РУКОВОДСТВО АВАНТЮРИСТА ПО КОРМИРУ

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Chapter 1. Title

Subheading

Heading

Cormyr

Timeline

c. -650 DR: Elves begin to migrate from Cormanthor to the Lythlorn (Wolf Woods).

-601 DR: Year of Humble Beginnings: The elves of House Orva claim the eastern edge of the Lythtlorn.

-205 DR: Year of Good Hunting: The Lord of Sceptres, Iliphar Nelnueve of House Amaratharr, defeats the black wyrm Thauglorimorgorus in a Feint of Honour and is granted rule over the colony forests of the Forest County (Cormyr).

-75 DR: Year of Fallen Guards: The elf maid Thatoryl Elian is slain by Andar Obarskyr. Thatoryl’s betrothed (Lorelei Alavara) makes an oath of vengeance against the humans

-74 DR: Year of Splendour: Marsember is founded by Chondathan migrants, trade into the Lake of Dragons begins to slowly increase.

-21 DR: Year of Sorrow and Pain: The elf clans of Alavara and Elian attack and destroy the settlement of Marsember.

6 DR: Year of the Firestars: Fleeing plague and tyranny in Impiltur, the farmer Ondeth Obarskyr settles a tract of land on the outskirts of the Wolf Woods west of Marsember. He names the settlement Suzara’s City, after his wife.

16 DR: Year of Distant Thunder: Elves attack the Bleth farmstead outside Suzail, killing all occupants. Baerauble Etharr counsels Ondeth against further expansion into the Wolf Woods.

20 DR: Year of the Fallen Fury: Iliphar Nelnueve declares clans Alavara and Elian outcast from House Amaratharr and begins making preparations for his House to retreat from the Lythtlorn.

The Alavara and Elian clans retreat to the Rivrau Forest in the Stonelands.

The Kingdom of Cormyr

Cormyr was officially founded in 26 DR, when King Faerlthann is crowned the first King of Cormyr. The first few decades saw Cormyr attempt to expand into the King’s Forest, which met with middling success as a zealous band of elves attacked these new human settlements time and again, leading to many casualties among the settlers.

After the death of King Bryndar, the Crown set its sights upon the Coast and encouraged powerful families to settle far and wide (with most using the waterways to travel fast), leading to a growing number of settlements along the coast of the Dragonmere and round the Wyvernwater, including future cities like Arabel.

26 DR: Year of Opening Doors: The death of Ondeth Obarskyr sees the founding of the human kingdom of Cormyr with the permission of the Fair Folk of the Forest Country. His son Faerlthann is crowned the first King of Cormyr.

37 DR: Year of the Dark Venom: Vaerom Obarskyr of Impiltur; brother of King Faerlthann of Cormyr, sails to Cormyr bearing the remains of Suzara to be buried near the grave of Ondeth Obarskyr.

55 DR: Year of the Caustic Blood: Death of King Faerlthann of Cormyr.

64 DR: Year of Gleaming Frost: Death of King Bryndar of Cormyr in a hunting accident, gored to death by a giant boar.

72 DR: Year of the Climbers Rest: Vaerom Obarskyr; estranged brother of King Faerlthann, leaves Cormyr with his mercenary company and the sword Ulfindos, to help Morlorn the Usurper in his attempted seizure of the throne of Impiltur.

76 DR: Year of Windsong: The settlement of Arabel is founded as a logging outpost by the future XXXX noble house.

King Baranth of Impiltur defeats Morlorn the Usurper and the mercenary companies of Cormyr. Vaerom Obarskyr returns to seek sanctuary in Cormyr.

79 DR: Year of the Whispering Woods: 79 DR: Year of the Whispering Woods: King Rhiiman the Glorious of Cormyr is slain by the great red wyrm of the Wyvernwater; Eardynnansczyg.

98 DR: Year of Revealed Grimoires: The settlement of Rallyhorn is renamed Hultail in the first draft of Cormyr’s “naming laws”.

112 DR: Year of the Tusk: Cormyrean cartographers create the first recognised map of Cormyr, Cormanthor, and the Dalelands.

159 DR: Year of the Lost Profit: Pendarn Mirandor; Crown Prince of Impiltur is busy leading a mercenary company in Cormyr in service to the King of Cormyr.

161 DR: Year of the Hangman’s Noose: Pendarn Mirandor and his mercenary company leave Cormyr with support from King Irbruin of Cormyr to reclaim Impiltur from the traitorous King Doraven “the Bloody”.

163 DR: Year of the Screeching Vole: The Ring of Winter is used by Dhalmass Rayburton, when a village and a Cormyrean lord’s estates are destroyed in a massive ice storm during high summer.

198 DR: Year of Almond Eyes: The goblinkin of Hlundadim invade Cormyr, burning the settlement of Arabel and plunging south into the King’s Forest.

200 DR: Year of Leaping Flames: The armies of Cormyr led by King Moriann defeat the goblinkin of Hlundadim north of Suzail and drive them out of the kingdom and into the Stonelands.

245 DR: Year of the Dun Dragon: Iltharl of Cormyr abdicates the throne to his sister Gantharla, first Queen of Cormyr. Iltharl retires north to Cormanthor to live with the elves.

289 DR: Year of Waking Dreams: King Torst of Cormyr and his brother Prince Gordroun are slain in the siege of flooded Marsember. Their younger brother Keldroun is crowned king, and the city is abandoned to the lizardfolk.

375 DR: Year of the Woeful Resurrection: King Azoun I of Cormyr finds trade routes to the west blocked by Shoonite troops demanding tariffs for “passing through the empire’s lands”. Azoun orders a weapon made with which he can fight Lord Tornamn; the short sword Ilbratha, “Mistress of Battles”, is ready by year’s end.

376 DR: Year of the Leaping Hare: Ashar Tornamn extends the borders of Valashar and the Shoon Imperium to the High Moor by summer. Crown Prince Azoun I of Cormyr leads his army against Ashar, driving the Shoonite forces back through Amn, Tethyr, and Valashar before sacking Ithmong and returning to Cormyr.

After thirty-five years of expansion under King Ashar, Valashar (and the Shoon Empire) stretches as far north as the Troll Mountains and the High Moor. Responding to the claim of northern lands by King Ashar and the expansion toward Cormyr’s western border, King Azoun I mounts a bold campaign that swiftly crushes Valashar’s armies on the Fields of the Dead and then sacks numerous garrisons and the city of Ithmong as a show of strength to both the Wizard Emperor Shoon VII and King Kallos Tornamn of Tethyr. The Shoon Empire’s borders shrink back to the Giant’s Run Mountains, and the now Lord Ashar Tornamn is executed.

389 DR: Year of the Wooded Altar: Crown Prince Azoun I and Amedahast the Royal Wizard in training land in Arrabar aboard Valashar’s Bane to pursue trade negotiations. Azoun and Amedahast sneak into the Chondalwood to explore elven ruins and accidentally discover the wizard Dima el Qufis yi Manshaka, a self styled Djinni lord that had been terrorising the region for years using the Silver Scimitar of Amahl the Mad and Amahl’s Mastering and his Djinni servants. Azoun and Amedahast accidentally vanquish Dima and recover the Silver Scimitar and Mastering.

The ship Valashar’s Bane; favourite cog of Azoun I; sinks three miles off the coast of Cormyr. All hands survive the sinking but the sword Ilbratha and two Shoon items; procured by Azoun and Amedahast during a short adventure in the Chondalwood; The Silver Scimitar of Amahl the Mad and Amahl’s Mastering, sink with the ship.

392 DR: Year of the Firstborn: The sword Ilbratha is located by agents of King Azoun I of Cormyr in the keeping of Phelas Urm; a merchant of Thentia. During attempts to recover the sword, Phelas is slain and Ilbratha is lost.

401 DR: Year of the Serious Fist: Remnants from the Dark Alliance sweep into Cormyr via present day Sembia and invade the King’s Forest.

429 DR: Year of the Cat’s Eye: King Duar sets out to defeat an orcish army in the King’s Woods. In his absence, Duar’s father-in-law Melineth Turcassan sells the city of Suzail to the pirate lord Magrath the Minotaur, formerly of Westgate, for five hundred sacks of gold.

432 DR: Year of the Sea Princes: King Duar of Cormyr seizes Dheolur (Suzail) and defeats Magrath the Minotaur.

550 DR: Year of the Zealous: Thallastam the sage of Procampur consults Elminster over the properties of a blade he possesses which is identified as Ilbratha, Mistress of Battles and part of the regalia of Cormyr. Thallastam attempts to return it to Cormyr but disappears during his travel through the Dalelands. His body is later discovered in the Pool of Yeven when it is dredged. Ilbratha was not with his body.

555 DR: Year of Dances Perilous: Ecamane Truesilver is born in Suzail. Before the year is over his family move to Myth Drannor.

c. 620 DR: The Sword Heralds begin creating many extra-dimensional holds in Cormyr, an activity that lasts over a century.

629 DR: Year of the Empty Hearths: Luthax, senior among the Brotherhood of the Wizards of War, leads a conspiracy to assassinate King Draxius of Cormyr. Amedahast sacrifices herself to bring down the traitors, and her apprentice Thanderahast assumes the role of High Mage.

640 DR: Year of the Fanged Beast: The Sword Heralds of Cormyr create an extra-dimensional labyrinth for the amusement of the jaded young nobles of House Auantiver and stock it with all manner of monstrous creatures.

658 DR: Year of the Dangerous Game: Rathdaen, a Cormyrean mage and explorer of note, arrives in Myth Drannor after a decades-long absence. While not a native, he is close friends with many practitioners of the Art in the City of Song.

During this time, it becomes fashionable among the adventuresome scions of Cormyr’s noble houses to run the gauntlet of beasts dwelling in the Sword Herald- created Auantiver Labyrinth.

662 DR: Year of the People’s Mourning: The heirs of the Cormyrean houses of Bleth, Crownsilver, and Truesilver die in the monster-filled interdimensional Auantiver Labyrinth.

710 DR: Year of the Toppled Throne: Drow attacks in Cormyr claim the lives of three noble families of the realm; while believed dead, most of the nobles survive as slaves in the Underdark.

713 DR: Year of the Firedrake: During the reign of King Draxius the Neverdying of Cormyr, many Dalesmen and war wizards and folk of Cormyr are gathered into a ragtag army by the ambitious noble son Mindal Rowanmantle and led to fight alongside the forces of Cormanthyr in the Weeping War of Myth Drannor. The paladin Sarhsel Elethim is document by the war wizard Landraul as fighting in the army wielding the sword Dornavver.

726 DR: Year of the Dowager Lady: Many nobles of Impiltur; and their gathered wealth, arrive in Cormyr fleeing the fall of their homeland to the Scaled Horde of Agrosh.

731 DR: Year of Visions: Many Impilturan nobles join the forces of Sarshel Elethlim and the Triad Crusade to retake the lands of Impiltur. Some nobles stay, preferring to remain in Cormyr.

771 DR: Year of the Stalking Knight: Establishment of the sea elf kingdom of Naramyr, a former barony of Aryselmalyr, in the depths of the Dragonmere off Cormyr.

842 DR: Year of the Maverick: Crown Prince Beldred of Impiltur visits the King of Cormyr in his royal tour of neighbouring powers (Cormyr, Tethyr, Westgate).

900 DR: Year of the Thirsty Sword: Leading his army, the Glory of Cormyr, King Galaghard strikes against the Witch Lords and their undead armies in Wheloon, driving them into the Vast Swamp. Weary after months of battle, the Cormyrean troops are finally granted a decisive victory with aid from the venerable elf lord Othorion Keove.

926 DR: Year of the Fearless Peasant: The coronation crowns of Aliia and Rhiigard are crafted in this year and sent with Princess Aliia aboard the ship Nadyra’s Glory along with the Greatsword of Impiltur to cement a union between the realms of Impiltur and Cormyr. Seeking to destroy the descendants of Sarshel, Soneillon possesses the ship Nadrya’s Glory which is carrying princess Aliia of Impiltur, and forces it to dive into the depths. Soneillon recovers the coronation crowns of Aliia and Rhiigard and the Greatsword of Impiltur from the depths for herself and Prince Consort Imbrar.

1018 DR: Year of the Dracorage: Cormyr suffers greatly from dragon attacks throughout the kingdom. Arabel, Dhedluk, Eveningstar, and a score of other settlements go up in flames. Suzail itself is set upon by three red dragons and the Purple Dragon himself, Thauglorimorgorus. High Mage Thanderahast is grievously wounded in an aerial battle against Thauglor. Brought to the ground, the dragon is finally slain by Crown Prince Azoun II and the Mage Royal’s apprentice Jorunhast.

1019 DR: Year of the Sure Quarrel: An influx of refugees from the Tunlands, entering Cormyr by the High Road, establish a number of settlements in the far western and northern reaches of the King’s Forest.

1020 DR: Year of Smouldering Spells: The recent refugees from the Tunlands unite into the Kingdom of Esparin in the face of violence and oppression from the patrols of Cormyr.

1022 DR: Year of the Wandering Wyvern: The Wanderers of Espar destroy a community of Bhaal worshipping assassins in the Hullack forest that had been operating in Cormyr and Sembia.

1038 DR: Year of Spreading Spring: Arabel rebels and secedes from the kingdom of Cormyr, led by the disloyal Goldfeather noble family. Crown Prince Azoun begins a campaign to reconquer Arabel and leads the armies of Cormyr against the many mercenary bands hired by the rebels.

1050 DR: Year of the Keening Gale: King Azoun II of Cormyr retakes the city of Arabel. The Goldfeathers are stripped of their rank and lands by the crown and the few surviving family members are exiled.

1135 DR: Year of the Petulant Dragon: King Baerovus sacks and razes the city of Esparr.

1162 DR: Year of the Prancing Centaur: Queen Enchara of Esparin marries Cormyr’s Crown Prince Palaghard. The kingdom of Esparin is annexed into Cormyr.

1164 DR: Year of Long Shadows: The pirate Immurk the Invincible raids a merchant ship of Procampur, capturing the fabulous crown intended for use in crowning Cormyr’s new king, Palaghard I. This event marks the rise of piracy in the Inner Sea. The nations of the Inner Sea begin building their own warships, seeking to defend their merchant fleets and hunt the pirates in their own lairs.

