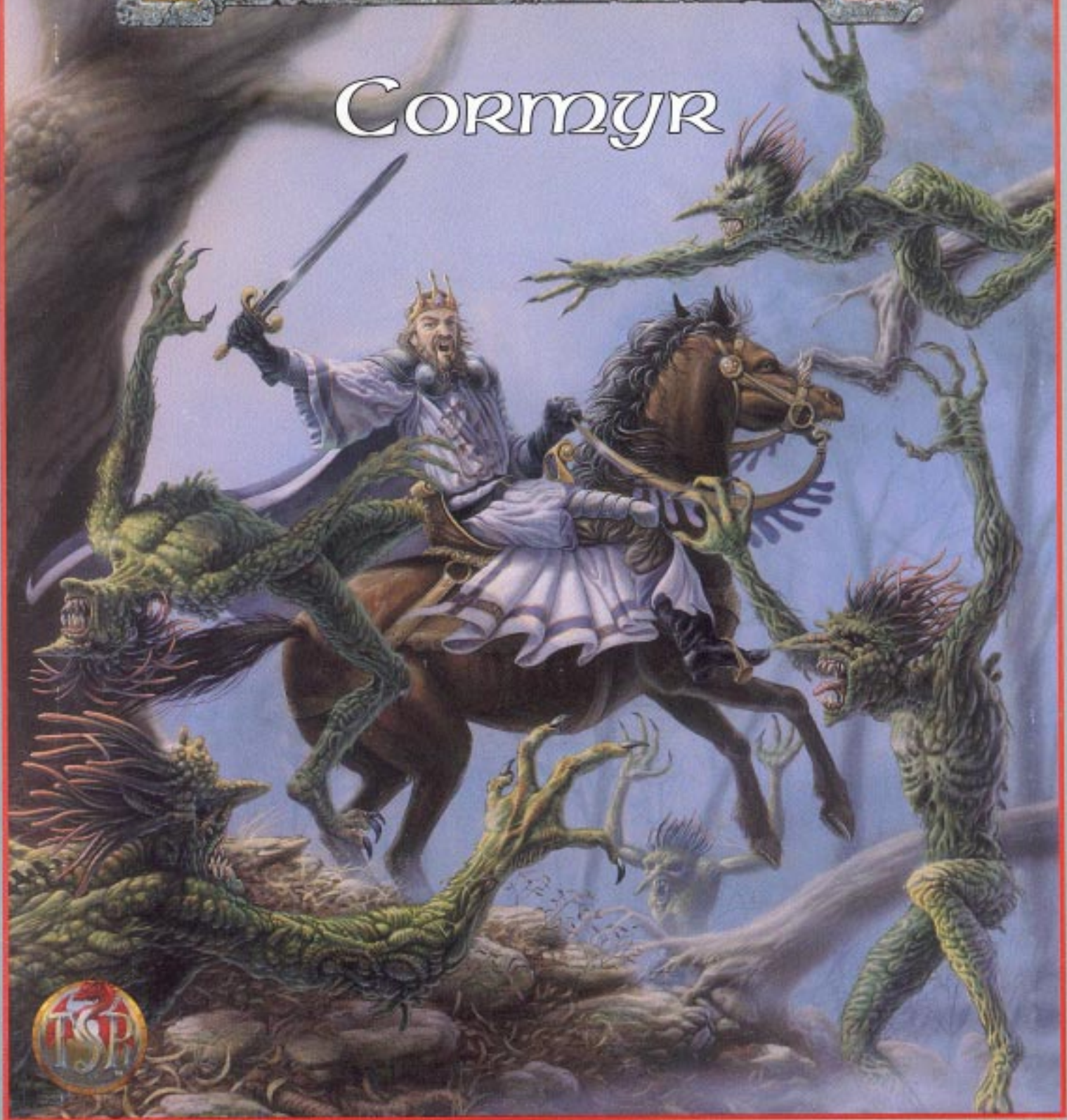


Usable for all levels of play



CORMYR





Cormyr

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Distributed to the book and hobby trade in the United Kingdom by TSR Ltd. Distributed to the toy and hobby trade by regional distributors.

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INTRODUCTION



Cormyr is one of the oldest and most interesting kingdoms in the Forgotten Realms. It's a land of classic fantasy, with a strong king ruling his subjects fairly and evenly, nobles struggling against each other for the scraps of power that the king does not keep to himself, and adventuring companies willing to clear dangerous lands of ferocious monsters for a small share of the crown's treasury. And there is magic—lots of magic.

This guidebook to Cormyr should allow you to wander the King's Forest and the back alleys of Suzail in your mind's eye. It should also help you to run your adventures in Cormyr or, if you're playing, to visualize what your campaign world is like.

This material expands on information in the revised FORGOTTEN REALMS® *Campaign Setting*. This guidebook also presents some new information that hasn't appeared anywhere else.

ADVENTURING IN CORMYR

Of particular interest to players is the information about adventuring in Cormyr.

King Azoun IV, the ruler of Cormyr, does not allow groups of armed individuals to roam his country at will. To do so would invite rebellion. The king has been especially strict about such things since Gondegal, a renegade, took arms against Cormyr and left a wide path of destruction in his wake.

All who would bear arms in Cormyr must register with the crown. This will make roleplaying in Cormyr an unusual experience to be sure, especially if the characters and players aren't used to such a practice. (Be sure all players are familiar with the restrictions and practices outlined in "Adventurers and Adventuring," before their party is unleashed in Cormyr!)

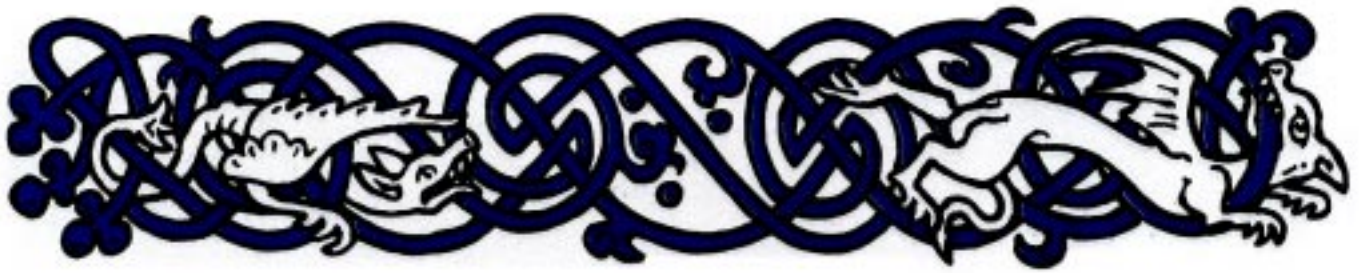
WHAT'S INSIDE

This guidebook contains sufficient information for a DUNGEON MASTER™ (DM™) and players to run a campaign set in Cormyr. The tour begins with a description of the nation's basic geography.

Next is a history of Cormyr, describing some of the significant events of the kingdom in times past. Here you will learn more about Gondegal's rebellion as well as the plans for Cormyr's expansion.

Then comes a description of life in Cormyr. As your characters walk the





land, they will be able to interact with the Cormyreans (or Cormyrians) as if they themselves were residents of the kingdom. Included are discussions of Cormyte customs, entertainment, and the legal system, just in case the characters need to know.

The next chapter deals with the ruling class of Cormyr, the various noble families and significant lords. Their goals and means to achieve them could have a large impact on a campaign within Cormyr.

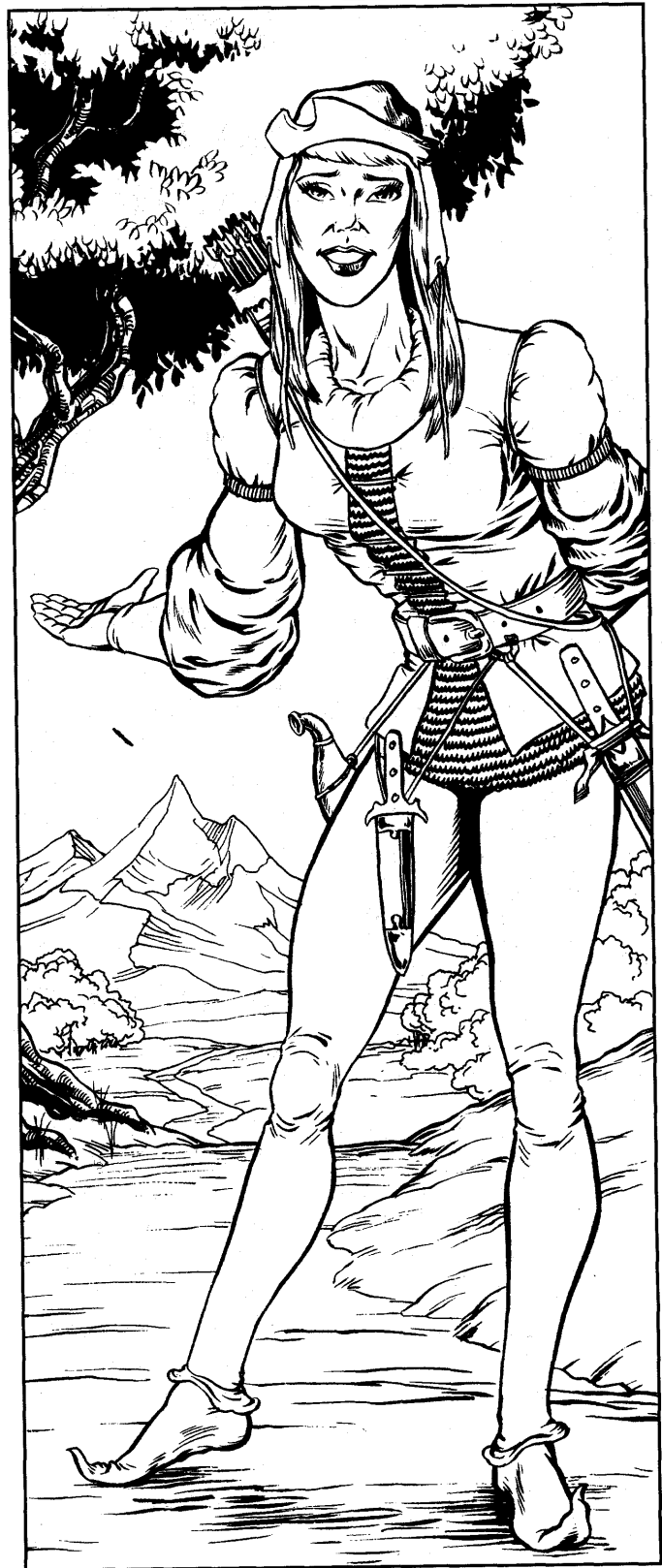
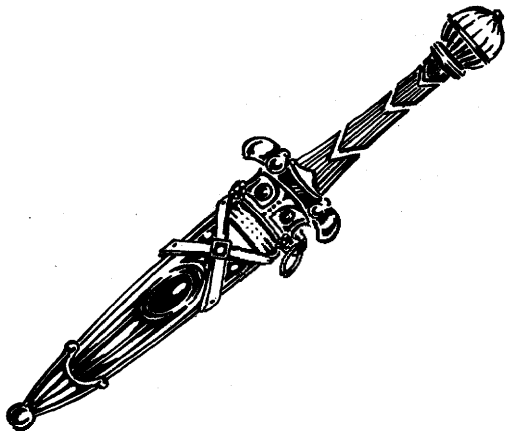
Then comes a description of the lower classes of society, the common folk. These include the farmers, craftsmen, and merchants, any of whom could have dealings with the characters.

The following chapter familiarizes players with the Cormyte military, from the Purple Dragons to the local militia.

Those who wield magic in Cormyr will be interested in the chapter on mages, which covers the Council of Mages and the restrictions placed on those who cast magic. The chapter also describes the attitudes of non-mages toward those with magical talents.

The final chapter, "Adventurers and Adventures," has pertinent information that applies to anyone adventuring in Cormyr. It describes adventuring company charters as well as other handy information useful to both DMs and players.

Enjoy this tour through Cormyr, a land of high fantasy, rich nobility, and wondrous magic!





Geography

Boundaries and Borders

Cormyr, sometimes referred to as the Forest Country, lies between the desert kingdom of Anauroch on the north and the Lake of Dragons (itself referred to as Dragonmere) to the south. It is generally northwest of the Sea of Fallen Stars. The Thunder Peaks form the eastern border of Cormyr and the Stormhorns the west.

Cormyr is relatively secure, but Cormyreans led the crusade against the Tuigan horde, and there are constant border disputes that require military attention.

Climate

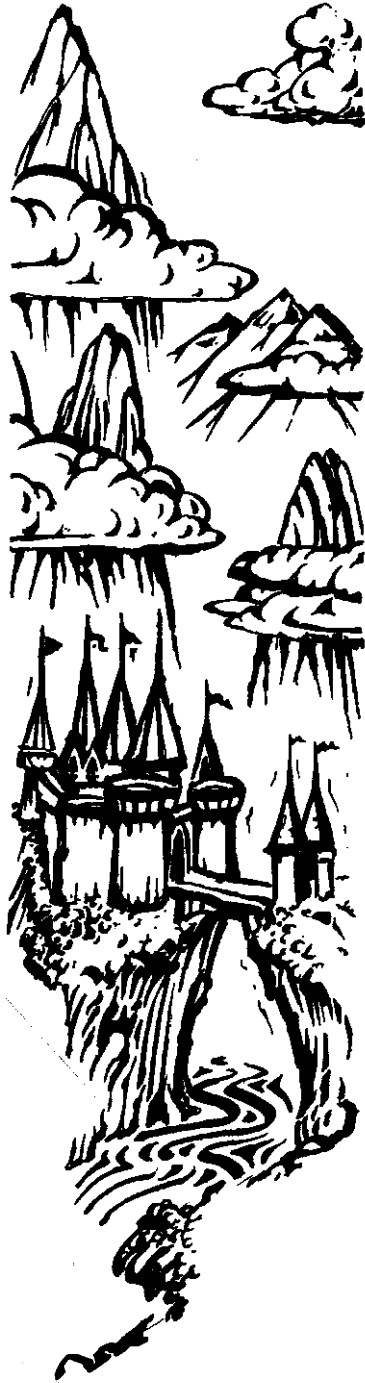
Cormyr is a wet, temperate land, receiving abundant rain in summer and spring and plentiful snow in winter; it has long, cold winters and short but hot summers. The gentle spring and fall create rich green forests that yield to splendid autumn colors and healthy fields of grain that surrender up bountiful harvests. Fog is common along the seacoast, and there are often mists on the High Moors, extending into the pass at High Horn and the gorge north of Eveningstar.

Topography

Cormyr was once heavily forested, but generations of clearing and farming have reduced the forest to a central region and an eastern portion known as the Hullack Forest. The forests supply the kingdom with ample timber and game, but only through strict regulation by the crown. Monstrous creatures still roam Hullack Forest, and Cormyreans seek timber and game only in its western edge. The denser portions of the forest are still dangerous to all. Surrounding the forests are thousands of farm fields and pastures that make up Cormyr.

There are several rivers, both large and small, running through Cormyr. The most significant river is the Starwater, which runs from the Stormhorn Mountains south into the Lake of Dragons at Marsember. Starwater runs through Cormyr's central forest and is the most heavily used river in the kingdom. Three major roads cross it, and Cormyr's second-largest city enjoys the commerce the river fosters.

The two most important bodies of water in Cormyr are the Lake of





Dragons (also called the Dragonmere) and Wyvernwater. The Lake of Dragons forms the southern border of Cormyr and offers sea access to Cormyr's two largest cities, Suzail and Marsember. The lake is the primary shipping point to the Sea of Fallen Stars, which leads to the rest of the world.

Wyvernwater is an inland lake shaped something like a malformed starfish. Four major rivers—two of which are the Immerflow and the Wyvernflow—empty into this lake, and provide access to four major cities, including the trade center of Arabel.

There are two major mountain regions in Cormyr: the Thunder Peaks and the Stormhorns. Both ranges serve as practical borders for Cormyr. The Stormhorns, which run south to north before curving to run west to east, cut off the main body of Cormyr from a territory north of the range known as the Goblin Marches. Though Cormyr claims the Goblin Marches, travel to and from the region is difficult and few Cormyreans live there.

Violent storms sweep the eponymous Stormhorns. There is no sanctuary from the storms, for they occur in any season and can form in moments even in clear weather. Such storms have rolled out of a clear sky, delivered deafening thunder, blinding lightning, and terrible winds, and moved away all in the space of a half-day or less.

Terrible storms likewise besiege Thunder Peaks. Each range has its share of horror stories, with exploring parties being decimated by the ravages of the sky.

Many rumors surround two mysterious places in the Thunder Peaks. The first is the scorched former citadel of the deceased Marchayn of Archendale, known as the Mad Witch of the Thunder Peaks. The other mysterious site is a cave said to be the home of Aubaerus (N hm D16), a follower of Silvanus who, through spending much of his time in the form of a raven (it is said), is known as Ravenmaster.

The Farzsea Marshes and The Marsh of Tun

These two desolate places are unclaimed, but they are generally considered to be part of Cormyr because of their proximity.

Local legends say both marshes were once the seats of ancient civilizations, but even the elves have no record of either one. Nevertheless, there have been many reports of fantastic buildings and ruins located within the marshes. There are stories of unusually shaped spires made of glass as strong as steel, for example. Unfortunately, there has never been a concerted effort to explore either marsh and catalog the wonders therein, for of all the people who have ventured deep into the marsh, none is known to have lived for very long after coming out of it. The marshes are home to many types of sickness, plague, and pestilence to which no one seems immune.

In spite of the dangers, lawless men use the fringes of the Marsh of Tun as a base for raids on passing commerce. Their leader is an unscrupulous man named Thaalim Torchtower, who is rumored to have a network of spies across Cormyr who report on the travel schedules of rich caravans.

Goblin Marches and The High Moors

The goblins and their allies once ruled this area. Their power was unquestioned, but that era is a story a thousand years old.

The goblin empire raided extensively. They went as far away as Suzail, Asram, and Anuria, which they destroyed in 200 DR. The goblin stronghold was finally defeated not by arms, but by the omnipotent Anauroch Desert. It crept into goblin territory and destroyed their croplands. The goblins scattered before the force of the desert and established minor holds of power in what are now the Goblin Marches, the High Moors, and Tethyamar, which was won in battle against the dwarves.





Occupying the Goblin Marches today are nomadic goblin bands and other demi-human raiding parties. They still raid Cormynte settlements, but they also raid each other without compunction. There is no cohesive organization among them, nor is there even one raiding party or tribe that is significantly stronger than the others. High Horn and Castle Crag keep the tribes in the Goblin Marches bottled up tight, away from richer Cormynte lands.

There are many similarities between the Goblin Marches and the High Moors. The primary distinguishing feature is the large number of ruins on the High Moors. Also, this area is more difficult to explore than the Goblin Marches, which are located on more forgiving terrain. Because of the difficulty in exploration, there are many rumors about what lurks in the northern section of the Stormhorn Mountains.

The Zhentarim have a trade route through the Goblin Marches, frequently bringing them in contact with the goblin tribes. Different Zhentarim leaders deal with the goblins in different ways, by hiring them (rarely), by paying them off (sometimes), or by killing them (most often). There has been some effort among the Zhentarim to recruit the goblins on a long-term basis. There was even talk of a Zhentarim-backed goblin army taking shape under the leadership of

powerful monsters that could impress the goblins to follow them. However, the chaotic structure of the goblin tribes and the ever-present threat of the Cormynte army has defeated all such attempts.

Helmlands

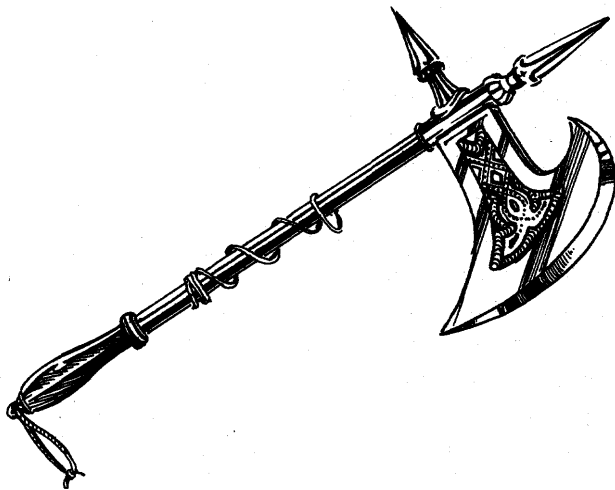
Named after Helm, the god believed responsible for keeping his avatars in Faerûn, this area is located at the eastern edge of the Stormhorn Mountains, near Gnoll Pass and Castle Crag.

During the Time of Troubles, this area was the center of unnatural activity, including thousands of tar pits that bubbled to life overnight and continue to afflict the area today, though to a lesser degree.

In addition, there are many wild and dead magic areas blanketing the Helmlands. These zones constantly shift, making exploration of the Helmlands a seemingly random endeavor. These bizarre phenomena affect magic in chaotic ways. Spells do not behave as they should, producing either unexpected results or none at all. Even enchanted items are subject to these pockets of unreality.

Naturally, Cormyreans avoid this area. Just as naturally, monsters and foul beings feel quite at home here. Border raiders use the Helmlands as a base for strikes against nearby communities, farms, and even the city of Arabel. The Red Ravens have twice cleared the area of monsters, but a new assortment of foul creatures has filled the void each time.

There seems to be only one way to end this cycle. The magician Vangerdahast is rumored to be working on a method of eliminating the Helmlands from the continent. There are two versions of this rumor, one in which Vangerdahast is trying to eradicate the Helmlands completely and the other in which he is planning to transport the lands magically to another location far from Cormyr. Only the future knows which, if either, rumor is true.





Hermit's Wood

Located south of Wheloon, this wood has but one feature of note: rumored ghostly activity. The ghost is generally described as an old human dressed in gray robes and carrying a lantern that produces an unnatural blue light.

There is much speculation as to the origin—and even existence—of the spirit. The most common explanation is that the ghost is the spirit of a hermit who was the first inhabitant of the woods, and that his death was the result of some terrible, unnatural cause—something that yet exists somewhere within the woods. People who subscribe to this theory cite the fact that the Hermit's Wood is devoid of anything intelligent that isn't a foolish human. They believe non-humans know instinctively not to build a dwelling within the wood.

Despite the danger of unnatural death and the curse of walking the night as a ghost, Cormyreans have heavily lumbered the forest and hunted game there without incident.

Hullack Forest

This forest, once the eastern border of Cormyr, is a primeval land that holds many secrets and things unseen by mortal eyes. Civilization is encroaching on it at an ever-increasing rate. As Cormyr grows, so does its demand for timber and game. Because of this, the crown encourages adventuring companies and other entities to clear the forest of monsters and other beings (such as the many orc and goblin tribes) and investigate its deeper regions. The sooner the forest is clear and the rumors of danger are proved false, the sooner the forest may be used to its fullest extent. To this end, the crown has suspended many of its rules about adventuring conduct to encourage maximum participation in monster-clearing endeavors. A common base of operations for such expeditions is Thunderstone, a small town on the southern edge of the forest.

King's Forest

Once the home of elves and others, the King's Forest is now completely inhabited by humans and game. Oak, maple, and rowan are the primary trees here. There is little undergrowth, and the age of the forest creates high canopies and beautiful settings. A network of roads passes through the forest, connecting many small towns and farms.

The forest is so densely inhabited because there are no natural threats. The largest animals there are bears, and there are no intelligent monsters. The area is full of game and quite popular with poachers. However, the crown frowns heavily on this activity. All hunting is forbidden, and penalties usually include forced labor.

This is one of the few places in Cormyr with no ruins or other adventurer-magnets of that type.

Stonelands

Completely unsuited to agriculture, the soil here is dry and largely composed of clay. In addition, the surface of the land is almost covered with boulders of all sizes. Some are even as big as cottages, and they are scattered everywhere.

Unlike other rocky areas that are starkly beautiful, the Stonelands are ugly. The boulders are of uniform color, the land appears sick, and the seemingly everpresent cloud cover obscures sunrises and sunsets. Only one type of creature would call such a place home: the border raiders. "Border raiders" is a term applied collectively to the many species of intelligent monsters, human and demi-human rogue tribes, and other assorted foul and evil creatures and bands that infest the area.

The most notorious of these organizations is the Zhentarim, the Black Network. The Zhentarim use the Stonelands as a base of operations, constantly contesting Cormyte control over the area. A recent rumor poses a particular menace if true, that the Zhentarim are using mad







Key To Suzail

1. Royal Palace
2. Lake Azoun
3. Royal Gardens (or Floral Gardens)
4. The Promenade (the street from Eastgate to Horngate)
5. Eastgate
6. The Nightgate Inn
7. The Market Yard
8. Market Hall
9. The Lock-up (city jail)
10. Citadel of the Purple Dragons (garrison)
11. Royal Docks
12. Harbor Tower
13. Field-Gates
14. Fields of the Dead (burial ground, off map to the west)
15. the Market
16. the Basin
17. Horngate
18. Monument: the Purple Dragon
19. House of the Lord Master of the City Sthavar
20. Royal Court (interconnected buildings)
21. Court Stables
22. Dragoneye Dealing Coster (merchant company) "yards"
23. Thousandheads Trading Coster (merchant company) "yards"
24. The Seven Suns Trading Company (merchant company) "yards"
25. The Six Coffers Trading Coster (merchant company) "yards"
26. Rheuban's Stables
27. Iravan's Rental Yards
28. Trueshield Trading Priakos (merchant company) "yards"
29. Talahon's Rental Yards
30. Shipyards
31. The Towers of Good Fortune (temple of Tymora)
32. The Silent Room (temple of Deneir)
33. The Royal Smithy
34. Shrine to Lliira
35. Shrine to Oghma
36. Shrine to Malar
37. The Winking Eye (tavern)
38. The Old Dwarf (tavern)
39. The Dragon's Jaws (tavern)
40. The Weather Eye (tavern)
41. The Golden Goblin (tavern)
42. The Laughing Lass (tavern)
43. Zhaelun's Stockyard
44. The Crying Witch (tavern)
45. The Leaning Post (inn)
46. The Six Candles (inn)
47. "The Jaws" (culvert, taking stream to basin, #16)
48. Thelmar's Inn
49. Selavar's Inn
50. Zult's (licensed moneychanger)
51. The Black Rat (tavern)
52. The Mare's Tail (tavern)
53. The Courtyard of Zatchos
54. Teneth's (festhall)
55. Sontravin's Inn
56. Skatterhawk warehouses & dock
57. Shrine to Tempus
58. The Wailing Wheel (inn)
59. Sulchra's (festhall)
60. The Warm Bed (inn)
61. Skatterhawk family house
62. house of Helve Dhasjarr, fighter
63. house of Cormmor Lhestayl, fighter
64. former house of Tethos & Almen Blood hawk (court clerk); now home to a fighter, Lanneth, Murg
65. The Tower of Argul (a wizard)
66. former smithy-shop of Atham One-Eye; now a festhall, The Purple Scar
67. house of Dolchar Dethantar
68. Danain's (hardware shop)
69. Kriyeos Lathmil's stables
70. Tower of Laspeera (female mage)
71. Wyvernsur House (see Immersea map for other holdings)
72. shrine to Milil
73. warehouse of Jhassalan (oils & perfumes)
74. tower of the mage Baskor
75. warehouse of Faeri (ivory)
76. warehouse of Ossper (fine cloth)
77. Vangerdahast's Tower (Royal Magician)
78. Blackshield apartments (Court residence)
79. Hidden Lady (inn)
80. Fallas' Treasures of Thentia (silks)
81. Stoutbold Marina
82. house of Saszesk, smuggler
83. Thentias Mansion
84. Rowanmantle Castle
85. Silversword Estate
86. Crownsilver Castle
87. Huntsilver Palace
88. Truesilver Castle
89. Hawklin House
90. Bleth Estate
91. Cormaeril Compound
92. Dauntinghorn House
93. Emmarsk Mansion
94. Illance House
95. Huntcrown Estate
96. College of War Wizards



beholders to clear the land. The Red Ravens and Cormyrean regulars have set up unusually powerful night patrols to prevent a crazed beholder from entering camp and disintegrating everyone in its sight. However, these patrols have spotted no beholders at all, let alone a squadron of them under Zhentarim control.

A treasure that lures otherwise sensible adventurers into the Stonelands is the fabled Warrior's Crypt. Though even its approximate location is unknown, it has drawn many expeditions to the dreary land.

