfare around the Hill, providing a strong defensive position as well as ease of access to other parts of the city. This route was named the Bricktop Road, because it was made of brick (unlike the existing streets of the city) and it encircled the uppermost part of The Hill.

In AC 1000, the Bricktop district is a more or less affluent area of town, halfway between the posh residences of the Hill and the Merchant District. The population here is largely of Thyatian decent - New Karameikan upper and middle class with lots of mixed Thyatian / Traladaran families. The Church of Karameikos is dominant but there is a significant Church of Traladdara presence.

The Cult of Halav is more common here than in any other upper class district.

The area is characterized by small to medium-sized homes in which many merchants, ministerial aides, and other well-paid citizens live. It is also home to retired adventurers of middling incomes. As well as residential sections, Bricktop also contains government buildings - both of a national scale (the Ministries of State, Trade, Finance and War) and of a local nature - the Town Hall where the Townmaster and Town Council (Priorate) meet to handle the day-to-day activities of the city on behalf of Duke Stefan. The Scriveners', Apothecaries' and Bricklayers' Guilds moved their halls here during the post-Occupation redevelopment.

There are ample opportunities for active adventurers to further their career in this district. Some merchants may require suitable "protection specialists" for caravans or for their local businesses. Government Ministries may require agents to undertake covert operations. The Town Council might need to deal with certain activities in the city. Even the Scriveners' Guild might have a need for an adventuring party to search for and obtain some important object from other places.

Although his main residence is in his own dominion on the south coast of the Grand Duchy, Baron Vorloi maintains a home in Bricktop. As a major power faction in the city, with many merchant and maritime interests, the Vorloi family are likely to need willing adventurers to help address the machinations of the Torenescu and Radu clans. Or the adventuring party may find themselves called in to bail out the foppish Grygori Vorloi, the Baron's wayward son.

Walking the Wards



Bricktop District

Motto: “On firm ground we stand!”

Colours: Red and Blue trimmed yellow

Device:

Quarterly: 1st and 4th Gules masoned Or; 2nd and 3rd Azure a castle Or. Originally displayed: Azure a fess Gules masoned or. After the Thyatian conquest, the Bricktop military company, the Guard Phorsis, became the only armed force in Specularum beyond the Thyatian army, and after the Marilenev Rebellion the district added the castle to the arms for the key role of the Guard Phorsis in those events.

Patron: Halav



Key to locations in Bricktop District

B1	Scriveners' Guildhall
B2	Scrivener' Guild Public Library
B3	Apothecarise' Guildhall
B4	Town Hall
B5	Ministry of State
B6	Ministry of Trade
B7	Ministry of Finance
B8	Ministry of War
B9	Bricklayers' Guildhall
B10	Ducal Karameikan Theater
B11	The Golden Book, Inn & Restaurant
B12	The Priest and Jug, tavern
B13	Cee Salt
B14	Turano's Guesthouse
B15	Vorloi House
B16	Rattlebone Inn
B17	Grygori Vorloi's house
B18	Bricklayers' Arms tavern
B19	Conta's Boarding House
B20	Shrine of Petra
B21	Ministry Stables
B22	District Court House
B23	District Revenue Office

B24	District Administration Office
B25	City Guard Barracks
B26	Mother Bertha's Bath House
B27	Granary x 2
B28	School
B29	Baron Vorloi House
B30	Goodwife Thanatos
B31	Turano's main house
B32	Chapel of the Stainless Soul
B33	The Crown & Castle tavern
B34	The Soldier's Rest tavern
B35	The Mad Juggler tavern
B36	The Gentle Wife tavern
B37	The Arguing Owl tavern
B38	The Golden Ring tavern
B39	Market Boarding House
B40	Market Stables
B41	House of Flowing Notes
B42	Market Bath House
B43	Rattlebone Stables
B44	Scriveners' Stables
B45	Bricktop Stables
B46	Artisan Livery & Stables

Notable Locales in the Bricktop District

APOTHECARIES' GUILDHALL (B3)

The Apothecaries' Guildhall stands isolated on a single city block in Bricktop, near its boundary with the Old Quarter. Some say this is due to the multitude of smells, fumes, animals and other pungent paraphernalia associated with many of the Guild's affiliated professions. The Guildhall is a three storied building (with below ground chambers) that has "grown" over the centuries as new professions have gained association. The building includes a number of laboratories and libraries as well as a meeting hall and the office of the Guildmaster (currently Dimitri Levinik).

SCRIVENERS' GUILDHALL (B1)

On the edge of the Great Market in the Bricktop Road, the Scriveners' Guildhall is a four-story building, with a protruding turret on its corner. The ground floor is occupied by two rooms - the entrance hall, and the meeting hall. The meeting hall opens on a small courtyard, while the entrance hall opens on Bricktop road, and gives access to both the meeting hall, and the upper floors.

The first floor is divided into many small rooms, used by the Consuls and the Guildmaster as offices and council rooms. The second and third floors are occupied by the famed library of the Scriveners' Guild. The library collects tomes on law (mostly on the second floor), with smaller sections on economics and political topics (third floor). Notable tomes include *The Administration of Empire*, written by Thyatian Emperor

Alexandros II Dalessenos, the *Oratory* by Paphocuzitum, and the *Rbetoric* by Stroznnner. A copy of the classical text on Traladara by Governor-General Elena Hassenberg (the third Thyatian governor of Traladara after Flavian Osteropulos and Curtius Quadratus) can also be found in the library. Texts on the history of Thyatis, Traladara and Darokin (including the Lynnell edition of the *Lay of Almarand*) are collected on the third floor as well.

A "secret" section is located in the third level of the turret (accessed through stairs from the upper level of the library). It is a single bookcase covering half of the curved wall of the turret, and it is protected by a trapped lock. Only the Guildmaster and Consul Igor Wolf (who is in charge of the maintenance of the library) have access to this area.

The secret library contains a number of secret documents related to Guild politics, as well as a few restricted access books (access to the library is otherwise allowed even to non-members), such as the works of Fabritius Luscinia, and a couple of tomes on alchemy and magic, collected by previous Guildmasters, including the magnum opus of one of Karameikos' wizardly luminaries, Krollan's *Artifecta Arcanum*.

THE GOLDEN BOOK (B11)

The Golden Book is a small inn and restaurant, standing next to the Scriveners' Guildhall. The restaurant's walls are lined with dark woods and leathers, making it appear even smaller. It features a dozen small tables on the ground floor, plus two smaller dining rooms on the first floor, while the second floor has four single rooms, often

rented by visiting scholars, and the top floor houses the innkeeper's family.

The Golden Book is a rather upscale establishment, where sombre waiters in dark uniforms serve mostly Thyatian and New Karameikan cuisine with imported wines (the innkeeper, Lucius Falernianus, is a connoisseur reputed to have one of the best collections in Specularum) and some local light beers and ciders. Lord Bartram Cordelius, the Minister of Trade, and doctor Antonius Marcianus, a prominent judge and a Consul of the Scriveners' Guild, can be often found here at lunchtime or in the evening.

THE PRIEST AND JUG (B12)

Just opposite The Golden Book lies this much rougher establishment. "Decorated" mostly by humorous (and often vulgar) graffiti, the Priest and Jug is the haven of the New Karameikan students. The walls are periodically re-painted white by the owner, Pyotr Caesarion, but are immediately covered with new writings.

Caesarion, a drop-out student of Law who managed to put his hand on a good amount of gold in his first (and last, as he swears) attempt at adventuring and invested it in the establishment, serves simple but nutritious dishes of meat and vegetables, together with good beer. He is helped by a single serving girl, Marina, and the cook, Vika, an aged Traladaran woman.

The generally friendly atmosphere sometimes (especially late at night, when everyone has had too many drinks) degenerates when students of "pure" Traladaran or Thyatian descent come in to stir trouble.



Inside The Priest & Jug tavern

During the day, besides the students, Caesarion's maternal grandfather hangs out at the Priest and Jug with a small clique of retired Traladaran scriveners. The aged gentlemen spend every afternoon playing cards and critiquing every item of news they can get.

THE RATTLEBONE INN (B16)

The Rattlebone Inn sits on Rattlebone Lane in a poorer part of Specularum. It has a small selection of ales and meals and many honest and not so honest people frequent it on a regular basis. It has a small kitchen and caters to perhaps forty people at most each evening. Of some note is the waste pit that dumps straight down into a network of tunnels that are believed to be secretly dug by criminals of all persuasions beneath this part of the city.

HOUSE OF THE FLOWING NOTES (B41)

This is a musical/bardic college and temple to Cochere, Its principal is the virtuoso Arnam "Quickfingers" Veline (NG hem P14). The temple has 15 priests and 33 followers.

THE NORTH END

During the period known as The Dark Age (BC 800 to AC 1), the integration of the Vandar tribe with the native Traldar led to the rise of agriculture in the area north of Mirror Bay. The success of the farming ventures contributed to the growth of what became a regular market trading with other local settlements. Farming remained a major industry of the area for many centuries. The importance signified by the 7th century AC construction of an irrigation channel to overcome threatened droughts. However, as the Free City of Marilenev turned to the sea for most of its trade, and isolated itself from the rest of Traladara, the growth of the Mirror Bay harbour necessitated facilities to support these new activities.

By AC 700, the eastern part of the North End area began to transform from open land to buildings that supported the maritime industries. While farming continued outside the city walls, the North End area continued to be urbanised with residential blocks appearing in the western half of the district. In AC 929, during the period of Thyatian Occupation (under the rule of Governor-General Iulius Bassus), the old irrigation channel was filled in to provide space for the Lesser Merchant District and Westron Alley. By AC 1000 the ancient farmlands have been reduced to a small area in the north western corner of North End.

In present-day Specularum, the North End's western half is a mostly residential section of town; many people who work as servants within the city or as seasonal labourers in the surrounding Estate of Marilenev live here.

Many active adventurers also settle here, due to its proximity to the Merchant District, the Foreign Quarter, the Docks, and a number of taverns and inns. The eastern half of the district includes the seafarers' quarter, housing sailors, shipwrights and carpenters amongst others. It is also the location of the Karameikan Naval Shipbuilders. The North End has a mixed population, with many New Karameikans and Thyatians; a rough but straightforward people, epitomizing the New Karameikan spirit. The Guildhalls located in this district reflect the area's commerce - blacksmiths, carpenters, loggers, mariners, fishmongers, and innholders. This area of town benefits through the wide range of goods and supplies that can be obtained in the Lesser Merchant District – adventurers can be sure of finding all necessary equipment somewhere here.

Adventurers are also always certain of finding a new challenge in the North End. The many inns and taverns of the district, including Desmond's Dive, The Gored Ox, the Hart and Harrow, and the Black Heart Lily, are places where adventurers may be hired for a variety of quests, or may give the adventurers the opportunity to hire retainers to assist them. The Black Heart Lily, in particular, is one of the better, though notorious establishments, where employment for bold and willing characters may be negotiated. Such engagements may take the adventurers across the ocean to somewhere in the Sea of Dread, or perhaps across the Grand Duchy to the infamous Black Eagle Barony.

And it is not unheard of for a down on their luck individual to wake from a drunken night at the docks to find themselves part of a ship's crew!

Notable Locales in the North End District

THE BLACK HEART LILY (NE2)



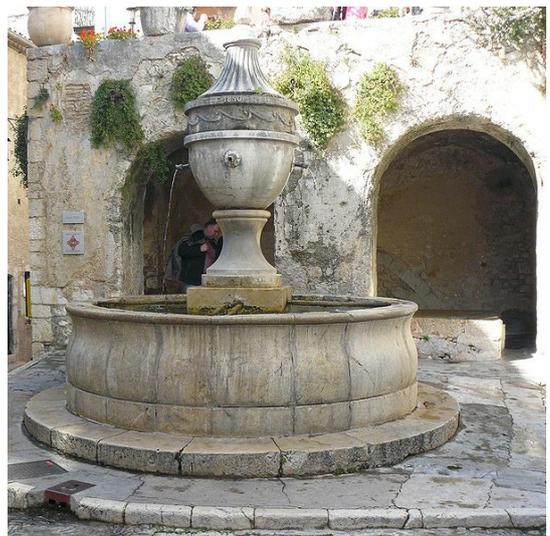
This is one of the most notorious inns found in the city. It is named after the woman who broke the heart of an ancestor of the current tavernkeeper, Luthier Sforza. Luther welcomes adventurers and clients from every walk of life to eat, drink and sleep here, and is an invaluable source of gossip and rumour. He keeps his prices fair, and the sleeping rooms can suit the needs of a wide variety of clientele.

CITY WELL (NE19)

Across the Westron Alley from the Church of St Lucor, is one of Specularum's larger public wells. Set between the Grand Market and the Lesser Merchant District, this water source sees many inhabitants regularly visiting the location. Be they servants collecting water supplies for their masters, lower class residents obtaining their own supply, or just people going about their daily business, everyone needs water.

The well can be a good source of information as well as sustenance. Stopping at the well, you can often find yourself engaging in conversation with all sorts of people and learn about what is going on in all parts of the city. A servant might let slip that their master is planning to entertain a visiting wealthy merchant (an opportunity to relieve the guest of some of his riches?). Another individual might let slip their suspicions about a neighbour's activities (a chance of a little blackmail, maybe?). A guard stopping to refresh his steed at the adjoining water trough might boast of the cargo that he will be escorting (perhaps some of it could be "diverted"?). The well-known (and slightly enigmatic) "Lord" Dimitrios, so-called Prince of Beggars, may often be found here seeking refreshment after one of his performances in the marketplaces.

Being a public place where citizens gather, announcements or proclamations may be made in this area. Additionally, notices from those seeking to hire adventurous types may be posted on nearby walls.





North End District

Motto: “Bounty of the sea, loyalty of the earth”

Colours: Blue trimmed white

Device:

Azure two chevronels between three anchors Argent. Originally, the North End arms were blazoned “Gules two chevronels Argent”. After the construction of the Naval Arsenal, three anchors were added. The change of the field to Azure came after the Marilenev rebellion, when the North End (prevalently Thyatian) population sided with Duke Stefan (contrary to the other wards).

Patron: St. Lucor



Key to locations in North End District

NE1	Naval Shipbuilders
NE2	The Black-Heart Lily
NE3	Desmond's Dive
NE4	The Hand and Harrow
NE5	The Gored Ox
NE6	Hippogriff Inn
NE7	Golden Coin Gambling House
NE8	Boris Nikoli's grocery
NE9	Blacksmiths' Guildhall
NE10	Carpenters' Guildhall
NE11	Loggers' Guildhall
NE12	Mariners' Guildhall
NE13	Fishmongers' Guildhall
NE14	Innholders' Guildhall
NE15	Akarios, Shipwright
NE16	Church of St. Lucor
NE17	Martina Blossombath, Pastry stand
NE18	Dragonfly Tavern
NE19	City Well
NE20	Temple/Shrine
NE21	Temple/Shrine
NE22	Westron Inn
NE23	The Bridge of Blood Tavern
NE24	The Solitary Knight Tavern
NE25	Petros' Ditch Tavern
NE26	The Mermaid's Kiss Tavern

NE27	The Anchor & Compass Tavern
NE28	The Plough Tavern
NE29	The Harvest Moon Tavern
NE30	Giant's Slumber Tavern
NE31	Lucor's Scrolls Tavern
NE32	Granary x 2
NE33	District Court House
NE34	District Admin Office
NE35	District Revenue Office
NE36	City Guard Barracks
NE37	Warehouses x 7
NE38	Bath House
NE39	North Gate Boarding House
NE40	North End Stables
NE41	Roaring Seawolf Inn (ruins)
NE42	Westron Stables
NE43	Farmland stables
NE44	Farriers' Stables
NE45	North Market Stables
NE46	Stefan Fidato's Boarding House
NE47	Aurica Strenescu's Boarding House
NE48	Black-Heart Lily Stables
NE49	Dock Stables
NE50	Sea View Boarding House
NE51	Dita Petescu's Boarding House
NE52	Adventurers & Explorers Club

CHURCH OF ST. LUCOR (NE16)

This Traladaran church is typical of its kind, a squat building with an unassuming exterior of dark, reddish brown bricks supported by thick setback buttresses.

The interior is decorated with frescoes in the Traladaran style - where figures are painted in sizes relative to their importance in the scene as well as in rather rigid postures, at least compared to the more naturalistic modern Thyatian style. The frescoes represent scenes from the life of St. Lucor, the leader of the Thyatian missionary clerics who created the first written version of the Song of Halav back in the 5th Century AC. The main scenes represent: St. Lucor's arrival at the harbour of Marilenev in AC 400; his meeting with Ban Yuri Marilenev (a grandson of King Bogdan Ivanovich and the founder of the Marilenev dynasty) on that same day; the edification of the Thyatian Shrine in AC 402; the travels of St. Lucor to Halavos and Lugsid (AC 405-412); St. Lucor presenting the scrolls penned with the first written edition of the Song of Halav to Ban Yakov Marilenev (Yuri's successor) in AC 414; the crowning of Yakov Marilenev as the first Duke of Marilenev in AC 417; and the return of St. Lucor to Thyatis to spread the knowledge of Halav in AC 421.

In the far end of the church, a human sized statues of St. Lucor - depicted with tonsured, curly hair and a short beard, wearing a Thyatian style toga - stands in front of the much larger statues of the Traladaran Three. The statue is lit by a continual light spell that is periodically renewed by the head priest, Ivan Svjetlov (C4, L).



The church was built in the 6th century AC, at the height of the Duchy of Marilenev, to celebrate the triumphs in the Fourth Traladaran War against the Darokin-backed northern Traladaran clans, so the links to the Marilenev family are very strong - several Dukes were buried in this church in the following years.

The church is located along the Duke's Road, in the North End near the border with the Merchant District. It is built so that its front can be seen both by those coming from the city gates and by those coming from the Grand Market.

The Church of St. Lucor is also the starting point of the procession held during the Festival of Lucor, when the saint's statue is floated in the bay. The procession itself is a complex affair, with the Torenescu and Radu clans vying for support from the clergy by sponsoring the festival and, in return, having one of their women chosen to lead the procession.

MERCHANT DISTRICT

Around BC 500, 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 was a significant benefit and the town became the major trade centre of Traladara. Continued growth of trade led in AC 400 to the formation of the Merchants', Leathersellers' and Skinners' Guilds to regulate trade with the northern lands. By this time, what had started as an open marketplace between the early Marilenev settlement and its farmlands was now home to buildings housing a range of businesses and services.

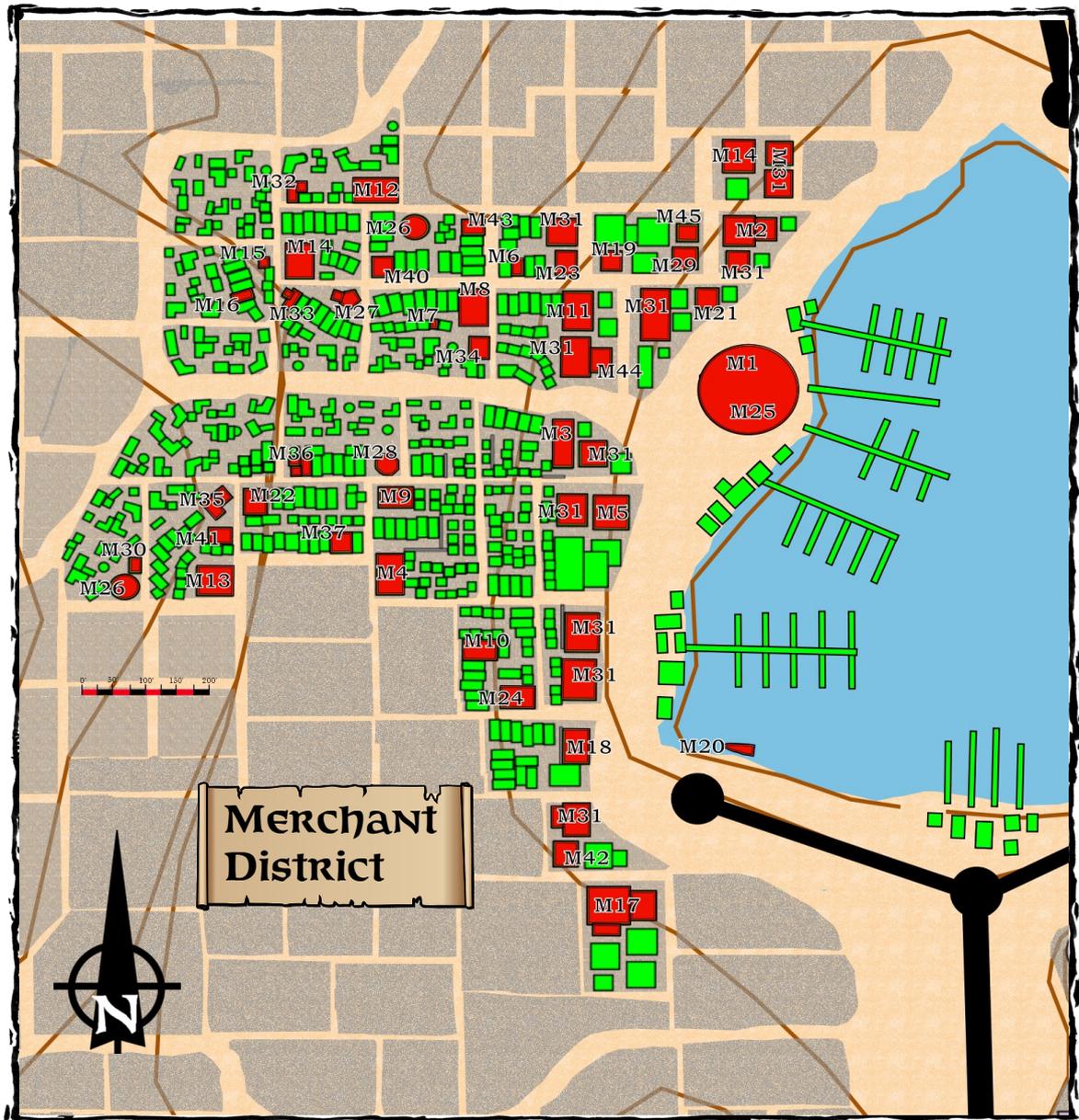
Subsequent centuries saw the formation of more Trade Guilds as Marilenev's mercantile industries expanded. The move to sea trade influenced the chartering of the Mariners' Guild in the 8th century AC. The continued successful commerce of the area was undoubtedly a contributory factor to the Thyatian invasion of the area in AC 900.

The Merchant District has a 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 up of a workshop, living rooms, and sleeping rooms on different

levels. The neighbourhood is 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 obtained here. Although in some instances, you need to know where to look.

Specularum's docks skirt the edge of Mirror Bay and consist of the wharves and a smattering of warehouses on the banks. The natural harbour provides deep water berths for large vessels to anchor and take on or unload cargo. The Karameikan Navy has its base here (inherited from the Thyatian Occupation), and at the River Fort in the Highreach River. The entrance to Mirror Bay is protected by the oak and iron Sea Gates. This defensive structure replaced an earlier set of gates that were damaged in a failed attack by river pirates.

As well as being an area to provide accommodation, equipment and provisions, adventurers will find the Merchant District and the Docks as places where they may find offers of employment, from guarding vessels in port to joining a ship's crew as it sails off across the Sea of Dread. They might decide to enlist in the Navy (or perhaps be press-ganged into service), or charter their own vessel.



Merchant District

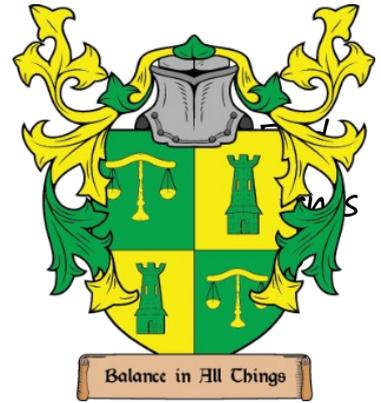
Motto: “Balance in all things”

Colours: Green and yellow

Device:

Quartered: 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



Key to locations in Merchant District

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	Skinner’s 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 Revenue Office

M24	District Court House
M25	City Guard Barracks
M26	Granaries x2
M27	The Trading House Temple
M28	Temple of the Golden Coin
M29	Harbor Boarding House
M30	Market Stall Stables
M31	Warehouses x 12
M32	Bartering Bugbear Tavern
M33	The Tannery Tavern
M34	Grapes of Cruth Tavern
M35	The Duchess OliviaTavern
M36	The Grey Gnoll Tavern
M37	Blade Alehouse Tavern
M38	Roaring Seawolf Inn (ruins)
M39	Bearthrimble’s Brogans & Boots
M40	Marteescu Boarding House
M41	Archer Boarding House
M42	Pirate’s Treasure Boarding House
M43	Nate Gilca Stables
M44	Grand Market Livery & Stables
M45	Harbor Stables



A scene in the Merchant District's Grand Market

Notable Locales in the Merchant District

THE BLUE WATER MEAD HALL (M3)

The Blue Water is a bright, clean building that caters to the many folk working in the Harbour as dock hands, rope makers, sailwrights, and boat builders. Although it caters to a rough working-class crowd, there are rumours that the tavern has connections to the Veiled Society, a major criminal network active in the city.

THE ROGUES' DEN (M20)

At the docks in Specularum lies a large old vessel called "The Wind Chaser". She used to be a proud ship that roamed the seas between Sind and the Isle of Dawn with the most vicious crew ever to sail the Sea of Dread. Their captain was the Pirate Lord *Balthros Bloodeyes* and the mere mentioning of his name would scare children to crawl up to their mothers and cry!

For years The Wind Chaser eluded naval patrols of all nations around the Sea of Dread - not because she was fast, but because of her captain's devilish luck! It was whispered in taverns and the living quarters of junior naval officers that Captain Balthros was in league with a horrible monster - a creature as large as a sea dragon and capable of creating banks of fog and mists to cloak old Bloodeyes' vessel and let him escape. Few were the captains that dared follow The Wind Chaser into such a mysterious mist.



Pirate Lord Balthros Bloodeyes

Eventually, Bloodeyes got old and sick. Pirate tales claim that he grew paranoid and secretly buried all of his treasure on a small remote island. When he died, supposedly of poison in his food by the hand of his own ambitious lieutenant, the crew fell into bickering and arguing about how to get the treasure back. They turned on one another and many men were killed before a new captain was elected. He wasn't any good however, and a few months later The Wind Chaser was finally ambushed by several ships from the Ierendi navy in a small cove. The crew was captured and hung in the nearest port and after a thorough search of the ship's hull, in the year AC 989 The Wind Chaser was auctioned off to a wealthy merchant in Specularum.

The merchant wanted to start trading with foreign lands without having to pay Minrothad merchants as go-betweens but he soon fell into economic difficulties and had to abandon his ideas. The Wind Chaser fell into disrepair, her hull started to rot and leak and nobody wanted to buy her at the price the greedy merchant demanded.

Eventually, in AC 996, he did sell her - to a young elven lady named *Silvariel Stormstrider* from the Minrothad Guilds. She put a crew of able-bodied men aboard to restore the hull to water-tight conditions and pump the bilges so she would stay afloat. Then Silvariel arranged for a long-term lease at the docks and a permission to run a food-and-drink-serving establishment and opened the Rogues' Den Inn aboard the proud, old ship.

The main room for dining, drinking and gambling is below deck where the crew and

cargo used to be. At the front of the ship where sails, rope and supplies used to be stored. there is now a food store for the kitchen right next to it. Silvariel and a few of her employees have their living quarters above deck in the old cabins that used to belong to Balthros Bloodeyes and his lieutenants.

The inn itself serves decent food and drink at reasonable prices, but nothing exceptional. A lot of customers come here for the special atmosphere and because it is somewhat of a tourist attraction. Retired naval personnel come aboard to take in with their own eyes the ship that so often eluded them in the past. Children climb the lower parts of the rigging, pretending to be pirates or naval heroes and sailors from all over the world enjoy the slightly rolling feeling of a ship's deck beneath their feet - even while they are in port.

BEARTHTRIMBLE'S BROGANS & BOOTS

Earthew the Cordwainer is the owner and master of Bearthrimble's Brogans & Boots, the most famous shoe- and boot-making establishment in all of Specularum. Earthew is a 4th-generation cordwainer - a person who makes fine shoes and boots (as opposed to a cobbler, who merely repairs them). He took over the shop from his father 13 years ago and just two years later disaster struck, when the entire shop and living quarters above it burned to the ground in a terrible fire that consumed large parts of a section of the city.

Once reconstruction began, Earthew decided it was too risky to have his new shop wall-to-wall with others. So he invested everything he had left and bought enough square feet to



Concept drawing by Earthew Bearthrimble

build 3 houses on and then he cleared all the rubble away and started his new shop and home with plenty of open space around it. The result was one of the most unique buildings in all of Specularum - if not the Known World; a 5-storey house and shop in the shape of an enormous boot!

In the “foot” of the boot is the shop itself. In the “shaft” of the boot are four floors of storage rooms and the private living quarters of Earthew and his family.

Today, Bearthrimble’s Brogans and Boots supplies the entire upper class and much of the upper middle class in the city with fine footwear. Earthew employs a team of no less than nine cordwainers who see to the city’s needs. He mostly runs the business himself, making sure payments and deliveries are met, but every once in a while he takes on an assignment if a client wants something

particularly rare and challenging - such as footwear made from a particularly exotic type of leather or something meant for an enchantment.

Some of the old families in Specularum are beginning to envy Earthew’s financial and social success and popularity. If he is not careful and if he does not seek an influential patron, he may just lose everything in a tragic fire once again!

THE GREY GNOLL TAVERN (M36)

The Grey Gnoll Tavern is a relatively large establishment at the centre of the Merchant District in Specularum. Like many other establishments in this lively part of time, it is open practically 24 hours a day. It is a popular watering hole with citizens and visitors alike and the mouth-watering scent of boars and other large game roasting over the large firepits in the centre of the drinking hall carries into the street outside.

On any given night, as many as 150 people are inside, drinking, eating, gambling and talking. Even on a slow night there are usually 30-40 guests. Because of this, it is also a popular meeting place for secret meeting because there are so many faces always coming and going that it is easy to blend in with the crowd.

The Grey Gnoll is owned by some rich lord living on a mansion in the countryside, but is managed on a day-to-day basis by **Vonandir**, a portly red-haired man of 46. Vonandir employs a number of cooks and serving wenches as well as a few bouncers for the occasional troublemakers but they are rarely needed as the city watch is just down the street.

Two interesting persons operate out of the Grey Gnoll Tavern:

Lynid Steria is a small-time go-between for one of the most successful fences in Specularum. He plys his trade at the Grey Gnoll Tavern under the cover of being a recreational gambler, but his actual purpose is meeting with potential sellers with goods that need fencing. Lynid's employer gives him a very small percentage for screening clients and setting up a rendezvous in a discreet location at a later time. So far, Lynid has been fairly successful and he knows a handful of the operating cat burglars in the city, all of whom are in one guild or another.



Lynid Steria



Dravas

Dravas is a mage from the Minrothad Guilds, who runs a unique assassination business in Specularum. He does not frequent the Grey Gnoll every week but when meeting clients he prefers to do it in a public place, where he feels safe and able to blend in. Actually, it is not Dravas himself who carries out the killings. A few years ago, he and a band of adventurers landed on a small, remote island in the Sea of Dread, where they quickly ran afoul of a tribe of hostile pygmy headhunters. As the sole survivor of his party, Dravas managed to escape the island with a charmed pygmy named Bha-garu.

Since then, Dravas has been travelling from port to port, operating in Ierendi, the Minrothad Guilds, Darokin, the Five Shires, Thyatis and Karameikos. Dravas has maintained the charm on Bha-garu and is using the pygmy to carry out assassinations for money. Being no larger in size than a child but as strong as a grown man, the savage little pygmy is a master infiltrator and deadly with a blowgun with poisoned darts.

Because Dravas smuggles him in and out of cities, nobody knows that Bha-garu even exists. Dravas always makes sure to have an alibi for when the killings take place and so, even though the agents of the Grand Duke suspect that he is not all he seems, they cannot make any charges stick.

Dravas' only real fear is that some day Bha-garu might encounter an anti-magic field or a dispel magic spell during one of his missions, freeing him from Dravas; spell. In that case, the savage Bha-garu is likely to seek a terrible revenge on the mage...

THE TRADING HOUSE (M27)

This is a small temple to Asterius, Patron of Money, Trade and Communications in the Church of Darokin. It is a relatively new establishment making inroads into the heart of Specularum, rather than the Foreign Quarter. The temple is led by Master Trader Jennack Arrith (NE hm P13), who has 12 priests providing worship and guidance throughout all hours of the day and night ("It's never too late for a bit of worship,... or business!") Currently there are 28 followers affiliated to the church.

THE OLD QUARTER

The Traldar-Vandar fusion that began in THE 8th century BC led to the emergence of a new people, the Traladarans, by BC 500. In the 1st century AC the original Traldar settlement (on the site of the modern Church District) expanded as Marilenev's population grew and the town became a major trade centre.

As the centuries passed, the separate walled areas of the Free City and the area south of the Merchant District became a microcosm of Traladaran heritage and culture, home to both legal and illegal activities as well as being the town's spiritual centre. By the time the occupying Thyatian forces arrived in AC 900, the area was Marilenev's "Old Quarter".

In the wake of the Thyatians' takeover of Marilenev, the colonising administration initiated the rebuilding of the Church District which resulted in an influx of impoverished Traladarans from that neighbourhood and other areas into the Old Quarter. This led to the degradation of the east side of the district into crime and slums – "a nest of thieves and undesirables" as described by a city official during this time. Its status was reinforced after the arrival of Stefan Karameikos as Traladaran rebels secreted themselves in "The Nest" and distinct boundaries developed between it and its neighbouring western blocks.

In present day Specularum, the Old Quarter is a varied district of mostly Traladaran population, featuring both relatively well to do areas (near Bricktop and the Great Church of Traladara) and more lower class parts (near the Street of Dreams and the

Nest). Architecturally the district shares its look with The Nest – it has the same narrow streets and same tight-packed humanity, but crime, while frequent, is not quite as prevalent as in the Nest.

In the Old Quarter adventurers will find the greatest source of magic-related businesses, especially along the Street of Dreams that bisects the district. There are, of course, plenty of other businesses run by proud Traladaran shopkeepers and craftsmen. Grocers and leathersellers, two of the older trade guilds are well represented by long-established Traladaran family concerns. Food, drink and accommodation can be found at the many and varied inns, taverns and boarding houses. Things may be a bit more cramped than other parts of the city, but "*you pays your money, you takes your choice*" and if you're lucky what's left will still be in your keeping when you wake up.

The area has several locations that speak of its heritage, notably the Great Church of Traladara and the Statue of Ben Bogdan Ivanovich, both focal points for gatherings. There are plenty of people willing to tell stories of the "old days" (i.e. before the Thyatians arrived) and of possible treasures secreted away to prevent them falling into the hands of the occupying forces. Some objects may be hidden in the city, others may have been taken further afield. Plenty of choice for the budding adventurer – they can start their own quest, or perhaps join someone else's. They'll find an ample supply of willing hirelings to assist them. They might even find themselves engaged in a more political endeavour that seeks to resurrect Traladaran native power rather than remain under the rule of a foreigner.

Notable Locales in the Old Quarter

THE BAWD AND MINISTER (O13)



Besides being a famous tavern, this building is also a 'house of ill repute'. Well, the ill part depends on your point of view. It is located in the part of the Old Quarter that borders Specularum's Merchant District. It takes its name from a scandal of many years ago when one of Duke Stefan's first ministers was revealed as a regular client of the harlots working there. The local barkeep, *Ising Perpalp*, is the husband of the madam of the brothel, a woman named Estella.

THE BESIEGED DUNGEON (O34)

This tavern looks exactly like its name suggests; torches on sconces give a low, flickering light, long corridors and passages, and several drinking rooms set up like lairs of orcs, goblins, and hobgoblins complete with masked servers playing the roles. Needless to say, this place is extremely popular with adventurers and those who want a taste of the adventuring life.

THE RUSTY WAND (O15)

The Rusty Wand is a small tavern located about half way down the Street of Dreams. The Hin barkeep, *Bollo*, is said to be an agent of the Duchess and possibly a useful contact.

THE SCARLET WIZARDS (O11)

Located in a six storey octagonal tower, the Scarlet Wizards is an informal social club. There are no internal stairways; just a hole in the centre of each level, thus members must use levitation to access upper levels. The top level is guarded by a wall of flames. The Scarlet Wizards have another branch in Kelvin, where they lobby to have the ban on wizards casting spells repealed.

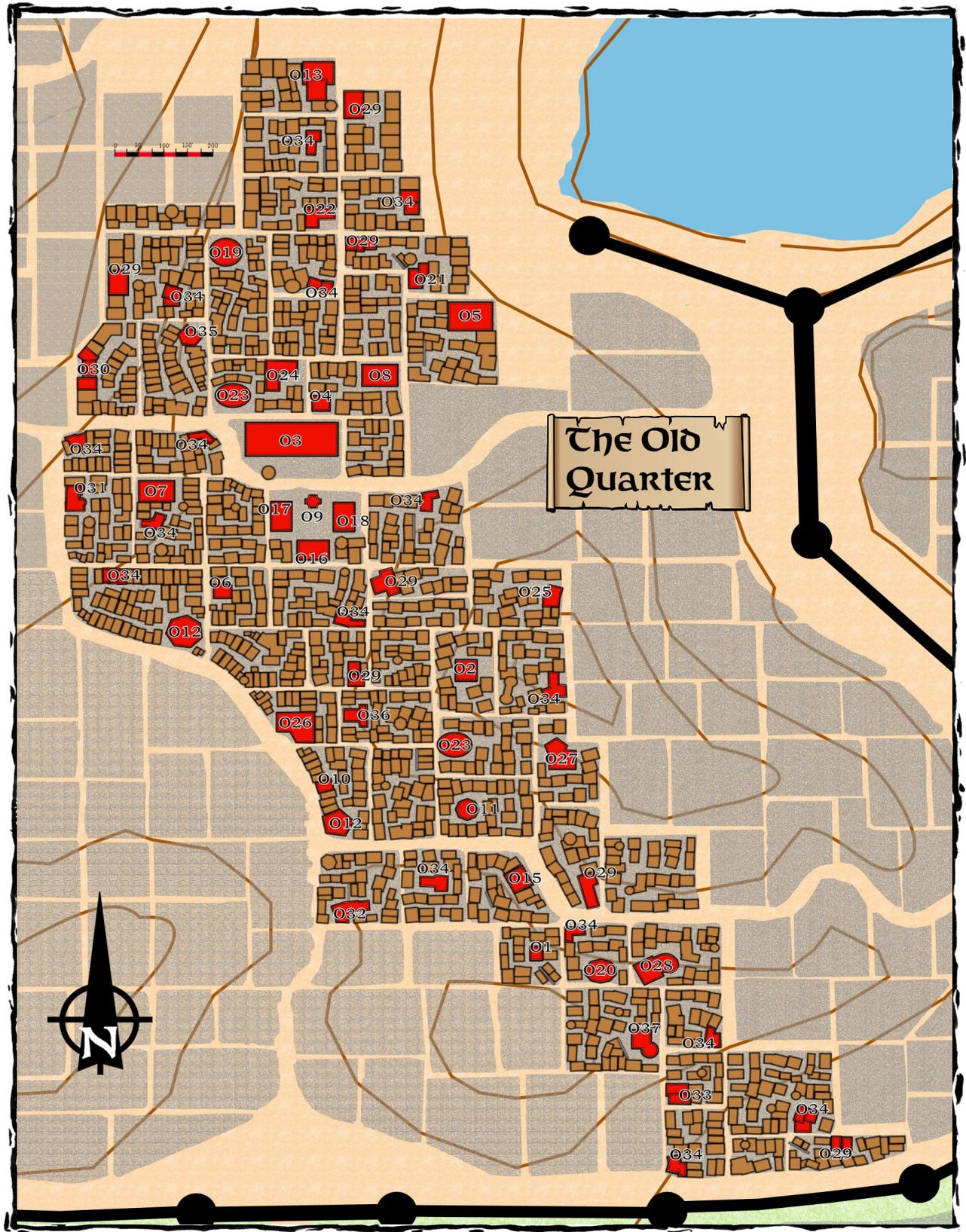


DISTRICT COURTHOUSE (O18)

There is a local Courthouse in most of the city districts from which the city's laws are administered. The Courthouse in the Old Quarter is one of the oldest, it's once grand frontage now deteriorating and in need of attention in places. It stands on the east side of Ivanovich Square, near the Church of Traladara.

Steps lead up to the entrance doors, beyond which lies an entrance hall leading to the main courtroom. In the centre of the courtroom is the criminal dock, facing the

Walking the Wards



The Old Quarter

Motto: “Light in darkness”

Colours: Yellow and black

Device:

Or three bendlets Sable between two doves Argent. Originally, the Old Quarter had “Or a bend Sable”, but was demoted to two bendlets after the Thyatian conquest. One bendlet was then added by Duke Stefan after pacifying the area in 970 AC. The doves were added after St. Kruskiev's monastery was build (which may be before or after the other events).

Patron: Kruskiev



Key to locations in the Old Quarter

O1	Street Dreamers Gang
O2	St. Kruskiev Monastery
O3	Great Church of Traladara
O4	Residence of the CoT Patriarch
O5	The Graceful Swan
O6	Open Door
O7	Grocers Guildhall
O8	Leathersellers Guildhall
O9	Statue of Ban Bogdan Ivanovich
O10	Mages' Pages
O11	The Scarlet Wizards
O12	Wizard's Gizzard Tavern
O13	The Bawd and Minister
O14	Temple Chardastes inc Library
O15	Rusty Wand Tavern
O16	District Admin Office
O17	District Revenue Office
O18	District Court House
O19	House of th Tossed Coin

O20	The Open Spellbook
O21	Elk Horn Boarding House
O22	Boarding House x 4
O23	Granary x 2
O24	School
O25	The Wassailing Wolf Tavern
O26	Dimensions Doors Inn
O27	Dainty Ogre Tavern
O28	“Fishbowl” brothel
O29	Warehouses x 8
O30	The Splintered Diamond Inn
O31	The Duke's League Inn
O32	The Prior's Scroll Inn
O33	The Dancing Medusa Inn
O34	Other Old Quarter Taverns (15)
O35	Widow Beklea's Boarding House
O36	Felix Siperco' Boarding House
O37	Alicia & Okga's Boarding House

magistrate's desk that stands on a raised platform facing it in front of the far wall. Rudimentary seating is on either side of the dock for the use of the public wishing to view the proceedings. Public attendance varies at court sessions, depending on who the defendant is, or what the weather is like outside!

The magistrates have offices on the floor above, which is also the province of 6 clerks who administer the proceedings. Off the entrance hall are rooms used by the guards who police the building. Other guards can be found on the building's lower level (most of it below ground) where the detention cells and punishment block are located. High up on a wall of each cell is a grille, set just above ground level through which the prisoner can get a restricted view of the outside world, or through which locals can abuse the inmates, shower them with filth, or perhaps communicate plans for (unlikely) escape.

Whilst the Duke's Law dictates the punishments to be levied on criminals, both magistrates and guards may be susceptible to influence of varying kinds that may adjust a defendant's sentence – favourably or unfavourably.

STATUE OF BAN BOGDAN IVANOVICH (O9)

Bogdan Ivanovich was the ancestor of the Marilenev clan, the descendent of Vandar chiefs fully integrated in the new Traladaran culture. He brought Marilenev from a minor settlement in the shadow of Krakatos to the status of regional power.

The statue itself is also very old and shows some signs of age, probably dating to the time of the Traladaran League, when Marilenev was the centre of the anti-Darokinian alliance and the local Bans needed to foster nationalist sentiments. The Ban is portrayed standing, crowned, with the right hand on a large sword and the left arm held horizontally across the chest, dressed in a knee-length tunic. The statue is somewhat larger than life size, and mounted on a square base about 3 feet high.

The statue has been a rallying point at various times since its erection, including during the Marilenev conspiracy and for Traladaran nationalists under the Thyatian government. In modern Specularum, the statue is mostly a landmark that can be used to give directions, since it is well known, and well loved by the Traladarans.



Part of the Old Quarter at night

GREAT CHURCH OF TRALADARA (O3)

The Great Church of Traladara has been the religious center of Traladara since the last Traladaran War centuries ago.

While the Church of Traladara is no longer especially focused on religious conformity as it was during the Traladaran Wars era – that was more a side effect of the political disagreements among the Darokin-backed northern Traladaran princes and the southern city states and clans backed by the Harbortown merchants – it is the only remaining centre of power for the Church, as many patriarchates were destroyed either in the Vampire Wars, in the Thyatian conquest, or in Stefan's takeover thirty years ago.

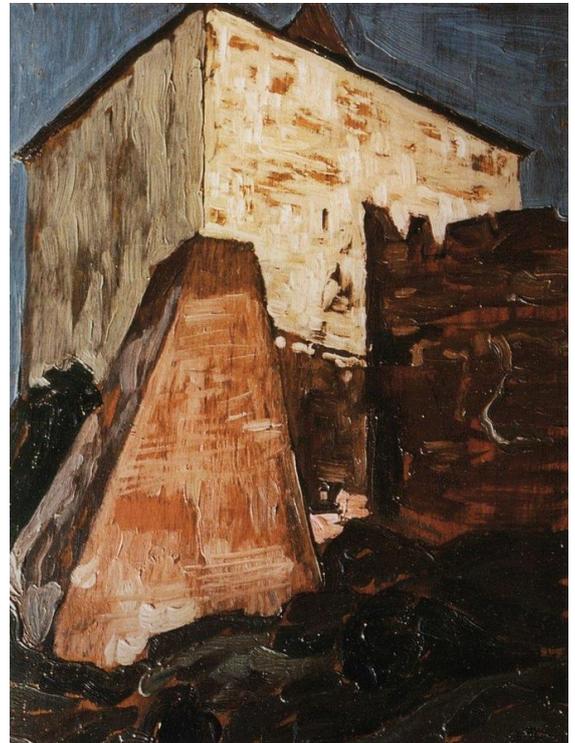
The Great Church is a massive, squat building, with low, dark glass windows, and a single large rose window on the front. The exterior, like in most Traladaran churches, is rather simple, showing bricks and other construction elements instead of the marble coverings of Thyatian temples. The interior, on the other side, is much richer, covered in old Traladaran style frescoes showing scenes from the life of the Traladaran Three, and culminating with the duel between Halav and the Beast King.

While there is no formal residence of the Patriarch, as for the Church of Karameikos – Traladaran priests are expected to live with their family, Patriarch Aleksyev Nikelnevich and most of the other priests who tend to the Great Church live in the immediate surroundings.

ST. KRUSKIEV MONASTERY (O2)

The monastery of St. Kruskiev is an austere building in the heart of the Old Quarter. A small, older church is located on the side of the larger main building, from which newer but smaller wings depart, forming a courtyard. The monastery houses the Order of the Monks of St. Kruskiev, one of the few associated orders of the Church of Traladara. The order itself is composed of three dozens monks, all of whom reside within the monastery. Upkeep for the monks is partially based on funds from the Church, but most of it comes from the tuition fees of the school that the monks maintain for the Old Quarter children, and from their candlemaking, copying and illumination activities.

The monastic order of St. Kruskiev originates in the Traladaran bard-clerics who kept up the oral traditions of the Song of Halav – St. Kruskiev being one of the legendary bards to



whom the Song was attributed. A large part of this tradition would have been lost during the Traladaran Wars if not for the Kruskievite order. In those times, the Church hierarchies of Marilenev, Selenica, Halavos and Svoga fought each other for political and religious supremacy, until the Thyatian translation was established as the official text, and all the variety of the oral tradition was suppressed to avoid heresies such as those of the Monastery on the Hill near Vaion.

The Kruskievite monks gathered for ages in secret to pass on the old songs, believing that committing them to writing weakened the original truths - and in fact, Thyatian and other influences surely changed many things in the Traladaran lore. The Kruskievite order managed to stay alive during the centuries of schism within the church, as all the sects drew from their teachings. Heresy was never so much an issue of dogma in Traladaran religious life, rather it was part of political alliances and conflicts. As the Kruskievite order never aspired to temporal power, they escaped the sect conflicts. The candle-making that is integral to the Kruskievite lifestyle was originally developed to symbolize both the renouncing of temporal power and the focus on enlightenment and preservation of ancient lore.

It was only in the last two centuries that the order began to commit the oral tradition to writing. One of their leaders devised a new form of writing that combined the musical and emotional elements of the songs, so as not to empty them of their true value. It relies partly on sense of touch, as patterns are woven into the scrolls by thread. The meditations of the monks are actually silent recitations of the songs by running their hands over the writings. One of their sacred

duties is to make special candles that allow the reader to appreciate the living shadows that form upon the song-writing.

It is said that Patriarch Sergeyev studied Kruskievite scrolls intensely in the years before slipping into madness and heresy.

HOUSE OF THE TOSSED COIN (O19)

A large temple building dedicated to Raven¹, God of Luck. Like most others of his temples, it has a thriving gaming hall attached, which is open to the public at all hours of the day and night. The temple is presided over by the Most Fortunate High Priest Camille Ilsarne (N hf P14), assisted by 9 priests, and 28 followers.

THE OPEN SPELLBOOK (O20)

A temple to Kersy² (Patroness of magic, witchcraft and charms). The High Magistress Carinne Saedryil (NG hf P17) is assisted by 12 priests and 33 followers.

¹ Originally identified as Belinar in "[Specularum](#)" by Brian Carraway (redclaw)

² Originally identified as Talimyra in "[Specularum](#)" by Brian Carraway (redclaw)

THE NEST

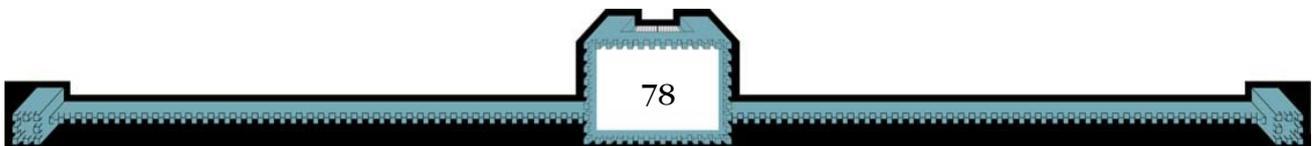
The area that is now known as “The Nest” was the first expansion from the Nithian-led Traldar fortified village of Os-Khimn between BC 1500 and BC 1100. It was always outside the original settlement, but did not have the cultural characteristics of the modern Nest. As the Banate of Marilenev formed and 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 was the first step in the segregation of what would become the Old Quarter from which the Nest would split.

While the combined Old Quarter and Nest neighbourhoods developed as the heart of Traladaran Marilenev, the eastern part of the area gained notoriety as various illegal activities became centred there. It was also a focus for political rabble-rousers and acted as the headquarters of Traladaran rebels during the Thyatian invasion of AC 900. After the rebellion was quelled, the more hostile of the old Traladaran community established itself in the eastern side of the district.

Following Duke Stefan’s arrival in AC 970, a greater split developed in the city’s 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 too far 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 AC 990.

In present-day Specularum, the Nest is the oldest, narrowest, dirtiest and poorest section of town; the population is mostly Traladaran. There is a wild mixture of residences, businesses and shops. It is home to the city’s criminal underground and to Traladaran resistance. The Veiled Society, the Kingdom of Thieves and other gangs are the dominant factions. 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

If adventurers need assistance with magical artefacts or require information on spellbooks and the like, they’ll probably find their answer in the Nest. Similarly, the Nest will provide opportunities to exchange some of their more dubious treasures for more usable funds. The district’s residents will often find uses for willing adventurers who can help them with their own schemes, whether they are purely criminal, or are political machinations. The Nest’s taverns, gambling halls, boarding houses and back alleys are rich sources of information for an adventuring party with rumours and clues to all manner of activities in the whole city. Adventurers of the Thief class may find themselves making a mark with one or more local gang. In some cases that relationship may not turn out to be a friendly one. Specularum’s Nest will provide plenty of adventuring paths to follow should an individual or party desire..



“The Nest”

With the Nest being largely a product of the era following the Thyatian arrival in AC 900, this breakaway area does not have a formal unified identity like most of the other city districts. While it shares its history with that of the Old Quarter, it has abandoned the use of the motto and heraldic device used there. (In truth, it would be difficult to get the

various factions within the Nest to agree on something to symbolize their aims and ideal.)

If you asked anyone in the Nest who they considered as the area’s patron, they would most likely say Halav. This does not mean they are followers of the Cult of Halav.

Key to locations in “The Nest”

N1	House of Alya
N2	House of Many Smokes
N3	The Eagle's Vision tavern
N4	The Flying Hammock tavern
N5	The Laughing Dog tavern
N6	The Quill and Counter Tavern
N7	The “Palace”
N8	Lumber Warehouse
N9	The Golden Orda tavern
N10	Granary x 2
N11	Crimson Antlers Inn
N12	Jagged Blade Inn
N13	The Blue Ferret Inn
N14	Ruined shrine of Saint Oirtulev
N15	Cult of Halav 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 & McGhe’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



Deep within the Nest

Notable Locales in the Nest

THE WIZARD BLACKSTONE'S TOWER (N23)

On the boundary between The Old Quarter and The Nest, down a side turning off the Street of Dreams, an alley leads into a yard where a stone tower rises three or four stories high so that it stands above neighbouring buildings. The tower is topped by a conical-roofed turret and a small parapet. There are windows on the upper levels, but the material they are filled with obscures any view of the interior. At ground

level, there are no windows and no doors. The only feature is the word "Blackstone" neatly carved into a small stone block in the tower's wall.

There are stories told of seeing individuals walking into or out of the tower through its wall – but these tales are usually dismissed as the imaginations of those who have imbibed too much at a local tavern. Others tell of seeing a shadowy figure walking round the tower's parapet. There are also accounts of light beams occasionally seen shooting between this tower and the Magicians' Guildhall in South End.

Talk to a retired adventurer or two at their local tavern and sooner or later they will mention encountering the Wizard Blackstone on one of their quests. Little is known of him – he appears to be an exiled Glantrian mage dissatisfied with the way his countrymen act and took off for a life of adventure across the Known World. They say he still undertakes missions but you have to be invited to meet him – only then can you enter his tower.

WEISS & CO., LOCKSMITHS (N24)

On a side street off The Street of Dreams in The Nest, near the Quill and Counter Tavern, stands the workshop and residence of Erik and Theo Weiss, expert locksmiths. They are assisted in their enterprise by Erik's wife, Wilhelmona. The brothers have quite a reputation for being able to construct all manner of locks and security devices as well as the skills to open or by-pass such mechanisms. As a result, they find themselves engaged by many wealthy citizens to install means of securing valuables, whilst also



undertaking commissions to open heavily-locked (and probably trapped) chests and other items.

Naturally, their building has very secure doors and windows, and any customer or other visitor will find themselves waiting as the various locks are opened and closed to allow entrance (and exit). Inside the workshop there are all manner of elaborate devices on shelves and work benches with numerous delicate and complex instruments scattered about that the brothers use to investigate the inner workings of the devices.

Wilhelmona manages the business and keeps a rein on Erik's tendency to show off. (To demonstrate his prowess at extricating himself from manacles and shackles, he once arranged for himself to be chained and padlocked, stuffed in a sack and then thrown into Mirror Bay – he survived.) It has been known for adventurers of all nationalities to arrive at the workshop seeking assistance in liberating a recently acquired treasure from its secure case – a service the brothers provide at a not unreasonable fee.