1188 DR: Year of Dawn Moons: Cormyr and Sembia formally establish Thunder Gap as the border between the two nations.

1211 DR: Year of the Crimson Crag: Dhalmass is crowned King of Cormyr.

1216 DR: Year of Green Wings: The last Goldfeather noble is executed for treason by King Dhalmass of Cormyr.

1222 DR Year of the Horn: The Harpstar Wars: The Harpstar Wars end, and the surviving Harper veterans who return to Faerûn find the organisation under the sway of the self-styled Harper King, the lich Thavverdasz who lives in the Vast Swamp, and also in conflict with the Cult of the Dragon. The final battles see the death of the Harper King at the hands of Szass Tam, Zulkir of Thay, who is in turn defeated by Elminster.

1224 DR: Year of the Swollen Stars: Birth of Vangerdahast Aeiulvana, Court Wizard of Cormyr.

1225 DR: Year of the Winged Worm: The noble House of Bracebolt becomes extinct when Lord Belarkus Bracebolt; last of the Bracebolts, dies fighting in one of the campaigns of King Dhalmass.

1227 DR: Year of the Wall: Dhalmass, the Warrior King of Cormyr, seizes the port city of Marsember. He and his queen Jhalass die under mysterious circumstances on their return to Suzail; the Fire Knives are suspected.

Palaghard II becomes King of Cormyr.

1232 DR: Year of the Weeping Wives: Sessrendale is destroyed by the forces of Archendale. Families from Sessrendale flee into Cormyr, the Dusk Lord (the former ruler of Sessrendale), secretly flees into the Vast Swamp and into the Plane of Shadow.

1247 DR: Year of the Purple Basilisk: The Company of Jade, an all-male band of adventuresome lordlings, stumble into the long- forgotten Auantiver Labyrinth while exploring the ruins of Battlegate Keep near the border of Cormyr and Sembia. They encounter a monstrous purple basilisk that kills all but a handful of the Company.

1253 DR: Year of Beckoning Death: Plague wracks the northern Inner Sea coast from Cormyr to the Great Dale.

1256 DR: Year of the Dusty Throne: The noble House of Mallowbridge is exiled from Cormyr.

1262 DR: Year of the Black Wind: The noble House of Bryarn is founded when Sellorn Bryarn is ennobled by King Azoun III for leading the Black Rose mercenary company to rescue outnumbered Purple Dragon forces in the Stonelands

1268 DR: Year of the Daystars: Albruin is stolen from the palace of Suzail by the thief Nypan. The blade is not on the thief when he is later slain trying to evade capture. Rumours are Nypan sold it to a fence named Blusken Shult.

1275 DR: Year of the Blade: Prince Salember is declared regent for his young nephew after the death of his brother Azoun III, king of Cormyr.

1286 DR: Year of the Rocks: Salember, the Red Dragon King, refuses to abdicate the throne of Cormyr to Crown Prince Rhigaerd II. The young prince gathers an army, the Purple Dragons, under his standard to fight the Red army. During parlay, Salember attacks the crown prince but is himself slain by Jorunhast. Thankful for his life, King Rhigaerd II nonetheless exiles his High Mage for regicide.

1306 DR: Year of Thunder: Vangerdahast of Cormyr founds the War Wizards.

1307 DR: Year of the Mace: Azoun IV of Cormyr is born.

1319 DR: Year of the Fallen Throne: The noble House of Tulwood becomes extinct when Lord Korlandur Tulwood falls off a cliff while on horseback.

1324 DR: Year of the Grimoire: Travelling through Cormyr as Balin the cavalier, young Crown Prince Azoun IV drives a weretiger from Goldfeather Manor, with Vangerdahast at his side.

1335 DR: Year of the Shaking Serpent: Alusair Nacacia, future Steel Regent of Cormyr, is born.

Rhigaerd II, King of Cormyr, dies in the waning days of this year.

1336 DR: Year of the Dark Dragon: Azoun IV is crowned King of Cormyr.

1346 DR: Year of the Bloodbird: The Sword Heralds’ refuge in Cormyr, Dawninghunt, is discovered by adventurers. Within lies a chest holding more than a thousand large and splendid emeralds as well as four big, extensive spell books and several items of minor magic.

1348 DR: Year of the Spur: In Cormyr, Azoun charters the Swords of Eveningstar. By year’s end they have been knighted by Queen Filfaeril and taken the name Knights of Myth Drannor.

1352 DR: Year of the Dragon: Gondegal raises an army of mercenaries and launches many raids within Cormyr. Gondegal is crowned “King” for eight days before the Purple Dragons, and the combined forces of neighbouring kingdoms, scatter his forces. Gondegal flees the country.

Esparin

The Kingdom of Esparin was relatively short-lived, arising shortly after 1018 DR, when an influx of refugees from the Tunlands saw them claim much territory in the north and west of Cormyr. When the Purple Dragons of Cormyr encountered these refugees, hostilities began and the people banded together behind powerful individuals who became the nobility and royalty of the new nation of Esparin.

The capital of Esparin; Esparr, was on the eastern edge of the kingdom, near Arabel (which also seceded from Cormyr, taking advantage of the tumult). It was destroyed in 1135 DR by the forces of King Baerovus, and then moved to Yerespar, which was promptly renamed to Espar. The Kingdom of Esparin became a thorn in the side of the Royal House of Obarskyr, with dissident noble houses (particularly in Marsember) providing funds and armaments to Esparin to help pay for mercenaries that allowed this kingdom to survive much longer than would normally have been possible (and keep the king busy and allow his opponents to plot against him).

The people of Espar were primarily of Tethyrian descent, and were very family oriented (as they are today), it was this tribal nature that led them to hurriedly forge a nation in the face of oppression from Cormyr.

There were many noble houses that flourished in Esparin, but during the years of King Baerovus’ reign many of them became extinct through constant warfare, or fled to Sembia, the Dragon Coast, and other lands around Sea of Fallen Stars. The noble House of Ulmair was driven to extinction, the Houses of Darlreth and Melmane are believed extinct but survivors secretly fled into Sembia and changed their name. The Houses of Baerungar, Hasgram, Mornim, Naerbold, and Rook fled to other realms around the Sea of Fallen Stars (including Sembia). The noble House of Bracegauntlet switched sides to assist King Baerovus in his stalemate with the forces of Esparin (which were being strongly supplemented with arms, money, and mercenaries by dissident nobles from Marsember), leading to the annexation of Esparin.

Life and Society

Nobility

The nobility of Cormyr are stratified into several categories; Royal, Old-Coin, New-Coin, Local, and Minor. Royal nobles are those houses related to the Royal House of Obarskyr. Old-Coins are those noble houses that were ennobled in the first few centuries of Cormyr’s history. New-Coins are those noble houses that were ennobled in the latter centuries of Cormyr’s history. Local nobility are those rich enough to purchase their own noble titles (which last only for the life of the individual). Minor nobility can be of any of the other categories and are those noble houses limited to a single settlement.

Royal Nobles

The Royal Houses are those related to the Royal House of Obarskyr through the Silver sisters.

House of Crownsilver: One of three Royal Houses, those with the strongest blood ties to the Royal House of Obarskyr. The Crownsilvers live in Castle Crownsilver; an actual castle located near the Royal Palace that is maintained in regal style at a great cost.

The House of Crownsilver is led by the authoritarian matriarch Kimba Crownsilver (Neutral, Human – Chondathan, Magic User 2), the rest of House Crownsilver rarely venture outside of Castle Crownsilver or the Royal Court.

Maniol Mertrym serves the Crownsilvers and runs the Crownsilver Estate; a large estate just outside of Suzail, but the upkeep of the estate and the staff consumes almost every drop of revenue it generates. Thankfully the Crownsilver fortunes are so vast that they can keep Castle Crownsilver in lavish style for many centuries.

The House of Crownsilver automatically supports the Crown of Cormyr in everything. The blazon of the House of Crownsilver is a royal blue shield edged in silver with a circle of six silver crowns in the centre (the crowns are side view).

The House of Crownsilver looks with disdain upon all those noble houses that use trade to enhance their fortunes and power, feeling that it makes Cormyr more like the avaricious nation of Sembia.

House of Huntsilver:

The blazon of House Huntsilver is a shield of forest green with a rack of silver antlers centred across the upper third of the shield, the point of the shield is coloured crimson.

House of Truesilver:

The blazon of House Truesilver is a shield of scarlet with a slender purple border. Running from lower left to upper right is a stylised, curved silver sword with small hilt and quillions and a widened blade.

Elder Nobles

Known as “oldcoin” noble Houses are those that were ennobled in the first few centuries of Cormyr and have survived to the modern day. They are among the most powerful and prideful of nobility in Cormyr, often excluding the New Nobility and the Merchant Houses.

House of Battlestar: This noble house owns the lands of the West Shore.

House of Bleth: This noble house is one of the eldest of the oldcoin noble houses and has been in Cormyr for as long as House Obarskyr, however, this house takes little notice in the affairs of the Royal Court, but as with all oldcoin nobles they maintain a palatial style residence near the Royal Palace in Suzail. The patriarch of the House of Bleth is Lord Gruen Bleth (Neutral, Human – Chondathan, Magic User 4), who lives in the Bleth Estate but spends much of his time at work in the main office of the Seven Suns Trading Company.

The House of Bleth controls one of the largest merchant companies in Cormyr; the Seven Suns Trading Company, and spends much of its efforts in ensuring the success of their mercantile efforts.

The House of Bleth has a centuries old feud with the noble House of Rowanmantle. This feud is long standing and is usually limited to taunts and japes at the expense of the Rowanmantles, but more recently the feud has begun to escalate with members of both houses brawling on occasion.

Attitudes within the House of Bleth have traditionally been anti-elven, due to the actions of the elven clans of Alavara and Elian in the early history of Cormyr, over time however, this attitude has softened more to indifference rather than outright hatred.

House of Bracebolt (Extinct): The noble House of Bracebolt was an old family known for their good looks and battle prowess. They fought in many of the battles of King Duar and received much reward for their efforts as well as losing many members in battle, a pattern that repeated down the centuries until the last Bracebolt; one Belarkus Bracebolt, perished in 1225 DR in service to King Dhalmass.

Two Bracebolts were held for murder in Cormyr’s history, Lord Helard Bracebolt was later acquitted, while Lord Rorell “Rory” Bracebolt escaped from prison and fled to the Dalelands or the Thunderpeaks (he was later pardoned in absentia after another was implicated for the murder.

House of Cormaeril: The noble House of Cormaeril is the largest family of nobles in Cormyr, they are also the wealthiest and the most secretive, with the most well-known member being their financial expert; Lamiril Cormaeril (Good, Human – Chondathan, Expert 4), who trades the families interests on the markets.

House Cormaeril are large landowner, with much of that land located in rich areas (many around Immersea) with good soil. The tenant farmers and ranchers that work for the Cormaerils provide a plentiful supply of good quality crops and horses that are then sold by the Cormaerils directly and that money is hoarded to make them incredibly wealthy. The Cormaeril’s use their wealth and political power sparingly but with almost prescient effectiveness, as a result they are respected and feared by other noble families.

The patriarch of the House of Cormaeril is Lord Dasmer Cormaeril; a straight talking elderly man, but he and the entire house are really ruled by his wife Lady Jlanesse Cormaeril; a scheming tyrant and master manipulator. Prominent family members include Lamiril Cormaeril, Beliard Cormaeril, Rowen Cormaeril, Kargerth Cormaeril, Thaerilon Cormaeril, Xanthon Cormaeril, Tagreth Cormaeril.

The House of Cormaeril has a longstanding rivalry with the House of Huntcrown. Most of the senior members of the House of Cormaeril live in Suzail and spend their time at the Royal Court, other members are present among the council of every Local Lord in Cormyr (a prominent minor branch dwells in Immersea in a manor called High Towers), while the youngest and least influential members (second and thirdborn children) of House Cormaeril often spend their time adventuring.

House of Dauntinghorn: This noble house is distantly related to the Royal House of Truesilver, and has long used its fortune and influence in an attempt to expand Cormyr’s shipping interests (a goal also held by the Royal House of Truesilver).

The Dauntinghorns have a strong presence in Marsember, where they are closely allied with Ayesunder Truesilver; Warden of the Port.

Prominent family members include; Baeryn Dauntinghorn, Boeryl Dauntinghorn, Dauntryn Dauntinghorn (secret bastard of Azoun IV), Delce Dauntinghorn (secret bastard of Azoun IV), Tystarn Dauntinghorn, Hector Dauntinghorn.

House of Drauthglas (Minor, Extinct): The noble House of Drauthglas has been extinct for many centuries and is possibly the earliest noble house to disappear from Cormyr (that anyone can remember). The Drauthglas held lands around the Hullack Forest, no one can recall the reason for their disappearance meaning that they likely died out.

House of Emmarask: This noble house is made up mostly of career politicians, always looking to gain power at position at the Royal Court, in addition those with position use their influence to gain further advancement for other members of House Emmarask. This practice has thus far not been contested among the other noble houses primarily because House Emmarask produces fair and loyal nobles of Cormyr; Alaphondar Emmarask being the most recent example.

Lord Roland Emmarask is the patriarch of House Emmarask; a thoughtful and far sighted man who takes a long-term view in political matters. Prominent members of House Emmarask are; Alaphondar Emmarask, Lord Dier Emmarask, Albryn Emmarask, Lord Roland Emmarask, Lady Gantharla Emmarask, Rhiindaerth Emmarask.

House Emmarask maintains Emmarask Mansion near the Royal Court in Suzail, and all members with position (plus potential candidates) keep residence here.

House Emmarask is ably served by its Steward Orlbert Thaylaine who runs Emmarask Mansion.

House of Goldfeather: Generally dislike elves, especially among the older generations.

House of Illance: Generally dislike elves, especially among the older generations.

Prominent members include: Fendarl Illance, Daerthra Illance.

House of Mallowbridge (Extinct): This noble house was ennobled during the reign of Andilber for their services to the Crown, informing the King of plots against him, and for the new Lord Tarius Mallowbridge fighting against the plotters on the King’s orders. The members of this house were known for being dark haired, good looking, cruel, and immoral, and also for dabbling in forbidden activities (magic and substances).

The House of Mallowbridge was stripped of its noble status during the reign of King Palaghard II, after a number of them were suspected of practising dark magic and a series of War Wizards were sent to investigate. All of the investigators were slain by some creature (or creatures) that left no trace and removed the head as well as desecrating the bodies and ensuring that nothing could be divined about the manner of their death. Ultimately Lord Baeryn Mallowbridge was exiled along with the rest of the suspects in House Mallowbridge, although Tonthur and Naeryn Mallowbridge (both sons of Lord Baeryn) were allowed to remain in Cormyr.