Another frequent visitor to the Stonelands is a solitary fighter named Emperel (CG hm F16), who often wanders these wastes alone to defeat the evil beings who dwell here and prevent them from finding the cave that houses the Lords Who Sleep. Emperel hopes to find their resting place, destroy them, and loot their cave, thus preventing the fulfillment of the prophecy that these evil men will wake and sweep Cormyr away in ruin.

The Vast Swamp

This stretch of wetlands is so ignored that it does not even have a proper name. It separates Cormyr and Sembia, but neither kingdom claims any territory within the swamp, nor has either made any serious expeditions into it.

All manner of foul creatures make their home in the Vast Swamp. Perhaps the most numerous are lizard men, trolls, hobgoblins, and gnolls, and the most threatening are black dragons, beholders, and catoblepas.

If the legends are true, the most famous resident of the Vast Swamp is the Dusk Lord of Sessrendale (see the revised FORGOTTEN REALMS® Campaign Setting, *A Grand Tour of the Realms*).

Since no one ever ventures into the swamp, there is no certainty what may truly lie in its darkest, most isolated corners.

FarmLands

Farms are the underlying strength of the kingdom as well as a primary shaping force of its topography. Farming is responsible for reducing Cormyr's forest land. Indeed, the land between Cormyr's central forest and the Hullack Forest was once completely tree-covered. Now, the land is primarily farms and pastures.

Major Cities

Suzail

Suzail is the royal capital of the Kingdom of Cormyr and home to the castle of King Azoun IV. The largest city in Cormyr, with 129,000 residents registered, Suzail is in every way the center of Cormyte power and is unchallenged by other cities of this nation in wealth, beauty, and importance.

The Seat of Power

Suzail is home to his most Royal Highness Azoun IV (LG hm F20), King of Cormyr, Protector of Tilverton, and Victor of the Horde Incursions. (See p. 45 for a detailed description of Azoun.)

The King's Castle is a fortified structure that is well separated from the rest of the city by Lake Azoun (which serves as a kind of moat), the famous Royal Gardens, and the various smaller castles of lesser nobility. The castle is beautiful and is featured often in artwork sold across Cormyr. The Royal Treasury under the castle is the subject of much speculation, rumored to contain great riches protected by magic, monsters, and traps, but few can claim to have gotten near enough to tell tales. The Royal Gardens are rumored to have been used as burial grounds on occasion (more so in the past than now), and therefore may be the source of many riches in the form of entombed jewels and crowns.



Suzail sees many nobles come and go from its walls, most seeking favor from the king. Also, at least one member from each noble family must maintain a residence in Suzail, among the castles of the other noble families. This harks back to an age-old practice of political hostages, but it's hardly thought of as such today. Instead, the noble residences are maintained for whenever the noble family visits Suzail, but little more.

Some of the noble families are very old and have maintained small castles in Suzail for many generations. There are many rumors, some quite fantastic, about riches held beneath some of these noble castles. Some noble families have large holdings outside of Suzail and reap great wealth from this land, but others are poor and dependent on the crown to maintain a castle or residence.

The noble families Crownsilver, Huntsilver, and Truesilver are the Royal Houses due to their blood ties with the crown. However, the largest noble family in Cormyr is the Cormaerils, with members throughout the ruling structure of Cormyr and several family members who have become noteworthy adventurers.

Other noble families include Bleth, Dauntinghorn, Emmarask, Hawklin, Huntcrown, Illance, Rowanmantle, Silversword, and Wyvernspur. Often winning special favors at court is Barandos Hawklin (LN hm F7).

Playing a major role in stabilizing Azoun's rule over Cormyr and Suzail is Vangerdahast (LN hm W 17), royal magician and chairman emeritus of the College of War Wizards. For more about Vangerdahast, see p. 47. For more information about these mages, see "The Council of Mages," p. 60.

Another important member of the royal household is Alaphondar (NG hm FI, S: history, genealogy, and court law), Sage Most Learned of the Royal Court. Azoun frequently calls on Alaphondar for advice, especially in matters involving disputes between noble houses. For more about Alaphondar, see p. 44.

Commerce

The most powerful merchant houses in Cormyr are: The Dragoneye Dealing Coster, the Seven Suns Trading Coster, the Six Coffers Trading Coster, Trueshield Trading Priakos, and the trading families of Irvan, Zathchos, Skatterhawk, Jhassalan, Faeri, and Ossper.

The companies dominate Cormyte commerce and their holdings stretch not only through Cormyr but into other lands as well. The companies form the backbone of the Cormyte economy and therefore the practical power of the nobility. Without the cooperation of the merchant houses, the crown is unable to collect taxes. However, the crown's base of rulership is its nobility, and the merchant houses respect this nobility and yield to the crown. Also, the crown's army protects the interests of the merchants.

The most popular items of commerce are ivory sculptures and cloth products. The ivory is secured from lands far from Cormyr and brought to the city across the Lake of Dragons. Things made from cloth are woven in Suzail.

Prominent merchants include Bezenttar (CN hm F3), a partner in Dragoneye Dealing Coster; Fallas of Thentia (LN hm F2), a dealer in lace, silks, and costume jewelry; Maerun Stoutbold (CG hm F5), who owns a marina and boat dealership; Saszesk (NE hm F3), a smuggler of goods and people; and Thentias (CN hm F2), businessman and landlord willing to do anything for a profit.

The common people of Suzail support themselves primarily through the city's numerous bazaars. These outdoor marketplaces are the lifeblood of many in Suzail, and a diligent customer can find nearly any article for sale somewhere in the city.

The main currency in Suzail and all of Cormyr is the royal coinage, stamped with a dragon on one side and the mint date on the other. Ten copper thumbs (cp) are worth one silver falcon (sp). Ten falcons are worth one blue eye (ep). Two blue eyes are worth one golden lion (gp),





and five golden lions are worth one tricrown (pp).

Security

Suzail's security force consists of a garrison of 4,500 Purple Dragons commanded by Sthavar (LG hm F15), lord magistrate of the city. The city also is home port for the Imperial Navy of Cormyr, 14 ships and their crews, totalling more than 2,500 sea warriors.

Sthavar is Lord Master of Suzail, charged with day-to-day government. Sthavar's herald is Xorn Hackhand (CG hm R14) and he has six guards of 5th level. Sthavar lives in a cottage near the palace grounds.

Sthavar has a hand in everything that goes on in Suzail. He has sometimes been at odds with the city's merchants, who sought more room for warehouses. Sthavar was adamant in protecting residences against the ever-expanding businesses.

Society

Suzail functions as two different cities: the King's Castle and the noble houses surrounding it, and the rest of the city.

The most popular location in the city is the Promenade, a long, semicircular street that divides the royal portion from the rest of the city. All sorts of people walk along the road to view the Royal Palace, Royal Court, and the various nobles' castles and residences.

In the commoners' part of the city, two inns, the Dragon's Jaws and the Laughing Lass, are hubs of social activity, among both locals and travelers. The Dragon's Jaws inn is best known for its nightly competitions. There are many sports offered such as ax throwing, gnome-or halfling-tossing, and whatnot that support lively gambling and raucous fun.

Other important places of refuge and meeting in Suzail include inns such as the Hidden Lady, the Leaning Post, the Nightgate, Six Candles, and the Wailing Wheel.

Notable Citizen

Argul (LN hm W13) is a mage known for having a vast collection of magical scrolls. The extent of his collection is unknown, perhaps even to him. He does sell scrolls, especially duplicates, but he charges exorbitant prices.

Religion

Two temples, one to Tymora and one to Deneir, dominate the spiritual life of Suzail. The temple to Tymora is the larger and is called the Towers of Good Fortune. It's led by Luckmaster Manarech Eskwuin (CG hm P12) and 14 priests, with 240 followers. The Deneiran temple is known as the Silent Room. It's led by Loremaster Thaun Khelbor (NG hm P10). It has four priests and 42 followers.

In addition to those of Tymora and Deneir, Suzail has temples dedicated to Lliira, Malar, Milil, Oghma, and Tempus.

History

The histories of Cormyr and Suzail are closely linked. Consult the history of Cormyr (p. 34) for the history of Suzail.

Marsember

The second-largest city in Cormyr is built on a series of sandy islands, themselves surrounded by a canal network. The population ranges from about 46,000 to as many as 53,000, when transient seafarers stay over in Marsember during fishing season.

The canal network that divides the islands of Marsember also functions as a common sewer. During the summer, the stench from the canals can be overpowering in some sections of the city. However, the sewage has the positive effect of inhibiting ice from forming during winter, keeping the city's commerce lines open.

Although there are bridges connecting all of



the islands that form Marsember, a common means of transportation is the skiff, a pole-driven, flat-bottomed boat 2-4 feet wide and 8-10 feet long with upswept ends. A typical Marsembian skiff might contain two hook-end poles and two paddles for propulsion, and a canvas cover that can be used as a sail if it's rigged properly using the two poles.

There is an astounding variation in quality among skiffs, with expensive ones serving as symbols of high status.

DMs should treat a typical Marsembian skiff as a coracle. The waterlogged condition of most skiffs makes them burn slowly (-1 on all fire damage dice) despite flammable waterproofing, but they sink rapidly if holed or swamped. Treat larger, top-quality skiffs used by the navy and merchant river haulers as rafts.

There is no fee or tax to operate a skiff within Marsember, but there are construction and maintenance costs. The fee for docking at Marsember is 1gp per month for a 90-foot-long berth. A craft too large for one berth is charged for two berths or must anchor in the basin, which means cargo can only be unloaded or loaded by shuttle boats, a long and tedious process. Marsember's prices are half those of Suzail, making Marsember the most popular port in Cormyr.

Commerce

Marsember is best known for its spices. In fact, it's sometimes referred to as the City of Spices. The trade has taken Marsember's merchant companies to many faraway lands on quests to retrieve the rare and exotic seeds, barks, and berries that are processed into the highly desirable seasonings. Also, there is a great deal of fishing in the Lake of Dragons from Marsember, which adds to the number of ships passing in and out of the city's ports. Marsember also sees considerable trade in furniture and perfume.

All of this makes Marsember the most advanced and busiest port in Cormyr. The hundreds of canals within the city are always busy

with pole-driven skiffs. It is also a major shipbuilding and repair center. Suzail's most important shipbuilder, Maerun Stoutbold, has an even larger facility in Marsember.

The largest trading company in Marsember is the Six Coffers Market Priakos (parent firm of the Six Coffers Trading Company in Suzail). Heading its operations in Cormyr is Szwentil of Marsember (NE hm F3), one of six founding wealthy merchants from different lands.

Security

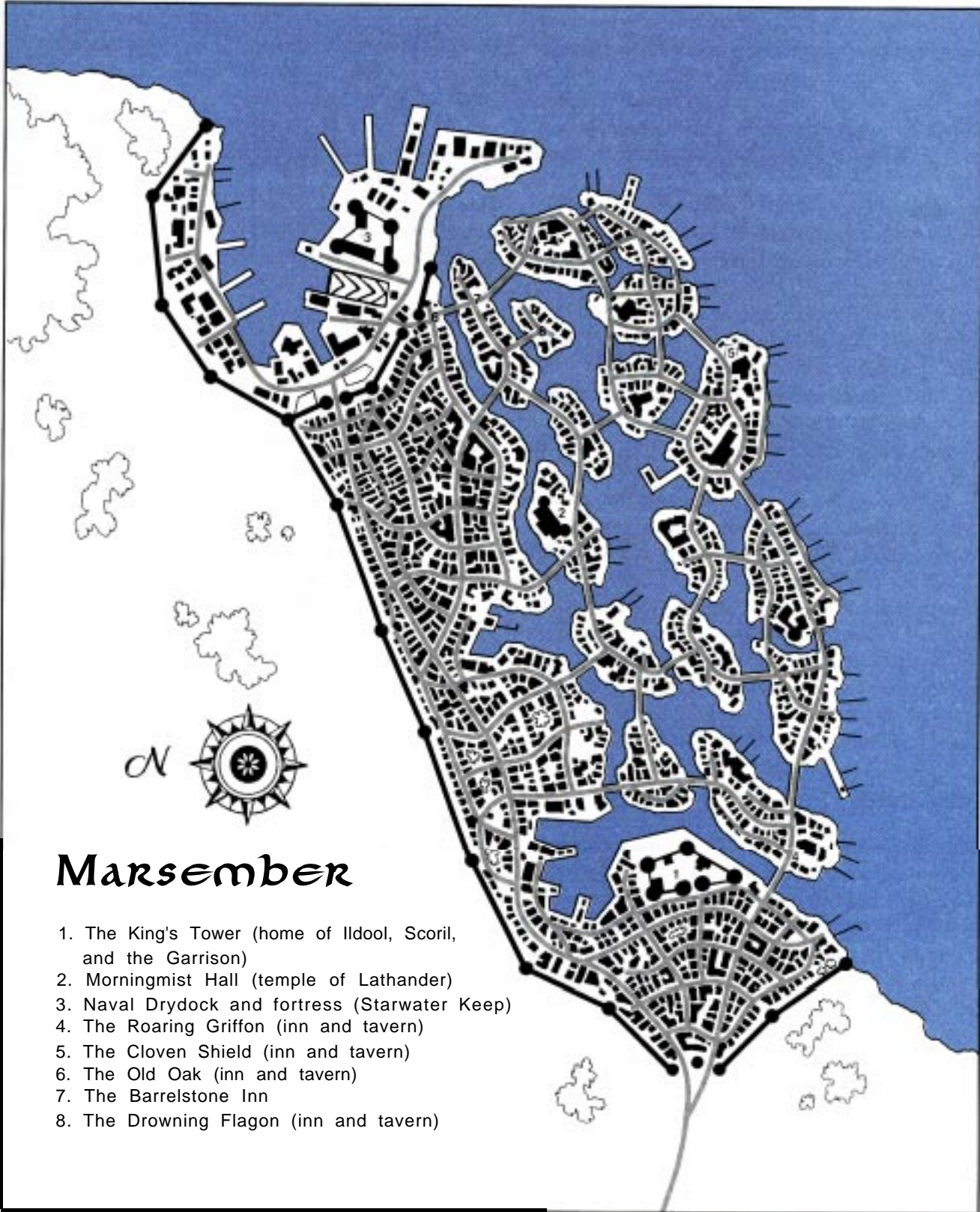
Ildool (CN hm F7) is the crown's representative, but he has yet to distinguish himself. Complaints about him, including charges of skimming tax funds, fill libraries of scrolls. Even though local Harpers keep Ildool fairly honest, he is widely distrusted. Much of the true management of the city is in the hands of Bledrin Scoril (LG hm F9), Ildool's herald, and Kyler (LG hm W12), a War Wizard, as well as the Harpers.

Another important official in Marsember is Ayesunder Truesilver (LG hm F14), who is Warden of the Port. He is responsible for seeing to the safety of the 12-ship detachment of the Imperial Navy based in Marsember. He also commands the garrison of 3,000 Purple Dragons, who have been specially trained to work in Marsember's environment. They wear leather armor and have only metal helmets and breastplates—neither too difficult to remove should the soldier be accidentally submerged. Everyone who enters the Purple Dragon garrison in Marsember learns to swim.

The soldiers patrol Marsember's canals aboard skiffs, with each Purple Dragon carrying a 20'-long "lawhook," a pole with a metal hook at the end to grapple passing boats or use as a weapon when necessary.

Using these skills, the Purple Dragons keep the peace within Marsember and, more importantly, act as customs agents among the hundreds of docks in the city. In the latter role, they have a deserved reputation for honesty and vigilance. Truesilver





Marsember

1. The King's Tower (home of Ildool, Scorig, and the Garrison)
2. Morningmist Hall (temple of Lathander)
3. Naval Drydock and fortress (Starwater Keep)
4. The Roaring Griffon (inn and tavern)
5. The Cloven Shield (inn and tavern)
6. The Old Oak (inn and tavern)
7. The Barrelstone Inn
8. The Drowning Flagon (inn and tavern)





has his own reputation as an able commander, and he has passed on his honesty to his troops.

Society

The Drowning Flagon is a large inn popular with both locals and visitors. It has three floors and multiple entrances. Locals use one entrance and visitors to Marsember another. Inside, there is dancing and general carousing on the first two floors. The top floor contains rooms, but space there is limited and quite expensive. The Drowning Flagon was started by a noble, which is how such a large portion of land was acquired for the inn. Its current owner is a former adventurer, Polinar Kirin (CG hm F10).

Other popular spots are the Roaring Griffon inn, the Old Oak inn and tavern, the Cloven Shield, and the Barrelstone Inn, the last having the dubious distinction of being run by gnomes and being of particularly poor quality.

Notable Citizens

Marsember has its share of colorful citizens, whose reputations sometimes spread outside the city.

Elestra Blaebur (CG hf B6) is a singer and dancer at parties. She is also secretly a messenger for the War Wizards and Harpers. She has an uncanny knack for delivering messages to people who are well-guarded or otherwise inaccessible. There are rumors about Blaebur's ability to get to hard-to-reach individuals and about her possible sideline activities.

Vindala Chalanther (NG hf W(I)15) is an adventuring mage who "retired" to the less dangerous position of tutor to aspiring young magicians. Though her skill with magic and her teaching skill support her well, Chalanther occasionally yearns for the lost excitement of adventuring and hires on with a skilled company in need of a mage. When not teaching, Chalanther often relaxes at the Drowning Flagon inn.

Delthrin the Deadmaster (NE hm W(N)12) is a little-known necromancer who came to Marsember's defense against a pirate attack by animating large numbers of undead to fight. Apparently bothered by his newfound fame and popularity, Delthrin withdrew to the life of a recluse.

Tannuth Ormbyr (CN hm F8) is the man to see if you're looking for work and don't mind a little risk. Some wealthy people occasionally need to hire an adventuring company but don't want their involvement known. Or, they want to keep the goal of the mission a secret. For a hefty fee, Ormbyr recruits their adventurers and protects their privacy.

Filfaeril Stormbellow (CG hf W16) retired from adventuring and uses her knowledge to make magical items for sale. There does not seem to be any item, scroll or potion that she cannot obtain, whether by trade or by her own manufacture. Catering to the adventuring crowd, she has become quite successful and rich, with her main expense being the purchase of magical components from her customers.

Blentra Waelbuckler (CG hf F9) is Marsember's most noted foe of pirates and other rogues. A Harper agent, she often works closely with Chansobal Dreen, High Morninglord of Morningmist Hall.

Religion

As large cities go, Marsember is woefully inadequate in addressing the religious needs of its citizens and visitors. However, with the perpetual shortage of land, it's not surprising that churches get lower priority than merchant stores, warehouses, or inns.

There is only one true church in Marsember: the temple to Lathander known as Morningmist Hall. It's led by High Morninglord Chansobal Dreen (NG hm P12), who has a staff of 16 priests. Dreen is known for his hatred of pirates.

There are also temples to Tymora and Umberlee.





History

The city was named for Marsember Marsh, which was a desolate bog. The city sprang up to serve as a port at the mouth of the Starwater river. However, during its early years, storms regularly swept island docks and buildings away. This stopped when the crown (King Palaghard II, great-grandfather of King Azoun IV) ordered deliveries of quarry rubble from Tyrluk to shore up the islands. Since that time, Marsember has prospered as a port, and the crown has required that new construction be of stone.

The marsh that Marsember once stood on is a most popular source for ghost stories. There are still bogs in low-lying areas of the city, and there are many stories of ghosts, will-o-the-wisps, and the like who lure folks into the bogs to their deaths.

Of course, there is no end to the many tales of lost treasure in the area, even in Marsember's canals. Whenever there is shipping, there are always tales of sunken treasures.

Arabel

Arabel is a city of 17,000 to 25,000 souls who live in a thousand buildings surrounded by fortifications. It's situated in the eastern portion of Cormyr, at the crossroads of Calantar's Way and The East Way.

Commerce

Sitting at an important crossroads, Arabel is a major trade center. It also serves as an organizing point for many adventuring bands that use the city as a jumping-off point for the north and east.

The largest commercial enterprise is Thousandheads Trading Coster, which has extensive holdings in Arabel for use on its trade route from Waterdeep to Hillsfar via Scornubel, Berdusk, Iriaebor, Priapurl, Arabel, and Essembra. This company runs thousands of caravans along this

route, with each caravan guarded by hired adventurers and mercenaries.

The city is also known for its fine jewelry, primarily the product of the House of Thond, currently run by Peraphon (CN hm F3). It is also a major transshipment point for coal mined in the Gnoll Pass area. Dominating the coal trade is the city's wealthiest local merchant, House Misrim, which has three large warehouses and has expanded its trade into a wide variety of commodities.

Arabel's importance to trade is demonstrated by the large local facilities of far-reaching trading companies such as Dragoneye Dealing Coster, Iron House (owner of Iron Throne), Six Coffers Market Priakos, and Trueshield Trading Priakos, in addition to Thousandheads. These companies regularly hire exploration parties to maintain their interests all over Cormyr.

Several family merchant houses based in Arabel are prominent locally but concentrate on business near Arabel instead of activity throughout Cormyr. These houses and primary businesses include the Baerlear (cheese), Bhela (weapons and armor), Gelzunduth (winery), Hiloar (brewery), Kraliqh (real estate), Misrim (horses), and Nyaril (grains) families.

Arabel also has a number of entrepreneurs who have built successful businesses without the benefit of a merchant family background. Chief among these is Lheskar Bhaliir (N hm F3), who owns several enterprises that operate on the edge of the law. His general stores sell a motley and ever-changing selection of merchandise and are widely rumored to be fencing operations for stolen goods. He also owns two prominent taverns, the Dancing Dragon and the Dancing Dracolisk, which make no effort to bar shady customers.

Another important businessman is Blaskin "the Bold" (LN hm F1), an independent contractor who specializes in wooden structures. With the frontier-like quality of life outside Arabel's walls, Blaskin has made a fortune building stockades and fences for farmers in the area.



An unusual shop different from any other in Cormyr is Elhazir's Exotica, an expensive gift shop that features such items as dragonscale shields and painted wyvern eggs. Customers who win the trust of Elhazir (CN hm W15) may get a chance to buy some of the unique items kept tucked away in his locked back room.

The Lamps hardware store has earned a loyal customer following by offering great selection and service at competitive prices. Its owner, Khelve (CN hm F2), is well known and respected in the community.

With so many adventuring companies using Arabel as a base, hiring mercenaries accounts for a large share of the city's economy. The largest employer is the Red Raven Mercenary Company, which has an impressive headquarters in the city.

Security

Myrmeen Lhal (NG hf R14) is the popular and efficient Lord of Arabel. She envisions her task as creating and maintaining a secure environment for business. She has done her job well.

Westar, Herald of Arabel (NG hm F8), assists Myrmeen Lhal and has hundreds of assorted duties to perform as well. Westar has a reputation for honesty and trustworthiness. He is also well known for the quirk of never performing a duty on the first of the month. The reason for this unusual behavior is unknown as he has been very tight-lipped about the subject, but his exemplary work throughout the rest of the month has earned him this eccentricity.

Heading the Purple Dragon garrison is Baron Thomdor (LG hm F17), the king's cousin and Warden of the Eastern Marches, Thomdor is a tough and fair leader of the militia. Assisting him is Dutharr (LG hm F11), who is in effect the chief of police in Arabel. The two warriors have a good relationship and work very well together, though Dutharr prefers to interact with Thomdor rather than Lhal because of a slight personality conflict between them.

Regular patrols to the Stonelands in the north

start in Arabel. A typical patrol is a force of 40-60 F3s and F4s commanded by an F6 or F7 and well supported by War Wizards and priests.

Existing alongside the local militia is a force of mercenaries known as the Red Ravens, based in Arabel. The Ravens are a mercenary company possessed of a long history in Cormyr and a good relationship with Baron Thomdor and Myrmeen Lhal. Their primary objective in recent times has been to clear the Stonelands of potential threats to Cormyte citizens. This contract is sponsored by King Azoun, but he often leaves administration of the contract to Myrmeen Lhal. Thus far, the Red Ravens have been successful, but their numbers (between 100 and 300 depending upon circumstances) prevent them from fulfilling their contract quickly. The leader of the Ravens is Rayanna Rose (LN hf F16), who is known for exploits during the Horde Crusade. She keeps the Ravens in good standing with Arabel and the king.

Society

Inns and taverns dominate Arabel's social scene. Because of the large number of adventurers and transients in Arabel at all times, the city has a great number and great variety of inns and taverns.

The most prestigious inn is the Pride of Arabel, which is also the most expensive and a favored spot of the city's elite. A meal at the Pride will yield contact with important people in the ruling councils and the powerful leaders of the trading companies.

Other quality inns only a notch below the Pride of Arabel are Elfskull Inn, Falcon's Rest, and the Weary Knight.

However, the most popular of all inns is the World Serpent, known locally sometimes as the Wild Goose. Despite its shabbiness, the World Serpent's reputation for strange occurrences stretches well beyond Arabel's fortifications and therefore draws in many visitors to the city. Other inns of comparable quality include Blue Mace,







Key To Arabel

1. Citadel (and jail)
2. Palace (court, assembly hall)
3. House Marliir (noble family)
4. The Weary Knight (inn)
5. The Lady's House (temple of Tymora)
6. The Dragon's Rest (guest-house and barracks owned by the crown for quartering of royal guests)
7. The Whistling Wheel (inn)
8. The Traveler's Banner (inn)
9. The Lamps (hardware store)
10. The Bazaar (market area)
11. Eastgate
12. The Eastwatch Inn
13. The Iron Throne (merchant company) "yards"
14. Milzar's Yards (rental stock-yards)
15. Thousandheads Trading Coster (merchant company) "yards"
16. Dragoneye Dealing Coster (merchant company) "yards"
17. Elfskull Inn
18. Calantar's Gate
19. Red Ravens Mercenary Company Headquarters
20. The King's Trading Yards (crown-owned but available for rental)
21. Trueshield Trading Priakos (merchant company) "yards"
22. High Horn Gate
23. The Night Wolf Inn
24. Mother Lahamma's House (boarding house)
25. Raspral's Kiss (festhall)
26. Six Coffers Market Priakos (merchant company) "yards"
27. Gelzunduth Warehouse
28. Gelzunduth Warehouse
29. House of Gelzunduth (local merchant)
30. Rhalseer's (boarding house)
31. House of Kraliqh (local merchant)
32. House of Bhela (local merchant)
33. Well
34. House of Misrim (local merchant)
35. House Hiloar (local merchant)
36. Shassra's (boarding house)
37. Falcon's Rest (inn)
38. House of Nyaril (local merchant)
39. The Watchful Shield (rental bodyguards)
40. Dulbiir's (rental costumes and finery, escort service)
41. Mulkaer Lomdath, fine tailor
42. The Silver Tankard (tavern)
43. Mhaer Tzintin, loans and money changer
44. Eighthar's Fine Wines
45. Jhamma's Silks and Furs
46. Dhelthaen (butcher)
47. "The Strongwatch" (rental warehouse, heavily guarded)
48. The Pride of Arabel (inn)
49. Orbul's Fine Carving and Furniture
50. Khammath's Crystal (shop)
51. The Black Mask (tavern)
52. House of Thond (local merchant)
53. Hawk's Perch Trading House (pawnshop)
54. Szantel's Ropes, Cords, Chains, and Mesh
55. The Wary Warrior (weapons of all types)
56. The Two-Headed Lion (tavern)
57. The Striking Snake (tavern)
58. The Coiled Whip (tavern)
59. The Gentle Smile (festhall of good quality)
60. The House of Baerlear (local merchant)
61. The Black Barrel (tavern)
62. Hundar's Fine Carpets, Perfumes, and Lanterns
63. Iardon's Hiredlings (rental servants, escorts, loaders and lifters, mourners, messengers or errand runners)
64. Monument to Dhalmass, The Warrior King
65. The Silver Stallion tack shop
66. Green Phial medicines & physics shop and clinic
67. Mhaes's (festhall)
68. Thond's (jewelry)
69. Six Coffers Market Priakos (merchant company) warehouse
70. The Bent Bow (tavern)
71. Laeduth's (boarding house)
72. The Red Sword (tavern)
73. Vaethym Olorar, rental falconer
74. Saerdar's Silks and Flowers
75. The Hungry Man (restaurant)
76. The Chalice (fine brass and metalworks)
77. The Net of Pearls (gowns, jewelry, and lingerie)
78. Nelzara's (boarding house)
79. Buldo Cravan (butcher)
80. The Eyes and Ears of Arabel (messenger service, caravan-guard hiring service, fast delivery service within Arabel)
81. Kelsar's Fowl (live poultry and game birds)
82. Ssarra's (restaurant)
83. The High Moon Inn
84. The Orange Banner Inn
85. The Lady's Tastes (fine clothing)
86. Soldiers Boots (tavern)
87. The Red Stirge (inn)
88. House Misrim warehouse
89. The Velvet Couch (festhall)
90. The Burning Blade (tavern)
91. Nathscal's (rental) Warehouse
92. The Lavender Lion (festhall)
93. The Smoky Skull (tavern)
94. The Old Warrior (inn)
95. Zelond's (rental) Warehouse
96. Zelzar's (pawnshop and used goods)
97. Naneatha's (festhall)
98. The Dancing Dracolisk (tavern)
99. Thael Diirim's Parchment and Proclamations
100. The Roll Roast (inn)
101. Daglar Maermeet (armorer)
102. Orphast Ulbanath (scribe, cartographer, genealogist)
103. The Moonlit Touch (nightclub, festhall)
104. Quezzo's (rental) Warehouse
105. Dhaliima's (boarding house)
106. The Three Sisters (pawnshop, used and damaged clothes and goods)
107. Nuirouve Domar, potter
108. Fillaro's Overland Food (barrels of fish, etc., from the Sword Coast or Inner Sea)
109. The Blue Mace (inn)
110. House of Baerlear warehouse
111. House of Lheskar Bhaliir
112. The Dancing Dancer (tavern)
113. The Open Casket (pawnshop, used goods, caravan liquidations, and fence of stolen goods)
114. Ghastar Ulvarinn, stone-cutter
115. Baalimr Selmarr, carpenter
116. Dazniir Relharphin, wheelwright
117. Cheth Zalbar, purveyor of fine perfumes, soaps, lotions, dyes, and cosmetics
118. Bracerim Thabbold, bed builder
119. The Lamp, Lantern, and Candle Shop of Nphreg Jhanos
120. Tamthiir's Leather Shop: fine clothes made to order
121. Psammas Durviir (tailor)
122. Elhazir's Exotica
123. "The Baths"
124. Wayscross Inn
125. The Ivory Jack (tavern)
126. Phaesha's (boarding house)
127. Vondor's Shoes & Boots
128. The Feasting Board (eatery)
129. House Hiloar warehouse
130. The Lame Camel (tavern)
131. Blackhand Lhaol's smithy
132. House Misrim warehouse
133. House of Kraliqh warehouse
134. The Scarlet Spear (inn)
135. The Lazy Lizard (tavern)
136. The Watchful Lynx (inn)
137. Nyaril warehouse
138. House Misrim warehouse
139. The Swinging Gate (inn)
140. The Nine Fires (inn)
141. The Three Bars (inn)
142. The Tired Traveler (inn)
143. The Wink and Kiss (tavern)
144. Thousandheads Trading Coster (merchant company) warehouse
145. The "Pork Market" (yards)
146. Dragoneye Dealing Coster (merchant company) warehouse
147. Ssantusas's (rental) Warehouse
148. Dhalgim's Yard (fuel: wood, charcoal, oils, kindling)
149. The Copper Cockatrice (hardware)
150. Irriphar's Inn
151. The Murdered Manticore (inn)
152. World Serpent Inn (also called Wild Goose)
153. Blaskin's (wooden structures)
154. Shrine to Chauntea
155. Shrine to Deneir
156. Shrine to Helm
157. Shrine to Lliira
158. Shrine to Milil
159. Shrine to Tempus



High Moon Inn, Nine Fires, and Swinging Gate.