There have been rumours that the brothers occasionally sell the secret to by-passing the locks they have installed for a customer, but this has never been proven. Although, if a customer's locks have been opened, Weiss & Co. are more than willing to develop some new mechanism for the victim.

**HOUSE OF ALYA (N1),
THE "PALACE" (7)**

These two locations are described in GAZ1: *"The Grabd Duchy of Karamaikos"* and *"Karamnmeikos: Kingdom of Adventure"*.

**THE FLYING HAMMOCK TAVERN (N4),
THE LAUGHING DOG TAVERN (N5)**

These two taverns appear in the adventure *"Of Nests and Nations"*, published in *DUNGEON Magazine* issue #13..

THE SOUTH END

In AC 681, as the Vampire Wars raged across Traladara, Marilenev's town government invested in a programme of city fortifications. This included a major defensive wall circling the settlement.

By the middle of the 8th century AC, a large part of the rural population, encouraged by the Town Council and in fear of war and other threats, had settled within the city walls. The area to the west of the Old Quarter became the South End which grew to provide residences for Marilenev's labourers. In the late 8th 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 6th century location in the Old Quarter. Duke Stefan granted the establishment of a Magicians Guild in AC 970, and its tower and adjacent library is a South End landmark. More recently (AC 996) the United Criers Guild has established a Specularum office in this district.

The majority of the South End district is residential, but there is also an active business community, primarily along the Westroon Alley, and a market in the area near the south gate. Some local shops are found across the district, and there are small taverns serving as local meeting points throughout the neighbourhood.

After the building of the outer city wall by Duke Stefan (post-AC 970), a largely "New Karameikan" area developed between the inner and outer fortifications. This South

End "extension" was the agreed approach rather than expand the district west towards the Hill – a proposal opposed by the Torenescu clan and the Thyatian aristocracy that resided in that district. As such the outer extension has a more agreeable and friendly atmosphere to it. Some say it is more congenial than the original South End that has influences from the Old Quarter and Bricktop,

Without the presence of active adventurers and businesses related to their activities (save perhaps for the Magicians' Guild), the South End is a little quieter than other parts of town. Long-time adventurers, now retired, sometimes taking up residence in South End. Accordingly, the district may be a source of information for current adventuring groups when the tales of old campaigners lead to new quests. A generous meal accompanied by fine alcoholic refreshment has been known to wrest stories and secrets of past endeavours from an inactive adventurer. Although, sometimes the memories may be muddled or just flights of fancy.

Some of the labouring population may decide it is time to seek adventure by putting themselves forward to be hired as retainers. Or perhaps they have valuable information acquired in the course of their jobs which might be useful to someone seeking a particular treasure.

And there is the Magicians' Guild tower and library - sources of much arcane lore and equipment. Mages and mystics have a reputation for inventiveness and inquisitiveness - maybe they might need the help of an adventurer or two?

Notable Locales in South End

THE GORGEOUS GIANT (SE31)

This small inn and tavern is run by **Morru Vasiyev** (N hm F6), a retired adventurer who named his inn after an encounter with a beautiful cloud giantess and her jealous husband. His inn is fairly new, but is doing well.

MAGICIANS' GUILDHALL (SE1)

The formal office of the Magicians' Guild of Specularum is a simply decorated tower with an attached barn-sized building. The tower is the residence of **Teldon**, the Guildmaster. The attached building acts as a school, research library and general laboratory for the Guild. The Guild is more of a quiet gentlemen's club than a dynamic training area. The library is a major source of information on magic and is administered by its acid-tongued receptionist, **Tullia Frinius**. In addition to its magical services, the guild offers also public access to the non-magical section of its library.



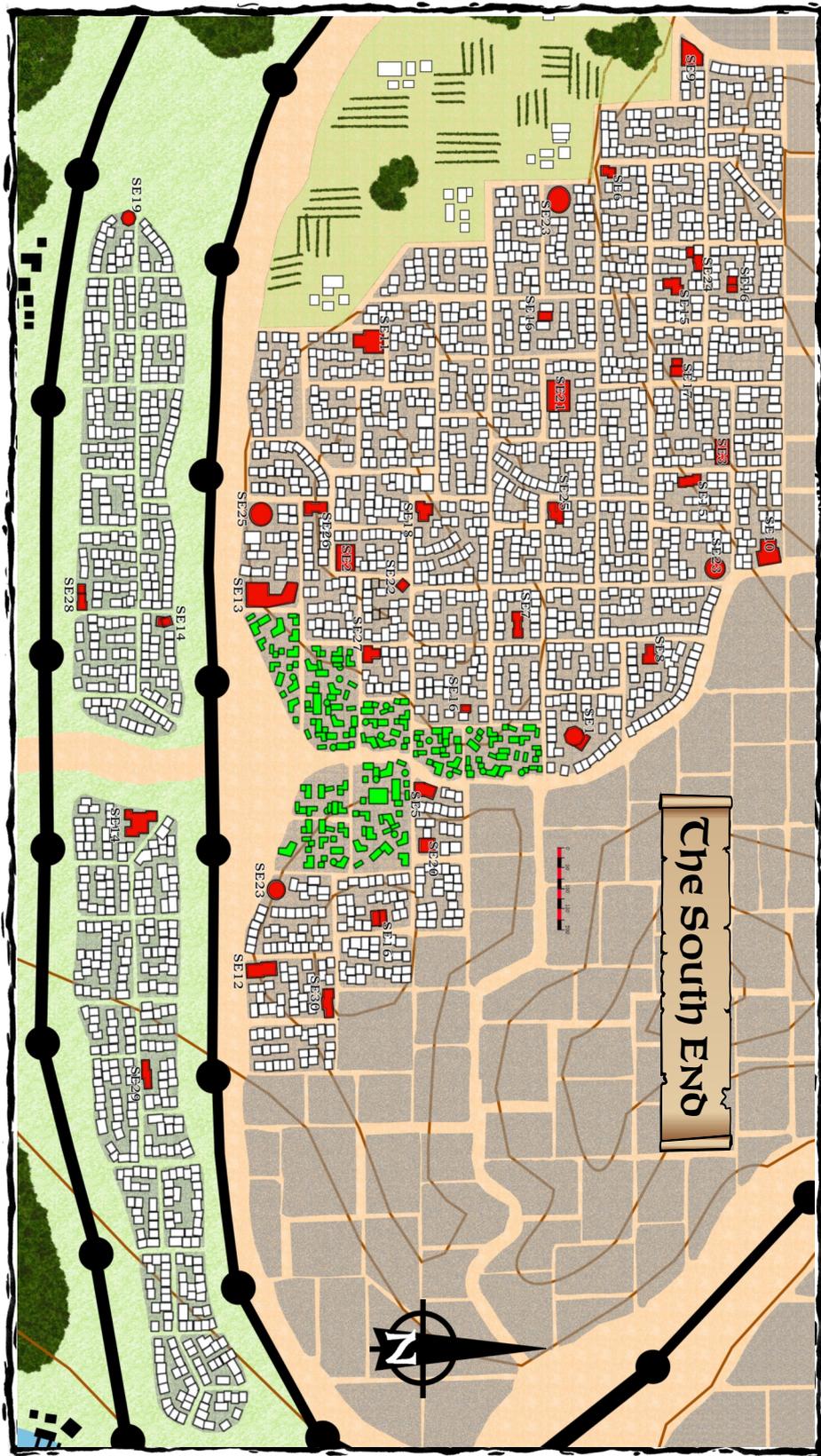
Inside the Magicians' Guildhall

TRALADARAN GRAVEYARD (SE4)

Traladarans bury their dead. In past centuries there were small family/community graveyards. These were primarily in the poorer districts, where the families were unable to afford to buy a specific "family plot" outside the city gates. A number of these still exist – some cared for, some decrepit and run down. A noted graveyard stood within the block east of the Church of Traladara, it is now part of The Nest.



A graveyard dating back to Traldar times, and more recent ones for some of those fallen during the Traldar Wars and Vampire Wars existed in what is the modern Church District. Collectively known as the Marilenev Graveyard, these burial grounds were damaged during the Thyatian Occupation like the rest of that area. Part of the rebuilding of the district led to what remains that could be salvaged being moved to a new site, then outside the city's southern wall. This site had previously been established to provide "family plots" for wealthier Traladarans. Since then the new graveyard has become the major resting place for the Traladaran lower classes. Following Duke Stefan's construction of a new outer city wall, the South End Graveyard now lies within the city perimeter.



South End District

Motto: “Fear the wraith of the meek”

Colours: White and green, trimmed blue

Device:

Quarters: 1st and 4th Vert an ox charging Argent; 2nd and 3rd Vair a bezant. 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).

Patron: St. Chardastes



Key to locations in the South End district

SE1	Magicians’ Guildhall and Library	SE17	Church of St. Bronev the Martyr
SE2	Brewers’ Guildhall	SE18	Chapel of St. Chardastes
SE3	Dyers’ Guildhall	SE19	Shrine of Asterius
SE4	South End Traladaran Graveyard	SE20	District Admin Office
SE5	Borsch Traladaran restaurant	SE21	District Revenue Office
SE6	Davidov Veterinary Clinic and Herbalist	SE22	District Court House
SE7	South End Captaincy	SE23	Granary x 4
SE8	Universal Criers Union Office	SE24	The Shackled Beastman Tavern
SE9	Hawk’s Nest Inn	SE25	Witches Cauldron Tavern
SE10	The Bountiful Basket Inn	SE26	The Bottomless Keg Tavern
SE11	The Lovers Retreat Inn	SE27	The Workers Lament Tavern
SE12	The Golden Crossbow Inn	SE28	Fruit of the Vine Tavern
SE13	The Crooked Farrow Inn	SE29	Past Treasures Tavern
SE14	The Adventurers Rest Inn	SE30	Wanderes Retuen Tavern
SE15	Th Dyers Arms Tavern	SE31	Taverns x 18
SE16	Boarding House x 5	SE32	Stables

UNIVERSAL CRIERS UNION OFFICE (SE8)

A strange building just off the Westron Alley known for the emerald glow that regularly emanates from within, the acrid smell that permeates the area in which it stands and the wispy strands of who knows what that hang from parts of the structure and that tingle should you touch them. It is the Specularum office of what its proprietors had hoped would be a great benefit to the Known World, but sadly they have not had the acumen or finance to properly support it. [see sidebar for more information]

The Universal Criers Union or the dream of fast long-distance communication in the Known World

How do you communicate across large distances in the Known World? Many powerful governments and rulers have the luxury of exotic means provided by magical lore or beats (like the fabled Ravens of Starkvale), but those with less wealth or influence have to rely on other means. Of course, messages and other information can be sent along with trade caravans or on vessels heading overseas; the drawback is that these means of transport take days at minimum, and usually weeks to complete.

There have been attempts to establish a chain of stables across part of the continent and employing horsemen to pick up a sack of messages at one end of the chain then ride at full speed to the next stable along the route where a fresh horse will be waiting for them to transfer to and

continue their ride. This "Express Horse" venture has had limited success as it has proven difficult to establish adequate way stations in the wilderlands that can maintain a supply of steeds and remain secure from roaming monsters. This, coupled with the range of terrain that must be covered has prevented any significant achievements with this method.

Enter the Universal Criers Union - a business that offers a faster and generally more reliable method of long distance communication, but at a high fee. The Union was created by a pair of adventurers from Darokin who recognised that while in, for example, Selenica they could hear of prospects for a quest in Ylarum, by the time they got there the nature and circumstances surrounding the quest had changed. One night in a bar in Kerendas they fell into conversation with the local Town Crier who shared their frustration with the problems of long distance communication. He had found himself blamed for proclaiming out of date news. He told them that he had heard a tale of a Glantrian wizard who had the means to provide speedier message transfer, and that if this could be "acquired", ambitious entrepreneurs could set up a business providing such a service to those who could afford it.

To cut a long story short, the adventurers with the now former Town Crier (he had decided it was time for a change!) set off to prove the existence of wizard's construct - and they found an obtained it after several years of following clues. Having gained their treasure, they set up

business as the "Universal Criers Union" - intending to provide a means of supplying up to date news to Town Criers for them to announce.

The techno-magic they now owned involved the creation of an emerald orb connected to a special glass lens. Inside the orb resides a trans-dimensional spider. A message is passed across the lens and its contents are transferred to the enclosed spider which in turn delivers the message into the invisible trans-dimensional web that the spider is connected to. Once in the trans-dimensional spider web, the message can be retrieved by a similar orb encased magical arachnid at another location where its lens can be used to transcribe the message. The time taken for this transfer from one orb to another is not instantaneous, but it is usually completed within one day. [Naturally, this is a very simplified description of the process - it involves very complex spells and procedures to acquire the spiders, create the orbs and lens and connect the parts of one station.]

Having thought they had a stunning way to provide a service that would make them money, the trio found that making it pay and thus earn their fortunes was not as easy as they had hoped. The components required to construct an orb were expensive (obtaining a trans-dimensional spider is itself costly and fraught with peril); an orb needs to be constantly fuelled and maintenance; and of course, you need a minimum of two orbs in order to communicate from point A to point B. Thus, to make a profit from

this endeavour, the trio had to charge potential customers significant amounts to recoup their expenses. Having additional orbs, they then needed to transport them to suitable locations they needed to recruit staff to maintain these outposts and use them. So, the aim of providing up to date news for Town Criers was impractical as their anticipated clients could not afford the charges. As a result, the Union exists barely by providing a message transfer service to wealthy clients (some law-abiding and some not) The Specularum office was one of the first to be installed four years ago but has yet to become a significant operation

Author's note:

The concept of the Universal Criers Union is inspired by and derived from two articles at the Vaults of Pandius: ["United Criers Guild"](#) by Jerry Hovenanian and ["The Postwizards Service Net"](#) by Pol Ginés . I acknowledge both these authors for sewing seeds in my mind. - AP

CHURCH DISTRICT

Around BC 1500, the present-day Church District was the site of a fortified village named Os-Khmin (Throne of Khmin) built by the Traldar people under the rule of Nithians. A century later, following the demise of their Nithian lords, the Traldar settlement was taken over by Hutaakans, and one of their priests settled in the abandoned fortification.

Over the next three centuries, the village (now named Marilenev) was firmly established as a walled town with an expanding population just to the south-west of the earlier Nithian settlement. Various Traldar-centric temples arose on the hillock to the south of Mirror Bay. In BC 1000, the Hutaakan priests sealed their temple of Pflarr and left Marilenev, fearing destruction would be brought by a Beastman invasion. King Milen choose to flee rather than fight. Marilenev lost three quarters of its population in this migration. The Beastman army never reached Marilenev, being defeated in BC 992 on the Volaga River.

Aaround BC 800, Vandar tribesmen arrived in the area and worked with the Traldar to build a new community that became a noted trading centre welcoming travellers from beyond the region. The fusion of the Vandar and Traldar resulted in a new people – the Traladara. As well as welcoming traders, Marilenev embraced other religions and the original fortified village area saw a variety of shrines and temples located there. In AC 400 missionary clerics from Thyatis, led by Lucor, reached Marilenev. A first Thyatian shrine was established in what would become the modern Church District. A few years later the Grand Church of Traladara was built in what

is now the Old Quarter, lack of space being one reasons precluding it being located in the original Church District.

The Thyatian Occupation of the region in AC 900, saw the levelling of most of the buildings in the Church District by naval bombardments. As a result, the majority of the Traladaran residents were forced to relocate to the Old Quarter, South End and other parts of the town. After the invasion, the great building campaigns of General-Governor Flavian Osteropulos first, and Patriarch Olliver Jowett later, resulted in new structures rising in the Church District, including the new Church of Thyatis.

Following Stefan Karameikos' acquisition of the Traladaran lands from the Emperor in AC 970, another major building programme commenced that included the design and construction of the Great Church of Karameikos – its location being that of the earlier Thyatian shrine of 500 years eslier.

Today the Church District is a Thyatian upper class neighbourhood, with the obvious church influences. It is a place where the conservative Thyatian faction is strongest. There is also a strong chivalric feel. The architecture is a mix of classical Thyatian and Karameikan renaissance-like styles. Most businesses (shops and workplaces) are located in the northern third of the District. The lower section is residential.

The range of businesses located here, not only providing supplies for the residential blocks, but also support for the religious buildings, such as goldsmiths, silversmiths, vestment makers, candle makers; as well as catering for “pilgrims” visiting this spiritual area.

Notable Locales in the Church District

THE COLUMN OF FLAVIAN OSTEROPULOS (C17)

Resting on top of the Church Hill, the 100 foot tall column of Flavian Osteropulos towers over the city. Built in 902 AC by Governor-General Flavian Osteropulos to celebrate the conquest of Traladara, the column is composed of massive blocks of Thyatian marble. A long frieze spirals along the length of the column, telling the story of the war from Gabrionus IV speech to the Senate where the Emperor announced the declaration of war to Flavian's departure from Thyatis, to the landing of the fleet and the conquest of Specularum. The trained historian can recognize, among the multitude of characters depicted in the frieze, historical characters like Jan Vandevic, Colonel Rosentos, Duke Stefan the Hermit, and Guildmaster Antonio Radu.

The column is topped by a small dome surrounded by a platform, from which one has an excellent view of the city and the river. The platform can be reached through an internal spiral staircase. Originally, a statue of Emperor Gabrionus IV was located on top of the column, but it was toppled by Traladaran insurgents during the first days of the Grand Duchy, and never replaced.



Original design of the column with the Emperor's statue atop the platform

CHURCH OF THYATIS (C23)

While most Thyatians in Karameikos follow the teachings of the Church of Karameikos, the Church of Thyatis still maintains a patriarchal see in Specularum, both for political reasons and to provide services to the Thyatian nationals travelling or living abroad - as well as to try to bring the Thyatians of Karameikos back to the fold.

The central Church of Thyatis in Specularum is located in the Church District. The building, a massive rectangular temple consisting of a single wide, open space dominated by the statues of the six primary Immortals: Ixion, Vanya, Valerias, Tarastia, Protius and Asterius. The six bronze statues as masterworks of Thyatian sculpture, representing the Immortals with powerful, dynamic figures 10' tall. The clergy is headed by Patriarch Domitius Messalla (C9, L), a priest of Tarastia. A dozen of lesser priests of various Immortals help the Patriarch with clerical tasks, diplomatic work, and religious rituals. The church does not include residence areas for the clergy, and most priests live (with their families) in rented houses in the Church District - though a few lesser priests prefer the less expensive South End.

GREAT CHURCH OF KARAMEIKOS (C1)

The Great Church of Karameikos is the political and religious center of the Church of Karameikos. It is a new, large construction in a much more modern style than the typical Traladaran church, featuring tall windows and a highly decorated exterior, covered with statues of various Immortals, gargoyles, and



Church District

Motto: “By the will of the Five”

Colours: Blue trimmed white and black

Device:

Azure a moon Argent between two eagle's claws Or winged Sable affrontee. Originally displayed Azure a sun Or, which was changed to a moon Argent after the Thyatian conquest. The eagle claws were added after the Hall of the Griffon was built, by permission of the Order.

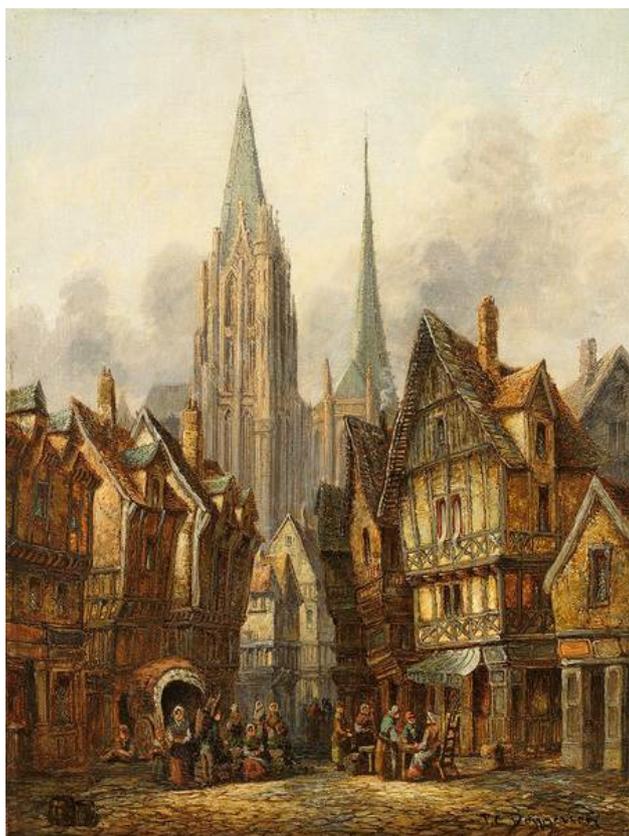
Patron: Vanya



Key to locations in the Church District

C1	Great Church of Karameikos
C2	Residence of the Patriarch of the Great Church of Karameikos
C3	New Church of Karameikos Columbarium
C4	Stables
C5	Pax Bellanicae Studium (School)
C6	The Black Axe tavern
C7	Granary
C8	Ruined Temple of St Rybich
C9	Silver Trident tavern
C10	Rose & Thorns
C11	Wheel of Flames tavern
C12	District Revenue Office

C13	Immortals' Rest Inn
C14	District Captaincy
C15	The Crossed Swords tavern
C16	District Court house
C17	Column of Flavian Osteroplulos
C18	Well
C19	The Traveller's Moon tavern
C20	Bath house
C20	Aquae Flavianaes (Bath House)
C21	Order of the Griffon Hall
C22	Shrine of Vanya
C23	Church of Thyatis
C24	Residence of the Patriarch of the Church of Thyatis



A view of the Church District skyline with the Great Church of Karameikos prominent

other figures. The interior is equally rich, showing off the power of the Thyatian families that funded its construction.

An associated palace, the residence of the Patriarch, houses not only the Patriarch of Specularum, Lord Olliver Jowett, but also a host of attendants, secretaries, and church officers, including Patriarch Alfrich Oderbry and Magdel, Jowett's personal assistant.

Clerical members of the Order of the Griffon are in charge of the security of the compound, and are a very visible presence here, with their heavy armour, shields and tabards showing the coat of arms of the Order.

ORDER OF THE GRIFFON HALL (C21)

The military order of the Church of Karameikos has its headquarters in the Church District, occupying the entire block between Empire Street and Griffon Street. The Hall itself is connected with the Shrine of Vanya, and houses the Council Hall, where the knights meet to discuss the policies of the Order; the Treasury, that is the administrative office of the Order; and the training hall. Lodgings for the officers of the Order and barracks for the knights and squires that serve guard duty are located on the second floor.

A second, smaller building, houses the stables and workshops employed for small time armour and weapon repairs and horseshoeing. The whole complex is walled around, allowing the courtyard to be used as a training ground for the knights.

The Marshal Commander, the second in command after the Patriarch of Specularum, who is Master of the Order, resides in the Hall. The current Marshall Commander is Sir Marcus Montanus (F9, L), a former Lieutenant under Desmond Kelvin I's command during the first years of Duke Stefan's rule.

Sir Corbula Vespasian, former Marshal Commander and founding member of the Order, still acts as the Master-at-Arms, or chief trainer. He is still the foremost authority on two-handed swordplay in Karameikos, though he rarely leaves the Order compound anymore.

RUINED TEMPLE OF ST. RYBICH (C8)

Standing on the northernmost tip of the Church District, in an area now mostly occupied by granaries and warehouses, is a ruined Traladaran temple, the new Church of St. Rybich of the Bay. Since before the time of the Traladaran Wars there had been an old Church of St. Rybich of the Bay, which was built on the northernmost point of the coast, where now the outer tower of the River Gate stands.

The old church served the fishermen that, at the time, populated three-quarters of what is now the Church District. For defensive purposes, the old building was converted to military use and integrated into the town walls - part of it can still be accessed, though it is now underground, and is used as a military depot.

A new temple was built within the protection of the city walls, but was later heavily damaged during the Thyatian invasion of Marilenev, as the Thyatian navy bombarded the district with incendiary missiles. As one of the few stone buildings, the church was not completely destroyed. However, given the lack of Traladaran population and the vast tracts of unoccupied estate produced by the devastation of the rest of the district, the Church of St. Rybich was not repaired, and the area remained mostly untouched by the great building campaigns of General-Governor Flavian Osteropulos first, and then of Patriarch Olliver Jowett later.

Nowadays, the temple lays in complete disrepair, and only recently have there been any talk of cleaning up the area and re-using the land for a new block of townhouses.

Surprisingly, the Church never seems to have attracted criminals or even vagrants, even though it is known to have a large crypt that could serve as a refuge. Actually, even though the area is much less patrolled than the rest of the Church District, it was never targeted by any of the known gangs, and there is an absence of local gangs. The only concerns came after the construction of the new granaries near the ruins, when some abnormally damaging rat infestations were suspected to have originated from the ruins. However, no proof was found, and the cost of cleaning up the ruins was considered too high to be worth the effort - especially since the rat infestations decreased in time to more usual rates.

The truth is, the old church is connected to the district sewers via its crypt, and the sewers serve as the headquarters of a small and very secretive gang of wererat smugglers from Thyatis, led by one Publius Musculus (Thief 7/Greater Wererat 7, Neutral). These wererats are not part of the larger wererat clan led by Decius Andronicus, whose territory lies under the Hill and Market Districts.

The Traladaran wererats of Anastasia Rodinos also do not know of Musculus' gang, as they mostly avoid the Church District. Musculus' wererats live in a symbiotic relationship with the people of the district: they keep the district clear of other thieves (especially the Veiled Society), and in return, use the district as their base and market for smuggling, as well as supplementing their income with some burglary.

(See the accompanying sidebar for using the Ruined Church in a campaign)

Using the Ruined Church in your campaign

The Ruined Church of St. Rybich is designed as a dungeon for a short adventure for characters of low Expert level, but can be adjusted for adventurers ranging from Basic to Companion levels.

The dungeon is composed of four levels: the church itself, the crypt, the sewers, and the Nithian fortress. The church is basically empty. Only the outer walls are standing, and the side entrances have been gutted by artillery shots. The wooden roof was burnt off, leaving the interior exposed and the floor is littered with broken pieces of the columns and statues that once adorned the church. A pair of steep stairs lead to the crypt.

The crypt has a central room, with a fine marble floor and well preserved statues and altars. A wide corridor gives access to various burial chambers and treasure halls. A few doors have evidently been closed with brick and mortar walls, shutting off two empty rooms. Breaking down these walls is easy, but will alert the wererats who guard the sewer entrance. Most other chambers contain the tombs of ancient Traladaran patriarchs - plundered decades ago. A set of secret doors blocks access to the treasure room in the north-west corner of the crypt complex. The church treasures still lie in a pair of coffers, guarded by a *Gargoyle* (replace it with a living statue, or golem if appropriate to the level of the characters). A hidden trapdoor forms the final layer of defence.

The sewers level is composed of the sewers and an adjoining cave complex

that leads both out of the city and into the lowest level of the dungeon. The wererat lair is also part of the cave complex. A half dozen wererats, Musculus' gang, live in the area (these are lesser wererats of NM level; adjust as appropriate to the level of the adventurers). The sewers are not the most healthy place to stay for non-wererats, though. After a number of hours equal to $1/3$ their Constitution score, the heroes will have to pass a ST vs Poison to avoid being infected with a disease of the DM's choice. The saving throw must be repeated every Constitution/ 3 hours thereafter.

In the lowest level of the dungeon are the remains of the ancient fortress built by the first Traldar who settled the region. The fortress was later claimed by a *Hutaakan priest-king*, whose body was laid in a Nithian-style sarcophagus. The Hutaakan priest-king is now a Mummy (change to a Wight for Basic levels, or to a Lich Cleric for Companion levels). The priest-king will generally be hostile to invaders of this level - he expects them to be tomb raiders - but he is of Neutral alignment and can be reasoned with. However, realistically there is little that adventurers could offer him besides leaving in peace, unless they know of the Lost Valley of Hutaaka. Information about the history of Hutaaka is, indeed, one of the few things the priest-king may be interested in.

(See maps on following pages)

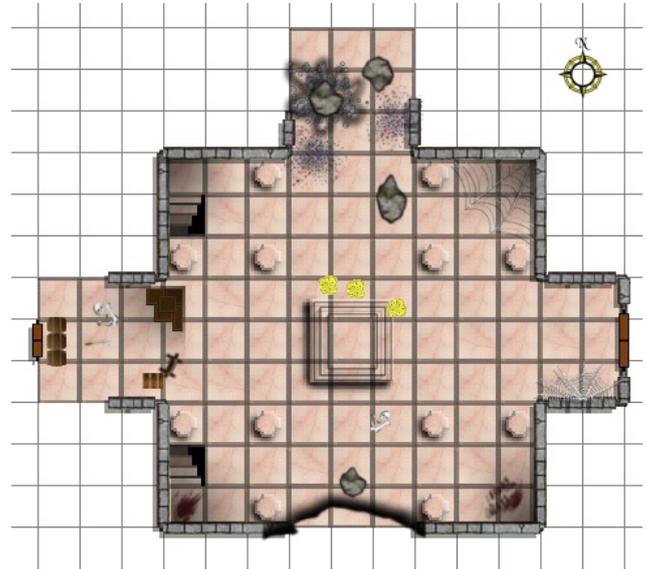
SHRINE OF VANYA (C22)

This pentagonal structure serves as the main chapel for the Order of the Griffon. It opens on both the Hall of the Order and on Griffon Street through two tall portals. The external walls are covered in stripes of black and white marble, while the roof is covered with bright red brick tiles. Tall statues of knights guard the portal on Griffon Street. Five squires of the Order traditionally keep guard inside the shrine at all times, so the outer portal is always open. The portal opening on the Hall of the Order is usually closed, though, and opened only for formal occasions, like the knighting ceremonies.

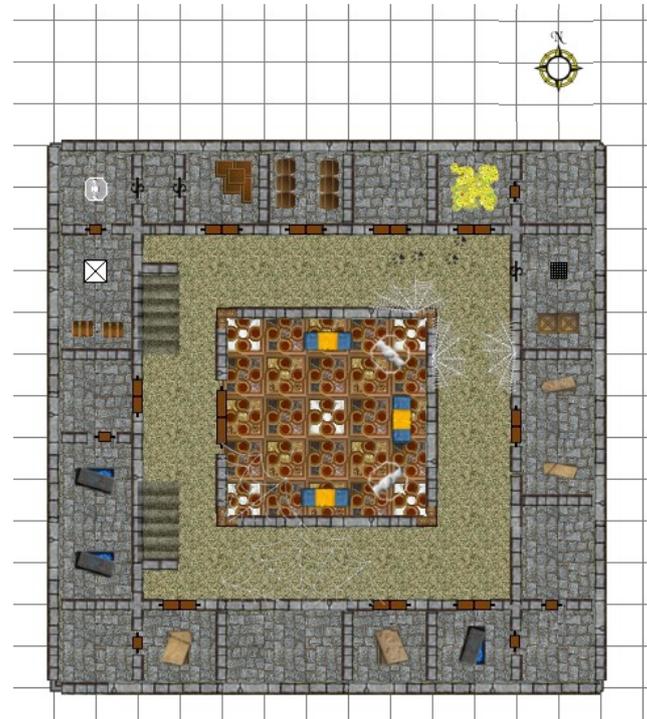
The interior is richly decorated, thanks to donations from many military officers as ex-voto for their success in putting down the Marilenev rebellion. The walls are covered in marble, sculpted with bas-relief showing the life of Vanya as a warrior princess and her ascension among the Immortals, while the wooden ceiling is carved and gilded with scenes describing the philosophy of the “unstained spirit” – the cleansing of sin, the judgement of souls by the Immortals, and so on.

The shrine, like the Hall of the Order, is a recent construction, and was first opened to the public on the tenth anniversary of the foundation of the Grand Duchy of Karameikos.

The Ruined Temple of St. Rybich



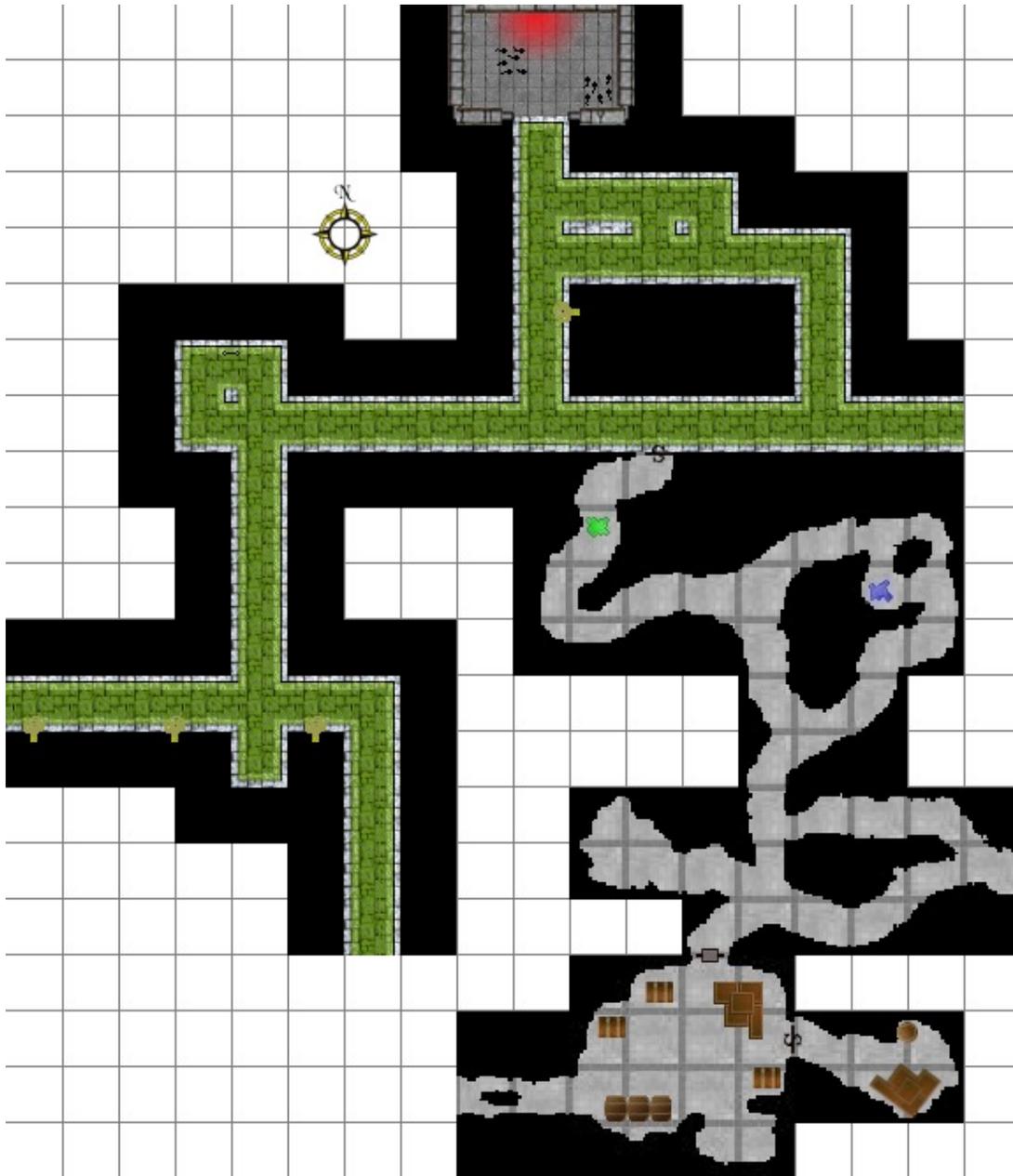
Map 1: Ground level ruins



Map 2: Crypt level



The Ruined Temple of St. Rybich



Map 3: Sewers and Fortress remains



STRONGHOLD DISTRICT

The Stronghold District covers the hillock on the northern side of Mirror Bay. At the beginning of Traldar's Dark Age (c. BC 800), Vandar tribesmen from the Hin lands reached Marilenev, and settled the site. The Traldar kings welcomed them to help repopulate the town after its losses arising from King Milen's misguided migration. Within three centuries, the fusion of Vandars and Traldars resulted in a new race - the Traladarans.

Over the next several centuries, Marilenev's trading enterprises expanded as its commerce reached Minroth, The Five Shires, Darokin, Ylarum, Rockhome, the Gnome Caravan, and Thyatis. The growth of sea-borne trade saw the immediate area around Mirror Bay developed to provide berthing and cargo facilities for vessels from overseas. Success in trade operations saw a number of family clans gaining prominence and the chartering of the first trade guilds to manage commerce.

At the start of the 7th century AC, the Duchy of Marilenev lost much political power following the dissolution of the Traladaran League. A powerful merchant group, the Radu family, led the trade guilds in ousting Duke Alexandr Marilenev and created an oligarchic republic, the City-State of Marilenev, initially controlled from the Stronghold district. The Radu clan solidified its hold on the Merchants Guild and gained popularity among the people through acts of charity, like digging the great irrigation channel during the Great Drought (AC 613). It was a Radu who fortified the Stronghold district in AC 675 and started a political campaign to extend the fortifications to whole town.

There has always been an unspoken question about why the district did not suffer the amount of damage that the nearby Church district experienced during the Thyatian invasion of AC 900. Were magical defences involved, or was there something more political and unrevealed? During the next 70 years, the Radu clan seems to have maintained a level of power, perhaps in return for information? Following the acquisition of the Traladaran colony by Stefan Karameikos, the Radu, Torenescu and Marilenev clans rose against the new government, but failed in the short-lived rebellion. Yet since then, the Radus have remained an major influence on the city.

The power of the Radu family can be seen in its control of the Merchants' Guild, of the Stronghold district and of other activities. They continued to exert control over the waterfront and wall areas of the city, influencing shipbuilding and import/export businesses. The family owns several blocks of residences and businesses in the district. The palatial home of the clan is situated here, and everyone in the neighbourhood is either employed by the family or bound to it by debt or blood ties.

Occupying a prominent site overlooking Mirror Bay, the river, the Duke's Road, Traders Corridor, and the rest of the city, the Stronghold district is seen by many as a microcosm of Specularum in many aspects. It has its elite in the Radu clan and its followers, its commercial streets, its own granaries, and its own underclass. Some say the Veiled Society has links in the district. Others wonder what lies beneath the Stronghold district. How far down does Radu Manor extend?

Adventurers arriving here in the city and finding accommodation at an inn or boarding house in



the Stronghold district will be subjected to inspection by the locals (largely on behalf of the Radu clan). Newcomers will feel they are being watched until they prove themselves, and even then trust may only be extended so far.

Factions outside the district (and outside the city) may have uses for willing adventurers who can be persuaded to investigate what does go on

behind the scenes - perhaps to learn information that may benefit other merchants, like the Torenescu or Vorloi factions? Or perhaps to uncover secrets concealed by the Radus. and their political or criminal connections? The skeletons in the Radu closets might be implicate the Radu family, or thee might be something that he Radus use to control others?

The Stronghold District

Motto: "With the Hunter's strength"

Colours: Red and black trimmed yellow

Device:

Per fess Gules a dexter arm holding a sceptre Or in pale; Sable a Centaur proper. The Centaur in the Stronghold arms represents Zirchev's protection. Originally the Stronghold arms were simply Sable a Centaur proper. The arm holding the sceptre was added after Petros Radu move the center of political power from the Hill to the Stronghold district by deposing Duke Alexandr Marilenev.

Patron: Zirchev



Key to locations in the South End district

S1	The Beastman's Axe Tavern
S2	The Golden Sceptre Tavern
S3	Stronghold Stables
S4	Stronghold District Court House
S5	The Huntsman Tavern
S6	The Stronghold Inn
S7	Stronghold District Captaincy
S8	Armourers Guildhall
S9	School

S10	District Revenue Office
S11	Shrine of Zirchev
S12	City Well
S13	Merchants' Guildhall
S14	Bust of Petros Radu
S15	Radu Manor
S16	Radu Warehouses
S17	Granaries

Notable Locales in the Stronghold District

MERCHANTS' GUILDHALL (S13)

The Guildhall is a broad, stout palace in the Stronghold district of Specularum. A statue of Zirchev, patron of the Guild, is located in the courtyard. Armed guards bar the access to the Guildhall.

BUST OF PETROS RADU (S14)

In the formal garden below Radu Manor's east wing, a bust of Petros Radu sits atop a small column. The eyes of the bust gaze straight towards the city gate that allows entrance from the Duke's Road. Some say this signifies the Radu faction watching trade into and out of the city.

It was Petros Radu, Prior of the Merchants' Guild, who led the rebellion against Duke Alexandr Marilenev in AC 612. His success resulted in the founding of the oligarchic republic known as the City-state of Marilenev which lasted almost three centuries until the Thyatian Occupation. It was Petros who had an irrigation channel dug to provide a steady supply of water to the then farmlands North End district. Succeeding Radus fortified the Stronghold District and campaigned for the building of a city wall, as well as pioneering other building projects to benefit the city-state.

Whilst memorials to other Radus are found in the Manor grounds, it is the bust of Petros that dominates the area.

SHRINE OF ZIRCHEV (S11)

This Traladaran temple is rather unusual, being built in old Thyatian style, with a small main building surrounded by a peristasis (a four sided porch supported by a single row of columns).

The interior of the main building is covered with mosaics showing hunting scenes, and is dominated by a large statue of Zirchev, represented as a powerful male human figure covered in a long robe, with his head masked by a wolf-skin headgear.

Many of the human figures represented in the hunting scenes bear a resemblance to Anton Radu and his relatives and are portrayed dressed in red and black. Konstantin Radu, the ancestor who funded the construction of this temple, requested that the artists inserted him and his family in the various scenes.

The shrine is manned by priests from various merchant families of the Stronghold District, led by Libor Inexdio (C2, N). The Merchants' Guild covers all the expenses for the upkeep of the shrine, including a full complement of servants to keep the shrine tidy, clean and polished, marking this as the richest Traladaran temple in the whole nation.

TRADERS' CORRIDOR AND THE FOREIGN QUARTER

Around BC 700, as the Nithian Empire fell into slow decline, trader-colonists from Trader's Isle began their ascent. Calling themselves Minroth traders after the cult that had sprung up to honour their founder, they carried rare woods and handicrafts to peoples who lived on the shores of the Sea of Dread. In BC 650, these traders visited a small fishing community that had been set up outside the core of Marilenev on the river's edge near the Vandar settlement in the previous century. The Traladarans welcomed these visitors and established an early relationship with them.

Marilenev began to operate as a trading hub for Traladara and its neighbours. With the encouragement of the returning Minroth traders, water-based trade developed. Initially up and down the Volaga River, it extended along the coast. Within the next several centuries Marilenev was trading with Minroth, The Five Shires, Darokin, Ylarum, Rockhome, the Gnome Caravan, and Thyatis. The stretch of river outside Marilenev that was frequented by the Minroth traders acquired the name Traders' Corridor; some say this was a reference to Trader's Isle, but its derivation is unclear. A Minrothist shrine was established nearby for Minrothad mariners and traders. The growth of sea-borne trade saw the immediate area around Mirror Bay developed to provide berthing and cargo facilities for large vessels from overseas.

Marilenev's status as a trading port stemmed from the growing regular market that operated from around BC 500 outside the walled town which attracted many foreign traders. An outgrowth of this trade market was the appearance of temporary camps set up north of the farmlands by and for visiting merchants. This, often chaotic, arrangement of bivouacs, animal pens and tracks was the precursor of the present-day Foreign Quarter.

It was not until AC 802 that Dwarves built the first permanent blocks of the Foreign Quarter 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. The new permanent Foreign Quarter became a vibrant centre for merchants and traders from other lands. In AC 860, the House of Hallonica built its office in what has become the Darokin neighbourhood of the district.

In AC 890 the ruling guild master of Minrothad passed the Isolation Act prohibiting immigration and most visitors to Minrothad. As a result, the Minrothad area near Traders Corridor maintained a distance from the other non-Traladaran districts of the Foreign Quarter.

In the wake of AC 900's Thhyatian Occupation, the Hallonica Building was sold to the Torenescu family as the Foreign Quarter's Darokinian neighbourhood saw 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 post-Occupation 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.

During the early years of the Occupation, many Thyatian nationals moved in to assist the provincial governors by working as their civilian administration, as well as part of the Thyatian military machine. These immigrants settled initially in the Darokinian district. However, during the following years the Thyatians built new residences in the city (especially after the major works in the Church district and Bricktop), within the protection of the city walls, and the Darokinians returned as soon as it was clear that the Traladaran province was going to stay. This district while still largely Darokinian has a slightly more cosmopolitan air, given that it houses the Augrist Temple, some Hin businesses, as well as some Thyatians who remained there.

After Duke Stefan's acquisition of Traladara in AC 970, his construction plans for his capital, newly-named Specularum, included the building of an outer defensive city wall that provided not only a secure Duke's Park area and extended development for the South End, but also increased the old city's links with the Foreign Quarter. However, the Minrothaddan isolationist stance at that time resulted in their enclave near Traders

Corridor remaining outside the new city fortifications.

The Duke opened up trade with the Kingdom of Ierendi and the year AC 973 saw many Ierendian immigrants settling in the Foreign Quarter. The revitalised Darokinian presence in the district led the House Hallonica to buy back the Hallonica Building from the Torenescu clan, and an official branch of the Hallonica trading operation was opened in Specularum. Stefan's international policies have assisted the influx of more foreigners through Specularum's trading opportunities with other nations. It is said, but has not been substantiated publicly, that Stefan's trade negotiations encouraged the rescinding of Minrothad's Isolationist Act in AC 991.

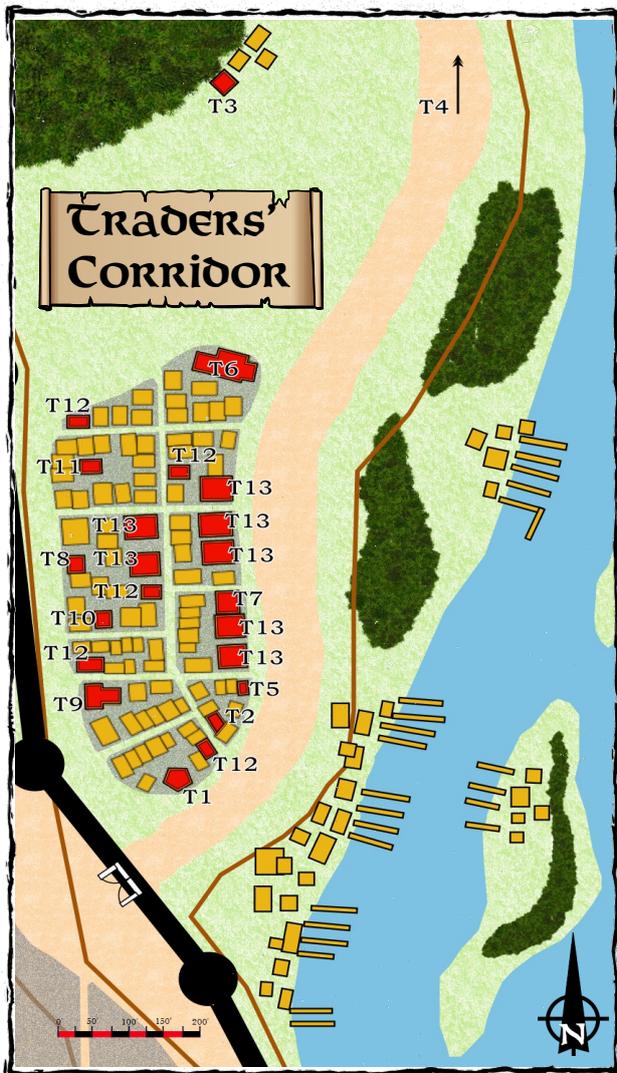
In AC 1000, most of the people from other nations, as well as the majority of demi-humans who reside in the city, live in the Foreign Quarter and Traders' Corridor; Thyatians are the exception, they prefer to reside in more "acceptable" neighbourhoods. In the Foreign Quarter adventurers can encounter a dwarven merchant from Rockhome, a shadow-elf diplomat, an Ethengar barbarian, a Ylari desert rider, or a Glantrian mage on the run from his own country. The largest and most visible population group is made up of Hin immigrants from the Five Shires who have swelled the district in the past few years.

Traladarans, Thyatians and New Karamaikans tend to view the Foreign Quarter with disdain and a little fear, as there are often brawls and battles in the streets between rival nationalities. The street gangs tend to

belong to one ethnic group or another and have heated clashes.

The architecture of the Foreign Quarter and Traders' Corridor is a mixture of styles. Wandering through the district, one will find the heavy, solid dwarven constructs as well as the more basic and temporary tent encampments of visiting Ylari; the rural enclaves of Hin and elves are not far from the more traditional constructs of Darokinian merchants. And with the wide

variety of cultures and beliefs present, there are always opportunities for adventurers to find employment. Foreign visitors may be seeking assistance to help them recover lost or stolen treasures; merchants may require tough adventurers to act as security forces for their overland caravan or sea-going vessels; others may require a skilled team to undertake a special mission on their behalf; or foreign adventurers may be seeking new partners to join them in their quests.



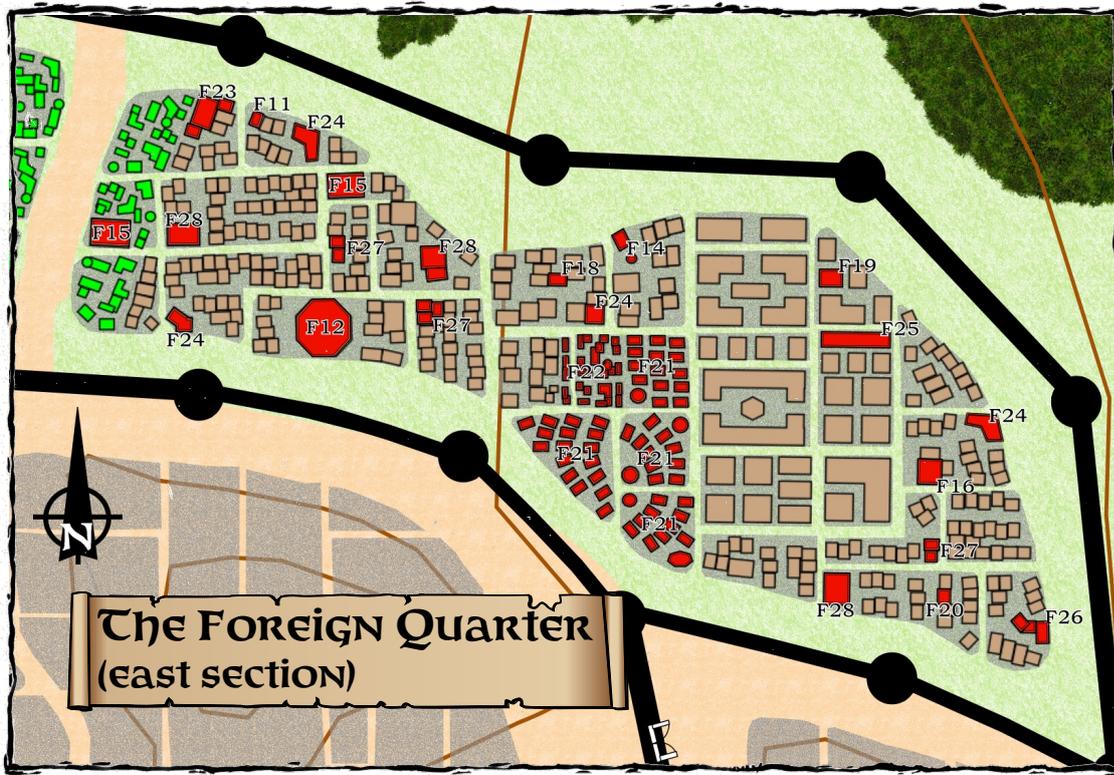
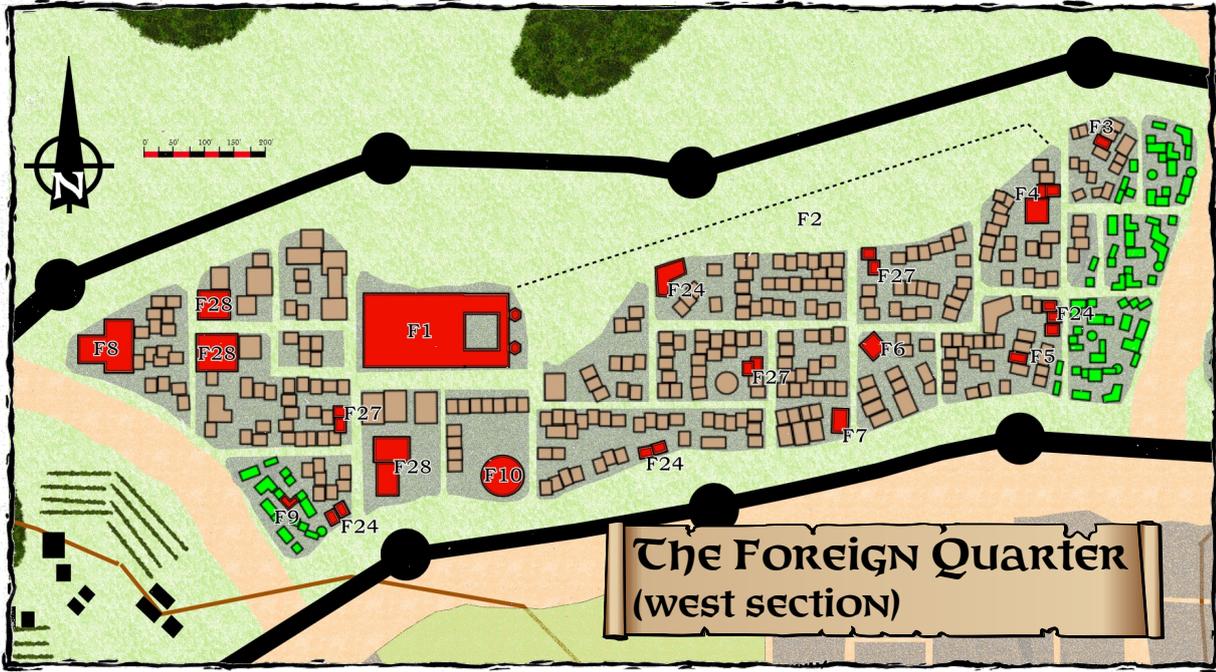
TRADERS CORRIDOR

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.

Key to locations in Traders' Corridor

T1	Minrothist Shrine
T2	Crimson Noblius' grocery
T3	Boris' Hunters' Lodge
T4	Hunters' Guildhall
T5	Minrothaddan Port Agent
T6	The Dragon's Wind Inn
T7	Highreach Tavern
T8	Long Shadow Tavern
T9	Jolly Buccaneer Tavern
T10	Shrine of Asterius
T11	District Administration Office
T12	Boarding House
T13	Warehouse

The Foreign Quarter



The Foreign Quarter

The Foreign Quarter, being relatively new and mostly populated by foreigners, does not have a representation in the city's political life, and does not possess the heraldic devices signifying its heritage like most of the other wards and neighbourhoods.

Also, here is no single patron, since the inhabitants are members of one of several foreign cults, especially the highly polytheistic Church of Darokin, as well as the cults of the High Heroes, Kagyar, Augrism, and the Eternal Truth.

