



ashal is the largest city in the Kingdom of Kaldor, and largest on Hârn after Coranan. Constructed almost entirely of local granite and oak, shingled with weathered gray cedar, the "Gray Lady of the Kald" is appreciated more for her political and commercial significance than beauty. Beneath the city run extensive tunnels and sewers of ancient origin.

## HISTORY

The site of Tashal has been occupied since the Sindarin founded *Meyvinel* five millennia ago. *Meyvinel* was an unearthly city of gardens and canals surrounded by a ring of giant beech trees. When the Sindarin retreated to *Erael* after the Battle of Sorrows in 683BT they left their sylvan city to the Jarin.

The Jarin traded from *Meyvinel* for eight centuries until it was captured by Lothrim's forces in 113. The Foulspawner turned the city into a fortress named *Kelapyn-Anuz*. The enslaved Jarin were forced to uproot the great trees to form the palisade wall. For eight years *Kelapyn-Anuz* was the eastern capital of Lothrim's empire.

When Lothrim failed to return from *Kiraz* in 121, the Jarin revolted, aided by the mysterious Ilviran *Order of the Yellow Hand*. Lothrim's lieutenants dispersed, some perishing, others seizing the ancient Jarin kingdoms and becoming warlords.

In 128, Shala of Eith promised safety to the Ilvirans and their Jarin adherents. With their support, he vanquished rival warlords and declared himself King of Kephria. He ruled brutally from a wooden fort built on a motte atop the ruins of *Kelapyn-Anuz*. Shala's grandson Torbet lost much of Kephria's lands west of the Kald River to the Kath in 178. After Torbet was slain at Lareb Hill in 187, Tashal was seized by King Medrik of neighboring Serelind. Medrik founded the Kingdom of Kaldor the following year with Tashal as his seat. Modern Kaldor dates from this event.

Medrik and his heir Kalabin walled the city and upgraded the keep to a castle, renaming it *Caer Tane* on its completion in 210. Tashal escaped the worst devastation of the Kaldoric Civil War (362-377). King Aidrik brought the fight to his foe, but was defeated at the Battle of Kiban. Tashal then surrendered to Fierth without a fight. Fierth and his son Uthred did little to improve the city.

Restoration of Clan Artane brought two centuries of relative peace during which Tashal doubled in size. The city secured her importance as traffic grew on the Fur Road, Genin Trail, Salt Route, and Silver Way.

Widespread crop burning and rioting during the Baronial Revolt (599-603) starved the city. Armed gangs of rebels hoarded grain and menaced the roads. When Earl Haldan Elendsa of Olokand arrived at the Kald Gate with six talbars filled with grain he was widely hailed as the savior of Tashal. Haldan took the crown in 603 and *Caer Tane* was renamed *Caer Elend*. Haldan the Younger continued his father's efforts to repair and upgrade the city wall and aging fortifications, and further improvements to the walls and gates took place during Torastra's reign. Tashal remains the gem in the Kaldoric crown, and a principal source of revenue for King Miginath.

**Location:** Kingdom of Kaldor

**Status:** Royal City

**Population:** 11,400

**Government:** King/Aldermen

**Military:** Constable/Sheriff

## TAXES

**Property:** 9% per annum (residential)  
7% per annum (business)

**Hawking:** 10% goods value

**Bonding:** 2% goods value per month

**Wharfage:** 1d per foot, per day

## CHRONOLOGY

- 113 *Meyvinel* sacked by Lothrim, *Kelapyn-Anuz* founded.
- 121 *Kelapyn-Anuz* destroyed in rebellion.
- 128 Tashal founded, Kephria proclaimed.
- 188 Medrik seizes Tashal, Kingdom of Kaldor proclaimed.
- 210 *Caer Tane* completed.
- 362 Kaldoric Civil War begins.
- 377 Battle of Kiban, end of Civil War.
- 406 Assassination of King Uthred.
- 559 Red Death kills thousands in Kaldor, lasting until 561.
- 599 Baronial Revolt.
- 603 Haldan Elendsa seizes crown.
- 620 Renovation of *Caer Elend* finished.
- 672 Salt War vs Thardic Republic begins.
- 675 Treasure War vs Chybisa begins.
- 680 Prince Chudel Toron of Melderyn visits Tashal en route to Azadmere.

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# TASHAL 8

## THE GREAT SUMMER FAIR

The Great Summer Fair is one of the largest trading events on Hârn, second only to the annual festival celebrating the arrival of the Larun in Cherafir.

Tashal's fair was authorized in a royal charter granted to the Mangai by Haldan I in 605. Seeking to rebuild Tashal following the Baronial Revolt (599-603) Haldan inaugurated an unprecedented month-long "carnival" that included lower hawking fees and permission to import and trade exotic furs, spices, and precious metals. This resulted in a great increase in caravan traffic (and royal revenues).

Over the years the Summer Fair has become an international trading event. A series of scheduled events throughout the city attract thespian and harper companies from afar to entertain thousands of visitors. The foundation of a rival fair in Olokand in 662 by Queen Chelebin III has always irritated the guilds of Tashal. There is great rivalry between the two fairs. While most nobles revel in Olokand at the Royal Chelebin Tourney, most mercantylers prefer Tashal. Unlike his father, King Miginath prefers the commerce of Tashal over the knightly sport of Olokand. He always returns briefly to Tashal for the Royal Eve event and would, if seemly, spend more time at the Summer Fair.