For those of lesser means, there are the Night Wolf Inn, Old Warrior, Tired Traveler, Traveler's Banner, Watchful Lynx, and Wayscross Inn.

Budget hostels include the Murdered Manticores, Orange Banner Inn, Red Stirge, Scarlet Spear, and Whistling Wheel. Inns better off avoided include the Eastwatch Inn, Irriphar's Inn, Roll Roast, and Three Bars.

Just as Arabel's transient population supports a large number and variety of inns, the city also has an abundance of taverns. The tavern most frequented by local residents is the Dancing Dragon, the center of Arabel's nightlife. The most popular event of the inn is a monthly costume dance. Many stories of intrigue revolve around those who appear at the dance, for it has long been rumored that the city's nobles and elite arrive in costumes designed to mask their identities. Fueling these rumor mills is the fact that no one is required to unmask during or after the dance.

Arabel has dozens of other taverns, the most popular of which are the Bent Bow, Black Barrel, Black Mask, Burning Blade, Coiled Whip, Dancing Dracolisk, Ivory Jack, Lame Camel, Lazy Lizard, Red Sword, Silver Tankard, Smoky Skull, Soldiers Boots, Striking Snake, Two-Headed Lion, and the Wink and the Kiss.

In addition to the inns and taverns, Arabel's Baths are a popular gathering place. The Baths and related facilities, including a gym and a full complement of barbers and other services for personal grooming, are luxuriant in their appointments and relaxing in style.

Notable Citizens

Adolphus (LN hm F0) is a sage devoted to the study of astronomy and physical sciences. He is also expert in the identification of metals and baser minerals as well as woods and plants, especially in properties that may be useful to man. Adolphus will share his knowledge, but for high fees. He is a good friend of King Azoun, but the details of their relationship are not known.

Asgetrion the Learned (NG hm F1, S: monsters) is known as an expert on gorgons and has the largest collection of scrolls of *protection against petrification* of any one person in Cormyr. War Wizards and adventurers often call upon his knowledge when they expect to be encountering gorgons in their travels. Asgetrion does not sell his scrolls, however, but hoards them jealously.

Elmdaerle, Guildmaster of the Guild of Naturalists (NG hm W2, S: zoology, botany), is Arabel's, and perhaps Cormyr's, foremost expert on Cormyte forest flora and fauna. Elmdaerle is widely known as a friendly soul who can talk endlessly on any subject pertaining to botany and small woodland creatures. His most famous moment was saving a visiting noble from food poisoning by providing a botanical antidote. His Guild of Naturalists is growing stronger in Arabel, and the guild often conducts expeditions to the surrounding countryside to gather specimens for later examination.

Raynaar Marliir (LN hm F6) is the current head of the House of Marliir, the most powerful noble family in the Arabel area. Although the Marliir family commands little attention at the court in Suzail, they have extensive holdings in Arabel and especially of farmlands surrounding the city. The Marliir family has earned the respect of local citizens and has worked well with the crown's local representatives. Raynaar has been a benevolent landlord to his tenant farmers and remains on good terms with all but a few of the more exploitive merchant companies.

Doust Sulwood, Knight of Myth Drannor (CG hm P9 of Tymora), is an adventurer who has decided to take a break from the dangerous career and has chosen to live in Arabel. His membership in the Knights of Myth Drannor has earned him a formidable reputation. There's some speculation as to why he's suspended his adventuring career to relax in Arabel. Some folks say that Doust is not relaxing, but waiting for some particular event to occur, and that event will happen in Arabel. Doust denies this but is constantly hounded for information about this mysterious rumored event.



Others say Doust is conducting good deeds anonymously for reasons of his own.

Doust's wife is interesting in her own right. She is Islif Lurelake (NG hf F8), former captain of Shadowdale's militia. Islif, who is tall and broad-shouldered, distinguished herself in battles with Zhentil Keep and Scardale. She has retired, at least temporarily, to raise their son, Jhaok Sulwood.

Religion

The most powerful religious organization in Arabel is the temple that worships Tymora: Lady's House. An avatar of the Luck Maiden appeared and protected Arabel during The Time of Troubles and because of this, the temple and its order have grown significantly in the city. Leading the order is Darnos Lauthyr (CG hm P11), who has 24 priests under him and more than 300 followers. A popular figure in Arabel who is strongly connected to the order is Doust Sulwood, a former Lord of Shadowdale.

Darnos is quite outspoken as an advocate of himself and his order. He has become increasingly demanding of recognition by Arabel officials and by King Azoun, from whom he demands a barony. Also, among the temples to Tymora, he feels his temple, Lady's House, should be revered as the most important and sacred temple in the order. These tirades have not won him many friends in either the order or Arabel.

The most outrageous thing he has done lately is to double the temple's fees. Loyal followers are willing to pay his fees, but there is talk on the streets about efforts of some to find a new priest for Lady's House and efforts to start another temple to Tymora just outside Arabel.

Arabel also has shrines to Chauntea, Deneir, Helm, Lliira, Milil, and Tempus.

History

Arabel was briefly an independent city, ruled by the usurper Gondegal, the "Lost King." At its

height, Gondegal's realm stretched over much of Cormyr. However, he attempted to contain too much territory against the opposition of Cormyr, Sembia, Daggerdale, Tilverton, and others. In fact, Gondegal's rulership from his base in Arabel lasted only eight days and ended without bloodshed. Gondegal fled before capture, and his whereabouts and condition are unknown, but oft talked about in taverns whenever caravans disappear or bandit activity surges.

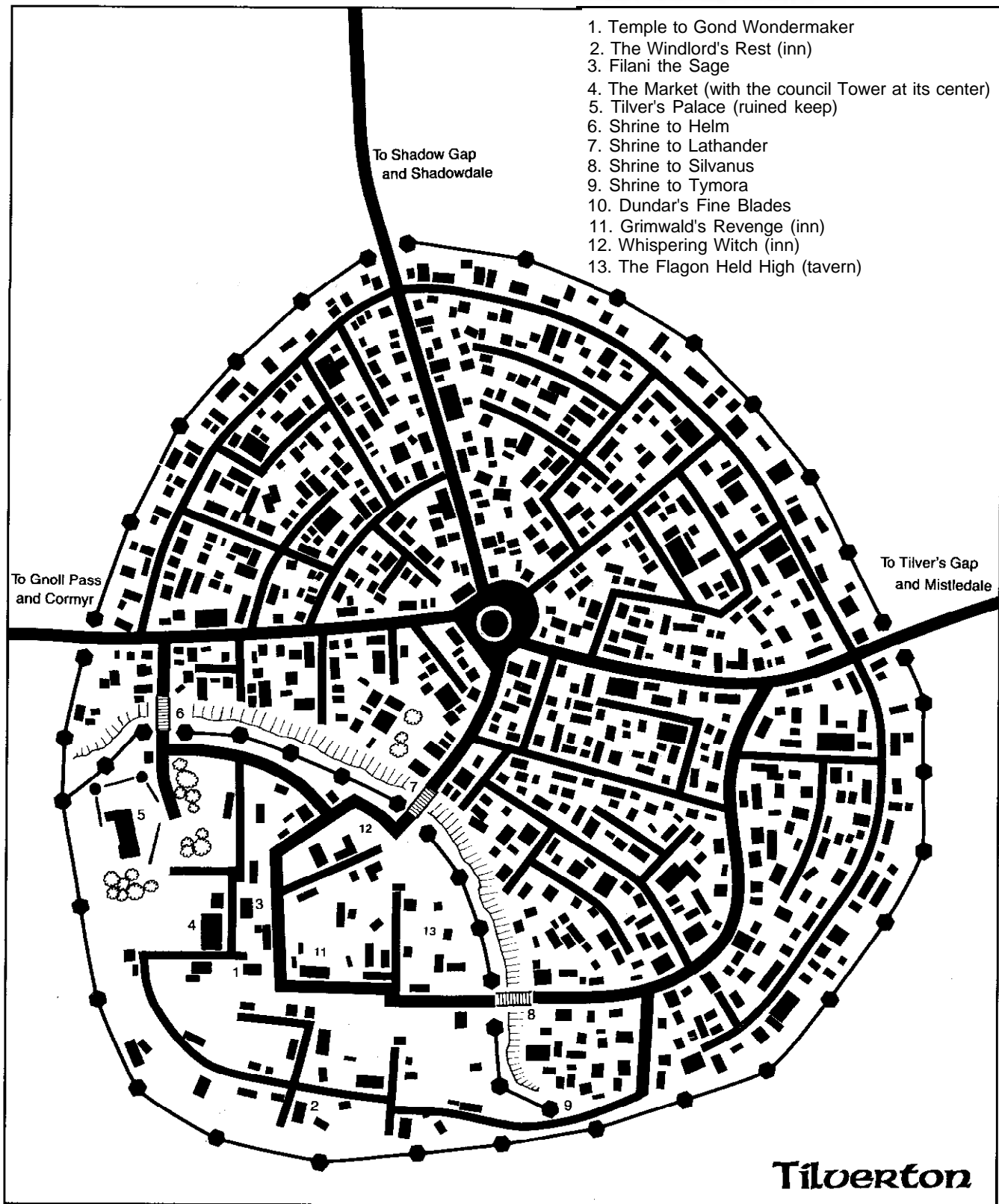
Although Gondegal's empire did not last, it had a hand in birthing the Kingdom of Cormyr. One of the faults of the young King Azoun IV was his reluctance to attend to matters outside Suzail, the capital city. But when there was an armed rebellion within Cormyr, the king was forced to take notice and act. He personally led his troops against Gondegal's self-disintegrating force. This was Azoun's first showing with his troops, and his liberation of Arabel from Gondegal's rule is a pleasant memory and feeling that he keeps close to his heart even today.

TILVERTON AND TILVER'S GAP

The Thunder Peaks have three major passes: Thunder Gap in the south and Shadow Gap and Tilver's Gap in the north. Tilverton, a protectorate of Cormyr with a population of 12,000, sits at the intersection of the roads between Tilver's Gap and Shadow Gap.

Below Tilverton lies a maze of sewers large enough to walk through. Also lying beneath the town are the ruins of an ancient elven and human settlement that surrounded the keep of Tilvara, an archwizardess. Now in ruins, the keep is known as Tilver's Palace.

The sewers are home to many rogues and monsters, including powerful undead. Competing for control of various sectors of the sewer network are a group of trolls and a band of ghouls led by a ghastr "king."





Commerce

Tilverton's leading businessman is Brieth Tanalar (CN hm F6), a horse breeder and rancher. His horses draw customers from far around, but prospective buyers must first overcome his strong distrust of strangers.

The other major products from the area are furs from the nearby forests, gems mined in the mountains, and pottery.

Security

Lady Regent Alasllyn Rowanmantle (CG hf F9), cousin to Shaerl Rowanmantle of Shadowdale, rules the protectorate and oversees a local council. Alasllyn is assisted by her herald, Cuthric Snow (NG hm F2), a young man sent by the crown to make sure Cormynte interests are looked after properly.

Tilverton has a garrison of 850 Purple Dragons, which maintains constant patrols in and around the city. In town, a typical patrol consists of 10 to 20 F3s and one or two War Wizards, commanded by an F5.

A headache in this area is the constant conflict between the Cormyrian soldiers and the only organized thieves' guild in a Cormynte city: the Rogues of Tilverton. The Rogues are 70 NE thieves of levels 2-5 and 3 to 12 fighters of levels 3-10.

Society

The frontier town of Tilverton makes do with only three inns, each with a distinctive clientele.

Grimwald's Revenge is owned by the Rogues of Tilverton, who use it as a meeting place to make connections with leaders of caravans and adventurers. It is rumored to have hundreds of secret compartments, rooms, and passages that the Rogues use.

The Whispering Witch is known for strange occurrences. The four people who staff the inn are all Harpers. They are the managers, sisters Aluana Nithrin (CG hf W7) and Jhansabella Nithrin

(NG hf W6), cook Alstigar the Silent (NG hm B9), and stablemaster Kheldrar Ghaudelar (LN hm B8).

There is also a tavern of note, The Flagon Held High. The tavern makes no attempt to bar the lower elements of society, and those with ill manners manage to behave themselves most of the time while at this tavern. Because of its peaceful atmosphere and diverse customers, The Flagon Held High often serves as a "neutral site" where people of different social classes can meet without attracting attention.

Notable Citizens

Andalara (CG hm R9) is a Harper who travels with six half-elf fighters. They hunt for game and for any evils the Purple Dragons overlook. When not hunting, Andalara spends much of his time in the weapons shop of his brother, Dundar (CG hm F6).

Hasantasser Bloodshoulder (NG hm T7) runs Grimwald's Revenge as a leading member of the Rogues of Tilverton. He has the unusual hobby of keeping caged frogs, releasing one whenever the Rogues score a major theft.

Filani of Tantras (N hf W9, S: politics and history of the Dragonreach and Moonsea North) sells her information but will not sell magical items or her magical services. Her information is reliable and the amount offered determines how insightful she can be.

Artur "the Fat Man" Grossman (N hm T10) is the uncontested leader of the Rogues of Tilverton.

Lharae "the Lithe" Grossman (CG hf T8) is the daughter of Artur who has used her charms to win the confidence of the Gond clergy and Tilverton's garrison. From this position close to power, she has provided information to her father and the Rogues of Tilverton for years.

Gahlaerd Mossmere (NG hm W12) is known for two things: researching new spells and dealing with anyone of low repute who comes his way. He has regular business with the Rogues, aiding them with magic and a safe house.



Religion

Tilverton's major temple is to Gond Wonderbringer, led by Burlan Almaether (N hm P12) and his 26 priests.

Lesser temples include ones to Helm, Lathander, Silvanus, and Tymora. Mask and Cyric are supposedly represented in secret locations within the sewers.

History

Since its occupation in 1357 DR, Tilverton has become an increasingly important strategic point for Cormyr. To this end it has been walled and its streets paved. A garrison of 850 Purple Dragons is stationed there, and foot patrols are common on the streets.

Tilverton was originally occupied by Duke Bhereu because of "attacks of Lashan of Scardale and Zhentil Keep against Cormyte interests." The reality is that Cormyr occupied Tilverton before its enemies had a chance to. The Dales and Sembia tacitly approved of the occupation, but each is concerned that Cormyr is becoming too powerful in that area.

Smaller Towns

Castle Crag

Situated in the north-central portion of Cormyr, Castle Crag is a defensive outpost built to keep intruders from the Stonelands on the far side of Gnoll Pass and outside Cormyr proper.

Approximately 500 members of the Purple Dragons and a detachment of War Wizards are stationed here, led by Bren Tallsword (LN hm F10). He is known as a commander who favors regular drills and who is completely comfortable in enforcing the standing order to hold at all costs. If Castle Crag is attacked, Tallsword is confident that forces from Arabel would be able to reinforce his position or be able to rout any

invasion force that managed to get past the outpost.

To ensure that messages for help reach Arabel, Tallsword keeps a psionist on staff who can establish contact with a member of Arabel's garrison of Purple Dragons. If necessary, the psionist can mentally transmit the request for reinforcements to Arabel. Suzail is studying this system, and if it is successful enough, the crown may decide to hire psionists to transmit messages from one commander to another in all parts of the realm.

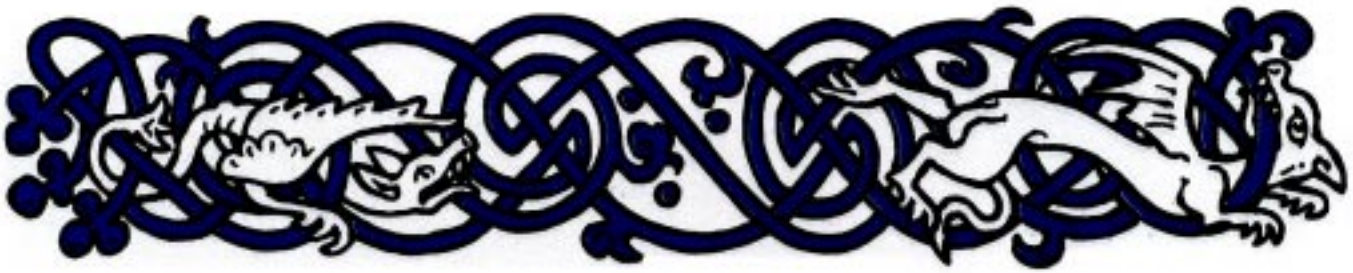
However, some in Suzail oppose this system for fear that the formal introduction of psionics would jeopardize the status quo of the Cormyte Army by introducing a "weapon" that would escalate matters in the Stonelands and with Zhentil. They maintain that defending their commanders from psionic attack would become too costly and would hamper their efforts to command. Also there is the eternal question of loyalty of the psionists, for if one should betray Cormyr, he could cripple Cormyr's forces.

Castle Kilgrave

This eldritch castle in the Stormhorn Mountains, near Castle Crag, was once the site of many bizarre magical spells and nefarious actions but now is in ruins, blasted apart by magic.

The castle's foundation remains, and its walls, though crumbled, reveal the shape of the castle and some of the structures within its walls. Kilgrave was a simple square design with each wall 1,000 feet long. It had but one gate, centered in one wall of some massive structure, perhaps a simple obelisk. From this gate, a drawbridge spanned a shallow moat. In addition, towers stood at each corner of the castle walls.

Within the walls were many structures, including a large hall surrounding a central courtyard (which is now overgrown with twisted vines and assorted ugly growths). Other internal structures are obliterated, so completely crumbled that few stones remain intact. This destruction, like the



origin of the castle, was undoubtedly magical in nature.

The below-ground levels of the castle are a different matter. Rooms and corridors are almost intact in some areas and in ruins elsewhere.

There have been some efforts to explore the castle's lower levels, but these parties have either returned empty-handed or not at all. However, there was one report from a survivor of an expedition who said they had discovered an underground secret chamber containing a mystic pool. Unfortunately, this person was too ill of mind after the experience to adequately describe the location of the room or what had happened to his fellows.

Dhedluk (Dead-LUKE)

This town of 100 buildings in the heart of the King's Forest is surrounded by a wooden stockade with a single gate.

The town's leading citizen is Thiombur (NG hm F8), a retired adventurer who runs an inn called the Blushing Maiden. Thiombur knows everyone in Dhedluk, making the Blushing Maiden a valuable place to go.

However, Thiombur charges for the benefit of his connections according to their knowledge and experience (in game terms, 200 gp per level of the individual he is helping or referring, whichever is higher). Also, he will not aid in any threat against the crown and will in fact report anyone who exhibits such intent to the militia.

The Blushing Maiden is even visited by nobles and court representatives, and in fact Thiombur is lord of the town. Thiombur offers his knowledge to anyone but saves his best secrets for Vangerdahast, a trusted friend and informant.

Assisting Thiombur as herald and also at the Blushing Maiden is Ildul Stonegiant (LN hf F1).

Espar

Espar is a scattering of 120 stone buildings in the midst of farmland. Hezom (LG hm P10) has left

the service of Helm to rule this quiet farming community on behalf of the crown. He still maintains a small shrine to Helm. Aiding him is his herald, a reformed rogue named Gzelder "Yellow Hand" Yespar (NG hm B8).

Espar is also known for Quiral (NG hm F5), a smithy with some renown for excellent swords. However, he creates swords slowly and carefully. He was an adventurer for a time and has been able to support himself with his loot. Therefore, swordmaking is more of a hobby than a business for him and he will only fashion a sword if he desires.

The Watchful Eye is Espar's only inn.

Eveningstar

This town of about 50 buildings without fortification and is located where the Main Road crosses Starwater.

Eveningstar has two characteristics that make it a town of note. Foremost is that the town is home to a rare species of flying cat. Known as tressym, they are symbols of good luck.

Eveningstar is located near the Haunted Halls, a multi-level subterranean complex that has been a stronghold for many varieties of bandits and adventuring companies. Although it has been cleared of monsters and various threats for generations, there are still rumors that a vast treasure remains to be discovered within. The Haunted Hills is actually a keep set into a cliff wall and is no longer functional as anything more than an empty cave.

Tessaril Winter (CG hf F10) is a good lord of Eveningstar. She has her herald, Tzin Tzummer (NG hm B7), and town clerk Morim (NG hm F3) to assist her. Winter is caught up in the romance of the Haunted Hills and will assist any adventurers who wish to go there. She is one who believes that there might still be some treasure waiting to be uncovered.

Wine, parchment, and wool form the bulk of Eveningstar's commerce with cities as far away as Suzail and Daerlun. The surrounding farms



account for most of the remainder of the town's economy.

Although Eveningstar is small, it supports a variety of fine inns. The top three are The Lonesome Tankard, run by Duman Kiriag (NG hm F5), The Golden Unicorn, run by Selda Imyara, and The Welcoming Hand, which is currently being rebuilt after a misunderstanding over the dinner bill between two magicians.

The town has a single large temple, The House of the Morning, which serves Lathander. Leading the church is Charisbonde Trueservant (NG hf P11). A notable resident of the temple is Jelde Asturien of Lathander (NG hm P8). He acts as the temple's seneschal and is a former Knight of Myth Drannor. He's known to carry a magical *ring of spell storing* containing three *raise dead* spells and two *flame strike* spells.

Gray Oaks

This unfortified town of about 20 buildings lies at the edge of the King's Forest near Hilp. Its citizens live simply, generally depending on farming for livelihood.

Gray Oaks has an interesting legend about a nearby stream called Tearflow. One fall, a soldier and his love chose a clearing near a three-foot waterfall for a picnic, a last opportunity for celebration together before he was due to join his regiment, which was due to winter over in High Horn. The lady, who came from a wealthy family, brought expensive plates and glasses to the picnic. At the conclusion of the picnic, the soldier took one of the glasses and put it under the waterfall to fill it with water for a toast. Just as he did so, he noticed a unicorn out of the corner of his eye and the glass slipped from his grasp and fell into the pool. The glass was of such good quality that it was perfectly clear and invisible in the clear pool by the waterfall. His lover caught a fleeting glimpse of the unicorn as it ran into the forest away from them.

The legend of Tearflow is that whoever should find the missing glass will be reunited with a lost love or discover one's true love when the matching glass is found. The legend says that when the unicorn returns, the glass will become visible within the pool under the waterfall. Thus far, the waterfall and clearing have not been found.

High Horn

The strongest concentration of Cormyte military forces in the west is located deep within the Stormhorn Mountains at a hold called High Horn.

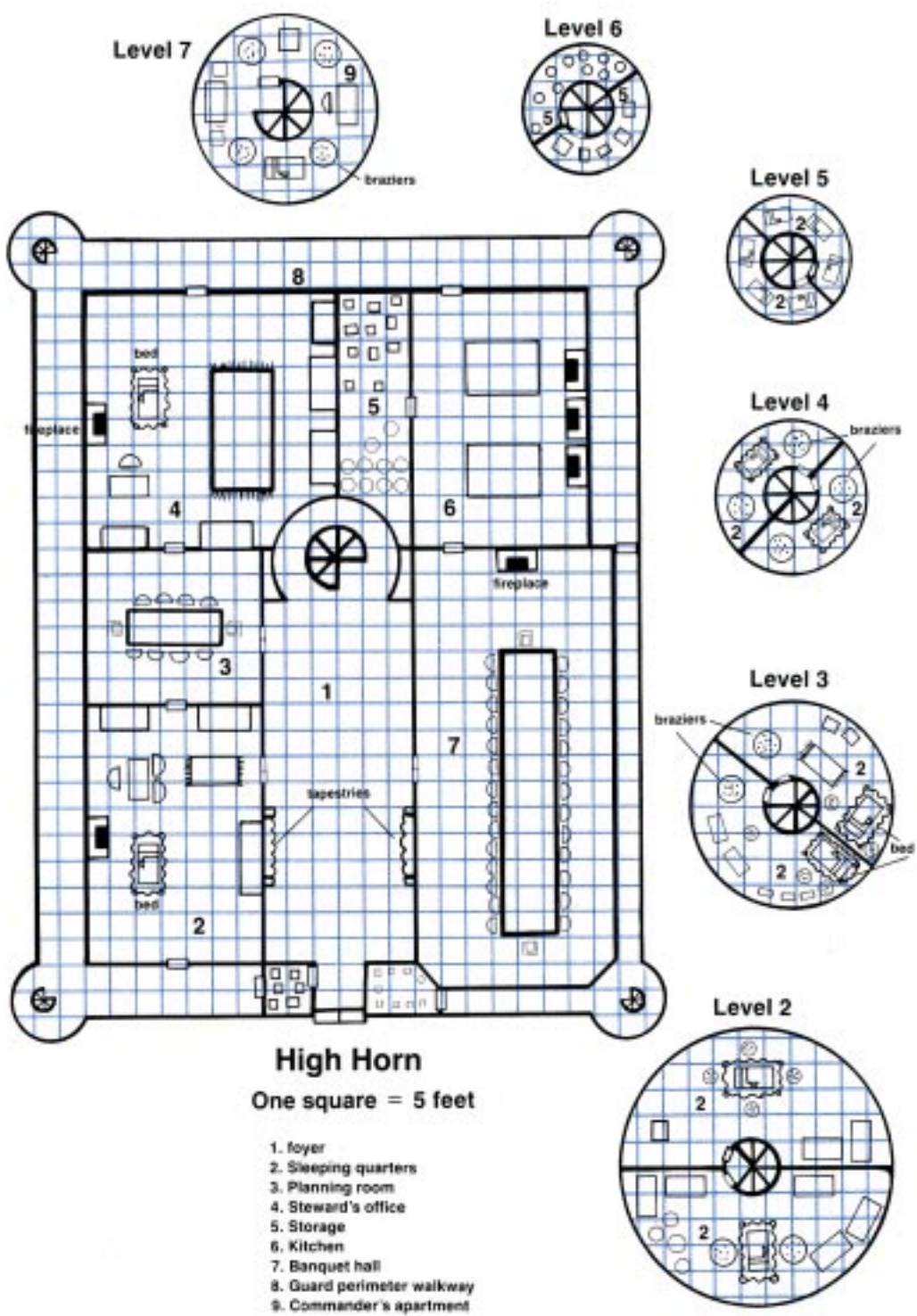
High Horn is a mammoth complex sitting atop a 1,000-foot-high mountain and consisting of multiple towers and various defensive structures. It houses approximately 400 soldiers (100 archers and 300 mixed). There is a knight (F3) for every group of 10 men, and the knights answer to the lord of High Horn, Lord Commander Thursk Dembarron (LG hm P15). His herald is Dhag Greybeard (LN hm R10). During the winter, it houses half the Cormyte army for the entire season.