Key to locations in the Foreign Quarter

F1	City Jail	F15	House Hallonica
F2	Foreigners' Graveyard	F16	The Breakwater gang
F3	Jockle Rumbottom's Pipe Shop	F17	The Swords of Kalim gang
F4	Cozy Burrow Inn	F18	Myrrh of the Night brothel
F5	Jerzy's Pawnshop	F19	Kartak's dwarven gang
F6	Foreign Quarter Administration	F20	Tegell House
F7	Foreign Quarter Revenue Office	F21	Ylari Campground
F8	The Golden Pumpkin Inn	F22	Souq
F9	Westron Market	F23	North Gate Inn
F10	Granary	F24	Tavern x several
F11	Dagger's Fencing School	F25	Long Bar tavern
F12	Augrist Temple	F26	Fire Ship Inn
F13	Church of Darokin	F27	Boarding House x 6
F14	Shrine of the Eternal Truth	F28	Warehouse x several

Notable Locales in Traders Corridor and the Foreign Quarter

LONG BAR TAVERN (F25)

The Long Bar Tavern is located in the east end of the Foreign Quarter (“the dwarf sector”). It is a popular watering hole for dwarves visiting the city and wanting to spend some time among their own kin. The owner of the tavern, **Thrumbar Shieldkroten**, is a prominent tavernkeeper in Specularum, so his place sees much business. If you are a dwarf, the Long Bar can almost be a home away from home (although they offer no rooms). Thrumbar and his staff can advise on the best places to get your weapons and armour repaired (by quality dwarf craftsmen of course!) and shops to get new gear for ventures into the wilderness.

At night, the common room of the Long Bar resonates with melancholic dwarven folk songs about mighty battles, gold treasure, glory and honour. The menu is typically dwarven with lots of meat and beer and there is plenty on the plate.

The Ambassador from Rockhome, **Bolto Nordenshield**, is a frequent guest here. He enjoys the company of other dwarves and eagerly listens to news of home (he also gets official reports of course).

Thrumbar Shieldkroten is the cousin of **Dia**, daughter of **Fara** and leader of the Syrklist Clan in Rockhome. Like his cousin, Thrumbar he has never forgotten that Fara’s husband (Dia’s father) was Thruic Shieldkroten - one of the leaders of the dwarven gold-seeking expedition to Glantri in the fateful year 802



One of the paintings of dwarven exploits that adorn the interior of the Long Bar

AC. Thruic experienced firsthand the hostility of the Glantrian wizards when the dwarves were blamed for the tragic plague, and later on the cruelty exhibited by the Glantrian wizards, when they discovered how the captured dwarves were highly resistant to magic and started to conduct horrible experiments on them.

Like Dia, Thrumbar hates all things Glantrian and spends much time at the bar badmouthing the nation and its vile inhabitants to anyone who is willing to listen. He does not have Dia’s resources to fund direct action against the Glantrians in the city - such as the Glantrian ambassador, **Doña Marianita**, and her staff. A group of sour dwarves frequenting the Long Bar Tavern will eagerly sign up to anything involving Glantrians, including beatings or vandalism.

So far, it has not come to blows and if ambassador Nordenshield gets wind of any such plans, he will be hard pressed between loyalty to his fellow dwarves and his obligation to keep good diplomatic relations with Duke Stefan and respecting the peace in



Ambassador Nordenshield

the Duke's city. Nordenshield might hire outsiders to get between the dwarves and the Glantrians.

Ylari tribesmen from the nearby Ylari enclave in the Foreign Quarter also frequent the Long Bar Tavern. They like the dwarves, who are honest fighters and detest magic as much as the Ylari do. If at some point the Ylari ambassador, **ibn Hamid**, decides to carry out his crazy plan to kidnap Doña Marianita back to his harem in Ylaruam, his chief henchman might attempt to hire dwarves at the Long Bar Tavern as additional muscle. This, in turn, could end tragically with the act of kidnapping becoming assault or worse...

CITY JAIL (F1)

The jail is a massive, squat sandstone building of the Thyatian period, though built mostly by dwarven masons on a dwarven engineer's plan. The designer, one Bohrur Stonecleaver of Highforge, tried to mix a classical Thyatian architectural style with the typical dwarven construction, resulting in a low, rectangular building topped by an incongruous pediment. Hexagonal turrets flank the front of the building, providing a degree of defence to the entrance gate - the only weak spot in the otherwise massive outer wall. A small courtyard opens beyond the entrance gate, and gives access to the guard rooms, the kitchens, and the offices. The cells are located on the first storey.

The dwarves had been commissioned for this work by Duke Stefan, when it became clear that the Hightower could not serve as the only prison in the city. Since the Foreign Quarter was experiencing a significant



Entrance to the City Jail courtyard

increase in petty crimes - brawls, pick-pocketing, and muggings - but was not as out of control as the Nest, the Karameikan government chose to locate the new city jail there. Nowadays, the Hightower is only used for temporary detention and for imprisoned nobles or political prisoners that should not come in contact with other inmates.

Escaping the City Jail is not impossible, but is very difficult, since the dwarven construction gave the wall extra thickness. It is rumoured that the dwarves built a secret exit passage, to prevent the humans from using it to imprison their own. However, only Bohrur is likely to know the truth on the matter, and the old dwarf does not leave Highforge anymore.

FOREIGNERS' GRAVEYARD (F2)

This plot of open ground has been used as graveyard for more than a century. Its use dates back to the time before the Thyatian invasion, when a Minrothad merchantman was destroyed by a fire. The bodies of thirteen sailors were recovered, but could not be buried at sea, for the season was late

and no more Minrothaddan ships were expected. Thus, the dead sailors were interred in a common grave just out of the city walls.

Since that time, foreigners who die in Specularum and are not cremated (in that case the urns can be sent back to their homeland) are laid to rest in this area, which is now dotted with small tombstones.

A few crypts were also built to hold the most notable residents of the Foreign Quarter, including the senior agents of House Hallonica and the Augrist priests (none of them has yet died on Karameikan grounds, but the dwarves like to be prepared).

Rumours of undead haunting abound, but the most immediate threat in the area comes for much more mundane villains: Minrothaddan and Hin gangs both claim the graveyard as part of their territory, and brawls and small scale battles often take place during the night.

AUGRIST TEMPLE (F12)

There have been Minrothaddan visitors and residents in Specularum for centuries as a result of the historical trading alliance between Harbortown and Marilenev. As well as supporting the constant flux of trade between Specularum and the Minrothad Guilds, the Minrothaddan merchant princes also supported the Marilenev in the Traladaran wars. Several major Traladaran families are also related to Minrothaddan merchant clans. Thus, temples of two of the Minrothaddan religions have been erected outside the old city walls, in the areas frequented by foreign merchants.

The second Minrothaddan temple in Specularum, the Augrist temple, is a much newer and larger structure than the Minrothist shrine. A team of Augrist workaholic dwarves built this octagonal, three story building in a single week - so they could worship at the new temple during the next off-work afternoon.

The priests continue the work, always adding new gargoyles, bell towers, statues of Wildeye Auger or of the Twelve Watchers, or sculpting the stone surface of the temple with religious symbols, representations of holy parables from the life of Auger and other decorations.

Thus, the Augrist temple has a permanent work-in-progress look. The interior of the temple is dominated by the vast Hall of the Twelve Watchers on the first floor. This large room is accessed through two side stairways from the foyer on ground level. The second floor is still empty, but the two lower floors are full of small rooms, workshops, monastic cells, kitchens, and so on, with almost no corridors - each room opens directly on the adjacent ones (the Augrist priests concentrate so much on their tasks that they do not notice others passing through their rooms anyway). It is also said that extensive underground works exist under the temple, perhaps even connecting with the sewer system below the northern wards of the city.

The current Elder of the temple, **Mason Auger** (Dwarf Cleric 7), is a direct descendant of Auger's first cousin. Not surprisingly, he holds a great reverence for the Stonemason (one of the Twelve Watchers). Six other dwarf and human Clerics help him. The clergy also hire out as architects and sculptors, which allows them to support the temple expenses.

The Augrist clergy is usually quite busy with its construction projects, but on their off-work afternoon, they become eager proselitizers, so that long time residents of the neighbourhood avoid the streets around the temple block during the Augrist holiday.

CHURCH OF DAROKIN (F13)

The so-called Church of Darokin is actually a multi-confessional hall funded by the five largest Lawful Darokinian sects. It consists of a large rectangular hall that gives access to a six smaller chapels on each of the longer sides. Five chapels are reserved for the funding sects, while the other chapels are open to all Darokinian cults (except those openly Entropic). Priests or other representatives of each cult can rent these chapels for a cheap fare (which helps cover maintenance expenses as well as the upkeep of the resident staff).

The Church of Darokin is appropriately located in the market section of the Foreign Quarter, right on the North Road.

The resident priests are a mixed lot, since they come from five different cults. Each cult sends one to three priests, for a current total of 11 priests. A half dozen of other Darokinian priests regularly use the building on a rental base as well.

MINROTHIST SHRINE (T1)

The Minrothist clergy maintains a single shrine in 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 from 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.

SHRINE OF ASTERIUS (T10)

Well out of view of the common Specularum resident, yet fully immersed in the hustle and bustle of Trader's Corridor is a small shrine, covered in white marble and blood-red tiles. Four statues of mermaids and mermen holding cornucopia, painted in bright colours, support a small portico in front of the shrine, while a frieze depicting scenes of trade, sea travel, and other mercantile

activities encircles the building. Inside, a small cell holds an altar, set in front of the statue of a young man in old-fashioned Thyatian clothes holding scales and a purse of coins, easily recognized as the patron Immortal of the Church of Karameikos, Asterius. To the sides, small niches hold statues of the other Immortals worshipped by the Church, as well as a couple of other Immortals, Ixion and Protius, popular with the foreigners, merchants and sailors, who frequent the shrine.

A thin, middle-aged priest (C3, N) tends to the temple. This man, a Traladaran convert to the Church of Karameikos, has adopted the Thyatian name **Gregorius Philargos** in place of his original Traladaran name, *Semion Antonov*. Gregorius appears a friendly, active sort, always busy preaching the doctrine of the spotless soul to the travellers and merchants, but is actually a greedy priest who will eagerly offer to clean any sin in return for a sizable donation. Gregorius lives in a richly appointed house next to the shrine, but can be found at the shrine during the nights of a new moon, when he serves the thieving aspect of Asterius by acting as a fence and smuggler. A crypt under the shrine, well hidden by a secret trap door, holds the profits of these activities.

SHRINE OF THE ETERNAL TRUTH (F14)

The Shrine of the Eternal Truth is a single story whitewashed building with a flat roof. A gilded dome was part of the original project, but funds ran short and the dome was never completed. A slender tower rises in the garden a few yards from the main building.

A small group of scholars and preachers lives on the temple ground. These four departed from Ylaruam as learned sages and profound thinkers, but aging and the lack of interaction with other scholars in the last twenty years have turned them into four bickering old coots, who spend half their time dozing in sunny corners of the garden, and the rest arguing among themselves over not-so-profound issues (like who should cook a meal or wash dishes). Thus, it is not surprising that the Eternal Truth is not gaining much ground in the Grand Duchy.

The four scholars are **Ahmed ibn Sabir** (C3, L), **Yousef ibn Hamid min Sulba** (C4, L), **Nasir ben Said** (MU 3, L) and **Waleed ibn Djbril al Jaboori** (Rake 2, L).

Authors' Note:

While our names appear at the top of this article, we must acknowledge a veritable horde of contributors who either added to the various subject discussions in the Piazza Mystara forum, or whose earlier works (retrieved from the Vaults of Pandius) helped add detail and colour to our thoughts and ideas. The list is long, and we're likely to miss at least one, but we thank everyone for their assistance!

-GP/AP

See following pages for an attempt to document the various sources.

Also note an earlier work, ["A Specularum City Map"](#), by LoZompatore which provided some inspiration.

APPENDIX

The accompanying tables attempts to list the sources for the identified locations that appear on the Specularum district maps. The sources are:

- [BC] [“Specularum”](#) by Brian Caraway
- [B6] *“The Veiled Society”* (Basic module)
- [CGNK] [“The Corliss Guide to Northern Karameikos”](#) by Damon Brown
- [DKoK] *“Dark Knight of Karameikos”* (novel)
- [DMR1] *Dungeon Master’s Screen* (D&D accessory)
- [DMSK] [“Dugeon Master’s Survival Kit”](#) (AD&D Mystara accessory)
- [D13] *“Of Nests and Nations”* (DUNGEON Magazine issue #13 adventure)
- [FC1] A long-running topic in the Mystara forum at *The Piazza* developed the concept of *“FC1 – Fantasy City: Specularum”*, a city book describing the Karameuikan capital using both canon and fanon sources, as well as new material by many people to support it .
- [GAZ1] *“The Grand Duchy of Karameikos”* (Gazetteer supplement)
- [Guilds] [“Guilds, Orders and Secret Societies in Karameikos”](#) by Giampaolo Agosta
- [HtH] *“Hail the Heroes”* (AD&D Mystara adventure)
- [ITM] [“Inns and taverns in Mystara”](#) by Jesper Andersen
- [JA] *“Joshuan’s Almanac”* (AD&D Mystara supplement)
- [K:KoA] *“Karameikos: Kingdom of Adventure”* (AD&D Mystra boxed set)
- [PWA III] *“Poor Wizard’s Almanac III”* (D&D supplement)
- [SS] *Specularum Scenario adventures* by [Ville Lähde](#)
- [Sturm] *“The Adventurers & Explorers Club of Specularum”* by Francesco Defferrari (THRESHOLD Magazine issue #21)
- [TT] [“The Torenescu area”](#) by Ville Lähde
- [WotI] *“Wrath of the Immortals”* (boxed campaign set)
- [XSolo] *“Latabn’s Gold”* (Expert module)

Sources of Locations identified on Specularum district maps

The Hil District

H1	Moneychangers' Guildhall	[Guilds]
H2	Goldsmiths' Guildhall	[Guilds]
H3	Torenescu Manor & Plaza	[GAZ1]
H4	Ergal's residence	[FC1]
H5	Akatrina the Painter	[WotI]
H6	Old Church of Thyatis Columbarium	[FC1]
H7	Hill Graveyard	[FC1]
H8	Capital Armorer	[XSOLO]
H9	Ebonov House	[FC1]
H10	House of Emmet	[TT]
H11	House of Samasus	[TT]
H12	Garvil's Manor	[TT]
H13	Dragos' Manor	[TT]
H14	Boris' House	[TT]
H15	Sergei's House	[TT]
H16	Torenescu Warehouse	[TT]
H17	Stephano's House	[TT]
H18	Nichola's House	[TT]
H19	Lord Dimitrios' House	[TT]
H20	Torenescu Clan houses	[TT]
H21	Simion's House	[TT]
H22	Torenescu Guest House	[TT]
H23	Granary	[FC1]
H24	Karameikan Road Lodge	[CGNK]
H25	Lodge Stables	[FC1]
H26	Sword & Shield Tavern	[FC1]
H27	Nobles Bath House	[FC1]
H28	District Revenue Office	[FC1]
H29	District Court House	[FC1]
H31	Church of St Moira the Pure	[DMR1]
H32	Darokinian Embassy (DDC)	[GAZ1]
H33	Glantrian Embassy	[GAZ1]
H34	Rockhome Embassy	[GAZ1]
H35	Alfheim Embassy	[GAZ1]
H36	Thyatian Embassy	[GAZ1]
H37	Ylari Embassy	[GAZ1]
H38	Ierendi Embassy	[GAZ1]
H39	Minrothad Embassy	[GAZ1]

H40	Five Shires Embassy	[GAZ1]
H41	Hillside Bath House	[FC1]
H42	Torenescu Stables	[FC1]
H43	Parkside Stables	[FC1]
H44	The Merciful Axe Tavern	[FC1]
H45	The Unarmed Angel Tavern	[FC1]
H46	Hillside Tavern	[FC1]

Bricktop District

B1	Scriveners' Guildhall	[Guilds]
B2	Scrivener' Guild Public Library	[Guilds]
B3	Apothecaries' Guildhall	[Guilds]
B4	Town Hall	[FC1]
B5	Ministry of State	[K:KoA]
B6	Ministry of Trade	[K:KoA]
B7	Ministry of Finance	[K:KoA]
B8	Ministry of War	[K:KoA]
B9	Bricklayers' Guildhall	[Guilds]
B10	Ducal Karameikan Theater	[JA]
B11	The Golden Book, Inn & Restaurant	[FC1]
B12	The Priest and Jug, tavern	[FC1]
B13	Cee Salt	[XSOLO]
B14	Turano's Guesthouse	[B6]
B15	Vorloi House	[B6]
B16	Rattlebone Inn	[B6]
B17	Grygori Vorloi's house	[B6]
B18	Bricklayers' Arms tavern	[FC1]
B19	Conta's Boarding House	[FC1]
B20	Shrine of Petra	[FC1]
B21	Ministry Stables	[FC1]
B22	District Court House	[FC1]
B23	District Revenue Office	[FC1]
B24	District Administration Office	[FC1]
B25	City Guard Barracks	[FC1]
B26	Mother Bertha's Bath House	[FC1]
B27	Granary x 2	[FC1]
B28	School	[FC1]
B29	Baron Vorloi House	[B6]

Walking the Wards

B30	Goodwife Thanatos	[B6]	NE27	The Anchor & Compass Tavern	[FC1]
B31	Turano's main house	[B6]	NE28	The Plough Tavern	[FC1]
B32	Chapel of the Stainless Soul	[FC1]	NE29	The Harvest Moon Tavern	[FC1]
B33	The Crown & Castle tavern	[FC1]	NE30	Giant's Slumber Tavern	[FC1]
B34	The Soldier's Rest tavern	[FC1]	NE31	Lucor's Scrolls Tavern	[FC1]
B35	The Mad Juggler tavern	[FC1]	NE32	Granary x 2	[FC1]
B36	The Gentle Wife tavern	[FC1]	NE33	District Court House	[FC1]
B37	The Arguing Owl tavern	[FC1]	NE34	District Admin Office	[FC1]
B38	The Golden Ring tavern	[FC1]	NE35	Diostrict Revenue Office	[FC1]
B39	Market Boarding House	[FC1]	NE36	City Guard Barracks	[FC1]
B40	Market Stables	[FC1]	NE37	Warehouses x 7	[FC1]
B41	House of Flowing Notes	[FC1]	NE38	Bath House	[FC1]
B42	Market Bath House	[FC1]	NE39	North Gate Boarding House	[FC1]
North End District					
NE1	Naval Shipbuilders	[GAZ1]	NE40	North End Stables	[FC1]
NE2	The Black-Heart Lily	[GAZ1]	NE41	Roaring Seawolf Inn (ruins)	[K:KoA]
NE3	Desmond's Dive	[K:KpA]	NE42	Westron Stables	[FC1]
NE4	The Hand and Harrow	[K:KpA]	NE43	Farmland stables	[FC1]
NE5	The Gored Ox	[K:KpA]	NE44	Farriers' Stables	[FC1]
NE6	Hippogriff Inn	[XSOLO]	NE45	North Market Stables	[FC1]
NE7	Golden Coin Gambling House	[XSOLO]	NE46	Stefan Fidato's Boarding House	[FC1]
NE8	Boris Nikoli's grocery	[D13]	NE47	Aurica Strenescu's Boarding House	[FC1]
NE9	Blacksmiths' Guildhall	[Guilds]	NE48	Black-Heart Lily Stables	[FC1]
NE10	Carpenters' Guildhall	[Guilds]	NE49	Dock Stables	[FC1]
NE11	Loggers' Guildhall	[Guilds]	NE50	Sea View Boarding House	[FC1]
NE12	Mariners' Guildhall	[Guilds]	NE51	Dita Petescu's Boarding House	[FC1]
NE13	Fishmongers' Guildhall	[Guilds]	NE52	Adventurers & Explorers Club	[Sturm]
NE14	Innholders' Guildhall	[Guilds]	Merchants District		
NE15	Akarios, Shipwright	[B6]	M1	The Hightower	[GAZ1]
NE16	Church of St. Lucor	[FC1]	M2	Harbor Tavern	[XSOLO]
NE17	Martina Blossombath, Pastry stand	[JA]	M3	Blue Water Mead Hall	[B6]
NE18	Dragonfly Tavern	[D13]	M4	Radu's Wholesale Foodstuff	[D13]
NE19	City Well	[Xsolo]	M5	Mirror Bay Inn	[D13]
NE20	Temple/Shrine	[FC1]	M6	Titus Angelicus' grocery	[D13]
NE21	Temple/Shrine	[FC1]	M7	Aristo, Wine Merchant	[B6]
NE22	Westron Inn	[FC1]	M8	Vintners' Guildhall	[Guilds]
NE23	The Bridge of Blood Tavern	[FC1]	M9	Cutlers' Guildhall	[Guilds]
NE24	The Solitary Knight Tavern	[FC1]	M10	Bakers' Guildhall	[Guilds]
NE25	Petros' Ditch Tavern	[FC1]	M11	Tailors' Guildhall	[Guilds]
NE26	The Mermaid's Kiss Tavern	[FC1]	M12	Butchers' Guildhall	[Guilds]
			M13	Bowyers' Guildhall	[Guilds]

Walking the Wards

M14	Skinners' Guildhal	[Guilds]	O8	Leathersellers Guildhall	[Guilds]
M15	Heranthes, Cobbler	[D13]	O9	Statue of Ban Bogdan Ivanovich	[FC1]
M16	Imelda's Beauties (in Cobblers' Lane)	[JA]	O10	Mages' Pages	[FC1]
M17	Griffon's Arms Inn	[PWA III]	O11	The Scarlet Wizards	[FC1]
M18	Tavern on the Shore	[XSOLO]	O12	Wizard's Gizzard Tavern	[D13]
M19	The Grog Shoppe	[XSOLO]	O13	The Bawd and Minister	[ITM]
M20	The Rogue's Den	[ITS]	O14	Temple Chardastes inc Library	[HtH]
M21	Harbour Master	[FC1]	O15	Rusty Wand Tavern	[FC1]
M22	District Admin Office	[FC1]	O16	District Admin Office	[FC1]
M23	District Revenue Office	[FC1]	O17	District Revenue Office	[FC1]
M24	District Court House	[FC1]	O18	District Court House	[FC1]
M25	City Guard Barracks	[FC1]	O19	House of the Tossed Coin	[BC]
M26	Granaries x2	[FC1]	O20	The Open Spellbook	[BC]
M27	The Trading House Temple	[BC]	O21	Elk Horn Boarding House	[D13]
M28	Temple of the Golden Coin	[FC1]	O22	Boarding House x 4	[FC1]
M29	Harbor Boarding House	[FC1]	O23	Granary x 2	[FC1]
M30	Market Stall Stables	[FC1]	O24	School	[FC1]
M31	Warehouses x 12	[FC1]	O25	The Wassailing Wolf Tavern	[FC1]
M32	Bartering Bugbear Tavern	[ITM]	O26	Dimensions Doors Inn	[D13]
M33	The Tannery Tavern	[FC1]	O27	Dainty Ogre Tavern	[FC1]
M34	Grapes of Cruth Tavern	[FC1]	O28	"Fishbowl" brothel	[FC1]
M35	The Duchess Olivia Tavern	[FC1]	O29	Warehouses x 8	[FC1]
M36	The Grey Gnoll Tavern	[FC1]	O30	The Splintered Diamond Inn	[FC1]
M37	Blade Alehouse Tavern	[FC1]	O31	The Duke's League Inn	[FC1]
M38	Roaring Seawolf Inn (ruins)	[K:KoA]	O32	The Prior's Scroll Inn	[FC1]
M39	Bearthrimble's Brogans & Boots	[FC1]	O33	The Dancing Medusa Inn	[FC1]
M40	Marteescu Boarding House	[FC1]	O34	Other Old Quarter Taverns (15)	[FC1]
M41	Archer Boarding House	[FC1]	O35	Widow Beklea's Boarding House	[FC1]
M42	Pirate's Treasure Boarding House	[FC1]	O36	Felix Siperco' Boarding House	[FC1]
M43	Nate Gilca Stables	[FC1]	O37	Alicia & Okga's Boarding House	[FC1]
M44	Grand Market Livery & Stables	[FC1]			
M45	Harbor Stables	[FC1]			

Old Quarter

O1	Street Dreamers Gang	[D13]
O2	St. Kruskiev Monastery	[DKoK]
O3	Great Church of Traladara	[GAZ1]
O4	Residence of the CoT Patriarch	[GAZ1]
O5	The Graceful Swan	[D13]
O6	Open Door	[D13]
O7	Grocers Guildhall	[Guilds]

The Nest

N1	House of Alya	[GAZ1]
N2	House of Many Smokes	[K{KoA}]
N3	The Eagle's Vision tavern	[K{KoA}]
N4	The Flying Hammock tavern	[D13]
N5	The Laughing Dog tavern	[D13]
N6	The Quill and Counter Tavern	[FC1]
N7	The "Palace"	[GAZ1]
N8	Lumber Warehouse	[D13]

Walking the Wards

N9	The Golden Orda tavern	[SS]
N10	Granary x 2	[FC1]
N11	Crimson Antlers Inn	[FC1]
N12	Jagged Blade Inn	[FC1]
N13	The Blue Ferret Inn	[FC1]
N14	Ruined shrine of Saint Oirtulev	[DMSK]
N15	Cult of Halav shrine	[FC1]
N16	Boarding House x 7	[FC1]
N17	Warehouse x 6	[FC1]
N18	Golden Horseshoe Gaming House	[FC1]
N19	The Pavillion of Delights	[FC1]
N20	Madam Gloria's	[FC1]
N21	Seldani & McGhe's Magic Shop	[FC1]
N22	Ali Bongo's Emporium	[FC1]
N23	The Wizard Blackstone	[FC1]
N24	Weiss & Co Locksmiths	[FC1]
N25	Harbin's Hocus-Pocus	[FC1]
N26	The Drunken Dragon Tavern	[FC1]
N27	The Ban's Pride Tavern	[FC1]
N28	The Lucky Hammer Tavern	[FC1]
N29	The Pegasus' Wings Tavern	[FC1]
N30	The House of Cards Tavern	[FC1]
N31	Tavern x several	[FC1]

South End District

SE1	Magicians' Guildhall and Library	[GAZ1]
SE2	Brewers' Guildhall	[Guilds]
SE3	Dyers' Guildhall	[Guilds]
SE4	South End Traladaran Graveyard	[FC1]
SE5	Borsch Traladaran restaurant	[SS]
SE6	Davidov Veterinary Clinic and Herbalist	[SS]
SE7	South End Captaincy	[SS]
SE8	Universal Criers Union Office	[FC1]
SE9	Hawk's Nest Inn	[FC1]
SE10	The Bountiful Basket Inn	[FC1]
SE11	The Lovers Retreat Inn	[FC1]
SE12	The Golden Crossbow Inn	[FC1]
SE13	The Crooked Farrow Inn	[FC1]
SE14	The Adventurers Rest Inn	[FC1]
SE15	Th Dyers Arms Tavern	[FC1]

SE16	Boarding House x 5	[FC1]
SE17	Church of St. Bronev the Martyr	[FC1]
SE18	Chapel of St. Chardastes	[FC1]
SE19	Shrine of Asterius	[FC1]
SE20	District Admin Office	[FC1]
SE21	District Revenue Office	[FC1]
SE22	District Court House	[FC1]
SE23	Granary x 4	[FC1]
SE24	The Shackled Beastman Tavern	[FC1]
SE25	Witches Cauldron Tavern	[FC1]
SE26	The Bottomless Keg Tavern	[FC1]
SE27	The Workers Lament Tavern	[FC1]
SE28	Fruit of the Vine Tavern	[FC1]
SE29	Past Treasures Tavern	[FC1]
SE30	Wanderes Retuen Tavern	[FC1]
SE31	Taverns x 18	[FC1]
SE32	Stables	[FC1]

Church District

C1	Great Church of Karameikos	[GAZ1]
C2	Residence of the Patriarch of the Great Church of Karameikos	[GAZ1]
C3	New Church of Karameikos Columbarium	[GAZ1]
C4	Stables	[FC1]
C5	Pax Bellanicae Studium (School)	[FC1]
C6	The Black Axe tavern	[FC1]
C7	Granary	[FC1]
C8	Ruined Temple of St Rybich	[FC1]
C9	Silver Trident tavern	[FC1]
C10	Rose & Thorns	[FC1]
C11	Wheel of Flames tavern	[FC1]
C12	District Revenue Office	[FC1]
C13	Immortals' Rest Inn	[FC1]
C14	District Captaincy	[FC1]
C15	The Crossed Swords tavern	[FC1]
C16	District Court house	[FC1]
C17	Column of Flavian Osteroplulos	[FC1]
C18	Well	[FC1]
C19	The Traveller's Moon tavern	[FC1]
C20	Bath house	[FC1]

Walking the Wards

C20	Aquae Flavianae (Bath House)	[FC1]
C21	Order of the Griffon Hall	[GAZ1]
C22	Shrine of Vanya	[FC1]
C23	Church of Thyatis	[FC1]
C24	Residence of the Patriarch of the Church of Thyatis	[FC1]

Stronghold District

S1	The Beastman's Axe Tavern	[FC1]
S2	The Golden Sceptre Tavern	[FC1]
S3	Stronghold Stables	[FC1]
S4	Stronghold District Court House	[FC1]
S5	The Huntsman Tavern	[FC1]
S6	The Stronghold Inn	[FC1]
S7	Stronghold District Captaincy	[FC1]
S8	Armourers Guildhall	[Guilds]
S9	School	[FC1]
S10	District Revenue Office	[FC1]
S11	Shrine of Zirchev	[FC1]
S12	City Well	[FC1]
S13	Merchants' Guildhall	[Guilds]
S14	Bust of Petros Radu	[FC1]
S15	Radu Manor	[GAZ1]
S16	Radu Warehouses	[GAZ1]
S17	Granaries	[FC1]

Traders Corridor District

T1	Minrothist Shrine	[FC1]
T2	Crimson Noblius' grocery	[D13]
T3	Boris' Hunters' Lodge	[SS]
T4	Hunters' Guildhall	[Guilds]
T5	Minrothaddan Port Agent	[FC1]
T6	The Dragon's Wind Inn	[FC1]
T7	Highreach Tavern	[FC1]
T8	Long Shadow Tavern	[FC1]
T9	Jolly Buccaneer Tavern	[FC1]
T10	Shrine of Asterius	[FC1]
T11	District Administration Office	[FC1]
T12	Boarding House	[FC1]
T13	Warehouse	[FC1]

The Foreign Quarter

F1	City Jail	[XSOLO]
F2	Foreigners' Graveyard	[FC1]
F3	Jockle Rumbottom's Pipe Shop	[JA]
F4	Cozy Burrow Inn	[JA]
F5	Jerzy's Pawnshop	[SS]
F6	Foreign Quarter Administration	[FC1]
F7	Foreign Quarter Revenue Office	[FC1]
F8	The Golden Pumpkin Inn	[FC1]
F9	Westron Market	[GAZ1]
F10	Granary	[FC1]
F11	Dagger's Fencing School	[FC1]
F12	Augrist Temple	[FC1]
F13	Church of Darokin	[FC1]
F14	Shrine of the Eternal Truth	[FC1]
F15	House Hallonica	[FC1]
F16	The Breakwater gang	[SS]
F17	The Swords of Kalim gang	[SS]
F18	Myrrh of the Night brothel	[SS]
F19	Kartak's dwarven gang	[SS]
F20	Tegell House	[SS]
F21	Ylari Campground	[FC1]
F22	Souq	[FC1]
F23	North Gate Inn	[FC1]
F24	Tavern x several	[FC1]
F25	Long Bar tavern	[FC1]
F26	Fire Ship Inn	[FC1]
F27	Boarding House x 6	[FC1]
F28	Warehouse x several	[FC1]

“To Protect and Serve”

The Specularum City Guard, Night Watch and District Constabulary

by Allan Palmer
 incorporating material
 by Damon Brown
 and Giampaolo Agosta

There are three organizations that deal with the safety of Specularum: the City Guard, the Night Watch and the District Constabulary.

THE CITY GUARD

The military group, traditionally known as the *Guard Phorsis*¹, was declared as the 1st Division of the Karameikan Armed Forces by Duke Stefan after they defended him from the Marilenev Uprising soon after his acquisition of the former Thyatian protectorate. The history of the force goes back many years to the early days of the Free City of Marilenev.

The General in command of the Division is currently Duke Stefan himself, although most of the command duties are left to the senior Captain of the Division, Mikel Pyotrev. The City Guard is primarily responsible for the defensive positions outside of the Duke’s Stronghold (which is protected by the

¹ The City Guard is introduced in GAZ1: “The Grand Duchy of Karameikos”, page 25



The Hightower (headquarters of the City Guard) viewed from the dockside

Elvenguard and Duke’s Guard of the 2nd Division KAF). The 1st Division guards the city gates - checking on travellers and cargo goods, supporting the tax collectors and other gate officials, and for patrolling the battlements on the lookout for potential threats.

The structure and deployment of the City Guard is shown on the accompanying chart. Unlike most of the other Divisions of the Kareikan Armed Forces which comprise between 2 and 4 Battalions, the 1st Division is only equivalent in size to a single Battalion. The ranking captain and his 3 administrative



**Structure & Deployment of
1st Division,
KARAMEIKAN ARMED FORCES
(a.k.a. The City Guard)**

Division Command:
Captain Mikel Pyotrev
+ 3 administrative Lieutenants
garrisoned at the Hightower

A Company:
Lieutenant - Reuben Fausto

1st Squad: The Hightower
2nd Squad: The Hightower
3rd Squad: Duke's Road Gate
4th Squad: Stronghold District Gate

B Company:
Lieutenant - Darja Kartashkin

1st Squad: River Fort
2nd Squad: River Fort
3rd Squad: The Sea Gate
4th Squad: Stronghold District

C Company:
Lieutenant - Roland Kessler

1st Squad: North Road Gate Outer
2nd Squad: North Road Gate Inner
3rd Squad: Westron Road Gate Outer
4th Squad: Westron Road Gate Inner

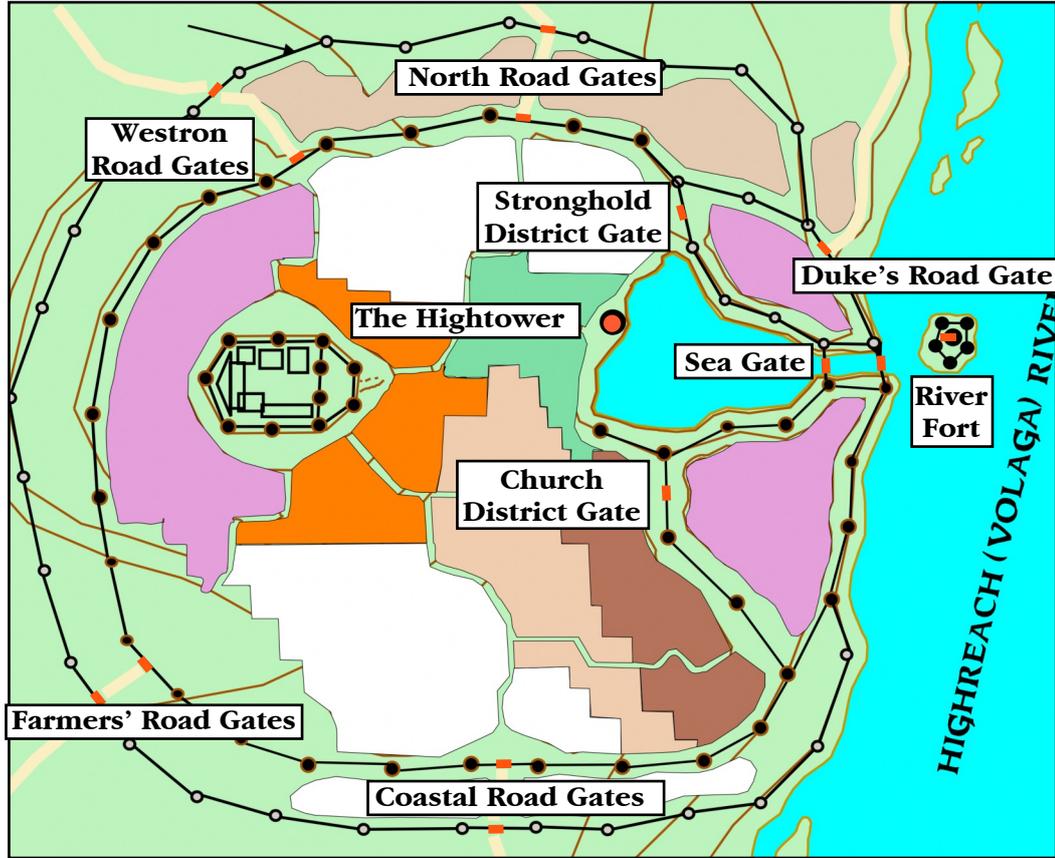
D Company:
Lieutenant - Anna Nemetorius

1st Squad: Farmers' Road Gate Outer
2nd Squad: Farmers' Road Gate Inner
3rd Squad: Coastal Road Gate Outer
4th Squad: Coastal Road Gate Inner

*Each Squadron within a Company
comprises 1 Sergeant in commend
plus 14 Soldiers*

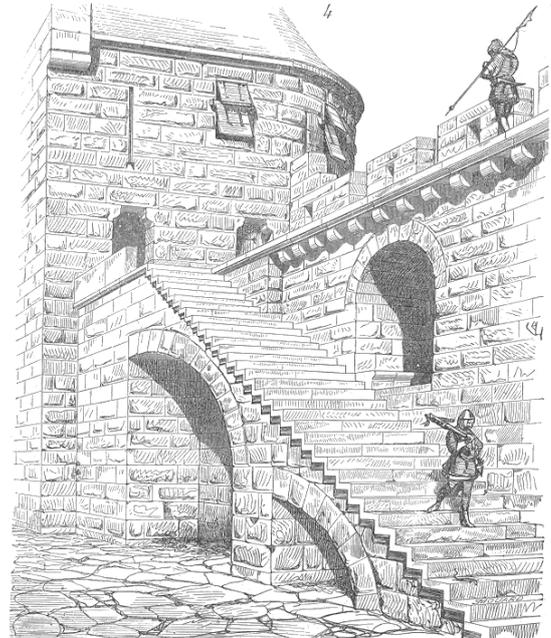


Specularum City Guardhouses



lieutenants command 244 troops (4 Lieutenants, 16 Sergeants and 224 Soldiers). These troops are formed into 16 Squadrons (14 soldiers with 1 Sergeant in commend). The Division is split into 4 Companies, each comprising 4 of the Squadrons; each Company is commanded by a Lieutenant. The Squads are deployed at the 12 gatehouses around the city as shown on the chart.

Various signalling systems are in place to allow communication between the towers. Beacons may be lit on top of the towers if circumstances arise. The Hightower provides a night time illumination for the harbour from its specially constructed beacon.



THE NIGHT WATCH

For many centuries, each of the city districts has traditionally handled its own Night Watch. It was an extension of the Marilenev army. The Watch provided an essential service, looking out for and fighting fires (accidental or criminal) and similar threats that might easily get out of hand if there was no vigilance. As time went on, the Watch took on other responsibilities in the maintenance of law and order in the city streets.

After the Thyatian conquest, the Marilenev army was dissolved, and with it the Night Watch. However, after a number of incidents, the then Town Council petitioned the Thyatian Governor to allow the reinstatement of a non-military street watch operation. This led to the instigation of a Night Watch Brigade in each city district that benefited from superior Thyatian technology (such as fire-dampening chemicals) to help the fire-fighters.

Each Night Watch brigade maintains a single station with enough room for eight off-duty Watchmen, plus the tools of the trade - hooks and poles to tear down wooden buildings, ladders, horns and bells, ropes, buckets, and barrels of vinegar-based chemicals provided by the Apothecaries' Guild.

The officers of the Night Watch are elected by the district residents, in a bi-yearly election. These positions are usually assigned to young members of noble or affluent families, since they are expected to use personal funds to improve or replace the Watch's equipment, as well as to organise the participation of the district to the various festivals and traditional



religious ceremonies. For example, the North End Brigade is associated with the Festival of Lucor and Watchmen of that brigade are usually in charge of carrying the saint's statue in the festival procession. The Captain and Lieutenants of the North End collect (generally from their own pockets) the funds to finance the Festival of Lucor.

The non-commissioned officers, on the other hand, are selected by the Lieutenants on the base of military experience - they are often veterans from the divisions of the army.

The District Brigades do not operate a patrol system. They may be alerted to fire incidents and the like by the local population in the areas they are responsible for. They may also be alerted by members of the City Guard, particularly those stationed on the towers of the inner gates, or on the High Tower, to such incidents that may be spotted by guard patrols.

DISTRICT CONSTABULARY

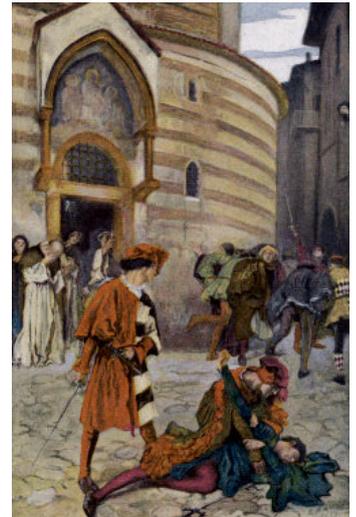
While the 1st Division/City Guard provides defence and security for Specularum's perimeter, safety in the streets is provided by the District Constabulary force. Each city district operates its own force of Constables, organised into patrolling groups. Each group, or Beat, is led by a Beatmaster who reports to the district's Superintendent, who in turn reports to the District Prior on the Town Council.

The Constabularies grew out of what was once the Marilenev Night Watch that had existed prior to the Thyatian occupation. With the dissolution of the former Marilenev army, maintenance of law and order in the streets fell into disarray. Succeeding Governor-Generals were loath to utilise their armies to deal with crime, and they welcomed a proposal from the Town Council that in similar fashion to the Night Watch, each city districts should be responsible for its own street patrols, both day and night.

Each Constabulary Superintendent operates from the District Administration Office which includes small holding cells for any prisoner before they are transferred to the District Courthouse for trial.

Not all parts of the city have an active Constabulary. As might be expected, The Nest can be a law unto itself, and mere lip service is paid to the concept of a Constabulary, which in the past as been seen merely as an extension of some of the criminal organisations in the area. Similarly, the Foreign Quarter and Trader's Corridor pay lip service to the Constabulary based in the Quarter's Administration Office, due to the

sometimes volatile mix of nationalities that encounter one another in the area. However, the various merchants and traders of the outer area have become somewhat more agreeable to the assistance provided by the Constables in the maintenance of a relatively stable environment.



Street Fight

Like the Night Watch, a proportion of the Constabularies have had experience in the military and have taken up their role after completing their service in the armed forces. A recent initiative has seen some veterans from the Karameilkan Navy operating as a patrol on the waters of Mirror Bay. Superintendents are appointed by the Town Council Priors.

The Constabularies are becoming more involved in the tracking down of perpetrators of crime, investigating robberies and assaults. Should Player Characters become engaged in criminal activities, they may find themselves being trailed by Constables.

REFERENCES

[*"Specularum City Guard"*](#) by Damon Brown
[*"District Militia and Night Watch"*](#) by Giampaolo Agosta
[*"The Specularum City Guard"*](#) by Allan Palmer
 The Duke's Law from *"The Grand Duchy of Karameikos"* (GAZ1)

The Adventurers & Explorers Club of Specularum

by Francesco Defferrari (Sturm)

HISTORY, PEOPLE, LOCATION AND AMMISSION

The Adventurers and Explorers Club was founded in Specularum in 981 AC by Thyatian adventurer Valerio Iantis who had then recently arrived in Karameikos. He was fascinated by Traladaran culture and history, but also annoyed by many of his countrymen, bent on exploiting a country rather than learn from its culture. Valerio had some local Traladaran acquaintances and with them he initiated the first group of explorers who had the intention of creating maps of the many unknown regions of Karameikos. Over the next 10 years the Club became a reference point for all the inhabitants of Specularum, and Karameikos in general, who had visited unknown lands both in the Grand Duchy's territory and beyond. Most of the initial companions of Valerio died on some dangerous mission or retired and himself lost a leg fighting a owlbear.

Valerio took partial inspiration from the more famous Adventurers' Club of Ierendi. However, while the Ierendian organisation was created after 935 AC (by the former contenders of the Royal Tournament of



*Portal of the Club with a bas-relief
of a knight fighting griffons*

Adventurers), with the aim of aiding Ierendi and its rulers, the Karameikan club has always been more focused on the exploration of the wilderlands. The two clubs however maintain cordial relations and members of the Ierendian Club, even former royals, occasionally visit the Karameikan Club.

Following his wounding that led to his retirement from active exploration, Valerio has become the guardian, librarian and president of the Club and he also cooperates with officials of the Grand Duchy's government, in particular Alexius Korrigan. He also maintains a close correspondence with Ierendi City's like-minded Club.

The Club is located in the North End of Specularum, east of the Westron Alley but is not well publicised as many members have made enemies in the course of their travels and value their privacy. The Club, however, is known among the adventurers normally present in the city and among those who frequent Specularum often. Many know that it is the best place to go to look for information on the remotest parts of the Known World and beyond. To consult the Club's books and maps, visitors have to become associates by paying the annual membership fee¹ and signing a promise to the Club to bring back any map or information about unknown lands they manage to find in their travels.



Portrait of Valerio

The Club is a relatively big four storey house, with common room, dining hall and kitchen on the ground floor (and part of the library), main library and collection of maps on the second floor, Valerio's lodgings, guests rooms and servants rooms on the third floor, and a fourth floor attic. Besides Valerio, it is usual for there to be at least one or two groups of adventurers as guests, which have to fit in two common rooms with six beds each on the third floor. The personnel of the house comprises a cook, Magda, a 50 year old woman; her maids and

¹ The amount should be specific to each DM's campaign, but roughly it should correspond to five days of lodgings in a good Inn.

waitresses, Julia and Irina; and Boris, a big man who does any other duties, including assisting Valerio deal with any trouble-making adventurers or any unwanted visitors, if necessary.



Magda in the Kitchen of the Club

Associates Members of the Club can sleep and eat in the house for no more than 10 days in each year. This is included in the association fee. Alcoholic beverages, however, are not provided for free. Guests can talk and drink in the ground floor, but with moderation, as Valerio frowns upon anyone getting drunk in the Club. "The Attic" is a common joke in the Club, as many think it contains Valerio's treasures, or portals to other lands. Valerio enjoys the rumour, but steadfastly maintains the Attic is just a deposit of common household items, with a small laboratory where he and Boris restore damaged items and books, if needed.

Since one of Valerio's best friends is a lupin, a Thyatian Shepherd named Gaus, the Club is also one of the few places in Karamaikos where it is relatively common to meet a lupin. Another good friend of Valerio is Oldrinn Sacnissen, a relatively famous dwarven explorer from Highforge². Other adventurers active in Specularum and

² This is the dwarf who is found dead in the Temple of Halav in the adventure "Hail the Heroes". If he disappears during such a mission, Valerio could be an alternative start of the adventure instead of the somewhat unbelievable "map found in the river" of the original module.

Karameikos can be encountered in the halls of the Club, see also the article "*Wanted: Adventurers*" in this issue of *Threshold Magazine*.

RELATIONS WITH OTHER ORGANIZATIONS

Members of the Order of the Griffon, the Knights of the Three Suns, The Brotherhood of the Woods³, The Ambassador's Men and the Trade Guilds could also be present in the Club, sometimes openly and sometimes secretly. There may also be present secret members of criminal organizations such as the Iron Ring, the Veiled Society or the Kingdom of Thieves. Valerio, however, passionately hates the Iron Ring and the Black Eagle, and would throw out, and probably denounce to the authorities or even attack, anyone claiming alliance to them. Lathan Spearhand of the Brotherhood of the Woods is a frequent visitor to the club, usually incognito. Valerio knows of his activities and supports them with maps and information.

Emilio the Great also visits the Club from time to time. Valerio suspects he is a sort of Ducal government spy, but he does not know he works for the Duchess rather than the Duke. Should he discover it, Valerio may become suspicious of Emilio's true motives.

Some members of the major noble families visit the Club too. Halia and Retameron

³ See "[Guilds, Orders and Secret Societies in Karameikos](#)" by Giampaolo Agosta at the Vaults of Pandius for more background

Antonic⁴ are members, and Halia is also the one who provides Club information to the Vorloi. Valerio is aware of that, but trusts Halia's honesty.

Fortunato Vorloi and his daughter Lucia⁵ are also in good relations with Valerio, even if they are not members, and visit the Club from time to time. Fortunato cooperates with Lathan and his organization against the Black Eagle and the Iron Ring.

Of the Torenescu, the only member of the Club is Stephanos, who ostensibly is only interested in wilderlands adventures. Valerio obviously thinks he also reports to his family and the Scriveners' Guild, but as he never had any hint that Club information was used to damage Karameikos or its government, he is not too worried about that.

Three prominent members of the Magicians' Guild, Claransa⁶, Tullia⁷ and Rubelest⁸, are members of the Club, and several other wizards of Specularum have paid the yearly fee occasionally to consult the Club's maps and books.

⁴ These two characters may be found in GAZ1: "*The Grand Duchy of Karameikos*", module X12: "*Skarda's Mirror*", and "*Karameikos: Kingdom of Adventure*".

⁵ Fortunato and Lucia appear in module B6: "*The Veiled Society*".

⁶ Claransa could be a member of the Club and friend of Valerio from before she went to Norwold (as she appears in the module CM1: "*Test of the Warlords*") and to the Hollow World (as detailed in the *Poor Wizard's Almanac I*).

⁷ See the article "*Citizens of Specularum*" in this issue of *Threshold Magazine*

⁸ From "[Mystaran NPC Catalogue](#)" by Jesper Andersen

The Merchants' Guild, as expected, is very much interested in the information gathered by the Club. Anton and Cartha Radu were never members, but several of their family and associates are or have been. Antonito Radu and his son, Emil, are both current members, and Zweis and Theodosius have been too, until recently when Zweis had an argument with Valerio. Indeed, the founder of the Club suspects the Radu to be not only engaged in criminal activities, but also bent on raising a rebellion against the Ducal authority. Still, he has to suffer them because they are too powerful and rich to be excluded. In public Antonito and Emil are friendly and gracious with Valerio, but secretly they are considering letting Zweis kill him should the Club founder start to meddle in the activities of the Veiled Society.

Several gnomes of the Goldsmiths' Guild frequent the Club as members, and the gnomes of Highforge have often provided useful information to Valerio, who has a high opinion of them.

Elves and Hin are often present in the Club, as Valerio has friends among them, mostly from the Callarii clan and the Shires.

Occasionally, Flameflicker's agents visit the Club if the Thieves' Guild is interested in some heist outside the city. So far Valerio has never discovered their activities.

Other prominent inhabitants of Specularum who can be encountered in the Club, as members or visitors, are Brother Nicklaus Chebyshov, Thorur Thoricwarf Silverbeard, Protogoras Longinus, Ergal, Cee Salt, Devon

Hyraksos, Barris Strolojca, Cesare "Dagger" Lorenson, and Aloysius Vandevic.⁹

Other Guildmasters and nobles could also be present in the Club on the occasion of formal dinners or afternoon meetings, which the are organized from time to time by the Club, usually with a particular theme, such as "The Mysterious Shadowdeep" or "The Unknown lands of Northern Karameikos" or some similar topic of interest. More than an opportunity to actually discuss the proposed theme, such occasions may be excuses for informal meetings of important people, or gatherings of sponsors and adventurers interested in a common goal.

AVAILABLE INFORMATION

The information available within the Club's vast Library includes a complete set of the descriptions of the wilderlands of Karameikos and the Known World (as detailed in "The UnKnown World Trail Map" series of articles by this author, which are in *Threshold Magazine* issues # [13](#), [14](#), [15](#), [16](#), [18](#) and [19](#). Some books and maps



The Club Library

⁹ See "Citizens of Specularum" elsewhere in this issue of *Threshold Magazine* for background



Book describing a monster

also contain rare information about Davania, Western Brun and Skothar (see *Threshold Magazine* issues #5, 17, 18 and 20). In addition, the campaign's DM could decide that Associates of the Club can find any information normally available only through sages at a much higher price.

THE SECRET ACTIVITY OF THE CLUB

In addition to exploring the unknown territories of Karameikos and beyond, a few years ago the Club began a systematic study of the possible threats existing within the city of Specularum and under it. Valerio has chosen not to share the information that has been discovered with the Ducal authorities because he fears that some member of the government could use it improperly. If he discovers an imminent threat, he sends a group of adventurers to deal with it and informs the authorities only if they fail and the threat proves to be more serious than expected.

Through a good friend of Ylari origin, Aamir Ibn Saleem, (leader of a group of explorers known as "The Delves"¹⁰), Valerio has discovered that the underground below Specularum is inhabited by many dangerous denizens, including wererats, hivebroods, undeads that infest strange ruins, cultists of entropic Immortals, and agents of the Iron Ring. Valerio is also now well aware that under the city's streets there is a complex underground territory of caves, ruins and dungeons which eventually lead down to the Shadowdeep, the mysterious lands away from the sun inhabited by all sorts of strange creatures (see also [Threshold Magazine issue #14](#)).

On at least two occasions, Valerio has directed adventurers against vampires that were hiding in the city for various nefarious purposes. One was killed by the group, while the other escaped. Valerio suspects vampires may have a hideout somewhere below the city, and is searching for it. He has been informed by his friend Aamir about the difference between vampires and nosferatu, but he is still pondering about it. Aamir thinks two different groups of intelligent undead are secretly active in Specularum. One group would be mainly composed of nosferatu followers of Nyx, the other of vampire followers of Thanatos, mirroring an ancient war among the two groups which goes back to the ancient times of Taymora. Aamir believes it could be advisable to seek the alliance of the first group against the second one, but Valerio is not convinced, as he is scared of all undead. Given Valerio's prejudices, Thanatos' vampiric followers are

¹⁰ See my article "[The Darkness beneath](#)" on page 174 of *Threshold Magazine* issue #3.

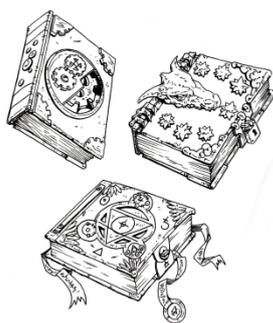
planning to give him clues about the hideout of the nosferatu, in order to push him against them.

Valerio also knows there are werereatures hiding in the city, but has mixed feelings about them. While his lupin friend, Gaus, advises him to seek out and attack them, another friend, a cleric of Zirchev named Alexei, maintains that many werereatures are not evil. Valerio would like to sponsor adventuring groups to discover more about the matter.

Beside the above possible adventures ideas, Valerio and his Club could easily be used by the DM as a starting point for almost any canon Mystaran adventure. The Club is also the most likely location where information about strange and almost legendary places, such as the Hollow World¹¹ and Myoshima, can be found.

¹¹ After "Claransa's Travels" are published as per *Poor Wizard's Almanac I*, the Hollow World will certainly become a favorite topic at the Club and it could be the place where the later Karameikan expedition to the Hollow World is planned.

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Tales of the TORENESCUS

FROM the
Mystara
FORUM at 

by Allan Palmer
based on previous work
by Ville Lahde

The Torenescus are an ancient Traladaran clan, believed to be descended from Tahrek the Bright, lord of Krakatos and owner of the Diadem of the Sun¹, who rebelled against the Hutaakans². During the three centuries existence of the Free City of Marilenev, members of the Torensecu clan often served as Chief Prior of the Wardens' Council.

The modern ascendancy of the Torenescus began with Samuil Torenescu. Born in 840 AC, Samuil honed his business skills in and around Marilenev in the latter part of the 9th century AC. His diligence and devotion to building the Torenescu fortune and power prevented him from establishing a family for himself until he was almost fifty years of age. His heir, Emmett, was born in 890 AC, two



*Artistic impresion of the siege of Marilenev
by the Thyatian invaders*

years before Samuil served as the Marilenev Wardens' Chief Prior.