Esker Mallowbridge, the last of the Mallowbridges (a descendent of Tonthur Mallowbridge) known to be living in Cormyr, died alone in the Hullack Forest in 1331/1332 DR.

House of Rallyhorn: This noble house established the settlement of Hultail (then named Rallyhorn) early in Cormyr’s history and reached the zenith of its power when the rich and influential Lord Theldrin Rallyhorn was made Steward of the Court in 123 DR. Since Lord Theldrin’s death the Rallyhorn fortunes have slowly declined, and today they remain a well respected, ancient noble House. Most of the surviving Rallyhorn’s live in Suzail, and Castle Rallyhorn is used only as a summer retreat.

Lord Urthrin Rallyhorn is the patriarch of House Rallyhorn. Prominent members of House Rallyhorn are; Urthrin Rallyhorn, Korvarr Rallyhorn, Orvendel Rallyhorn.

House of Thundersword: This noble house was established in 201 DR by Lord Rayn Thundersword, son of the knight and military commander Varanth “Thundersword” who saved Crown Prince Moriann from an assassin. Rayn Thundersword returned the sword Symylazarr to King Tharyann and swearing fealty to the new king, in return he was ennobled as Lord Thundersword.

The Thunderswords were granted lands southwest of Immersea (and south of Hilp) and these lands remain in their possession to this day, with the ancestral seat of Starwater Castle nestled atop a small knoll in a wooded basin overlooking the valley known as Starwater Meadows north of the Starwater River. They have also bought land in Marsember and own a large villa in the city with its own private dock known as Swordspires.

Lord Feldrath Thundersword is the patriarch of House Thundersword. Prominent members of House Thundersword are Harandil Thundersword, Talados Thundersword, Ondyn Thundersword, Tananthra Thundersword, Maurara Thundersword, Chansaera Thundersword, Delphaera Thundersword, Teltristram Thundersword, Nalthar Thundersword, Raien Thundersword, Dunstrar Thundersword

House of Tulwood (Extinct): The House of Tulwood was created when Lord Omburr was ennobled during the reign of King Irbruin for its role in securing eastern Cormyr and battling brigands, monsters, and self proclaimed kings in defence of the realm. The Tulwoods were fair haired, malicious and obsessive (often with the necromantic arts or with good-looking monarchs) nobles that had a tendency to marry those of common birth (their obsessive personalities scaring away most nobles). They bullied their rivals and were not above hiring mercenaries or wizards to defeat those that would not submit.

At least one Lord Baerent Tulwood was a master swordsmith, while the noble heir Rantavar Tulwood was exiled for treason during the reign of King Duar, and a dozen more were imprisoned for violence and blackmail of other nobles. The last Tulwood was Lord Korlandur Tulwood; a cruel man who would disfigure those he disliked or who disagreed with him using a barbed whip, Korlandur after going on a hunt and inexplicably riding his horse straight off a cliff (many whisper he had help in achieving this messy end).

House of Turcassan: An ancient and long extinct noble family that once climbed so high on the political ladder that a Lady of the House was married to King Duar. The Queen’s uncle; Melineth Turcassan, betrayed the realm and sold Suzail to a pirate lord while the king was fighting an orc infestation in the King’s Forest.

The House of Turcassan was destroyed by its rivals during King Duar’s war with Magrath the Minotaur.

The emblem of House Turcassan is a green Manslayer; a near extinct creature of legend with the body of a griffon and many snake heads that has a taste for human flesh and roams the wilderlands east of Tethyr.

House of Wintersun: Generally dislike elves, especially among the older generations.

New Nobility

New nobility; “newcoins” are those that have been appointed as nobility anywhere up to 800 years ago. There is no definitive decision as to who is classed as Elder Noble and who is New Noble, generally the Elder Nobles exclude anyone who was ennobled after themselves, or any who do not behave with the proper dignity and respect they believe is required of Elder Nobility.

House of Bracegauntlet: The noble house of Bracegauntlet was ennobled in 1162 DR by King Baerovus when the Kingdom of Esparin was annexed into Cormyr by the marriage of Queen Enchara and Crown Prince Palaghard. They were ennobled for their services to King Baerovus during the war with Esparin (they provided vital intelligence and mercenaries in their charge switched sides during several key battles).

House of Buckfast (Minor): The noble house of Buckfast is confined to the environs around Thunderstone, where they own a farm and a number of properties that they rent to family at reduced rates, they are a poor and lusty house known for causing much trouble in Thunderstone.

The current Patriarch is Lord Rothtil Buckfast. Prominent members include Lady Suvreene Buckfast, Ravance Buckfast, Melhard Buckfast, Sargram Buckfast.

House of Darstan: The noble house of Darstan has long been associated with the Society of Stalwart Adventurers, with many members of the family joining the exclusive club. The current patriarch is Lord Darstan. Prominent family members include Lady Elynna Darstan, Lord Darstan.

House of Domrith (Minor): One of a handful of night-skinned nobility in Cormyr, ennobled for their service in the Purple Dragons and for rescuing an important member of the Royal House of Obarskyr.

House of Eveningspire: This noble house is inherited matrilineal.

House of Haelbroke (Minor): The noble house of Haelbroke is confined to the environs around Thunderstone, where they own a farm and a number of properties that they rent to locals, they are a small, poor, and conservative family.

The current Patriarch is Lord Larandyr Haelbroke. Prominent members include Lady Mirljarla Haelbroke, Tasharra Haelbroke, Raerdaera Haelbroke, Galragar Haelbroke, Mresper Haelbroke, and Borlingar Haelbroke.

House of Hartel (Minor): One of a handful of night-skinned nobility in Cormyr, ennobled for their service in the Purple Dragons and for rescuing an important member of the Royal House of Obarskyr.

House of Hawklin: Ennobled for their bravery in fighting with Crown Prince Rhigaerd against King Salember the Red Dragon, the House of Hawklin had a long tradition of serving with the Purple Dragons even before they joined the ranks of nobility. The Hawklins have a variety of investments and holdings across Cormyr, including an inn in Suzail, and estates in Thunderstone.

The patriarch of House Hawklin is Barandos Hawklin. The House emblem (simplified) is a green hawk standing upright with wings outstretched above a green bough on a white shield. Prominent members of House Hawklin include; Barandos Hawklin, Dara Hawklin, Tenshorn Hawklin.

House of Hethemer (Minor): One of a handful of night-skinned nobility in Cormyr, ennobled for their service in the Purple Dragons and for rescuing an important member of the Royal House of Obarskyr.

House of Indesm (Minor): The noble House of Indesm owns the lands of Hawkhar in the East Reaches of Cormyr, they are known for a good stock of Cormyr Riding horses that they raise on their land.

House of Kallowsar (Minor): One of a handful of night-skinned nobility in Cormyr, ennobled for their service in the Purple Dragons and for rescuing an important member of the Royal House of Obarskyr.

House of Lornsar (Minor): One of a handful of night-skinned nobility in Cormyr, ennobled for their service in the Purple Dragons and for rescuing an important member of the Royal House of Obarskyr.

House of Spurbright (Minor): The noble house of Spurbright are one of the few noble houses of the Kingdom of Esparin that retained their noble status (usually by making bargains with the Crown). The blazon of the House of Spurbright is a circle of four golden crowns at the heart of a green shield. The lands of this noble house include the Stonebolt Fields (known officially as Spurbright Steads) which stretch for 20 miles either side of the Way of the Dragon just north of Espar.

House of Stonecastle (Minor): The noble house of Stonecastle was ennobled by King Duar for their efforts in retaking Suzail from Magrath the Minotaur. Their holdings are concentrated mainly in Marsember, with a few estates in the Coast region. The patriarch is Elbar Stonecastle. The House blazon is a white-grey crenellated keep with two arrow slit windows on an emerald field. Malivur Stonecastle penned “Fallen From Grace: A Cormyrean Noble’s Tale” in 1018 DR.

House of Sundever (Minor): One of a handful of night-skinned nobility in Cormyr, ennobled for their service in the Purple Dragons and for rescuing an important member of the Royal House of Obarskyr.

House of Summerstar (Minor): The House of Summerstar was founded by Glothgam Summerstar when he went hunting the great red wyrm Arnfalamme to its lair in the Thunderpeaks (after it set fire to his Purple Dragon encampment) and drove it away with the aid of the Sword of Summer Winds.

The House of Summerstar rules the region of Firefall Vale from Firefall Keep (on the western edge). The current patriarch of House Summerstar is Lord Athlan Summerstar. Prominent members of House Summerstar include Lady Pheirauze, Erlandar Summerstar, Lady Zarova Summerstar, Shayna Summerstar, and Sir Thalance Summerstar

House of Tavernant: This noble house is nearly at an end, with the sole surviving member of this house being Lady Tavernant of Suzail, who owns a successful printing press and uses the profits from it to fund her matchmaking parties in the hopes of finding a husband and producing an heir before time runs out.

House of Torith (Minor): One of a handful of night-skinned nobility in Cormyr, ennobled for their service in the Purple Dragons and for rescuing an important member of the Royal House of Obarskyr.

House of Yellander (Minor): This noble house owns the lands known as Galdryn’s Gorge in the East Reaches of Cormyr. Their ancestral home is Whitewings, a modest keep and mansion where the current Lord Hresker Falbruin and Lady Anathae Yellander spend much of their time.

The Patriarch of House Yellander is Lord Hresker Falbruin. Prominent members of House Yellander are Anathae Yellander, Paerile Yellander, and Tannaura Yellander.

Local Nobility

Local Nobility are those rich merchants that are able to buy themselves a noble title due to their wealth. These titles are not hereditary and so must be purchased again and again with the death of each patriarch and often with each monarch. The Crown grants titles to loyal individuals (ensuring their loyalty further), making them the Lord of one of the many settlements of Cormyr, these Lordships allow the local nobility to curb the activity of hereditary nobles in their settlements.

House of Thurlond: The noble house of Thurlond are primarily a mining house that owns 6 iron and silver mines in the western Stormhorns, with estates in Skull Crag and Minroe. The patriarch of House Thurlond is Lord Sardamon; a reclusive man that disdains the politics of life at Court in Suzail. The House blazon is a miners pick buried in a dead dwarf and commemorates House Thurlond’s defeat of dwarves (duergar) centuries ago when they attempted to overrun the first of the Thurlond dug mines.

Commoners

Children

Usually considered the responsibility of their parents, orphans are a special case and are considered wards of the Crown. There is a longstanding title “Warden of the Lost” which tasks the titleholder with finding wards for every orphaned child (those whose parents die in service to Cormyr come first). Local temples usually take in several wards a years, looking for potential future priests, noble families occasionally take on wards to appear charitable and improve their reputation, otherwise older or childless couples are paid to take in wards.

Customs

Azoun’s Bastards

The Royal House of Obarskyr has over the years dwindled to only the current surviving members of King Azoun IV, his brothers, Princess Tanalasta, and Princess Alusair. Azoun has been prodigious and instrumental (with encouragement from Vangerdahast) in unofficially repopulating the Royal House of Obarskyr with a number of bastards sired upon noble and commoner alike.

Known bastard children of Azoun include; Beliard Cormaeril, Dauntryn Dauntinghorn, Delce Dauntinghorn, Brace Skatterhawk, Ondyn Thundersword.

Auneth “Blackhair” Druin, and Tarleth Marlenspur are both secret bastards of Azoun, and both of them work in the Royal Palace along with 5 other secret bastard children.

Vandara “The Vixen” Thulont, leader of the Women of the Woods, is a secret bastard of Azoun.

Festivals

High Festival of Winter: On Midwinter, the lords of Cormyr hold feasts, renew alliances, send gifts of goodwill, and plan for the year ahead.

Food and Drink

Belarbrith: A hairy, carrot shaped root vegetable, mottled chestnut brown and ash-grey in hue, with many rootlets, a woody texture, and a taste of apple pie. It used to be plentiful in the wild, but has been harvested so much it is now scarce, except for in just about every garden in the Cormyr, the Dalelands, upland Sembia, and the Sword Coast North. It is used as a natural thickener in soups and broths, or boiled into a sweet dessert, or more commonly peeled and sliced into medallions.

Drusk – Sarl: A flathead catfish found commonly throughout Faerun, the Sarl Drusk is a variety found in Cormyr and the Dalelands that has long whiskers and a black tail.

Old Black Goblin: The recipe for this exclusive, porter style beer; brewed with cherrywood and liquorice, is a closely guarded secret, rumoured to be in the controlled by one of the noble houses of Cormyr. It is brewed in secret, rural locations in the East Reaches of Cormyr and sold to expensive clubs for rich merchants and nobles in the cities of Cormyr and Sembia.

Reilur’s Red: A “red” amber ale brewed in the Coast region of Cormyr with 3 different roasted barleys and citrus rind with various spices added. It is sold commonly in the Coast and East Reaches as well as Sembia and the Dalelands.

Hobbies

Falconry: Falconry is a popular pastime among the nobility of Cormyr, but is by no means limited to that class. Anyone with the time and money required to keep and train falcons is able to indulge it as a hobby, in rural areas falcons are often used by farmstead owners to hunt game birds and vermin, keeping down pests and providing food for the falcons and owners.

Tlacrist: Created by the long dead and prominent composer Rellard Tlacrist, who taught the scribes of Cormyr’s Court to use it in order to compose and continually update patriotic songs over the years. Tlacrist involves reciting a few lines of a well known song or lyric, each person in the group takes turns adding a new line or verse but must include a particular word or phrase chosen from a pile (or shouted by another player). Usually played under the influence and inevitably becomes bawdy.

Literature

A Wise Maid’s Words: A tome written by Lyra Maerilee, compiling the salacious gossip and the amorous adventures of the nobility (and wannabe nobles) of Cormyr and Sembia. This book was actually penned by Volothamp Geddarn under the pseudonym of Lyra Maerilee and has been such a successful seller in the lands around the Sea of Fallen Stars and the Dragon Coast (with many pirate copies), that he is considering writing a sequel. The nobility of Cormyr and Sembia would love to know who Lyra Maerilee actually is though they can silence her.

Fallen From Grace: A Cormyrean Noble’s Tale: An autobiographical account of the life of Malivur Stonecastle and the decline in fortunes of the noble House of Stonecastle. Penned in 1018 DR, this book is a staple read for young nobility in Cormyr, detailing the pitfalls to avoid.