Also, the War Wizards make High Horn a base. There are at least three of them there at any one time (each of 6th level or greater with a 50% chance one will be of 7th-12th level).

High Horn guards the road to the West, specifically to prevent border raiders and marshland-based lizardmen from entering through the pass where High Horn is situated. It also routes to nearby royal gem mines.

There are facilities for housing travelers, but they are quite spartan and the military extends only the most basic courtesies. The atmosphere is disciplined since the Lord Commander began improving the readiness of the forces in High Horn in light of the growing strength of the Zhentarim to the west.

Perhaps because High Horn is such a well-defended structure, it has never had to face a major siege or attack.





Hilp

This sleepy village on the road between Immersea and Suzail is named for an adventurer who cleared the area of trolls and encouraged settlement.

Hilp's lord, Doon Dzavar (NG hm F2), is not a native to Cormyr but is nonetheless popular for his enthusiasm and leadership. His herald is Baldask Delzantar (NG hm W5).

Hilp has an active farmers' market and well-known businesses making barrels and wagons.

Hultail

This village in eastern Cormyr, along Wyvernwater, has only a few buildings and is too small to have a lord. Instead Sarp Redbeard of Wheloon attends to the interests of the crown.

Hultail is the only port on Wyvernwater west of Immersea, and so it sees all of the traffic along the Thunder River to the east. This makes Hultail the "secret door" into Cormyr. The majority of the trade that passes into Cormyr arrives through Gnoll Pass, High Horn, or along the Way of the Manticore through Wheloon. However, one can enter Cormyr through the High Dale and down the Thunder River into Hultail and Wyvernwater.

This route is called the secret door because it is not as heavily guarded as the other paths. Indeed, Gnoll Pass and High Horn have formidable fortifications to control passage. The secret door is most often used by individuals who want to enter Cormyr secretly. It is also heavily used by the Dalesmen, for whom it is the shortest route.

The villagers of Hultail are on good terms with the Dalesmen and do not worry a great deal about the many shady individuals who pass through town. The villagers have had this relaxed attitude since a War Wizard, Fractus (LN hm W7), set up shop near the town. Nearly everyone in Hultail believes that Fractus is a spy for the crown who would defend the town or at least be able to raise help if Hultail were threatened.

Immersea

An unfortified town of 100 buildings, Immersea serves primarily as a stop-over point along the route from Arabel to Hilp, along Calantar's Way.

Immersea is a watering hole for livestock as well as humans, and the town contains many small inns and taverns that cater to the one-night stay of travelers. The most prominent of these inns is the Five Fine Fish, which brews its own brand of ale that has a loyal following.

Immersea's lord is Samtavan Sudacar (LN hm F3), who is not well liked among his townspeople for he is not a native of Immersea (but of Suzail), and his governorship of the town is woefully inadequate. Were it not for the diligent and concerned efforts of Sudacar's herald, Geldroon Cultspiiir (CN h-em F2), the town would be virtually ungoverned.

Redstone, the most prominent structure in Immersea, is the ancestral home of the Wyvernspur family.

A popular attraction in Immersea is the "Mist Fishers," a name given to a group of fishermen who go out early in the morning, while there are still mists on the Wyvernwater, and catch fish with draglines and scoop-nets.

Noktil

A village along the Immerflow, midway between the Wyvernwater and the bridge near the Hultail Forest, Noktil has only 50 undefended buildings and a small resident population that remains steady with the seasons. Indeed, the population of the town, which is roughly 400, has changed little in generations.

Noktil is known as a source of fine wood and sweet bread and other bakery products. There are several waterwheels along the bank of the Immerflow that provide power for flour mills. Noktil bakers make enough bread to export to all of Cormyr.

Noktil's wood is surprisingly soft and pliable when it's green. But as it dries, the wood hardens



and becomes quite strong, most likely the strongest wood in Cormyr. This has spawned a wood trade providing custom wood products primarily to nobles in Suzail.

Noktil is governed by Arabel's lord, but the greatest amount of commerce is with Immersea.

There is a rumor that an elven master archer living in Noktil is instructing the townspeople in the crafting of exceptionally strong bows using their wood. The villagers who make up the volunteer militia are primarily archers and have a reputation for accuracy that exceeds the skill of professional archer companies, lending credence to this rumor. None of the townspeople will speak on the matter, however. Noktil bows are said to have a difficult pull but an incredible range, and the shafts of arrows and of wooden crossbow bolts in particular are fabled to be nearly as strong as iron.

Every spring a small number of adventurers and explorers arrive in Noktil hoping to make their base there while they venture into the Hullack Forest. The town has only one inn, and its equipment shop stocks more farm implements than adventuring gear. Villagers are cool toward explorers because they fear counterstrikes by the horrors from the depths of Hullack Forest.

Thunderstone

This unfortified town on the southern edge of the Hullack Forest is frequently used as a base of operations for expeditions into that woods, by both merchant companies and the Purple Dragons.

The winter population of Thunderstone is about 900, but from the spring to the fall, the population swells considerably as Purple Dragons, explorers, merchant companies, adventurers, trappers, and others come to town on their way into the forest. There is also a fair amount of traffic from the Dalelands through Thunderstone as merchants and smugglers make their way to Wheloon and the rest of Cormyr. Most of this traffic occurs in the winter, after the Purple Dragons have left town.

The town caters to visitors and travelers with a variety of inns, taverns, and equipment shops. The town's chief business is fulfilling adventurers' needs.

Unfortunately, the Purple Dragon garrison, comprising about 100 foot troops, has a bad reputation in Thunderstone for creating disturbances. The leader of the Purple Dragon contingent that comes to Thunderstone, Faril Laheralson (CN hm F5), is more interested in maintaining his troops' spirit than in unit discipline. Because of this, they frequently get out of hand.

Thunderstone has neither militia nor lord. Instead, the lord of Wheloon, Sarp Redbeard, represents the crown's interests in Thunderstone as best as he can from such a distance. The villagers have petitioned Redbeard to reprimand Laheralson for the conduct of his troops. Redbeard has spoken to Laheralson, but the commander has the favor of the king and Redbeard is in no position to force a confrontation.

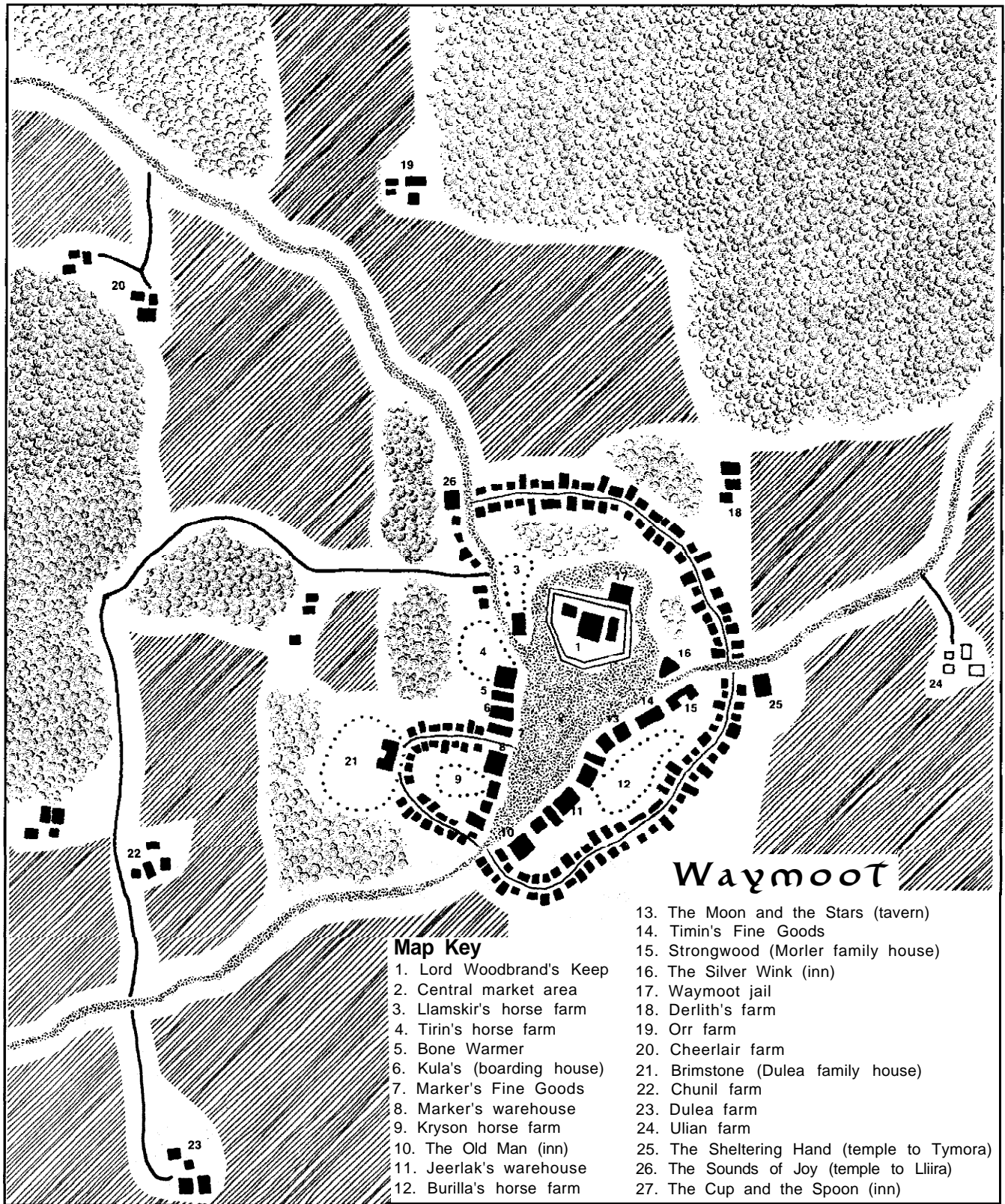
The crown has an office in Thunderstone to keep track of the extent to which the Hullack Forest has been cleared of menaces. Although the crown's officer, Hurm Thiodor (LG hm F2), is a good record keeper and a part-time adventurer who also ventures into the forest, it's nearly impossible for him to get an accurate picture of everything that's going on there.

Tyrluk

Tyrluk has but a single smithy, a carter, and a farmers' market. Besides the neighboring farms, Tyrluk's only industry is a pony-breeding ranch that supplies top-grade mounts to local citizens as well as passing caravans.

Tyrluk's lord is Suldag the Boar (NG hm F6), who has a moderate reputation for exploits as a warrior and for his astounding girth. His herald is "Tooth" Nzal Tursa (LN hm F3), his former squire.

There is a single inn, but it is very small and only able to accommodate local patrons. Visitors are almost universally shunned from this inn.



Map Key

- 1. Lord Woodbrand's Keep
- 2. Central market area
- 3. Llamskir's horse farm
- 4. Tirin's horse farm
- 5. Bone Warmer
- 6. Kula's (boarding house)
- 7. Marker's Fine Goods
- 8. Marker's warehouse
- 9. Kryson horse farm
- 10. The Old Man (inn)
- 11. Jeerlak's warehouse
- 12. Burilla's horse farm

- 13. The Moon and the Stars (tavern)
- 14. Timin's Fine Goods
- 15. Strongwood (Morler family house)
- 16. The Silver Wink (inn)
- 17. Waymoot jail
- 18. Derlith's farm
- 19. Orr farm
- 20. Cheerlair farm
- 21. Brimstone (Dulea family house)
- 22. Chunil farm
- 23. Dulea farm
- 24. Ulian farm
- 25. The Sheltering Hand (temple to Tymora)
- 26. The Sounds of Joy (temple to Lliira)
- 27. The Cup and the Spoon (inn)





Waymoot

The largest town within the King's Forest, Waymoot sits in the center of a five-mile-wide, man-made clearing. The town's most notable feature is the walled keep in the center of town that is home to a lord of unusual strength (18/94). Filfar Woodbrand (LG hm F10) made his reputation in his youth when he repelled a troll attack on the town largely on his own. Dhag Greybeard serves as herald for Waymoot as well as High Horn, aided in the former by a herald-in-training, Alatha Korduis (LN hf B6).

Waymoot's economy is driven by traders who come for the town's horses and wagons. Horses are bred and trained here, with many bound for Cormyr's army.

For entertainment, the Silver Wink is Waymoot's most popular inn. Others include the Cup and the Spoon, the Old Man, and the Moon & Stars. The Silver Wink inn is popular mostly because that's the inn Lord Woodbrand frequents. There is always a crowd eager to see exhibitions of the lord's fantastic strength.

There are only two temples in town, one to Tymora and another to Lliira. The Sheltering Hand is Tymora's temple, managed by Gothric of Tymora (CC hm P7) and three supporting priests. The Sounds of Joy serves Lliira, and Hezarai Moonbolt (NG h-ef P8) is its leader. The Sounds of Joy used to be devoted to Waukeen, as did its priestess. However, after a fevered dream that Moonbolt is highly reluctant to discuss, she decided to reorient her pursuits toward Lliira.

Despite the taming of the surrounding areas of the King's Forest and the general peace in Waymoot in recent years, the town retains a bit of its rough edges from its chaotic past. At one time Waymoot was notorious for its large and active thieves' guilds as well as numerous others of dark intent. This reign of evil ended with the destruction of the god Bhaal. Rumors of undiscovered treasures in the vicinity persist to this day.

Wheloon

This town of 200 major buildings is located between Wyvernwater and Hermit's Wood. Many a person traveling along the road to Hilp and Marsember or out of Cormyr to Sembia has been struck by the beauty of the town's vibrant green roofs.

Native slate used as shingles turns a brilliant green after exposure to the sun. The prevalence of these shingles has given the houses here the nickname "the jade towers of Wheloon."

Wheloon began as a small settlement serving a ferry over Wyvernwater. As traffic increased along the road between Cormyr and Sembia, the ferry became heavily used, boosting the town's economy.

Today, the ferry is still an important part of the economy, but the town's craftsmen generate more income. Boatmakers, basketweavers, sailmakers, and potters all live in Wheloon, and their business attracts many customers from Cormyr and Sembia.

Wheloon's lord is Sarp Redbeard (NG hm F9), who is known for being headstrong and virtually independent of the crown. The townspeople like Redbeard because he keeps the Purple Dragons out of Wheloon. He is not well liked in the courts of Cormyr for he quite often refuses to support crown policies. Fortunately for him and for Wheloon, Redbeard does not try to stir up dissent against the crown. Instead, he merely opposes anything that doesn't benefit Wheloon. The other lords recognize his devotion to his town and simply outvote him whenever necessary, knowing that he will not attempt to use his vote against them—unless it concerns Wheloon. Redbeard's herald is Elaerue Estspirit (CG h-ef R7).

Wheloon's major temple is to Chauntea. Harandave Donohar (NG hm P16) leads it with 14 followers. A secondary temple in town is to Silvanus and is led by Orinstar Thirlthorn (N hm D4).



History of Cormyr



hat is now known as the House of Obarskyr unified the small territory known as Cormyr, which was based around a small fortified city, Suzail, and a few outposts. This became the seat of power for the Kingdom of Cormyr.

The House of Obarskyr began the line of kings that extends to this day and Cormyr's ruler: King Azoun IV. King Azoun is the 71st of his line.

In the beginning, the rule of Cormyr was a difficult one. Indeed, there were times when the king was forced to rule not from his throne in Suzail, but to relocate to one of the outposts, such as Arabel or Marsember. Intrigue, rebellions, and other factors all contributed to the changes of venue for the king.

The Lost King

One example of rebellion was the brief reign of Gondegal, who is also known as the "Lost King."

In 1352 (the Year of the Dragon), Gondegal attempted to establish his own kingdom within Cormyr. Gondegal wanted to be a king and saw the only method of achieving that goal was to take land by force and install himself as ruler.

Gondegal used Arabel as his base of operations, starting by recruiting mercenaries from all over Cormyr and from what are now known as the Goblin Marches and the Stonelands. In return for military service, Gondegal promised his soldiers any loot they could find along the way, and for his commanders, noble titles and plots of land.

Gondegal conducted many guerrilla-type raids all over Cormyr and was quite successful in his initial drive for power. Gondegal's forces carried his banner as far north as the Desertsedge Mountains, east past Wyvernwater to the Vast Swamp (capturing Immersea, Hultail, Thunderstone, and Wheeloon), west to farms around Eveningstar (though Eveningstar itself withstood Gondegal's siege), and northeast to Tilver's Gap.

Gondegal's troops, though mercenary, performed well enough to capture a sizable portion of land and cause much misery in the towns they occupied. The troops also took Gondegal at his word and looted everything they could lay their hands on, leaving many of the towns and farms in ruins and many people dead.

Gondegal fell due to two mistakes that went hand in hand. First, he



promised his mercenaries any loot they could find. This depleted the towns they sacked, rendering them useless as points of supply for further troop operations. Second, Gondegal's troops struck suddenly and moved quickly, meaning Gondegal was able to capture as much territory as he did because he was able to react more quickly than could Cormyr's resident forces, the Purple Dragons.

However, this meant that retaliation from the Purple Dragons would come in a massive wave, once they were able to group, conduct themselves as a whole unit, and bring in reinforcements from other lands. With much of the military stationed in High Horn at the time, there was considerable difficulty in assembling enough troops to challenge Gondegal on the field. Cormyr had been prepared for an attack from outside, not for an enemy within.

Also, Gondegal upset the balance of power in the region, and the region's other kingdoms, Sembia, Daggerdale, Tilverton, and other dales all combined to help put down the renegade.

Gondegal did manage to establish a throne at Arabel. This reign lasted only eight days, and Gondegal was only actually in Arabel for five days as ruler of his impromptu kingdom.

Finally, the Purple Dragons and the combined might of the other kingdoms marched against Gondegal. Simultaneous advances began out of High Horn, the High Dale, Thunder Gap, and Tilverton (its surviving forces had quickly retaken their city after Gondegal captured it).

As the Purple Dragons marched into occupied territory, they were greeted with sights of destruction and hopelessness. Gondegal's troops had run, pillaging as much as they could before they retreated, hoping to find loot at other locations. In fact, a substantial portion of Gondegal's troops merely surrendered and offered to join the Purple Dragons in return for food and shelter.

Gondegal's forces collapsed against the marching Dragons. Throughout the entire simultaneous advance, there was not a single major battle,

and no battle lasting more than an hour or costing more than 100 lives. Most of the renegade troops decided to fight only because they saw no other option, choosing to die in battle rather than return to their homes in disgrace.

The Purple Dragons, led personally by King Azoun IV, marched on Arabel expecting a pitched battle or a long siege at Gondegal's stronghold. Instead, the Purple Dragons met no resistance whatsoever. Gondegal had fled, most likely during the night or perhaps even a day or two before, and left his troops to their own devices. Gondegal's mercenary troops had no reason to fight for Arabel on their own. They fought for gold alone, and the source of that gold had fled Arabel. The Purple Dragons occupied Arabel without spilling a drop of blood.

The Land at Peace

The land has been officially at peace for many years, since Rhigaerd overthrew the last of the border raiders. However, Cormyrian forces have taken part in many actions in nearby regions, and the nation has recently mustered its forces to occupy Tilverton on the marches of the Dalelands and to lead a crusade against the great Tuigan Hordes invading the Realms from the East. One wit has noted, "Yes, the land is at peace, but the army has to keep busy."

In addition to major actions, Cormyrian patrols often skirmish with bandits on the roads in the north and west and are at present battling orcs and other creatures north and east of Cormyr, in Tilver's Gap and Shadow Gap. Both of these areas are threatened by evil raiders who will menace Cormyr itself if they ever overrun Tilverton. Cormyr has built a fortress, Castle Crag, to defend the kingdom against attacks from that quarter, and maintains the High Horn to protect against attacks from the West.





A Kingdom of Expansion

Cormyr started as a city-state of Suzail and some surrounding communities. Since that time, Cormyr has significantly increased its size.

Its first major expansion effort was into what is now called the King's Forest. This forest, which at the time was much larger than its current size, was infested with monsters, a brigand hideout, and a host of other threats to human habitation.

Through the concentrated efforts of Suzail and communities near the forest, it was cleared of monsters and made safe for human habitation. People lured by the fine game and rich timber started small communities that exist to this day.

The crown created strongpoints with garrisons to protect Cormyr's frontiers. Two of these locations became known as Castle Crag and High Horn.

High Horn was first and took the longer amount of time to construct. Sitting in a pass 1,000 feet up in the mountains, High Horn presented a difficult engineering problem: constructing the towers and walls of the complex and landscaping the surrounding mountainous terrain. Building the castle and the road leading to and through it took almost a decade.

Castle Crag, a smaller and simpler structure on more forgiving terrain, took less time to complete. These outposts represented the farthest expansion of Cormyrian forces for a very long time.

While these outposts were being built, Cormyrian farmers began to cultivate the land bordering the Wyvernwater. This territory was not claimed by any other kingdom (Semia, a possible choice, claimed land only as far as the Vast Swamp) and Cormyrian expansion into this area was inevitable. Migration has been gradual, and the few communities along the Wyvernwater are oriented toward farming.

A concentrated effort is underway to sweep

the area of monsters and create a place fit for habitation, much like the King's Forest.

Future Expansion

Cormyr is growing steadily toward the east and northeast. This means the Hullack Forest and the areas around it and between the forest and Tilverton will become more tightly under the control of Cormyr and become more favorable for safe living. As Cormyr has grown, it has begun to look to Hullack Forest to fill its expanding need for resources.

The recent acquisition of Tilverton means Cormyr will look to the Stonelands and perhaps the Goblin Marches as its next serious effort after the Hullack Forest. The Goblin Marches will likely be of secondary importance to the Stonelands, which are closer to Tilverton and present a greater risk to the security of that area.

A primary difficulty in taming either of those lands is that they are terribly unruly and current efforts have been less than successful. Only a serious effort at militaristic conquest will likely bring those areas under control. That type of activity will likely further anger the Zhentarim, the folk of Daggerdale, and Sembia. The Dales, including Shadowdale, will be alarmed if Cormyr and the previously mentioned kingdoms go to war as the Dales will become a battlefield. Worse, neither Cormyr nor its enemy in such a war could resist claiming won battlefields as conquered territory.

The coast along the Lake of Dragons between Marsember and Urmlaspyr will likely see larger communities springing up. As more ships ply the lake, there will be more demand for ports. Also, there will perhaps be more need to have a port closer to kingdoms beyond the Neck in the Lake of Dragons, meaning a port closer to cities like Westgate and Urmlaspyr. Cormyr should be planning on creating a port closer to the Neck to protect Cormyrian shipping from pirate activity.



Cormyte Society

The Cormyte Mindset



he predominant characteristics of the citizenry in Cormyr are their contentedness with their kingdom, and the conviction that their system of government is the best.

This has given Cormyrians the reputation of being elitists, believing other kingdoms to be inferior to their own. To a certain degree, that belief is grounded in fact.

The Dales, Vast, Western Heartlands, and the Dragon Coast, for example, are too disorganized to bring about lasting change in their realms. If any of these would organize under a single ruler and adopt Cormyr's system of a strong king, a strong central army, and content citizenry, they could become more potent states.

Cormyreans are responsible citizens who take the issues of the kingdom to heart and participate in community affairs. Each town in Cormyr has a strong sense of community that is difficult to break down. This unity is one of Cormyr's greatest strengths.

This unity also is evident in the noble class's conscientious devotion to its leadership and government. Nobles see their role in Cormyr as more of a duty to their countrymen rather than a right to inherited (and abusive) power.

Cormyreans also take pride in their level of civilization. They honor the laws of the land with compassion and diligence, but not so much so that criminals are let loose or that prisoners fear for their lives when they enter jail.

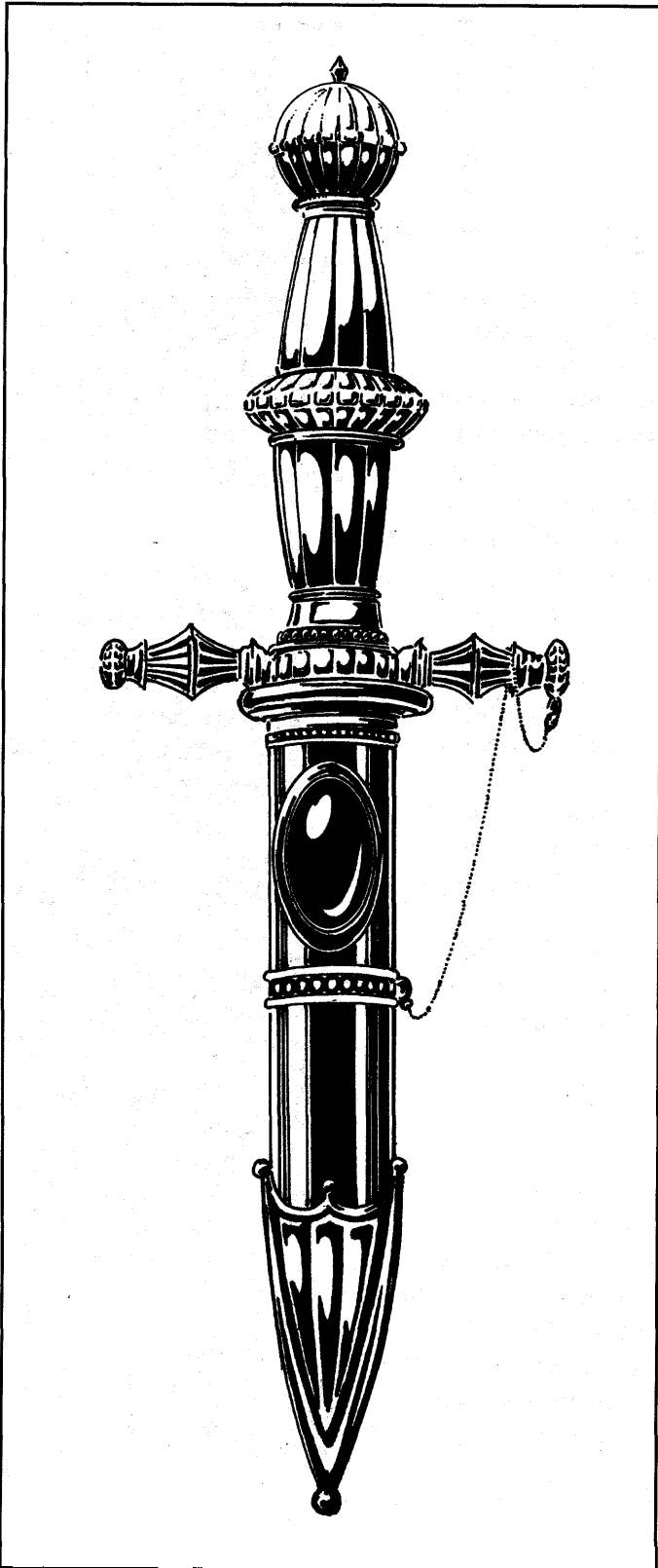
Customs

Some Cormyrean customs are common; others are more than a little unusual. To blend in and gain acceptance, the visitor must learn them and try to remember to follow them. (See "Local Militias" on page 58 for information on how visitors make their acquaintance with Cormyrean laws and customs.)