Emmett was only ten years old when he saw major changes in Marilenev as Thyatian forces entered and occupied the city in their conquest of Traladara. While the arrival of the Thyatians reduced the Wardens' power, Samuil seized opportunities to stay in charge of his family's destiny. With General Flavian

¹ As noted in [“Traladaran Timeline”](#) by Agathokles

² See Simone Neri's [“History of Karameikos”](#) in *Threshold Magazine* issue #1

Osteropoulos charged to lead a campaign against the Darokinian successor states, Selenican merchant houses were forced to leave Specularum (the re-named Marilenev). Samuil was able to achieve significant financial gains in the acquisition of various assets of the House of Hallonica.

Since the birth of his son, Samuil had desired to build a new family residence for himself as head of the clan. He had coveted an area on the south-western slopes of The Hill, where he persuaded the Wardens' Council to build a new Hall for the Moneychangers' Guild to show their power and wealth. The proceeds from the Hallonica House deals enabled him to acquire land and commence building what would from 903 AC be known variously as Torenescu Manor or the "House of Samuil". In subsequent years, Samuil would continue to develop the area he had acquired. Notably, he built the "House of Emmett" in preparation for his son's marriage to Sandra Bovis in AC 915.

Samuas, Emmett and Sandra's first son, was born the following year. With Samuil's death in 920 AC, leadership of the clan passed to Emmett (who was then Master of the Moneychangers' Guild) and his family moved into Torenescu Manor. That same year, Sandra gave birth to twins, Dragos and Gavril³. A further son, George was born in

³ Two unnamed siblings are shown between Samuas and George on the Torenescu family tree (*Expolorer's Guide* page 74 - part of e "Karamaikos: Kingdom of Adventure" box set). Ville Lahde identified these as twin brothers Dragos and Gavril and developed the story of their early deaths explaining why they did not inherit the clan leadership from Emmett. See the introduction to

925 AC. Samuas' marriage to Shella Wold, a Hattian) in 935 AC was a disappointment to Emmet; although it is said that Emmett had a soft spot for his granddaughter, Katherine (Samuas and Shella's child) born a year later.

Under the patronage of Governor-General Stefan Karameikos II, the young George Torenescu found himself parlaying trade with the Minrothad Guilds during the years 943-948 AC. The twins Dragos and Gavril both married (in 944 and 948 AC respectively) members of Traladaran noble houses. Dragos' son, Sergei, was born in 945 AC and Simeon, Gavril's offspring, arrived in 949 AC, the same year that George Torenescu married Sarah Ebonov, a Minrothaddan whom he had first met during his travels, taking care of the financial interests the Torenescus had invested in the islands. George's marriage was the last public appearance of his mother, Sandra, who died later that year.



One of the identical houses in which the twins committed their joint suicides

The following winter Emmett died in desperation following the scandal that surrounded the joint suicides of Dragos and Gavril⁴. In the wake of Emmett's death, there was a period of internal struggle between Samuas and George over the leadership of the clan

⁴ See ["The Forbidden Love"](#) scenario at the Vaults of Pandius.

⁴ See ["The Forbidden Love"](#) (at The Vaults) by Ville Lahde for more details

that had arisen as a result of Emmett's disapproval of Samuas' wife. As Samuas sought alliance with the Marilenev clan, young George found stronger allies and better fortunes overseas, bringing foreign blood and the spirit of new politics into the once-proud Torenescu house. The dispute was finally resolved in 962 AC when Samuas was run over by a carriage⁵. Some blamed the Radus, as Samuas was arguing with Anton Radu at the time. Others blamed George, who was said to have had help from shady Minrothadian agents. With no male heir to Samuas' line (Samuas had manoeuvred his daughter, Katherine, into marrying Ivan Marilenev in 952 AC; their son Valor was born in 953 AC) and the offspring of Dragos and Gavril stripped of their rights of succession due to the scandal surrounding their fathers' deaths, clan leadership passed to George Torenescu's line. This line was now enhanced by the births of sons: Christoph, Boris and Pavel in 950, 951 and 953 AC respectively. A daughter, Nichola, completed the family in 956 AC, (but see an alternative view of Nichola's birth in the accompanying sidebar). George and his family took up residence in the "House of Samuil" that had been occupied by Samuas during the past dozen years.



Part of the Krakatos ruins

⁵ As noted in "Karamaikos: Kingdom of Adventure" - Explorer's Guide page 76

A YOUNGER VERSION OF Nichola TORENESCU?

Astute readers who refer to Ville Lähde's original work, "[Torenescu Clan](#)", at the Vaults of Pandius may note some comments about the year of birth for Nichola, youngest child of George and Sarah Torenescu.

In GAZ1; "*The Grand Duchy of Karamaikos*" (page 44), it is noted that "(Lord Zogreb Yarol's) wife of 25 years is of the Torenescu clan", while "*Karamaikos: Kingdom of Adventure*" (page 62) repeats this wording and specifically names her as Nichola. Ville readily admits that he interpreted the phrase "...wife of 25 years" as meaning that Nichola Torenescu was only 25 years old at the time of GAZ1 (i.e. 1000 AC). Most other commentators have taken the phrase to mean that 25 years is the length of time that Nichola has been married to Lord Yarol (50 years old in 1000AC). This latter (and perhaps more common) interpretation of the phrase is used in the accompanying article and in the article "*A Karamaikian Chronology*" elsewhere in this issue of *Threshold Magazine*.

But what if Ville's interpretation was used? How could that be reconciled with other events? A possible solution might be...

If Nichola Torenescu was only around 25 in 1000 AC, let us assume she was born in 976 AC. At that time, Sarah Torenescu (formerly Ebonov) would be aged 44 from Ville's other dating. This might seem an old age for a human female to give birth (some 23 years after her last child was

born), but not impossible. Rumours might circulate that George was not the father of the baby girl. Did George commit suicide in shame? Perhaps giving birth at such an age led to complications resulting in Sarah's death at, or soon after the birth. Did George feel guilty over Sarah's demise? So as the result of the deaths of her parents, the orphaned baby Nichola becomes a ward of Pavel and Ordana Torenescu, sharing her childhood with their son, Srephanos.

So, in this alternative timeline, Nichola, marries Duke Stefan's Minister of State, Lord Zogrev Yarol, in 996 AC. There will have been speculation about this marriage - was it just an old family friend becoming romantically entwined with a younger girl, or was it a means of getting further Torenescu links with the Karameikan government? Perhaps it was Yarol's desire to keep Nichola safe from possible murderous plots by someone like Boris Toenescu? As someone who had been acquainted with the family for a long time, Lord Yarol recognised the potential risks that Nichola might face. Maybe Yarol had been married previously and he was now widowed; his first wife having died in some scheme that was rumoured to have been initiated by Boris, but no connections could be proven?

The Torenescus - such an interesting family...

Following the acquisition of Traladara by Stefan Karameikos III, the powerful families of Specularum feared losing their power to the dictates of the country's new ruler. Plots and schemes were hatched to recover control of their country. However, the subtle intrigues failed when, in AC 971, clan Marilenev headed an untimely and violent revolt in Specularum and the surrounding lands. This rebellion was brutally crushed by the Duke Stefan; the Marilenev clan was nearly exterminated, while the rebellious forces from surrounding lands were cornered in the ruins of Krakatos and defeated after a brief siege. Katherine Marilenev (formerly Torenescu) saw her husband and children slaughtered. George Torenescu and his family remained stoically distant from Katherine, as they still remembered the turmoil following Emmett's death, and they did not wish to be seen as potential supporters of the failed Rebellion.

In the post-Rebellion years, George Torenescu cleverly manoeuvred his eldest son, Christoph (and thus his whole clan) into the heart of the new Karameikan political structure. Christoph married Melinda Azuros in 973 AC, and in the following year their son, Aleksander, was born. Torenescu control of the Moneychangers' Guild was strengthened as Christoph procured important posts for members of the Azuros family. That year also saw Pavel Torenescu marrying Ordana Dracul in 974 AC and their son, Stephanos, was born the following year. That year also sees the marriage of the young Nichola Torenescu to Zogrev Yarol, an astute Traladaran official in the government ministries.

In 976 AC, George and Sarah Torenescu both die in an ambush, The reasons for this

occurrence are unclear. Their son-in-law, Zogrev, has suspicions but no tangible proof. He vows to do all in his power to keep Nichola, safe as he believes there are sinister activities in in George's family line. In the meantime, as George's eldest son, it was Christoph who next took the role of clan leader and residence in the "House of Samuil".

Pavel Torenescu died in 993 AC. Many thought, but could not prove, that his disagreements with his brother Boris led to his early death, which was perpetrated by Sergei, (son of Dragos Torenescu). In return for this service, through his government connections, Boris arranged for Sergei to be appointed Karameikan Ambassador to Glantri, a commission that allowed him to escape investigations into various criminal activities in Specularum.⁶ Sergei's cousin, Simeon (son of Gavril Torenescu) also gained prominence in the post-Rebellion years; with the help of lesser clans, he aided Christoph in gaining control of the Scriveners' Guild.

As husband to Nichola and "family friend" to the Torenescu clan, Zogrev Yarol was well placed to keep abreast of the clan's schemes. Zogrev has used this information (together

⁶ See the description of Sir Sergei Torenescu in GAZ3 "*The Principalities of Glantri*" (pg 31). It states that Sergei helped Boris eliminate a rival family member several years ago. However, assuming that GAZ3 is set in 1000 AC, Christoph (poisoned by Boris) only died the previous year. I suggest that the rival family member in question was Pavel who died in 993 AC as per Ville Lähde's outline of the "[Torenescu Clan](#)". Boris was obviously seeking to remove his male siblings.

with that from other contacts he has acquired over the years) to good effect. He is highly respected by Duke Stefan, who, in 997 AC, makes him a court lord and promotes him to Minister of State.

When the head of the clan, Christoph, died prematurely in 999 AC, there were strong suspicions that he had been poisoned by Boris in an attempt to gain control of the clan and its power base. However, it was Christoph and Melinda's son, Alexander, who was declared head of the clan and owner of the manor.

And so, in 1000 AC, Aleksander Torenescu sits at the head of what had once been one of Specularum's most powerful families. But internal disagreements (particularly between Aleksander and his uncle, Boris) on how the clan should conduct its businesses and the alliances it should form, have seen power and support diminish. Yet the Torenescus desire a return to their former status and aim to use their political influence (and discreet control of The Hill) to regain "ownership" of the city. Lord Zagrev Yarol, partly at the behest of his wife Lady Nichola and partly on his own initiative, has become a mentor to the young Aleksander.

Characters arriving in Specularum and looking for adventure may find themselves drawn into a scheme involving the Torenescu clan. They may find themselves on the Torenescu payroll, or engaged by the clan's enemies. Whichever the case, it will be a complex and devious encounter. Although the rewards may be high - financially and politically. But in any event they will need to watch their backs!

A TORENESCU TIMELINE

840 AC	Samuil Torenescu born	950 AC cont'd	Christoph Torenescu born to George and Sarah; Start of internal rivalry between Samuas and George
890 AC	Emmett Torenescu born	951 AC	Boris Torenescu born to George and Sarah
892- 897 AC	Samuil serves as Chief prior of the Marilenev Wardens Council	952 AC	Katherine Torenescu marries Ivan Marilenev Pavel born to George and Sarah
900 AC	Samuil purchases the House of Hallonica building	953 AC	Ivan and Katherine's son Valor is born
903 AC	Samuil builds Torenescu Manor	956 AC	Nichola born to George and Sarah
915 C	Emmett marries Sandra Bovis	962 AC	Samuas dies after falling under a runaway carriage; George becomes clan head
916 AC	Samuas born to Emmett and Sandra	970 AC	Stefan Karamaikos III acquires Traladara
920 AC	Samuil dies; Emmett becomes clan head; the twins, Gavril and Dragos are born to Emmett and Sandra	971 AC	Marilenev Rebellion
925 AC	George Torenescu born to Emmett and Sandra	973 AC	Christoph marries Melinda Azuros
935 AC	Samuas marries Shella Wolf	974 AC	Aleksander Torenescu born to Christoph + Melinda; Pavel Torenescu marries Ordana Dracull
936 AC	Katherine Torenescu born to Samuas and Shella	975 AC	Katherine Torenescu (Marilenev) dies; Stephanos Torenescu born to Pavel and Ordana; Nichola Torenescu marries Zorgrev Yarol;
943- 948 AC	George first meets Sarah Ebonov while in Minrothad	976 AC	George and Sarah Torenescu die; Christoph becomes clan leader
944 AC	Dragos marries	993 AC	Pavel Torenescu dies
946 AC	Dragos' son, Sergei, is born	999 AC	Christoph Torenescu dies; Alexander is head of the clan
948 AC	Garvil marries		
949 AC	Gavril's son, Simeon, is born; George Torenescu marries Sarah Ebonov; Sandra, wife of Emmett dies		
950 AC	The twins Gavril and Dragos both commit suicide; Emmett dies; Samuas Torenescu becomes clan head;		

CITIZENS OF SPECULARUM

by Giampaolo Agosta

FROM the
Mystara
FORUM at



This article describes many Non-Player Characters that may help bring Specularum alive in a campaign based in the city. Each character has a full description, including hooks for the Dungeon Master to use to guide their interaction with the Player Characters. Except for the Classic D&D statistics, the entire article is very rules-light and can be used with any edition of D&D – or any other Role Playing Game, actually. These Non-Player Characters were designed to complement the excellent “*Specularum Series Adventures*” by [Ville Labde](#) that can be found in The Vaults of Pndius.

-Agathokles

Editor’s Note:

Giampaolo’s excellent and intriguing capsule biographies of this array of Non Player Characters that might be encountered in Specularum have been enhanced by the artwork of Justin Pfiel. Check out Justin’s web comic [“The Keep on the Borderlands”](#)

Ahmad Al-Azrad

Al-Azrad is a man of contradictions: a follower of the Kin coming from a barely religious family; a nomad who has lived in Specularum for years; a man who openly professes lawfulness, but whose actual sources of income are criminal activities.



Ahmad's father, Ashem, is a member of the Al-Azrad Darokinian merchant house who has been working as a caravan leader on the trade route from Jaboor to Selenica. Ashem married into an Alasiyan nomad clan, and Ahmad was mostly raised as a nomad. Ahmad, fascinated by the lifestyle of the desert nomads, despises his father's relatives and in general all hazar people. He did not join the merchant house, but chose to join his mother's tribe. Later, he converted to the Kin faction of the Eternal Truth, thus deepening the rift with the Al-Azrad family, which openly supports the Preceptors.

Alasiyan Fighter 9, Lawful

STR 14, INT 11, WIS 7,
DEX 12, CON 10, CHA 13

Weapon Masteries:

Scimitar (Expert), dagger (Skilled), short bow, light lance

General Skills:

Riding (14), Survival (Desert, 11),
Leadership (13)

Languages:

Alasiyan (native), Thyatian (11)

Four years ago, Ahmad arrived in the city of Specularum with a caravan he was escorting, and was appalled to see that the hazar were giving a hideous reputation to the Ylari, making them appear to others as drugged, pleasure-seeking aesthetes. Thus, he vowed he would show the infidels the true face of the Alasiyans and the Eternal Truth, and established a bivouac in the ruins of a corrupt hazar merchant's house (after reducing it to ruins, of course).

Drawing from his original companions and other Alasiyan caravan guards, he has collected a court of 24 nomad warriors, who have named themselves the “Swords of Kalim” (Seif el Kalim). They live by exacting protection money from the inhabitants of the southern and eastern blocks of the Ylari district of the Foreign Quarter – an area prevalently inhabited by Alasiyans of nomad origins dwelling in tents, pavilions and other semi-permanent structures. The population of the area varies widely with the season – dropping low in winter and swelling in summer – but the ascetic lifestyle of the Swords allows them to survive on limited funds. Ahmad Al-Azrad does not see this activity as criminal, since he does not take

money forcibly from “true believers” (though he reserves the right to judge who is a true believer and who is not).

Al-Azrad is a tall man with dark, deep-set eyes and a cruel voice. He likes to keep long uncomfortable silences to reveal the true nature of the people he is dealing with. He is a strong fighter, skilled in the use of scimitar and dagger. He sometimes wields a weapon in each hand in combat, especially when faced with multiple opponents. His prized weapon is Rish Al’Anqah (Plume of the Phoenix), a +2 scimitar, flames on command.

As noted above, Ahmad Al-Azrad is a man of contradictions – but he does not like to be reminded of any of them. Bringing up his hazar background or pointing out that what he does is extortion is likely to bring forth swift retribution. Al-Azrad will often force such challengers into a duel to the death to prove their point – and he has yet to be bested in single combat.

Guildmaster Ioan Azuros

A member of one of the most ancient of the mercantile trade dynasties within the city of Specularum, Ioan Azuros has been at the centre of the city’s political life since Duke Stfan founded the Grand Duchy.



Thief 3, Neutral

STR 8, INT 14, WIS 13,
DEX 11, CON 9, CHA 13

Weapon Masteries:

Skilled: Dagger; Basic: Longsword.

General Skills:

Profession (Banker) 14, Knowledge of the society of Specularum 14, Code of Law 13, Riding (Horse) 11, History (Traladara) 14.

Languages:

Traladaran (Native), Thyatian 14.

One of the few survivors of the failed coup against Duke Stefan, Azuros immediately understood that another such failed attempt would spell the end of the Traladaran aristocracy, like the first one had all but destroyed the Marilenev clan and most of their allies. Thus, Azuros, who had managed to cover all of the traces leading to his participation in the failed coup, sided with the Torenescu, as the strongest Traladaran family remaining. He cemented this relationship by marrying off his sister to the leader of that house, Christoph Torenescu.

In time, Azuros took control of the family moneylending business, financing a number of successful enterprises, which included the construction of Tarn Keep near Threshold. With the support of the Torenescu, Ioan managed to climb to the position of Warden within the Moneychangers' Guild, and, in 993 AC, he successfully ran for the position of Guildmaster. He was confirmed Guildmaster in the 997 AC elections, and, leveraging a stronger Torenescu majority in the Guild Council (both Aleksandr and Boris Torenescu are Wardens, as is Ioan's brother-in-law on his wife's side), has been

investing a lot of money in supporting the Torenescu struggle against the Radu faction.

Ioan is currently the head of the Torenescu subfaction that supports Aleksandr against his uncle – Ioan hopes to manipulate his nephew and become the true leader of the Torenescu faction. Unfortunately, his term as Guildmaster has seen the rise of Veiled Society aggressions against lesser guild members, so his position is not as strong as it could be, plus Aleksandr's ill health is quickly becoming a major concern for Ioan.

The Player Characters can meet Ioan in two ways: either they are major players in Specularum society, and then Ioan will be interested in acquiring their support (if they are not Thyatians) or at least their neutrality; or they are mercenaries – Ioan needs someone to put an end to the Veiled Society depredations against the Guild agents, and would much prefer to have the issue solved by his own agents than by the *Guard Phorsis*.

Brother Nicklaus Chebyshov

Brother Nicklaus is a monk of St. Kruskiev's monastery, where he studies mathematics, cryptography, and Kruskiev's theology – a series of obscure writings by the ancient Traladaran saint. The interpretation of these writings has occupied much of Nicklaus' life, forever altering his world view and *i n t e r p e r s o n a l* relations.



Traladaran Cleric 3, Lawful

STR 10 INT 16 WIS 13

DEX 12 CON 10 CHA 8

Weapon masteries:

quarterstaff, 1 free slot

General Skills:

Reading/Writing (16), Mathematics (16), Religion (Church of Traladara, 13), Cryptography (16), Knowledge of Kruskievite Theology (13), Ceremony (St. Kruskiev)

Languages:

Traladaran (native), Thyatian (16)

Nicklaus is of average height, but lack of physical activity and haphazard meals have left him almost emaciated. His gaunt face is dominated by a large mouth. Nicklaus shaves regularly, but has a permanent bluish cast to his skin due to rapid re-growth of hair – which is also the reason of his usually messy haircut. He dresses in a Traladaran cleric's formal robes, though usually choosing robes too short or too wide for his frame.

When spoken to, Brother Nicklaus appears to be a very odd person – he speaks very fast, almost a torrent of words spewing forth from his mouth. Whatever the subject he is talking about, he manages to fall into an endless series of digressions on a variety of totally unrelated, esoteric mathematical topics, confusing all but the most intelligent and knowledgeable interlocutor. Moreover, he has the disturbing habit of completing the sentences of others, usually agreeing with any statement, and then starting one of his ramblings.

Nicklaus comes from a well-to-do farming family in Vandevicsny, but rarely leaves Specularum or even St. Kruskiev's anymore.

When he does, he insists on choosing the cheapest accommodations – apparently, sleeping in common rooms or bunks gives him a sense of adventure. He does visit the Shrine of the Eternal Truth in the Foreign Quarter once or twice per year, usually in summer, as he enjoys speaking with the wise men there – the feeling is not exactly reciprocated, but each of the four Alasiyans is firmly convinced it should be one of the others to make it clear that fewer visits would be much better.

Note that, while Brother Nicklaus may appear (and should be presented as) a raving (and somewhat sinister) madman, he is truly skilled in his field, and there is nothing sinister about him. The appearance is only due to his lack of social skills. Persistent (and patient) player characters may gain important knowledge (such as deciphering maps or secret messages, or obtaining hints to the nature of Patriarch Sergyev's heresy) from long sessions of discussion with Nicklaus.

GENERAL DIOMEDES DRACONIUS

A short man with thinning dark hair and a hawkish nose, Diomedes is one of the members of the lesser Thyatian aristocracy who answered Stefan's call for the colonization of Traladara. While not related directly to the



Fighter 10, Neutral

STR 14, INT 11, WIS 13,
DEX 10, CON 12, CHA 15

Weapon Masteries:

Expert: Longsword; Skilled: Pike; Basic:
Dagger, Lance.

General Skills:

Military Tactics (11), Leadership (15),
Riding (Horse), Geography of Western
Karameikos (11).

Languages:

Thyatian (native), Traladaran (11).

Karameikos family, Diomedes' family is related to Lord Alexius Korrigan – Diomedes' cousin Mildred married one of the Korrigan brothers.

An infantry tribune with a limited but successful experience in Emperor Thincol's re-conquest of the Isle of Dawn, Draconius was put in charge of one of the new units of Stefan's army, a light infantry force – Desmond Kelvin was in command of the cavalry, Hyraksos of the navy, and finally Arcturus Penhaligon commanded the Duke's Guard, a heavy infantry unit. After the initial victorious campaign against the Marilenev Rebellion and the goblinoids in northern Traladara, Kelvin and Penhaligon received their own fiefs, Hyraksos was promoted to the rank of Admiral and Minister of War. Draconius was put in charge of the Western division of the army, with the rank of General. Draconius did not like this – he thought he deserved at least as much recognition as Kelvin and Penhaligon, who had had the opportunity to work with better equipped and trained units.

In the following years, Diomedes drove the improvement of the fortifications at Riverfork

Keep first, and then the construction of Radlebb Keep. Initially sceptical about the need to build a fort in the middle of the Radlebb Woods, Draconius soon realized that the Radlebb Keep was key to the survival of the Karameikan control over western Traladara – without its presence, the sheer number of goblinoid tribes in the Southern Radlebb woods and the Cruth Lowlands, combined with Baron Von Hendricks' obvious ambitions would have led to the loss of Riverfork Keep and the almost entire western part of Karameikos.

Nowadays, Diomedes Draconius spends most of his time in Specularum, lobbying for additional funds for the 4th Division, without much success. He pays a yearly visit to both forts under his supervision, usually in late spring.

Nowadays General Draconius is quite disillusioned about Duke Stefan's ability in judging people and, more in general, in governing a nation. While he disliked the first Baron Kelvin, Diomedes is on good terms with the current Baron, a man who understands better than the Duke the need for a strong military. Diomedes is also one of the foremost opponents of the Black Eagle Baron at court. He is neutral towards the two other Barons, Vorloi and Halaran. He cooperates with the other members of the military, though he does not trust the Traladaran officers much, especially people like Captain Arkan Sulanov who fought in the Marilenev Rebellion.

The Player Characters can meet Diomedes if they enlist in the army – new recruits reach their posts in Riverfork or Radlebb when the General visits the fort. General Draconius tends to make quick judgments over people, so this

first contact could be very important for their career – quick thinking and strong action in any unexpected encounter while on the route to the forts is going to put them on Draconius’ shortlist for promotion. Draconius is also experimenting with a new idea to extend the Karameikan control around Riverfork and Radlebb Keep – a unit of scouts acting as explorers and police force in the wildernesses around the two forts. Unfortunately, he does not have the funds for this project, so he is considering instead the possibility of letting the scouts keep part of smuggled or stolen goods they find as pay. If the PCs look like they could handle themselves well in the wilderness, he may propose this kind of deal.

Ergal

The magician Ergal is the official representative of Baron von Hendricks in Specularum. A powerful magician, by Karameikan standards, Ergal is not associated with Teldon’s guild, though he keeps cordial relations with several guild magicians – he says his political duties prevent him from associating with the guild, as this would lead



to double loyalties. In truth, Ergal prefers to keep away from the guild to hide his skills as a necromancer.

Ergal maintains the image of a cultured, polite gentleman from Thyatis, with a penchant for imported wines and Thyatian fashion.

Thyatian Magic User 7

STR 8 INT 15 WIS 13

DEX 10 CON 11 CHA 13

Weapon Masteries:

Staff, dagger

General skills:

Reading/Writing (15), Thanatology (15), Knowledge of Karameikan Politics (15), Surgery (15), Etiquette (13)

Languages:

Thyatian (native), Traladaran (15)

He lives in a replica of a Thyatian domus, built in the Hill district, near the old city walls north-west of the Ambassadors’ Row. He attends court regularly, since the enemies of the Black Eagle often try to move the Duke to action by presenting evidence of slavery, violations of the Duke’s Law, and other crimes of the Baron. Ergal makes sure the evidence is never too clear, or averts Stefan’s suspicions about Ludwig with stalling tactics. He will generally admit that the Baron “is no saint”, but that his faults are personal and generally limited to bad taste in dress, an excessive degree of trust in his subordinates, and a lack of subtlety in communication (which he will try to present as a Karameikan virtue).

To weaken the accusations, Ergal employs a number of spies and agents that collect gossip and create false evidence to both discredit the Baron’s enemy and to let Duke Stefan and the public believe that other nobles are no better than Ludwig. Ergal then often advises the Duke to send impartial advisors to verify the accusations – knowing well that bribery and, in extreme cases, Bargle’s magic, will ensure they come back ready to relate that the Baron’s faults are

largely exaggerated by his detractors. Besides his official business, Ergal pursues his own research interests in thanatology and necromancy. He refrains from using human bodies for practical reasons – the risk is too high. He relies on contacts with the Iron Ring to provide him a supply of orcish slaves and corpses to experiment with. Ergal's research focuses on necromantic healing, making him a competent, if unorthodox, physician. In addition to mundane surgery, Ergal has an array of necromantic spells that allow vital transfers, healing grievous injuries to one subject by draining life from another. Iron Ring agents sometimes use his services if they are wounded in Specularum, with no access to clerical healing.

Ergal is tall and bony, with a long face dominated by a high forehead and a strong, protruding chin. He has black hair greying at the temples, closely cropped in a fashionable Thyatian style.

Tullia Frinius

A middle-aged and shrewd woman, Tullia Frinius is the receptionist at the library of the Magicians' Guild in Specularum and a Journeyman in the Guild. While she has been a constant presence at the library since its opening to the public 25 years ago, and she has always been known as an acid-tongued bookworm, she hides a much more adventuresome past.



Magic User 5, Lawful

STR 8, INT 15, WIS 9,
DEX 11, CON 13, CHA 9

Weapon Masteries:

Basic: Staff, Dagger (one slot unspent)

General Skills:

Profession (Librarian) 15, Knowledge of the Magicians' Guild 15, Military Tactics 15, Knowledge of the Isle of Dawn 15

Languages:

Thyatian (Native), Traladaran 15,
Alphatian 15

Tullia began her career at the Collegium Arcanum in Thyatis City, but she dropped out after three years, enrolling in the Imperial Army. A tough wizard-soldier, she served on the battlefields of the Isle of Dawn in a number of minor border conflicts, growing increasingly more disillusioned about the imperial politics. She left the army after an 8-year stint in 975 AC, and came back to Thyatis City, where she learned of Stefan Karameikos' call for the colonization of Traladara. She was a bit late, but she got a ship to Specularum, and found Teldon there, who was just opening his Guild (at the time basically a one-man show) and library. She joined the staff, helping Teldon in raising the current crop of Karameikan wizards.

Player Characters will have to pass through Frinius to get to the library – they will find she does not like non-Guild members, and she does not much like other Guild members, with a few exceptions (Teldon and her fellow librarian). However, she is one of the few people in Specularum who can speak and read Alphatian, as well as being about the only source of first-hand knowledge on the Isle of Dawn.

Jerzy Giorgios

Tucked in a quiet street just off the Hin residences, behind the Foreign Quarter market is Jerzy's, a semi-legal pawnshop. The owner, old Jerzy Giorgios, is a Traladaran refugee from Halag. He is not affiliated to the Moneylenders' Guild, which puts him in a precarious spot. The guild agents would close him down, had he not the protection of the Hin street gangs, and his non-affiliation allows him to profit from selling illegal or restricted items to buyers who value discretion.



One can buy weapons and armour from Jerzy, no questions asked, although the selection is limited. It varies according to the fortunes of the adventurers unlucky enough to be forced to pawn their own weaponry and armour, or lucky enough to retrieve enemies' armour and weapons from the

Traladaran Thief 7, Neutral

STR 9 INT 13 WIS 11
DEX 13 CON 10 CHA 12

Weapon Masteries:

Short sword (skilled), dagger, short bow.

General Skills:

Bargain (12), Appraisal (13), Streetwise (13), Knowledge of the Halag region (13), Reading/Writing (13)

Languages:

Traladaran (native), Thyatian (13)

battlefield. Jerzy has sympathies for other refugees and the Traladaran resistance, and might give them a discount, but he will never give anything for free. Every transaction has to gain him something.

Jerzy arrived in Specularum a few years after the founding of the Grand Duchy, a former merchant ruined by the invasion of Halag. The Black Eagle's men had confiscated most of his wealth, and killed several of his relatives. Jerzy barely escaped the Barony with his life. In Specularum, he was able to collect a few credits he had – though by far not all of them. Many debtors refused to acknowledge their debts since Jerzy could not produce the related documents, which had been lost in the arson of his Halag mansion. But with what he could collect, he set up a pawnshop, outside the city walls, in the then-rapidly growing Foreign Quarter. He has run the pawnshop since then, trying to provide some help to the Traladaran resistance without risking too much himself.

Jerzy Giorgios is over 60 years old, and looks even older, with wispy white hair, a wrinkled, leathery skin over a lean body. In his youth, he was an accomplished duellist with the short sword, and a good shot with the hunter's bow. Even at this advanced age, he is able to defend himself thanks to a couple of magical items he has collected over time.

The first is a plain short sword +1, evidently of dwarven making. From the markings and the style of the blade, it appears to have been forged around the time of the Battle of Sardal Pass, and later brought to Traladara by dwarves of the Stronghollow clan. Jerzy had it from the only survivor of an

adventuring party who had taken it from a fallen comrade. The unlucky adventurer fell into alcoholism after managing to return to Specularum, and pawned the sword to Jerzy, who took it for his own after the adventurer's death. The runes on the blade identify it as "Radker", or Irontooth in Dwarven.

The second is a magical dagger +1, which appears to be made entirely of copper, even though it is as hard as any steel blade. What no one (including Jerzy) knows is that the dagger is actually Finder, one of the lost relics of Traladaran hero Alexei Stormeyes. Jerzy received this item from another Halag man who tried to escape with him. Wounded and unable to further elude pursue, the man would rather leave his dagger to Jerzy than have it fall into the hands of the Baron. Jerzy always wear this dagger on his person.

ANNIUS HELIANTHUS / DON NINI the WONDER

Annius Helianthus was born in the city of Lucinius in AC 927. By the time he was 17, he had become a promising burglar. After spending a few years in prison for a burglary at the expense of a powerful senator, he was deported to Specularum, with prohibition to leave the city under pain of death.

Annius quickly adapted to the



Thyatian Thief 9, Neutral

STR 7, INT 14, WIS 13,
DEX 13, CON 9, CHA 15

Weapon masteries:

Dagger (master), Blackjack

General Skills:

Streetwise (15), Leadership (15),
Disguise (14), Knowledge of Specularum
Underground (14), Reading/Writing (14)

Languages:

Thyatian (native), Traladaran (14),
Minrothaddan patois (14)

town – being Thyatian, he was barely tolerated by the local underground, but he avoided stealing from people under the protection of the Veiled Society, and kept away from the Nest. His legendary skill with the dagger helped keep him safe into old age. In time, Annius trained several promising burglars, both Thyatian and Traladaran, forming a small gang that was, in many ways, a precursor of the Kingdom of Thieves (as the boss, he took the Thyatian honorific of "don"). He also gained the nickname of "the Wonder" for his thieving skill and his finesse in avoiding capture and traps without resorting to violence.

However, after the arrival of Duke Stefan, the Veiled Society took advantage of the chaos to strike blows against its rivals, killing, maiming or driving away most members of Annius' gang. Annius fought back as much as he could, but independent thieves were too frightened to band with him. In 974 AC, tired of being hunted by the Veiled Society, Annius planned and executed a major heist to the vaults of the Moneylenders' Guild, hoping to retire on some Ierendi island with enough money to support him for life. Even without

help in preparing and executing the robbery, “don Nini” managed to steal 100,000 royals from the coffers of the Guild. He was captured by the *Guard Phorsis* as he was trying to leave Specularum by boat. Some say the Guard was tipped off by Veiled Society affiliates who hoped to use the force to cage their enemy. He had so many crimes to answer for (but not even one murder, except for some justified spontaneous murders of Veiled Society assassins, which anyway could hardly be proved) that the judges gave him a 30 year jail sentence – the maximum jail time allowed by Karameikan law. The Guard also made an attempt to recover the stolen money – but magical investigation by Master Teldon himself proved that “don Nini” had somehow thoroughly erased all memory of the place where he had hidden it.

“Don Nini” was at first locked up in the City Jail, but since the cells there are designed to hold many prisoners, and Veiled Society affiliates attempted three times (with lethal consequences for them) to murder him, the authorities decided to permanently remove “don Nini” to the Hightower, where he currently resides, serving the last few years of his sentence. Mages from the Guild have regularly attempted ESP spells on him, hoping for the return of the erased memory, but with no success. In time, Annius Helianthus became a sort of hero of the independent thieves, and later of the Kingdom of Thieves, who consider him an honorary Prince. These characters often bribe the guards at the Hightower to let them speak with “don Nini”, who manages to keep informed of what passes in the Specularum underground and is often able to provide good advice on burglary. Also, independent thieves sometimes defer to him to decide

disputes among them.

“Don Nini” is a pale, skinny Thyatian with a long, crooked nose (badly broken when he was captured the first time in Lucinius) and thin gray hair. In spite of his prolonged imprisonment, “don Nini” is surprisingly well groomed and dresses in stylish (if outmoded and rather old) clothes of Thyatian cut.

This character can be used to provide hints to members of the Kingdom of Thieves or to independent rogues, as well as an instructor in the use of the dagger.

LORD DEVON HYRAKSOS

Born in 977 AC, Devon is the only son of Admiral Lucius Hyraksos, the Minister of War, and his Traladaran wife Katerina Gaddis. During the years of his Shearing, Devon enrolled as a sailor on a



M i n r o t h a d merchantman. Then, he spent a few years adventuring in Karameikos.

During this time in the Grand Duchy, he met a fellow adventuress, whom he later discovered to be Lady Adriana Karameikos, the Duke’s daughter – he had left the court in 991 AC, when Adriana was only 11, and met her again only in 997 AC, when he hired her as an henchwoman (something that he is fairly embarrassed of now).



Fighter 5, Lawful
 STR 16, INT 13, WIS 10,
 DEX 12, CON 18, CHA 15
Weapon Masteries:
 Skilled: Long sword; Basic: Dagger, Light
 Crossbow, Cutlass/Sabre
General Skills:
 Endurance 18, Navigation 13, Profession
 (Sailor) 13, Etiquette 15
Languages:
 Thyatian (native), Traladaran (13),
 Minrothad patois (13).

Last year, he came back to Specularum at the Admiral's request to take a commission as an Ensign in the Karameikan Navy. Since the post allows him to practice both his sailing and fighting skills, Devon finds it a perfect fit, and plans to pursue the naval officer career just like his father, whom he idolizes. Devon is one of the Grand Duchy's toughest warriors, though his courtly education may lead people to underestimate him.

Player Characters can meet Devon at court or in the Navy, especially if they enrol. Since he will end up marrying Adriana Karameikos, he can be a powerful friend and patron, or, if the characters harbour ambitions to the throne, their primary opponent.

Janek

Janek's memories begin three months ago, on a beach along the lower course of the Volaga river, just south of Krakatos. He was found there, with no equipment besides minimal clothing, by the yearly gnome caravan. The gnomes nursed him back to health and dropped him in Specularum, even

giving him some money to cover his living expenses while he looked for a job.

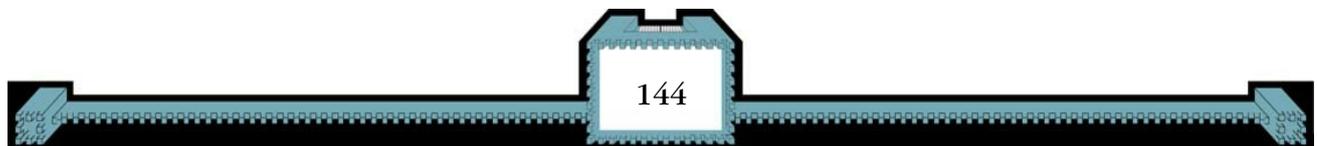
He was promptly beset by a pair of Thyatian con artists, who would have robbed him blind were they not



exposed by the intervention of a street urchin, Emilia Leonov. The two scoundrels turned on Emilia, and would have dispatched her if Janek had not clubbed both of them into unconsciousness with his bare hands. Emilia decided that Janek needed her help to survive – though Janek thinks it's exactly the opposite – and the two have been working together for some months now.

Due to his loss of memory – possibly the result of some spooky encounter in the ghost city of Krakatos – Janek knows very little about himself, except for his name, the fact that he is Traladaran, and that he is extremely strong and a good fighter with swords and axes.

Traladaran Fighter 3, Lawful
 STR 17, INT 8, WIS 12,
 DEX 11, CON 14, CHA 10
Weapon Masteries:
 Battle axe, Long sword, Bastard sword,
 Hand axe
General Skills:
 Muscle (17), Endurance (14),
 Intimidation (17), Bravery (12)
Languages:
 Traladaran (native)



Janek is very tall and bulky for a Traladaran, with the typical pale complexion and straight, brown hair of the Traladarans. He looks in his mid- twenties. A rampant bear is tattooed on Janek's left shoulder, and he has several scars, apparently from slashing weapon hits, on his chest.

Janek's primary function is body-guarding (and otherwise keeping safe) Emilia Leonov. He is also on the lookout for any information that can help him discover his actual identity and reconstruct his past.

**Kartak Karbuhrwarf
Goldenmouth of Clan Torkrest**

A seasoned veteran from the army of Rockhome, the dwarf Kartak, is one of the most ill-tempered men in the whole of Specularum.



Kartak and his dwarven gangsters drink hard and play hard, and have no qualms about breaking a few heads when provoked. They are not involved in too many brawls only because other inhabitants of the Foreign Quarters have learned to avoid them. However, beyond his bad temper, Kartak is as loyal and hardworking as any dwarf – though he fails to include in the list of his loyalties the codes of law of any country beyond Rockhome. In fact, Kartak considers his gang as the enforcer of Rockhome law in this city of humans.

Rockborn Dwarf 6, Lawful
 STR 14 INT 11 WIS 12
 DEX 8 CON 17 CHA 13
Weapon Masteries:
 Battle axe (skilled)
General Skills:
 Military Tactics (11), Survival (Desert, Mountains; 11)
Languages:
 Dwarven (native), Thyatian (11), Alasiyan (11)

Kartak and his friends thrive by selling hallucinatory mushroom moonshine (which is to dwarves what a strong spirit is to humans, but is very dangerous and addictive to members of races with lesser fortitude) and protect the local dwarves at no cost. Currently they are also protecting Narim's gang, as Kartak likes city-dwelling Ylari. Kartak hates Ahmad Al-Azrad, as he considers him a hypocritical, utterly boring religious fanatic who would not know a good party even if he was tied to a chair and forced to have a good time. But there is no harm in trying...

Kartak's body is crisscrossed with the scars of dozens of battles. After being tossed out of the dwarven army for venting one of his legendary fits of temper on a superior officer, Kartak made a trade of guarding caravans on the Alasiyan trade routes. Year after year, his reputation, both ill and good, increased, so in the end only those merchants who travelled the most dangerous routes considered him for employment. Years out in the deserts have left his bald pate as tanned as his face. Kartak wears his beard and hair long, each collected in a single braid.

Kartak's voice has been scarred by decades of a nasty habit he picked in Ylaruam: he drinks dwarven moonshine by mixing it with some hot cooking oil simmered in hot chili peppers. Once one has heard Kartak speak, he won't ever mistake his voice for that of any other dwarf!

Emilia LEONOV

A girl of about 15 years of age, Emilia is one of the few New Karameikans to have a Traladaran father and Thyatian mother.



Unfortunately, she was orphaned early in her life, leaving her alone with her older brother, Sextus, who tried to take care of her.

While Sextus was a caring brother, he was rather unprincipled, and fell in with the Veiled Society, which was looking to hire

New Karameikan Thief 2, Neutral

STR 7, INT 13, WIS 8,
DEX 15, CON 12, CHA 13

Weapon Masteries:

Dagger (Basic), 1 open slot

General Skills:

Streetwise (13), City Knowledge:
Specularum (13), Knowledge of the
underground (13), 1 open slot

Languages:

Thyatian (native), Traladaran (13)

some Thyatian (or half- Thyatian) goons to divert the blame of its many crimes from the Traladaran population. Thus, Sextus enjoyed a brief time of relative wealth, followed soon by prosecution by the law. As an associate to an organized crime gang, he was refused the opportunity to convert his sentence into military service, and was sent to the Ierendian prison on Aloysius Island – a pilot project to remove mobsters from their local environment.

Emilia was left to fend for herself, and became a pickpocket and petty thief. Always at risk of being caught by Veiled Society members or beggars – neither of which appreciate independent competition, Emilia quickly sharpened her thieving skills and streetwise sense. Her headstrong attitude, though, caused her many problems, until she “rescued” a surprisingly naive Traladaran young man, Janek, from a pair of Thyatian con artists. Emilia decided that Janek needed her help to navigate the streets of Specularum, and has stuck with him for the last three months.

Emilia is short and wiry, with close-cropped, dark, curly hair and a pointed nose. She has a sharp tongue and a tough attitude – even though she is quite good natured. If the PCs can deal with her attitude, she is a reliable source of information on the various gangs of the Specularum underworld.

Protagoras LONGINUS

Protagoras Longinus is a sailor at heart – he rarely spends more than a week on land during the sailing season. He owns his own ship, a small galley, which he uses in a variety

of trades: most often, he ferries small but valuable cargo between the islands of Dread and Specularum, though he also carries passengers (particularly envoys from Karameikos who need a fast ship to Ierendi or Minrothad) and he even engages in privateering.



His crew is a varied bunch, though most of the sailors and rowers are Karameikan of Thyatian descents – many of them small time adventurers who prefer to stick with a larger group and share the risks and gains of sea adventures. This is mostly because crewmen are paid only small salaries, but are allowed to bring their own goods for trade, allowing them a larger gain (as well as increased risks) than on other ships.

Protagoras and his men usually spend the winter in Specularum, drinking off the gains

Thyatian Fighter 6, Lawful

STR 13, INT 13, WIS 11,
DEX 9, CON 12, CHA 14

Weapon Masteries:

Long sword (skilled), dagger, light crossbow, short sword

General Skills:

Navigation (13), Sailor (13), Knowledge of the Sea of Dread (13), Signaling (13), Reading & Writing (13)

Languages:

Thyatian (native), Minrothaddan patois (13)

of the shipping season. When in Specularum, Protagoras lives in the North End, near the bay, with his wife, a terrible shrew. To avoid quarrelling with her, he spends most of his time at the Grog Shoppe. Since he has a lot of time and little to do with it, he enjoys chatting with other patrons, swapping tall tales of their maritime exploits. Since Protagoras has an extensive knowledge of the Sea of Dread ports and excellent maps, he can be a valuable source of information, or the target of a theft attempt (his port journal is likely the best in Specularum after those of the Vorloi family).

Protagoras is a wiry, heavily tanned Thyatian in his early forties, with curly, salt and pepper hair. He dresses in uncommonly colourful clothes for a Thyatian, often donning a bright red scarf.

Cesare “Dagger” LORENSON

An expatriate from Darokin, between 30 and 40 years old, Cesare has lived in Specularum for four years



He arrived in the city from Ierendi, from where he had fled after having been accused of embezzling funds of the merchant house he was working with, the Mauntea, and of revealing trade secrets to unidentified foreign merchants. He has nothing to do with either crime, as he was framed by a

Fighter 10/Merchant 3, Neutral

STR 13, INT 10, WIS 14,
DEX 15, CON 11, CHA 12

Weapon Masteries:

Expert: Rapier; Skilled: Dagger; Basic:
Long sword, Short sword

General Skills:

Duelling, Fast Draw, Knowledge of the
society of Darokin, Geography of Darokin

Languages:

Darokinian, Thyatian, Traladaran

friend and co-worker, Jago Ladich, who is in league with Shadow Elf spies. Cesare had discovered traces of the Shadow Elven infiltration, but had not traced it to Jago. Actually, he went to his friend for help in the investigation, and Jago was quick to betray him, with the help of a Second Shadow infiltrator.

After his escape from Darokin, Cesare was ambushed by Shadow Elf assassins in Ierendi, so he decided to bury his identity there. Faking his own death, he relocated to Specularum, and assumed the name of "Dagger" (from the habit he has taken on of sleeping with a dagger under his pillow). He is currently living in the Foreign Quarter in a rented room, and supports himself by teaching the Darokinian fencing style in the courtyard behind the house.

Low or medium level Player Characters can meet Dagger if they are looking for a Rapier or Dagger master. If they look tough and stealthy, Dagger may provide them with adventure hooks, as a way to test them and, at the same time, manoeuvre them against his own enemies (the Shadow Elves, primarily, but also Jago Ladich, who is now a senior agent in House Mauntea). When they finally

reach the high Expert levels and earn Dagger's trust (not an easy task, considering his past), Dagger will try to recruit them to help in his personal vendetta.

Rosa LuIn / Roxana Calihar

Roxana Calihar is a tall, skinny, dark haired woman of about 40 years old. She wears practical Traladaran clothes in Specularum, or in male Thyatian clothes when she is travelling.



The daughter of a Traladaran man from a lesser branch of the Calihar merchant

dynasty and a Thyatian adventuress, Roxana grew in Specularum but moved with her family to Selenica at the age of 12. Both her parents were involved in the Marilenev Rebellion, so they chose to flee rather than stay in Karameikos after the rebellion failed.

Magic User 4, Neutral

STR 8, INT 15, WIS 14,
DEX 11, CON 10, CHA 13

Weapon Masteries:

Skilled: Dagger; Basic: Staff

General Skills:

Oratory 13, Leadership 13, Knowledge of
Philosophy 15, Knowledge of Karameikan
politics 15

Languages:

Traladaran (native), Thyatian 15,
Darokinian 15.

Contrary to most insurgents, her parents were not followers of the Marilenev family, but rather members of the small Republican sect of Fabritius Luscinia, the famed (or infamous, depending on who you ask) Thyatian political philosopher and revolutionary who died in the Marilenev Rebellion.

In Selenica, Roxana grew up reading Thyatian philosophy books like “The Republic of Thyatis” of Luscinia or “The Senator” by Nicholous. She spent five years at the prestigious University of Al- Azrad, earning a magisterial title in philosophy and rhetoric. While at the University, Roxana also took up a limited knowledge of arcane magic. With respect to her political mentor, Roxana developed a political thought more concerned with improving the conditions of the common people (especially the town labourers and the peasants) than with reforming the political system.

Armed with her ideas, and using her nom de plume, “Rosa Luln”, instead of her real name, she moved back to Specularum in 993, and investigated the peculiar conditions of the city – especially its large peasant and labourer population and its position as the only large city in Karameikos. As Rosa Luln, she has published a tract on the history of the Guilds of Specularum, with a comparison of guild systems in Darokin, Karameikos and Minrothad that was well received by the academicians of Darokin and Thyatis, less so by the Guildsmen of Specularum and Minrothad, since it harshly criticizes the guild system for excluding the unskilled labourers and peasants.

She currently lives in the South End, and she has fallen in with a group of former adventurers and labourers unsatisfied with the

current state of the city politics. Roxana plans to petition the Duke for the constitution of a Labour Guild that would represent all unskilled labourers of Specularum and would obtain a position in the town council. She also plans to ask that the pricing policies, currently controlled by the guilds, be placed under the direct control of the town council. Obviously, her plans are anathema to the current guilds, which benefit enormously from their privileges.

The PCs can meet Rosa if they live in the South End – she runs a free reading and writing course for the neighbourhood kids, and often gives public lectures. Note that, while Rosa is not well liked by many powerful figures, but she does enjoy a degree of protection, since she has powerful friends, including some former adventurers – her current companion, Karl Vladimirov (F6, N), is also the leader of the South End labourers – and two Republican Senators of Thyatis.

If something happened to Rosa, the Thyatian government would be quick to exploit this to criticize the Karameikan government for their brutal policies (after all, Thincol's government didn't kill Luscinia, while Stefan's supposedly more benevolent rulership would be marked not only by Luscinia's death, but also by Rosa's). Thus, PCs aligned with the government might be asked to keep Rosa alive, while preventing her from starting a rebellion.

Rodoz Marianov

Rodoz Marianov, a senior priest of the Church of Traladara, has been working for years as the personal secretary of Patriarch Nikelnevich. He is about 50 years old, thus

Traladaran Cleric 6, Lawful

STR 11, INT 13, WIS 15,
DEX 8, CON 10, CHA 12

Weapon Masteries:

Mace, Staff, Sling

General Skills:

Religion (Church of Traladara, 15), Laws and Justice (Karameikos, 15), Profession (Accountant, 13), Reading/Writing (13), Ceremony (Halav, 13)

Languages:

Traladaran (native), Thyatian (13)

older than his master, and shows it, having none of the warrior-priest attitude of Nikelnevich. He has greying hair (originally light crown), and he shaves regularly. Marianov is thin-boned, with narrow shoulders and a bit of a paunch.



Since he is often called to attend the Patriarch during official events, he generally wears the formal clothes of a priest of Traladara, and keeps a knurdel with him.

Marianov was born in one of the Traladaran villages near the site of modern Penhaligon. He moved to Specularum after the arrival of Duke Stefan, joining the Church as a way to support the Traladaran people. He thus was a novice at the same time as the younger Nikelnevich, with whom he struck a quick friendship, recognizing the unusual drive and early wisdom of the younger boy. Not much of a leader, Marianov remained in the shadow of Nikelnevich as the future Patriarch rose through the ranks. Nikelnevich appreciated the genuine devotion and the

unyielding honesty of Marianov, and chose him as his personal secretary.

When Nikelnevich became Patriarch, the financial state of the Church was unsteady, so he asked Marianov to help him reorganize the accounting according to the modern Thyatian and Darokinian practices. Marianov took well to the job, as his natural attention to detail and his honesty combined with the professional knowledge he soon developed. To this day, Marianov oversees the funds of the Church. He is a careful accountant and guards the church funds jealously, always demanding explanations for expenses. The same single-minded honesty makes him lacking in flexibility – it is very hard to get him to agree to any "shady" business, even if it would serve order and justice.

Like his Patriarch, Marianov is concerned with keeping the peace between the Traladarans and Thyatians. He believes the two people should put aside their differences and cooperate to eradicate the dark cults and the monstrous creatures that still threaten much of the Karameikan wildernesses. Marianov is a very superstitious man, likely to believe in evil omens and resort to legends about demons and evil deities. As a young man up North, he witnessed cultists of the Horned One rampage through his village. It was this event that originally pushed him to go to Specularum and then to join the Church and it is still his goal to rid Karameikos of the Cult of the Dark Triad.

Narim Muskalin

Narim Muskalin is an Ylari aesthete and bohemian. He is a true hazar: a city-dweller who has been cut from his Alasiyan roots, at

Alasiyan NM, Neutral

STR 11, INT 13, WIS 13,
DEX 9, CON 7, CHA 14

Weapon Masteries:

none

General skills:

Leadership (14), Bargaining (9),
Reading/Writing (13), Streetwise (13)

Languages:

Alasiyan (native), Thyatian (13)

least as far as the Alasiyan nomads are concerned. He left the Emirates years ago, since, as one of the unbelievers, he faced religious persecution from the followers of the Eternal Truth. After spending some years as a traveling merchant in the Empire of



Thyatis, Muskalin settled in the Ylari district of Specularum. Having a good command of the Thyatian language, and an understanding of Thyatian customs, he worked at first as an interpreter for Ylari caravaneers, and later as a merchant, until he realized that he would have to work less if he could set up a business where the goods could sell themselves – so, he opened the “Myrrh of the Night”, at first as a smoking house, but soon after turning it into a brothel.

Narim employs a motley crew of prostitutes of various races, sexes and persuasions, who are protected by a dozen Ylari goons. Forays by the Swords of Kalim to purge the hazar areas of the Ylari district tax his strength and wallet, and he has thus forged an alliance with the dwarves, long-time cultural friends. His ties to the dwarves allow him to sell dwarven mushroom

moonshine in his establishment. Unfortunately, temperance has never been a strong asset of Narim's, and temptations easily have the best of him. So, he started “sampling” the moonshine himself, developing a nasty addiction for the substance. Whereas moonshine simply makes a dwarf's personality more aggressive, in humans the effect is much stronger, leading to occasional berserk rages. During these rages, Narim suffers a -2 penalty to all mental scores (Int, Wis and Cha) and related skills, while enjoying a +2 bonus to Constitution and Strength.

Narim is a tall Alasiyan man, with typical curly, raven black hair tied in a pony-tail. He grows a stylish moustache and goatee. Due to his long travels and age (Narim his about 50), his skin is tanned dark and mottled with liver spots, especially on his hands and shoulders. The addiction to moonshine has sapped Narim's health, and his eyes and skin have started showing pronounced signs of jaundice. Narim dresses in comfortable hazar clothes in bright colours, and keeps a wildly decorated dagger in his sash at all times. The dagger is mostly there for show, as its unusual shape and decoration make it unwieldy, reducing damage by 1 point (to a minimum of 1). Moreover, Narim is not much of a fighter, and his not even competent in handling it. He relies on his goons and his good relations with other gangs to protect himself and his prostitutes.