Filfaeril Bound and Willing: A book written by Manshoon of the Zhentarim and distributed widely in Cormyr (particularly Suzail) and the rest of Faerun. The book depicts Filfaeril in a variety of scandalous and compromising encounters (and positions) and was a Zhentarim ploy to discredit the royals of Cormyr and inflame a reaction from King Azoun IV. It has not been successful and Filfaeril is said to “quite enjoy reading such utter nonsense”.

Misdeeds in Marsember: The Cruel Traitors and Tyrants of the Wet Port’s So-Called Nobility: A non fictional account of the activities of 3 noble households in Marsember, focusing on their scandalous behaviour and mistreatment of their servants and the common-folk of Marsember. It was penned by an anonymous former housejack (butler) of all three households, and provides a very unflattering insight into the lives of local nobility. This book is popular in Marsember and Suzail among nobles and commoners alike.

Music

The Sisters Sacrifice: This song depicts the noble sacrifice of the Mage Royal Baerauble’s apprentices; Vaeral Crownsilver and Phaendra Bleth, in banishing the dragon Nalavarauthatoryl “the Red” in 116 DR.

Names

Recently popular Cormyrean male names: Andel, Ardusk, Beliard, Brace, Dannon, Eldorn, Faern, Griskor, Hrandur, Jeth, Lharak, Morlan, Roth, Wynter

(So, daily diminutives: Del, Dusk, [Beliard], [Brace], Dan, Dorn, Faer, Grisk, Ran, [Jeth], Rak, Morl, [Roth], Wyn)

Recently popular Cormyrean female names: Asmura, Baera, Calatha, Dalorna, Deira, Estele, Flornele, Iltara, Jakkara, Marantha, Raele, Sarelle, Tamphara, Thorn

(So, daily diminutives: Asmur or Mur, Baer, Cath, Lorna or Lor, Deir, Stel, Flor, Tara, Kara, Ranth or Ran, [Raele], Rel, Fara, [Thorn])

In these lists, Griskor, Hrandur, Jeth, and Lharak (of the male names) and Iltara, Jakkara, Marantha, and Tamphara (of the female names) have been brought in through immigration, and are more popular in Marsember and Suzail than in “upcountry” places such as Espar, Eveningstar, and Arabel (roughly: Waymoot and Immersea and anywhere north of those locales).

Conversely, in the upcountry areas, “old,” long-established Cormyrean names are more popular; in these lists, those names are Beliard, Brace, Dannon, Morlan, and Roth (male names) and Baera, Dalorna, Raele, and Thorn (female names).

“Thorn” has traditionally been given to farm lasses born when the parents were hoping for a strong male child (in other words, the new Thorn is going to have to take on the “grunt” tasks of working a farm), and as a result has been borne by a lot of what we real-world folks would call “tomboys.”

Andel, Ardusk, Edlorn, and Wynter (of the male names), and Asmura, Calatha, Estele, and Flornele (of the female names) are from the previous two generations of immigration, and come from Sembia.

To zero in on Arabel in particular, as per your request, the most popular names right now are:

(boys) Beliard, Brace, Brorn, Dannon, Danrask, Jeth [and its local variant “Juth”], Morland [not a typo for “Morlan,” but the local variant on “Morlan”], Roth, and Wendur

(diminutives: [Beliard], Race, Rorn, Dan, Dan, [Jeth], Morl, [Roth], Wen)

(girls) Baera, Calatha, Dalorna, Delendra, Labrelle, Marra, Raele, Sulue [or Tassulue], and Thorn

(diminutives: Baer, Cath, Lorn, Len, Bel, Mar, Rae, Su [or Tass], [Thorn]) Note that some local favourites appear here that aren’t in the “more widely popular” lists. Sulue is pronounced “Soo-LOO,” by the way, so “Su” is “Soo” (this name came from Aglarond to Scardale, then through the northern Dales to Arabel).

Language

Officially the language of Cormyr is Chondathan (of the Cormanthan dialect), using the Thorass alphabet.

Among the nobility and at the Royal Court, Cormanthan is spoken almost exclusively as a sign of education and station.

Among the lower classes the Common trade tongue has become so widely used that it is now almost the primary language of the common folk.

King: Astrel (“Az-TRELL”)

Queen: Arauna (“Arr-AWN-ah”)

Prince: Ardyr (“Ar-DEER”)

Princess: Ardess (“Ar-DESS”)

Duke: Storn

Duchess: Staerra (“STAIR-ah”)

Marchion: Mahrsar (“MAR-sarr”)

Marchioness: Mahrsara

Earl: (always used, instead of Count, because of possible confusion with “Corount,” a Common Tongue word meaning “courtier or military commander sent in by a ruler to serve as a temporary acting noble when the real one has died suddenly, gone missing, or gone mad/fallen gravely ill/otherwise become incapacitated”)Velm (“VEL-mm”)

Countess: (never used, except by heralds and court scribes: just “Lady”) Velana (“Vell-ANNA”)

Viscount: Tlarvelm (“TAH-lar-velm”)

Viscountess: Tlarvelana (“TAH-lar-velanna”)

Baron: (in Cormyr, includes Baronet) Taen (“TAYN”)

Baroness: (in Cormyr, includes Baronetess) Taenya (“TAY-nyah”)

Knight: (title is unisex, but as a form of address, females are styled “Lady Knight”) Tahar (“TAH-har”)

Lord: Aro (“AIR-o”)

Lady: Arauna (AIR-on-ah”)

Sir: Saer (“SAY-ur”)

Economy

Currency

The Crown of Cormyr mints its own coins that are widely used by other nations around the Sea of Fallen Stars. All coins are stamped on the one side with the profile of the current monarch (when it was minted) with the date of minting and a mint mark all on one side and a dragon on the other side.

Older coins (those minted before Prince Salember the Red Dragon King) do not have date and instead have 1st, 2nd, 3rd minting, with each minting lasting at least 5 years but can be as long as 100 years in the time of King Draxius.

The mint mark in modern times is usually of an old bearded man often known as “Old Vangey” that indicates it was made at the Royal Mint in Suzail. 10% of coins have a pair of parallel, crescent moons with horns pointing to the dexter (left) which indicates they are manufactured at High Horn.

Thumb: This is a copper coin, ten thumbs are worth one silver falcon.

Falcon: This is a silver coin, one silver falcon is worth ten copper thumbs, ten silver falcons are worth one blue eye.

Blue Eye: This is an electrum coin, one blue eye is worth ten silver falcons, two blue eyes are worth one golden lion.

Lion: This is a gold coin, one golden lion is worth two blue eyes, five golden lions are worth one platinum tricrown.

Tricrown: This is a platinum coin, one platinum tricrown is worth five golden lions.

Exports

Cormyr exports much of its raw goods to Sembia and the Moonsea, which in return send manufactured goods back to Cormyr.

Food is a major export of Cormyr. The appetites of Sembia are seemingly endless, and overwhelm the capacity of the Dalelands to produce livestock and crops, Cormyr supplements food exports to Sembia in bulk, while sending its finest produce (fine wines, etc) are sent to the Moonsea region.

Pigments, scents, oils are all shipped to Sembia for processing into paints, perfumes, etc. Oils, medicines, and scents are shipped to the Moonsea region

Finishing wood and metal ingots are sent to Sembia to be manufactured into furniture, frames and other fine wooden furnishings, while the metal is used to make wire and metal castings. Tools are sent to the Moonsea region

Textiles, cloth, and leatherware are exported to the Moonsea region

Finished goods made in Sembia and imported to Cormyr that are not consumed by the domestic market are exported to the Sword Coast via caravan through the Western Heartlands.

Imports

Cormyr imports mostly finished goods of excellent quality from Sembia, wines, clothing, artwork, furniture, etc. Raw materials like metal ingots (of superior quality than that easily found in Cormyr) is imported from the Moonsea region and used to manufacture weapons, armour, tools, and all manner of metal goods.

Merchant Houses

The merchants of Cormyr generate much of the annual revenue for the Crown through licence payments. The most powerful merchants 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 Iravan, Zathchos, Skatterhawk, Jhassalan, Faeri, and Ossper, these groups all have bases of operation within Suzail.

Taxes

Taxes in Cormyr are low compared to other nations, and yet Cormyr maintains a large national army, well maintained roads, many public works and buildings, and a wealthy Royal family and their associated lifestyle. Many whisper that the taxes from Cormyr’s population cannot pay for such projects, and they are entirely accurate.

Stone Tax: The Stone Tax is levied per building constructed on Crown Land, and since all land in Cormyr is Crown Land unless the occupier holds a Grant from the Crown that makes them the owner (such Grants are usually awarded with titles, thus making the owner nobility of some sort). Typically building owners pass the Stone Tax onto tenants.

Emergency Tax: The Crown has the power to levy any additional taxes as required and without consultation. Such Emergency Taxes are only levied in a state of emergency (hence the name) such as during war time or a natural disaster.

Licences: Much of the Crown’s standard income comes from licences that allow individuals to bypass or mitigate some clauses of the Royal Word, such as carrying arms, transporting restricted goods, operating a mill, hunting in the King’s Forest, etc. These licences are optional and so are not considered taxes.

Government

The Royal House of Obarskyr

NAME BIRTH REIGN NOTES

Faerlthann “The First King” -7 DR 26 – 55 DR First son of Ondeth Obarskyr

Imlon “The Touched” 27 DR 55 – 57 DR First son of Faerlthann

Bryndar 44 DR 57 – 64 DR Son of Imlon, gored by a giant boar, died without issue

Eskruais 33 DR 64 – 66 DR Third son of Faerlthann, died without issue

Rhiiman “The Glorious” 35 DR 66 – 79 DR Fourth son of Faerlthann, slain by the Red Dragon Eardynnansczyg, died without issue

Embrus “The Old” 30 DR 79 – 84 DR Second son of Faerlthann, two younger brothers preferred in the line of succession before him

Kaspler “The Learned” 66 DR 84 – 90 DR First son of Embrus, died without issue

Imbre 70 DR 90 – 94 DR Second son of Embrus

Sacrast 93 DR 94 – 123 DR Illegitimate son officially adopted by Imbre. Regency of the Four Barons during the first sixteen years of his reign.

Daravvan 109 DR 123 – 124 DR First son of Sacrast

Dorglor 110 DR 124 – 134 DR Second son of Sacrast, committed suicide.

Embrold 112 DR 134 – 145 DR Third son of Sacrast, never married, adopted Dorglor’s illegitimate son as heir

Irbruin 127 DR 145 – 169 DR Son of Dorglor, slain with son and heir

Moriann 147 DR 169 – 201 DR Second son of Irbruin, both sons and heirs slain in battle with goblins of Hlundadim

Tharynn “The Elder” 167 DR 201 – 238 DR Third son (tenth child) of Irbruin

Boldovar “The Mad” 199 DR 238 – 246 DR Second son of Tharyann, believed to have strangled his older brother Dorglor. Believed dead but actually spirited away by Baerauble until his death. Claimed by the Ghazneth curse in death.

Iltharl “The Insufficient” 221 DR 242 – 245 DR Son of Boldovar, abdicated in favour of his older sister. Died in 298 DR

Gantharla “First Queen” 218 DR 245 – 261 DR Older sister of Iltharl, never married but had illegitimate son before her coronation

Roderin “The Bastard” 244 DR 261 – 267 DR Illegitimate son of Gantharla who succeeded due to the support of the Silver families and Baerauble. Died without issue

Thargreve “The Lesser” 225 DR 267 – 268 DR Son of Tharyann’s daughter Erthava, who resided in Westgate, brought to Cormyr by Baerauble.

Holordrym 242 DR 268 – 272 DR First son of Thargreve, sole, direct heir

Belereve 259 DR 272 – 274 DR First son of Holordrym, slain by sister Rasthaele

Thargram 260 DR 274 – 276 DR Second son of Holordrym

Besmra 246 DR 276 – 286 DR Younger sister of Holordrym, crowned despite claims of son Torst

Torst 264 DR 286 – 289 DR First son of Besmra, slain in Marsember by his illegitimate stepbrother Belorth and his stepfather Kurrurdan (Besmra’s first husband)

Gordroun 266 DR 289 DR Second son of Besmra, crowned posthumously and added to lineage by King Keldroun. Slew Belorth and Kurrurdan before falling to lizardfolk in Marsember

Keldroun 266 DR 289 – 295 DR Third son of Besmra, slain by nobles

Berost “The Bold” 282 DR 295 – 301 DR First son of Keldroun

Gorann 284 DR 301 – 303 DR Second son of Keldroun, died due to the machinations of his sister Gorauna and the Purplethroat Plague

Edrae “The Doomed Babe” 302 DR 303 – 305 DR Infant son of Gorann, slain by his mother Jalanthra to escape Gorauna’s torments

Ulbaeram 288 DR 305 – 308 DR Third son of Keldroun, slain in battle with Askran “the Pretender”, son of Gorauna

Q. Silbran 286 DR 308 – 320 DR Wife of Ulbaeram, took the throne to protect the succession of her and Ulbaeram’s only son and heir. Died in 324 DR.

Raerboth 306 DR 320 – 326 DR Legitimate son of Ulbaeram, slain by Gorauna

Baerildo 325 DR 326 – 328 DR Son of Raerboth, slain by Gorauna

Belmuth “The Bastard” 304 DR 328 – 334 DR First illegitimate son of Ulbaeram, died of Purplethroat Plague.