- Commoners of both sexes bow their heads to royalty. This is actually a law, one that Cormyreans will enforce with visitors, regardless of who they are or who the particular royal person might be. Cormyreans greatly respect their leaders, and they want to impress this respect on everyone who visits their kingdom.

- Burials are followed by wakes. Cormyreans view death as the end of a pleasant journey in a wonderful kingdom, which is in fact not far from the





truth. Certainly, various faiths have different burial practices, but common throughout Cormyr is the belief that some kind of wake should follow a burial, that the dead person should be mourned by the living no matter if his spirit lives on or not. But at the same time, life in Cormyr should be celebrated and the festivities that accompany a wake are used to remind all participants of how fortunate they are to be a part of Cormyr.

- Cats are the eyes and messengers of the gods. Cormyr's respect for cats dates back further than anyone can remember. Cats are revered in Cormyr like no other animal, and this reverence extends across religious beliefs. Cats are sacred and should never be killed. It is also said keeping a cat may prompt the gods to intervene on one's behalf in the event of a tragedy. Therefore, many citizens in Cormyr have at least one cat, and cats are allowed the run of the house and never kept in cages. It should be noted that altering the cat is considered a great offense. Clipping ears, fur, or especially tails is cause for ostracism (of the offender, not the victim!) in some towns. Also, a cat's ability to reproduce shouldn't be tampered with, as the gods will determine how many cats there are in Cormyr. Certainly it would be a great problem to keep cats, were they allowed to run free and reproduce at will. Fortunately as far as human living conditions are concerned, cats have many natural predators that keep the population low enough that cats don't overly interfere with living conditions, especially in larger cities.

- Women interested in finding mates wear purple scarves. This is another age-old custom of unknown origin. A modern explanation of the custom is that when a woman desires a mate, she wears the color of Cormyr's banner to remind men of their obligation to the kingdom, to take a mate and increase Cormyr's population. Certainly not all women subscribe to this custom, and it's mostly used by women who consider themselves young and adventurous. Lovers also frequently give purple scarves as gifts, as signs of affection.



- Guests always adhere to the rules of the household. When invited to a fellow's house, the guest is responsible for making sure he does not upset the host's daily routine. Cormyreans believe the home is one of the most important places, and its maintenance is paramount to a family's continued happiness. Guests should not, therefore, do things that interfere with the host family's way of living.

- Hunting on another's land is forbidden. The population of game animals is sometimes scarce in certain parts of Cormyr, and the crown closely regulates hunting, especially in the King's Forest. Violation of this custom is tantamount to a betrayal of trust among neighbors and results in low-level ostracism. (People may not cross the street to avoid the offender, but they're likely to ignore his presence.) There are cases where individuals were able to redeem themselves by offering their local town a banquet and allowing others to hunt on their lands.

- The use of foreign currency is frowned upon. Cormyreans should use their own kingdom's coin and not rely on the currency of other, perhaps lesser, kingdoms. Introducing foreign money is a subtle way of infiltration, giving the other kingdom a role in Cormyr's daily life. This should not be tolerated, and visitors who arrive in Cormyr are quickly instructed by business owners to convert their currency to Cormyte coinage. Trading of currency is done almost exclusively at a jeweler's or an official location such as the local herald office, for only they have the necessary equipment to properly test, weigh, and evaluate the legitimacy of the foreign currency and determine its worth relative to Cormyte currency. Suzail, Marsember, Arabel, and Tilverton, the trading centers of Cormyr, are notable exceptions to this custom. Their trading-based economies depend on currency from outside Cormyr as well as the royal coinage. Each of these cities has large money exchanges, allowing foreigners to walk Cormyr without committing the faux pas of paying with foreign coin.

Entertainment

Cormyreans are civilized people, and because of this they do not enjoy blood sport as citizens of other kingdoms do. Therefore, you will not find an arena in Cormyr. Instead, entertainment revolves around festivals. There are festivals for a variety of holidays and celebrations of royal birthdays. This love of festivals extends across religions, and Cormyreans often participate in festivities celebrating events outside their own faith.

Activities at festivals are usually community-wide, especially in smaller towns, with everyone assuming duties such as decorations or food preparation. People who can create elaborate decorations are highly revered in Cormyte society, for they contribute to a festival like no other person can. In smaller towns, there is usually one person who is known as a "decorator," who oversees all festival decorations. Some towns support the decorator financially so the person can work on new designs full time.

Law and Order

Laws and enforcement of them are the basis for Cormyr's greatness. To a Cormyrean, it was laws, conceived by the king and enforced by his Purple Dragons and other militias, that tamed the wilderness of Cormyr and brought the area under an organized, peaceful existence.

National Laws

A number of laws are common throughout Cormyr. Naturally, some of these laws are enforced more than others, and each town differs in its treatment of violators. Some extract fines, others banish miscreants from their midst.

Some national laws are:

- Commoners of both sexes bow their heads to royalty.
- Visitors bow their heads to the local lord.



- Armed adventurers who go in peace wear “peacestrings” around their sword hilts, which (in theory) prevent the swords from being drawn quickly. This is largely a symbolic gesture, for they do not strictly interfere with a quick call to arms. An ambush against a group with peacestrings attached would not be notably more successful than an ambush against those with no peacestrings.

- Everyone must submit to a search by the militia upon request.

- Foreign currency is to be traded only by businesses approved to do so. This is intended to prevent the introduction of foreign currency into the general populace, which itself might devalue Cormyr’s own currency.

The Legal Court

One of Cormyr’s greatest achievements is its court system. Of all the legal systems of Faerûn, Cormyr’s works the best. Whether or not it is the best system for its subjects is a matter of debate, but the system works as well in practice as it did on paper at its inception.

The court system works much like those in other kingdoms. The local lord or noble sits in judgment and sentences violators to punishment. Nobles can demand to be tried by either the king or a jury of their peers (other rulers or senior War Wizards). If they appeal the verdict, the appeal must be to a jury of a dozen commoners chosen personally by the king.

However, Cormyr is unusual in two respects. First, the accused is not thought of as guilty or innocent until proven otherwise. Instead, a suspect is required to “respond” to the charges and the accuser is required to “substantiate” the charges. Second, there is an appeals process. A land owner (who therefore pays taxes to the king) is entitled to appeal the judgment to a higher position in the chain of legal authority.

The heads of militia are most often used as accusers. In small towns, this means the accuser

is also the judge. Some towns have a reputation as bad places in which to be charged with serious crimes.

The kingdom does not provide the accused with any facilities. The accused is responsible for making his case to the judge and persuading him that he should be found not guilty.

The Royal Court

The lifeblood of Cormyr is its leadership. Without it, Cormyr would hardly be the organized entity it is.

In Suzail, there are approximately 30 small castles housing noble families. These castles surround the king’s compound, and form an elite city-within-a-city. In addition to these, there is the “Royal Court,” which is a large structure of interconnected buildings housing visiting nobles from other locales in Cormyr and also some official members of the Royal Court. A noble may have three or more residences: one in the Royal Court, a castle near the king’s, and a residence in another town where he may be the lord.

There are 25 major noble families, and they tend to intermarry. This sometimes complicates the royal lineage. Nearly everyone in the major noble families has some kind of claim to the throne. Should the king and his immediate heirs die suddenly, there would almost certainly be some kind of conflict to decide the rightful heir, despite the fact that meticulous genealogical records are kept.

Nobles are born, not made. The exceptions to this are local lords, who are individuals appointed by the king to govern a town or group of towns in the king’s name.

The person appointed to this position is usually a member of the noble families and someone the king trusts, but sometimes the appointee is someone the townspeople have recommended or is the leader of the town by default, perhaps after becoming the most influential person in a



new town, for example. (This is one way for merchants to become members of the noble class in Cormyr.)

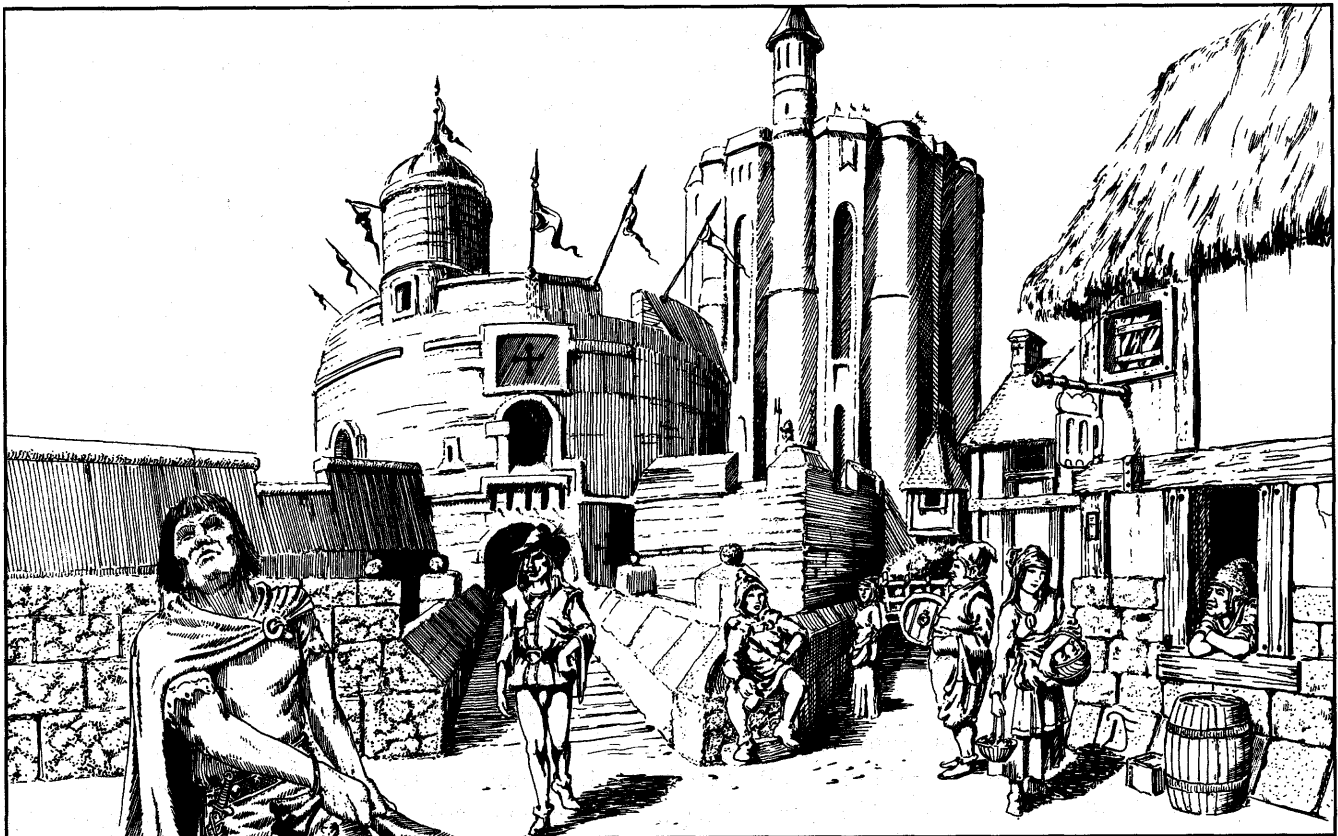
A local lord must be a noble. Therefore, upon selecting a local lord, the king grants that person a noble title (if she or he does not already hold one). Regardless of the title or power of the noble, that person is always known as the lord of his or her town. Regardless of whatever power and influence Myrmeen Lhal may gain or lose over the years, she will always be known as the Lord of Arabel until she is no longer in that position. (Note that gender is not revealed by title; women and men are all called "Lord.")

The king also appoints nobles to various duties within the Royal Court. These are generally government posts. Choicest are the court advisory positions, where a noble has the ear of the king and may actually influence the history of Cormyr through sage wisdom (or, rarely, petty personal goals).

When a noble or local lord betrays the confidence of the king or his fellow nobles, he is not stripped of his title. (That would indicate the king made a bad decision in granting the title in the first place, and never let it be said that a king of Cormyr makes such poor decisions.) Instead, that person is sent to fulfill some obscure duty in the king's name. This is generally some kind of military duty on the frontier, such as wintering in High Horn with the Purple Dragons or seeing to the maintenance of the Imperial Navy in Marsember in the summer.

Inter-Class Relations

Cormyr has a reputation among other kingdoms as being rather snobbish. The perception is that citizens of Cormyr feel that their





kingdom is better than other kingdoms because of their system of government.

This feeling that the kingdom is superior is pronounced in the class structure. The following is a brief explanation of how each class views the others. For a more detailed look, see the chapters "The Ruling Class," "The Common Folk," and "The Military."

The Nobles

Nobles generally feel that they are better than those "below" them. However, the origin of this feeling has less to do with birth and divine right than with the responsibility of the station of nobility and its importance in Cormyrian society.

A noble might say: "I have been born into this situation. Although my flesh is no better than a farmer's flesh, my responsibility to my subjects and to my fellow nobles makes me more important than that farmer."

Nobles serve a variety of functions in Cormyte society, especially local lords. Their primary responsibility of power is to realize the king's visions and goals. This extends to daily functions and therefore puts the nobles at the head of virtually every endeavor of the kingdom.

Nobles hold all leadership positions. However, should a commoner assume an important function in Cormyte society, then that person would be brought into the Royal Court as a noble.

Therefore, nobles walk the halls of power exclusively, rarely seeing firsthand the people they govern. Senior War Wizards and young nobles who enjoy hunting in and exploring their realm are exceptions to this.

This has caused quite a rift in Cormyte society. Nobles generally look upon commoners as people who won't amount to much. Because of this, commoners' concerns don't receive as much attention as nobles'.

Many of the nobles of Cormyr, especially the elderly and the women, spend almost all of their time in Suzail, where every noble family has a

grand residence as close to the palace as possible. Most nobles spend their lives in Suzail or on their own country estates and do not see much of the countryside. This prevents them from seeing the true conditions of the kingdom firsthand. Instead, they rely on the information provided by the local lords. They are nobles who are "with the people" of Cormyr and who are most reliable when testifying to the conditions of the kingdom. This widens the gap between nobles and the general populace and increases the importance of the local lord.

The Local Lords

There is a subclass that deviates from the normal rules of thumb for nobles. These are the local lords who govern towns and villages in the name of the king.

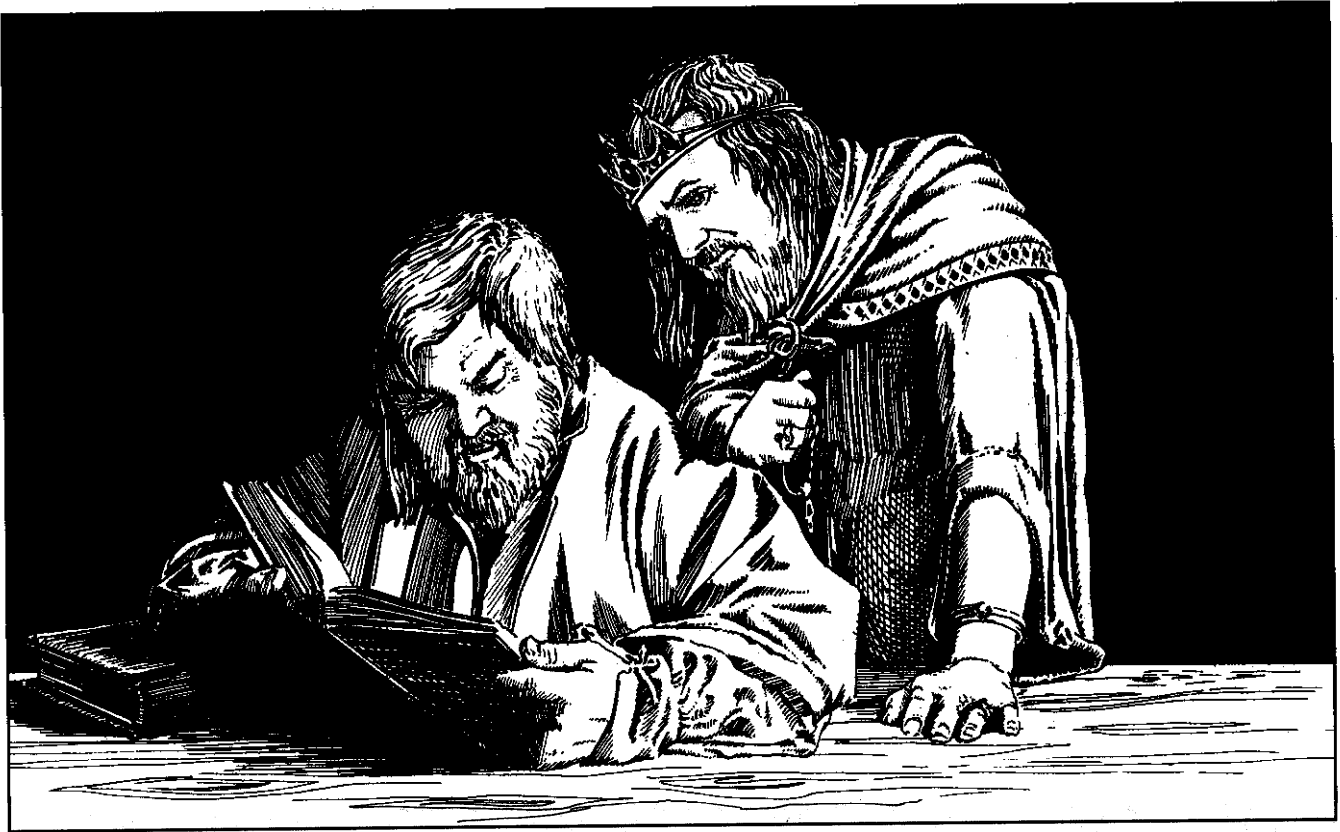
These individuals have daily contact with the people they govern and are intimately connected to them at every level. Even though the local lord may reside in a keep separated from the subjects by walls and social conventions, all of his or her decisions affect the townspeople, whose actions in turn affect the lord.

In addition, local lords are responsible for maintenance of roads, intelligence on hostile forces, and keeping the peace within towns and villages.

The most important duty for local lords is collecting taxes for the king. In this duty some lords are naturally more fervent than others, but all lords realize that they must govern their towns wisely for the citizens to be able to supply the taxes the king expects. The general tax rate for each citizen is 1 sp per year. As King Azoun's tax collectors, each lord may keep up to 40 men-at-arms and up to six captains (typically rangers familiar with the countryside surrounding the town).

A minor duty that local lords must attend to is the maintenance of a fast horse for the use of the king's messengers. This horse is never used by anyone but a king's messenger or, in emergencies,





by the king himself.

Local lords who want to keep their power need to be popular among the citizens. On more than a few occasions citizens of a town have forcibly removed a lord who was not looking after their interests.

At the same time, some nobles look down on local lords for their involvement in "petty affairs of the common folk."

The Common Folk

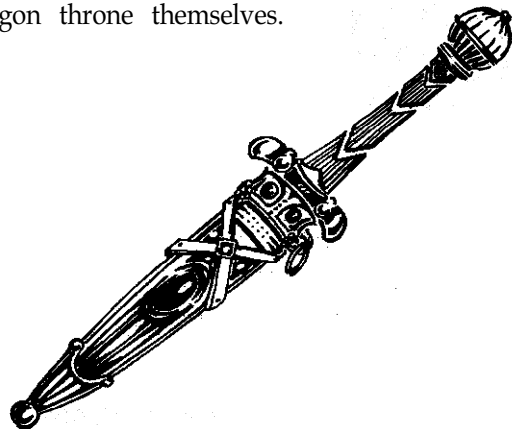
Anyone who is neither a noble nor a local lord is considered common.

Nobles walk with the king in Suzail and advise him on what to do. Local lords implement the king's decisions and at once support the king and protect the people.

The common folk, however, are the true strength of the kingdom. They form the Purple

Dragons, the militias, and the farmers who feed the kingdom.

It is tradition in Cormyr, strongly endorsed by Azoun IV, that all commoners can speak freely to any noble, or to the king himself, on any topic of concern and expect to be heard and answered as politely as if they sat in the Purple Dragon throne themselves.





The Ruling Class: The Monarchy and The Nobility

King Azoun IV (LG hm F20) has 71 generations before him as ruler of Cormyr.

The Royal Family

King Azoun IV is the son of Rhigaerd II and Tanalusta Truesilver, both of whom are dead. He was born in 1307 DR, five years after his sister, Sulesta, who is also now deceased.

Azoun blends a commoner's appearance with a regal demeanor. A stocky man with graying brown hair and a full beard, Azoun has a quick wit and ready smile, with a chuckle never far from his lips. Despite this appearance, Azoun is careful and practical in his rulership, and his expensive tastes could only have been cultivated on a royal income.

Azoun is rarely alone, often being found in the company of one of his close advisers and almost always in the presence of his personal bodyguard, six 8th-level fighters.

The king's most prized possessions are his extensive collection of magical swords and the magical items that he carries, including rings and bracers that provide immunity from attack. He is also reputed to have a spell to teleport himself when in grave danger.

Azoun's queen is Filfaeril Selazair, who is four years younger than he. They have had three children: Foril, the son who died at the age of 2, and two daughters: Tanalasta, born in 1334, and Alusair Nacacia a year later.

Tanalasta is a close adviser to the king. Tanalasta is a vital aide to the king, performing many official duties in his name. She disdains marriage, rejecting all courtiers.

Determined to forge her own life, the rebellious Alusair ran away from the Royal Court of Cormyr. She had many adventures, returning to Cormyr wiser in the ways of Faerun than many adventurers ever become. Alusair swung a sword in the Tuigan Wars, proving so hungry for battle and capable in the fray that many in Cormyr see her as a future leader of the Purple Dragons—or even of the entire realm. Among commoners and Purple Dragons, she is second only to Azoun in commanding respect.

A person who is not a blood relative but is practically a member of the family is Vangerdahast, the King's Royal Magician and leader of the Council





of Mages. The two are very close, and the king does not make a decision without consulting his mage. Vangerdahast is loyal to both Azoun and Cormyr. Vangerdahast raised Azoun and has tutored both of his daughters.

At the start of his reign, Azoun had abandoned the practice of journeying through his kingdom in disguise—something he had done throughout his youth as a member of an adventuring band known as the King's Men. The campaign to defeat Gondegal (see p. 32) made the king realize that he had become distanced from his subjects, and when the campaign ended, Azoun resumed his secret forays into the towns and villages of Cormyr.

Because of these excursions, Azoun knows his subjects far better than most rulers in Faerûn. He is sensitive to their needs and concerns and will often mold state policy to correct ills he discovers on these jaunts. Azoun is determined to make Cormyr the safest and most peaceful kingdom possible.

To make these forays from Suzail successful, the king enlists the help of Alusair and Vangerdahast. Alusair clears the king's business for a certain time by combining regular breaks in activity with claims that the king is either feeling ill, has a family matter to attend to, or is otherwise unavailable to the rest of the court.

Meanwhile, Vangerdahast uses magic to change the king's shape to whatever form the king desires. Generally the king takes the form of an adventurer. He slips out of Suzail at night and enters the countryside a "free man."

While in the countryside, he merely visits the locations he wants to see firsthand and assesses the situation there. In the past he has journeyed all the way to Tilverton and High Horn, to view the military scene there, and to Marsember when pirate activity was on the rise.

When the king makes such trips, he sometimes does so with the aid of a magical ring that enables him to teleport to the locations he desires. He almost always uses the ring at night to reduce the chance that someone might see him

teleport. In an emergency, the king will teleport back to Suzail regardless of who is there to see him do it.

Thus far, the king's disguise has not been breached. But there are rumors throughout the Royal Court about how the king is making these trips past the city walls and into the countryside. To squelch these rumors, the king has taken pains to have someone establish an alibi for when he is away. His wife and daughters most often participate in this endeavor. However, the king would rather his nobles believe he acquires his intimate knowledge of Cormyr by making incognito trips outside Suzail than know about his spy network operating within Cormyr—the only other way to explain how the king is able to see through some nobles' attempted deceptions (except in Eveningstar, where most villagers know their king as a personal friend).

As a ruler, the king has been very capable—especially since the Gondegal incident. There was another, brief, military episode where he organized the crusade against the Tuigan Horde in 1360 DR. The king again personally led his troops, and when blood was spilled, the king got into the fray and challenged the leader of the enemy to single combat, which the king won.

The Noble Families

Of the original line of the noble ruling family of Cormyr, there remain only King Azoun IV, his two daughters, and his third cousins, Duke Bhereu and his brother Thomdor. The king shares his steely determination with these two men. They are burly, mustachioed fellows to whom sword, armor, and the saddle are familiar things.

Bhereu is lord high marshal of the kingdom, commander of the Purple Dragons, and a hardened soldier. His loyalty to the crown can't be shaken even by magic (wizards have tried). When Cormyr is at peace, he travels frequently between High Horn, Castle Crag, and the





Citadel in Suzail, keeping his troops alert and content. Nothing escapes his calm, level, gray eyes when he rides.

Thomdor sits at the Royal Court, overseeing the collection of taxes from the major cities in Cormyr. Thomdor seems to enjoy working with numbers and is a good manager who exercises his authority as it was intended.

A constant irritant to Thomdor is Sarp Redbeard, the lord of Wheloon. Redbeard's records on the number of people living within his domain are notoriously vague. Accordingly, the amount of taxes Redbeard pays to the crown fluctuates. Thomdor believes that Redbeard has honorable intentions; he is not skimming money to raise his own private army or anything of the sort. It's just that Redbeard keeps poor records.

Important Nobles

Following are a few of Cormyr's important figures, people who play a part in governing the nation.

Vangerdahast

The leader of the Council of Mages and King Azoun's primary aide has a long and honorable history of serving Cormyr.

When Vangerdahast was a child growing up in Espar, he attended a festival where a magician performed tricks before an audience. Enraptured by the feats of the magician, Vangerdahast set out to become one himself.

Early in his studies, Vangerdahast discovered that the person who performed magic was really only that—a performer. Vangerdahast found there was real magic to be learned.

Vangerdahast journeyed to Shadowdale to seek instruction from perhaps the most famous of all mages, Elminster. Elminster did not take him in personally but guided him to where he might learn to become a mage. Elminster told Vangerdahast that once he had reached a certain point

in his studies, he should return to Shadowdale for important information that would aid him later in life.

Vangerdahast did as he was told and returned to Elminster, who did as he promised. What secrets Elminster gave to Vangerdahast are known only to those two, for Vangerdahast has never spoken of the time he spent with the famed mage.

King Azoun's father, Rhigaerd II, lured Vangerdahast to court with promises of unlimited resources, both financial and political, then appointed the wizard to become Azoun's tutor in history, ethics, and the political and military uses of magic. To this day, it's unclear whether Rhigaerd duped Vangerdahast or the wizard took the position for the opportunity to mold the mind of the future monarch.