Cassius Porius

Cassius Porius is a middle aged Thyatian veteran. After serving for years in the northern keeps as a Sergeant, he retired from the army and came to Specularum, using his savings to buy some real estate in the South

Thyatian Fighter 6, Neutral

STR 12, INT 13, WIS 11,
DEX 9, CON 11, CHA 10

Weapon Masteries:

Long sword (skilled), dagger, club, spear,
light crossbow

General Skills:

Knowledge of the South End (13), Laws
Codes (11), Riding (9), Etiquette (10)

Languages:

Thyatian (native), Traladaran (13)



End. He quickly managed to obtain a stable income from renting out rooms, leaving him with more spare time than most inhabitants of this lower class quarter. That and his military experience, led him to become the best candidate for captaincy of the

South End when the old captain retired. The position also appealed to him, as it gave prestige and recognition, which, after a career in the lower ranks of the army, Porius craved. He easily won his first elections, and has managed to be confirmed in the role for two more terms – not because he is especially efficient as the captain of the night watch, but because he was able to strike some deals with local criminals like Stavros. Porius overlooks less messy crimes (especially protection rackets and pandering) that happen in the South End, and in return he gets a quiet quarter with little to no muggings or murders.

Porius is a political animal who cares most of all for appearances and the facade of order. If need be, he will arrest an innocent man if he cannot find the real culprit. He would do so to safeguard his own position as Captain, showing good performance to his electors, but rationalizes it as keeping order and allowing the average man to feel safe. On the other hand, he is not as easily swayed with money – he has enough to live, and does not have major vices or expenditures. Porius is also well known by the local prostitutes as a good customer who does not care about some scars, and never causes them himself.

Cassius Porius looks like a typical Thyatian legionnaire – not too tall but endowed with a sturdy build, dark hair (with greying temples) cut short in a military style, and a broad face with a badly fixed broken nose. He dresses in Thyatian style, often wearing at least one item in the colours of the South End. He is generally armed, and wears a leather jerkin when on patrol. He is usually escorted by a couple of his watchmen.

Anastasia Rodinos

A small Traladaran woman with long, mousy brown hair, Anastasia Rodinos was born in Halag in 957 AC to a middle class family. When the Black Eagle (Baron Ludwig von Hendriks) invaded Halag, Anastasia was a novice in the Church of Traladara.



Cleric 8/Greater Wererat 10, Chaotic
STR 13, INT 11, WIS 15,
DEX 14, CON 8/9, CHA 13/12.

Weapon Masteries:

Skilled: Mace, Wrestling

General Skills (as Human):

Ceremony (Orcus) 15, Stealth (Urban) 14,
Religion (Cult of the Dark Triad) 15,
Escape 14, Leadership 13

General Skills (as Wererat):

Leadership 12, Transformation +1 10,
Tracking 11, Know Terrain (Specularum)
11, Danger Sense 15

Languages:

Traladaran (native), Thyatian 11

She was able to escape the Church building – as far as she knows, she was the only survivor – only to find her family murdered by the Black Eagle's men. For months, she hid in abandoned buildings, surviving on stolen or leftover food. During this time, she contracted lycanthropy from a lone lesser Wererat, Mhykh. She survived the infection, to discover that Mhykh was still there, and that he now considered her a friend – actually, a “boss”. “Little boss Tash” and her new sidekick left Fort Doom by stowing on a ship bound to Specularum in rat form. In the following years, Anastasia and Mhykh established a lair in the sewers of Specularum.

Anastasia, though, was not content with mere survival – she wanted vengeance for her family and her fellow priests, but she saw that the Traladarans had submitted to the evil Duke's rule, and the Church itself was weak. She determined to find a source of strength, an edge that would give the Traladarans the power to repel the invaders, like Halav's bronze swords had turned the Beastman wave.

Thus, she left Mhykh in charge of the small group of wererats they had gathered in the past years, and started on a pilgrimage to the holy sites of the Beastman War, Krakatos and the Volaga river. Everywhere, she found only ruins. In Penhaligon, Anastasia heard tales of a monastery that had been left alone for centuries, since the end of old Vaion in the Vampire Wars. Perhaps she could find some relic there, she thought, or writs of priests not weakened by the Thyatian yoke to give her strength. She found monsters, and a single, decrepit, blind monk. How could the frail monk survive unscathed among powerful hobgoblin warriors when she had to use all of her lycanthropic skills to avoid them? This monk sure had some hidden power, and it could be the power she needed.

So, Anastasia spent years learning from that ancient priest, who spoke not of Halav, Petra and Zirchev or the Traladaran Twelve of Mount Tarsus, but of stronger forces that gave power to those who craved it: Orcus, Black Prince of the Dead; Leptar, the Ape King; and Demogorgon, Prince of Demons. Armed with the lore of the Dark Triad, Anastasia emerged from the Monastery on the Hill in 986, and headed back to Specularum, only to make a horrifying discovery. Her wererat band had grown, sure, but control had been wrested from the hands of loyal but slow-thinking Mhykh by nothing else than the avatar of her enemy, a dashing Thyatian rogue, one Decius Andronicus (Rake 9/Wererat 10, N).

A terrible war began, with Anastasia, Mhykh, and a number of loyal Traladaran wererats on one side and Decius' Thyatian newcomers on the other. The war still rages, and until Decius is alive, Anastasia knows she will not be able to spring her master plan to free Traladara from the Duke and his cronies.

Anastasia is slightly over 40 years old, but looks much younger, about 30, thanks to the unnatural vitality of the “beast within”. In human form, she is not a striking beauty, but her strong passions give her eyes an inner fire that makes her more attractive than others. Anastasia has mastered the Rat-man form, and that's the form she prefers to use when stalking her enemies in the night. In Rat-man form, she looks more muscular, her skin is covered in a dark brown fur that becomes a long mane over her head and back.

The Player Characters may meet Anastasia if they get involved in her private war against Decius Andronicus. She'll likely approach a Wererat newcomer, if he's not Thyatian, to recruit him, or she'll send her followers to kill a Thyatian Wererat PC. Her gang and Decius' include both lesser and greater Wererats, and may have infiltrated other factions. Anastasia's wererats control the sewers under the Old Quarter and the Nest, while those of Decius control the Hill and the Great Market.

Cee Salt/Cyrus Salides

“Cee Salt” is a young cartographer and sage, well known in Specularum as the foremost authority on the Sea of Dread and its dangers – which is not much, since most sailors and captains from Karameikos never go beyond Minrothad, Ierendi, or Port Lucinius. While Cee Salt has never visited any port – he suffers from sea sickness – he can rely on an excellent Thyatian portulan inherited from his father (a Thyatian sea captain named Varis Salides).

Normal Man, Lawful

STR 9, INT 15, WIS 11,
DEX 13, CON 8, CHA 10

Weapon Masteries:

Basic: Dagger

General Skills:

Geography of the Sea of Dread 15,
Cartography 15, Knowledge of sea
currents and winds of the Sea of Dread 15,
Weather Prediction 11

Languages:

Thyatian (native)



“Cee Salt” is just a nickname, as the sage thought his real name, Cyrus Salides, was too ordinary for a sage and, combined with his young age (he's only 23), would disrupt his business.

Cee Salt is tall and slim, and dresses in light blue long tunics with matching hats (he always wears a chaperon-type hat outdoors). He tends to cough occasionally while speaking and to look at his charts instead of the person he is speaking to. He also suffers from a light case of myopia, so he tends to read from a hunched posture.

The Player Characters will be directed to Cee Salt by ship captains, innkeepers and adventurers if they have questions regarding the Sea of Dread and its many islands and atolls. On the other hand, Cee Salt is on friendly terms with many adventurers and former adventurers, including Lord Devon Hyraksos, Lathan Spearhand, and Thrumbar

Shieldkroten, and can introduce the PCs to his contacts if they befriend him.

Finally, Cee Salt has an innate talent as a Magic-User, though he was never trained as one, and does not know of his talent. A good Magic User can detect this talent on an Intelligence check at -10, with a bonus equal to 1/2 his level (round down). The sage could be an excellent apprentice for a name level Magic User, though he would be quite scared at first, and may need some persuasion.

THORUR THORICWARF Silverbeard the YOUNGER

Thorur son of Thoric Silverbeard, of the Syrklis clan, is known to most as Silverbeard the Younger, in order to distinguish him from his equally highly famous grandfather, Thorur Silverbeard the Elder. Thorur Silverbeard the Elder was the key figure in the creation of the Goldsmiths' Guild, which he led until his retirement. His grandson



Rockborn Dwarf 5, Lawful

STR 12, INT 15, WIS 11,
DEX 13, CON 12, CHA 13

Weapon Masteries:

Battle axe (skilled)

General Skills:

Goldsmith (17), Bureaucracy (15),
Reading/Writing (15)

Languages:

Dwarven (native), Thyatian (14)

is now the Guildmaster – a position that has remained within the family since the foundation of the guild.

Thus, Thorur is easily the most important dwarf in Karameikos – not because of his skill as a goldsmith (though he does excel in the profession) nor because of his battle prowess – Thorur is a competent warrior, but not a professional. His real power resides in the guild's control of large reserves of gold, silver and other precious materials, which the Guildmaster can use to influence the government, the other guilds, and almost all factions in Karameikos. Only the Moneylenders' Guild and the Darokinian bankers can finance projects on the same scale as the Goldsmiths' Guild. Thorur is well aware of the power he wields, and uses it exclusively to improve the station of his guild within the nation, as well as to generate revenue. In general, his interests (and those of the guild) tend to match those of Philip Vorloi, so Thorur is considered an ally of the Baron.

To protect the treasury of the guild, the Silverbeards employ only dwarven guards and dwarven engineers from the Syrklis clan of Rockhome, so that the secrets of the Guildhall remain within the clan. Thorur keeps in touch with traveling Syrklis merchants, so he generally knows when a trustworthy member of the clan is in Specularum. Since it is often difficult to arrange for Rockhome dwarves to move to Karameikos, Thorur often offers jobs to those dwarves that are already in Specularum.

Thorur is a typical dwarf, short and stocky, with dark, wavy hair greying at the temples, and a long beard.

He dresses in sturdy, dark clothes in Thyatian style, with a golden badge showing the emblem of the guild. He is rarely encountered outside the Guildhall – he lives there, and only leaves to attend inter-guild meetings or audiences with the Duke or the ministers of Trade and Finances.

Stavros

A local Veiled Society starosta of the South End, Stavros is a Traladaran man who works from a local Traladaran restaurant, the “Borsch”. Even though he is an elder member of the Society, he often takes part in street action.



The Starosta is a stern man who will kill anyone who offends the Society, but sometimes he may change the sentence into a service, if there are mitigating circumstances. In some cases he has even been known to reward people who perform well in such missions where the wage was supposed to be sparing their life. Stavros has an uneasy truce with the district guard

Traladaran Thief 8, Neutral

STR 12 INT 10 WIS 14
DEX 11 CON 12 CHA 13

Weapon Masteries:

Dagger (expert), club

General Skills:

Knowledge of the Veiled Society (10),
Intimidation (12), Streetwise (10),
Leadership (13)

Languages:

Traladaran (native), Thyatian (10)

captain, Porius – Stavros keeps crime from becoming too evident in his area (by avoiding murders and muggings, or at least by having victims disappear, as well as by keeping away freelance thieves), and Porius ignores his protection racket and other, subtler, crimes.

Stavros has some of the “honour among thieves” – in addition to being loyal to the Society, he usually keeps his bargains (unless direct orders from the Society leadership prevent him). Moreover, his criminal activities often appear to benefit the local residents – he does run a protection racket, but he truly keeps other criminals outside his area, and does not try to squeeze so much money from his victims as to ruin them (more ruthless starosta will often ruin a shopkeeper to take over his activity).

Stavros answers directly to the lower rungs of the secret Radu leadership of the Veiled Society, so he appears to most outsiders to be an independent, if minor, crime lord.

The Starosta looks like a typical lower-class Traladaran, with none of the ostentation of wealth often sported by Nest starosta. He is in his middle fifties, stout and still well-muscled. He usually carries a single hidden weapon (a razor-sharp dagger), relying on a group of thugs to protect himself from any harm.

Gheorghe Stelea

Gheorghe Stelea is a well-known dealer in “used” goods in The Nest. He is also a member of the Veiled Society. His primary source of income derives from his activity as a fence: when something has been stolen, there

Thief 5/Fence 4, Neutral
 STR 11, INT 12, WIS 13,
 DEX 15, CON 10, CHA 14

Weapon Masteries:

Skilled: Dagger; Basic: Sap

General Skills:

Appraisal 12, Bargaining 14, Knowledge of the Specularum underground 12, Knowledge of The Nest 12

Languages:

Traladaran (native), Thyatian 12

is a good chance it will end up in Gheorghe's hands. This quite well known, both to the people of The Nest and to those who know the criminal underworld of Specularum, but Gheorghe is quite safe from reprisals from the law, since the *Guard Phorsis* does not enter the Nest – and even if they did, Gheorghe would know it well before they could reach him. Thus, Gheorghe feels very confident, to the point that he spends most of his time sitting in front of his shop, nursing a cup of tea, dressed in gaudy Traladaran-style clothes.



Stelea is a small, wiry man with black hair and drooping moustache, with a remarkably bad taste in clothing and an invariably excessive display of jewellery. He is irritatingly slow in all his dealings, except when senior members of the Veiled Society are involved – at those times, he becomes uncharacteristically solicitous.

The Player Characters can get involved with Gheorghe in two cases: either they are Veiled Society thieves trying to get rid of some pilfered goods, or they are trying to track down stolen goods of some kind – information Gheorghe is likely to have, but which he won't part without a significant profit. In the first case, Gheorghe will occasionally have jobs or orders to pass to the Veiled PCs.

Father Barris Strolojca

A plumpish and balding man, aged in his early thirties, Barris Strolojca is the second son of a Vice-Minister, Lord Anton Strolojca, in the Ministry of Trade.



Barris entered into the novitiate of the Church of Traladara at 14, since he didn't have any propensity for the martial career undertaken by his younger brother,

Cleric 3, Lawful

STR 15, INT 12, WIS 16,
 DEX 11, CON 10, CHA 13

Weapon Masteries:

Skilled: Mace, Basic: Staff

General Skills:

Etiquette 13, Religion (Church of Traladara) 16, Ceremony (Church of Traladara) 16

Languages:

Traladaran (Native), Thyatian

Hugo, or the administrative career of his older brother, Marek. Since Anton is the younger brother of Marius Strolojca, lord of a small domain between Vandevicsny and the Black Eagle Barony, who doesn't have any direct heir, and is not likely to produce one in his old age, Barris stands third in the line of inheritance after his father and older brother. He expects Marek to inherit the fief, though, so he concentrates on his work for the Church, where he is a librarian at the cathedral in Specularum.

A group of Player Characters can easily meet Barris, since he spends most of his time in the library attached to the cathedral. Since there is currently a shortage of priests (as an effect of Sergyev's schism five years ago), Barris is overworked and has sometimes to take up other duties in addition to being the librarian. He is eager to find any help, and will certainly prevail upon any visiting novice or priest. His most important project is to collect maps of pre-Thyatian Traladara, in order to locate and explore a number of lost churches and temples of the Church of Traladara and recover whatever relics are left – and possibly identify and track down stolen relics as well.

Tegell

Tegell is a man in his early thirties, who is moderately fit but very well groomed. He has dark, wavy hair with a clean-shaved and handsome, face that is dominated by a pair of sparkling black eyes and a crooked smile. He is well tanned, but otherwise difficult to identify as an Ierendian, except by his accent, since, like many Ierendians, he has Thyatian and Darokinian origins. He usually dresses as a well-to-do merchant, usually conforming to the local fashion when he is abroad. In

Ierendian NM, Neutral

STR 9, INT 13, WIS 10,
DEX 12, CON 11, CHA 14

Weapon Masteries:

Dagger

General Skills:

Disguise (13), Deception (14), Knowledge of Sea of Dread trade (13), Streetwise (13)

Languages:

Ierendian (native), Thyatian (13)

Specularum, he favours the Traladaran style over the Thyatian one. However, he is quite skilled at disguises – a skill honed in dozens of con schemes in Ierendi and abroad. He often chooses to dress as a Minrothaddan or Thyatian when in disguise.



Tegell comes from a family of modest means, and he always envied and resented the powerful aristocratic families that rule Ierendi, desiring his share of wealth and power. He started his career selling fake souvenirs on the streets of Ierendi, then moving on to working as a moneychanger (thanks to the rampant inflation of the Ierendi currency), and reinvesting his gains in mercantile ventures. His illegal activities hit the interest of a rich foreign merchant, who happened to be friends with a Ki'ai, who took things in his hands. Tegell was thus forced to leave Ierendi, succeeding thanks to his skill at disguises.

Tegell has just arrived in Specularum, and is already looking into some grand scheme that will reverse his fortunes. He considers Karameikans to be naive and gullible, and is willing to put in motion large-scale jobs. He has therefore made contact with other Ierendian expatriates, which he plans to use as pawns in his schemes. His confidence is in part supported by his ring of invisibility, as Tegell believes the item will help him avoid capture, should his schemes fail. Since he considers the ring a trump card to be reserved for the last hand, he will rely on his skills and charms to bypass all obstacles, unless there is a clear danger for his life.

Sir Lucius Thrakianus von Alberndorf, Knight of the Griffon

A Knight of the Griffon in good standing, Sir Lucius Thrakianus is a Karameikan of Hattian origin, though he was adopted at an early age into his Thyatian mother's family, the minor noble's house of Thrakius. Thus, his original name (Luzius von Alberndorf) was Thyatianized and modified to reflect his adoption. Lucius idolizes the Hattians, considering them the proudest inheritor of the Thyatian spirit, epitomized in the Black Eagle Baron – conversely, he deems the Traladaran an inferior race. He is also a devoted follower of Vanya, the Thyatian Immortal patron of war. Lucius resents the power of the clergy of Asterius in the Church of Karameikos, and thinks that Patriarch Oderbry would be much more suited to lead the Church than Patriarch Jowett, whom he sees as senile and weak.

Lucius acts as an agent of Alfric Oderbry, but his zeal and stubbornness make him easy to provoke or otherwise lead to actions that could hamper Oderbry's faction rather than help it. For example, he and his cronies might



organize a celebration of Vanya's Dance, a Hattian festival, in the first week of Felmont (right after the Traladaran festival of the Beast's Day), for the first time in the history of the Church of Karameikos, attracting the ire of both conservative and New Karameikan members of the Church of Karameikos and those of the Traladarans.

For all his failures, Lucius is a brave warrior and a skilled fencer with the long sword. He wields in battle a powerful magic sword, a family heirloom, Adlerklaue. The sword has a

Thyatian (Hattian) Fighter 8, Chaotic

STR 15 INT 10 WIS 8
DEX 12 CON 11 CHA 13

Weapon Masteries:

Long sword (skilled), bastard sword, dagger

General Skills:

Leadership (13), Reading/Writing (10), Religion (Church of Karameikos, 10), Riding (12), Intimidation (15)

Languages: Thyatian (native)

long, slender blade mounted on a horn hilt. According to family lore, one of the early Von Alberndorfs, a Knight of the Air, had a claw of his mount, a large Roc, fashioned into the sword's hilt when the Roc died. Adlerklaue is a +2 longsword, +3 vs spellcasters.

Lucius looks like a typical Hattian, except that he has a slightly darker complexion than the average Hattian, and has curly brown hair, cut short. He almost always wears the trappings of the Knights of the Griffon, and is generally found in the company of a half dozen likely minded squires and younger knights (F3 or F5).

Lt. Aloysius Vandevic

Aloysius Vandevic is the younger brother of Lord Gustav Vandevic, the lord of Vandevicsny. He is taller than the typical Traladaran, and has dark red hair – probably inherited from his Flaem ancestors. When the two brothers were younger, they travelled extensively across Karameikos. Since Gustav has always been the scholarly type, Aloysius



was the arm of the team, and quickly grew to become a skilled fighter. Thanks to his ability as a warrior and his noble status, Aloysius obtained a commission in the “Sword of Halav” battalion of the Karameikan army. While in Rugalov Tower,

Fighter 5, Lawful

STR 13, INT 9, WIS 12,
DEX 11, CON 10, CHA 12

Weapon Masteries:

Skilled: Bastard Sword, Basic: Longsword, Heavy Crossbow, Lance

General Skills:

Riding (Horse) 11, Military Tactics 9, Leadership 12, Knowledge of the geography of Karameikos 9

Languages:

Traladaran (native), Thyatian 9

he married Ivana Lutescu, a cousin of Lord Vlad.

After the birth of their daughter Laina six years ago, Aloysius asked and obtained to be moved to the Duke's Guard in Specularum, where he is currently a Lieutenant. A competent but unimaginative officer, Aloysius is not likely to progress much further in his career. He is, however, content with his current office. Player characters are likely to meet Aloysius if they are summoned at the Duke's Palace, since he is in charge of one of the guard squads. Or, they may meet him if they are mingle with the Traladaran or New Karameikan high society, since Aloysius and Ivana are frequent guests at the Darokinian Embassy balls. If the PCs have a reputation of being good, reliable warriors, Aloysius may consider them for enrolment in the Duke's Guard, or for freelance investigative jobs – the Phorsis Guard is severely stretched with its resources, and the Duke's Guard has to help investigating crimes involving residents of the Hill, without having the right training.

Corbula Vespasian

At 70, Corbula Vespasian is the eldest member of the Order of the Griffon. His once massive frame is now gaunt and his movements slow (thus, his physical ability scores are at -3 with respect to the original values), but his eyes are still clear, and his mind still quick.

Born in Thyatis City from a middle class family, Corbula had a natural talent for fighting, especially with large, slashing weapons. He entered the gladiatorial team of Flavian Osteropulos in AC 953, quickly becoming a favourite of the arena crowds fighting other gladiators and wild beasts. At 30, Corbula retired from the arena and embarked on an empire-wide tour, demonstrating his fighting skills by facing local champions in practice bouts. In AC 962, in a public demonstration held on the practice grounds of the Guard Phorsis in Specularum, he beat three Traladaran warriors sponsored by the Radu, Marilenev and Torenescu clans, becoming an instant celebrity among the Thyatian population.

Fighter 13 (Paladin), Lawful

STR 13, INT 14, WIS 13,
DEX 11, CON 10, CHA 12

Weapons Masteries:

Master: Two-handed Sword; Skilled:
Bastard Sword; Basic: Longsword, Battle
Axe

General Skills:

Blind Fighting 13, Duelling 14, Arena
Acting 12, Riding (Horse) 11, Ceremony
(Vanya) 13, Profession (Weapon Drill
Instructor) 14, Religion (Church of
Karameikos) 13.

Languages:

Thyatian (native), Traladaran 14

By AC 970, Corbula had almost exhausted his savings from the arena days, and was too old to take up adventuring. He had also become a devout follower of Vanya. So, he answered Stefan Karameikos' call, and moved to



Specularum, where he discovered he was still hugely popular among Thyatian warriors. Patriarch Halaran, then organizing the armed forces of the new Church of Karameikos, approached the warrior, offering him the position of weapons master of the Church warriors. Since then, Corbula joined the Order of the Griffon, and maintained his role for twenty years, retiring in AC 990. He has since dedicated most of his time to studying the teachings of Vanya and the philosophy of the Church of Karameikos.

PC fighters may meet Corbula at the Order's Hall, where he has lived for most of the last 30 years. While too old for adventuring and even for most weapon practice, Corbula is still the foremost expert in two-handed sword fighting in Karameikos. Thus, high-level fighter PCs may turn to him for training.

Vladimir

Nobody knows Vladimir's family name, and he has buried it so deep in his soul that nothing can dig it out. His only kin is the revolution. He is a tired old man (50 years) with haunted eyes. His face is wrinkled with the weight of both years and old deeds, and

Traladaran Fighter 11, Chaotic.

STR 14, INT 13, WIS 14,
DEX 9, CON 12, CHA 16

Weapons Masteries:

Expert: Battle axe; Basic: Dagger,
Wrestling, Short sword.

General Skills:

Stealth (Urban, 9), Leadership (16),
Intimidation (14), Snares (13), Military
Tactics (guerrilla warfare, 13), Heavy
Drinking (12).

Languages:

Traladaran (native), Thyatian (13)



his hair has turned grey. He limps with his right leg, but not so badly that it would affect his melee abilities adversely - his experience offsets this disadvantage. In battle, Vladimir wields a heavy axe. As one might

guess, he is seldom seen in public. In fact his cell does not have a constant headquarters. Instead they rely on a fluid network of safe houses, sympathizers, friends and supporters. Vladimir's long life has been filled with battle, death, betrayal, hiding and fear. His entire family was massacred during the Marilenev rebellion, and he will never be able to forget or forgive that. Everyone of Thyatian descent is guilty, and any Traladaran who "collaborates" with them is a traitor. He has seen nightmares so many years that he wouldn't recognize a normal dream. Thus the members of the Cult of Ruul, his uneasy allies

in the scenario "War Conceived", don't seem that insane to him (the other members of the Spring Flood wouldn't agree, perhaps with the exception of the most extreme fanatics). Then again Vladimir doesn't understand their celibacy. Life is too short to waste on self-restraint. He drinks huge amounts of wine, vodka and beer, and is able to hold it in. He is a competent fighter and a veteran of numerous battles, and a captivating public speaker. His rough voice seems to convey emotion so powerful as to heat the spirits of the most mellow listeners. Listening to him is like listening to a chorus of voices from the oppressed history of the Traladara.

As the leader of the Spring Flood, Vladimir never travels alone. He is generally accompanied by a group of five to eight members of the Spring Flood (most of them would be Fighters of levels 4-6, but one is often a wizard or cleric of comparable level).

Zila

Zila is a veteran Ierendian pirate, a tough fighting woman in her early forties. She once was the captain of a pirate ship, but broke her leg in a pitched battle against a Thyatian patrol ship. The pirates escaped, but Zila could not fight with her broken leg, and was voted out of her position as captain of the ship. She and the few veterans loyal to her were dumped on a lifeboat off the coast of Karameikos. They reached Specularum and settled in the Foreign Quarter, where they could easily blend in the local Ierendian population.

As soon as Zila was back on her legs, she started plotting ways to obtain a new ship

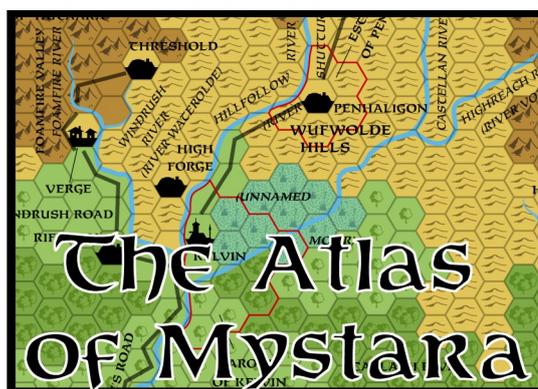
and crew. She and her followers gathered a few Ierendian thugs from the neighbourhood, and looked into ways of supporting themselves until they could leave. In the end, they settled for a protection racket, which soon covered the easternmost blocks of the Foreign Quarter. Given the relative ease of her first success in Specularum, Zila is not anymore in a hurry to leave – actually, she is now planning to take over the protection of the entire quarter by ousting the other ethnic gangs.



“The Breakwater”, as the Ierendian gang calls itself is a growing force in the precarious balance of the Foreign Quarter. Besides Zila, it is composed by five veteran pirates (F2) and twelve local thugs (T1). Zila is rather paranoid, and keeps everyone on a short leash.

Ierendi Thief 4, Chaotic.
 STR 13, INT 13, WIS 10,
 DEX 16, CON 14, CHA 9
Weapons Masteries:
 Cutlass (skilled), dagger.
General Skills:
 Intimidation (13), Leadership (9),
 Streetwise (13), Sailor (13).
Languages:
 Ierendian (native), Thyatian (13))

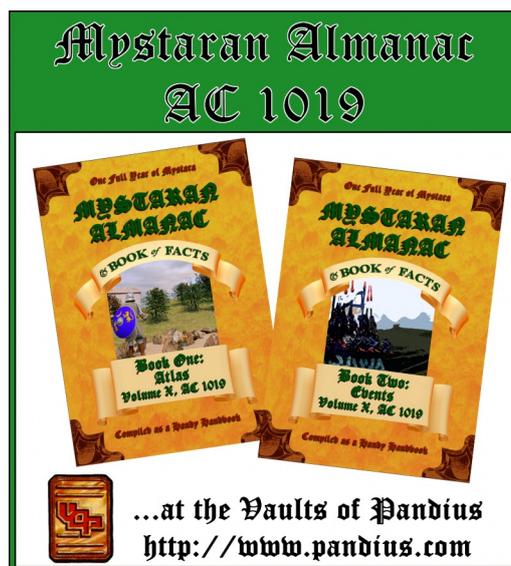
Zila is no beauty, with a lot of scars and a badly broken nose. She has dark curly hair cropped short and an olive complexion. She is very fit, with lean but strong muscles, and she is quick as a cat and a deadly opponent in a sword fight.



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ST KRUSKIEV'S GOLD

A Specularum adventure for 4-6 characters of levels 2-4

Design & Development: Agathokles
NPCs plots: Chimpman

SUMMARY

A group of down on their luck low-level Karamaikan adventurers (two thieves, a wizard, a fighter and a gnome) steals the treasure of St. Kruskiev, a set of holy items (the vestments, ring, tiara and knurdel) made of (or covered in) pure gold. The monks of St. Kruskiev's monastery know they need to recover the relics before the thieves melt them, and cannot let the public know of the incident (as the Veiled Society would snatch the thieves, kill them, and return the items, thus gaining a degree of favour with the devoted Traladaran people (or worse, the Oderbry faction of the Church of Karamaikos might capture

the relics and destroy them). Thus, trustworthy PCs associated with the Church are contacted to solve the case.

The theme for this adventure is based on the classic Italian movie "*Operazione San Gennaro*".

The adventure is divided in three Acts. In the first, the PCs get involved in the theft as investigators, and have the opportunity of gaining some insights on the thieves by examining the crime scene. In the second act, the party progresses in the investigation, and in the third and last act they close down on the thieves, while fending off the Veiled Society.

The adventure is suitable for a party of 4-6 characters of levels 2-4. A balanced mix of character classes is recommended, and the presence of a cleric of the Church of Traladara will make the setup easier. On the other hand, Thyatian characters of the Oderbry faction and thieves belonging to the Iron Ring or the Veiled Society are not appropriate (and would not be trusted with the mission, unless their allegiance is a well kept secret). The adventure is written to make use of my skill system update, but would work with any skill system with minimal modifications.

ACT I: ST. KRUSKIEV'S MONASTERY

In the first act, the PCs are summoned by the Abbot of St. Kruskiev, and asked to help in the investigations.

Scene I: Getting INVOLVED

The best opportunity to lead the party into this adventure is a Traladaran cleric PC. The PC is probably well known as an adventuring priest, who has resourceful friends. He is therefore asked to summon them for a confidential job.

Another good option is given by PCs who are part of the Karameikan military - either the Duke's Guard, the Elvenguard, or the City Guard (the *Guard Phorsis*). In all cases, the military PCs also have authority as law officers, and they are assigned to the case by their superior officers.

Finally, if the PCs have befriended a Traladaran priest in previous adventures (or perhaps as part of their background), or are relatives of one, they could still be trusted enough to be asked to investigate.

The adventure may also serve as a starting point for a new group, where each character (or small group of characters) has one of the above motivations.

In any case, the PCs are summoned by a novice of the Church of Traladara. Attentive PCs (Wisdom check or appropriate skill check) will notice that the novice wears the device of St. Kruskiev. The novice leads the party to the Monastery of St. Kruskiev in the Old Quarter. The Monastery is a severe building with an associated church. The PCs are led to a small courtyard, where they meet the Abbot, a short, nearsighted man in his early sixties. The Abbot tells the party that the Church needs their assistance in a highly confidential business, and swears them to secrecy.

After this preliminary matter is settled, the Abbot reveals that the fabled treasure of St. Kruskiev has been stolen. He asks the PCs to recover the treasure before news of the theft leak out - the Abbot is especially concerned that the Veiled Society or the Oderbry fanatics could capture the treasure for their own evil goals if news of the theft get out to the public. The Church does not care

about the fate of the thieves - the PCs are free to let them go or bring them to justice, however the circumstances dictate, as long as the sacred treasure is recovered.

Scene II: Crime Scene Investigation

The Abbot personally leads the PCs to the vaults of the monastery - not even all the monks have been told of the theft, in order to reduce the possibility that the news gets to the ears of the Veiled Society or other enemies of the Church of Traladara.

There are a number of important clues that the PCs can gather by visiting the monastery and its cellars.

Interrogating the monk who was keeping watch at the doors, the PCs do not learn much more than what the Abbot has told them: the guardian was overcome by sleep, and did not hear or see anything. If the PCs search the guardian's post, they can find (on a simple Search check or a Wisdom check) some rose petals. A magic-user with the Sleep spell (or another PC on a Spellcraft check) can

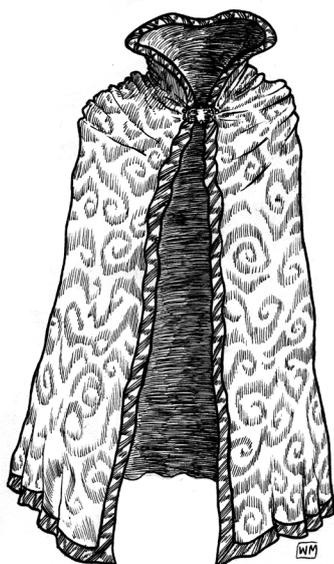
correlate this finding with the casting of a Sleep spell.

The thieves had to first enter the cellars, bypassing a locked door - the lock was picked, and a Thief can detect the tampering with an Open Locks check at +30.

A second door leads from the cellar to the vaults. This door was locked with a wizard lock spell, which was countered with a Knock spell. The last door is a solid massive stone slab with a complicated lock (-20 A dwarf or gnome can (on a successful Mining check) recognize this as the work of a stonedrill, a specialized tool used by miners from Highforge. Other characters can do the same on a heroic Mining check.

Finding tracks of the thieves is difficult, due to the passage of several monks. However, Diocletian, the wizard, was less careful than his fellows, and the tracks of Berwus Deepburrow are distinctive for their size. A Difficult Tracking skill checks yields the following information: on a marginal success, the PCs find the tracks of Diocletian and Deepburrows. These sets of tracks seem to belong to a man (or man-sized humanoid)

and a child, or other small sized character. On a complete success, the tracks can be attributed to a man about 1.75 m tall, and a child or other small character about 1 m tall, both wearing soft shoes.



ACT II: LEGWORK

In the second act, the party must gather information from all sources to identify the thieves, without giving away their actual motives.

Contrary to the other Acts, the Scenes of Act II do not necessarily happen in the order given here. The three Scenes proposed are just three individual points in the investigation where the PCs may obtain important clues, or meet significant challenges. This part of the adventure is otherwise mostly driven by PC actions.

Additional scenes may be designed based on the actions of the PCs, and those of the NPC thieves, described in the NPC Capsules Section.

SCENE I: The Veiled Society

Given the location of St. Kruskiev's monastery, it is possible that the thieves are still within the Old Quarter or the Nest. Moreover, someone in the immediate neighbourhood might have seen the thieves.

However, if the PCs start asking questions in the Nest, they are met with indifference, and are soon confronted by a group of Veiled Society thugs. The Veiled Society does not know what the PCs are up to - they just do not appreciate people nosing in "their" neighbourhood.

Veiled Society thugs (3 x number of PCs): F2 or T2, AC 7, attacks 1 dagger, damage 1d4; morale 9.

The PCs may talk their way out of this encounter (with difficult Charisma checks), but they should not give away the true reason of their actions.

Scene II: Library

The PCs may also think of checking out how the thieves got the layout of the church. There are few libraries in Specularum, so it is quite easy to find that only the library of the Traladaran Cathedral and the public library that is part of the Scrivener's Guild have maps of the monastery of St. Kruskiev. Basilius Diocletian and Marian Codrea checked out the map at the library in the Cathedral (a blunder,

since the Cathedral's library is smaller, and mostly used by Traladaran priests.

Thus, the librarian, Barris Strolojca, can provide a description of the two men. He remembers them quite well, since collecting maps of the Traladaran churches is a personal project of his, and therefore he handled the request personally.

The PCs may also visit the library of the Magician's Guild. Tullia Frinius, the librarian there, is a busy magic-user with little time for questions - especially by people who are interested in finding other people rather than books. However, if a PC is a member of the Guild in good standing, he will be directed to the Guild offices for further information. Basilius Diocletian is also a member of the Guild, and is late with payment of his guild dues. The clerks will only tell this to someone with official credentials (i.e., a member of the *Guard Phorsis*), or to a persuasive Guild member (helped by a complete success roll on a Charisma check, or by a marginal success and a small tip). The clerks, in addition to identifying Basilius, can also tell the PCs that he specializes in enchantments

and illusions, and that he lives somewhere in the South End.

Scene III: The Soothsayer

A final, if unexpected, source of information may be Alia of the Street of Dreams. As Flameicker, she has an interest in preventing the Veiled Society bosses getting their hands on the treasure, but does not want to risk the security of her organization to retrieve it. Contrary to the Veiled Society, the Kingdom of Thieves is not interested in the political scene, and does not want public exposure of any kind. However, thanks to their better relations with independent thieves, the members of the Kingdom have been able to find out quite a lot by the time the PCs complete their investigations. They know that a group of independent thieves led by one Marian Codrea has scored a major heist, and is hiding out in the South End, near the public granaries. Alia will relate this information in a cryptic way, as part of a card reading or another type of divination.

ACT III: INTO THE SOUTH END

At this point, the PCs know that the criminals are hiding somewhere in the South End, probably in the area south of the Magicians' Guild Hall and east of the public granaries.

However, investigating in this area is made more difficult by unrest amongst the labourers of the South End, who are asking for representation among the guilds. The PCs cannot expect support from the constabulary (the district law enforcers), and military PCs are advised to move about in plain clothes to avoid any aggressions.

Priest PCs will also be frequently stopped by angry labourers who want to bring their reasons to the ears of the Church.



*The South End district
coat of arms*

SCENE I: Veiled Society Racket?

When the PCs first go to the South End, they discover that a building has been burned down during the previous night. An old woman who used to live in the building and had a small greengrocer shop died in the fire. Divination or an expert eye (Profession: Investigator or other appropriate skill checks) lead to the conclusion that it is a case of arson rather than an accidental fire. This modus operandi is typical of the Veiled Society racketeers (Knowledge of Specularum underground or similar skills provide this information if needed).

However, using a heroic Information Gathering skill check reveals that the victim had no warnings from the Veiled Society. A difficult Wisdom check also allows the PCs to find the body of the victim. On a complete success roll, they also find traces of a deadly dagger wound on the back of the woman.

In truth, the woman was murdered by Tonio Caridian, one of the thieves, who suspected (falsely) that she had seen their coming and

going from their own hideout (a cellar under an abandoned shack that neighbours the old woman's house).

If the PCs investigate the nearby buildings, they find the thieves' hideout, with clear signs of their presence. The thieves left in a hurry, leaving behind one of the silk handkerchiefs used to cover the relics.

SCENE II: The Confrontation

A difficult Information Gathering check allows the PCs to find a sufficient number of people who have witnessed the thieves moving to a new hideout, which pinpoints their current location, one of the public granaries. On a complete success roll, one of the witnesses remembers that the short thief and one of the others were quarrelling furiously, while two others were trying to calm them down, and the last was walking alone, muttering something (Berwus does not understand why Tonio is so tense, and Vladimir is thinking that this job is getting less and less acceptable and becoming more risky).

If they fail, the PCs will need to use other means to find the treasure. If a guild magic user is present, he might rent a magic wand, able to find treasures. Since there is no great wealth in the South End, the wand should point out the location of St. Kruskiev's treasure easily. This costs as many charges as the points by which the PCs failed their Information Gathering check. The guild charges 200 royals per charge (note that the PCs do not have such an allowance for expenses from the Church - they will have to bargain with both the Magicians' Guild and the Church of Traladara to avoid paying this cost themselves).

Once the PCs find the hideout of the thieves, they can close down and capture them. It is possible to exploit the quarrels among the thieves to push some of them to surrender and/or betray their accomplices, thus making the final confrontation easier. Note that the thieves make up an NPC party that is more or less on par with the PCs, thus the final encounter is likely to start as a Risky encounter. Having at least one of the thieves surrender or join the PCs will make survival much more likely for the PC.

NPC CAPSULE SUMMARIES

The five members of the gang that stole St. Kruskiev's treasure are detailed here to allow the DM to set the final combat scene, as well as to provide some role-playing hooks for the PCs to use in negotiating a non-combat-based end to the adventure. Additional information is also provided to help the DM expand the encounters set during Act II.

Marian Codrea

Thief 4, N

Str 11, Int 10, Wis 10,
Dex 15, Con 12, Cha 13
HP 10. AC 6. Morale 10

Languages: Traladaran,
Thyatian

General Skills: Knowledge
of the Specularum under-
ground, Danger Sense,
Escape Artist.

Weapon Masteries: short
sword, dagger

The leader of the thieves, Codrea is a very charming Traladaran rogue - though he doesn't have the brains or experience to actually lead a group. He needs the gold for his family, and thinks St. Kruskiev would understand their actions. He can be

pushed to surrender if he feels his leadership has failed - he loses 1 point of morale per ally that surrenders, and 2 if an ally turns against him.

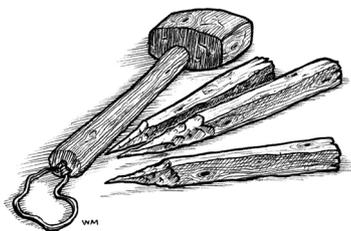
Codrea is well known among the city's prostitutes as a gallant and flirtatious rogue. Kind at heart, he has helped more than one of them out of a sticky situation and they many feel some gratitude towards him for his actions. As kind as he is however, Codrea is not a paying customer and the ladies have long ago given up earning any coin from him. They know that he sends what money he has to his family.

If PCs are persistent they can discover the following:

- Codrea frequents the area often flirting with the ladies on the street.
- Codrea has not been seen for over a week. The last time anyone noticed him he had rescued
- Vesna - brandishing a knife and drunk - does not know where Codrea is, but she does know his family. The PCs may be able to convince her to give up their location.

Codrea's family is poor and lives in some of the worst conditions in Specularum. After his father died, he vowed to take care of them the only way he knew how - through theft. Although he is a small-time thief, Codrea steals enough coin to keep food on their table... most of the time. His family can not be convinced to betray Codrea by any means, although they may be tricked into revealing his location if convinced that his life is in danger (which may be true if the Veiled Society has found out about the theft).

Waiting for Codrea to return home will not help the PCs. He will not return until after St. Kruskiev's artefacts have been melted down and sold. However, his sister will often meet Codrea at a prearranged location (one of the local inns). The PCs may be able to follow her to the meeting site at which point they can confront Codrea.



Berwus Deepburrow

Gnome 2, N

Str 10, Int 14, Wis 9,
Dex 13, Con 14, Cha 11
HP 16. AC 5. Morale 10.

Languages: Gnomish,
Traladaran, Dwarven
General Skills: Stealth
(Urban), Engineering,
Fantasy Physics, Mining.

Weapon Masteries:
warhammer, light crossbow,
dagger.

A rogue gnome from Highforge, Berwus does not understand the political implications of the theft. He pushes for melting the treasure down and selling the ingots. Even though he is not a killer, Berwus is not afraid of fighting his way out. He surrenders only if he is clearly outnumbered.

A pragmatist, and no stranger to the situation that he currently finds himself in, Berwus Deepburrow knows that he and his crew must fence their stolen goods and leave town as quickly as possible. His crew is reluctant to fence the goods outright however, and spend most of their time holed away in their hideout arguing amongst themselves about what must be done. To Deepburrow the solution is

simple. The gold must be melted down into ingots and sold discretely, preferably in multiple locations. To this end Deepburrow has taken it upon himself to find the tools and material necessary for melting the gold down.

Deepburrows will spend two days casing out every goldsmith in the city, trying to determine which he can break into - either to steal the tools he needs or to smelt the gold down after hours. PCs who decide to investigate this track may run into Brewus during the day while he is investigating a particular smith. Those who are less discrete may tip Brewus off to the fact that they are searching for him. Should the PCs stake out several of the goldsmiths in town, they will notice the same gnome approach each in turn.

The PCs can attempt to confront Berwus, or they may decide to try and follow him back to his hideout.



Basilus Diocletian

Magic User 3, C

Str 8, Int 16, Wis 11,
Dex 12, Con 10, Cha 12
HP 7. AC 9. Morale 9.

Languages: Thyatian,
Traladaran, Elven
General Skills: Spellcraft,
Reading/Writing, Riding,
Monster Lore.

Weapon Masteries: dagger,
staff.

Spells: Sleep, Charm, Read
Magic, Detect Magic;
Invisibility, Knock.

An impoverished magic-user of Thyatian descent, Basilus risks being expelled from the Magicians' Guild for missing payments of the guild dues. He could not care the less for St. Kruskiev and all the superstitious talk of the Traladarans, but he does understand the risk of revealing their identity to the Veiled Society. Basilus only surrenders if offered money and the assurance (from a trustworthy PC) that he will not be prosecuted. However, he has no qualms about betraying his comrades, and can be persuaded to join the PCs (at minimum, this requires a bribe of 200 royals).

Not only is Diocletian late on his guild dues, he also owes

money all over town including several standing debts at the local gambling halls. Diocletian's fellow gamblers (many themselves also regulars at the gaming halls) have begun to miss him - mostly because he owes them money as well.

The gambling bosses are starting to get worried now that they have not seen Diocletian for several days. They fear that he has skipped both town and the payment of his debts (or that someone else has beat them to the deadbeat and has already extracted everything worth taking from him). Any inquiries as to local thieves or missing regular attendees at the gambling halls will immediately draw the attention of the bosses. PCs who pursue this line of investigation can discover the following:

- Basilus Diocletian, is a wizard from Thyatis, and sometime drunk, who frequents several of the local gaming halls and is in debt by a considerable amount of coin to each of them.
- One of the regulars, a Thyatian drunk named Stefanius Karamikios (no

relation to the Duke, though most folks refer to him by that moniker) overheard Diocletian gloating about a big score. The wizard was gloating over the drunk, believing him to be unconscious at the time.

- Some of the patrons know where Diocletian lives and can point the PCs in that direction.

Unfortunately for the PCs, Diocletian has not been home in several days and has no plans of going back. Their inquiries do draw the attention of the gaming hall bosses who send thugs after the PCs in the hopes of finding the deadbeat wizard. If the thugs track the PCs back to Diocletian's abode they will assume they are in league with the wizard and attempt to extract the debts owed by Diocletians from them. Should the thugs find out about Diocletian's big score" they will sell that information to the Veiled Society.



Vladimir Mikhailov**Fighter 3, N**

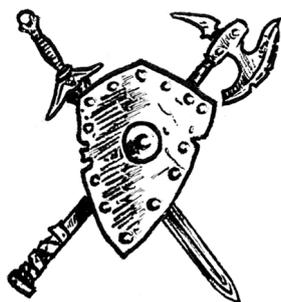
Str 15, Int 10, Wis 11,
Dex 13, Con 11, Cha 9
HP 14. AC 5. Morale 9.

Languages: Traladaran

General Skills: Stealth
(Urban), Muscle, Climbing,
Riding.

Weapon Masteries: Long
sword, dagger, hand axe,
short sword.

Vladimir Mikhailov is muscle, pure and simple. A former Traladaran foot soldier and bouncer, he takes on the job because he needs money for his family, but is worried by the blasphemous nature of the theft. Vladimir considers surrendering if a priest of the Church of Traladara appeals to his moral and religious sense. He will not fight against his comrades.

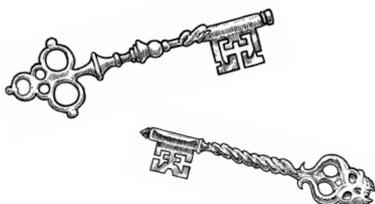
**Tonio Caridian****Thief 3, C**

Str 13, Int 12, Wis 8,
Dex 14, Con 10, Cha 9
HP 6. AC 6. Morale 8.

Languages: Thyatian,
Traladaran General Skills:
Disguise, Acrobatics,
Information Gathering,
Loot.

Weapon Masteries: Long
sword, dagger.

A thuggish rogue of mixed descent, Tonio is the more unpredictable member of the group - he is also the one who is more likely to lose his head and act irrationally in an emergency. Tonio is the group's disguise specialist and did the survey work to ensure no one would see the thieves arriving at the monastery of St. Kruskiev. Tonio only understands strength - he will never surrender, but will try to flee if confronted by a clearly superior opponent (a fighter with at least Str 15, or a magic user that looks powerful).

**CONCLUSION**

Once the PCs have recovered the treasure, they are commended by the Abbot of St. Kruskiev. The priests are poor, so there is little in terms of material wealth that they can give to the PCs, but the Abbot's word carries significant weight with Patriarch Nikelnevich, as well as with several Guildmasters and high ranking guild members of the Radu faction (those of the Apothecaries, Grocers, and Leathersellers especially).

Each PC will also receive a holy symbol of St. Kruskiev, as well as the symbolic present of a candle, and will be able to call in favours from the monks (within reason). Each candle radiates faint magic. When lit, a candle provides effects equivalent to a Protection from Evil spell cast by a 5th level cleric.



Specularum Miscellanea



FROM
THE VAULTS
OF PANDIUS

by Various Authors,
edited by Allan Palmer

FROM the
Mystara
FORUM at



UNDERGROUND SPECULARUM

by Ville Lahde

What lies beneath ground level in Specularum? Basic Module B6: *"The Veiled Society"* gives some hints, and the description of Flameflicker, the Thief-king, in GAZ1 (pg 52) records that among the character's abilities is *"knowledge of Spoecularum Sewers and Catacombs"*.

Beneath the hillock on which the Nest district stands is a long abandoned mine shaft. As a result of this ancient mining, the hillock is riddled with old tunnels. In centuries past the old shafts and openings were covered with mining refuse and slag, upon which the poorest houses were built. As a result, the Nest has always been an unsafe and unhealthy place, as toxic fumes from the old mine workings remain. The purpose of these mine workings is lost in the mists of time. The tunnels seem to pre-date

the Hutaakan reign over the settlement, suggesting they were excavated around BC 1500 as an enterprise of the Nithian-led Traldar.

A complex sewage system exists beneath the Church district. It is made up of three circular sewage gullies running under the district, each built on a different level of elevation, as the hill runs down eastward. Each circular gully has independent run-offs that lead to drilled shafts of gravel and sand (meant to drain excess sewage and water), but the three levels of gullies are also connected by sloping gullies, so the run-offs of all three levels come to optimal use during heavy rainstorms. Only the most important or affluent buildings in the district have access to the system – the major part of the district's sewage is still spilled on the streets, as it is in other districts (see GAZ1 pg 36).

The Church District sewers were built among the ruins of the Traladaran buildings that were destroyed and covered over during the reconstruction of the district by the Thyatians after they took control of the city in AC 900. A few of the ruins form parts of the sewer

walls, so enterprising delvers may be able to access the old ruins through the sewers. The crypt of the Ruined Temple of St. Ryrich (C8 on the district map) offers access to the ruins.

The remains of old Traladaran holy places offer potential access to a lower levels of the city containing the few remaining Hutaakan ruins. These areas can be accessed via the ancient tomb of Khmin under the ruined Traladaran shrine. Successful explorers will find there the remnants of an ancient observatory, administrative building, a well, archive rooms, and a fortress (the top of the hillock during the Hutaakan era), built over the tomb of Khmin.

Wererats use the sewer system to move around the Church District. The wererats seldom venture below the sewer levels, but they know parts of the ruins, as they offer access to other parts of the Church District. There is a vibrant micro-ecosystem of monstrous fauna and flora that keeps them away from the deeper levels.



SPECULARUM DRAINAGE AND IRRIGATION

by Kilr Kowalski

Looking at the map showing the land contours on which Specularum is built, it is noticeable that some important buildings are now in regions which are gullies and low points between the hillocks. Of particular note are:

- ♦ in South End: granaries, Magicians' Guildhall and Library;
- ♦ in the Old Quarter: the Church of Traladara, the district administration buildings, the Temple of Chardastes and library, all of the Street of Dreams;
- ♦ in North End: the northern Westron Alley.

Given that these buildings are in relatively low-lying parts of the city, there will be a need to protect these areas against potential floods by a form of drainage below the surface. It is estimated that the drains are passages about 5' high and 15' below the surface, gently sloping down into Mirror Bay. It is likely these drains are the provide for some clandestine transit throughout the city.

The northern section of this drainage follows the course of the Great Irrigation Channel that was constructed in AC 613 to combat the droughts in the northern fields by bringing water to them. This channel ran westward from the Hightower, then north towards the present-day Foreign Quarter in the middle of the Lesser Merchant District. At a later date (in the 8th century AC as the northern fields were built on and no longer provided farmland) the channel was filled in. Subsequently it provided the means for a drainage system that also branched south, (see ❶ on Map 1 following.



Map 1 showing main drainage and the main routes unto and out of Specularum

- ① Paths of the main drainage channels
- ② Duke's Road
- ③ Coast Road
- ④ Farmer's Road
- ⑤ Westron Road
- ⑥ North Road

ALL ROADS LEAD TO SPECULARUM

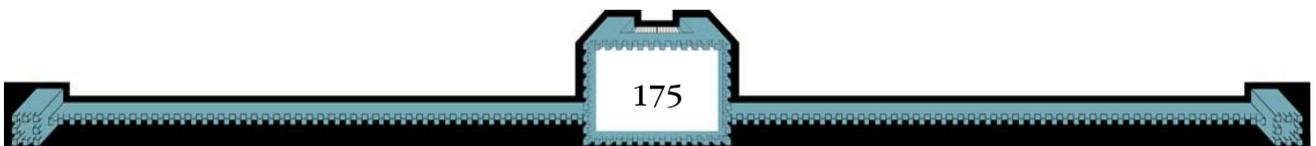
By Allan Palmer

Specularum has five main land gates in its surrounding walls as shown in Map 1 above (based on the city map in GAZ1). Starting from the north-east position and moving clockwise, these gates are:

- **Duke's Road Gate** - the main route to/from Krakatos and then north-east to Kelvin, Penhaligon and all the way to Duke's Road Keep; from Kelvin you can follow a branch road to Threshold.
- **Coast Road Gate** – this route runs from the southern gate down to the coast and

then turns west to run along the coast to the village of Marilenev.

- **Farmers' Road Gate** – this route runs from the city's south-western gate to the village of Marilenev by way of farms in the western half of the Marilenev Estate.
- **Westron Road Gate** – this route runs north westwards to Luln and on to Fort Doom. The GAZ1 map labels this as the route to Marilenev and Luln, so it is probable that at some point along the major route that a trail branches off south to wind its way down to Marilenev.
- **North Road Gate** - unlike the other gates which lead to major routes, the trail that heads north from the city does not appear to have any obvious destination as do those from the other gates.



My interpretation is that the North Gate is primarily for entering/exiting the Foreign Quarter. For travellers coming down the Duke's Road heading for that part of the city, a trail branches off the Duke's Road and head westwards, avoiding the city gate that leads into the Stronghold District. Having to pass through that neighbourhood and then the North End before getting to the Foreign Quarter might "hamper" some travellers.

The novel *"Dark Knight of Karameikos"* describes (pages 74-5) an isolated and seldom travelled road going north from Specularum and running parallel to the Duke's Road until it connects to it near the wooden bridge at Krakatos. Perhaps this trail is only "seldom travelled" by the majority of visitors to the capital?