Sargrannon 324 DR 334 – 336 DR First son of Belmuth, slain by Ortolar on Gorauna’s orders

Ortolar 305 DR 336 – 337 DR Second illegitimate son of Ulbaeram, slain by Gorauna

Imbrus I 322 DR 337 – 339 DR Second son of Belmuth, slain by Gorauna

Regent Rathdar Orlenthar 299 DR 339 – 341 DR Common-born Regent of the “boy kings”; Artreth, Zoumdan, Imbrus II

Artreth 334 DR 339 – 340 DR First son of Ortolar, died of Purplethroat Plague

Zoumdan 336 DR 340 DR Second son of Ortolar, died of Purplethroat Plague

Imbrus II 339 DR 340 – 341 DR Son of Imbrus I, died of Purplethroat Plague

Q. Meurthe “Mad Meurthe” 318 DR 341 – 344 DR Granddaughter of Gorauna

Q. Kasplara 329 DR 344 – 345 DR Grandniece of Gorauna

Jasl “The Royal Jester” 327 DR 345 – 347 DR Grandnephew of Gorauna

Q. Arathra “The Little Spider” 322 DR 347 – 348 DR Grandniece of Gorauna

Barander “The Tortured King” 329 DR 348 – 349 DR Grandnephew of Gorauna, abdicated in favour of Thargreve, thereafter known as “the Scarred Advisor”. Died in 372 DR

Thargreve “The Greater” 334 DR 349 – 360 DR Son of Meurthe, slayer of Gorauna

Q. Jarissra 345 DR 360 – 369 DR Niece of Thargreve, Abdicated in favour of her cousin Andilber. Died in 390 DR

Andilber “The Unfortunate” 340 DR 369 – 370 DR First son of Arathra

Anglond 341 DR 370 – 391 DR Second son of Arathra

Azoun I “The Crown Prince of Battles” 358 DR 391 – 425 DR Son and sole heir of Anglond

Duar “Longyears” 385 DR 425 – 480 DR Son and sole heir of Azoun I, defeated pirate lord Magrath the Minotaur after his first wife’s family; the Turcassans, betrayed the realm

Galaghard I 434 DR 480 – 514 DR Son and sole heir of Duar from his second wife, only son died late in his reign, and he assumed his son’s identity with the aid of Amedahast’s longevity magics

Galaghard II “Father of the Dark Princes” 469 DR 514 – 554 DR Actually Galaghard I, three sons rebelled against him and he had them slain, assumed the identity of his third “loyal” son Draxius.

Draxius “The Neverdying” 523 DR 554 – 875 DR Actually Galaghard I, death of Amedahast saw the end of longevity magics after the longest rule of any monarch

Bryntarth 852 DR 875 – 897 DR Son and sole heir of Draxius

Galaghard III 873 DR 897 – 953 DR First son of Bryntarth, defeated the Witch Lords of Wyvernwater

Rhigaerd I “The Mourning King” 895 DR 953 – 982 DR Betrothed prior to his accession to Princess Aliiya of Impiltur who died in a shipwreck

Bryntarth II 943 DR 982 – 1001 DR First son of Rhigaerd I

Arangor 979 DR 1001 – 1042 DR Son and sole heir of Bryntarth II. Thauglorimorgorus was slain during his reign

Azoun II 1001 DR 1042 – 1056 DR First son of Arangor, died of wounds received restoring the rebellious Arabel to the kingdom.

Proster 1035 DR 1056 – 1122 First son of Azoun II

Baerovus 1092 DR 1122 – 1164 DR Son and sole heir of Proster

Palaghard I 1126 DR 1164 – 1187 DR Second son of Baerovus, conqueror of Esparin, took Enchara of Esparin as his wife

Pryntaler 1164 DR 1187 – 1210 DR Son and sole heir of Palaghard I

Politics

High Mage: This now defunct title is reminiscent of the name given to the most powerful of elven magic users and was last held by Jorunhast who was exiled in 1286 DR for slaying King Salember “the Red Dragon”. Jorunhast still holds the title and is believed to survive somewhere outside of Cormyr, but cannot return on pain of death. The position of High Mage has been replaced by the title of Royal Magician.

Lord High Marshal: The Lord High Marshal is head of the entire Purple Dragon army, he reports directly to the King, and is charged with

Warden of the Eastern Marches: Reports to the High Marshal

Law and Order

Defence

Purple Dragons

The Purple Dragons are the standing army of Cormyr, paid for by the Royal House of Obarskyr, allowing them a greater degree of power and security than in other realms of Faerun.

Purple Dragons are stationed at every settlement of sufficient size, and various castles and Purple Dragon outposts throughout Cormyr, they also patrol the roads and countryside of Cormyr to keep down the number of bandit groups and monster infestations. When not at war, the Purple Dragons act as a permanent (and well paid) police force, border control, and prison guards.

Powers: Purple Dragons have the power to stop and search anyone suspected of a crime, it is illegal to refuse this search. Purple Dragons can arrest anyone they have evidence of committing a breach of the Royal Word, detaining them in the gaol beneath every Purple Dragon barracks, where they will be held until dealt with by the Local Lord and Magistrate.

Purple Dragons are not allowed to fine people for breaching the Royal Word or Local Laws, such fines must be collected by the Local Lord or one of his representatives in the presence of the Magistrate. However, Purple Dragons are often used to collect the fees for certain licences (Tradefair Licences being the most common).

Ranks: The Purple Dragons have the following ranks from lowest to highest; Blade (Private), Telsword otherwise known just as Sword (Corporal), First Sword (Sergeant), Sword Captain (Lieutenant), Lionar (Captain), Ornrion (Major), Constal (Colonel), Oversword (Major General), Battlemaster (Lieutenant General), Lord High Marshal (General). The Lord High Marshal is a Court title and is appointed by the King himself.

Retirement: Purple Dragons that fulfil their term of service (standard is 10 years), retire with full honours, a piece of land (usually in the northern edge of the East Reaches), and a monthly pension totalling 10 silver pieces per rank.

Purple Dragons that are forced to retire due to injury receive a monthly pension equal to 1 silver piece per rank, but are given lodgings at the fortress of Daunthers near Gladehap. In times of need the Grey Dragons (with their wheeled chairs and crutches) are often deployed to the field to act as a rear guard or to defend key locations far from the battlefront.

Purple Dragons that are forced to retire due to an incurable illness are given a permanent home (forcibly if necessary) at Thulser’s Lodge in the King’s Forest east of the Mouth O’ Gargoyles. The Green Dragons are only deployed to the field as a last resort when the entire country is in danger and willingly go on suicide missions or form the vanguard of any charge.

Blue Dragons

The Blue Dragons are the naval arm of the Purple Dragons, they have 2,500 personnel at their disposal and a total of 14 ships with which to guard the northern shore of the Dragonmere, these include a number of galleys, as well as smaller “runners”.

Crown of Cormyr: The flagship of the fleet is also the largest, it is equipped with ballistae and fire pot hurler, however it is not a warship and is instead used to carry the Royal House of Obarskyr whenever it needs to travel by boat.

Dragon: The largest warship in the fleet, this galley is equipped with a large number of ballistae and fire pot hurlers.

Blade of Espar: A runner, used to patrols the Neck of the Dragonmere and combat pirates

Lance of Wheloon: A runner, used to patrols the Neck of the Dragonmere and combat pirates

High Knights

Jostlyn Huntsilver, Asbras Orthwood, Baeryn Dauntinghorn, Albryn Emmarask, Ilbreth Truesilver, Indyn Thundersword, Roedele Thornmantle, and Glarasteer Rhauligan.

Senior High Knights include “The Hawk” (a grizzled old veteran), and the “Seller of Cloaks” (a thin, wrinkled, homely, old woman), “Blackblade” (an accomplished assassin), at least one high ranking noble.

Religion

Torm: Torm the True is a popular faith among the youthful nobles of Cormyr. There is a shrine to Torm in every Purple Dragon garrison, a modest temple in Suzail, with shrines in other major settlements like Arabel and Marsember. Many nobles make a show of paying homage at the shrines of Torm, but the truly pious have their own shrines at their home.

Tyr: Tyr is one of the major faiths in Cormyr.

There is a much more ancient sect of worshippers within Cormyr (particularly among the nobility) that follow Iltyr “the Blind but All-Seeing”, which is represented by a huge, floating, black, weeping eye without iris, pupil, or sclera (and often with an almost indistinguishable prehensile tail in the background). This sect is believed to have originated along the Dragon Coast before the fall of Jhaamdath.

Magic

There are no schools of wizardry and magic in Cormyr, instead all wizards are trained as part of an apprenticeship to other wizards.

When an apprentice finishes his apprenticeship, he may be approached by the War Wizards if he meets the strict requirements set by Vangerdahast, and if he passes the tests.

Every noble house wizard is either a War Wizard or is being monitored by a War Wizard.

Important Sites

The Coast: The Coast region of Cormyr stretches from the Starwater River to the Vast Swamp including everything south of the Wyvernwater and the Way of the Manticore. The land here is lightly settled between the major settlements and the soil is rich and deep and owned (and farmed) mostly by independent Cormyrean citizens (unlike the Heartlands where most of the land is owned by the nobility).

Darkflow River: This river, along with the Vast Swamp, marks the far eastern edge of Cormyr, and the border with Sembia. The Vast Swamp drains into the Darkflow River, and as a result this river is just as contaminated as the swamp, its waters are black with sediment, its taste is bad, and it smells foul.

The river acts as a natural border between Cormyr and Sembia, not only because of its geographical location, but also because the waters hide many evil creatures and so no army could cross the waters of the Darkflow without coming under attack from creatures in the river or from the nearby swamp.

Daunthers: About 10 miles due east of Gladehap is a large fortress surrounded by farms where those Purple Dragons injured in the line of duty are sent to rest and recuperate, and if permanently disabled they have a home here for life.

Daunthers is run like a real Purple Dragon fortress, but with slightly relaxed duties and standards (except for the official Purple Dragon guards known as “watchers”, who must follow all standards), even the permanently disabled inhabitants often ask to be included on guard duty or other duties more suitable to their abilities.

There is an extensive set of underground crypts around Daunthers, accessed via stone houses in the burial grounds.

Hermit’s Wood: This patch of woodland is roughly 40 square miles in size, and is the last known remains of the southern reaches of an ancient forest known to the elves as the Lythtlorn (translated as the Wolf Woods).

The Hermit’s Wood has been heavily logged and hunted over the centuries and continues to be along the edges by the villagers that live along its edge. The wood is well populated with game, which the humans have hunted for years without incident, but curiously no sentient life makes its home within the wood with the sole exception of the legend of an old hermit that was last seen here in the time of Azoun II.

The legends say that the woods are, or were, roamed by an old man in grey robes that carried a lantern which emits an eerie blue light. It is believed that the hermit was slain some time ago (through misadventure) and his spirit now roams the woods on a full moon. Despite the potential danger this spirit poses, and that it keeps even goblinoids away from the wood, hunters and loggers of Cormyr have never reported anything more dangerous than wolves and bears.

Way of the Manticore: This well travelled road is the main overland trade route between Cormyr and Sembia, with up to twenty caravans a day travelling between Daerlun and Wheloon in the busy period after spring and before winter.

Wheloon: The way-symbol for Wheloon is a wyvern shape coloured white

The East Reaches: This region covers everything east of the Sword River and the Wyvernflow that lies north of the Way of the Manticore. It is Cormyr’s frontier land and has been expanded into for centuries as Cormyr grows, the land between major settlements is almost deserted except for a few hermits, outlaws, shepherds, and foresters.

Arabel (City): Established in 76 DR as a logging outpost. The way-symbol is a side view, six spoked wheel.

Hullack Forest: Hullack Forest is named for the Great Druid Hullack of the Wyvernwater Circle (part of the greater Druid Ring of Cormanthor), who led the circle around 200 years ago and was known as a firm elf friend and ally of the former nation of Esparrin (now annexed into Cormyr). They Wyvernwater Circle began to diminish following the disastrous confrontation with a hive of beholders around 1100 DR, and since that time the Hullack Forest has been logged back from the northern shores of the Wyvernwater (where it used to join the King’s Forest).

Hullack Forest was once joined to the King’s Forest on the northern and southern shores of the Wyvernwater. It was separated from the northern portion of the King’s Forest in 1018 DR when the Flight of Dragons caused several of those creatures to attack Arabel and set miles of the forest alight. Its southern edge was separated much earlier as part of Cormyr’s expansion along the Coast Lands.

The current remnants of the Hullack Forest have been left virtually unharmed in over a century for the primary reason that it is full of goblinoids, monsters, and much worse. This portion of the Hullack Forest is the centre of what was the traditional lands of House Amaratharr that acted as wardens of the woodlands of Cormyr long ago under the watchful gaze of Thauglorimorgorus. The elves of the Lythtlorn have long since departed, but some of their legacies still linger.

The Hullack Forest is home to many ruins, the most famous of which are Tethgard and the Wyvernstones, but many other fell ruins remain amid the trees and occasionally disgorge powerful magic and creatures to slaughter the unwary forester or traveller.

Elfhold: This chamber is one of many storage vaults and chambers hidden beneath the Hullack Forest and the surrounding eastern edge of Cormry, some of which are connected by hidden tunnels and passageways that are rumoured to stretch as far as the Vast Swamp.

Elfhold was once the burial ground of House Amaratharr and later used by Iliphar Nelnueve to store the most dangerous of magical legacies from the vanquished realm of Orva. It is believed the Witch Lords of the Vast Swamp learned much of their most powerful magics from the fell items they plundered from the Elfhold.

The main chamber of Elfhold is a half ellipse, 100 ft in diameter and 30 ft in height, with the ceiling held up by the massive Wyvernstones above which extend down to the floor. Between each of the pillars is the entrance to a crypt carved into the wall and sealed with an elaborate capstone (each carved to depict a scene important to the life of the elven family interred within). Some of the crypts have clearly been resealed by magic, the cracks in the capstones still visible.

In the centre of the main chamber is a 20 ft pool of crystal clear water (consecrated to Eldath by Hullack himself) with a tiny diamond floating above the pool. The diamond is the tel’kiira of House Amaratharr, it is reluctant to communicate with anyone other than descendants of House Amaratharr. Upon Hullack’s untimely death, he was interred in the Elfhold below by the Wyvernwater Circle, and his spirit now protects the crypts and communicates with the sentience’s stored within the tel’kiira of House Amaratharr.

The Elfhold is believed to be connected to many other underground chambers beneath Hullack Forest, many of the sealed crypts have secret doors and tunnels or have been opened by creatures digging from below. It is thought the dragon attack upon Tethgard weakened the wards of Iliphar Nelnueve enough to allow the Witch Lords to open up tunnels to retrieve the lost legacies of the elves of Orva. The Xraunrarr beholder later used these tunnels to reach the surface and establish their own territory in Cormyr before Hullack defeated the beholders and resealed the crypts.

Prester’s Lodge: This rustic hunting lodge sits on the edge of the Hullack Forest and was formerly owned by Lord Prester Yellander (slain in 1348 DR for drug smuggling and treason). The lodge has remained abandoned since Prester’s death and is falling into disrepair.

Tethgard: Tethgard was erected by Iliphar Nelnueve (his title was Korra, roughly translating as Warden, he was known as the Warden of the Wolf Woods) in -513 DR which he granted to a Netherese Arcanist and her family. Ostensibly the castle was created to guard the entrance to the Lythtlorn from the failing lands of Netheril, and to act as a neutral area for feuding elves to meet.