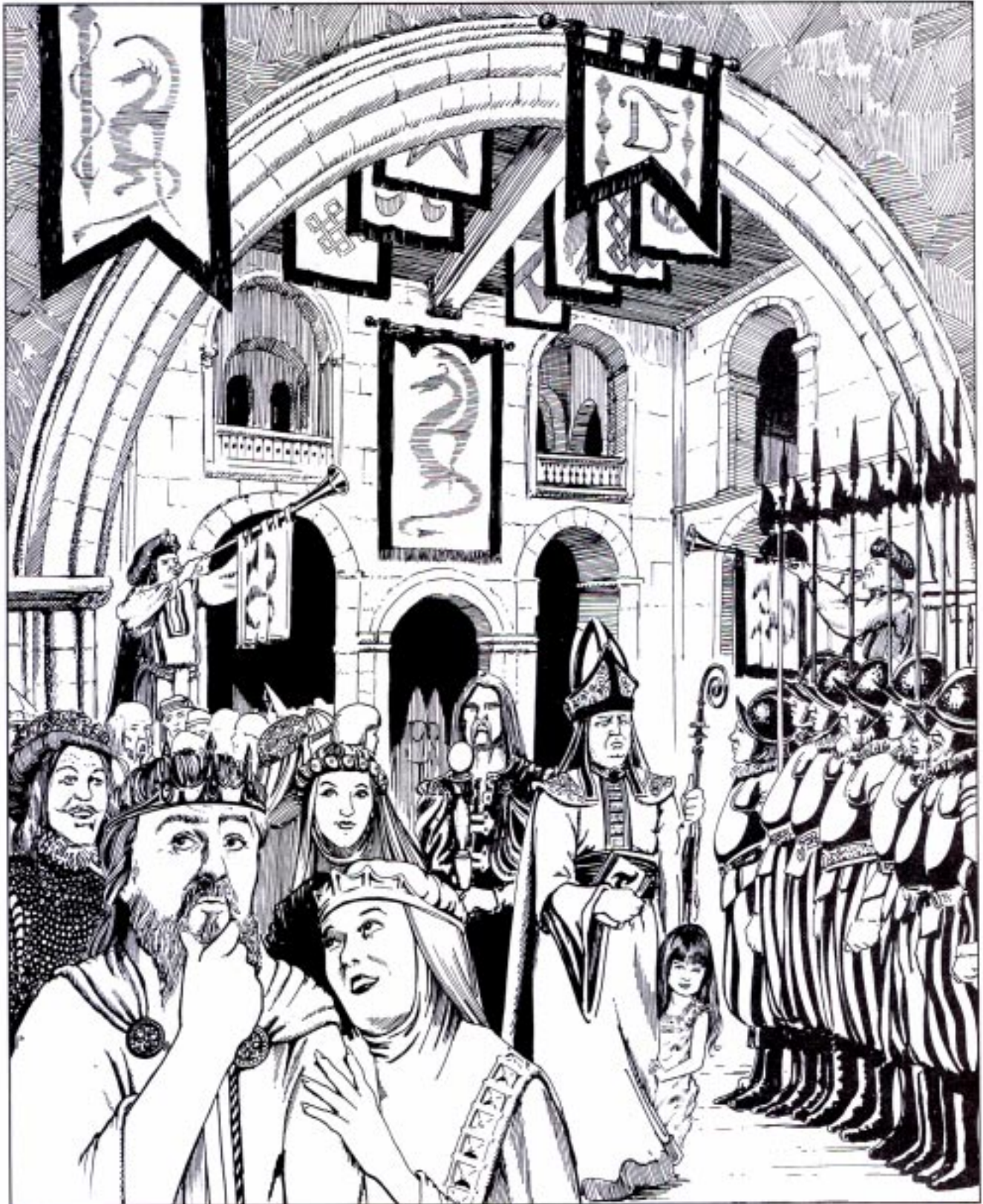
The prince often rebelled against Vangerdahast's teachings, especially over matters of ethics. But the wizard quickly became Azoun's most trusted adviser and confidant. When Azoun took the throne, early in DR 1336, Vangerdahast gained the official titles "Royal Magician of Cormyr" and "Master of the Council of Mages." He also took command of Cormyr's feared War Wizards.

The War Wizards are a group of magicians that support the Purple Dragons with magical combat. In addition, they are responsible for policing Cormyr's mages, and in this Vangerdahast has been especially prudent. Every mage of 5th level or higher must register with Vangerdahast.

Vangerdahast realizes that magic organized into a force like the Council of Mages can be very powerful. Therefore, he monitors the progress and associations of many of Cormyr's resident mages, ever watchful of possible power blocs forming among the magicians.

Alaphondar

The Sage Most Learned of the Royal Court, Alaphondar, is one of the court's most respected members, second only to Vangerdahast in prestige.





Alaphondar is not a mage and does not possess knowledge of mystic secrets, but he is Cormyr's most knowledgeable person of things relating to law, genealogy, and Cormyte history. Without doubt, he's the greatest scholar in Cormyr's history.

Alaphondar grew up in Suzail and was eager to learn as much about the world as he could. Although he considered for a time joining the Purple Dragons so he could see the countryside of Cormyr, he realized that this would teach him little about his main areas of interest: law and Cormyte history.

He threw himself into his books, learning as much in a year as others learn in four. With his keen mind and excellent memory, he quickly became an authority on both law and general history of Cormyr. When he was still in college, he was commissioned to undertake a genealogical survey of the early noble families of Cormyr. There were no issues of inheritance to settle so the assignment was not political, merely a fact-finding mission that Alaphondar was ideally suited for.

In completing the study, he became Cormyr's foremost expert on genealogy. Nearly all of Cormyr's nobles wanted to learn more about their early histories, and they all called upon Alaphondar for that information.

When there was talk that Alaphondar might be appointed to a post in the Royal Court, he began to intensify his studies of Cormyte law. Alaphondar was indeed appointed to be assistant to the then Sage Most Learned of the Royal Court, Ziounilaksir. When Ziounilaksir died, Alaphondar moved into his position. By then he had acquired all of the attributes of a wise elder statesman even though he was only in his mid-40s.

King Azoun uses Alaphondar's expertise almost every day. In addition to law, history, and genealogy, Alaphondar is quite learned in the art of statesmanship and is expert at finding solutions to political problems. On five occasions Alaphondar has been sent as an ambassador to

foreign lands, notably Sembia, to represent Cormyr's interests and to solve problems.

Alaphondar is a tall man with short, bone-white hair. He always wears his sage robe, a simple design of purple cloth with black stripes covering him from his neck to his feet. He has an assistant, Lord Dier of Emmarask, who is his protege.

Other Noble Families

There are many noble families in Cormyr. Following are brief descriptions of the most important ones.

Bleth

The Bleth family is powerful and rich, for family members control one of the largest merchant companies in Cormyr: the Seven Suns trading company.

Despite its economic power, the family participates little in affairs of the Royal Court. Instead, family members concentrate on acquiring more merchant territory and controlling Cormyr's financial markets, and in this they have been successful.

The leading member of the Bleth family is Lord Gruen Bleth (N hm W6), who lives at the Bleth Estate near the king's castle in Suzail but spends most of his time at the Seven Suns' offices supervising the family's business.

The Bleth family's chief adversary is the Rowanmantle family. A low-level feud between the two has existed for quite some time.

Cormaeril

Cormaeril is the largest of the noble families and the biggest land owner in Cormyr except for the crown. Most of the Cormaeril holdings are farmland, largely in rich areas that provide plentiful income. The Cormaerils hoard this money and



use their power sparingly but effectively. This has made the family awed and feared among the other noble families.

The Cormaerils are one of the most secretive noble families. They keep out of the public eye as much as possible and interact with other noble families only during official functions they are required to attend. The sole exception to this is Lamiril (NG hm T6), the family's financial expert. He trades the family products (primarily crops) on the market and because of this is quite prominent. He never speaks of the rest of the family, however, and retires to the Cormaeril compound in Suzail at the close of business each day, where he stays until the next morning's business begins.

Crownsilver

The Crownsilvers, one of three royal families in Cormyr, confine their activities mainly to the Royal Court. Led by the authoritarian matriarch Kimba Crownsilver (N hf W3), the few remaining Crownsilvers rarely venture outside Crownsilver Castle in Suzail.

A custodian, Maniol of Suzail (LN hm F4), tends the family's large estate near town, but the upkeep and staff consume almost all of the estate's income. The vast Crownsilver family fortune is more than enough to support Crownsilver Castle in regal style.

Like the other royal families, the Crownsilvers automatically ally with King Azoun in any dispute.

Dauntinghorn

Distantly related to the Truesilvers, this family is very keen on expanding Cormyr's shipping interests. Their goal as a family is to enlarge the official presence of Cormyr's navy on the Lake of Dragons and beyond.

They are closely connected with Ayesunder Truesilver, warden of the port in Marsember. The Dauntinghorns and Truesilvers are allies in

attempting to persuade the king that Cormyr should have a greater presence in the water. One of their ideas is to have the shipping of Cormyr officially protected so that any pirate attack against a Cormyte vessel would be an act of war and therefore allow the Imperial Navy to conduct regular pirate hunts.

Others in the Royal Court consider this idea too militaristic a solution to the pirate problem, and most favor using Imperial Navy ships to escort private merchant vessels instead. The Dauntinghorns believe that private interests, like those of the Bleth family, influence too greatly which merchant ships receive escorts and which are left to their own defenses.

One of the most prominent members of the Dauntinghorn family is Hector the Sailor (LG hm F9), a commodore in charge of an Imperial Navy squadron based in Marsember.

Emmarask

This family has political power as the root of its prominence among nobles. It might be said that this family is composed of career politicians and governors of all types.

This family has a long tradition of serving the government of Cormyr in a variety of ways. Their crowning achievement is Alaphondar, the Sage Most Learned of the Royal Court, who is a member of this family.

The Emmarasks foster all of their young to follow in the footsteps of their forebears and take up careers in politics. In addition, those who already have positions are encouraged to grant positions to other family members.

Surprisingly, this practice has not met much disapproval among the other nobles. The primary reason for this is Alaphondar's prominence. In a way, it's thought that if someone as great as Alaphondar can come from the Emmarask family, then perhaps there is someone else just as great waiting to fulfill the family destiny. In this case it is Alaphondar's assistant, Lord Dier of Emmarask (LG hf F2), who is waiting to step





into his shoes in the family tradition.

In addition, no one in the Emmarask family has ever abused his or her office or power, and this reputation commands respect among the other noble families.

Hawklin

Obtaining nobility status more recently than the other noble families of Cormyr is the Hawklin clan. Generations of Hawklin have chosen to enter the Purple Dragons or adventured in service to the crown.

The current leader of the family, Barandos Hawklin (LN hm F7), is only the third generation to be considered noble. At the head of crown-chartered adventuring groups, Barandos distinguished himself in both Hullack Forest and the Stonelands. Barandos's quick wit and boyish charm have made him a favorite at the Royal Court.

Though lacking income-producing estates or businesses, the Hawklin family is rumored to have amassed a fortune in the vaults of Hawklin House from wealth gained from rewards or looting on successful adventures.

Huntcrown

This is a diverse family with interests all over Cormyr. As such, Huntcrowns are often the nobles who are best informed of the nation's goings-on. Unfortunately, this is also the noble family that spreads the most gossip and rumor. Huntcrowns are at the center of the greatest number of scandals of any noble family.

Naturally, their greatest adversary is the Cormaeril family, whose members jealously guard their privacy.

To the woe of some families, the Huntcrowns seem well entrenched in the noble structure. Their financial and political holdings are so diverse that no single calamity would bring about the fall of the family.

Huntsilver

One of the three "old blood" regal families of Cormyr, the Huntsilvers have long been associated with managing the realm's forest resources. In ancient times, it was Huntsilvers who organized the systematic development of forests for farmland.

The current head of the family, Maestoon Huntsilver (LG hm D7), is game warden of King's Forest. Other family members assist him in this work, while still others have prominent roles in supervising the clearing of Hullack Forest.

The Huntsilvers appear rarely at Royal Court, only at major occasions or on matters relating to Cormyr's forests.

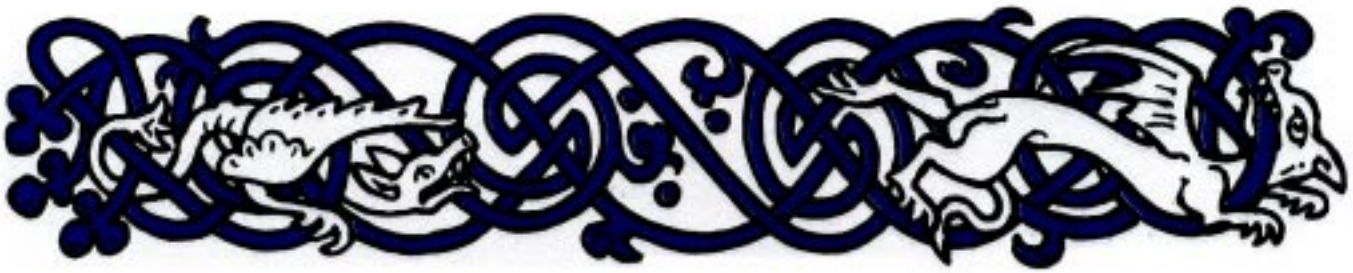
Illance

The Illance family has been slowly losing influence at the Royal Court for generations. Weak family leaders have also done a poor job of managing and investing the Illance fortune. Illance House, while hardly in ruin, lacks the elegance of the other nobles' estates in Suzail.

The best hope to reverse this trend is Martin Frayault Illance (LN hm F4), one of the most handsome young men at the Royal Court. Martin is obviously trying to parlay his good looks into a boon for his family, but so far both of King Azoun's daughters have spurned his advances and most of the other families at court have warned their marriageable women to steer clear of him. However, it is only a matter of time before some young noblewoman lets her heart take priority over the best interests of her family and agrees to marry Martin.

Marliir

The Marliir family has its base of power and wealth in and around Arabel. With most other families anchored in Suzail and Marsember, the Marliirs have always been outsiders at the Royal Court.



In the Arabel area, however, it is a different story. Family holdings, especially extensive farmlands and related businesses, give the Marliirs great power over the society and economy of Arabel and the surrounding areas.

The head of the family, Raynaar Marliir, spends most of his time in Arabel, not the Royal Court in Suzail, reflecting the family's emphasis on its own base of power, not on court intrigues.

Rowanmantle

Though long one of the noble families of Cormyr, the Rowanmantles have extensive holdings outside Cormyr as well. Most family possessions are in northeastern Cormyr, Tilverton, and environs, and outside the realm, notably in Shadowdale, where Shaerl Rowanmantle (LN hf T6) shares power with her husband, Mourngrim Amcathra.

The most prominent family member in Cormyr is Lady Regent Alaslyn Rowanmantle, who oversees a council of Tilverians and rules the protectorate.

The Rowanmantles have close ties to the Cormyite crown as well, as the late Tanaeth Rowanmantle was the mother of Bhereu and Thomdor.

Silversword

This family is quite old in Cormyite history but for a number of reasons has never ascended to the top.

Silverswords frequently hold important positions (despite the efforts of the Emmarask family) but always seem to fall short of latching onto true Cormyr-shaping power.

In recent times, many family members have gone adventuring in Cormyr and in foreign lands, a practice that has lowered the Silverswords in the eyes of some other noble families.

Of all the members of this family who have gone away, only Narlan Silversword has disappeared without a trace, purportedly on a mission

into Myth Drannor. He was last seen in Tilverton. What happened to him, or whether he even made it to the ruins, is a mystery.

Truesilver

The most active of the three royal families, the Truesilvers have had a long military tradition. For generations, Truesilvers have distinguished themselves by their loyalty to the king and by their military exploits.

Several times in history, Truesilvers have commanded the Purple Dragons. The current head of the family, Ayesunder Truesilver, is warden of the port of Marsember, heading the largest part of the Imperial Navy. Other family members hold command positions in several units of Purple Dragons stationed throughout Cormyr.

As strong as the military tradition is the practice of letting a retired family member represent the Truesilvers at the Royal Court. The practical effect of this (1) makes this family most dependably loyal to the king, and (2) ensures that its representative usually lacks the youthful vigor to give the Truesilvers much political clout.

Wyvernspur

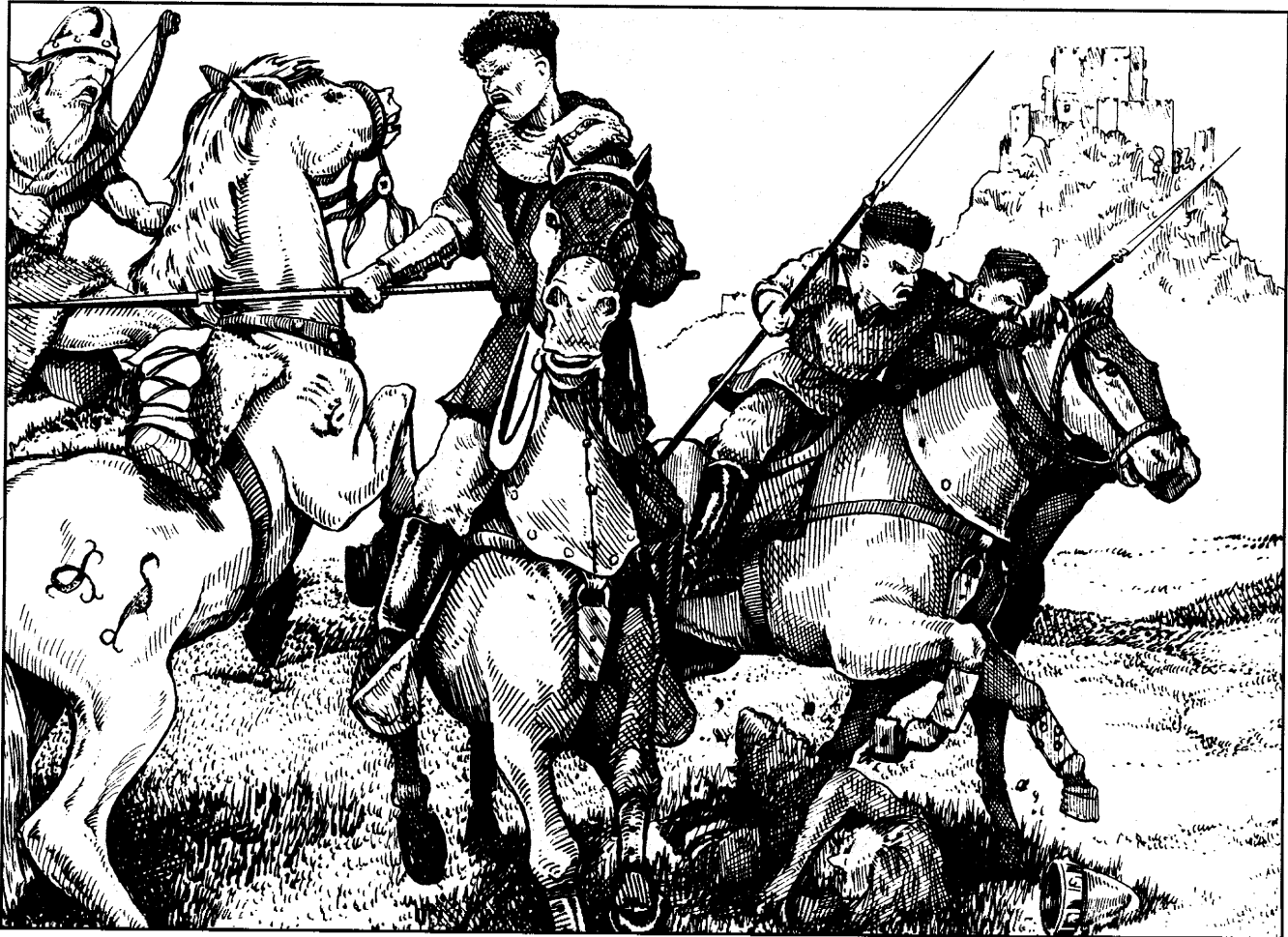
This family owns most of the land surrounding Wyvernwater and the Wyvernflow. These holdings bring the Wyvernspurs substantial wealth and political influence.

The king often calls upon this family to fund projects in their area and near Hullack Forest. The Wyvernspurs are only too happy to oblige the king in return for positions on the Royal Court and a say in other matters.

Lords of Cormyr

The king rules by means of appointed lords, one in each town, and by the fealty of the landed nobility and the rich merchant lords. The landed nobility is extensive and interbred, such





that most can claim a drop or two of royal blood in their veins. The merchant lords are the wealthiest caravan and business owners of the day and change with the shifts of fortune.

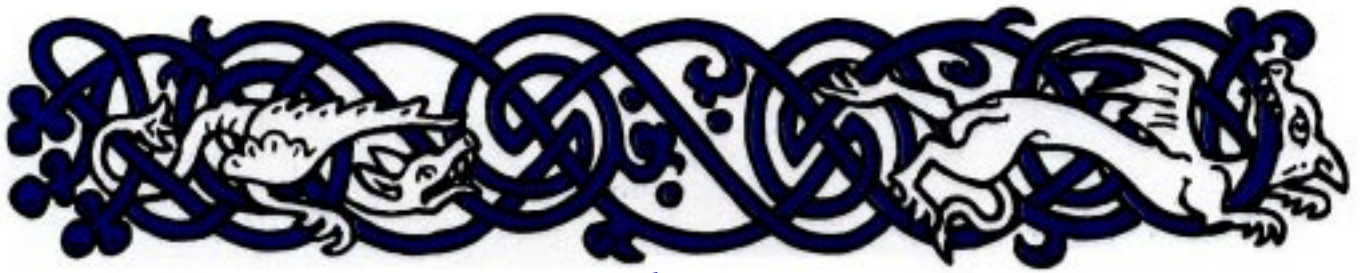
Each local lord is responsible for defending the local farms, dispensing the king's justice, keeping the peace, serving as the king's eyes and ears, and (most importantly) collecting tithes for the king and for himself (1 sp/head/year). The lord also must maintain a fit, fast horse of the best quality for the use of the king's messengers (who ride fast and far, requiring them to change mounts at every stop).

Each lord is allowed up to 40 men-at-arms, plus up to six guides/captains (typically rangers). These may serve as the town guard. Volunteer town guardsmen are known as the Watch, and the lord may exempt them from the tax if their service has been valuable.

The relationship between the landed nobility and the appointed local lords is generally good, though many established families treat the local servants of the crown as no more than royal lackeys, to be bossed about or flattered as need be.

The names of the local lords and heralds (their assistants) are listed with each city and town.





Common Folk

If one is not a noble, a local lord, a member of the military, a mage, or an adventurer, then one is usually referred to as a commoner.

Farmers

The farmers of Cormyr are perhaps the most stable group of people in Faerûn. Cormyr itself is conservative and civilized, and farming, the largest occupation in Cormyr, is the foundation of that conservatism.

A typical farmer in Cormyr lives a simple life, farming land usually quite a distance from any town of size. Cormyrean farmers have greater loyalty to the crown and greater unity among themselves than farmers in other places.

Loyalty

Farmers are extremely loyal to the king of Cormyr. They readily volunteer to join the Purple Dragons in times of emergency, as was the case when Gondelgath threatened to break Cormyr apart.

If there is a greater loyalty in their lives, it is to their families and community. The farmer of Cormyr, though often living far from a town, takes great pride and interest in what his home town can accomplish with his help.

Unity

Farmers support each other's needs and interests almost like no other guild or class does. Their existence is so fragile and dependent on the economic and political climate, as well as the weather, that they band together on matters of self-interest.

Therefore, when a local lord or perhaps a noble in Suzail attempts to enact a law or decree that is detrimental to even a single farmer, all farmers speak with one opposing voice. Generally the wellbeing of the local lords and nobility is dependent on the success of local farmers, so they rarely act contrary to farmers' wishes once the latter's position is known.

A popular lord among farmers is Sarp Redbeard of Wheloon, who often acts independently of Suzail and generally sides with farmers. Many farmers live within Redbeard's domain.

Festivals

Central to a farmer's life is the town festival. There are many festivals throughout the year in every town in Cormyr, with many celebrating farming or some aspect of it, such as the harvest.





However, to a farmer, a festival is an opportunity not only to celebrate, but also to talk with other farmers about issues of mutual concern, new techniques, and of course, the weather.

While a festival offers a fine opportunity to get together, festivals are often the only time farmers gather. This can hamper efforts to respond quickly to situations such as floods or brushfires.

Craftsmen

Cormyr has a long tradition of craftsmen, who are respected for being gifted by the gods with talents to transform worldly materials into products that are useful or decorative (or both, in the finest cases).

Several towns in Cormyr are centers for particular types of crafts. There is a large artisan concentration in Wheloon, which is known for craftsmen who produce fine boats, baskets, sails, and clay pots. Gray Oaks has a reputation for excellent wood craftsmen.

Each town usually has at least one craftsman guild. The guilds look after the interests of their members, combating taxes and trying to improve working conditions, supplies, and sales opportunities.

The guilds have not been particularly powerful over the years in Cormyr. Here, guilds are mostly similar to benevolent fraternal organizations: groups of people who practice the same craft, who join the organization for the social interaction and the opportunity to further their expertise. Most guildmasters are content to know that their organizations give their members a sense of camaraderie and a venue in which they can hone their craft among their peers. The "labor union" concept is nearly unknown in Cormyr.

Nearly unknown, because the construction guilds—bricklayers, stonemasons, joiners, etc.—have indeed discovered the degree of influence they can exert on local politics. Such guilds typically look after their own interests with a passion



and know how to manipulate situations to their advantage.

Merchants

The most powerful class outside of the nobles, merchants are the energy that drives the wheels of the economy and progress in Cormyr.

In many societies that have a ruling noble class and lower “commoner” class, a merchant class rises to become as powerful as the nobles. This is true in Cormyr, where merchants have become quite powerful and their riches certainly dwarf some noble families’.

What distinguishes the Cormyrean merchant from others is that each merchant is a citizen of Cormyr first and a merchant second.

This loyalty to the kingdom means that a merchant will almost always bow to the greater interests of the nobles and to the king in particular. They would not think of jeopardizing Cormyr for their own interests. Certainly part of this loyalty arises from the merchants’ appreciation for the favorable business environment maintained by their rulers.

While the nobles and merchants have good relations with each other, there is no such peace within the merchant class. One cannot see greater competition than between two Cormyte merchants.

Merchants in Politics

Though nobles are at the top of the power pyramid, merchants exert considerable influence, and it’s increasing.





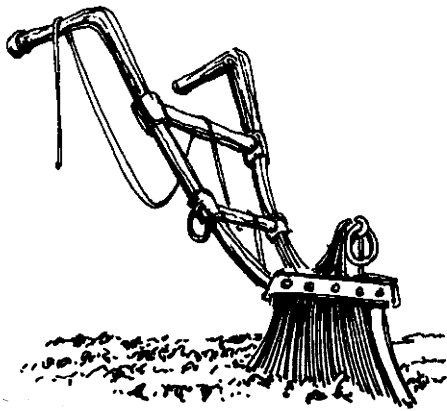
One example of merchant influence occurs when a merchant house sees a noble family in trouble. A family might have taken a great loss; for example, a natural disaster might have ruined the farmland of the family's holdings, making tax income substantially less than expected. A merchant house will often step in and secretly offer to make up for the loss in tax monies in exchange for some amount of behind-the-scenes control of a post held by a member of the distressed family.

Most involvement of this type concerns allocation of space to warehouses in walled cities (except in Suzail, where the Lord Magister is seemingly incorruptible) and other such matters.

Merchants and Cormyr Expansion

The most recent effort to tame the Hullack Forest and open a new avenue of resources was begun as a merchant expedition.

Merchants are the best indicators of what Cormyr needs in the terms of resources such as wood and metal. No one else, not even the military, consumes as much as all the merchant houses combined.



Therefore, when merchant houses begin looking in earnest for more resources, the crown takes notice, for that means it will not be long before the military and other official agencies will begin to experience shortages.

The commodity in shortest supply is farmland. There is a constant need for more of it, and merchants recognize farmland as a valuable asset. It means not only a regular supply of food and the income from the food, but also rent income and taxes to the crown. The more taxes one pays, the greater his or her influence with the crown.

Merchant companies fund the greatest number of exploration and adventuring parties. Exploration parties are used to gather information about a location that might be suitable for cultivation and acquisition.

Seaward Expansion

Cormyr's contact with other kingdoms is mainly due to the activity and influence of merchants. It was ivory shipments from distant lands that brought Cormyr's attention to affairs beyond its borders. Unfortunately, the presence of Cormyr merchant ships in the Lake of Dragons has escalated the amount of pirate activity there, making the lake a more dangerous place.

There are many rumors that pirates on the lake are actually competing merchant ships in disguise. There is no way to substantiate such rumors without capturing a pirate ship and interrogating the captain, which has yet to confirm such rumors.

Imperial Navy ships sometimes escort merchant vessels back and forth to the Neck. Ayesunder Truesilver, warden of the port of Marsember, decides which merchant ships need escorts, and there have been charges that his choices are often politically motivated.





The Military

To enforce the royal word, Cormyr maintains a large standing army, which has increased dramatically in the last decade. There are more than 12,000 Purple Dragons (so-called because of their banner) garrisoned in the major cities and fortifications. A 25-ship Imperial Navy patrols the Lake of Dragons, the Palace Guard numbers 150 trained elite warriors, and the nation maintains a mounted force of 500 warriors trained in sword and bow, led by 30 knights out of the Royal Court. Most of these elite units are veterans of the Crusade against the Horde, and are members of the Order of the Golden Way, a military award commemorating those battles. But the most deadly unit in the army is the feared War Wizards, a unit of magicians recognizable by their black-and-purple robes.