In similar fashion, I suggest that another trail branches off the Westron Road some distance outside the city to also link to the trail that leads to the North Gate. This trail, however, is less used than that from the Duke's Road as arrivals at the Westron Road Gate have easy access to the western half of the Foreign Quarter.

From the crossroads where these trails converge north of the city, another trail heads off roughly northwards in the direction of the Radlebb Woods, connecting various rural villages and homesteads on the way..

(See also *"Mapping the Estate"* elsewhere in this issue)

CROSSING THE RIVER

By Allan Palmer

Specularum stands on the west bank of the Highreach River. It is surrounded by the western half of the Marilenev Estate. The Estate has a large area of land on the eastern side of the river; how do people travel between the halves of the Estate?

There is no bridge in the immediate vicinity. It appears that the nearest bridge is upriver at Krakatos. It is not clear how far it is between Specularum and Krakatos; the GAZ1 8-mile hex map suggest it could be between 8 and 24 miles. In 1000AC Krakatos is in ruins. Jeff Grubb's article, *"The Magic of Karameikos"*, in *Dragon magazine* #207, has this description:

"The ruins of Krakatos are situated on a rocky bluff overlooking the Highreach River, just north of where the Eastron Road crosses that flow."

The Eastron Road is a primary route from Rugalov that continues east into Thyatis; it is reasonable to assume that there would be a means of crossing the Highreach (Volaga) River to reach Specularum.

In chapter 3 the novel, *"Dark Knight of Karameikos"*, we have a description of this crossing. The characters in the adventuring party hear (page 76):

"...the rushing waters of the mighty Highreach River... as they approached the outskirts of the village [Krakatos] and its stout wooden bridge. The bridge spanned

the wide river, standing on a dozen massive wooden supports, entire thick tree shafts jammed into the riverbed. The surface of the bridge offered a fairly wide path of planking with a simple thatch-roofed guard shack at either end."

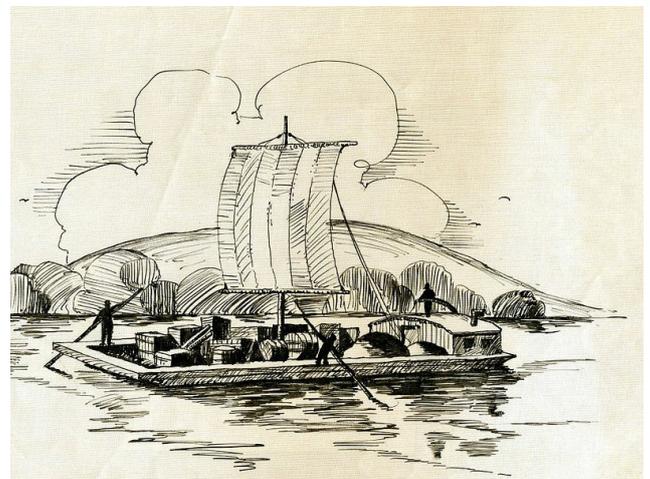
There is no indication of when the bridge was constructed; the reference above indicates that the engineers who built it used timber from the hardwood forests in the construction rather than quarried stone. Was it built by Thyatians in the early part of the 10th century AC as part of their "colonisation", or did it have its origins earlier with Traladaran engineers? Potentially the river at Krakatos is about 780 feet wide – this is based on an assumption that spans between the bridge supports (and the banks either side) are each about 60 feet wide, allowing the barges and other vessels to pass beneath.

What effect does such a bridge have on river navigation? Bruce Heard's blog article ["Ports of Mystara"](#) article assigns the Highreach/Volaga river a navigable as class of III ("Fairly Deep") as far as Kelvin and Riffilian. The phrase "*rushing waters*" in the *DKoK* extract above might suggest it is difficult to travel upriver from this point. Perhaps this is just a seasonal aspect as the result of storms further upriver increasing the flow. The building of a bridge here would overcome the problems encountered in any ferry-like crossing at those times. Bruce Heard commented in a discussion on the Piazza Mystara forum hat:

"Without a drawbridge, river traffic could be limited to the upstream portion, down to the bridge. I'm thinking large barges to ferry

cargo up and down the river, and pulled by huge oxen teams, are very likely. Otherwise, local galleys could be fitted with collapsible masts."

This could mean that when the oxen teams pulling barges upriver, against the flow, reach their destination, they are then loaded on a barge to travel back downstream (with the flow) ready to take the next barges upriver.



Example of river barge in use on the Volaga

On the following page, Map 2 represents the area showing both banks of the Volaga (Highreach) River near the city. [This map is a representation of the detail shown on the map of Specularum included in GAZ1: "*The Grand Duchy of Karamaikos*".]

On Map 2 you can see that, in addition to the riverside buildings and jetties labelled as Traders' Corridor, there are 5 further "settlements" on both banks of the river in the immediate vicinity of the city. Could these be possible crossing points/landing stages?

The five locations from the map are:

- (A) On the west bank, seems far enough away from the Traders' Corridor riverside area that it can be seen as a separate entity;
- (B) On the east bank is more or less opposite the northern end of the Traders' Corridor; buildings on the western side of the river;
- (C) Just south of the Sea Gate on the west bank seems at least half the size of Traders' Corridor; on the original printed map accompanying GAZ1 there is a grey mark on the city wall behind this area that appears to signify a postern gate giving access to/from the Church District;
- (D) is small and isolated on the east bank;
- (E) On the west bank, at the south-eastern corner of the city it is almost half the size of Traders' Corridor and again on the original map it is possible to make out a mark indicating a postern gate access to/from the South End "extension". Note that before Duke Stefan built the outer city wall, this riverside might have enjoyed a more active relationship with the city than it now appears to.



Map 2: showing buildings on the banks of the Volaga (Highreach) River by Specularum

other endeavours would require travelling north up the Duke's Road to the bridge at Krakatos – or perhaps to a narrower ferry crossing between Specularum and the bridge.

What do purpose do these settlements serve? Is there some form of ferry crossing here – maybe between the northern end of Traders' Corridor and (B) on the river's east bank? Given that a large part of the Estate of Marilenev lies on the east side of the river, it seems reasonable to imagine the need for some crossing near Specularum. The river width here is about 1800 feet. Some waterborne crossing might be in use here, while

Karameikan river traffic is described in *Joshuan's Almanac* (pg.57):

"Indeed, the rivers of Karameikos provide a more convenient and time honored mode of travel than the King's roads. Traladarans traversed the rivers long before Thyatians and their love of public engineering projects came to this land. One does not have to travel far along any major stream before encountering a place where

one can get a ferry ride, rent a canoe, or even buy a large, river-going boat complete with crew.”

Sturn’s [AC 1020 map of Karameikos](#) (at the Vaults of Pandius) includes a number of smaller settlements in the area. Notably, there is a village named Nikelnevich across on the eastern side of the Highreach (Volaga) River. Does a trail lead north from this village to the settlement labelled “D” on Map 2? Or perhaps another trail leads northwards (via “B” ?) from “D” to the village of Seldanian (also on Sturn’s map)? It seems reasonable that a river crossing has been present between the west and east banks of the river, as a means for travelling between the two parts of the Estate of Marilenev and all points east (including the estates of Vorloi and Dmitrov), joining up with what could have been the precursor to the Eastron Road. Fishing, barge building and ferry services across the Volaga were likely endeavours of mostly lower and lower middle classes Traladarans. The river crossing is still the method favoured primarily by Traladarans who would see it as the “normal” way of crossing the Volaga.

The Thyatians would have been sensitive to a naval blockade of Specularum by the local militia and concerned about reinforcements from Thyatis reaching the city; both factors necessitating bridge building. The bridge at Krakatos may even be wooden because of this, after all you cannot “burn your bridges” if they are stone.

SPECULARUM IN PRINT

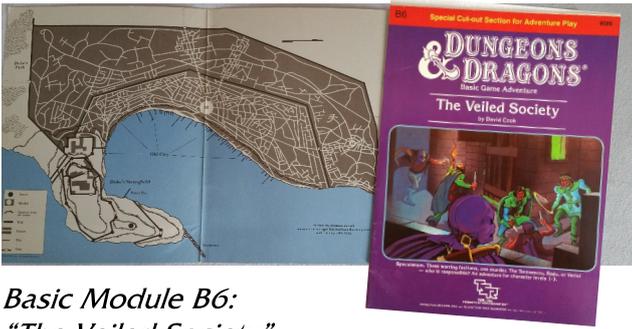
By Allan Palmer

The city of Specularum is first referred to in the 1981 *Expert Set Rulebook* in the section describing a “Sample Wilderness Key and Maps”. The brief description explains that it is the major city of the Grand Duchy of Karameikos and has a population off 5,000 people living in or immediately around the city. The excellent harbour facilities and shipyards are home to a small fleet of warships. There are 2 breakwaters extending out into the harbour that provide protection by, restricting passage to a narrow entrance. Further defence of the harbour is provided by the Duke’s castle that overlooks the port. Just some sparse seeds about the city in this early canon entry.



The Expert Rules box set

Three years later, the city provides the backdrop for a Basic level adventure in module B6: “*The Veiled Society*”. It is stated that the trading centre of Specularum and the Grand Duchy of Karameikos are ruled by Duke Stefan Karameikos the Third. The population is still about 5,000 in number, comprised of farmers, craftsmen, sailors, and traders. Living just outside the city walls are poor workers and petty thieves who work outlying farms and the surrounding Estate of

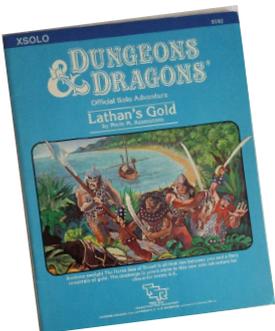


Basic Module B6:
"The Veiled Society"

Marilenev. In addition to the description of the harbour and its breakwaters, the text records that a large river east of the city is the means for vessels to transport cargo inland to other towns of Duke's lands.

Module B6 continues with further description of the city – its narrow, twisting streets, the trenches used for sewage in the streets, building construction and other aspects. It is recommended that DMs read up about "...the medieval cities of Germany and Italy..." to gain "... information useful in describing Specularum."

A street map of the city is included in the module with limited detail, largely just a network of streets. As can be seen from illustration 1, it differs significantly from the later more detailed description and map of Specularum.

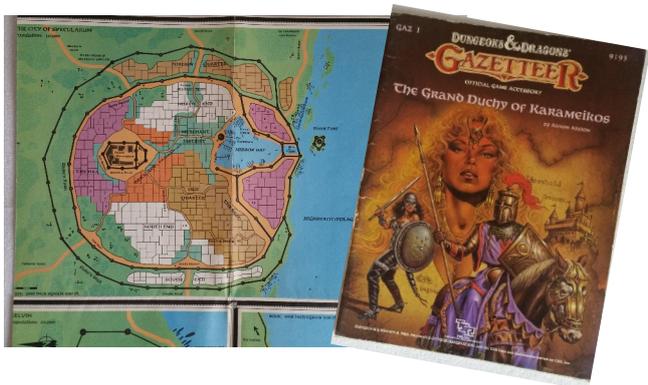


Basic Module XSOLO:
"Lathan's Gold"

Later in 1984, the Basic solo module "Lathan's Gold" has Specularum as a location for the first part of the adventure. The text introduces a number of locales in the city; including the Hippogriff Inn, the Golden Coin Gambling House, and the City Jail.

No reference is made to the map or description of the city that appeared in module B6.

Three years later, in 1987, a pivotal Mystara product was published – *GAZ1: The Grand Duchy of Karamaikos*, the first of the Gazetteer line of supplements for the setting. Included in the comprehensive text detailing aspects of the Grand Duchy, the Gazetteer includes a more detailed description of Specularum, together with a larger and more informative map of the city. While many elements of the original mapped city are carried on into this version (Duke's castle, inner and outer walls, Duke's Park, marketplace, harbour), the street layout is totally different and the 2 breakwaters in the harbour are gone – its entrance now protected by the double Sea-gates.

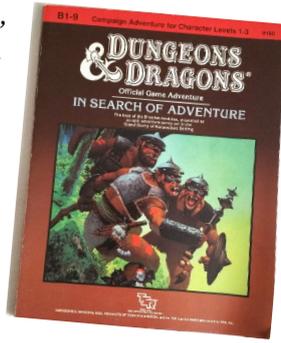


GAZ1: "The Grand Duchy of Karamaikos"

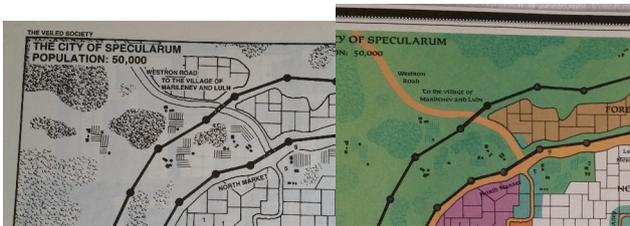
Also significantly changed in GAZ1's AC 1000 setting is the city's population: "...the last accurate census was 15 years ago, and Specularum then had a population of about 50,000. It is certainly greater now."

This populace inhabits a number of distinct neighbourhoods that are individually described in the Gazetteer and shown on the city map.

“*In Search of Adventure*” published later in 1987 was a compilation of the first 9 Basic adventure modules that provided an “adventure path” set in the Grand Duchy of Karameikos. Beginning in *Threshold*, neophyte Player Characters gain experience and progress through the wilderness as 3rd level PCs in Specularum. The version of module B6 (“*The Veiled Society*”) included in this compilation does not contain the map of the city as included in its original publication; the map version as used in GAZ1 is used.



However, looking at the top left-hand (north-west) corner of the map, there is a difference between the GAZ1 version and that the B1-9 compilation. As can be seen in illustration 2, in the B1-9 version there's a whole set of city blocks appearing outside the city walls on the northern side of the Westron Road.



Detail from B1-9 map left; and from the GAZ1 map on right

These additional street blocks seem to cover a fairly large area (at least the size of the Church District) as they appear to continue northwards off the edge of the map.

This appears to be the only time this feature has appeared on a Specularum map – it is not included on the next published version

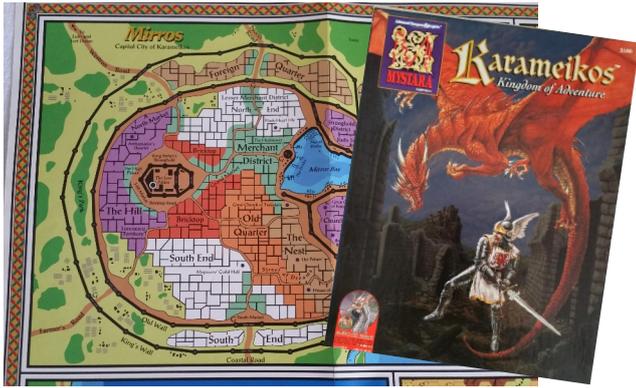
of the map (see *Dungeon Magazine* #13 below) or in the AC 1012 version of the city map included in the box set “*Karameikos: Kingdom of Adventure*”.

Early issues of *Dungeon Magazine* regularly carried adventures located in the Mystara campaign world. Specularum was the setting for “*Of Nests and Nations*” (an adventure for a party of 8th level Player Characters) in issue #13 in 1988. With scope to visit many parts of the city, the GAZ1 map is included with various locations pertinent to the adventure marked.



Dungeon Magazine #13

The Mystara campaign setting was relaunched as part of TSR’s AD&D product line in 1994. One of the first products under this banner was the box set “*Karameikos: Kingdom of Adventure*”. Essentially a re-engineered version of GAZ1, this moved Mystara 12 years into the future from the era of the Gazetteers and took into account the results of the “*Wrath of the Immortals*” epic box set. In AC 1012, the Grand Duchy has become a kingdom with the former Duke Stefan now titled King. The capital of Karameikos has not changed markedly; the map enclosed with the box set replicates the original. Of course, one aspect that has

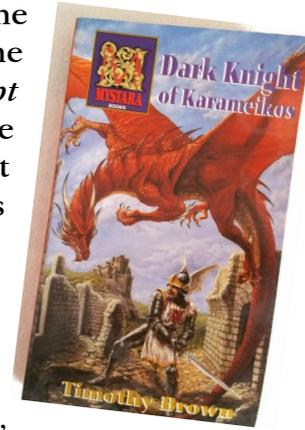


"Karamaikos: Kingdom of Adventure" boxset

changed is that the city is no longer Specularum, it is now named Mirros, but to all intents and purposes, the description of the city reflects the original in GAZ1.

Some new additions to the description flesh out the original material a bit. It is here that we are informed that Specularum/Mirros "...sprawls over a number of small, rolling hillocks that cradle..." the harbour; and that sanitation is still provided by trenches in the street that drain "... into sewers. These sewers are not truly public works projects, but rather the buried ruins of previous settlements". The population is now estimated at 70,000, noting that the city's last accurate census was 25 years ago, fitting with the information given in GAZ1.

1995 saw the publication of the novel, "Dark Knight of Karamaikos", the final canon product that refers to Mirros (Specularum). The timeframe for this story has been established as AC 1018. The chapters set in Karamaikos'



capital introduce us to St. Kruskiev's monastery. On page 47, in Chapter 2, the novel describes the adventuring party's entry into the city by the Westron Road gate, where:

"Between the outer and inner walls stood cultivated fields of corn and pumpkins to the right and the mysterious foreign district to the left."

Perhaps if one of the characters in your campaign want to start a business in the city of Specularum, you could steer them towards cornering the pumpkin market?

WANTED: ADVENTURERS

by Giampaolo Agosta (*agathokles*),
Francesco Defferrari (Sturm), and
Simone Neri

edited by Allan Palmer

FROM the
Mystara
FORUM at



In a topic on the Piazza Mystara Forum, Giampaolo Agosta (a.k.a. *agathokles*) wondered what NPC adventuring parties might be encountered by a PC group in the city of Specularum around 1000 AC.

This article summarise the resopnses to that forum topic.

From canon sources Giampaolo was able to identify the following likely adventurers:

BARON YUSCHIEV

He is identified as already being a Landed Lord by the year 1014 AC in the fan produced *Mystara Almanacs*. However, he is probably not part of the “old Traladaran aristocracy” because the Almanac entry describes him taking over Vlad Lutescu’s fief of Rugalov, and his followers are Knights by 1015 AC or so. He is likely around 40 years of age in 1015 AC, and therefore around 25 in 1000 AC. Accordingly, he could be a low-level Fighter at that time, leading his own party of adventurers (with a just-sheared Grygory Vorloi, maybe?).

Sir Befrick AND the Blades of Vanya

Sir Befrick is a Knight of the Order of the Griffon and appears in the AD&D Mystara adventure “*Hail the Heroes*” (like Barris Strolojca) as an established Knight. He should also be forming his own party of adventurers at some point around 1000 AC. In the campaign run by *agathokles*, this party is formed near the end of AC 1000 by members of the Church of Karameikos to hunt a Traladaran wererat, and the group is called the “Blades of Vanya”.

The Company of the Few

In the boxed set “*Karameikos: Kingdom og Adventure*”, it is recorded that this party fought a wyvern on the roof of the city’s Roaring Seawolf inn. This event takes place between Lucas Tormandros’ accession to the position of Townmaster of Specularum¹ and the 1012 AC date of *K:KoA*, so it is reasonable that the Company be active, as a 1st or 2nd level party, in 1000 AC.

¹ This event occurs in 996 AC according to “[The Grand Duchy of Karameikos AC970-AC1000](#)” by Sean Meany



Simone Neri expanded on the make-up of “The Few”, envisioning them as a mercenary group, sometimes working for non-noble authorities (ministries, town councils, etc.), sometimes for private customers (merchants, mostly), sometimes on their own. His detail of the group’s membership is in Table 1.

Other adventuring parties developed by Simone Neri follow below (with AD&D stats). Some of these NPCs are derived from canon or fanon sources.

Kallergan’s Companions:

A “pure” adventuring group, formed a little before AC 1000 and based in Threshold at the beginning, but moved to the capital soon afterwards. This was Simone’s own PCs’ first adventuring party (party membership changed very soon however). Their members are listed in Table 2.

Table 1 - THE COMPANY OF THE FEW

Name	Birth	Notes
Dmitri Yurevich	AC 979	NG Traladaran human male, 2nd-level Fighter The future husband of Aleena Halaran (see <i>PWAI</i>); in Simone Neri’s campaign he’s also the unnamed fighter you play in the two solo adventures of Red Box’s Player’s Booklet.
Valeria Laschirigarius	AC 976	LN half-Thyatian/half-Traladaran human female, 2nd-level Mage
Katarina Yakovescu	AC 983	LG Traladaran human female 1st-level Fighter
Mikhail Sinkovic	AC 986	CG Traladaran human male 2nd-level Invoker A boy prodigy at the Mages’ Guildhall
Bela Bethlany	AC 981	CG Traladaran human male 1st-level Cleric of the Church of Traladara
Bomblum Wallclimber	AC 947	CG Stronghollow dwarf male 1st/1st-level Fighter/Thief

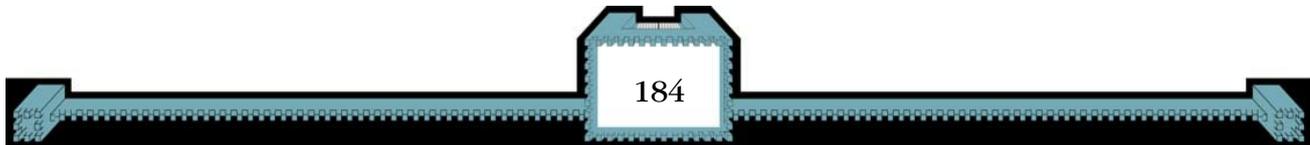


Table 2 - KALLERGANS COMPANY

Name	Birth	Notes
Lord Claudius Titus Varius Kallergan ' <i>Calandros</i> ' (shearing name)	AC 978	LG Thyatian human male 2nd-level Paladin Sheared scion of the Kallergan noble family (family lands south of the Barony of Kelvin, bordering western Dymrak Forest).
Dunrik Dunrikos	AC 975	CG Traladaran male 2nd-level Mage
Titus Rorrigan	AC 975	NG Thyatian male 2nd-level Cleric of the Church of Karameikos
Alexander Locksly	AC 981	NG half-Darokinian/half-Traladaran male 1st-level Fighter [Myrmidon kit]
Sergej Rovenscu 'Zordak'	AC 980	CN Traladaran male 9th-level Bard [Jester kit] An experienced PC from a previous campaign, exiled from Norwold and now in hiding, joined the party to keep a low profile.

Table 3 - TRALADARA'S WANDERERS

Name	Birth	Notes
Lady Varjia Rothescu	AC 981	LG Traladaran human female 3rd-level Fighter
Yuri Yakovescu	AC 970	LN Traladaran human male 3rd-level Diviner
Sasha Ivanovic	AC 979	CN Traladaran human male 2nd-level Thief
Stephan Znarovic	AC 970	LG Traladaran human male 2nd-level Cleric of the Church of Traladara
Lady Sula Malenkov	AC 983	LN Traladaran human female 1st-level Fighter
Ilya Tsodorov	AC 971	CG Traladaran human male 1st-level Cleric of the Church of Traladara



Table 4 - The NOBLE SWORDS

Name	Birth	Notes
Sir Vanyarites Karadelium	AC 977	LG Thyatian human male 5th-level Cleric of the Church of Karameikos [Noble Priest kit]
Lord Xentus Paphrotemkarius	AC 974	N Thyatian human male 5th-level Fighter [Noble Fighter kit]
Lady Constantina Retebius	AC 982	LN Thyatian human female 4th-level Crusader of the Church of Thyatis) Scion of the Retebius noble family, with lands on the coast south of the Dymrak Forest (see “Karameikos Noble Families” at The Vaults of Pandiusfor details)
Lady Zeninia Glantarentes	AC 969	LG Thyatian human female 7th-level Fighter [Cavalier kit]
Sir Angelic Paphtatribin	AC 968	LG Thyatian human male 7th-level Fighter [Noble Fighter kit]

Traladara’s Wanderers:

An all-Traladaran group, which has begun to make its name known among old Traladaran clans and families. The Wanderers are listed in Table 3.

The Noble Swords:

A warrior-type group made up of scions of lesser Thyatian noble families or petty noblemen, specialised in guard, cleaning, and rescue missions, often employed by the Church of Karameikos, Thyatian aristocrats, and Thyatian merchants. This group’s members are listed in Table 4.

The Ladies for Hire:

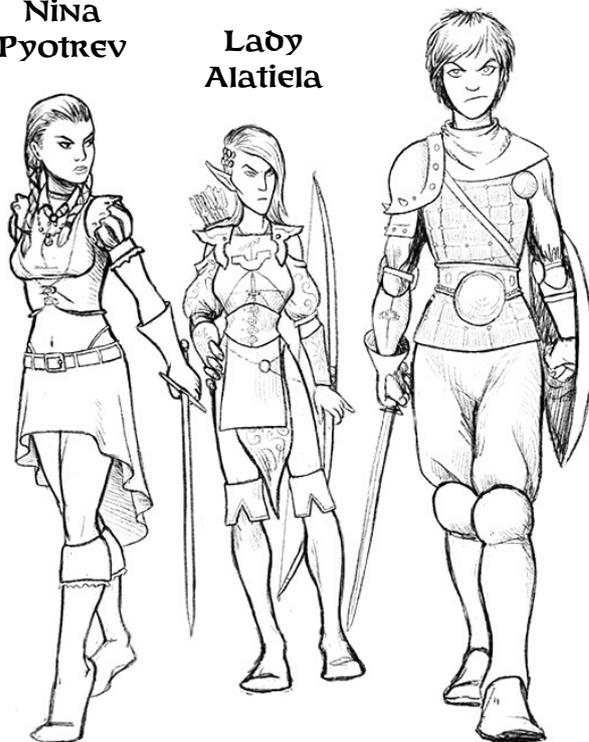
An all-female mercenary group, mostly formed of independent specialists who only gather together from time to time to form a “commando”-type group to perform very difficult or delicate missions. The Ladies receive many missions from Duchess Olivia Karameikos and from other noble families, while they are somewhat shunned by the church authorities (due to the presence within their ranks of representatives of many different sects). Members of this group are detailed in Table 5.



The Ladies for Hire

Originally devised by Zendrolion (Simone Neri) and illustrated by Justin Pfeil

Nina Pyotrev
Lady Alatiela
Alisz Drany



MONIKA Radi-Lupu
Sophia Besma FOIENGO
Athemia Lasochitropolis
Yula MANCKIEWICZ
Ecaterina Stepanovic



Table 5 - THE LADIES FOR HIRE

Name	Birth	Notes
Lady Nina Pyotrev	AC 975	CG Traladaran human female 11th-level Fighter [Swashbuckler kit] A scion of the Pyotrev Traladaran noble family (other members are Sergei Pyotrev, ambassador to Alfheim [see <i>GAZ5</i>], and Mikel Pyotrev, captain of the Phorsis Guard [see <i>GAZ1</i>].
Alisz Dkany	AC 977	LN Traladaran human female 6th-level Fighter Alisz appears in <i>JA</i> (pg 159), and in AC 1013 is said to be a retired adventurer operating a weapons shop in the tiny village of Irenke (west of Penhaligon).
Monika Radi-Lupu	AC 976	N Traladaran human female 8th-level Bard
Lady Alatiela of Gleymouril	AC 864	CG Callarii elf female 5th/7th/6th-level Fighter/Mage/Thief A court lady, she's also a lieutenant in Castellan Keep's garrison (see my <i>MGAZ1: Central Altan Tepes Mini Gazetteer</i> at the Vaults of Pandius for details).
Sophia Besma Folengo	AC 978	NG half-Alasiyan/half-Thyatian human female 6th-level Cleric of the Church of Thyatis
Athemia Lasochitropolis	AC 978	LN Thyatian human female 5th-level Crusader of the Church of Karameikos
Yula Manckiewicz	AC 978	NG Traladaran human female 5th-level Cleric of the Church of Traladara
Ecaterina Stepanovic	AC 980	CG Traladaran human female 5th-level Mage

Simone Neri detailed two the “Ladies” as follows:

Nina Pyotrev

CG human female F13;
Str 12, Dex 17, Con 7, Int 14, Wis 7, Cha 18;
5'3" tall; weight 112 lbs

Nina is very lean but wiry. She is very beautiful, with shiny long and straight brown hair, often featuring one or two braids. Her flashing, seductive brown eyes have felled a score of men (including Lord Alexius Korrgan, with whom she had a short romantic liaison).



Nina is at some odds with her family due to her lack of respect for proper “womanly duties” (marriage, raising children, be used as a tool for political alliances) and common morality.

She adventures to seek personal thrill, to enjoy herself, and to fight injustice and oppression. She wanders the world but comes back now and then to visit her father or the Duke’s Court in Specularum.

Nina is a fencing master, favoring the use of dueling weapons and totally eschewing the heavy attire of the Karameikan knights.

Alatiela of Gleymouril

CG wood elf female F6/M8/T6;
Str 16, Dex 15, Con 13, Int 15, Wis 14, Cha 12;
56 years old (elven age, see GAZ5)
5'6" tall; weight 86 lbs. (elven build)

A Callarii elf from a clan in the Radlebb Woods (the name of her native clanhold is Gleymouril),



Alatiela enlisted in the Karameikan army to seek revenge on humanoids (she was captured and tortured by hobgoblins some years ago). She quickly rose to become the captain’s right hand in the “Mountain Storm” battalion at Castellian Keep.

Alatiela has blue eyes and light blonde hair (she uses her hair to hide the left side of her head, since her left ear was cut off by her hobgoblin captors during her imprisonment).

Alatiela wears bracers of defense (AC 2), a ring of fire resistance and owns 10 arrows +1; she favours firing from distance with her short bow, using daggers in close combat.

Then there are several canonical characters who could be added to the list of potential adventurers in *Spocularum c. 1000 AC*. They are:

Devlin Yakov

born AC 982
CG Traladaran human male
1st-level [9th-level in AC 1013] Thief

He is described in *JA* (pg 159), and is said to have been for a time an adventuring companion of Misha Mananov.

Misha Mananov

born AC 981
LG Traladaran human female
1st-level [12th-level in AC 1013] Cleric of the Church of Traladara)

She appears in *JA* (pg 156), and is said to have fled the Black Eagle Barony at age 15 (thus in AC 996) and to have joined the Church of Traladara's ranks as priest "a few years later", "righting wrongs and helping people in need of aid".

Sir Peter of Kelvin

This character appears in *JA* (pg 231) as "a knight of some distinction" who suffers from sleepwalking. Could have been an adventuring knight (or fighter, at that time), in AC 1000.

Valentin Dardanous

An adventurer of Thyatian descent (featured in *JA*, pg 228) who donates 100,000 gold royals to the city of Mirros (Specularum) in AC 1013 in order to build a public school. He does not seem to have retired at that point, and he is surely a high-level and successful adventurer to be able to make such a huge gift to the city. He is probably already active in AC 1000, perhaps as a good Thief or Fighter. (In Simone Neri's campaign he was for a time an adventuring companion of Aleena Halaran.)

Rufius Andergorn

He appears in *JA* (pg 15) as a "mage of high and wide repute" in AC 1013, who sells some services in the tiny village of Irenke (west of Penhaligon). He seems to be more an academic type, but could also have gone adventuring around AC 1000.

Claransa the Seer

born AC 966
LG Traladaran human female
20th-level Mage [AC 1010-13],
perhaps 9th-12th level in AC 1000

A pre-generated PC in modules *CM1-3* and *M1*, she then appears again in the *PWA/JA* series. She is likely a divination specialist, and could already be at large in AC 1000 since she briefly rules a dominion in Norwold before the events of *Wrath of the Immortals*.

Lucci Dhay

Appearing in module *M2*), she is a Neutral Thief native to Karameikos, forced to leave the Grand Duchy after being wrongly accused of a crime “many years ago”. Depending on the timeframe you choose for *M2*, she could be active as an adventurer in Karameikos in AC 1000.

Shebb Woolsey

Appearing in module *M5*, he was born “160 years ago” (which would mean around AC 840-50, depending on the timeframe you choose for *M5*) in Kelvin, and seems to have travelled widely. In *M5* he is a Neutral 30th-level Thief, but he likely first left Karameikos many years before AC 1000.

Candella and Duchess

Appearing in module *B3*, these are two good-looking female adventuring-thieves who ventured into Haven (both are Neutral 2nd-level Thieves).

Erren and Sarrah

Appearing in module *B12* (pgs 6-7), these are another two good-looking female thieves and dungeon-delvers; both are from Specularum (Erren is a 22 years old Neutral 3rd-level Thief, while Sarrah is a 20 years old Neutral 2nd-level Thief).

GURDROT (Chaotic 1st-level Dwarf)

HARGRINN COOGAN (Chaotic 2nd-level Fighter)

KATZANI (Chaotic 3rd-level Cleric), and

MORDRAIN (Chaotic 3rd-level Magic-User)

These four are all from module *B12* (pgs 11-12); they form a group of chaotic adventurers seemingly devoted to robbing and looting.



APPENDIX

STURM'S MYSTARA ADVENTURING PARTY GENERATOR

Based on a City of 50.000 inhabitants (like Specularum), every day/night in the city there are present:

1-2(-1)	Local Companion level or higher adventuring parties
1d6(-1)	Local Expert level adventuring parties
4d4(-1)	Local Base level adventuring parties
1d12(-1)	adventuring parties not of the city but from the same nation (70% base level, 25% expert level, 5% companion or higher)
1d8(-1)	adventuring parties from surrounding nations (within a 1,000 miles distance)

3% chance that 1-2 adventuring parties are present from lands in the same planet but more than a 1,000 miles away

1% chance that 1 adventuring party is present from the Hollow World/another planet/another plane (probably disguised as locals)

Every adventuring party has 1d8+1 members.

Adventuring parties are:

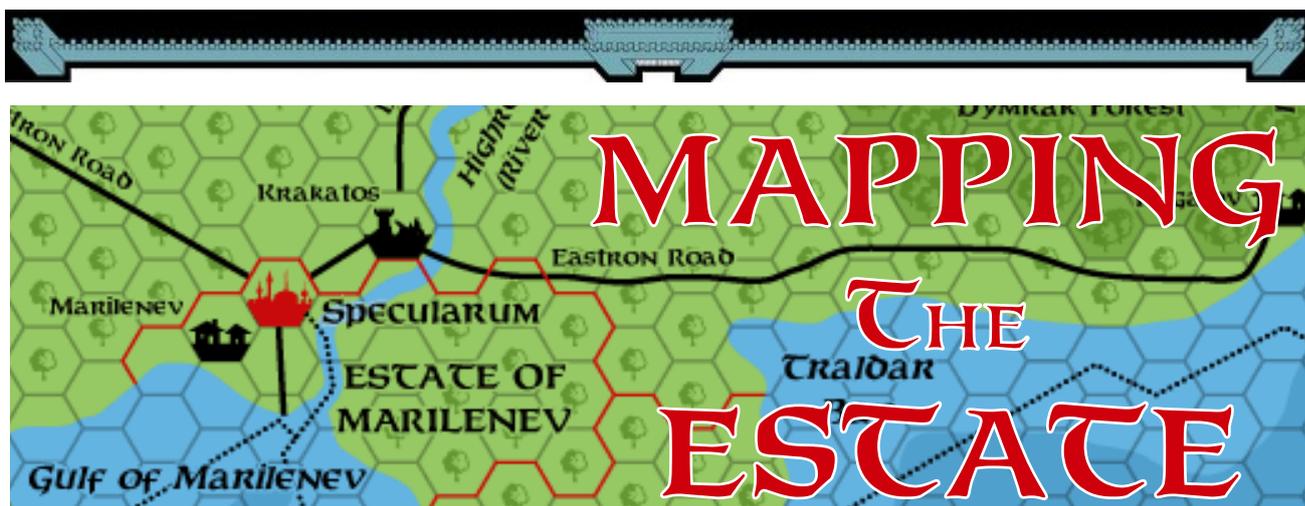
40%	all humans
50%	with one or more demi-humans like elves, dwarves, gnomes and halflings
5%	all demi-humans
4.5%	with one or more humanoid or other intelligent being
0.5%	Entirely composed of humanoids or other intelligent beings

(these figures could greatly differ depending on the ethnic composition of the place of origin)

In a Country of 500,000 inhabitants, from 10 to 90 new adventuring parties are formed each year (average 50).

Of these parties:

65%	(average 32) disband within few days or months with or without casualties.
20%	(average 10) disband within one or few years, have at least one casualty and reach only local fame, not necessarily in their home town.
14%	(average 7) are killed to the last one or disappear into the unknown.
1%	(average 1) reach lasting fame and eventually retire in military, nobility or government positions.
0,1	(average 1 every 20 years) reach great fame beyond their nation and are the subjects of legends and folk tales.



*FROM
THE VAULTS
OF PANDIUS*

by Allan Palmer
based on work by Sean Meaney
and Francesco Defferrari (Sturm)

Author's introduction

I have often wondered about the area immediately around the city of Specularum – the Estate of Marilenev as it is shown on maps beginning with GAZ1. It has always bugged me a bit that on the GAZ1 map, the placement of Specularum in the centre of a hex made it look like it was 4 miles from the river, and that although the Duke's Road, Coast Road, Farmer's Road and Westron Rod were shown as routes leading to/from the city, there was no indication of the North Road that is shown on the Specularum city map in GAZ1.

Looking through the Vaults of Pandius to see if anyone had developed more background description of this area, I came across some work by Sean Meaney discussing the dominion economics of the Estate, and a 3.2-mile per hex map of Karameikos by Sturm that provided some more detail of landmarks in the area.

With the information I could glean from Sean's description and Sturm's map, I decided to attempt to produce a 1-mile per hex map of the Estate of Marilenev.

I used the Hexographer Worldographer software from Joe Wetzel's Inkwel Ideas and found it easy to construct a suitable map and identify the 1-mile hexes as the regions outlined by Sean in his description of the Estate's income sources. I was also able to include various features that appear in Sturm's 3.2-mile per hex map. Although that map represents Karameikos as at 1020 AC, I am assuming that the landmarks that I have "borrowed" existed in 1000 AC.

My thanks to Sean for his initial work on the Estate economics, and to Sturm for sharing the background of the locations on his AC 1020 map.

THE REGIONS OF THE MARILENEV ESTATE

The West Country

This region of largely arable land spreads south-westward from Specularum to the village of Marilenev. Of its 165 square miles, about 65 square miles (42,000 acres) on either side of the Farmers' Road are farmed by about 600 families. About 100 square miles of the region still remain undeveloped.

A typical farm covers an area of 70 acres with 3 fields of 23 acres:

- One field is sown with barley producing 825 bushels annually which are processed into grain and chaff
- The second field is sown with turnips.
- The third field is given over to grazing sheep with some of the farm's chaff used for fodder support. Wool is one of the products from the sheep. The other is ewes' milk which is used to produce cheese.



The East country

(which comprise tree regions - Vineyards, Dairy District, Cattle Herders and Logging Camps)

The Vineyards



On the eastern side of the Volaga/Highreach River, the soil and microclimate have provided an environment that supports 400 vineyards operated by 200 families across an area of 28,000 acres. These are primarily a development of the thirty years since Traladara was acquired by Duke Stefan Karamaikos. The owners of these vineyards have reaped considerable wealth from the distinct change in estate policy over the past three decades. Over 800,000 firkins of wine are produced annually from a yield of 58,000 tons of grapes.

Additionally, most of the vineyards also house a small number of bee hives which in total produce about 220 firkins of honey per year as well as a large quantity of beeswax.

The Dairy District



Further east from the vineyard region, the estate has about 200 dairy farms covering 14,000 acres. Each of the family run farms has a herd of, on average, 30 dairy cows. The herds produce over 4,000 gallons of milk per year. About 12% of the milk yield is processed into cheese.

The Cattle herders



A further 35,640 acres of reasonably good grazing land east of the vineyard region supports a further 200 families who each run a herd of, on average, 74 cattle. Each year about 4,000 cattle from the herds are sent to the market sales.

The Logging Camps in the East



The easternmost region of the Marilenev Estate comprises 560 square miles of light forest. Operating a managed harvest plan to ensure a permanent supply of firewood and timber for the estate, 200 families are employed across this region, each harvesting 17 acres of wood per year.

The Fishing Communities of the Southern Coast

There are about 100 families living along the estate's 40 miles of coastline who are employed in fishing and salt production. 8 months a year, six days a week they fish from their small fishing boats. Sea water salt production provides for the manufacture of 4,800 firkin of preserved fish per year.

Notes

The **Duke's Road**, from the gate by the Stronghold district of the city, runs north east from Specularum to **Krakatos**. Beyond this point, roads lead to Kelvin and the north of the Grand Duchy. Crossing the bridge at Krakatos, the route links with the Eastron Road which is the major route east to Thyatis. **Torenescu**, the village on the Duke's Road north of Krakatos, is the ancient home of the clan of the same name, now one of the major factions in the capital itself.

The bridge at Krakatos is mentioned in the novel *"Dark Knight of Karameikos"*. It is obviously a significant structure given the width of river that it crosses. One wonders if in fact there are some buildings constructed along its length. Pulteney Bridge across the River Avon in England was completed by 1774, and is exceptional in having shops built across its full span on both sides. Early versions of London Bridge across the River Thames was once lined with shops and houses until they were demolished in 1757. I wonder if there at least one or more guard posts on the bridge or some facility to do with navigation and transport up and down the river. Maybe a tavern on the bridge itself?

The **Coastal Road** goes from the city's South End district gate through the Traladaran fishing villages of **Recust** (meaning 'river mouth'), and **Lazkow**, which was the home of the Gogunov¹ clan, half of whom were killed in the initial Thyatian invasion, half in the Marilenev Rebellion. A trail running parallel to the southern coast leads from Lazkow to the ancient Marilenev clan home. Along the

¹ From ["Traladaran Clans"](#) by Jennifer Guerra

southern coast of the Estate, Recust, Lazkow, and **Prevomor** (meaning first sea), west of the Volaga's mouth, together with **Cellun** (meaning 'azure moon' and formerly named Plavemes), the fief of the Hyraksos family, **Sirecan** (meaning 'mermaid song', formerly Sirepes), all east of the river mouth, are the centres of the fishing communities. On the coast, just west of the Estate, lies **Izvestan** (meaning 'whale'), a village of Traladaran whale hunters and fishermen

The **Farmer's Road** runs from the south western gate of Specularum through the farmlands of the Estate's West Country to **Marilenev Village**.

The **Westron Road** leads from the north western city gate. It is the major route west through the Karameikan wildlands to **Radlebb Keep**. From there, travellers can find their way to **Luln** and **Fort Doom**. The village of **Walerian** on the Westron Road is home to a cadet branch² of Prince Eusebius Torion's wife, with lands to the north-west of Specularum.

I have added the **North Road** (shown on the Specularum city map in GAZ1) as heading north from the city, but fading into a trail winding further north into the grasslands. I have also shown a trail branching off the Duke's Road that links with the North Road. This provides a route for visitors to the city coming down the Duke's Road to make for the North Gate and directly into the Foreign Quarter in order to avoid entering by the Stronghold District gate and passing through other parts of the city to reach the Foreign Quarter. (See the article *"All Roads Lead to Specularum"* elsewhere in this issue)

² From ["Karameikos Noble Families"](#) by Simone Neri

Shadow, the seat of the secret Order of the Shadow³ is a village north of the Estate. I have assigned the area running eastwards towards Krakatos as largely open moorland – perhaps a result of the fate of Krakatos that resulted in its ruin.

On the east side of the Volaga/Highreach River are the villages of **Andreanus** (another Thyatian family from Simone Neri), **Istopes** (seat of the family home of lord Yarol), **Thorkos** (an old Traldar site with Taymoran ruins and may have a cadre of Nyx's followers) and **Volktrov** (meaning 'wolf trail'), a Traladaran settlement. I see trails leading south from Volktrov towards the logging camps in the forests that comprise the eastern part of the Estate.

I assume that the land rises gradually towards the north east providing impetus for the tributary river, shown on Sturm's AC 1020 map, to flow down to join the main waterway. I am unsure if it is intended that Istopes village is meant to be located where the river joins the Volaga or if it a settlement nearer the eastern end of the bridge over the Volaga.

Svobod (meaning 'freedom') and shown on Sturm's map is a camp of rebels and werereatures. It is located near a river source at the northern boundary of the Barony of Vorloi. I imagine that the land rises gradually from the Volaga river and from the southern coast providing elevation that sees this river and another that runs westward (both from Sturm's AC 1020 map) to flow to the sea and to the Volaga.

³ From "[Order of the Shadow](#)" by Joaquin Menchaca

The village of **Karian** (Thyatian, formerly Tsentrnov, meaning 'night centre'), is also home to a possible cadre of Nyx's followers. I see it as a potential focal point for dairy and cattle farms of the eastern Estate, as well as being a another site where trails lead towards the logging camps.

Seldanian (Thyatian, formerly named as Litunev), was settled by a Kerendan family and **Nikelnevich** (the clan home of Aleksyev, the Patriarch of the Church of Traladara in AC 1000; his parents perished in the Marilenev rebellion) are the main settlements in the vineyard region on the eastern side of the Volaga. Perhaps Seldanian Red and Nikelnevich White are two prominent wines produced here. It is likely that product from the vineyards may be shipped across the river to Specularum by ferry barges. The unnamed river from Sturm's map that enters the Volaga north of Nikelnevich may also provide a means for transporting cattle from the herds to the east and timber from further east to Specularum. South of Nikelnevich is **Fluvius**, a small village settled by Thyatians on the coast where the river enters the sea.

REFERENCES

Sean Meaney – "[Economics of the Estate of Marilenev](#)"

Francesco Defferrari (Sturm) - "[Kingdom of Karameikos - Traladara 1020 AC, 3.2 miles per hex](#)"

Jennifer Guevera – "[Traladara Clans](#)"

Simon Neri - "[Karameikos Noble Families](#)"

Joaquin Menchaca - "[Order of the Shadow](#)"

A Karameikan Chronology

**A history of Specularum, Karameikos and its people
from 970 AC to 1,019 AC**

by Francesco Defferrari (Sturm)

Author's Note

The following timeline is based on both canon and fan sources, as indicated by the bracketed tags after each event. (See list of referenced sources at the end of the article.) Most events are a mix of canon and fan sources, and in several cases I have also integrated them with my personal views or preferences; these instances are signified by the [AUTHOR] tag.

Placement of the B series of modules and other older Canon supplements

The B(asic) series and other modules and other canon supplements were published by TSR before GAZ1: *"The Grand Duchy of Karameikos"*. While some were explicitly placed in Karameikos and are mentioned in the Gazetteer itself (B6, B10, X10, X12, see page 64 of GAZ1), others were retroactively placed in Karameikos once they were gathered in the supplement B1-9: *"In Search of Adventure"*. My timeline contains personal (often arbitrary) placements of the events of these modules. Note that some of these modules have events which could be quite game changing to the environment of Karameikos, with the discovery of hidden cities and civilizations (B3, B4, B8, B10) or attacks on towns, regions or the Duke himself (B10, B12, X12).



*Duke Stefan leading his men
against the Marilenev*

970 AC

Stefan Karameikos III trades the Duchy of Machelos for the Colony of Traladara, renaming it the Grand Duchy of Karameikos. Stefan has a strong connection to Traladara, as his family is related to the Vorloi¹, a Thyatian family of ancient Traladaran origins; his paternal great grandmother was a Marilenev of Traladara and his great grandfather, grandfather and uncle had ruled the Thyatian conquered Duchy of Marilenev from 901 to 959 AC. From the start

¹ Perhaps the mother of Stefan I, i.e. Stefan III's great-great-grandmother, was of the Vorloi line? See *"Heirs and Heiresses"* article in this issue of *Threshold Magazine*.

of his reign Stefan is practically independent from the Thyatian Empire, as distinct from his ancestors, mainly because Thyatian Emperor, Thincol I, has been annoyed by the difficulty of maintaining peace and order in Traladara, due to strong humanoid tribes, extensive wilderlands, the local rebellious peasants, independent demi-human settlements and bickering nobles. As the Karameikos family is well regarded in Traladara and had good relations with the powerful elves and gnomes, Stefan is readily accepted by many inhabitants of Traladara, who do not have much love for the most powerful native noble families. In this year, Stefan charts the Magicians' Guild. This act earns him the support of Krollan and Teldon, the two most powerful wizards who came with Stefan from Thyatis, and also of several Traladaran wizards, who did not have idyllic relations with the noble families of Specularum. The Marilenev, who lose economic control of the city of Specularum, are the family most immediately damaged by the change of government. [GAZ1, AUTHOR, MEANEY]

Many Thyatians follow Stefan, including his cousins Alexius Korrigan and Ludwig Von Hendriks; famous warriors Vanyarine and Diomedes Draconius, Desmond Kelvin and Arturus Penhaligon; clerics like Oliver Jowett and Sherlane Halaran; wizards like Krollan and Teldon; and merchants like Philip Vorloi, [GAZ1, AGOSTA, NERI]

Philip Vorloi receives lands south of Specularum, (formerly of the Vidrina clan which was destroyed during the Thyatian invasion of 900 AC). [GAZ1, GUERRA]

Desmond Kelvin, Arturus Penhaligon and Sherlane Halaran win the battle of the mountain, near Lavv, against Traladaran freemen and conquer the north. The Kopul clan of Volaga is destroyed, Andrios clan capitulates to Lord Kelvin. [GUERRA, AUTHOR]

Penhaligon chooses a challenging land in the north east, full of humanoid tribes, and has to fight hard to defend the local population. [CANON, HAVARD]

A powerful wizard named Clenarius helps him in clearing the land and rules part of it. [MA 1019]

Lord Teranon Antonic is one of the first Thyatian knights to marry a Traladaran woman, Milena Okrova of Okraj (Verge). Their son Retameron is born at the end of the year. [CANON, MEANEY]

Ludwig Von Hendriks defeats the western bugbears, taking many of them as slaves (a group which will later become the tribe known as Bargle's Bugbears). He obtains the Barony of Halag from Duke Stefan, defeating a rebellion of the local Traladaran nobles, Halaveff, Dimitrevich, Dracul, Suslova and Artho. The new baron spare the lives of the rebels (taking their families hostage), but some escape to Luln. [CANON, MEANEY, GUERRA, AUTHOR]

Zogrev Yarol a 20 years old young noble, is one of the first Traladaran to enter the new government as Secretary under the 25 years old Minister for Trade and Taxation Bartran Cordelius. [K:KOA, MEANEY]

Oliver Jowett and Sherlane Halaran establish the new Church of Karameikos, separating it from the Church of Thyatis [GAZ1]

971 AC

Despite Stefan's popularity among many inhabitants of Traladara/Karameikos, not all his Thyatian followers gain the same support from the native population. Many poor Thyatian knights and adventurers follow the new Duke in search of plunder and power, and some do not refrain from enslaving whole villages. Duke Stefan wants to be fair, but is often ill advised and prone to believe the voices of his followers rather than the complaints of the Traladarans. The many "incidents" of this year pave the way for a plot by the Radu, Torenescu and Marilenev clans against the new government. Ivan Marilenev however starts the rebellion too soon, hoping to win easily. The rebellion lasts two days in Specularum, on Thaumont 1 and 2, but is defeated by the Duke's troops, partially because the Radu do not really join the fight, while the Torenescu are persuaded to step back by Philip Vorloi. The Radu and the Torenescu also secretly believe they can benefit more from a Marilenev defeat than from a victory. Aleksyev Nikelnevich's parents die in the Marilenev rebellion, leaving 14 years old Aleksyev an orphan. [GAZ1]

Ivan Marilenev escapes to Krakatos on Thaumont 4 with wife Katherine, his sons Valor, Sebastian, Melanie and families, some knights and followers, and is soon under siege by Desmond Kelvin. Valor's wife Magda sends their baby sons to Sulescu, but they are captured on Thaumont 7 by a Karameikan patrol which is later slaughtered

by orcs. Thanks to the support of Callarii elves, gnomes and dwarves of Highforge, Krakatos is conquered on Thaumont 21 and Ivan, Valor and Sebastian Marilenev die fighting, while Sebastian's young son Grigory dies in unclear circumstances. Melanie Marilenev disappears and is presumed dead, while Ivan's wife Katherine, Sebastian's pregnant wife Milena and Valor's wife Magda are captured. The three women are the last of the Marilenev line. The Duke forgives them in consideration of the tragedy of their family and children and of the Radu, Torenescu and Vorloi's pleadings on their behalf, also because they are not Marilenev by birth but only by marriage, being born Milena Artho, Katherine Torenescu and Magda Torenescu. They still blame the Duke for what happened. While Magda decides to remain in Karameikos to secretly fight Stefan, Katherine is completely broken by the tragedy, and Milena, believing her second son will be killed like her first, escapes to Darokin and manages to hide her traces.

[GAZ1, MEANEY, GUERRA, AUTHOR]

Many other minor Traladaran families are involved in the rebellion too, mainly vassals of the Marilenev: Arkan Sulanov is wounded and captured, the Gogunov clan of Lazkow is destroyed, Patriarch Viktor Nikelnevich and his wife are killed [GAZ1, K:KOA, GUERRA]

Radomil Dromilov is denounced as taking part in the plot by his cousin Dmitri and goes in exile to Ierendi after leaving his lands to his 10 year old son, Stojan. In truth Radomil, his wife Fekla Yuschiev, sons Stojan and Lev and daughter Katerina leave Karameikos, and Dmitri rules the lands.

[NERI and MEANEY have different histories of the Dromilov, so I decided to merge them].

Dorfus Hilltopper of Highforge, 21st King of the Hilltopper line, establishes an alliance with Duke Stefan Karameikos. Basically, the gnomes and dwarves agree to be part of the Grand Duchy in name only and continue to rule themselves as they did before. Trade agreements however are signed, quite advantageous for Stefan and his new country.

[GAZ1, K:KOA, AUTHOR]

In Halag many Traladarans, mostly minor nobles, artisans and traders, appalled by Von Hendriks harsh government and explicit disdain of their culture, leave Halag for Luln. As the nobles of Halag had fuzzy claims on Luln, Von Hendriks tries to take the town during the Marilenev rebellion, but the local lord, Mirko Markovitch, not only repels him, but successfully proves to Duke Stefan his rightful claim to the town, his former good relations with the Thyatian government and the Karameikos family and his complete lack of support for the Marilenev. Stefan therefore orders Von Hendriks to desist, and this event sullies the relations between the two cousins.

[AUTHOR², RELIGON]

Lord Desmond Kelvin renames Lavv in his name and begins massive construction projects with the financial help of the Duke.

[AUTHOR, MEANEY]

Diomedes Draconius marries Romana Vorloi, sister of Philip. They will have three children, Xentarion, Zenon and Gratian [NERI, AGOSTA]

² The Markovitch (a noble family, distantly related to that in Glantri), is my personal creation as I decided it did not make much sense to me that Luln was a new town ruled by a non noble female in a clearly feudal nation, but other timelines may have different assumptions.

Arteris Penhaligon is born from Claudia Fabius and Arturus. [GAZ1, AUTHOR]

On Kaldmont 28th, mysterious assassins tries to murder Duke Stefan in his bed, but the Duke and his guards kill them. Suspicion falls on several parties: Radu, Magda Marilenev, Thyatian factions, Von Hendriks, but no substantial proof is ever found.

[CANON, MEANEY]



Traladaran nobles

972 AC

The Hightower is built to provide a rallying point for the Phorsis Guard against Traladaran insurrections, as well as to serve as a lighthouse. Also Stefan begins the construction of the outer city wall ("Duke's Wall") and the South End District is extended into the area between the inner and outer walls. [AGOSTA] Aleksyev Nikelnovich, at 16, throws himself into his clerical studies hoping to become strong enough to free Traladara from the Thyatians.