In reality Tethgard protected the greatest secrets of fallen Orva, and acted as an obvious bait and magically powerful trap for Thauglorimorgorus who was becoming more aggressive against the elves in his territory.

Tethgard was abandoned (forcibly – the elves drove out Lady Duskreene’s family and courtiers) when Lady Duskreene died in -233 DR. It was reclaimed by the forest and gradually fell into ruin until dragons destroyed the castle in 163 DR.

Tethgard survives today as a few scattered stones, low walls that run through the trees, and a leaf choked pit or two that provide access to the partially collapsed cellars (and the only known and well hidden and guarded entrance to the Elfhold). These ruins lie within a few hundred metres of the Wyvernstones, but the forests are so dense and the ruins themselves are so innocuous that many ignore them or think them an extension of the Wyvernstones.

The ruins of Tethgard are administered by Lady Duskreene who still exists as a watchghost tied to the ruins by the very wards designed to seal the evils hidden in the Elfhold below, indeed any bodies interred in or around Tethgard and Elfhold causes the soul to remain tied to the Material Plane as a spirit of some sort, unable to escape to the Ethereal and onto the Outer Planes.

Wyvernstones: The Wyvernstones of Hullack are a collection of stones 12 ft high and 6 ft in diameter that form a 60 diameter circle of menhirs with trilithons at the compass points (allow the capstone of the southern point has been shattered). The Wyvernstones are truly enormous and stretch to 100 ft below the surface (where they are 12 ft in diameter at the base), and form the vaulted pillars of the Elfhold that secretly lies beneath.

The Wyvernstones were once the site of a titanic battle between a hive of beholders and the Wyvernwater Circle of druids led by the Great Druid Hullack. The druids were losing badly and most of their number were slain until the beholders and their allies became suddenly docile and confused (and then were easily destroyed). Hullack caused the Wyvernstones to rise from the ground to mark the battleground and to seal the entrance to Elfhold that the beholders had opened.

Today the Wyvernwater Circle is all but disbanded, and the secrets of their members are hidden, but not lost. The Wyvernstones are marked with runes written in an ancient script (Hamarfae), and contain the sentiences of powerful druids of the Circle that can still be communed with (stone tell or other spells and abilities). Hullack himself still persists as a ghost that is trapped within the Elfhold below.

Regardless of its more modern function (the Wyvernwater Circle used it as a Faerie Crossroads), the Wyvernstones were originally created as a large gate to the Outer Planes that actually connected to the Abyss. The High Mages of Cormanthyr, along with Iliphar Nelnueve, moved the stones from the Vast Swamp where they were originally used to the Lythtlorn, then magically sealed and buried the gate. Hullack later called the stones of the gate to erupt from the ground (unaware of their true nature) to help seal the tunnels opened up by the Xraunrarr beholders. As the magic of the druids begins to fail, rumours of fell creatures in the Hullack are starting to emerge, it may be that the gate is starting to function as originally intended once more.

Northtrees March: All the land between the Hullack Forest and the Thunderpeaks and between the Immerflow to the north and the Thunderflow to the south is known as the Northtrees March.

Firefall Vale: Firefall Vale is the name given to land owned by the noble House of Summerstar, who rule from Firefall Keep on the western side of the Vale. Firefall Vale lies hard against the Thunderpeaks in a valley south of the Immerflow, it was first granted to Glothgam Summerstar for his efforts in driving away the great red wyrm Arnfalamme, whose fiery breath would burn so hot it set the waters of the Turnwyrm Brook in this valley aflame.

Firefall Vale is a lush green valley about 5 miles in length from east to west, carved by the Turnwyrm Brook as it rushes to meet the Immerflow. It is split into two vales, the Upper Vale is higher up in the surrounding hills and the brook cascades down a series of falls to the Lower Vale (which it floods in spring). Vale folk keep sheep and goats in the Upper Vale and the surrounding valleys.

The Lower Vale is home to a number of small farms (Dunstone, Marthtree, and Bottomstones which lies at the end of the Lower Vale hard against the Cascades) surrounded by low, dry-stone walls, with the occasional copse of blueleaf trees.

Firefall Keep: This modest keep stands at the west end of Firefall Vale, although it does not bar entry to the vale. It has 6 towers (Haunted, Twilight, Darkwind, Nalvor’s, Gargoyle, and Scorchshields Tower) a main keep known as the Hall of Honour and a high battlement wall that connects the towers.

There is a stable and granary on the south side, a gate in the east and west wall, and there are rumoured to by a dungeon and the Summerstars Crypt lying beneath the castle, with secret tunnels connecting the Hall of Honour and the towers.

Galdryn’s Gorge: As the Immerflow descends from the Thunderpeaks in a great gorge (south and west of Firefall Vale) that are the lands of the noble House of Yellander. Galdryn’s Gorge is filled with caverns that are home to many varieties of mushroom which the Yellander’s harvest to make Vralo (a very strong flavoured mushroom wine).

Whitewings: This modest, unwalled stone keep, with attached mansion, is surrounded by gardens and encircled by a deep, dry moat filled with wooden spikes to deter marauding monsters. It is the ancestral home of the House of Yellander and Lord and Lady Yellander spend much of their time therein.

Hawkhar: These high rolling hills span either side of the Immerflow just north and west of Firefall Vale, and are used by the noble House of Indesm to rear their prised stock of Cormyte Riding horses.

Hawkhar Hall: This walled stone mansion and adjacent tower is encompassed by a stone wall that surrounds a horse farm and orchard, and then loops outward to cradle the hamlet of Hawkhar. The wall of Hawkhar Hall has two gates that are always open on either side of the estate, with one opening onto the hamlet of Hawkhar.

Thunder Plains: These lands between the Thunderflow and the Vast Swamp are verdant farm and ranch country filled with rolling hillsides, hedgerows, and wooded knolls with dirt lanes criss-crossing between tenant farms and noble estates. It is well watered by meltwater streams that run southwest before disappearing down sinkholes and a network of subterranean streams and caves.

Thunderstone (Fortified Town, 900): This town lies just south of the Thunderflow.

The High Road: This well travelled road connects Arabel, Eveningstar and Tyrluk on its way through High Horn Pass before travelling down the southern arm of the Stormhorn Mountains and onto Proskur and Easting where it meets the Traders Road.

The High Road is not without its perils from the gobinoids and other creatures that inhabit the Stormhorns, but nonetheless it is filled with traffic from the Western Heartlands in the form of caravans between 3 and forty strong (accompanied by outriders). Once inside on the other side of the Stormhorns and inside Cormyr itself (rather than its claimed but unenforced territories), it is not uncommon to find peddler wagons running between local settlements and Purple Dragon patrols a dozen strong and often mounted with War Wizard support.

The Heartlands:

Hilp: The way-symbol for Hilp is a side view, arched, wooden bridge

King’s Forest: This is the last remnant of the westernmost edge of the forest of Cormanthor, known in the elder days as the Lythlorn (Wolf Wood) where it was the home of the elf clans of Alavara and Elian. It is now regarded as the property of the Crown of Cormyr, with all logging and hunting controlled by law and enforced by regular patrols of Purple Dragons who also ensure the settled areas of the forest are kept relatively free of monsters and goblinoids.

The forest is made up mostly of oak, maple and rowan trees which are well tended by the King’s Foresters, who keep the undergrowth limited and the ancient trees healthy which results in very high canopies. A network of roads runs through the forest connecting many small settlements inside it, these roads are the ancient droving routes of the elven clans, and in one case the result of a clash between two ancient dragons, the humans of Cormyr have kept these routes clear and established settlements along them.

Hunting around the edges of the forest has grown increasingly common with the passage of time (in the first few centuries of Cormyr’s existence the King’s Forest was the strict hunting preserve of the King), with most commoners that live within the boundaries of the forest regarding it as theirs and so taking what they need for food. Logging is much rarer, only sick or dead trees are felled (and replaced), with most wood gathering taken from the fallen branches on the forest floor.

There is an old song; “The Queen of Thorns”, which indicates that a queen of the forest lies sleeping beneath the trees and should she awaken great evil will befall Cormyr.

Aloushe: A region of the King’s Forest claimed by a congregation of dryads that serve Queen Radnathae.

Crypt of Dragons: This vast underground cavern serves as a tomb for several mummified dragons lying atop a carefully arranged hoard of gold and gems, each dragon mummy is surrounded by a field of crackling blue energy that arcs out to zap any that approach too closely.

The entrance to the Crypt of Dragons has long been rumoured to lie a day’s ride northwest or east of Hilp. None have ever discovered it until a travelling weaver named Omcibl Rhommd and his two apprentices stumbled across it when they lost sight of the road and moved aimlessly amid the forest. The two apprentices perished and Omcibl has since disappeared (pursued by Cult of the Dragon agents).

Dhedluk: The way-symbol for Dhedluk is a side view anvil with horn to the left.

Elfmound: This flat-topped hill has long been regarded as a sacred elven site, for they were often seen in the area in the early days of Cormyr. Recent excavations uncovered a shaft leading deep into the bowels of the hill, and all the explorers were simultaneously slain by some powerful magic curse.

Inscriptions at the shaft entrance appear to be written in Loross (the language of ancient Netheril), in the Draconic script. Echoing cries and blood-curdling screams can be heard from deep in the darkness below.

Espar: Located just on the western edge of the King’s Forest lies the settlement of Espar. Espar was once the settlement of Yerespar, a marketmoot built between Esparin and Cormyr, and the south-westernmost edge of Esparin’s reach. Yerespar was renamed to Espar some years prior to the annexation of Esparin, when Cormyrean forces destroyed the capital of Esparin and it was moved to Yerespar. The way-symbol for Espar is a farmer’s plough ploughing left.

Thulser’s Lodge: Due east of the Mouth O’ Gargoyles lies a large enclosed compound, big enough to encompass 4 farms behind the log palisade walls, and guarded by Purple Dragons that live in a cottage outside the palisade walls.

This self contained community is used to house former Purple and Blue Dragons that have been forcibly retired due to incurable disease. The “guests” at Thulser’s Lodge are unable to leave the grounds but find it a comfortable and well stocked community, and those that are able keep themselves busy as farmers or continue their training as soldiers.

The “guests” are unable to leave, and the Purple Dragon guards outside will only allow deliveries and priests to enter the grounds with written orders from an Oversword or higher. It is rare that “guests” leave Thulser’s Lodge(except in death), but in dire need the Purple Dragons have been known to deploy the Green Dragons in battle, as the diseased legion of Cormyr has come to be known.

Waymoot: The way-symbol for Waymoot is 3 green triangles side by side (representing pine trees).

Northbank: This cleared land lies north of the Starwater River, south of the King’s Forest, and west of Calantar’s Way. It is a rolling land of farms claimed by many halfling communities and home to the largest farmer’s market in Cormyr.

Thornthar: This sprawling, many winged mansion, is home to retired Royal Scribes and other court officials that are happy to remain as wards of the Crown in return for a comfortable retirement under their protection and watchful eye.

The Silverlands: The original lands of Cormyr bounded by the Starwater and the King’s Forest.

Margreth’s Rest: This rocky beach far west of Suzail is named for an old naval captain who spent the last years of his life living in a hut on the beach, smoking a pipe, telling tall tales, and helping strip the hulks of any ships run aground on the beach. Margreth’s Rest has been used as a graveyard for Blue Dragon vessels for centuries and there are still many hulks left rotting on the beach.

Marsember (City): The way-symbol for Marsember is an anchor.

Suzail (City): The way-symbol for Suzail is a crown.

West Shore: The rocky coastline west of Suzail stretches for 10 miles until it reaches the foothills of the Stormhorns. This region belongs to the nobles of the House of Battlestar.

The Stormhorns:

Castle Crag: This castle was constructed centuries ago to guard the mountain pass into Cormyr from the monsters of the Stonelands. It has in the last century been expanded into a gigantic fortress that dominates the pass and encompasses the settlement that grew up around the original castle behind a high, thick ring-wall.

Castle Crag is home to 500 Purple Dragons and a detachment of War Wizards, all permanently stationed here under the command of Ornrion (Major) Bren Tallsword. Bren Tallsword has personally requested the presence of a known wild talent that is able to send messages to a fellow wild talent in Arabel with a thought.

Castle Crag has extensive undercellars, there are rumours that a secret tunnel connects Castle Crag to Castle Kilgrave.

Castle Kilgrave: The twin of Castle Crag, this squat stone keep was erected centuries ago to guard Gnoll Pass from monstrous incursions. Castle Kilgrave is not scheduled to be upgrade until 1360 DR when the construction of the ring-wall around Castle Crag is completed.

Castle Kilgrave has extensive undercellars, there are rumours that a secret tunnel connects Castle Crag to Castle Kilgrave.

Cavern of the Claws: The foothills of the northern arm of the Stormhorns, just east of Eveningstar, is a well known trollhold repeatedly held by trolls from the Stonelands. The caverns are regularly scoured by adventurers and Purple Dragons, only for the trolls to return within a few months.

Gnollpass: This route through the northern arm of the Stormhorn Mountains links Cormyr to the Stonelands

Worg Pass: This pass through the Stormhorn Mountains connects directly to the High Road on either side, with the fortress of High Horn guarding passage in and out of Cormyr via this route.

The Thunderpeaks:

Mount Glendaborr: One of the peaks near the mouth of the Immerflow around Thundergap. This peak is rumoured to be home to “ghost dragons”.

Shattered Skull Cave: This cave, lurking in the foothills on the edge of the Vast Swamp, once resembled a huge skull carved ominously into a cliff face but has long since completely collapsed.

This cave used to be the home of the former Witch Duke, Harper King, and lich Thavverdasz, who assumed control of the Harpers in 1222 DR and was slain by Elminster who returned from the Harpstar Wars. Elminster littered the cave with traps which were triggered when Thavverdasz’s former Cult of the Dragon allies came retrieve a stolen hoard of gems meant for the dracolich Khalahmongre. The resulting explosion of magical power shattered the cave and all its defences burying the fate of Thavverdasz beneath hundreds of tons of rock.

Tilver’s Gap:

The Helm and Hearth: This waystop inn is a former keep that has been re-purposed as a well defended stop for travellers between the Dalelands and Cormyr. It is run by a family (a father, his 3 sons and 2 daughters) that are in possession of a mask that can replicate itself (there are six masks now, one for each family member) and when worn becomes part of the wearer’s own face and alters their facial features so that they all resemble the same middle aged male (identity unknown).