The Purple Dragons

The Lord High Marshal of the Kingdom, Duke Bhereu, commands the king's standing army.

Tactics

Throughout Cormyr's history, the army has fought few pitched battles. Historically, the Purple Dragons fight using guerrilla warfare tactics, making quick strikes at sensitive enemy areas or concentrations and moving quickly to another location.

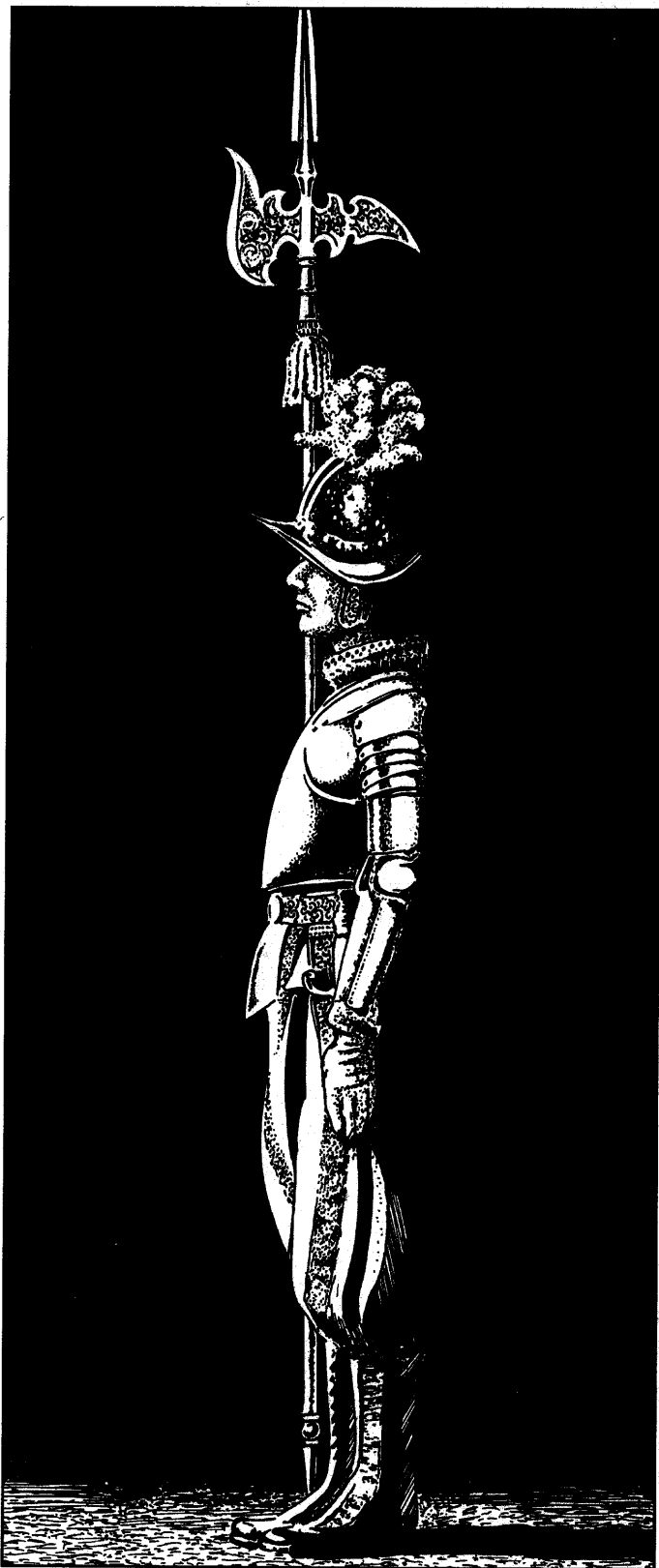
Many of the Purple Dragons' adversaries use similar tactics. Duke Bhereu firmly believes in keeping his forces as mobile as possible to prevent his men from being ambushed or otherwise outflanked. Duke Bhereu sees a standing army that fights with old ways of prearranged fields of battle and lines of men carefully organized to face each other to be an invitation for disaster.

Before Bhereu had established his reputation, his tactics were called into question as less than honorable. The results of the tactics—the benefits of the low casualty rate and the efficiency and quickness of achieving objectives—have quelled all rumblings about conforming to age-old rules of war.

Missions

The mission of King Azoun's army is a simple one: defend Cormyr. The realization of that goal, however, is complex.





Stonelands

The most significant threat to Cormyr's borders comes from the Stonelands, an area of rocky land, craggy valleys, plateaus, and other confusing and hostile terrain. This topography makes for ideal hiding places for bandits, monsters, and other nefarious beings.

Raiders from the Stonelands have been harassing Cormyte interests for decades. In particular danger are caravans that travel the road between Tilverton and Castle Crag.

The garrison in Castle Crag guards the Gnoll Pass from border raiders coming from the Goblin Marches but can do little to protect traffic on the Moonsea Ride.

Cormyr occupied Tilverton in 1357 DR, declared Tilverton a protectorate, and stationed 850 Purple Dragons there.

These troops now regularly conduct patrols into the Stonelands in an effort to clear the region of monsters and bandits. Thus far, the results have been mixed. There are still raids on caravans and there are still reports of monster strongholds within the Stonelands, but there is no doubt that organized bandit activity has substantially decreased. This may change in the future, however, as the Zhentarim and others attempt to organize criminal elements within the Stonelands against the Purple Dragons.

Goblin Marches

This area to the north of Cormyr has been a threat to Cormyte security since the beginnings of the kingdom. Today, the Goblin Marches are a shadow of the threat they once were.

Long ago, the marches were filled with the troops of an organized goblin empire that conducted regular raids as far south as Suzail, then a nearly defenseless cluster of buildings.

As Cormyr grew, it became more effective at repelling goblin raids. With the creation of Castle Crag, Cormyr put an end to goblin raids farther south into Cormyr. Castle Crag became the



most important military location in Cormyr.

Over time, the Anauroch Desert grew, disrupting life in the goblin empire. The empire began to break up, and factions migrated to other regions or generally dissipated. As the goblin threat waned, so did Castle Crag's importance.

Castle Crag still stands sentinel against raids by goblin or other demihuman bands. There are approximately 500 Purple Dragons and a detachment of War Wizards at the castle.

This force has prevented the progress of any goblin tribe to date, but there are troubles on the horizon for Crag. The Zhentarim are recruiting goblin bands into Zhentarim service against other Goblin Marches tribes and raiding parties. Should this army become powerful and organized enough, it would pose a serious threat to Cormyr.

High Horn

Border raiders were once a constant problem. They would sweep in from the west, through a pass in the Stormhorn Mountains, and raid towns like Tyrluk, Eveningstar, and even Arabel.

High Horn was built to prevent such raids. It is a massive complex of walls and buildings that can house half of Cormyr's standing army. Approximately 400 Purple Dragons are stationed there in addition to War Wizards and other miscellaneous forces.

Since the founding of High Horn, border raids through the Stormhorns have all but stopped.

Keeping The Peace

An important function of the Purple Dragons is to ensure peace throughout the kingdom.

This means keeping the interior of Cormyr safe from raiding parties so a merchant company or farmer may travel in safety and return home with profits intact.

To this end the Purple Dragons have been very successful. Certainly, the Purple Dragons cannot be everywhere at once, and there is always the threat of a random bandit attack somewhere in

Cormyr, but the kingdom does have the reputation of offering safe overall travel.

The Purple Dragons are also charged with preventing internal insurrection. There has been only one instance when the Purple Dragons were needed to quell an insurrection, when they put down the revolt by Gondegal without bloodshed.

Adventurers in Cormyr

Associated with keeping the peace within Cormyr is monitoring the "lawless freeswords" to make sure they start no trouble.

The Purple Dragons are particularly watchful of groups of people who wander the countryside with their own weapons and agendas. Groups of adventurers are perhaps the most dangerous, for they have their own missions, are often from distant lands, and almost always care little for the wellbeing of Cormyr.

The custom of tying a cord to one's sword hilt and scabbard is actually a law enforced by the Purple Dragons. Should the Purple Dragons spot anyone bearing weapons that aren't peacebonded, they will stop such people and inform them of Cormyr's "custom." If the armed individuals have been hired by a company that is authorized to hire mercenaries, they may carry unbonded weapons but must display proof of their employment and employer (usually a scroll bearing the mark of the company and the number of individuals hired as a group, and the name of the group leader).

The Purple Dragons are authorized to imprison violators and seize their goods. Note that chartered adventurers are allowed to bear unbonded weapons in Cormyr. (See p. 63 for more information.)

Hullack Forest

The Purple Dragons are charged with major responsibility for clearing the forest and ridding the area of monsters. Once this is done, the people of Cormyr will be able to safely lumber the



forest and use its resources. Of course, Hullack Forest is large, and the Purple Dragons are not expected to clear the entire area, but they are charged with clearing enough land each year to allow Cormyr to use some part of the forest's resources.

The Purple Dragons are not alone in this endeavor. A number of merchant companies are interested in finding their own sources of fresh lumber. These companies have hired adventurers to clear specific areas of monster infestation.

The Imperial Navy

The Imperial Navy's primary duty is to protect Cormyrean ships sailing through the Lake of Dragons to and from "The Neck," the narrows that connects Cormyr with other parts of the world through this lake.

Trading in spices and other goods is quite productive for Cormyr and certainly well worth the investment in ship construction and sailing. To protect such shipping from pirates, Cormyr has stationed 12 warships in its busiest port, Marsamber. At any one time, there are more warships docked in Suzail, but most of these ships are there to protect noble families or the king personally.

Patrolling along the coast of the lake is the most common mission for the Imperial Navy. Ayesunder Truesilver is the commander of these forces and is generally regarded as the head of the Cormyrean Navy. He has constantly lobbied the king for more ships and sea warriors so that he may patrol the lake more efficiently. Unfortunately, the king's military attentions have been with the Stonelands and the Goblin Marches.

Local Militias

Each town, no matter how small, has a militia force responsible for keeping the peace and for emergency defense against outside attacks.

Each militia banner is half Purple Dragon and half the town's own banner, divided *per fess* (vertically). Normally, the lord of the town commands its militia.

An unusual aspect of Cormyrean militias is that most require that their members know how to read. Writing is optional, but each militiaman must be able to read bulletins, orders, and the like from their local lord and commanders. In addition, there is always at least one person who can write in any detachment of militia that leaves the town.

Adventurers and unregistered adventuring companies are a substantial threat to small towns. To prevent damage and trouble from lawless behavior, virtually every town in Cormyr has at least one militiaman at the border of the town. This person, usually referred to as an "Introducer," is responsible for introducing the town and its laws to those who cannot read. The Introducer also makes it clear that raucous behavior causing damage to property (whether deliberate or accidental) will result in imprisonment and fines.

Within the town, militiamen patrol the streets, keeping a special watch on the main cause of trouble: travelers passing through town. Perhaps the worst thing an adventuring group or company can do is to bring hostile forces to the town.

When faced with this situation, militias typically impress the adventurers into service to defend the town. The militia then assigns the adventurers the most dangerous task to minimize local casualties.

Sometimes a village has the luck of having a resident mage. Such individuals, especially those that possess combative magics or powers, are automatically considered a part of the militia. War Wizards who have retired to pursue their own goals are typical examples of a "town wizard." There are a surprising number of these, and even the smallest hamlet may have a powerful wizard somewhere about.





The Cormyte Mage



ages are respected in Cormyr, viewed not as freaks but as individuals who have gone through difficult training to learn the ways of the magician. They are, in a way, fine craftsmen, but the material they sculpt is magical energy.

Any Cormyrean who has seen a War Wizard at work knows how important mages are to everyday life and security in Cormyr. In fact, when Cormyreans think of mages, they generally associate them with law enforcement—either the War Wizards or local militia.

The War Wizards

From the founding of the kingdom, mages have been important to Cormyr, in warfare and other matters as well. Mages most loyal to the crown sign an agreement with the king and make a secret oath that involves a *geas* spell, thus becoming War Wizards. These mages are an integral part of Cormyr's army, and they are respected and feared across the land.

Only Vangerdahast, Royal Magician and Chairman Emeritus of the College of War Wizards, knows how many there are. As their leader, he chairs War Wizards meetings. In his absence, Laspeera (NG hf W14) stands in.

Besides those two, the most well-known War Wizard is Maxer (NG hm W (In) 11), who defeated four dragons attacking Suzail, earning the honorary title "Defender of Suzail" from King Azoun.

Also widely known is Valantha Shimmerstar (CG hf W13), who has gained both fame and notoriety, not through military exploits, but with her beautiful singing and her propensity for mischief at festivals and other gatherings.

Vangerdahast Is Watching

Vangerdahast carefully monitors the activities of all mages in Cormyr. Every mage from thaumaturgist (5th level) up must register with the crown.

Registration means reporting your name, sigil, abode, and whereabouts to Vangerdahast. He keeps an enormous library of names of mages residing in Cormyr and is diligent about keeping those lists current, even when the mages might forget to update their registrations. Vangerdahast has an information network of spies, both magical and not, to keep tabs on the most powerful of wizards.

To check the accuracy of his information, Vangerdahast makes surprise visits on powerful mages. This sometimes comes as a shock to senior magicians





who have retired to a reclusive life and had no intention of trying to keep secrets from the royal magician.

The possibility of such visits has proven to be an effective deterrent to wizards who might put their own interests ahead of Cormyr's.

The Council of Mages

Vangerdahast heads the famous Council of Mages, a group that advises the king on matters pertaining to magic and magical threats within the kingdom. The king also sometimes calls on the council to research a particular question and find information the king needs to make a decision.

History

The Council of Mages had its start in the beginning of Cormyr itself. When Suzail and nearby communities were establishing themselves as a cohesive group, they were hampered by continual attacks from all manner of creatures that would come out of what's now known as the King's Forest.

Men-at-arms were not sufficient protection. The nascent Cormyr needed the help of magic to combat these beasts.

All known mages were then assembled, and they devised a plan of attack using magic only, no foot soldiers at all. Their efforts were successful, and the group of mages became known as the War Wizards, a permanent component of Cormyr.

The War Wizards were called upon to perform more duties for Cormyr. These included creating magical items for the king, conducting research, and assisting with various healing spells. There were also frequent combat duties.

Therefore, the collection of mages was split into two groups, the Council of Mages and the War Wizards.

Today the two are essentially known as one group, but Vangerdahast and his aides are known as the Council of Mages because they rarely fight anything directly other than rogue mages or supremely powerful monsters or threats.

War Wizard is a term used for the mages who fight alongside the Purple Dragons, defending the interests of the crown on a daily basis.

Attitudes about Mages and Magic

Because of their important role in the defense of Cormyr, mages command great respect and admiration among the populace. But because of their great power and its mysteriousness to the commoner, the War Wizards and other magicians also inspire considerable fear across the land.

If the Council of Mages can police their own War Wizards and rogue mages and turn the tides of battle, what are the limits of their powers?

Even though the Council of Mages is watching everyone else, who is watching the council? And what is to prevent a more powerful group of mages from coming to Cormyr and destroying the council?

These scenarios breed the fear that mages might become the next rulers of Cormyr. Some fear that mages will grow discontented with their advisory and support roles and decide to take a more direct hand in leadership.

Also, if there is anything that draws out powerful adversaries, it's a mage. Woe to the community that harbors a mage who is attacked by an eldritch power.

A final fear is mages' tendency to apparently preserve their bodies. "Have you ever noticed that some of them don't seem to age at all?" is a common remark. Some people fear that the use of magic upsets the natural balance in a person's body and mind.



Adventurers and Adventuring



Of primary note to all who would conduct adventures within Cormyr is that no adventurers may operate as a group without first acquiring a royal charter.

The strict enforcement of this law began after Gondegal raised a mercenary force from within Cormyr and tried to secede from the kingdom. Enforcement of the requirement of a charter is meant to prevent a recurrence of this sort of activity. Any group of five people or more is required to obtain a charter.

Charters

Without a charter, adventurers can be apprehended by any force representing the king, including the Purple Dragons, the War Wizards, and local militia. Given the peaceful nature of Cormyr and the power of these forces, it behooves a group of adventurers to register their names and obtain a charter. This may be done through the Lord Commander at High Horn, the Warden of the Eastern Marches in Arabel (Baron Thomdor), or the Chancellor or Lord High Marshal at the Royal Court in Suzail, as well as the king.

An adventuring band must disclose its members' names and its number in the charter. This makes adding members to the group especially difficult, so those who apply for a charter should be confident of their group's integrity before application. If someone is added, the group must make sure that the new member's name is recorded in Suzail. Records of charters are updated on a monthly basis. Regardless, a group cannot number more than 30. Once a group is chartered, members must wear the group's badge or coat of arms at all times.

Charters cost 1,000 golden lions, with an annual tax of 300 golden lions due on the anniversary of the signing of the charter. There is a late fee of 20 golden lions accrued per day for up to 10 days. If the tax is not paid, and the late fees are not paid by 10 days past the due date, the charter is revoked.

Having its charter revoked does not merely mean the band is barred from adventuring within Cormyr, but also that the group has decided to oppose the crown by wilfully refusing to renew the charter. The group is considered outlaw, and a warrant is issued for members' arrest and detention. Once arrested, the group can still pay the overdue tax and late fees. If the members do pay, their charter will be reinstated and the group may resume its activi-







ties. Otherwise, the charter is revoked permanently, and the group may not assemble while wearing weapons.

Cormyr has a keen interest in keeping close tabs on those who walk the countryside bearing arms and who seemingly have no higher purpose than to merely “seek adventure,” which is a formula for unrest and chaotic behavior if there ever was one. The Purple Dragons generally dislike adventurers because of the disruptions they cause the peaceable Cormyreans.

Anyone with the power to issue a charter can revoke one at any time for any reason. Should a member of a given group commit a crime, that person is automatically removed from the list of registered names on the charter.

The charter gives the adventurers the right only to bear arms, not the right to conduct themselves in an uncivilized manner.

Attitudes

The people of Cormyr have little respect for the profession of adventuring. Indeed, the concept of taking up arms and traveling great distances only to put one’s life in serious jeopardy for the mere hope of money is quite foreign to the populace.

Adventurers who are not Cormyreans are viewed with suspicion but also curiosity. Cormyreans are intrigued that someone would travel from a distant land to Cormyr. It means Cormyr must offer something that the adventurer’s homeland does not, and this is a source of pride.

Possible Adventures

Cormyr’s mixture of civilized areas and untamed borders offers many opportunities for adventure.

Exploration

Hullack Forest and the Stonelands are the two primary areas in Cormyr that are being explored. Note that the Stonelands is a particularly violent area, where adventurers are subject to ambush. Hullack Forest is also known to be heavily infested with monsters of all sorts.

Castle Kilgrave is a wonderful opportunity to explore an ancient dungeon. The complex below the ruins is extensive and intricate, sure to please anyone who enjoys solving the mysteries of a castle’s long-dead inhabitants.

The Stormhorn mountain range is a popular location for adventuring. There are hundreds of mountains in the range, each one with a story to tell and secrets to hide.

The Thunder Peaks also offer potential for adventure, as this range has been explored less than the Stormhorns.

The Vast Swamp also beckons explorers willing to endure the hardships of travel through such difficult wetlands.

Protection

In addition to exploration, another source of adventure is combatting pirates on the Lake of Dragons. This can be lucrative, and a successful group will earn the friendship of Cormyrean officials and merchants.

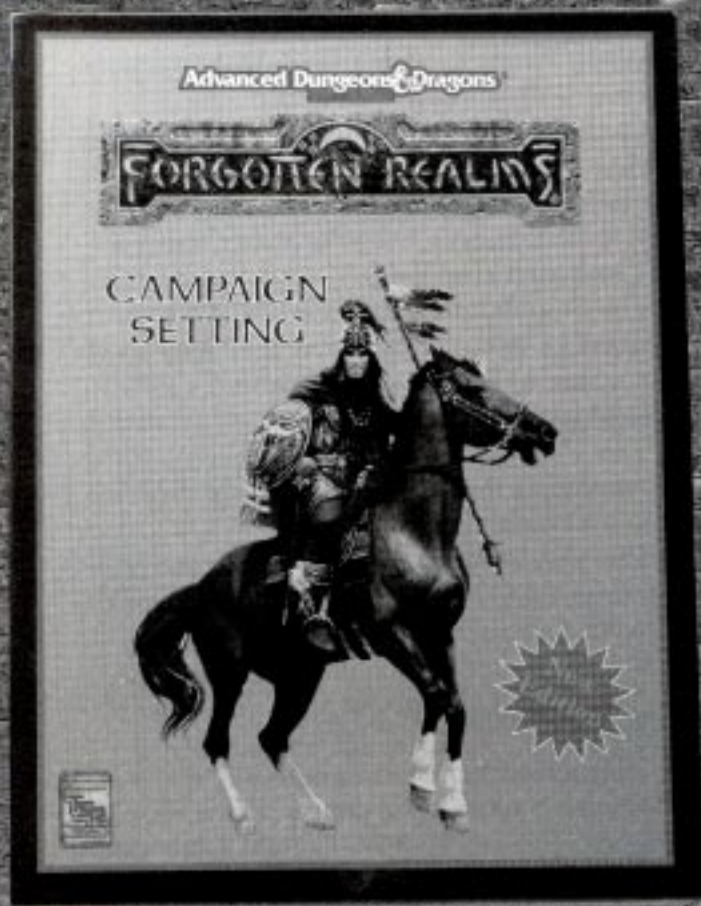
Riches

Possible sources of secreted gold are the rogue houses in Tilverton, but thieves’ guilds protect them well. Marsember’s canals may hold sunken treasure, but the water may cause disease.



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New Edition Campaign Setting



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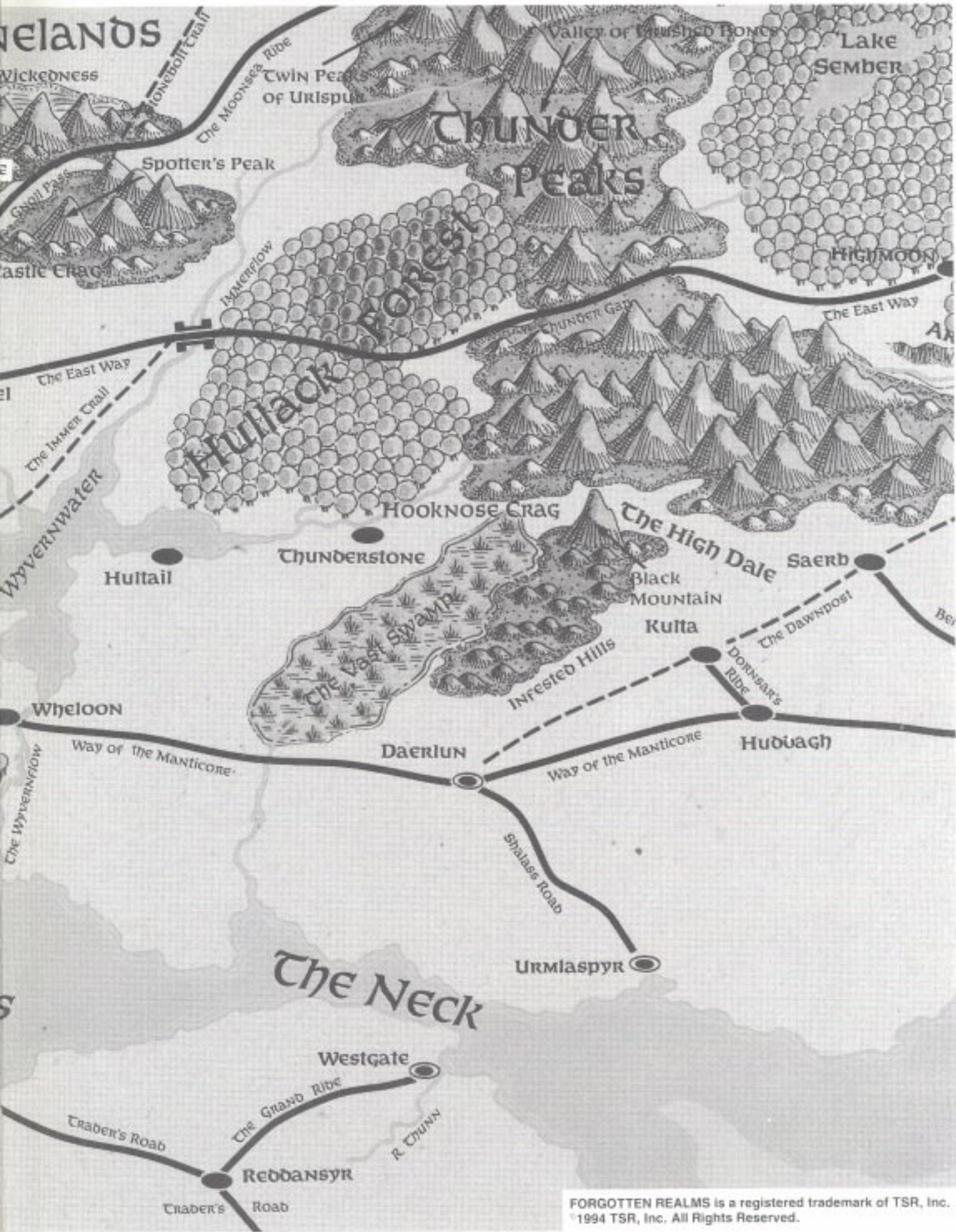
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6 card sheets; a dramatic wall poster; and 4 poster maps identifying hundreds of locales for the first time. Don't miss the big event – on sale now at book, game, and hobby stores everywhere!