[GAZ1]

Alexius Korrigan is appointed as head of the Cartographers & Civil Works Ministry. He begins the construction of the Westron Road out to Luln and Halag. [CANON, MEANEY]

Sascia Markovitch is born in Luln, first daughter and heir of Mirko Markovitch.

[GAZ1, AUTHOR]

The Order of the Three Suns created by Lord Arturus Penhaligon. Sir Fain Flinn becomes the first Knight to join the order.

[CANON, HAVARD]

Several lesser Thyatian nobles arrive in Karameikos, offering their fealty to the Duke, and receiving fiefs and titles [CANON, AGOSTA].

The dominions of Threshold, Kelvin and Vorloi are expanded by the new Thyatian lords, who renames the former Traladaran towns of Lugsid, Halavos and Vidrin, while Ludwig von Hendricks renames Halag as Fort Doom, and builds the Duumtor on the hill that overlooks the city.

[GAZ1, K:KOA, AGOSTA, AUTHOR]

973 AC

Duke Stefan opens up trade relations with Ierendi, whose merchants swarm into Specularum, and this trade leads to many immigrants, temporary and permanent, settle in the Foreign Quarter. Also, the Hallonica Building in the Foreign Quarter is bought back by the Darokinian House Hallonica from the Torenescu clan, and they open an official branch in Specularum. [AGOSTA]

Christoph Torenescu marries Melinda Azuros. [CANON]

Sherlane Halaran begins his massive development of Threshold.

[GAZ1, AUTHOR, MEANEY]

The Lowland Troubles begin in the Cruth area, with several humanoid attacks against settlement and ducal troops, possibly orchestrated by Traladaran rebels. [RELIGON]

Grigory Vorloi, first son of Philip Vorloi and Anna Braun, is born. [GAZ1, *arbitrary date*]

King Dorfus of Highforge dies in a mechanical accident while testing a flying contraption, and is succeeded by his son Dorfin, 22nd of the Hilltopper line.

[K:KOA, AUTHOR]

974 AC

Aleksander Torenescu born to Christoph and Melinda Azuros; Melinda dies in childbirth.

[GAZ1, MEANEY]

Pavel Torenescu marries Ordana Dracul.

[CANON]

Westron road completed by Korrigan. Von Hendriks establishes secret alliances with the western humanoids to harass Luln and pillage commercial traffic on the new road.

[AUTHOR, MEANEY]

The Luln Uprising. Many citizens protest against the Duke which they consider in league with Von Hendriks. Lord Markovitch eventually manages to quell the rebellion with little bloodshed [RELIGON, AUTHOR]

Adventurers from Soderfjord kill a red dragon which was terrorizing villages between Penhaligon and Kelvin. The barbarian of the group is lost in the dragon's cave with his treasure.

[DUNGEON MAGAZINE ISSUE #25 ADVENTURE "Hrothgar's resting place", PROLOGUE]

Halia Vorloi is born from Anton Vorloi, cousin of Philip, and Johana Hyraksos, last of eight brothers and sisters.

[GAZ1, K:KOA, AUTHOR]

975 AC

Katherine Torenescu (widow of Ivan Marilenev) dies in the Marilenev castle, cared for by Magda until the end. Riots against the Thyatians after her funeral in Specularum are suppressed by the city guard with some casualties.

[LAHDE, AUTHOR]

Stephanos Torenescu is born to Pavel and Ordana.

[LAHDE]

Lucius Hyraksos is appointed Minister of War.

[GAZ1]

Korrigan begins construction of the Duke's Road from Specularum to Kelvin.

[MEANEY]

Lucia Vorloi is born from Fortunato Vorloi, brother of Philip, and Alexia Penhaligon, cousin of Arturus, who dies in childbirth.

[B6, AUTHOR]

In a quiet ceremony Zogrev Yarol marries Nichola Torenescu. There are a few people in attendance - some of them from the Government, some of them Torenescu.

[K:KOA, MEANEY]

Alerena Kelvin is born from Elena Aurelian and Desmond Kelvin, second child of the couple after Desmond II, born in Thyatis in 969 AC.

[GAZ1, AGOSTA, AUTHOR, *arbitrary date*]

976 AC

George Torenescu and his wife Sarah Ebonov die in an ambush; their son Christoph becomes clan leader.

[K:KOA, LAHDE, obviously this event could hide some foul play. Was Boris already planning his ascent? or maybe Magda Marilenev wanted to avenge George's lack of support to the Marilenev rebellion?]

Desmond Kelvin is granted the title of Baron by the Duke.

[CANON, MEANEY]

Overcome with anger at the marginalisation of his father to a minor ministry position, 20 year old Alfric Oderbry leaves home and enters the Thyatian Church, where he finds an opposer to Patriarch Jowett who festers his hatred against Traladarans.

[GAZ1, MEANEY]

A 14 years old Specularum street thug nicknamed Bargle kills an apprentice wizard and steals his spellbook. Hunted by the city guard, Bargle leaves the city.

[GAZ1]

Marianna Vorloi, daughter of Philip Vorloi and Anna Braun, is born.

[GAZ1, *arbitrary date*]

977 AC

Stojan Dromilov marries Larissa Kaison and settles in Specularum with his wife. Radomil Dromilov dies in Ierendi. Duke Stefan decides to ignore Stojan's rights on Dmitrov.

[NERI, AUTHOR]

In a grand ceremony before many guests, Duke Stefan Karameikos III grants the Estate of Dmitrov and the Barony of Vorloi. Both

Dmitri Dmitrov, cousin of Radomil, and Philip Vorloi are commended for their loyalty, but Vorloi receives much more land, including some once belonging to the Dmitrov. [AUTHOR, MEANEY]

High up in the Black Peak Mountains the work crews finally link the Duke's Road to its companion coming over the mountains from Darokin allowing the first of many trade caravans to reach Selenica. [CANON, MEANEY]

A new road is being built linking Kelvin to Threshold via Rifllian and Verge, [MEANEY]

Lucius Hyrakson marries famous Traladaran singer Katarina Gaddis. [GAZ1]

Devon Hyrakson is born from Lucius and Katarina. [K:KOA]

The Lowlands Troubles in the Cruth area end, the success is mostly attributed to the commander of Riverfork Keep, Lotharius Haakenberg, who, however, is also accused of atrocities against humanoids and the local Traladaran population. [RELIGON]

978 AC

Von Hendriks invites the Markovitch of Luln and the Traladaran nobles left in Halag to his new castle for peace talks, but it is just a trick to kill them. The evening, later known as the Bloody Tserdain, ends with the leaders of the Halaveff and Dimitrevich clans publicly beheaded in Halag after accusations of their conspiracies against the Baron and the Duke. Mirko Markovitch is killed trying to escape, but manages to resist long enough to allow his wife Irina to escape the castle with their

newborn daughter. Yolanda. Von Hendriks again demands that Luln be given to him, but Irina³ accuses him of treason and personally pleads the cause to Duke Stefan's divided court. The Duke resolves the dispute with a compromise which disappoints all - allowing Irina to keep the rule of Luln but accepting Von Hendriks' pretence of innocence for Mirko Markovitch's murder, which the Baron pins on rebellious Traladarans.

[RELIGON, AUTHOR, CANON]

In a peaceful ceremony, the Duke grants an estate at the source of the River Cruth. Highdell is little more than a small mountain outpost protecting the Duke's Road as it climbs the Black Peak Mountains.

[CANON, MEANEY]

Vanyarine Draconius becomes landed Lord of Glucynthos on the lands of his wife Andjela Grogosula, west of Rugalov. He already has three children with a previous wife, Bessarion, Mildred and Shaelyn.

[NERI, AGOSTA]

A healthy little baby girl named Aleena is born in Thyatis to Merrik Halaran, brother of Sherlane, who soon visits his brother to see his niece. [CANON, AUTHOR]

Korrigan oversees the construction of a great bridge that will cross the River near Krakatos, beginning the Eastron road.[CANON, MEANEY]

Marcian Locrida dies, his estate on the Eastron road is inherited by his nieces in Thyatis, Leoniel and Pulcherian. The latter

³ In GAZ1, Yolanda's mother is described as a seamstress in Luln, but I changed her to a noble lady as I did for all her family, see also previous note.

arrives first and tries to earn money from the dominion, until ousted by his older brother. Pulcherian goes to Specularum, seeking employment at Court. [NERI]



Wedding of Duke Stefan and Olivia Prothemian

979 AC

The Great Church of Karameikos is built in time for Stefan's marriage , [AGOSTA]

Duke Stefan marries Olivia Prothemian. [GAZ1]

The Road from Kelvin to Threshold is completed. [MEANEY]

Lev Dromilov becomes an adventurer, upsetting his brother Stojan due to Lev's lack of interest for their lost dominion of Dmitrov. [NERI, AUTHOR]

980 AC

Birth of Adriana Karameikos. [GAZ1]

After some years on the road, 18 year old Bargle the Infamous has a first meeting with Von Hendriks. The Baron hires him as one of his agents. [GAZ1, MEANEY]

Work crews arrive in the Village of Rugalov as the Eastron road is completed. [MEANEY]

The newly married Duchess Olivia begins to assemble a secret police force behind her husband's back. She fears the local Traladarans and considers her husband naive to not do likewise. [RELIGON]

Duke Stefan charters the Loggers' and Hunters' Guilds. [AGOSTA]

Korrigan is appointed Seneschal of the Ducal Estate. [GAZ1, MEANEY]

By now in the region of Penhaligon the Knights of the Three Suns have had considerable success against monsters and humanoids. Fain Flinn rises to local fame. [CANON, HAVARD]

First confused mention of Skarda's raids on isolated Traladaran villages. [X12 introduction, AUTHOR]

Fekla Yuschiev dies, leaving her two sons Stojan and Lev Dromilov, 20 and 18. Stojan obtains the support of his uncle Mirko and cousin Halav (future Baron Yuschiev). Lord Yuschiev begins to petition the Court for Stojan's rights on the land of Dmitrov. [AUTHOR, NERI, "Dark Knight of Karameikos" novel, name of Yuschiev invented by me as it is not given in the novel]

981 AC

Sergei Pyotrev is declared Ambassador to Alfheim by the Duke. [MEANEY]

Skarda's raiders take away the entire population of Lumm, a sizable town near

Kelvin. Teranon Antonic, Sherlane Halaran, Arturus Penhaligon and Desmond Kelvin begin a massive manhunt for Skarda. Some of his raiders are repelled, but he is not captured. [X12 Introduction, AUTHOR]

Michaela Vorloi, sister of Philip Vorloi, marries Arkan Sulanov, a Traladaran officer who briefly fought in the Marilenev rebellion and was pardoned.

[K:KOA, AGOSTA, *likely date*]

Bessarion Draconius, son of Vanyarine of Glucynthos, marries Anica Lutescu. They will have two children, Petrus and Arcadia.

[AGOSTA, NERI]

Leoniel Retebius of Locrida marries Paula Furmenglaive. They will have two children, Gabrion and Constantina.

[NERI]

982 AC

Birth of Justin Karameikos. [GAZ1]

Assassins in the Duke's Castle kill a maid before being discovered and chased away. Again suspicions fall on Radu, Marilenev and other parties, but no proof is found. [MEANEY]

Skarda's raiders hit Threshold on Beasts Day, kidnapping Claudia Penhaligon, Elena Kelvin and Milena Antonic. A nationwide hunt begins, but no trace of Skarda is found.

[X12 Introduction, AUTHOR]

Castellan Keep building project begins.

[GAZ1, p. 6]

Haakenberg, retires from the army and builds the Haakenberg homestead in the Riverfork region.

[AGOSTA]

Zweis Radu has an illegitimate son with a non noble girl, Marika Petrescu, but the event is kept secret. What he does not know is that the child was actually sired by his uncle, Cartha, who helps the mother raise young Pieter.

[K:KOA, THEISEN]

Shaelyn Draconia, daughter of Vanyarine Draconius, marries Adrianes Acastaran,

[AGOSTA, NERI]

After the natural death of his father, Gustav Vandevic assumes the rule of the family fief of Vandevicsny.

[K:KOA]

983 AC

Duke Stefan appoints Guldahan Cordelius (cousin to Minister Bartran Cordelius) as Ambassador to the Five Shires.

[GAZ8]

Unusual snowfall in Mirros and Southern Karameikos.

[JA, p.215]

Kobolds Brokenshields are very active in central Traladara between Highforge, Rifillian and Lavv, until defeated by Karameikan troops in the Battle of the Elvenguard. The survivors secretly escape to the region of Threshold.

[AUTHOR, CANON]

Zweis Radu, 18 years old, first son of clan head Anton, marries Rebeca Kaison and becomes one of the main enforcers of the Veiled Society, created by the Radu to control smuggling and crime in the Nest and the Old Quarter.

[GAZ1, K:KOA, THEISEN]

Dmitrios, (later to become the Prince of Beggars of Specularum), an orphan who does not want to rely on the help of his

Torenescu cousins, start his “trade” in the streets at the age of seventeen.

[GAZ1, AUTHOR, *arbitrary date*]

Shaelyn Draconia’s husband, Adrianes Acastaran, dies from poison; she is suspected, but her father protects her and she goes to live in Dmitrov, starting an enmity between the two families.
[AGOSTA, NERI]

984 AC

In a ceremony, several Estates are granted by Duke Stefan Karameikos III. [MEANEY]

In Specularum, the Elvenguard stumble across a coin making operation which was minting a much debased Gold Royal.
[MEANEY]

Zandra Sulanov, daughter of Arkan Sulanov and Michaela Vorloi, is born. [K:KOA]

Clenarius’ barony north of Penhaligon is destroyed by dragons and the wizard disappear, but his daughter Alatia and later his grandson inherit the land.
[MA 1019, *arbitrary date*]

985 AC

Last accurate census of Specularum.
[GAZ1/K:KOA]

Castellan Keep completed, [GAZ1]

Duke Stefan has been considering the vulnerability of his Treasury. He finally arranges to have his currency minting operations placed in outlying communities

with Lords he can trust along with coin smiths he also trusts. Silver mint is directed to Threshold under the care of the Baron Sherlane, Copper to Riverfork Keep, while Gold remains minted in the Ducal Palace employing only Gnomish coin smiths.

[MEANEY]

Darokin sends Estella Whitehall as ambassador to Specularum. [GAZ1]

A trade caravan of Chossum elves from Alfheim arrives in Fort Doom. While they spend some time there, they are showered with all manner of delights by the Baron. The conditions in the Black Eagle Barony, however, cause them some concern. [MEANEY]

Summoned to Court by Zogrev Yarol, 29 year old, fast rising Traladaran cleric Aleksyev Nikelnevich gladly goes to “study his enemies”, but meets five year old Adriana Karameikos. The child asks him about Traladaran culture and traditions, and nicknames him “Father Niki”. The encounter will change Aleksyev’s outlook radically in the following years. [K:KOA, AUTHOR]

Antonito Radu, second son of Anton, marries Gloria Inexdio. Emil Radu is born in the same year. [K:KOA, THEISEN]

*Adriana Karameikos
as a child*



986 AC

The Great Census of Karameikos.

Birth of Valen Karameikos. [GAZ1]

Duchess Olivia expands her spy network with the help of Darokinian actor-playwright Emilio the Great and Thyatian cleric Turan Bey, who has infiltrated the Church of Traladara. [GAZ1, MEANEY]

A scandal in Luln reveals that the majority of the town officials and the aging Lotharius Haakenberg are on the payroll of a Darokin merchant smuggling arms and slaves through Luln destined for Halag. Haakenberg is killed and Lady Irina Markovitch has problems in re-establishing order. [RELIGON, AUTHOR]

After four daughters, Zweis Radu and Rebeca Kaison have a male child, Theodoscius. Unbeknown to Zweis, the true father of the child is Vasile Torenescu, with whom Rebeca has an affair. [K:KOA, THEISEN]

987 AC

Militia Service Act of Kelvin: Thyatian citizens are issued a sword and training in combat. It is outlawed for Traladarans to train in combat. Relations sour across the Duchy as this becomes a topic of debate. [MEANEY]

Retameron Antonic takes an early shearing and slips off with a Sword of his father's and some old armour, determined to find Skarda and free his mother.

[MEANEY, X12 Introduction, AUTHOR]

Relations with the Emirates of Ylaruam are consolidated by Duke Stefan. Mustapha ibn

Ibrahim, an expert hazar adventurer and diplomat, is sent by the Caliph as an ambassador. Mustapha's activity leads many hazar merchants and craftsmen to settle in Specularum. [AGOSTA]

The Fields of Rye in the South-Western Radlebb Woods are the location of a battle between the Ducal forces with their Callarii elvish allies against the Bloodbears, a tribe of hobgoblins and bugbears allied with some centaurs. The humans and elves win thanks to a charge from Knights of the Three Suns and a foray by an elvish host. [RELIGON]

Justin Karameikos almost die for a fever but he is barely saved by Oliver Jowett's healing. [K:KOA, AUTHOR]

Gregor Nasivich, trusted captain of Irina Markovitch, is murdered in Luln. Von Hedriks is the obvious suspect, but the murder was actually committed by one of Duchess Olivia's spies. Von Hendriks has in fact discovered Olivia's network, and is trying to use it for his own ends. [MEANEY, AUTHOR]

Dmitri Dmitrov is charged with smuggling and steps down from his position. [MEANEY]

While it is true that Dmitrov was involved in some shady business, it was no more than other nobles, and he was exposed only because Olivia's network targeted Traladaran nobles. [AUTHOR]

988 AC

Stojan Dromilov, now 28 years old, is appointed the new Baron of Dmitrov thanks

to Yuschiev and Radu's lobbying on his behalf. The Ducal Court does not know his hatred for the Thyatians. [NERI, AUTHOR]

The Great Arrest of Luln. Nobles of the Black Eagle Barony invite several nobles of Luln and Lady Irina Markovitch to a local ball, on the pretense of discussing economic opportunities and opposition to Von Hendriks. While many chose not to attend, those that do are captured. A battle ensues but the agents of the Black Eagle escape with many noble prisoners, including Lady Irina. Sascia Markovitch, only 16 years old, leads a raid against the Black Eagle Barony, killing many Thyatians before her troops are repelled and freeing her mother, but not everyone else. The fate of the other kidnapped nobles will never be discovered.

[MEANEY, AUTHOR]

Sascia then sets up an ambush against Von Hendriks' counterattack. The Black Eagle protests vehemently to the Duke about Luln's "aggression". Once again the Duke does not take a clear position against his cousin, and Sascia has some very harsh exchanges with him and the Court. Some of the Court, mostly Olivia and Desmond Kelvin, begin to push for Sascia's punishment, while others, primarily Korrigan, Hyraksos and Cordelius, but also the Churches, warn Stefan about Von Hendriks' treatment of his Traladaran subjects. Sascia is unofficially left in power as Townmistress of Luln after her mother Irina, tired and sad, decides to step out of any position in the government of Luln.

[AUTHOR, RELIGON]

Von Hendriks pays western humanoids to raid Luln's countryside, and the humanoids assault the town and partially occupy it, until

Sascia Markovitch and the forces of Radlebb Keep repel them.

[MEANEY, AUTHOR, RELIGON]

989 AC

Many Traladarans from Halag flee to the Five Shires. Von Hendriks lets them go purposely to accuse the Five Shires of abetting his enemies. He immediately sends his troops against the Shires, but is rebuffed by Hin militia. He vehemently protests to the Duke about the "foreign invasion". Jenkin Flintfoot is sent to Specularum as Ambassador, and tells the Duke his version of the story.

[GAZ8, AUTHOR]

Orders are issued from Specularum by Duchess Olivia instructing the provincial administrators to oust all Traladaran functionaries in the service of the Karameikan government, in an attempt to thwart an anticipated revolt. Bitter, ousted Traladaran officials are sacked across the Duchy.

This is another ploy by the Black Eagle to use Olivia to further his goals. [AUTHOR]

Dorfin Hilltopper 22nd of Highforge is killed by Dymrak goblins attacking the annual gnomish caravan. His son Dorfus becomes king as 23rd of the Hilltopper line.

[K:KOA, AUTHOR, *date could be moved up to 993 AC*]

Two Traladarans - Devor Mandrazy, and his wife are found brutally murdered in the Nest district of Specularum. This marks the beginning of a series of killings designed to terrorise the Traladaran population in the city.

[MEANEY]

The Iron Ring agents are beginning to operate in the city and this is their initial move. [AUTHOR]

Lev Dromilov marries fellow adventuress Veronika Prokopova, enraging further his brother Stojan who was infatuated with her. [NERI]

990 AC

Nuwmont, Traladaran refugees from villages in the Altan Tepes arrive in Kelvin escaping humanoid attacks. Lord Kelvin and Penhaligon sends substantial forces to the north to contain the menace. [MEANEY, AUTHOR]

The Burning of Krakatos. Ethnic strife leads to murder as Thyatian irregulars destroy the town, considered by extremists a nest of Traladaran rebels. The mob is never punished and the locals abandon the charred village. [MEANEY]

The Rodemus family disappears overnight; their abandoned keep is considered haunted. [MOLDVAY'S D&D BASIC SET "Haunted Keep", arbitrary date]

The Disarming. On Vatermont 19, a new policy of disarming Traladarans is instituted across Karameikos. Enforcement is quite spotty, but the law remains on the books. [MEANEY]

Ludwig von Hendriks sends a new military expedition against the Five Shires, but his attempted invasion fails. [GAZ8]

Thaumont, racial riots erupt in Specularum

after an Iron Ring cell is discovered in the city, supported by Thyatian extremists. First great demonstration by "New Karameikans", people of mixed descent who do not identify as Thyatian or Traladaran, but as citizens of a new nation. The Veiled Society rises to prominence in Traladaran neighbourhoods, and fans the fires of racial hatred. Torenescu and Vorloi ally to stop the riot and hunt down the Iron Ring. [B6, AUTHOR]

Flaurmont, A magical explosion kills and hurts many of the Vorloi and Torenescu retainers and several innocent people during an execution of Iron Ring associates. The Court tasks Minister Krollan to eradicate the Iron Ring and rebels from the city, and he is quite successful in capturing extremists from both sides. [AUTHOR]

Yarthmont, Bolto Nordenshield, Ambassador for Rockhome presents his credentials to the Duke. [GAZ1, AUTHOR]

Alya "Flameflicker", a 15 year old Traladaran, decides to create the Kingdom of Thieves. [GAZ1]

Milo Korrigan is born, son of Alvin Korrigan, brother of Alexius, and Mildred Draconia, daughter of Vanyarine Draconius. [K:KOA, AGOSTA, NERI]

Klarmont-Felmont: Iron Ring slavers attack villages around Threshold and the town of Guido's Fort, but are eventually repelled. [AUTHOR, B5, B9]

Baron Kelvin and the Order of the Griffon begin to clear the land of the Barony, and that on its eastern side, of hostile humanoids, helping human and demihuman settlers. [B10, AUTHOR]



Iron Ring thugs attacking a house

Von Hendriks sends humanoids and a new military expedition against the Shires, but is defeated again. [GAZ8, MEANEY]

The Radlebb Massacres: troops of the Black Eagle and Thyatian extremists kill or kidnap Traladaran peasants in the region of Radlebb. Traladaran rebels retaliate against Thyatian soldiers and traders, leading to more fights. [MEANEY, AUTHOR]

Vanyarine Draconius dies and his son Bessarion inherits Glucynthos, but goes on adventuring with his first daughter Stephania for three years. [AGOSTA, NERI]

991 AC

As Rockhome did, Alfheim also sends an ambassador, and Shalander arrives in Specularum. [GAZ1]

The wizard Krollan, a counsellor of Duke Stefan, is murdered. Krollan has been very active in fighting both the Iron Ring and the Veiled Society, so both are suspected, but no proof is found. A famous thief of Sindian origin, Lucci Dhay, is suspected, but escapes. In truth Lucci was framed by the Iron Ring and the Society, which cooperated in killing Krollan.

[CANON, AUTHOR, NERI in *THRESHOLD* Magazine issue #8]

Krollan had just foiled a plot to kill Philip Vorloi. Stojan Dromilov, which was involved, began to panic, so the Society poisons him.

[NERI]

Vorloi sponsors Lev Dromilov as heir to Dmitrov. The Radu and Larissa Kaison present opposition, and Larissa rules the Estate for a while.

[NERI]

992 AC

The Black Fleet War. The Black Eagle raises his naval forces to invade the Five Shires, but loses many ships. The Shires attacked Fort Doom directly, burning ships and sacking several villages on the coast, targeting only Thyatian soldiers and properties. Barge, now an important wizard among the Black Eagle troops, is briefly imprisoned by the Hin, but rescued by some Iron Ring mercenaries. Upon the Shires protest, Duke Stefan orders his cousin to put an end to any aggression. Von Hendriks protests, denying he is the aggressor at all. [GAZ8, MEANEY, AUTHOR]

Halia Vorloi, eighth child of a minor branch of the Vorloi clan, ran away from her home in Specularum to avoid being traded away in a marriage of convenience. She becomes an adventuress and meet Retameron Antonic.

[GAZ1]

Cornel Osteric is appointed new Ambassador of Thyatis to the Karameikan Court.

[GAZ1]



Felmont, the Wufwolde War, Arelena of Kelvin is kidnapped and freed, but Skarda appears and takes away several important people (Desmond Kelvin II, Arteris Penhaligon). About a month later Skarda is ambushed in Stallanford during a humanoid attack and defeated, but avoids capture again. Desmond Kelvin II and Arteris Penhaligon escape from his pocket dimension, which is discovered to be the source of his power. Elena Kelvin is also freed, but not Claudia Penhaligon and Milena Antonic, who remain missing. [X12 Introduction,

B9 2nd adventure, B11, *arbitrary date*]

993 AC

Elwyn the Ardent steals the Bell of Chardastes and secretly founds a temple devoted to the Dark Triad in the hills north-east of Kelvin. [B9, AGOSTA]

Estranged from her husband after her imprisonment by Skarda, Elena Kelvin begins a love affair with Ylaruam ambassador Mustapha-ibn-Ibrahim, trying to keep it a secret. [AUTHOR, THEISEN, GAZ1]

Thaumont: Ancient king Demara's tomb is discovered near Krondsfield north of Kelvin, [AD&D FIRST QUEST BOXED SET 1994 1st adventure, arbitrary date]

A mysterious enemy menaces the reclusive elves of Kota Hutan. [B7, *arbitrary date*]

Yarthumbont 24: Von Hendriks takes to Thyatis 65,000 gold pieces looted from Traladarans across the Radlebb Region during the Radlebb Massacre. [MEANEY]

This move worries the Karameikan Court, which begins to suspect Von Hendriks is searching for supporters to oust Duke Stefan and take Traladara. [AUTHOR]

Pavel Torenescu, brother of Cristoph, Boris and Nichola and father of Stephanos dies 40 years old in a battle with suspected Iron Ring agents. His son Stephanos vows to avenge him. [K:KOA, LÄHDE, AUTHOR]

Klarmont and later: Activities of the Dark Triad and humanoids threaten northern Karameikos from Kelvin to Penhaligon. [B9, AGOSTA, B12, X12 introduction, *arbitrary date*]

Minister of Trade Bartran Cordelius is kidnapped by bandits, suspected Iron Ring agents, but rescued. [K:KOA, *arbitrary date*]

Xentarion Draconius, son of Diomedes, marries Celinda Penhaligon, younger daughter of Arturus. [AGOSTA, NERI]

Court Lord Pulcherian Retebius marries Leda Moubotka, they will have three daughters, Eusebira, Stephanica and Galatica. Pulcherian is now friends to the moderate Thyatians, like Korrigan and Vorloi, differently from his brother who still favours the Empire of Thyatis. [NERI]

994 AC

Vatremont 23: Aladan Voll, Ambassador for the Minrothad Guilds arrives in Specularum and is soon assaulted by a band of thugs. [GAZ1, MEANEY]

The Veiled Society is suspected and some members are arrested. [AUTHOR]

Thaumont: A strange flying ship comes down to Krondsfield.

[AD&D FIRST QUEST BOXED SET 1994
3rd adventure, arbitrary date]

A pretender to the Barony of Penhaligon threaten the town. Death of Kavorquian Penhaligon, brother of Arturus, of old age, his son Kaerin moves his residence from Specularum to Penhaligon. [B12, AUTHOR, (module suggest 1000 AC as possible date)]

Retameron Antonic, Halia Vorloi and their companions finally find Skarda in Specularum. Skarda is presumed dead, [X12 prologue, *arbitrary date*]

Yarthmont 20: late in the evening a fire begins in a bakery in the old Quarter of Specularum and quickly spreads to several other buildings. The fire is part illusion - part real to cover a break into a Jeweller's residence. In the end no one dies but damages are extensive. [MEANEY, AUTHOR]

Magdel, a novice cleric aged 18, with a Thyatian father and Traladaran mother, becomes the assistant to Patriarch Oliver Jowett of the Church of Karameikos.

[GAZ1, AUTHOR]

Aleksyev Nikelnevich becomes Patriarch of the Church of Traladara at 39 years old. By now he has friendly relations with the Ducal family and has abandoned any plan of violent expulsion of Thyatians. [GAZ1, K:KOA, AUTHOR]

Horace Danvers dies in Darokin, wept by his son Andros who was away as an adventurer. To help his mother Milena, Andros becomes a successful architect. Andros Danvers is in truth Andros Marilenev, ignorant of his true origin.

[GUERRA]

Lev Dromilov is appointed by the Duke Lord of Dmitros. He and his wife Veronika have a daughter, Klara. Larissa Kaison returns to his family in Specularum. Katerina Dromilov marries Constans Hyraksos. [NERI]

995 AC

Nuwmont 1: In a surprise announcement to most, Zogrev Yarol, a Traladaran, is appointed as the new Minister of State. [GAZ1]

Nuwmont 10: Gunter Schonberg arrives in Specularum as the new ambassador of Ierendi after the retirement of the previous one. [GAZ1]

Nuwmont 12: the Traladaran leaders Adran Tibilis and Ishar khan are slain during the night in the village of Rifllian by Humanoids sent by Von Hendriks. [MEANEY]

Halia Vorloi and Retameron Antonic wed in Specularum. The Duke knights them and they settle in Verge later in the year.

[GAZ1, K:KOA]

Vatermont 23: A note is anonymously sent to the Duchess holding her responsible for the massacres of Traladarans near Luln, threatening to expose her activities to the Duke. Lord Sulescu has become aware of Duchess Olivia's spy network and is trying to rein her in.

[MEANEY]

Subsequent investigations highlight that the Duchess has been used by Von Hendriks and other Thyatian extremists.

[MEANEY, AUTHOR]

Thaumont 13: In raids across the city of Specularum Traladarans are arrested for

questioning. After a day they are released on orders from Duchess Olivia, [MEANEY]

The Duchess begins to understand that Von Hendriks, the Iron Ring and other extremists profit from racial tension and endanger Stefan's rule, [MEANEY, AUTHOR]
 Flaurmont 1: The Duke sends 30 year old Constans Hyraksos, nephew of Lucius, as Ambassador to Rockhome. [CANON]

Flaurmont 2: After several days of illness, Baron Vorloi's wife Anna Braun Vorloi dies in consequence of an assassination attempt [Meaney]. Vorloi is a Thyatian moderate who has spared no resource to fight the Iron Ring and Thyatian extremists. The assassination only makes him more determined. [AUTHOR]

The assistant to Aleksyev Nikelnevich, Brother Sergyev, creates the Cult of Halav, preaching in the streets of Specularum that Duke Stefan is Halav reborn. [GAZ1]

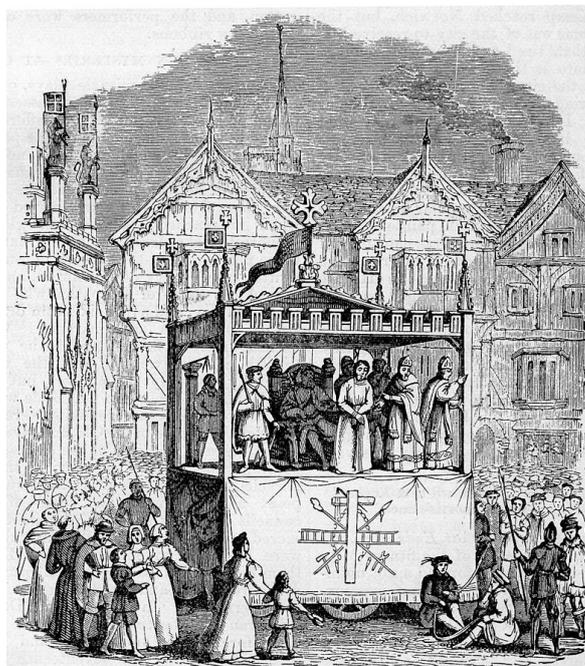
By now the Kingdom of Thieves of "Flameflicker" has become infamous in Specularum. As its associates steal only from the wealthy and occasionally help the poor, they have become quite the popular heroes in the city, particularly in the Old Quarter, but competition is fierce with the Veiled Society, which rules the Nest. [GAZ1, AUTHOR]

In the Kelvin Moor Annakar the Conqueror, Patriarch of Chaos, finds lost Traladaran hero Tarfil's tomb and tries to use it to raise an army against Kelvin.

[DUNGEON MAGAZINE issue #27 adventure "Tarfil's Tomb", arbitrary date]

Alerena Kelvin, daughter of Desmond Kelvin, and Kaerin Penhaligon, nephew of Arturus Penhaligon, marry.

[B12, date could be moved to 1,000 or 1,001 AC]



Travelling theatre in the streets of Specularum

996 AC

The Fairy Wedding, a traveling musical play from Glantri, is performed in Halag and Specularum. The nobility and well-to-do that see the show continue to talk of it as one of the greatest nights of their lives. [RELIGION]

Thaumont 12: Confronted with irrefutable evidence of his wife's affair, Baron Desmond Kelvin I duels with Mustapha ibn Ibrahim, the Ylari ambassador, and dies. The ambassador is promptly recalled and replaced with Abdallah ibn Hamid, an experienced Alasiyan warrior of nomadic background. Desmond II is

confirmed Baron of Kelvin. Elena Kelvin joins a convent of the Church of Karameikos.

[GAZ1, GAZ2, THEISEN]

Retameron Antonic disappears in Verge along with his wife Halia. Skarda reappears, trying to kidnap Duke Stefan, but is defeated by Retameron, Halia and other adventurers.

[X12 main adventure, arbitrary date]

Possibly the first destruction of Verge by humanoids.

[Mentioned in K:KOA]

Thaumont 23: Olivia Karameikos' caravan attacked by orcs near Krakatos while returning from Lord Kelvin's funeral. A heroic 30 year old Traladaran from Threshold named Lucas Tormandros comes to her aid. He rejects any offer of reward.

[MEANEY]

Flaurmont 4: Aleena Halaran parents die in Thyatis.

[GAZ1]

Arturus Penhaligon dies of apparently natural causes. Fain Finn is banished from Penhaligon. Arteris becomes baroness.

[PENHALIGON TNOVELS RILOGY]

All these events worry the Court, who suspect the involvement of some new enemy. A new mysterious leader of the Iron Ring is behind the events. Iron Ring cells are discovered and dismantled all over the nation.

[AUTHOR]

Elwyn the Ardent has turned the Wufwolde hills Sanctuary into a bastion of chaos, menacing nearby lands.

[B9 main adventure, (could be set in 998 AC with rumors slowly growing, as in the original)]

Misha Mananov at 15 escapes Fort Doom and enters the Church of Traladara.

[JA, p.156]

Yolanda Markovitch moves to Specularum, where she soon becomes a famous singer and tries to sensibelize the nobles and the Court about the danger posed by Von Hendriks.

[GAZ1]

Adriana and Justin Karameikos are Sheared. She secretly travels to Kerendas to work as a town guard, while he becomes apprentice to a Minrothaddan Captain.

[GAZ1]

During her Shearing Adriana meets Devon Hyraksos, who is unaware of her true identity, and travels with him.

[K:KOA]

Kaldmont 8: Lucas Tormandros finally gives in to the Duke who has for months attempted to reward him for his heroics of Thaumont 23 and is made Townmaster of Specularum.

[MEANEY]

997 AC

Felmont 1: Lord Oderbry, Minister of Finance dies suddenly while emerging from his office in the evening.

[MEANEY]

Felmont 8: On the recommendation of Minister of State Yarol, 36 years old Valdo Tisza is appointed Minister of Finance.

[CANON, MEANEY]

Lady Marianita Lucia de Leon y Valdez arrive in Specularum as the new Ambassador of the Principalities of Glantri.

[GAZ1]

Yolanda Markovitch of Luln sings for the Ducal family and performs in a play by Emilio the Great, taking the chance to talk to the Duke and the Duchess about Von Hendriks.

[GAZ1]

998 AC

Bargle the Infamous rises to more power in the Black Eagle Barony, becoming Court Wizard of the Baron and, some believe, the true leader of the Iron Ring.

[GAZ1, MEANEY, AUTHOR]

The son of a Threshold knight is kidnapped by bandits, but freed by adventurers.

[*DUNGEON MAGAZINE* issue #42 adventure, "Ransom". It includes a plot by the Black Eagle to gain a foothold near Threshold. Failing this, it is reasonable Bargle was sent instead the next year, leading to the temporary murder of Aleena Halaran]

Callarii elf Lathan Spearhand comes back from an adventurous journey across the Sea of Dread. Lathan had to pay a large sum to the Black Eagle Baron to ransom his fiancée, an elven maiden from Rifllian whom the Iron Ring had kidnapped. Seeing that the Duke's justice was not going to reach the Baron, Lathan decided to take the matter in his own hands. He soon discovered he was not the only victim of von Hendricks' misdeeds. Thus, he contacted many of those who had reason to take revenge on the Baron, and formed a society devoted to bringing down the Black Eagle and the Iron Ring, by whatever means were necessary, The Brotherhood of the Woods is born.

[XSOLO, AGOSTA, arbitrary date]

Pieter Petrescu, now a priest of the Church of Traladara, claims his birthright and is publicly accepted into the Radu Clan as Pieter Radu son of Zweis.

[K:KOA, THEISEN]

Scandal in Specularum when Xentarion Draconius is discovered having an affair both with Fabiana Antonic, wife of Guldahan Cordelius, and her half sister Chrysantha, [AGOSTA, NERI]

The Principalities of Glantri having recently dispatched a diplomat (Marianita) to Karameikos, Duke Stefan Karameikos must consider a diplomat to Glantri in return. Boris Torenescu approaches him to recommend a cousin, Sergej, who has experience in negotiations. Amongst the Escort Guard taking him to Glantri will be the Princess Adriana in disguise. [CANON, MEANEY]

Swiftmont 15: Olivia alerts her spy network to keep an eye open for her wayward daughter and return her to the Castle safely. Adriana has slipped her minders and disguised as a Guardsman, a member of the escort of the new Ambassador to Glantri, has departed town. Now agents for Olivia will be dogging their steps. [MEANEY]

At a Queen's Party at Court, Yolanda Markovitch throws her drink into Von Hendriks' face. The Duke and the Duchess, unexpectedly, support Yolanda and begin to question Von Hendriks about his dealings with humanoids and criminal elements. After this incident, the Black Eagle never visit Specularum again [K:KOA, AUTHOR]

Aleena Halaran confronts Bargle the Infamous in a series of caverns north of Threshold. He kills her, but her body is carried away by a young warrior who brings her to a temple of the Church of Karameikos where she is resurrected. Sherlane Halaran presents formal accusation against the Black Eagle to Court, but Von Hendriks denies all and secretly plans new attacks on Threshold.

[BASIC SET, HAVARD, AUTHOR]

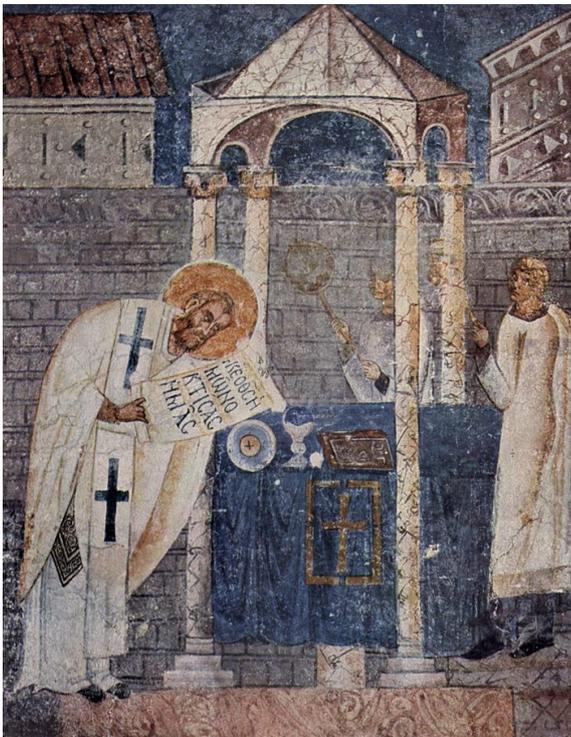
A cadre of the Sons of Night or Darkers, followers of Nyx, is discovered in Sisak on the Westron road. The organization leaves the area and moves west. Koskatep is later discovered by the Darkers in the Cruth lowlands, and they establish their main base of operations in the region.

[DUNGEON MAGAZINE issue #24 "In the Dread of the Night" adventure, possible date, see also Agosta's "Lords of the Cruth Lowlands Campaign" and my Koskatep series in *Threshold Magazine*]

Vlad Lutescu, 34 years old, succeed his father Ionut as Lord of Rugalov after his passing. He has two children, Ivan and Magda.

[GAZ1, AGOSTA, NERI, ORTEGA]

A village in the Foam fire Valley is destroyed by orcs. ["DARK KNIGHT OF KARAMEIKOS"]



Cleric of the Church of Traladara

999 AC

Vatermont 3: Alfric Oderbry dispatches Juthindar Sperren to the Shires to begin a survey of the Halfling lands. Oderbry sees the Shires as potential territory for an Expansionist Karameikos. [GAZ8]

Crop Failure. Drought conditions destroy about 20% of the crops in the west. Over 400 people (mostly Thyatian) left the town of LuIn over the winter as hunger set in.

[RELIGION]

Irena Piotrev, apprentice of Teldon, arrives in Rockhome. [GAZ6]

Thaumont 14: After a long illness, Christoph Torenescu passes away. The funeral is a sombre event with Yarol present to represent the Duke. Christoph has finally been poisoned to death by his brother, Boris. Aleksander becomes head of the clan.

[GAZ1, MEANEY]

Clifton Caldwell acquires the abandoned Antilles Castle west of Threshold. B9, PWAI11]

Adriana Karameikos returns home from her Shearing. [GAZ1]

Captain Mikel Pyotrev, who distinguished himself in maintaining the peace with minimum bloodshed in many occasions, becomes the first Traladaran leader of the Specularum city guard.

[GAZ1, arbitrary date]

Bargle and the Iron Ring attack Threshold from hiding in the Black Woods, but their plan is partially disrupted by adventurers and they are repelled. [EXPERT SET]

Sherlane Halaran formally accuses Von Hendriks of aiding and abetting Bargle and the Iron Ring. The motion is supported also by Korrigan and others at Court, but Von Hendriks vehemently denies his wizard has anything to do with the Iron Ring, and maintains Traladaran families spread propaganda against him. Stefan does not believe him anymore, but is still undecided about the opportunity of removing his cousin by force. [AUTHOR]

A dangerous infestation of hivebroods is discovered in Specularum and contained by adventurers.

[DUNGEON MAGAZINE issue #13 adventure "Of Nests and Nations", arbitrary date, should be set near GAZ1 period]

Pieter Radu is sent to Kelvin, officially as a priest, but the true reason is to establish a branch of the Veiled Society there.

[K:KOA, THEISEN]

Gabrion Retebius dies in the Dymrak woods. His sister Constantina enters the Church of Thyatis. [NERI]

Katerina Dromilov Hyraksos dies while travelling to Rockhome to reach his husband Constans. [NERI]

Or she could have disappeared, prompting an adventure to find her. [AUTHOR]

EVENTS IN 1000 AC & BEYOND

or the problem with "Wrath of the Immortals" and "Karameikos: Kingdom of Adventure"

The environment of GAZ1 takes for granted that several events are imminent in 1000 AC, as indicated in the Adventures Section on page 62. These events are quite game changing for Karameikos, and any DM who started a campaign around 1000 AC will probably have them happen in a few years, as I did in my original Karameikos campaign years ago. The Discovery of Lavv, the Holy War in Karameikos set up by Alfric Oderbry, another Marilenev rebellion and a final war against Ludwig Von Hendriks are just the main ones.

However, when the "Wrath of the Immortals" boxed set was published, with the Mystara timeline advanced 10 years, and then the "Poor Wizard's Almanac" and the "Karameikos: Kingdom of Adventure" boxed set (which was set in 1,012 AC), the imminence of such events was completely ignored. Von Hendriks was removed by the Five Shires in *Poor Wizard's Almanac I*, in a rather anticlimactic way which does not involve PCs at all, and in the meantime other major players, such as Oderbry, just did nothing.

Obviously each DM will decide when she/he wants certain events to happen, but I have my suggestions below, which therefore slightly change the official timeline outlined in the *Poor Wizard's Almanacs*. The differences between my timeline and the official one are highlighted in notes.

1000 AC

Nuwmont: Duke Stefan Karameikos celebrates the millennium his thirtieth year of rule [GAZ1]. Davinos' Petition: riots occur in Specularum after a man named Davinos, who presented a petition for dispossessed Traladarans, is killed. The riots end when the Veiled Society is discovered behind the assassination. [GAZ1, AUTHOR]

Justin Karameikos returns home from his Shearing and Valen Karameikos begins his own. Valen's Flight: Iron Ring agents try to kidnap Valen but are defeated by adventurers. [GAZ1 and adventure]

Forces of Chaos menace Castellan Keep but are defeated by local troops and adventurers. [B2, *arbitrary date*]

Catharandamus, high priest of Arik, with the use of an artefact known as the Eye of Arik, attempts to bring Arik's avatar onto the prime plane but is defeated. Princess Argenta of Haven marries Prince Ellis the Pure, former Knight of the White Drake. [B3, *arbitrary date*]

The Missing Rose: Marianna Vorloi is kidnapped by the Veiled Society but rescued by adventurers. [GAZ1 adventures, *arbitrary date*]

Sascia Markovitch sends adventurers to retrieve the Essence-Orb of Trinkla, the Black Sage in the Blight Swamp, hoping to use it against the Black Eagle. [AC2 adventure, "*The Treasure of the Hideous One*", *arbitrary date*]

Threshold wizard Claransa, 34 years old,

leaves Karameikos to travel to Norwold. [JA, CM1, likely date, or earlier]

1001 AC

Ruins of ancient Lavv discovered under Kelvin. [GAZ1 adventures, *arbitrary date*]

"*Escape from the Black Eagle*"/"*Toys of a Madman*"/"*The Great Escape*": Yolanda of Luln sponsor adventurers who extract several people from the dungeons of the Black Eagle barony. Von Hendriks sends protests at Court, but the tales of the adventurers and prisoners are now proving to Stefan the evil ways and the danger of his cousin.

[GAZ1 adventures, B9 3rd adventure, *arbitrary date*]

Finally Guldahan Cordelius manages to return home from the Five Shires. The new ambassador is Lazlo Manolescu, which the halfling like more as he is from Luln, and more sympathetic to the problem of the Black Eagle. [GAZ8, PWAI, AUTHOR]

Crown Tournament of Norwold, some Karameikan (Arcadius, Celia, Claransa the Seer, Dimitri Dikhoff, Elarianthas, Lucci Dhay, Maximilian I, Shebb Woolsey) obtain domains in Norwold.

[CM1, *likely date, or later*]

1002 AC

Abelaats appear near Penhaligon. The green dragon Verdilith wreaks havoc on Bywater. With the help of Johauna Menhir, Sir Fain Flinn regains his honour at the Penhaligon court and sets out to kill his nemesis

Verdilith. Johauna slays Verdilith which had killed Fain Flinn. Armstead destroyed by abelaats. [CANON, HAVARD, AUTHOR]

Koriszegy Keep: The Haunted castle is liberated by adventurers and its lord destroyed or forced into hiding. The land is assigned to adventurers as a new dominion.

[GAZ1 adventures, *arbitrary date*, could also be combined with the plot of “*Order of the Griffon*” (TurboGrafx-16 videogame)]

A Iron Ring operations in league with Dymrak goblins is foiled by adventurers east of Kelvin, in the ruins of Xitaqa.

[first part of B10, *arbitrary date*]

The Lost Valley of Hutaaka is discovered and the ancient Traldar, expelled from it, settle west of Threshold and Verge, promoting a wave of Traladaran nationalism.

[second part of B10, *arbitrary date*, AUTHOR]



*Fain Flinn
killing a
dragon*

1003 AC

Massive Abelaat invasion of Karameikos. Penhaligon partially destroyed. Baroness Arteris barely escapes. Johauna Menhir and the Knights of the Three Suns eventually repeal the invasion.

[CANON, HAVARD⁴, AUTHOR]

Holy War: Patriarch Jowett retires⁵ and Alfric Oderbry tries to destroy the Church of Traladara and takes control of Kelvin, but is captured and executed. Sherlane Halaran becomes the new Patriarch of the Church of Karameikos. [GAZ1 adventures, *arbitrary date*]

The Pirates of Halag: The Minister of War, Admiral Hyraksos, commissions a ship to sail into the Gulf of Halag and prey upon the Black Eagle pirates, to find proof the Baron is conducting illegal activities. Hyraksos presents the proof to Stefan, who orders Von Hendriks to cease all his promoting of piracy. Von Hendriks denies the accusation and protest the “persecution” against him.

[GAZ1 adventures, AUTHOR, *arbitrary date*]

Von Hendriks secretly promotes more attack from the Dymrak goblins. The Iron Ring takes the Eye of Traldar from the Vyalia elves, but adventurers retrieve it.

[DDA3 and DDA4 adventures, *arbitrary date*]

⁴ I moved the date back one year from Havard’s timeline to make room for other events

⁵ This event has not happened yet in “*Karameikos: Kingdom of Adventure*”, set in 1,012 AC, but should be imminent. Fan Almanacs had this event happen in 1,017 AC.

Iron Ring bandits try to take a castle in the Dymrak region until they are defeated by adventurers.

[*DUNGEON MAGAZINE* issue #53 adventure “*Elexa’s Endeavor*”, the map fits quite well in the area even if the placement is only a suggestion]

Zandra Sulanov, at 19 year old, enters the army after her Shearing. [K:KOA]

1004 AC

Knight of Luln: The Duke finally decides Sascia Markovitch deserves to become a knight, Korrigan travels to Luln to knight her. The Black Eagle assaults Luln with disguised soldiers, bugbears and other humanoids. Bargle commands the troops. Sascia, Korrigan, several adventurers and the help of officers from Radlebb and Riverfork keeps repel the assault. Korrigan returns to Specularum with undeniable proof of Von Hendriks’ actions. All the Court agree the Black Eagle will not step out peacefully and a war must be prepared to bring him down. Disturbing reports show Von Hendriks has established alliances with many hostile humanoid tribes, pirates and criminal organizations.

[GAZ1 adventures, AUTHOR, *arbitrary date*]

Valen Karameikos returns home after his Shearing, he lived many adventures in Karameikos and beyond.

[K:KOA, *arbitrary but likely date*]

Bartran Cordelius is kidnapped again, Zandra Sulanov distinguish herself freeing him. The bandits fight to the death or commit suicide before it is possible to interrogate them. Many at Court suspect the Black Eagle.

[K:KOA, AUTHOR, *arbitrary date*]

Claransa leaves her dominion in Norwold and travel to Aegos, where she manages to enter the Hollow World. Later trapped by the collapse of the shaft, she eplores the Hollow World for six years. [JA, p.152]

1005 AC

Events of “*Wrath of the Immortals*”: Alpathia declares war on Glantri and Thyatis. Hule conquers Sind and attacks Darokin. Black Eagle’s Banner: Von Hendriks, in league with the Master of Hule, allies with many humanoid tribes and tries to take Karameikos, but is defeated in a final battle at the doors of Specularum⁶.

[WOTI, EXPERT SET, GAZ1 final adventure, X10, AUTHOR]

Possibly second destruction of Verge by humanoids. [Mentioned in K:KOA]

Humanoid clans and bandits not anymore on the Black Eagle’s payroll create chaos in western Karameikos for months.

[K:KOA and also possible setting of *DUNGEON MAGAZINE* #57 side trek adventure “*Carcass Fracas!*”]

⁶ This event is strongly suggested in GAZ1 adventures and in X10 and as such happened in my campaign. The official canon timeline has Von Hendriks defeated by the Five Shires only in 1011 AC, a solution I do not like much because it is anti-climatic and it also seems quite out of character for Von Hendriks not to exploit the WotI situation to make his move. At the end of the war, Bargle and Von Hendriks could either be killed or escape as in the *Poor Wizard’s Almanac* official timeline.



King Stefan crowned in the Church of Karameikos

[AUTHOR, AGOSTA, (see Cruth and Koskatep links at end of article)]

Cornel Osteric receive orders from Thyatis to arrange the assassination of Stefan Karameikos. The plan is foiled by adventurers, but Osteric manages to cover his track. [K:KOA]

1007 AC

Refugees from Alfheim are accepted in Karameikos and slowly arrive near the Duke's Road Keep, receiving basic shelter, then continue south to Rifflian. [WOTI]

Princess Adriana's first-born son, Lucien Hyraksos is born. [K:KOA]

Zandra Sulanov is sent by Lucius Hyrakson to deal with humanoid hordes in the Altan Tepes and obtain stunning victories.

[K:KOA, *arbitrary date*]

Royal investigations are sent into the Dymrak woods to ascertain if the dragon Argos is really the ruler of the place. Many goblin parties are found and fought, but no proof of the dragon is found. [K:KOA, *arbitrary date*]

Misha Mananov, at 26, becomes a resident priestess in Verge for a while. She has become famous for helping people in need of aid, travelling with Devlin Yakov, and trying to establish peaceful relations with humanoid tribes. [JA, p.156]

1006 AC

Kingdom of Karameikos: Master Teldon makes a diplomatic mission to Alphatia. On his return Stefan Karameikos declares himself King of Karameikos. [WOTI]

Princess Adriana marries Lord Devon Hyraksos. [K:KOA]

Karameikos sends troops to Darokin, helping the Republic defeat the forces of the Master. A contingent of Karameikan troops remain three years in Darokin in an ultimately failed attempt to free Sind from Hulean occupation. [WOTI]

Twin sons of Gustav Vandevic die in the war. [*"Night of the Vampire"* adventure, p.5]

After the defeat of orc tribes allied to the Black Eagle, ogres and giants of the Cruth region rise to prominence in the west, maintaining neutral relations with nearby humans.