The family have operated a smuggling ring out of the Helm and Hearth for a decade, a business that has attracted the interests of the Zhents and Cormyr (now that they have annexed Tilverton inside the realm).

The Vast Swamp: This swampland acts as the border between Cormyr and Sembia, with neither country laying claim to it. It is a land of spongy, waterlogged ground, with sickly looking underbrush and as one ventures further into the swamp; an increasingly dense covering of ancient and twisted black trees. Rains fall regularly and without season, and a thick mist covers the swamp all year round, making it the swamp hot and humid in summer, and cold and damp in winter.

The swamp was created long ago by the misguided magics of the elves of House Orva, it has been growing steadily ever since. Since its creation it has been used as a place of retreat by such evils as the Witch Lords of the Wyvernwater and the Dusk Lord of Sessrendale.

The Vast Swamp is home to a variety of goblinoids who are believed to have been brought here by the Witch Lords long ago, and tribes of lizardfolk that were once more numerous but have had difficulties competing with the goblinoids. Trolls are less common inhabitants of the swamp (also brought here by the Witch Lords), but the rare black dragons, beholder and grell are the true dangers, eclipsed only by the most powerful of baatezu and shadow creatures that on occasion claw their way through the weak planar borders here.

All creatures that live in the Vast Swamp are unusual in some way, either afflicted with disease or magically enhanced in some way. The plant life is similarly affected, with species of willow and gall oak appearing blighted and dark, while carnivorous plants lurk amid the more benign species. Rodents, foxes, otters, snakes, and swamp cats (lynx and panther) lurk amid the marsh, all of which are diseased (rabies is prevalent) and highly aggressive.

Orvaskyte Keep: Centuries before the founding of Cormyr, the Vast Swamp was once dense woodland and part of the Lythtlorn, it was also claimed by the xenophobic elves of House Orva, who kept all intruders out of their lands (especially humanity), and their head (who claimed the title of Laranlor) was bargaining with Outer Planar beings to gain enough power to eliminate the encroaching humans entirely.

Orvaskyte Keep as it is now know was a modest castle built in homage to Castle Cormanthor. It was the ancestral home for House Orva and their centre of power, it was also the site for a magical gate that the Laranlor of Orva began construction of under the instruction of his planar ally (that he believed a servant of Corellon Larethian but was in actual fact the cornugon known as Karonis).

The High Mages of House Orva unknowingly connected the gate to a counterpart on the Plane of Minauros. When both gates were opened the High Mages and most of the senior members of House Orva were sucked into Baator, while a significant portion of that swampy hell was unleashed upon the Material Plane. The forces of Cormanthyr (at the request of Iliphar Nelnueve) closed and removed the gate, but the Vast Swamp has been a hellish marshland ever since that has been slowly growing in size.

Tower of the Sorcelisk: This ruined tower is filled with unusual crossbreeds and magical beasts of may varieties that often escape to menace the surrounding swamps and the lands nearby. It is shunned by adventurers because of the sheer number of magical beasts (darktentacles) with unusual and unexpected abilities.

The ruins are secretly the home of a powerful magic user; Tandarsyn Mhorhune also known as the Sorcelisk, who is responsible for breeding the magical creatures of the swamp, and who is a member of the secret society known as the Men of the Basilisk.

Undermountain Portal: There is a sporadically functioning portal in the Vast Swamp that is located in the area of the Vast Swamp claimed by lizardfolk and used to restock that dungeon as needed.

The West Reaches: This region covers everything north of the King’s Forest and west of the Sword River, it is mostly bare rock and shallow soil, and apart from the noted settlements is almost deserted (except for foresters, hermits, and outlaws).

Eveningstar (Town): Settled centuries ago by migrants from the Tunlands, it was founded in the aftermath of the annexation of Esparin. The way-symbol for Eveningstar is a horizontal arc of three shooting stars with eight points.

The Lost Palace of Esparin: Esparin was a short lived nation that competed with Cormyr for control of the lands north of the King’s Forest. The rivalry between the two nations swiftly turned into war, and during that conflict the capital of Esparin was razed to the ground.

Most treasure seekers begin their search for the Lost Palace of Esparin around the settlement of Espar where the capital was moved to after the destruction of its former capital, but in truth the Lost Palace of Esparin lies west of Arabel.

Tyrluk: The way-symbol for Tyrluk is a side view horse-head facing left.

The Wyvernwater: The Wyvernwater is a large inland, freshwater lake, shaped like an irregular starfish. It is fed by the Belflow, the Immerflow, and the Thunderflow, while it drains into the Wyvernflow. The Wyvernwater is covered with a thick fog in the morning which quickly evaporates in the noon sun, but cool winds from the Stormhorns and Thunderpeaks can cause the lake to freeze over entirely in harsh winters.

The Wyvernwater is a major resource and tradeway for Cormyr, it provides clean fresh water for a dozen towns (and the city of Immersea), while fishermen (known as mistfishers) from every shore sail out in the morning mists with draglines and scoop nets to catch an abundance of fish, crab, and eel, and traders send goods by ship across the Wyvernwater as a shortcut.

When humanity first came to Cormyr, the Wyvernwater was claimed by the mighty great red wyrm Eardynnansczyg (himself a vassal of Thauglorimorgorus), who would go on to slay King Rhiiman the Glorious in 79 DR. In modern times, the Wyvernwater is claimed by a dragon known commonly as Wyvernvapour (his real name is Orothaumyth), who lairs in the Wyvern Castle of the Witch Lords which lies submerged at the bottom-centre of the lake and only rises to the surface in winter when the mists are thickest.

In the years prior to 900 DR, the Wyvernwater was the centre of the Kingdom of the Witch Lords, ruled by powerful necromancers known as Witch Dukes that wore a powerful artefact known as the Wyvern Crown. This kingdom warred constantly with Cormyr (with Cormyr losing many of the engagements) until King Galaghard III and Thanderahast stole into Wyvern’s Keep, slew the Witch Duke and stole the Wyvern Crown. The tide turned after this event until in 900 DR when the forces of Cormyr routed the forces of the Witch Lords at Wheloon and forced them to retreat to the Vast Swamp.

Important NPCs

Abrult Morglam (Good, Human – Tethyrian, Magic User 3): Abrult is a darkly handsome but short War Wizard who likes to spend his free time whittling wooden dragons and caricatures. Abrult is the lover of the High Knight Roedele Thornmantle, who he lives with along Jakana Bruen.

Alaphondar Emmarask (Good, Human – Chondathan, Expert 7): Alaphondar Emmarask is the Sage Most Learned of the Royal Court, and the foremost expert on the subjects of genealogy and law in Cormyr, Sembia, and the Dragon Coast.

Alaphondar is diplomatic and insightful, with a keen mind and excellent memory. He spent his youth in the Purple Dragons before switching to study law and history, in which he quickly became an expert. A college study of the genealogy of Cormyr’s nobility gave him the skills and knowledge he possesses today and brought him to the attention of the Royal Court where he trained as the assistant of the Sage Most Learned Ziounilaksir (whom he replaced at the age of 44 upon Ziounilaksir’s retirement).

Alaphondar is a most trusted adviser to the King who uses his expertise almost daily. His skills in diplomacy and statemanship are excellent and he is often asked to adjudicate on challenging political issues or sent to Sembia to act as an emissary for Cormyr.

In true Emmarask fashion, Alaphondar is training his replacement; Lord Dier Emmarask.

Amedahast \*\*Deceased\*\*: Raised and studied in Myth Drannor before her tenure under Baerauble. The most magically talented of the Royal Mages of Cormyr. Amedahast created the War Wizards.

Lady Anathae Yellander: Lady Anathae Yellander was the eldest daughter of Lord Prester Yellander, and was living in Suzail when her father was discovered to be involved in drug smuggling and hiring a private army in defiance of the King. Her longtime friendship with Queen Filfaeril allowed her Anathae and her sisters to survive the execution of her father, and saw the Queen match Anathae with her beloved; the former Palace Courtier Hresker Falbruin.

Lady Anathae and her husband Lord Hresker Falbruin now spend much of their time at Whitewings in Galdryn’s Gorge, visiting Suzail only for major councils and during the summer for the famous revels.

Lord Athlan Summerstar: The current Patriarch of House Summerstar is the son of Lord Pyramus and Lady Zarova Summerstar.

Baltor (Neutral, Human – Chondathan, Magic User 3): Baltor is one of the few remaining druids of the Wyvernwater Circle that tends to the Hullack Forest in eastern Cormyr. Baltor has spent the last decade exploring Dambrath, being particularly enamoured of the Bay of Dancing Dolphins, and is considering moving permanently to the region to establish his own druidic circle.

Lord Barandos Hawklin (Neutral, Human – Tethyrian, Warrior 4): Barandos Hawklin, known as “the Hawk of Hawklin” is the patriarch of the House of Hawklin, a popular man in Suzail and at the Royal Court, friends with King Azoun, and yet does not hold a court title.

Lord Barandos is tall, with debonair good looks, keen wits, and an easy charm. He is a shrewd judge of character and has unyielding standards of personal honesty and integrity, his total honesty and willingness to speak his mind (but never patronising or unkindly) make him likeable and appreciated in the Royal Court.

Barandos Hawklin made his fortune chartering an adventuring band with his brother Tenshorn and plundering the secrets of the Hullack Forest and the Stonelands. He invested his money wisely and has multiplied the fortunes of House Hawklin many times over.

Despite his easy going nature, Barandos firmly believes in meting out vengeance against those who cross him. In order to honestly answer the questions of War Wizards and Purple Dragons without implicating himself, he has his brother hire adventurers to deal with those who betray his trust.

Beliard Cormaeril (Good, Human – Chondathan, Warrior 2): Beliard is one of the less secretive members of House Cormaeril. He is enrolled in the Purple Dragons and has achieved the rank of First Sword (Sergeant) in a relatively short period of time. Beliard bears a striking resemblance to King Azoun IV, and is widely believed (correctly) to be one of Azoun’s many bastard progreny.

Beliard is honest and trustworthy, he is strong and skilled in battle but with a cool head and presence of mind. He has been selected by the Crown (Vangerdahast) as an individual worthy of responsibility.

Duke Bhereu Obarskyr: Romantically linked to one Ashlaelra Stonecastle, who died tragically and left him heartbroken.

Boeryl Dauntinghorn (Neutral, Human – Chondathan, Expert 1): An avid socialite of Suzail’s revels and a dowager widow who has taken Randatha Archenstar as her confidant (who is secretly selling her secrets to the Layla Maurshanta).

King Boldovar \*\*DECEASED\*\*: A wildbeard who would suddenly fly into a berserk rage and attack anyone with whatever weapons came to hand until dusk came. He perished after driving a sword through his favourite consort on the parapet of the Royal Palace, he fell with her body off the castle walls when he refused to let go of his sword, and was impaled on an array of upright lances being bundled for transport.

Calaumdra Summerstar: The daughter of Darandar Summerstar dwells at Firefall Keep.

Daerthra Illance: Daerthra Huntinglance by birth, now married to Fendarl Illance.

Dara Hawklin (Neutral, Human – Chondathan, Expert 1): Dowager widow of House Hawklin, she regularly attends high society events in Suzail. She confides in Randatha Archenstar (a humanophobic elf that is selling secrets to the Lalya Maurshanta).

Lord Dasmer Cormaeril (Neutral, Human – Chondathan, Expert 1): Lord Dasmer is the patriarch of the House of Cormaeril, he is a proud and dignified man who speaks his mind honestly. He is the eldest male of his house, and has a full bodied head of dark hair and beard but with large streaks of grey.

Dorouma (Good, Human – Chondathan, Magic User 4): This hermit wanders the wilds of the West Reaches and the King’s Forest, serving the will of Selune by offering succor and sanctuary to those lost in the wilds and assisting the farmers and shepherds that there. Dorouma is widely respected by the Church of Selune in Cormyr, and aspiring servants of the faith are often sent to her for training.

Erlandar Summerstar: The son of Lord Rauvor and Lady Pheirauze Summerstar is a rogue and a womaniser who travels around the East Reaches, seducing his way through nobles and commoners alike.

Faerndol Illance (Evil, Human – Chondathan, Expert 2): Faerndol is the ageing and grossly fat brother of Sorgar Illance. Faerndol is an ex-adventurer like his brother, and during his days of roaming Faerun he gained a taste for inflicting pain and fear upon other creatures.

Today Faerndol owns a number of properties across Chessenta, Sembia, and Turmish, he rents these out to generate wealth and uses the others to pursue his interests of mental, physical, and sexual torture against victims of all ages. His favoured abode for indulging his pleasures are a backlands keep in Starmantle.

Faerndol is a money lender as well as a landlord, and he happily uses unscrupulous means to acquire other persons wealth, such as arranging accidents so that his clients cannot afford repayments or rent. Faerndol arranges such accidents through intermediaries and business associates, and only uses poisons and drugs from Unther and Mulhorand to silence those intermediaries that know too much.

Faerndol is a member of the Men of the Basilisk

Fendarl Illance: Cousin to the current heir of House Illance. Married to Daerthra Illance (formerly Huntinglance).

Filfaeril: Direct descendant of Elminster

Lord “Firetongue” Haubrynton \*\*Deceased\*\*: One of the original Purple Dragons; a group of loyal friends to King Duar that fought alongside him during the battle to retake Suzail from Magrath the Minotaur. Lord “Firetongue” was generally solemn and dignified, but prone to bouts of bad behaviour where he would swear, punch objectionable people, lust after women, play pranks, and then just as suddenly revert to normal behaviour without any apparent memory of his wrongdoings.

Lady Gantharla Emmarask (Neutral, Human – Chondathan, Expert 1): Dowager widow of House Emmarask and a regular among the social revels and balls of Suzail’s nobility. She has taken Randatha Archenstar as her confidant (a humanophobic elf that is selling her secrets to the Lalya Maurshanta).

Glarasteer Rhauligan: A Highknight, whimsical, prone to breaking the rules but achieving results despite his unorthodox methods. He is a Harper and is fiercely loyal to the Royal House of Obarskyr. Rhauligan runs a sales business that also deals a sideline in smuggling and fencing stolen items.

Gondegal “The Lost King” (Neutral, Human – Chondathan, Warrior 7): Gondegal was briefly the King of a short lived kingdom centred on Arabel. His forces defeated by King Azoun IV of Cormyr, he fled into the Stonelands where the mists of Ravenloft claimed him.