Major Cities' Statistics

Arabel

Population: 17,000
Armed Force: 2,000 Purple Dragons, War Wizards unit, militia,
Red Ravens
Major Temples: Tymora
Local Nobles: Huntcrown, Marliir
Local Merchants: Baerlear, Bhela, Dragoneye, Gelzunduth,
Hiloar, Iron House, raliqh, Misrim, Nyaril, Six Coffers,
Thond, Thousandheads, Trueshield
Lord: Myrmeen Lhal
Herald: Westar

Castle Crag

Population: military only
Armed Force: 500 Purple Dragons, War Wizards
Temples: none
Local Nobles: none
Local Merchants: none
Military Commander: Bren Tallsword
Herald: none

Dhedluk

Population: 500
Armed Force: militia only
Temples: none
Local Nobles: Huntsilver
Local Merchants: no major
Lord: Thiombur
Herald: Ildul

Espar

Population: 600
Armed Force: militia only
Temples: Helm
Local Nobles: Huntcrown
Local Merchants: no major
Lord: Hezom
Herald: "Yellow Hand" Yespar

Eveningstar

Population: 250
Armed Force: militia only
Major Temples: Lathander
Local Nobles: Cormaeril
Local Merchants: no major
Lord: Tessaril Winter
Herald: Morim

Gray Oaks

Population: 100
Armed Force: none
Temples: none
Local Nobles: none
Local Merchants: none
Lord: none
Herald: none

High Horn

Population: military only
Armed Force: 400 Purple Dragons, War Wizards
Temples: none
Local Nobles: none
Local Merchants: none
Military Commander: Thursk Dembarron
Herald: Dhag Greybeard

Hilp

Population: 250
Armed Force: militia only
Temples: none
Local Nobles: Cormaeril
Local Merchants: no major
Lord: Doon Dzavar
Herald: Delzantar

Hultail

Population: 100
Armed Force: small militia only
Temples: none
Local Nobles: Wyvernspur

Local Merchants: none

Lord: none

Herald: none

Immersea

Population: 600
Armed Force: militia only
Temples: none
Local Nobles: Cormaeril, Wyvernspur
Local Merchants: Mrastos
Lord: Samtavan Sudacar
Herald: Culspir

Marsember

Population: 46,000
Armed Force: 3,000 Purple Dragons, 12 ships, militia
Major Temples: Lathander
Local Nobles: Dauntinghorn, Truesilver
Local Merchants: Six Coffers, Maerun Stoutbold
Lord: Ildool
Herald: Scoril

Suzail

Population: 129,000
Armed Force: 4,500 Purple Dragons, War Wizards, 14 ships,
militia
Major Temples: Deneir, Tymora
Local Nobles: all; with local power base: Bleth, Crownsilver,
Emmarask, Illance, Silversword
Local Merchants: Dragoneye, Faeri, Fallas, Irvan, Jhassalan,
Ossper, Seven Suns, Six Coffers, Skatterhawk, Maerun
Stoutbold, Thousandheads, Trueshield
Lord: Sthavar
Herald: Xorn Hackhand

Thunderstone

Population: 900
Armed Force: 100 Purple Dragons, no militia
Temples: none
Local Nobles: Hawklin, Huntsilver
Local Merchants: no major
Military Commander: Faril Laheralson
Herald (unofficial): Hurm Thiodor

Tilverton

Population: 12,000
Armed Force: 850 Purple Dragons, War Wizards, militia
Major Temples: Gond Wonderbringer
Local Nobles: Huntcrown, Rowanmantle
Local Merchants: Tanalar
Lord: Alasyn Rowanmantle
Herald: Cuthric Snow

Tyrluk

Population: 200
Armed Force: militia only
Temples: none
Local Nobles: Cormaeril
Local Merchants: no major
Lord: Suldag the Boar
Herald: "Tooth" Nzal Tursa

Waymoot

Population: 1,000
Armed Force: militia only
Major Temples: Lliira, Tymora
Local Nobles: Morler
Local Merchants: Jerlak, Marker
Lord: Filfar Woodbrand
Herald: Dhag Greybeard

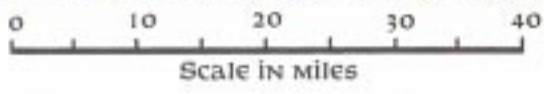
Wheloon

Population: 1,500
Armed Force: militia only
Major Temples: Chauntea
Local Nobles: Huntcrown
Local Merchants: no major
Lord: Sarp Redbeard
Herald: Estsprit



Map Key

- | | |
|---|--|
| <ol style="list-style-type: none"> 1. Redstone (Wyvernspur family house) 2. Wyvernspur farms (minor nobles) 3. High Towers (Cormaeril family house) 4. Cormaeril farms (minor nobles) 5. Szalan's Shipyard 6. Statue: "Azoun Triumphant" (Azoun III with sword raised, on rearing stallion, bandits trampled under foot) 7. The Market 8. Lluth's farm 9. Danae's farm 10. Tathcho's farm 11. Nihil's farm 12. Gulphet's farm | <ol style="list-style-type: none"> 13. The "High Common" 14. Nazan's farm 15. The Five Fine Fish (inn) 16. The Mist Runner (tavern) 17. Fish-cleaning shed 18. Halaband's Inn 19. The Immer Inn 20. Slaughterhouse: Alzael's 21. Smithy 22. Stables (rental) run by Dzulas 23. Mrastos Warehouse (rental) 24. Mrastos Warehouse (rental) 25. Nelzol's (hardware shop) 26. Chaslasse's Fine Clothing 27. Maela's (boarding house) 28. Nulahl's (boarding house) |
|---|--|



	City		River
	Town		Bridge
	Castle/Keep		Hills
	Special Interest		Escarpment
	Road		Forest
	Trail		Swamp
	Lake		Mountains

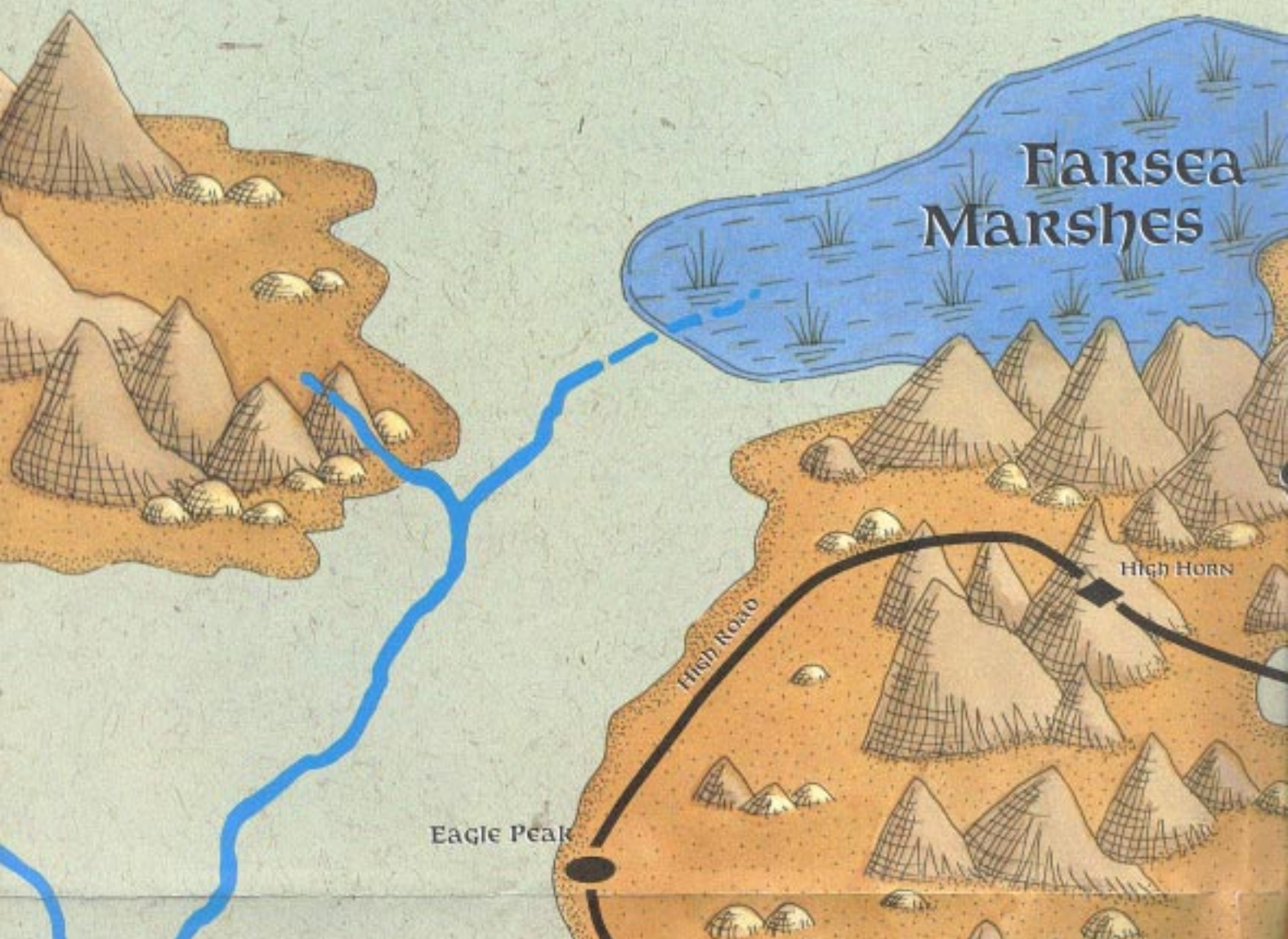
Goblin M

Farsea Marshes

High Horn

Eagle Peak

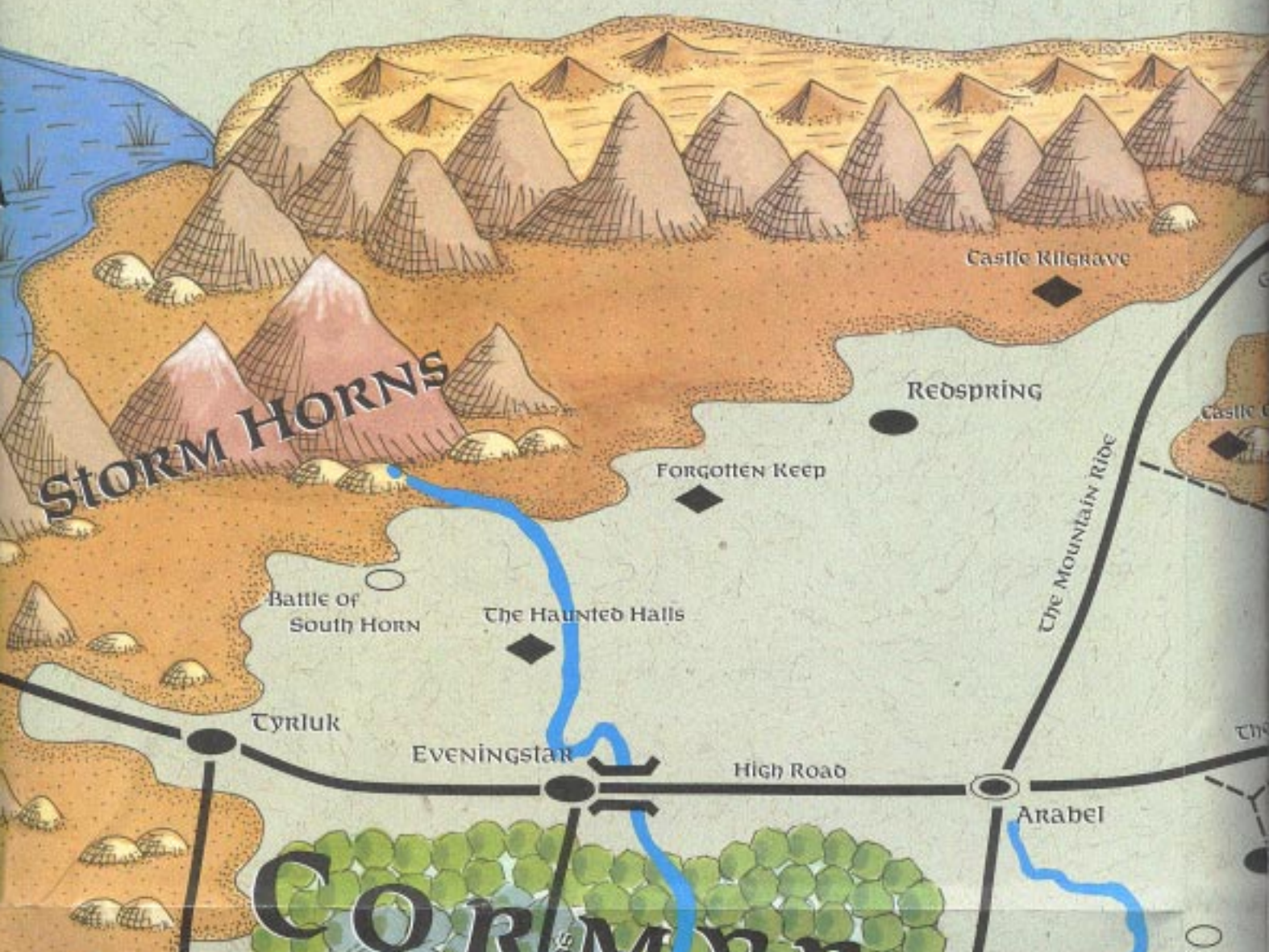
High Road



Marches

The St

Battle of Broken Bones



STORM HORNS

Castle Rillgrave

Redspring

Forgotten Keep

Battle of South Horn

The Haunted Halls

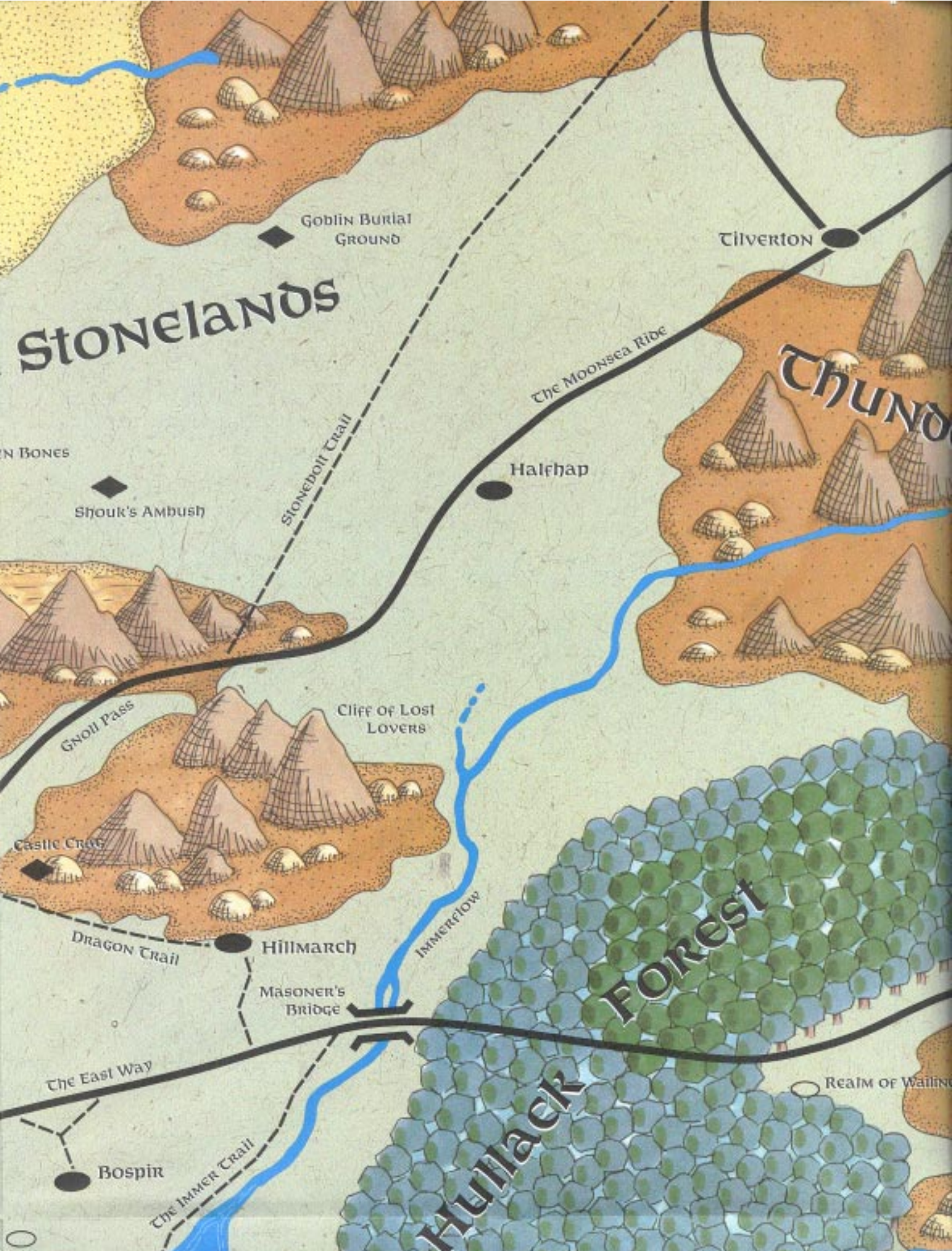
Tyrluk

EVENINGSTAR

High Road

Anabel

CORRYMOR



Stonelands

Goblin Burial Ground

Tilverton

The Moonsea Ride

Thund

Halfhap

Shouk's Ambush

The Stonedolt Trail

Gnoll Pass

Cliff of Lost Lovers

Castle Crags

Hillmarch

Immerflow

The Dragon Trail

Masoner's Bridge

Hullack Forest

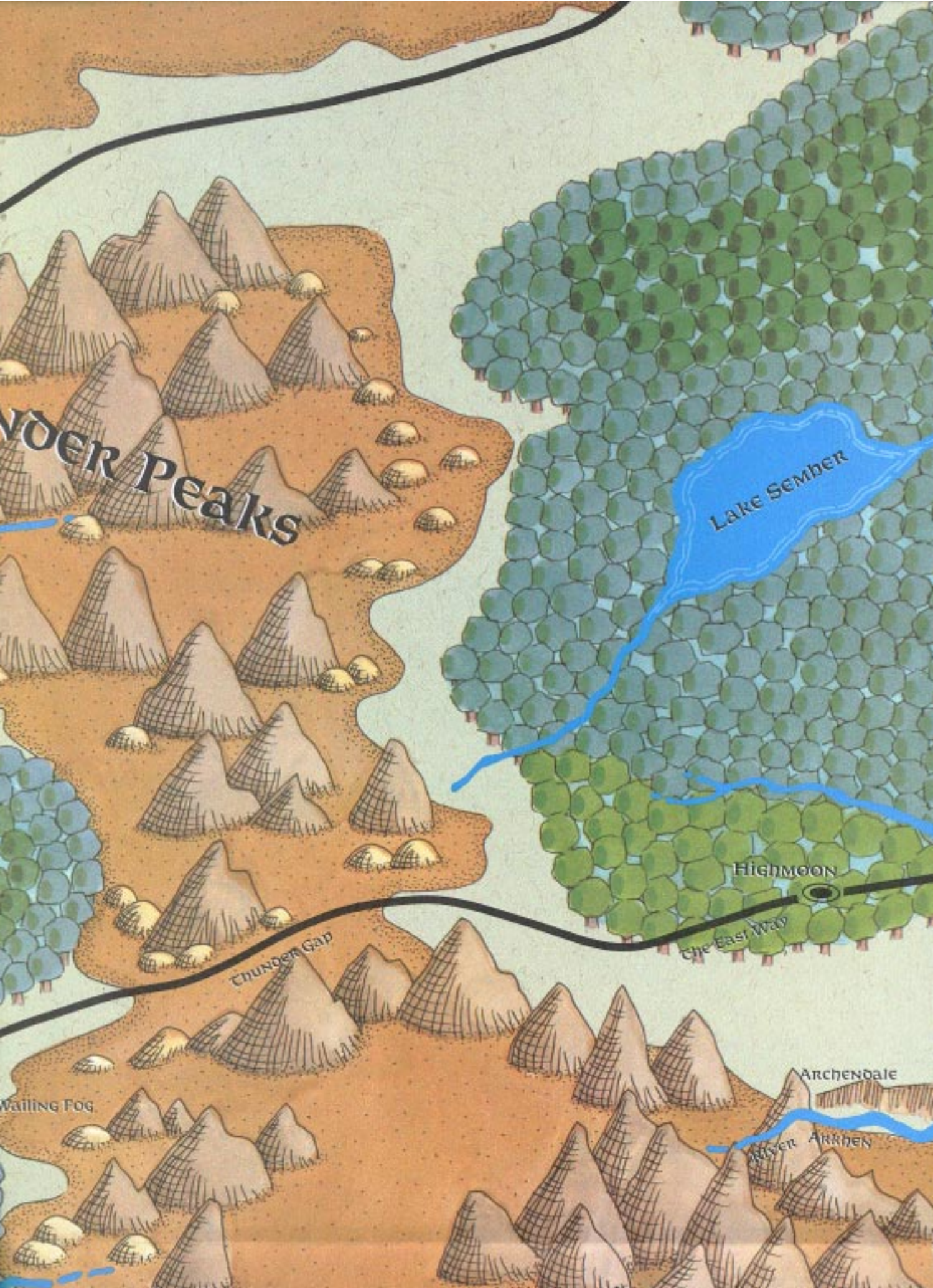
The East Way

Realm of Waiting

Bospir

The Immer Trail

Hullack



Thunder Peaks

Lake Sember

Thunder Gap

Highmoon

The East Way

Archendale

River Arrhen

Wailing Fog



Marsh of Tun

Tun River

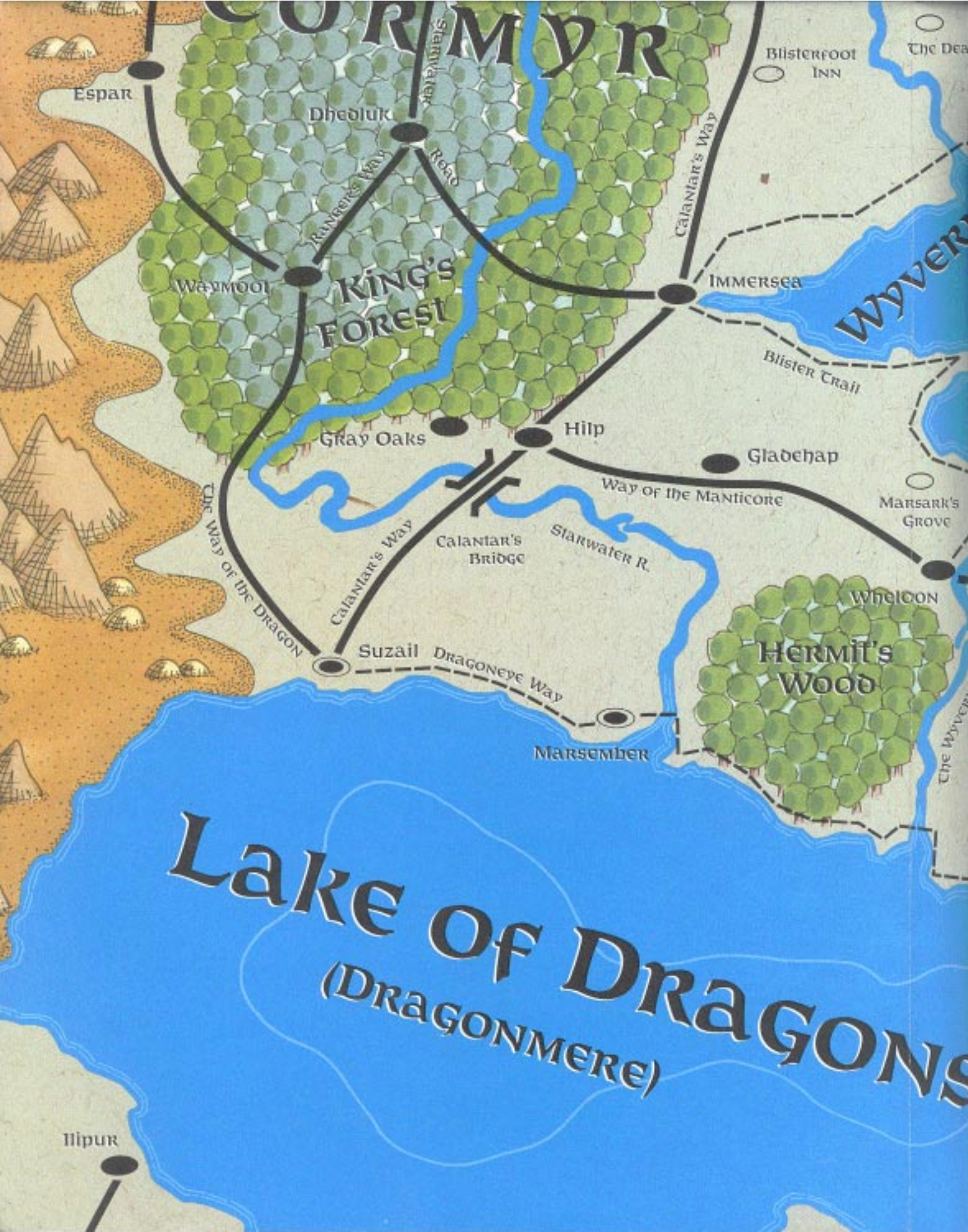
Skull Crag

High Road

The Bridge of Fallen Men

Proskur

High Road



CORMYR

Espan

Dhedluk

Blisterfoot Inn

The Dead

KING'S FOREST

Waymool

Immersea

Wyvern

Gray Oaks

Hilp

Gladehap

Mansark's Grove

Suzail

Calantar's Bridge

Starwater R.

Whelcon

Hermit's Wood

Marsember

Lake of Dragons (DRAGONMERE)

Hipur



The Dead Well

VERNWATER

Battle of Ponar

Thunderstone

Hullack Trail

Hultail

Ghars

Juniril

Golden Ruins

The Vast Swamp

sark's ROVE

UNKNOWN shrine

Tomb of Chonis

Keen of Sig Dirlan

ON

Way of the Manticore

Daerlun

The Wyvernflow

Seaspring

Korli's Well

Kirinwood

Meadow of Red Water

Jarliel

Bluemist Trail

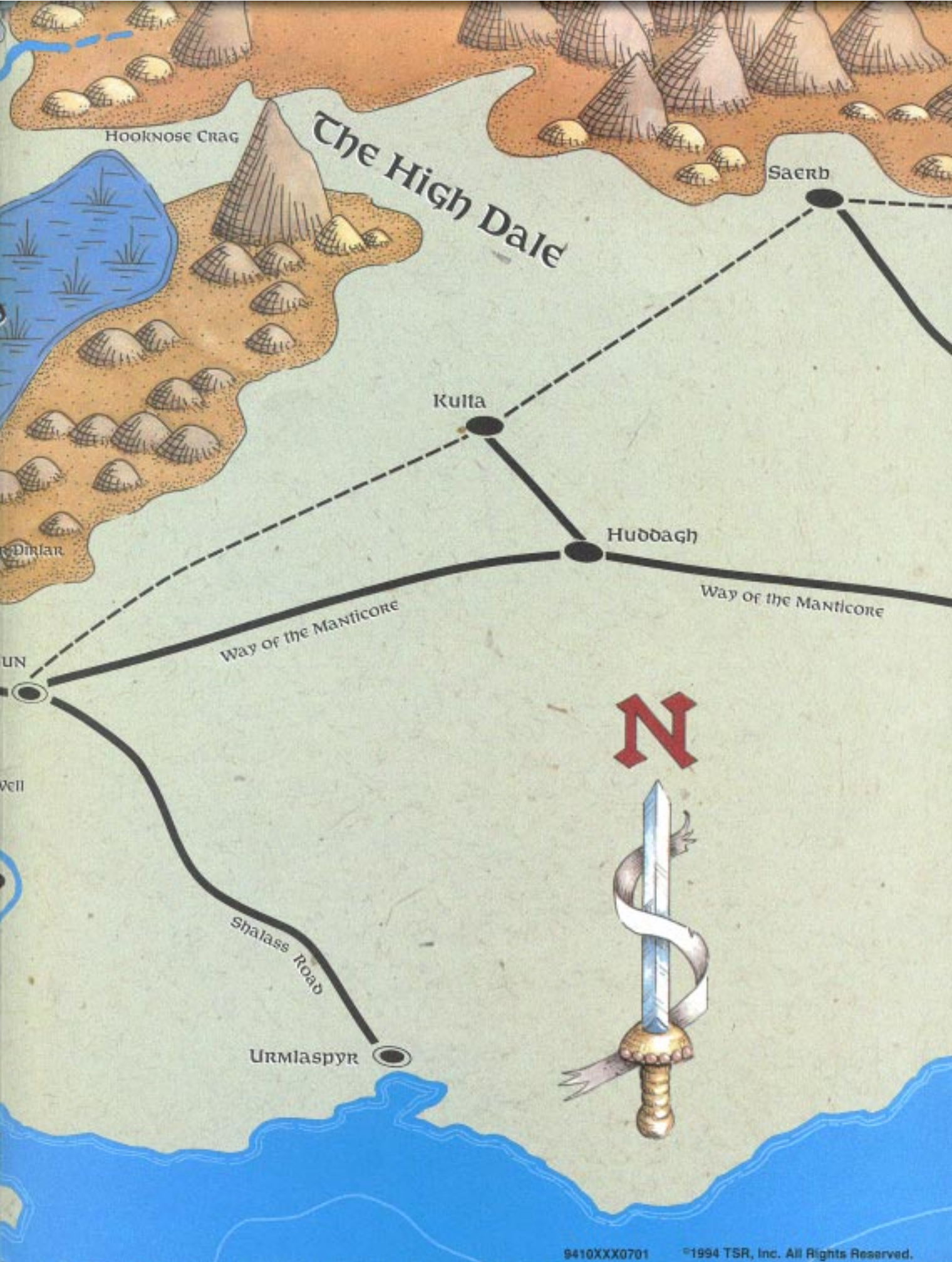
Water Trail

Nolin

NS

Dawngleam

The Neck



Hooknose Crag

The High Dale

Saerb

Kulta

Huddagh

Way of the Manticore

Way of the Manticore

LUN

Well

Shalass Road

Urmlaspyr

N





CORMYR

by Eric W. Haddock

One of the oldest and most interesting kingdoms on the continent of Faerûn, Cormyr is a land of classic fantasy wherein a strong king rules his subjects fairly and evenly, nobles struggle against each other for the little power the king doesn't keep for himself, and adventuring companies clear forests of ferocious monsters for a small share of the crown's treasury. And—there's magic. *Lots of magic.*

This booklet will allow DM™ and player alike to wander the King's Forest and the alleys of Suzail in the mind's eye. It presents indispensable information for any campaign played in the FORGOTTEN REALMS® setting, including military and magical forces, rules for obtaining adventuring charters (required by the Crown), and facts about the War Wizards and Council of Mages.

A full-color map of the area details many sites not mentioned in the Campaign Setting, providing the creative DM ideas with which to entertain players for many nights of adventuring.

The FORGOTTEN REALMS Campaign Setting is required for full use of this product.



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