## Before the Fair

Before the first caravans arrive the city receives an annual makeover. Tashal's dirty streets are cleaned by gangs of urban poor eager for the grim work of collecting and disposing a winter of refuse and rubbish in the river. This work always uncovers some decomposing bodies – mostly elderly and poor folk. City householders and landlords clean their dwellings. Tradesmen replace or repaint weathered signs. Beggars are evicted from city squares and other public spaces.

Four great caravans converge on Tashal from mid-Kelen through the mid-Nolus. Some trading begins as soon as the first caravan arrives, but the tax benefits of waiting for the official start of the Summer Fair are significant. Throughout Nolus the influx of traders, guards, teamsters, and guildsmen from across Hârn can double the city population.

Merchants carefully weigh the benefits of an early sale against the risks of a later sale. Cash from an early sale allows purchase of other goods when prices are still low. Some items may trade several times during the Fair, each time for a higher price. Prices can increase fourfold as demand grows, but always decrease in the final days of the fair.



## CITY OF TASHAL

The Tashal city map numbers restart at 1 for each district. References are listed as in [D9]. The letter indicates the district. References to stables and other outbuildings are denoted with an additional lower case letter as in [D8a].

### Tashal Districts

Excluding Caer Elend, the city is divided into ten districts, each managed by an Alderman.

- [A] **Caer Elend:** Includes the Balasa Bridge and Caer Elend, the permanent home of most royal government courts and offices.
- [B] **Meyvinel:** Rich district managed by Alderman Soral [B4].
- [C] **Heru Gate:** Alderman Rysten [F3] administers this district of skilled freemen.
- [D] **Kalabin:** Home to many skilled artisans. Administered by Alderman Kateris [F11].
- [E] **Eastside:** District of poor laborers, administered by Alderman Charion [E3].
- [F] **Mangai Square:** Alderman Quiribor [F21] administers this nexus of Tashal's guilds.
- [G] **Medrik:** A quiet, pleasant area well-managed by Alderman Clerdy [G5].
- [H] **Haldana:** Alderman Kail [G4] administers this wealthy district.
- [I] **Weavertown:** Alderman Narad [H4] takes a paternal approach to members of the Clothiers' Guild and the poor free laborers who weave, full, and dye much of Kaldor's exportable cloth.



- [J] **Lyryn Village:** Governed by Alderman Armel [I2], many actors, playwrights, stagemen, and other members of the Thespians' Guild reside in Lyryn.
- [K] **Artoen Village:** Represented by Alderman Hendel [F25]. The district also includes the infamous *Orgael Wood*.



## DYERS' ALLEY

### 112 CLOTHIER/DYER (Maral of Karine)

Size: 7 Quality: ☆☆☆ Prices: High

Maral of Karine works here with five apprentices and a journeyman. Maral's office and quarters, located above his shop, contains the secret recipes he uses to make his dyes. Maral delights in spreading the myth of his craft. He loves to show buyers cloth that is dyed jet black, or pure white, both of which sell for very high prices.

Maral's journeyman and apprentices do all the work while he sits out in Dyers' Alley and either conducts business or drinks small beer. He has a table and chair set-up just outside his shop. Maral rarely gives up his seat. A wealthy guest may be offered a second chair, brought out from the shop for the visit.

Maral buys nearly all the output of a dozen local weavers, dyes it to order, and then sells the finished cloth to tailors or mercantylers. He also dyes spun wool various colors so it can be woven into patterns. Such clothing is expensive so the demand for dyed yarn is less.

Maral owns a nearby warehouse [I13] where he stores wool and dyed cloth. He buys the wool from Kolyn of Armel [I2] to ensure a good supply for the spinners and weavers he employs. Over the years many families in Dyers' Alley have become dependent on Maral. He is a good salesman, and is always willing to advance monies and/or wool in exchange for an exclusive supply of cloth. When a sale is made, Maral typically keeps one-third for himself, deducts any debt owed, then gives the balance to the weaver. Three dependents are described.

[a] **Master Weaver:** Kalwis of Tonan, his wife Querila, and their four daughters work the three looms that occupy the ground floor of their home. Kalwis helps to keep his looms in good repair and re-threads them as needed; but mostly he loiters about in Dyers' Alley looking busy or gambling. Querila does a remarkable job keeping the looms busy, while coping with household chores, cooking, and Kalwis' darker moods. The family would be in dire financial straits with a lesser woman.

[b] **Master Spinner:** Lern of Nalasa and his wife Gruddel have no children and spend most of the day spinning and supplying yarn to Maral's weavers. In the winter Gruddel knits clothing that is made to order through Melsene of Irin [F28]. The quiet couple is always together and delight in telling ghost stories to children who tarry out too late.

[c] **Journeyman Dyer:** Koraga of Bela has been Maral's sole journeyman for the past three years, having served an apprenticeship in Burzyn. Maral owns this building which contains six rooms, one used by Koraga and the others rented to a variety of citizens. Koraga ensures Maral's five apprentices keep busy, but his main job is to manage Maral's warehouse [I13]. He jokes that he is little more than a donkey, lugging wool and cloth back and forth daily in a large handcart. Maral trusts him completely and has not been to the warehouse for well over a year.



*Maral of Karine & Journeyman Koraga*