1008 AC

Plague year in the lands north of Karameikos, but Karameikos is relatively unharmed. [WOTI]

More Alheim refugees settle in Karameikos, Rifflian and nearby lands cannot support them, so the Chossum Clan moves along the river south of Rifflian, the Red Arrow goes near Radlebb Keep and near Haven, the Feadil move to the western Radlebb woods. [WOTI, PWAI, AUTHOR]

“Gentleman Jehann”, the king bandit, begins his career in the hills of Karameikos, robbing only wealthy merchants and government officials. [JA P.163, *likely date*, still active in 1,013 AC]

Valens castle, a small fortress with 40 acres, built in northern Karameikos by Rockhome craftsmen paid by Justin Valens, who moves into it with wife and three children. He will soon discover the castle is too expensive to maintain and will be forced to sell it in 1,014 AC. [JA, P.239]

1009 AC

Thyatian Emperor Thincol requests the aid of Karameikos against the Alphatian invasion, but King Stefan refuses with the excuse that most of his troops are dealing with the Hulean invasion of Sind. [WOTI]

Argent Hyraksos, daughter of Devon and Adriana Karameikos, is born. [K:KOA]

Claransa returns from the Hollow World, exiting from the north polar opening. [JA, P.152]

At the end of the year Karameikan troops left in Darokin return home. [WOTI]

Devlin Yakov, problem solver, retriever of lost objects and hidden treasure, becomes famous in Karameikos, particularly among Traladarans in need. He has travelled for years with priestess Misha Mananov, now in Verge. [JA, P.159]

Kaldmont: Week without Magic and end of the war. Terari and several Alphatian mages and refugees settle in Karameikos with their families, many in Mirros. [WOTI, JA P.185]

1010 AC

Nuwmont 1: Start of the Fifth Year of Rule of King Stefan celebrated in Specularum, New Elven dominions acknowledged in the Dymrak woods, Karameikan School of Magecraft announced. [PWAI]

Nuwmont 7: Claransa’s Travels to the Center of the World are published by Karameikan adventurer and Norwold former noble Claransa in Ierendi city, Specularum and many other cities of the Known World. [PWAI]

Vatermont 16: Western Defense League is founded between Darokin, Ylaruam, Rockhome, Karameikos and the Five Shires in Specularum. [PWAI]

Thaumont 1: King Stefan signs into law a proclamation giving Darokin a favored trading nation status, to help it recover from the war. [PWAI]

Thaumont 24: Akatrina, a young Traladaran artist, ask for protection of the city guard

against a thief named Lightfingers who left her a note claiming he will steal her art. [PWAI]

Flaurmont 1: Ground is broken for the Karameikan School of Magecraft in Krakatos. [PWAI]

Flaurmont 17-24: The ship Salvation arrive in Specularum, offering a free trip to Ierendi to winners of a drawing, but it is only a ploy by the captain Theodosius Kantinomeiros to capture people for ransom or enslavement. Soon after his departure a ship of the Karameikan navy pursues him, as Admiral Hyraksos had his suspects. [PWAI, PWAI, AUTHOR]

Yarhmont 5: Invited by Teldon, Claransa shows the wonders of the Hollow World to the Karameikan court in Specularum, then repeats the show at an open air theatre for the people. [PWAI]

A party of knights of the Order of the Griffon disappears in the Dymrak forest while hunting a dragon who had terrorized nearby communities. [K:KOA PAGES 12-13]

Klarmont 3: The Karameikan Polar Expedition set sail from Specularum on the ship Farseeker. [PWAI]

Felmont 8: Admiral Lucius Hyrakson dies, aged 75 years, of natural cause. [PWAI]

Felmont 9: Several hundred Erewan elves from Glantri settle the woods near Krakatos. [PWAI]

Felmont 10: Admiral Hyrakson funeral. Baron Antonic of Verge is the new Minister of War, [PWAI]

Felmont 11: Wandering Alpathian mage Terari visits Krakatos and meets Teldon, who invites him to stay. [PWAI]

A mechanical beholder, powered by an Immortals' artifact, created by one of the more advanced apprentices of Specularum's Magicians Guild is accidentally turned loose in the city, leveling a good section of the South End. The creation is defeated by Teldon, the head of the Magicians Guild, but both mage and monster disappeared in a pure white ball of fire. Many begin to push for the Guild to be moved out of the city. [DRAGON MAGAZINE #207]

Ambyrmont 11: Terari organizes a game of Alpathian Hard-Ball in Krakaros with some Alpathian refugees. [PWAI]

Ambyrmont 23: Due the disappearance of his friend Teldon, Terari accept the appointment of Master of the Karameikan School of Magecraft. [PWAI]

Sviftmont 28: The Karameikan Polar Expedition reaches Farend in Qeodhar to wait there the end of the winter, and sends words home. [PWAI]

Eirmont 7: Annoyed by the bureaucracy involved in his position, Retameron Antonic steps down from the Ministry of War. Zandra Sulanov is appointed in his place. [PWAI, K:KOA, AUTHOR]

Eirmont 15: Stefan Karameikos is kidnapped by halfling adventurers from the Five Shires which want to show him the real conditions of the Black Eagle barony. [PWAI, this event may not happen if the Black Eagle was already killed in the Wrath of

the Immortals war as detailed above in 1,005 AC. In this case this also could be a joint Karameikan-Shires operation against the Iron Ring and Sea Reavers in the region]

Eirmont 23: Stefan return to Specularum and revokes the Black Eagle's baronial status. [PWAI, as above]

Kaldmont 17: Five Shires declare war to the Black Eagle barony. [PWAI, as above]

Kaldmont 23: The halfling invade the Black Eagle barony and Bargle runs away before the battle, abandoning Von Hendriks. Zandra Sulanov position the Karameikan forces in Luln. [PWAI, as above]

Kaldmon 28: Day of Dread. [PWAI]



Sea battle with pirates

1011 AC

Nuwmont 1: At the New Year's feasts and parades in Specularum and celebration of the Sixth Year of rule of King Stefan some citizens protest and ask the King to protect the people from the Day of Dread. [POOR WIZARD'S ALMANAC II]

Nuwmont 5: The Black Eagle is brought to the Five Shires in chain. [PWAI]

Nuwmont 17,18: The Black Eagle is convicted in the Shires but escapes justice, secretly saved by a goblin shaman who intend to bring him at the service of King Kol of the Great Crater. [PWAI]

Vatermont 14: Halfling forces conquer Fort Doom. [PWAI]

Vatermont 28: Halfling forces return home to the Shires. [PWAI]

Thaumont 4: A Karameikan ship return to Specularum with captured Theodosius Kantinomeiros, the slaver who conned several citizen last year in Flaurmont and sold them into slavery in Jaibul. [PWAI]

Thaumont 10: Sea Reavers employed in Sind by the Master of Hule seize a Karameikan ship in the Sea of Dread. [PWAI]

Thaumont 15: Karameikan School of Magecraft opens for its first semester with 150 students and 15 faculty. [PWAI]

Thaumont 25: Aleena Halaran marries today adventurer Dmitri Yurevich. Baron Sherlane hosts a great wedding feast [PWAI - Note that in Karameikos: Kingdom

of Adventure, the second adventure in Eltan's Spring, the Sound of Madness, has Aleena revealing to be secretly in love with local druid Bertrak, who is charmed by a Hag. Either this happened before Aleena married Dmitri, or the marriage ended soon or is loveless, or Bertrak could be just a friend]

Flaurmont 7: The elf Maeleriss dies of old age, reportedly the oldest elf to survive the migration to Karameikos. He tells his nephew about the heirloom he left in former Alfheim. [PWAI]

Flaurmont 15: Karameikan School of Magecraft celebrates first month, some invisible students play pranks in Krakatos. [PWAI]

Flaurmont 23: Karameikan Expedition leaves Farend for the north pole. [PWAI]

Yarthmont 24: King Stefan awards three new dominions in western Karameikos. One is Halag, the former Black Eagle barony, which has become a new dominion in the west, given to Milo Korrigan as in [K:KOA] or to an adventurer as suggested by [PWAI]. Another is in the Radlebb woods east of Koryszegy, to an elf clan of Alfheim. Other Alfheim elves receive the Achelos and Riverfork woods on the Cruth river. In 1,008 AC, the Alfheim elves were offered the humanoid inhabited regions of the Radlebb and the Dymrak woods. [PWAI] says Callarii and Vyalia elves were unhappy with this choice, so the elves are offered new dominions now. In my campaign I had some Red Arrow stay in the Radlebb and Dymrak woods, near Halag and Haven, given their militaristic attitude; the Feadil in the western Radlebb woods, away from humans; and the Chossum, given their

trade inclinations, along the Volaga south of Rifflian. More Red Arrow, however, could also settle the Achelos and Riverfork woods, possibly already inhabited by werecreatures, fairies, Lindenelm elves and humanoids. As per Felmont 9 1010 AC, several Erewan from Glantri have also settled near Krakatos.

[WOTI, PWAI, AUTHOR]

Klarmont 12: Clifton Caldwell dies in his castle near Threshold, apparently of a heart attack. His castle is put on auction by Baron Sherlane. [PWAI]

Felmont 5: A naval force from Darokin, the Five Shires, Ierendi, Karameikos and the Minrothad Guilds begin to patrol the Sea of Dread in search of the Sea Reavers working from Sind and Jaibul. [PWAI]

Fyrmont 4: The Karameikan Expedition enters the Darklands between the Hollow and the Outer World and presses on, sending word to the Farseeker via scroll of communication. [PWAI]

Ambyrmont 21: Igor Grygorovich of Kelvin, accomplished mage, is invited to teach ancient Traladaran magic at the Karameikan School of Magecraft. [PWAI]

Hugo Strolojca kills Eric Brezovo in a duel, causing great sensation.

[*"NIGHT OF THE VAMPIRE"* adventure, likely date]

Kaldmont 15-20: Karameikos sends tons of wheat to Thyatis city to alleviate the famine.

[PWAI]

Kaldmont 25: Alfheim Avengers organization formed by elves in Achelos. [PWAI]

Kaldmon 28: Day of Dread, preparations are made in Karameikos and Krakatos to withstand it without damages. [PWAI]

Joshuan Gallidox wins the publishing rights of the Poor Wizard's Almanac from Thyatian wizard Rikard Prospero.

[JOSHUAN'S ALMANAC, PREFACE]

1012 AC

Nuwmont, 1: King Stefan changes back the name of Specularum to the Traladaran version Mirros. [PWAI]

Nuwmont 17: A band of adolescent frost giants from the Altan Tepes mountains, with a wizard among them, raids and capture the King's Road Keep, takes many prisoner and ask gold and the Master of the Karameikan School of Magecraft for ransom. [PWAI]

Vatremont 5: Frost giants are captured in the King's Road keep and brought to Mirros for trial. Their leader is executed, while the others are sent back to the Altan Tepes and the apprentice wizard enrolls in the Karameikan School of Magecraft. [PWAI]

Vatremont 27: More Karameikan grain reaches starving Thyatis city. [PWAI]

Flaurmont 1: At the Defense League meetings in Selenica, Karameikos proposes a free trade agreement between member nations, and the danger of shadow elves is discussed. [PWAI]

Iron Ring kidnappings in Threshold are

discovered by adventurers.

[KARAMEIKOS: KINGDOM OF ADVENTURE, "Trouble in Threshold" adventure, which could also lead to the discovery of the Nithian tomb/ziggurat and mummy under the town]

Yarthmont 1: Karameikos mobilizes troops as the war between shadow elves and dwarves of Rockhome escalates involving Darokin territory. [PWAI]

Yarthmont 10: Diplomats from Darokin and Karameikos meet Princess Tanadaleyo of the shadow elves in Rafielton, asking for peace talks. The Princess agrees on a truce and a meeting. [PWAI]

Yarthmont 22: Peace talks between shadow elves and dwarves fail in Selenica and the war resumes. [PWAI]

Yarthmont 23: The Karameikan Hollow World expedition survived the trek through arctic lands and today meets the beastmen. [PWAI]

Klarmont 2: Battle of the Black Hills, League troops from Darokin, Ylaruam, Five Shires and Karameikos face a shadow elves army and defeat it, forcing the elves to retreat to Aengmor. [PWAI]

Gnomes of Highforge, the Merchant's Guild of Mirros and the School of Magecraft cooperates to build a vessel capable of navigating Karameikos rivers, the Crimpshrine.

[DUNGEON MAGAZINE ISSUE #59 adventure, "Voyage of the Crimpshrine"]

Klarmont 9: Beast man grave discovered in Verge, drawing the attention of scholars and treasure seekers, in truth an ancient Hutaakan tomb. [PWAI]I]

Felmont 11: Humanoids take Oenkmar back from the dwarves, who are forced to retreat. Karameikan mage Gusztav Miksa saves many dwarves with his carpet of flying and spells until he dies accidentally teleporting in solid rock. [PWAI]I]

Felmont 15: King Stefan officially declares his daughter, Adriana, the heir to his crown, infuriating Queen Olivia, who had pushed for Valen's nomination. [PWAI]I]

Felmont 28: In Selenica Rockhome leaves the Western Defence League, furious at the lack of support of other members against humanoids and shadow elves. [PWAI]I]

Fyrmont 12-17: Forest fires, created by a pack of hell hounds, threaten the elven communities in the Dymrak forest. [PWAI]I]

Fyrmont 15-28: First World Games held in Selenica, Darokin, with the participation of Karameikos and many other nations. Karameikos and Ierendi compete to host the next event. [PWAI]I]

Sviftmont 1: Rumors in Specularum about a rift between King Stefan and Queen Olivia after the choice of the heir. [PWAI]I]

Sviftmont 20: After meeting welcoming beastmen, dinosaurs, hostile Azcans, peaceful Gentle Folk and Neathar the Karameikan explores in the Hollow World escape from the Alphatians and steal a skyship, managing to escape. [PWAI]I]

Eirmont 3: The Karameikan explores in the Hollow World meet Anna Von Hendriks and her Heldannic knights, and accept to take them in their skyship to the Outer World. [PWAI]I]

Eirmont 28: The Farseeker is still in Qeodhar but has no news from the Karameikan expedition to the Hollow World since more than a year. They send word to Mirros they will return home in the next spring, as the Expedition presumably failed. [PWAI]I]

Laina Vandevic, niece of Gustav and Selena Vandevic, is about to marry Iajo Moubotka, but the groom is killed by a vampire and adventurers barely save her life. Hugo Strolojca is also killed during the event.

[*"NIGHT OF THE VAMPIRE"* adventure, *arbitrary date*. Hugo could also be killed by PCs and Gustav and Selena may die too assassinated by Lord Ourosco minions, if not saved]

Kaldmont 15: Last day of the School year at the Karameikan School of Magecraft, school will reopen next Thaumont. Local residents are annoyed by students' pranks. [PWAI]I]

Kaldmont 20: The Griffon's Arms, a popular inn of the merchant district in Mirros, collapses, starting a fire and involving nearby buildings, killing about 200 people, and foul play is suspected. [PWAI]I]

Sperioptis Melanikas from Karameikos becomes a famous freeman gladiator in Thyatis city. [JA, P.108]

Kirias Gindenhelm, a Callarii elf and owner of the Boots of the Five Winds, donate them to his lover Eris Felsann, a human female ranger of the Radlebb woods, creating a

scandal among the elves. Kirias and Eris fled into the woods, and Lord Adiar Gildenhelm and his followers are looking for them.

[DUNGEON MASTER SURVIVAL KIT CARDS]

Teldon returns to Karameikos. He prefers to leave Terari as the Master of the School in Krakatos and Ministry of Magic, but resumes his position at the head of the Magicians' Guild in Mirros.

[JA, P.157, his disappearance mentioned in Dragon Magazine is ignored in the Almanacs, anyway it is possible it happened]

Travonus Skellik publishes the 4th edition of his famous Guide to Karameikos.

[*"NIGHT OF THE VAMPIRE"* adventure]

Kaldmon 28: Day of Dread.



Comet of 1,013 AC

1013 AC

Filomena Anastagio, the Black Widow, Thyatian wizardess wanted for 50,000 Lucins alive for the murders of her six wizard husbands, last seen boarding a ship for Karameikos. [JA P.161]

Nuwmont 21: Laszlo Kellemen, merchant of Mirros, presumed kidnapped by the Iron Ring.

[JA, P.213]

Nuwmont 22: Fire damages the Royal Karameikan Theatre in Mirros during "The Fire Mage" play. No one is hurt. The Theatre is rebuilt in the record time of 6 days with the aid of the School of Magecraft. [JA, P.213]

Vatermont 3: Laszlo Kellemen is ransomed for 10,000 gp. Kidnappers are not apprehended. [JA, P.214]

Vatermont 7: Leonide Karovchek of Kelvin found guilty of poisoning his wife and sentenced to death. [JA, P.214]

Vatermont 17: Snow in Southern Karameikos for the first time since 983 AC. [JA, P.215]

Vatermont 20: A comet appears in the skies each night for seven days. Rumors of the death of Oliver Jowett soon proved false.

[JA, P.215]

Vatermont 28: Drunken brawl in the Black Heart Lily tavern in Mirros spills into the street, 30 people arrested. [JA, P.215]

Mold men discovered in Specularum near the Crescent Street Infirmary.

[DUNGEON MAGAZINE #58 AD&D adventure *"The Menacing Malady"*, arbitrary date]

Thaumont: The Farseeker returns home from Qeodhar. The Karameikan Hollow World expedition is believed lost and many doubt the Hollow World exists at all. [PWIII, JA]

After a wreck of the Crimpshrine near

Serograd, the gnomes of Highforge build another, reinforced vessel to travel the river, called The Lookout.

[*DUNGEON MAGAZINE* ISSUE #59 adventure, “*Voyage of the Crimpsbrine*”, ending]

Thyrros, Glantrian dignitary of King Stefan’s court, find the torc and one bracer of the Shining Coat of Anessen and start the search of the final bracer in western Thyatis.

[DMSKIT CARDS]

Flaurmont 16-18: Violent tempest in the Sea of Dread. Karameikan merchant vessel Silver Cloud burns at sea, all cargo and six lives lost.

[JA, p.219]

Flaurmont 22: Laurentij Kolenka of Sulescu accidentally discover a treasure of 50,000 ancient coins buried by pirates.

[JA, p.219]

Yarthmont 1: King Stefan visit the Karameikan School of Magecraft in Krakatos.

[JA, p.220]

Yarthmont 4: King Stefan visit Kelvin, grand feast and parade.

[JA, p.220]

Yarthmont 9: King Stefan visit Penhaligon.

[JA, p.220]

Yarthmont 11: King Stefan cross the Wufwolde hills to Threshold.

[JA, p.221, same visit also mentioned on day 6, probably a mistake]

Yarthmont 15: Partial eclipse of full moon in Glantri, Darokin and Karameikos, increased activity of werereatures.

[JA, p.221]

Yarthmont 19: King Stefan visit Verge and Rifflian.

[JA, p.221]

Yarthmont 23: Adventurers discover extensive cave system near Mount Pavel in the Black Peak mountains and search for investors to fund an expedition.

[JA, p.221]

Yarthmont 26: King Stefan returns to Mirros for matters of state before resuming his Grand Tour.

[JA, p.221]

The Staff of Infernal Arcana of Truskel the Mad is stolen from the School of Magecraft at Krakatos by an unknown thief who kills seven apprentices.

[DMSK CARDS]

Klarmont 3: A party of explorers sail west from Mirros on the Pioneer ship to circumnavigate the world.

[JA, p.222]

Klarmont 12: King Stefan resumes his tour to Radlebb keep.

[JA, p.222]

Klarmont 25-26: King Stefan is in Halag where an unknown assassin tries to kill him with an arrow.

[JA, p.223]

Klarmont 28: King Stefan visits Luln,

[JA, p.223]

Felmont 2: Cargo barge from Threshold sinks in Lake Windrush, 9 lives lost.

[JA, p.226]

Felmont 4: King Stefan visits the Achelos wood elves and stay a week.

[JA, p.226]

Felmont 14: King Stefan returns to Luln and visits the elves of Radlebb.

[JA, p.227]

Felmont 24: King Stefan returns to Mirros,

[JA, p.227]

Felmont 25: Mages from the Schools of Glantri and Karameikos set out from Mirros on a joint expedition to find and study the Behemoth. [JA, p.227]

Fyrmont 4: Valentin Dardanus, Karameikan adventurer, gift 100,000 gp to Mirros to establish a public school for children. [JA, p.228]

Fyrmont 12: King Stefan grants asylum to six refugees fleeing the purge of noblemen in Thyatis, [JA, p.228]

Fyrmont 15-28: World Games in Mirros. [JA, p.228-9]

Fyrmont 26: Construction begins in Mirros of Royal Art Museum sponsored by Queen Olivia. [JA, p.229]

The masterful thief Cynos vanishes while adventuring in Mirros. Followers of Nyx search for him, as he has the famed Shadowwalk Ring which the Church considers an important sacred object. [DMSK CARDS]

Ambymont 16: Hurricane in the Sea of Dread wrecks 25 ships and causes damage on the coast of Five Shires, Karameikos and Ierendi with 400 lives lost. [JA, p.231]

Ambymont 20: Sir Peter of Kelvin found wandering the streets in night clothes, suffering of sleepwalking. [JA, p.231]

Swiftmont 10: Karameikan merchant vessel Foamrider collides with vessel Safiyah of Ylaruam in the harbor of Thyatis city, sinking it and sustaining damage. [JA, p.232]

Swiftmont 12: Launching of the Lucis, new flagship of the Royal Karameikan Navy. Fireworkd by the Karameikan School of Magecraft. [JA, p.233]

Swiftmont 23: Princess Tanadaleyo of Rafielton invites Alfheim refugees to visit and discuss the future of the forest. [JA, p.232-3]

Eirmont 7: Nest of wererats discovered in Mirros and driven out by soldiers and adventurers. [JA, p.234]

Eirmont 16: Alfheim refugees relate the discussion with Princess Tanadaleyo. Several members of the Chossum clan accept to return to Alfheim and help, and some Feadil too, while the Red Arrow refuse and hotly contest the choice, [JA, p.235]

Eirmont 18: A man immolates himself in Mirros after calling King Stefan Halav. [JA, p.235]

Eirmont 28: King Stefan dispatch adventurers to the Wufwolde hills where villages are attacked by a flock of darkwings, [JA, p.235]

Kaldmont 1: King Stefan encouraged by Queen Olivia passes a law requiring any Karameikan town of 100 families or more to hire a teacher, [JA, p.236]

Kaldmont 3: Following spectacular shooting stars, a meteorite of 10 pounds hit the main street of Threshold, but no one is injured. [JA, p.236]

Kaldmont 11: Gentleman Jehann, the bandit which robs the wealthy, becomes famous in Karameikos, eluding all pursuers. [JA, p.236]

Kaldmont 17: A lion shaped amber golem Master Terari was creating for King Stefan runs amok in Krakatos, causing damage. Sabotage is suspected. [JA, P.237]

Krollan's hood is retrieved after more than 20 years from the assassination of the famous wizard. [DMSK CARDS]

The Shield of Halav is retrieved by adventurers in the lost town of Zadreth near Threshold, and brought to Mirros by the Church of Traladara. [“HAIL THE HEROES” adventure, *arbitrary date*]

End year: Joshuan Gallidox has by now moved the printing of the Almanac from Thyatis city to Mirros, also because Thyatis taxed book and almanacs in Nuwmont 1,013. [JOSHUAN'S ALMANAC, preface, P.212]

Kaldmont 28: The Day of Dread.

The Mystara Almanacs 1014-1019 AC

Events in these years were created by fans in the Mystara Almanacs which were published in the Vaults of Pandius. Some of these events may have happened earlier in other campaigns or not happen at all, but they could be useful anyway as possible developments of the history of Karameikos.

1014 AC

The hin Martina Blossomheath, already famous for a pastry stand in the Lesser Merchant District of Mirros, opens a bakery restaurant and Ylari coffee house in the Bricktop district. [JA, P.59]

Nuwmont 7: Karameikos recognizes the New Alphatian Empire, first nation of the Known World. [MA 1014]

Vatermont 1: Opening of Hard-Ball Season in the Alphatian Empire, Karameikos is invited to participate. [MA 1014]

Vatermont 16: Werereatures active near Threshold. [MA 1014]

Thaumont 14: The skyship of the Karameikan crashes in the Arypt desert of Davania after a fight with the Heldannic knights of Anna Von Hendriks. The Karameikan Hollow World expedition continues its long return home. [MA 1014]

Lost city of Tuma is discovered in northern Karameikos. [B8 main adventure, *arbitrary date*]

Sword of Halav is retrieved by adventurers who donate it to King Stefan. The event spurs the Cult of Halav in a religious frenzy in the nation. The Cult demands the Shield is given to King Stefan to.o.

[DMSK CARDS, "HAIL THE HEROES" adventure, AUTHOR, *arbitrary date*].

A Glantrian wizard hires adventures to find the Traladaran adventurer Niktor who disappeared with his companion in the Bligh Swamp, with his famous weapon Comet's Edge,

[DMSK CARDS, *arbitrary date*]

Yarthemont 30: Bids close at Marsan & Sons in Mirros for the purchase of Valens Castle in northern Karameikos, while the owner Justin Valens purchase a house in Mirros for his family of five. [JA, P.239]

Adventurers find the Great Blade of Ghyrkos in the Dymrak woods. The region is soon infested by a powerful vampire, as Ghyrkos was turned into one and only the blade kept him in his grave. [DMSK CARDS]

Klarmont 25: Winner of Valens castle is announced. Valens family moves to Mirros (or Threshold) and Justin pays his creditors. [JA, P.239]

Felmont 2: After having traversed the Arypt desert and savannah, encountered a tabi ally, escaped Bogdashkan, Manacapuru and Leopard clan lands, the Karameikan Hollow World expedition reaches Raven Scarp in the Thyatian Hinterlands. [MA 1014]

Felmont 3: A Traladaran man who had grievances to bring to the King is slain in Mirros. Lord Halav Yushiev investigates/

[another possible placement of "Davinos' Complaint" GAZ1 adventure with a character from the "Dark Knight of Karameikos" book, MA 1014]

Felmont 18: Lord Yuschiev foils a Veiled Society plot in Mirros. [see above, MA 1014]

Fyrmont 9: The Karameikan Hollow World Expedition arrives back in Mirros today, surprising everyone, with proofs of the existence of the Hollow World. [MA 1014]

Fyrmont 11: Stefan Karameikos meets the member of the Expedition, learns of the survival of Alphatia. Terari teleports to the New Alphatian Empire to inform the allies. Joshuan Gallidox leaves is post as editor of the Almanac to the gnome Belzamith and the dwarf Dorrik. [MA 1014]

Fyrmont 15-28: World Games in Ylaruam. [MA 1014]

Thief Xavier Tanos steals a holy artifact of the Church of Karameikos, which puts a reward of 250,000 royals for his capture. [MA 1014]

Swiftmont 8: Karameikos tells the world the Hollow World is real and Alphatia survived in it. [MA 1014]

Milena Artho Marilenev dies in Darokin, and confess to her 43 years old son his true origins. Andros Marilenev is shocked by the revelation but proud of his heritage, begins to use his real surname publicly. [GUERRA]

Card depicting a wizard of the School of Magecraft



The amulet of Moira the Pure is retrieved in Three Axe Ford, Black Peak Mountains. Several groups tries to take it, as the object can protect from vampires' powers and also restore a vampire to true life.

[DUNGEON MASTER SURVIVAL KIT CARDS, arbitrary date]

Thaumont 15: First Karameikan skyship, the Concordia, launch in Krakatos. Captain Nikolai Delauris, leader of the first Expedition, will lead on it a second expedition to the Hollow World, and Claransa will join it too. [MA 1015]

Yarthmont 15: The Concordia departs from Mirros, headed to the New Alphatian Empire first and then to the Hollow World.

[MA 1015]

1015 AC

Nuwmont 6: A white dragon attacks the King's Road Keep. [MA 1015]

Nuwmont 12-15: Penhaligon and Mirros are informed of the white dragon attacks. [MA 1015]

Nuwmont 17-18: Sir Yuschiev leaves Mirros with his knights and in Krakatos obtains the help of the frost giant wizard, Derkost, studying here since 1,012 AC.

[*"DARK KNIGHT OF KARAMEIKOS"* novel, MA 1015]

Vatermont 4: Sir Yuschiev and his knights defeat the white dragon. [MA 1015]

Vatermont 15-18: Sir Yuschiev and his knights are hailed as heroes returning in Mirros, and Sir Halav Yushiev is rewarded by the King with a Barony north of Rugalov keep.

[*"DARK KNIGHT OF KARAMEIKOS"* novel, MA 1015]

Klarmont 2: The Concordia stops at Ionace and gather equipment to pass the polar opening. [MA 1015]

Klarmont 21: A Darokinian ship arrives in Halag after having been nearly sunk by a pirate vessel, The Scouge, secretly founded by Minrothaddan which are competing with Darokin. [MA 1015]

A representative of Magda Marilenev finds Andros in Darokin, and convinces him to return to Karameikos to claim his heritage.

[GUERRA]

Felmont 24: The School of Magecraft of Krakatos begins a program to help Thyatis create underwater breathing and movement equipment for their war against the Twaelar merrow empire. [MA 1015]

Fyrmont 11: The Scourge is captured by a Darokinian ship and a Minrothaddan ship and brought to Mirros. The crew will be tried in Minrothad. [MA 1015]

Fyrmont 15-28: World Games in the Five Shires. [MA 1015]

Fyrmont 26: Peace treaty signed between Alfheim and Aengmor, some Alfheimers leave Karameikos to return in their original homeland. [MA 1015]

Ambyrmont 11: A fire in Mirros damages Joshuan Gallidox Publishing, arson is suspected. No one is hurt but the Publishing moves to a new building near the Black Heart Lily tavern. [MA 1015]

Ambyrmont 13-15: Passing the north polar opening, the Concordia crashes in the Darklands of the Hollow World, and several crewmen perish. The Expedition has to leave the Concordia and continue on foot. [MA 1015]

Kaldmont 6: The Expedition obtains wood from the beastmen and returns back to repair the Concordia. They are also found by an Alphatian search party. [MA 1015]

Kaldmont 26: The Concordia repaired, the Karameikan Expedition reaches Jafilia and talks to Empress Eriadna. [MA 1015]

1016 AC

The Cult of Halav finances an expedition to the Altan Tepes mountain in search of the famed Oirtulev's eye.
[DMSK CARDS, *arbitrary date*]

Thaumont 3: Cornel Osteric finds out Alphatians are selling weapons to the merrow in their war against Thyatis. [MA 1016]

Thaumont 5: Karameikan troops leave for Darokin to aid Rockhome against humanoids, [MA 1016]

Thaumont 20: Alfheim Avengers decide to resort to assassinations to sabotage the peace between Alfheim and Aengmor. [MA 1016]

Flaurmont 1: Some Karameikan volunteers sail with the Thyatis armada against the Twaelar from Thyatis city. [MA 1016]

Klarmont 9: Lost Valley of Hutaaka found.
[another possible date for B10, MA 1016]

Klarmont 18: Emilio the Great is kidnapped while on tour in Darokin by the Alfheim Avengers. [MA 1016]

Felmont 6: Rumors in Halag that Bargle has returned to stir local humanoids. [MA 1016]

Felmont 10: First Shadowelf ambassador reaches Mirros. [MA 1016]

Felmont 13: Ambassador Shalander is kidnapped in Karameikos by the Alfheim Avengers. The revendication is an arrow on the door of the Joshuan Gallidox Publishing in Mirros. [MA 1016]

Felmont 15: Western Defense League meets in Selenica to discuss the actions of the Alfheim Avengers. [MA 1016]

Andros Marilenev is now working to obtain the support of the Radu and Torenescu to prepare a rebellion against King Stefan. He

marries Ileina Callarii in the hope of gaining, at least partially, the support of the elves.

[GUERRA]

Fyrmont 12: Adventurers rush to Threshold to explore the Lost Valley of Hutaaka.

[MA 1016]

Fyrmont 17: Dimitri Stepanov, young Karameikan hardball player, is killed by Alfheim Avengers just outside Kelvin. [MA 1016]

Ambyrmont 14: Gnollish attack on the rise in the Black Peak Mountains.

[MA 1016]

Swiftmont 4: Two adventurers from the Lost Valley speak with Baron Sherlane in Threshold.

[MA 1016]

Swiftmont 10-12: The adventurers from the Lost Valley arrive in Mirros with Patriarch Sherlane to speak with the King. Iron Ring agents try to kill them, but fail.

[MA 1016]

Swiftmont 18: On his 68th birthday, King Stefan elevates Desmond Kelvin and Terari to Counts, Sulescu to Baron, and creates two new baronies on the Estron road and near Rifflian.

[MA 1016, in MA 1017 appears a Ioannes Rosattas Lord of Verge, which could be a new baron too or a vassal of the Antonic. Basileios Zarides appears as another Baron of Thyatian origin]

Swiftmont 28: Lost Valley is closed by Royal troops to avoid tensions with the resident. Terari leads a team there.

[MA 1016]

Eirmont 4: Karameikan troops recalled from Rockhome.

[MA 1016]

Eirmont 10-20: Karameikan volunteers lead by Justin Karameikos sail to Thyatis to help Emperor Eusebius in the Thyatian civil war.

[MA 1016, where Justin leads the volunteers. This however does not seem fitting his description in GAZ1 and K:KOA, so Valen could also be an alternative]

1017 AC

Nuwmont 8: Terari reports to King Stefan about the Lost Valley.

[MA 1017]

Nuwmont 21: Emperor Eusebius wins the Crown War in Thyatis and send envoys to King Stefan to improve relations. Justin (or Valen) remains in Thyatis.

[MA 1017]

Vatermont 3: Thyatians envoys and Traldars of the Lost Valley both arrive in Mirros today. King Stefan leaves the Thyatians waiting.

[MA 1017]

Vatermont 4: Extremists of the Church of Traladara and of the Church of Karameikos uses the Lost Valley to spread racial division.

[MA 1017]

Vatermont 16: Jowett retires and nominates Sherlane Halaran new Patriarch of the Church of Karameikos. Alena Halaran Yurevich is the new Baroness of Threshold.

[MA 1017]

Vatermont 19: Followers of Oderbry attack the Church of Traladara in Mirros.

[MA

1017]

Thaumont 2: Members of the Torenescu clan attacked by followers of Oderbry. [MA 1017]

Thaumont 4-5: Lord Korrigan discuss with the Thyatian envoys, which ask for the Empire the land east of the Rugalov river. King Stefan grant the request, and Thyatis recognizes Stefan as a King. [MA 1017]

Thaumont 14: split inside the Order of the Griffon between followers of Oderbry and Halaran. [MA 1017]

Thaumont 19: Trade friction between Thyatis and the Western Defense League, but Karameikos is better treated due to the recent agreement. [MA 1017]

Flaurmont 6: Fight in Kelvin between Traladarans and followers of Oderbry. [MA 1017]

Flaurmont 10: A mission of the Darokin Diplomatic Corp arrives in Karameikos to help stopping the religious fights. [MA 1017]

Flaurmont 27: Justin Karameikos receives a barony in the Hinterlands from Emperor Eusebius. [MA 1017]

Yarthumbont 22: Justin Karameikos becomes baron of Cittanova in the Hinterlands. [MA 1017]

Yarthumbont 23-26: Alfric Oderbry captured and excommunicated. [MA 1017]

Klarmont 15: King Stefan enacts the Traladaran Reparation Act to refund those damaged by Thyatian actions. [MA 1017]

Felmont 1: Five Shires request aid to the Western Defence League against Thyatian and Minrothaddan Privateers attack. [MA 1017]

Felmont 2: The Iron Ring forges a secret deal with new Baron Zarides of Krakov on the Eastron Road [MA 1017]

Felmont 10: Karameikos does not send aid to the Shires, urging the hin to stop pirate attacks against Thyatis. [MA 1017]

Ambyrmont 21: Bargle's humanoids attack western Karameikos. Bargle's cousin Sverdlov is really behind the attacks. [MA 1017]

Eirmont 19: A Master of the Iron Ring becomes minister in Jaibul. [MA 1017]

Kaldmont 26-27: A pilgrimage of Followers of Valeria from all over the Known World, including Karameikos, to Glantri city, ends in bloodshed with the city guard. [MA 1017]



Traladaran castle

1018 AC

Nuwmont 1: King Stefan celebrates his thirteenth year of rule wearing Thyatian regalia gifted by the Emperor of Thyatis, a sign of the new friendship some like and some do not. [MA 1018]

Nuwmont 5: Glantri sends official excuses for the Alexander day massacre of Valerias' followers. [MA 1018]

Nuwmont 12: Master Terari participates in the New Alphatian Empire Council. He has not been in Karameikos for several months now. [MA 1018]

Vatermont 24: Clerics of Valerias denounce the massacre in Glantri and the governments which did nothing about it, such as Karameikos. [MA 1018]

Thaumont 14: Clanmasters of former Alfheim gather in Karameikos. [MA 1018]

Thaumont 15: Terari still missing at the beginning of school year in Krakatos. [MA 1018]

Yarthumbont 3: Riots in Kelvin provoked by Thyatian and Traladaran nationalists. [MA 1018]

Yarthumbont 27: Adventurer Viola Miroslava staggers into the Shady Dragon Inn in Midwood, searching the wizard Nicodemus, she collapses and dies after mentioning she has hidden the sword, Reaver, in haunted Fort Boldizarovic. Several groups of humanoids are seeking the blade, which gives one command over humanoid races. [MA 1018]

Felmont 4: The witch-doctor of the Broken Skull bugbear tribe finds an ancient temple and a great bronze statue of a dog-headed warrior. [MA 1018]

Fyrmont 22: After trying to charm Juliana Vlaerdoen and being discovered, Von Hendricks is extradited to Karameikos. [MA 1018]

Ambyrmont 2: The bugbears plunder

Threshold with the aid of a bronze golem, but Baroness Alena and her knights destroy it. [MA 1018]

Ambyrmont 17: Professor Igor Grygorovich of the School of Magecraft studies the bronze golem which attacked Threshold, see also Legend of the Bronze Golem adventure. [MA 1018]

Sviftmont 7: Emperor Eusebius of Thyatian and the Vyalia elves reach an agreement to limit human colonists in the region recently acquired from Karameikos. [MA 1018]

Sviftmont 20: A powerful Werewolf calling himself the Wolf King attack travellers in the Radlebb woods. [MA 1018]

Sviftmont 23: The Concordia has returned from the Hollow World, damages in the polar passing are repaired at Ionace. [MA 1018]

Eirmont 16: Amulet of the Marshes stolen at the House of Yuschiev in Mirros. [MA 1018, "DARK KNIGHT OF KARAMEIKOS" novel]

Eirmont 18: Small scandal in Mirros when a gnome gemcutter is exposed (by the network of Queen Olivia) as spy for Highforge. [MA 1018]

Eirmont 19: Sir Grigory, knights of Sir Yuschiev, follows the thief of the amulet to the west. [MA 1018]

Eirmont 26: Sir Grigory returns to Mirros after finding the amulet in Luln. [MA 1018]

Kaldmont 1: Black Eagle arrives in Mirros. [MA 1018]

Kaldmont 6: Terri returns to Krakatos where he is summoned to Mirros and resigns from his positions at the School and the Ministry.

[MA 1018]

Kaldmont 14: Barony of Yuschiev North of Rugalov attacked by orcs.

[MA 1018]

Kaldmont 17: The Concordia finally returns to Mirros with Claransa and more tales of the Hollow World.

[MA 1018]

Kaldmont 22: gnomes of Highforge feign an espionage operation in Mirros to play a prank on Queen Olivia.

[MA 1018]

Kaldmont 27: Baron Yuschiev learns of the attack on his barony and plans to send sir Grigory.

[MA 1018]

Kaldmont 28: Day of Dread.

[MA 1018]

1019 AC

Nuwmont 3: Grigory and other Yushiev men leave Mirros to investigate the attacks in the eastern barony.

[MA 1019]

Nuwmont 9-11: Sir Grigory is briefly imprisoned in Rugalov before defeating Khalil, leader of the mercenary band Fangs of Jallah, and obtaining command of them.

[MA 1019]

Nuwmont 9: A mineral oil hunt begins in the Blight Swamp.

[MA 1019]

Nuwmont 12: Grigory and his men with the Fangs defeat an orc horde commanded by a Dark Knight.

[MA 1019]

Nuwmont 19: The Black Eagle ask King Stefan a fair Karameikan trial.

[MA 1019]

Nuwmont 27: Sir Grigory has defeated all the orcs in the region, but he goes mad and disappears.

[MA 1019, "DARK KNIGHT OF KARAMEIKOS" novel]

Vatermont 1: Trial granted to Von Hendricks by King Stefan.

[MA 1019]

Vatermont 9: Sir Grigory's men return to Mirros without him.

[MA 1019]

Vatermont 13: Sir Grigory is found amnesiac near Rugalov.

[MA 1019]

Vatermont 22: Word reaches Mirros Sir Grigory may still be alive, he is brought home.

[MA 1019]

Thaumont 5: Claransa is appointed new Minister of Magic to replace Terari.

[MA 1019]

Thaumont 15: The Masked One, a Traladaran wizard, becomes the unofficial Headmaster of the School in Krakatos.

[MA 1019]

Thaumont 25: Sir Grigory awakens in Mirros and tells his tale.

[MA 1019]

Flaurmont 1: Trial of Von Hendricks begins in Mirros.

[MA 1019]

Flaurmont 14: Alphatians Harassed by bureaucracy and guards in Karameikos due to Queen Olivia suspicions on them.

[MA 1019]

Flaumont 15: Valachi Sulescu, the son of

Baron Zemiros Sulescu, is hurt by some werewolves in Glantri city, where he is living as a student wizard in the School of Magic.

[MA 1019]

Flaumont 17: Since mineral oil was found in the Blight Swamp many hin and non hin adventurers have disappeared in it.

[MA 1019]

Yarthumbont 25: The Five Shires decide to finance an official expedition to the Blight Swamp, and close it to adventurers.

[MA 1019]

Yarthumbont 28: One of Queen Olivia's spies is caught by Alphatian wizard Telokar of Frisland, a former commander in the Alphatian army and now a professor of Conjunction and Summoning at the Karameikan School of Magecraft.

[MA 1019]

Klarmont 1: Alphatians at the School of Magecraft meet to discuss the current hostility from the Karameikos government.

[MA 1019]

Klarmont 7: Queen Olivia learns of the meeting of the Alphatians in Krakatos and worries.

[MA 1019]

Klarmont 15: In Darokin rulers of the Shadowelves, former Alfheim, Wendar, Darokin and Karameikos, including King Stefan, meet secretly to plan the destruction of the Church of Atzanteotl and the dismantling of the Alfheim Avengers.

[MA 1019]

Klarmont 19: Several Alphatian professors of Krakatos cancel their classes. The Masked One contacts Claransa.

[MA 1019]

Klarmont 22: The Emperor's Hillfolk, a comedy depicting a Traladaran family that strikes it rich and moves to Emperor's Hill in Thyatis City, opens. The play proves to be immensely popular, and soon a version of the play opens in Mirros as well.

[MA 1019]

Felmont 2: Concerted attack against the Church of Atzanteotl all over the Known Word and Shadow elves territories, and in Karameikos too.

[MA 1019]

Felmont 3: A Five Shires' trader ship, The Jolsten, is pushed upon a group of coastal rocks east of Sulescu Village. The ship's master, Captain Shirley Kidder, orders the crew to abandon ship.

[MA 1019]

Felmont 22: Hin worshipping a strange monsters are discovered in the Blight Swamp, and the hin of the nearby village are banished from the Shires by the Sheriffs.

[MA 1019]

Felmont 26: After the recent tension, 3,000 Alphatians of the 90,000 who have settled Karameikos decide to leave to return to Alphatian territories in the east.

[MA 1019]

Fyrmont 1: The Masked One discovers most of the Alphatian professors have left the School of Magic, bringing away all their items and books.

[MA 1019]

Fyrmont 11: Werewolves attack near Luln, in truth hunters from Glantri who are searching for a nosferatu assassin.

[MA 1019]

Fyrmont 13: The 3,000 Alphatians ready to depart from Mirros are detained by the city guards in the Foreign Quarter.

[MA 1019]

Fyrmont 14: One of the werewolves is captured near Halag, but soon dies of his wounds. [MA 1019]

Fyrmont 16: A Five Shires' ship, The Kholn, comes across wreckage off the coast of Karameikos near the village of Sulescu. Items recovered indicate that it was a Minrothaddan vessel, The Fancy Dancer. The wreckage is due to a pirate attack. [MA 1019]

Fyrmont 21: More werewolves attack near Vandevicsny. [MA 1019]

Fyrmont 23: All the werewolves are found dead near Vandevicsny, killed by the nosferatu assassin they were pursuing. [MA 1019]

Ambyrmont 3-7: Lord Korrigan tasks Sir Tyern Malkov, of the royal engineers to plan a road connecting the southern coast from Mirros to Halag. The Church of Karameikos manifests interest to reach a region still dominated by the Church of Traladara. [MA 1019]

Ambyrmont 12: The Alphatians who wish to leave Karameikos are freed and permitted to go. [MA 1019]

Eirmont 14: Following his survey, Sir Malkov present to Korrigan the plan to build road and lighthouses in the southern coast. [MA 1019]

Eirmont 28: Von Hendriks is finally declared guilty of treason, exiled and escorted to the nearest border, the Five Shires. [MA 1019]

Dhrom Dhum, a powerful goblin cleric, declares an independent kingdom in the Wufwolde hills. [AUTHOR, see sources, *arbitrary date*]



Trees in the Blight Swamp

1020 AC AND THE FUTURE

The Marilenev Uprising: After years of maniacal planning, 70 year old Magda Marilenev is finally ready to act, starting her revolt with a riot in the Grand Market as her husband did 50 years before.

[GAZ1 adventure, *arbitrary date*]

Magda, born a Torenescu, could have finally retrieved the legendary Diadem of the Sun of Tahrek the Bright.

[DMSK CARDS]

[The “*DYMRAC DREAD CAMPAIGN*” by Giampaolo Agosta could be used in 1020 AC, as could “*WORLD IN FLAMES: THE TROUBLE WITH KARAMEIKOS*” by Bruce Heard]

In my “*Koskatep*” series, at some point the followers of Nyx may conquer Koskatep and become a power in the region. The Church of Ixion will probably oppose them, and a follower could also retrieve the famed flaming axe known as Ixion’s Wrath,

[DMSK cards, Agosta’s “*Lords of the Cruth Lowlands*”, and “*Koskatep*” series of adventures by AUTHOR]

Karameikos leadership and noble families in the future

It is also worth considering that by 1020 AC the current Karameikos leadership will be quite old, and some rulers or ministers could die of old age or retire, as happened in canon to Lucius Hyraksos. Stefan Karameikos is now 72 years old, Olivia 61, Alexius Korrigan should be 72 too, Zogrev Yarol is 70 years old, Bartran Cordelius 75, Valdo Tisza 59. Terari is probably much older, but rather than die he could eventually leave in a Quest for Immortality.

At age 40, Adriana Karameikos will probably just wait for her natural succession to the throne. Her brothers, Justin (38) and Valen (34), may have children and settle in a barony or decide to search for other opportunities elsewhere. (Justin should be competent enough to become a Minister, while Valen may leave Karameikos or decide to become the successor to Korrigan).

Oliver Jowett should now be almost 95 years old, probably retired or dead. Magdel should now be 44 years old and around 10-12th level, making her a likely successor to Sherlane. Oderbry would now be 64, but it is likely he acted before 1020 AC and was killed or imprisoned. Aleksyev Nikelnevich is 64 too, so he could last a few more years in his position. Sergyev is probably around 55, so he could last more, turning his Cult into a more stable religion or just going nuts if some Entropic immortal is behind it, as in the "Dymrak Dread campaign".

Alya "Flameflicker" should be 45 by now so she could "reign" for more years, if not

discovered or removed somehow. Emilio the Great is 70 by now, but he could still be active in acting and spying for Queen Olivia. Boris Torenescu, now 69, should already be dead, or has succeeded in killing Aleksander. The younger generation, Aleksander and Stephanos are 46 and 45 and should have married and have children, less the main line dies out. The older members, Simion and Sergei, cousins of Cristoph and Boris, should now be 71 and 75. They may still have sons and daughters who are not of the main line, but could still become clan leaders if the main line becomes extinct. Nichola Torenescu, wife of Zogrev Yarol and sister of Boris, would be 65. It is not specified in canon if she and Zogrev had children, but that does not mean they do not have one or two.

Anton Radu should be 81 by now, if he is not dead or imprisoned for his criminal activities, and Cartha is slightly younger. At least one of the pair is probably dead or exiled by now. Zweis and Antonito should be in their mid 50s, if still alive. Emil, now 35, could be the heir designated by Anton, while Pieter, who should be at least 38, could be a powerful cleric in the Church of Traladara, with the ambition of succeeding Nikelnevich. Theodoscius should be 34, and many things could happen if his true parentage is discovered, or he becomes a serial killer. All three could be married with children by now. Theodoscius' four older sisters should also have husbands and children.

Philip Vorloi is 80 or older by now and his brother, Fortunato, only slightly younger. Grigory should be 47, if still alive. Marianna 44 and her cousin Lucia, if not killed by the Veiled Society (as in B6), 45. All could be

married with children and things can happen if Grigory eventually inherits. The Vorloi clan also includes the seven brothers and sisters of Halia Vorloi, probably born between 964 and 973 AC, and some of them could have adult children by now. Their father, probably a cousin of Philip and Fortunato, should be well over 80, if still alive. Sascia of Luln is now 48 years old, and Yolanda 42. Both could be married with children by now.

Magda Marilenev is now 70 and should probably act against the Court, as even her eventual heir Andros (see above) would now be 49; unless a younger sibling appears from the line of the vanished Melanie (who, if still alive, would be about 65 and possibly a grandmother). If Melanie survived and had children or Andros has children, the family could survive, unlike as in canon, where no heir exists.

Desmond Kelvin should be 51 by now. Even if he hoped to marry Adriana Karameikos, he could still marry another woman and have children. His sister Arelena should be 45, and married to Kaerin Penhaligon as indicated in module B12. If Desmond Kelvin or Arteris Penhaligon have no issues, the children of Alerena and Kaerin could be heirs to both dominions.

Arteris is 49 by now. Canon sources do not say she married, but also do not say she remains single.

Sherlane Halaran should be over 80, so Magdel could soon succeed him as head of the Church of Karameikos, and Aleena as Baroness of Threshold. Aleena is now 42 and canonically married for 9 years, so she could have children.

Retameron and Halia Antonic are 50 and 46 at this stage, and they could have children. Vlad Lutescu is now 56. Lev Dromilov is 58, but both should have heirs, even if they are not mentioned in canon sources but only in fan works.

Gustav Vandevic is likely 70 by now, but he has at least a niece named Laina who could succeed him and marry Marek Strolojca. Other minor nobles are mentioned in canon sources and were greatly developed by Giampaolo Agosta, Simone Neri and others, as the Draconius, Brezovo, Moubotka, Ourosco, Strolojca, Thrakius, Kutinov, Miltchev, Retebius, and Pyotrev families (see sources referenced below).

While Zemiros Sulescu is over 320 years old, supposedly he has been active since 970 AC, so his simulated age should be at least 70. By now he should have faked his old age and arranged for a fictional heir to arrive soon. A Valachi Sulescu, son of Zemiros, is indeed mentioned in the Fan Almanac for 1019 AC. Obviously, he would not be a real son.

Prestelle of Rifflian is canonically young for an elf, so she could remain for years to come, even if she is more of a representative than an actual ruler. Dorfus Hilltopper of Highforge likewise succeeded his father around 989 AC, so he could be relatively young for a gnome and reign for many years. The ambassadors have not changed in K:KOA, but by 1,020 AC some of them are quite old, and therefore should be near retirement. Cornel Osteric is 65, Gunter Schonberg should be over 70, Aladan Voll probably near 80, and Estella Whitehall the same, so the latter two could already have retired by 1020 AC. Abdallah ibn Hamid is likely to be

around 60, and could already be dead or retired if he challenged Osteric, or Schonberg or tried to kidnap Marianita.

Marianita is supposedly half human half Belcadiz elf, so she could remain in her position for many more years. She probably still appears to be in her mid-20s thanks to her race, magic, or both. Eventually she could even decide to marry Valen Karameikos, Milo Korrigan or Shalander.

Shalander is young and could stay many more years, Bolto and Jenkin less so, but still have many more years before retirement. Yet Shalander could decide to leave to do something else and Jenkin may desire to return to the Shires.

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Note also that the [Vaults of Pandius](#) has much more fan created material and adventures set in Karameikos which could expand this timeline even futher.

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Magician. card of Visconti Sforza Tarot deck, 15th century, Pierpont Morgan library, NY, USA; via Wikimedia commons.
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NEXT ISSUE



Cover art not yet available

This issue will focus on adventures, campaigns, and other materials directly useful for your Mystaran games

Prepare to embark on ...

ADVENTURES AND CAMPAIGNS

Anticipated contents include:

- Warriors of the Eternal Sun conversion
- Hytiliaph
- B1-9 Adventure Path
- Zhochal Adventure
- Howto rumor table
- Using 13th Age Icons in Mystara

... and much much more...

YOUR OPINIONS?

The Editorial Team welcomes your feedback on this issue of THRESHOLD are welcomed. Please post your comments either by posting in [The Piazza Forums](#)

Please begin the subject line with the tag "[LETTER]"

Or by email to the Editorial address:
Threshold.Mystara@gmail.com

Submission Guidelines

Proposals

All proposal submissions can be sent by mail to the editors at the following address Threshold.Mystara@gmail.com, and must be received by the proposal deadline†. The Threshold editorial team will contact you within 7 days of the proposal deadline regarding the status of your proposal.

Submission proposals should be sent inline in the mail, using the following subject format: [ISSUE#][Proposal]<title of your article>

The mail content should include the following:

- Proposed article title
- The type of article being proposed (short story, adventure, geographical location, organization, etc...)
- A one paragraph description of what the article is about.
- An estimated word count of the article (articles should range anywhere from 1000 to 7000 words, depending on the type of article submitted).

Manuscripts

Manuscripts should only be submitted after you proposal has been accepted by the Threshold editorial staff, and must be received by the manuscript deadline†. When submitting a manuscript file, please use the following naming convention:

threshold_#_your_title.<extension>

(extension: see below for recommended file formats)

and the following subject format:

[ISSUE#][Manuscript]<title of your article>

The mail content should include the following:

- The article title.
- An attached document containing the article contents.
- The final word count of the article.

Other types of contributions: the editorial team will consider on a case by case basis other types of contributions. Please contact us to inquire if and how we can accommodate unusual contribution formats.

The following guidelines apply to different types of submissions:

Illustrations: please submit art and maps in lossless format (e.g., PNG).

Articles: manuscript submissions can be sent by mail as plain text, doc(x) or odt, or shared as Google Doc. The issue editor will create a shared document (for each article) to allow the author and editorial team to work on it. Articles can be as short as a single page, or as long as 6 pages, depending on the specific content. The editorial team will do its best to accommodate the contributions, but especially long works may be split over several issues.

Tables: Tables should be numbered (Table X: Name of Table), and any references in the article should refer to that table number (and not to "the table below," for example).

Author Bios: Please include a short blurb (one or two sentences) biography/blurb about yourself for our "contributing authors" section. It can be serious or silly, but don't get too carried away with it, please.

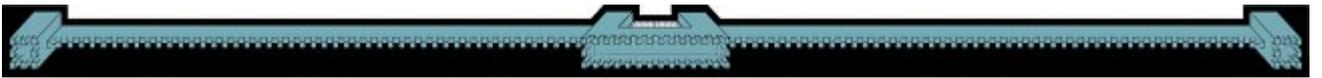
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†Refer to "Call for Contributions" (page 5) for next issue deadline dates.

#Insert relevant issue number in place of '#'

Notes





THRESHOLD

The Mystara Magazine



SPECULARUM

Venture into the bustling capital city of the Grand Duchy of Karamaikos! Learn of its colourful history and meet many personalities who call it “home”! Find your way through its maze of streets to a friendly (or perhaps unfriendly) tavern, to a boarding house to rest your limbs, to many businesses that sustain adventurers in the wilderness lands beyond the city!

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