Gondegal is an accomplished warrior and utterly fearless in battle, which garnered him the respect and loyalty of many fellow adventuring companions. Using his natural charisma, Gondegal stoked the restlessness and rebelliousness of the citizens of Arabel, highlighting the excess and distance of Suzail and its people, while at the same time making deals with other interested parties (principally the Zhentarim and Sembian merchants secretly manipulated by Red Wizards) that wanted free passage to the Stonelands without Cormyte control over their movements.

Gondegal hired a number of mercenaries to his side and became a magnet for all the outcasts and malcontents in Cormyr that wanted an end to Obarskyr rule (or just an end to Azoun’s rule), including a number of nobles from Arabel and Marsember. With this army he was able to claim large swathes of Cormyr’s West Reaches, but ultimately his forces collapsed before the discipline and resources of the Purple Dragons (and the War Wizards, against which he had no defence.

Lord Gruen Bleth (Neutral, Human – Chondathan, Magic User 4): Patriarch of the noble House of Bleth. One of the masters of the Seven Suns Trading Company.

Gundar (Neutral, Human – Chondathan, Warrior 2): Gundar is a stockmaster in the Purple Dragons stationed at XXXX. He has a gambling habit and often sells excess stock to supplement his income. His superiors are beginning to suspect he is less than honest when reporting thefts from the stores.

Hammaer Bleth: Brother of Joslyn Bleth.

Harellae “Wildfangs” Mallowbridge: The wife of Tonthur Mallowbridge was a secret magic user, both ruthless and fearless. After the House of Mallowbridge was exiled, Harellae fled into the Hullack Forest where she was occasionally spotted as a wild-woman that would attack lone creatures and travellers and devour them raw (hence her nickname).

Travellers in the Hullack Forest still report the “Wildfangs woman” attacking foresters and explorers, although there are rumours of other nefarious groups operating in the region that may be using this rumour as a cover.

Hector Dauntinghorn (Neutral, Human – Chondathan, Warrior 4): Hector Dauntinghorn, otherwise known as Hector “the Sailor”, is a veteran officer in the Blue Dragons of Cormyr. A staunch and loyal patriot.

Lord Hresker Falbruin (Neutral, Human – Chondathan, Expert 1): Hresker Falbruin is a former commoner, now the Patriarch of the noble House of Yellander after marrying the Lady Anathae Yellander (eldest daughter of the former Lord Prester Yellander), a match arranged by Queen Filfaeril herself.

Jakanna Bruen (Good, Human – Chondathan, Magic User 3): This War Wizard is energetic and loves to climb (especially trees), but she has a short and fiery temper. She is the lover of High Knight Roedele Thornmantle, and lives with her along with Abrult Morglam.

Lady Jlanesse Cormaeril (Evil, Human – Chondathan, Expert 3): Lady Jlanesse is the husband of Lord Dasmer Cormaeril and is the true power in charge of the noble House of Cormaeril. Lady Jlanesse is white haired, pale skinned, with dark, almond eyes and is regarded as a frail but beautiful woman who is soft spoken and unfailingly polite in public. Among her family Jlanesse is a tyrant who commands the entire family through her husband (over whom she has complete control). Lady Jlanesse is a shrewd master of strategy with a talent for reading body language that equals that of Queen Filfaeril.

Joslyn Bleth: Beautiful, spirited, likes roguish and handsome men. Sister of Hammaer Bleth

Kargerth Cormaeril (Neutral, Human – Chondathan, Expert 3): A secret kleptomaniac that enjoys pilfering and spying on his fellow nobles, he has many contacts among the criminal gangs of Marsember and had loose ties to the outlawed Fire Knives (but he quickly “severed” those ties in order to keep his status in Cormyr. Vangerdahast and the War Wizards are aware of his association with the Fire Knives and are keeping him under observation.

Kimba Crownsilver (Neutral, Human – Chondathan, Magic User 2): The authoritarian matriarch of the House of Crownsilver.

Klarndarl Illance: One of the depraved Illances, helps his uncle Faerndol with his money lending business

Kolmin Stagblade (Good, Human – Chondathan, Warrior 3): Kolmin Stagblade owns one of the many small farms that dot the cleared lands of Cormyr. Kolmin is a huge man of pure muscle; whispers are that a long ago ancestor was a giant) who was chosen to join the Bannerguard of King Azoun at 16 years of age based upon his stature alone.

Kolmin has excelled as a Bannerguard, and has become exceptionally skilled in personal combat, especially with the battleaxe (his chosen weapon). His servants run the farm while he serves the King and he is fairly wealthy and well connected for a yeoman as a result of his position and almost year round presence at court.

Korvarr Rallytrorn (human male, Ftrg, LG) A valiant lionar of the Purple Dragfons who resþned his rank duo fo the act¡ons of his younger brother (as seen in De¿rh of the Dragon), Korvarr marked himself for royal attenfion wilh his valor in aiding and defending Crown Princess Tanalasfa. Shaken by what he saw of bloocl, dealh, and betrayal in the frghring, Korvarr has become the Crown’s strongest ally among the nobles, quietly ur$ing thern to suppofi this or that Crown su¿gestion or dccree, poinring oü borh high and selFserving reasons fo do so. lVar Wizards have suspiciously probed his thoughts on many occasions, looking for any sign of him building fulr¡re Ìreason but have found only guih and a need 1o serve. His rank was personally reinsfaÞtJ by Alusair (whom he’g now hopelessly in love with), ancl Korvarr mighf well soon rise in royal service,

Kurn Cormaeril (Evil, Human – Chondathan, Magic User 3): A budding wizard who spends much of his time promoting Cormaeril’s trade links in neighbouring lands. He has spent some time in the Moonsea and has a number of Zhentarim associates.

Laspeera: Direct descendant of Elminster

Maerthmar Illance: One of the depraved Illances, helps his uncle Faerndol with his money lending business

Margort Summerstar: This maiden lady of House Summerstar is the daughter of Lord Rauvor and Lady Pheirauze Summerstar.

Myara Summerstar: The daughter of Lord Darandar Summerstar dwells at Firefall Keep.

Nalanna Summerstar: This maiden lady of House Summerstar is the daughter of Lord Rauvor and Lady Pheirauze Summerstar.

Naobrae Illance: A dabbling necromancer that worships Loviatar and has established a secret temple to Loviatar in XXXXX where she tortures kidnapped waifs and strays from Sembia and experiments upon them with her sister Zarele, trying to learn the secrets of necromancy and possibly how to augment and renew her own body.

Narnra: Direct descendant of Elminster.

Oloebrae Mallowbridge: The wife of Naeryn Mallowbridge was a delicately beautiful woman who appeared to all to be shy and retiring but in truth was a master manipulator and excellent actor.

Several years after the exile of House Mallowbridge, Naeryn Mallowbridge died after a sudden and short illness. Oloebrae Mallowbridge married again, twice within 4 years, and both her husbands died after a sudden and short illness. Both of Oloebrae’s sons with Naeryn; Ithril and Ongammur Mallowbridge, also died suddenly. Indeed only her daughter Taeril Mallowbridge outlived her mother Oloebrae, and that was possibly only because she fled to Waterdeep and changed her identity (and perhaps her gender, rumour is she posed as a man and became a Guildmaster). It was determined after Oloebrae’s death, that she was a master poisoner, and had murdered

Orlbert Thaylaine (Good, Human – Chondathan, Expert 3): The Steward of House Emmarask is the master of Emmarask Mansion and has been responsible for the return of House Emmarask to political power, manipulating the enlightened Alaphondar into studying Cormyte law and history, and then using his contacts to promote Alaphondar as a candidate to undertake a genealogical survey of Cormyr’s nobility.

Orlbert has been responsible for expanding House Emmarask’s interest into becoming landlords in Sembia and Westgate. Orlbert is a true and loyal servant with only the best interests of House Emmarask at heart, despite his masterful manipulation of its membership.

Orthil Illance: One of the depraved Illances, helps his uncle Faerndol with his money lending business.

Paerile Yellander: The younger sister of Lady Anathae Yellander is a shy, retiring young women whom Queen Filfaeril and her sister are trying to match with a suitable young nobleman, but they are waiting for the most perfect match.

Peldra Ammarask (Neutral, Human – Chondathan, Magic User 2): Peldra is bewitchingly beautiful and blessed with youthful (almost childish) good looks that prevent many from taking her seriously in any position of authority. Peldra is devoted to the worship of Tyr and is looking for any opportunity to prove herself to her superiors and further the faith of Tyr.

Lady Pheirauze Summerstar: Known as the Dowager Lady Daggertongue for her sharp tongue and haughty, imperious manner. Lady Pheirauze was married to the previous Lord Rauvor Summerstar but has since been romantically involved with three separate generations of the noble House of Illance.

Lady Pheirauze is in her sixties, she was coldly beautiful in her youth, is very intelligent, strong willed, and used to getting her own way. She has deliberately spread her personal influence (through her romantic and familial relationships) and then uses that influence to dominate the lives of those closest to her to ensure everyone obeys her wishes. Lady Pheirauze’s children are Pyramus Summerstar (deceased), Dalestra Summerstar (deceased), Orm Hlannan Summerstar (deceased), Darandar Summerstar (deceased), Brezm Summerstar (deceased), Erlandar Summerstar, Margort Summerstar, and Nalanna Summerstar.

Lady Pheirauze’s son; Lord Pyramus Summerstar was romantically involved with Princess Sulesta (daughter of the then King Rhigaerd, and now deceased sister of King Azoun), thanks to the manipulations of Lady Pheirauze, and the two were even secretly married at one point (although this was against Lady Pheirauze’s wishes and the marriage was quickly annulled and never produced any issue).

Rhiindaerth Emmarask (Neutral, Human – Chondathan, Magic User 8): Rhiindaerh Emmarask is a rising star among the War Wizards, very skilled with a natural aptitude for charm related magics. Rhiindaerth was very useful in uncovering the Fire Knives activities over a decade ago, and has since rooted out a dozen other conspiracies.

Rhiindaerth is currently posted to Marsember to monitor the activities of the Drenched Elders, but he is really using his time to study the secret Sword Heralds hideaways, believing one exists amid the canals of that city. In truth Rhiindaerth is an important member of another secret society; the Men of the Basilisk, he is using contacts among that group to further his Sword Heralds research and in turn is deflecting the War Wizards attentions away from its members and activities.

Rhiindaerth believes he will soon be able to gain a position as one of the senior Octads of the Men of the Basilisk if he can help the group’s clandestine activities achieve a major goal without War Wizard attention.

Roedele Thornmantle (Good, Human – Tethyrian, Magic User 6): A High Knight of Cormyr, knighted for her services to Azoun during the fighting in Arabel against Gondegal and his forces. Roedele lives in Suzail with her lovers Abrult Morglam and Jakanna Bruen.

Lord Roland Emmarask (Neutral, Human – Chondathan, Magic User 4): Lord Roland Emmarask is the able patriarch of the House of Emmarask. A student of Cormyrian history, he specialises in trade disputes between merchants and the nobility.

Lord Roland is steadfastly loyal to Cormyr and is a regular presence at the Royal Court where he often volunteers his candid opinion on what he sees as the best solution for Cormyr. His opinion is valued, especially by his cousin Alaphondar.

Lord Roland collects maps, and his collection rivals that of Othrar’s Library in the Royal Palace, he even claims to have an original (not a copy) and well preserved example of one of the first maps of Cormyr.

Rowen Cormaeril:

Shayna Summerstar: The daughter of Lord Pyramus and Lady Zarova Summerstar, sister of Lord Athlan Summerstar, and current heir to the House of Summerstar. Lady Shayna is stunningly beautiful but incredibly wanton and lusty.

Shymra Feintar (Good, Human – Chondathan, Expert 1): This petite young lass grew up as a farm lass in the Silverlands, she was always disgusted by the state of urban living in Suzail and Marsember, and upon reaching the age of majority she set out to help the poor masses of the cities of Cormyr. Coming to the attention of the faithful of Selune in Marsember, she was sent to train with Dorouma in service to Selune.

Storm Silverhand (Good, Human – ?, Expert 12): Storm Silverhand, one of the legendary seven sisters, is also the last surviving member of the noble House of Immerdusk, having been named heir by the elderly Immerdusks of Thunderstone to prevent their lands falling into the hands of the Crown centuries ago.

As the Marchioness Immerdusk, Storm Silverhand is receives the rents from a handful of houses and at least 6 farms in and around Thunderstone, and she is allowed all the rights and privileges that come with being the head of a noble household in Cormyr, although almost everyone outside of the Royal House of Obarskyr are unaware of her status and would probably challenge it if claimed.

Tagreth Cormaeril (Evil, Human – Chondathan, Expert 6: Tagreth Cormaeril has a talent for thievery and an addiction to murder. He has ties to the outlawed group, the Fire Knives.

Tandarsyn Mhorhune “The Sorcelisk” (Evil, Human – Chondathan, Magic User 10): The Sorcelisk is a mysterious wizard that dwells in a supposedly ruined tower on the eastern edge of the Vast Swamp.

Tandarsyn is widely believed to have cheated the Crucible of the Basilisk by using his inherent abilities to shield himself from the gaze of the basilisk (he has draconic heritage). These rumours lead many among the brotherhood to question his loyalty, and if they knew about his secret dual membership with the Cult of the Dragon (he is the secret contact of Harlyn Grimmerhand, although neither knows of the others dual membership).

The Sorcelisk is a master at breeding unusual and magical creatures which he uses to guard his seemingly ruined tower, and to help the Cult of the Dragon in their draconic breeding programs. His main job for the Men of the Basilisk is to ensure the basilisk survives for many more years, he is only able to perform this task because he is immune to the gaze of the basilisk.

Tandarsyn has been in secret correspondence with Asgetrion the Learned (a noted sage of Arabel) regarding the success and failures of his breeding programs.

Tannaura Yellander: The younger sister of Lady Anathae Yellander is a shy, retiring young women whom Queen Filfaeril and her sister are trying to match with a suitable young nobleman, but they are waiting for the most perfect match.

Tenshorn Hawklin (Evil, Human – Chondathan, Warrior 5): Tenshorn Hawklin is the younger brother of the more famous Barandos Hawklin and has accompanied his brother on many adventuring forays into the Hullack Forest and the Stonelands.

More recently his brother has become a firm favourite at the Royal Court (despite his lack of court position), and Tenshorn has been ordered to stay and oversee the family investments. Tenshorn hates being kept away from the Royal Court and feels he could do much better than his brother if given the chance, he is sure Barandos is jealous and keeps him away deliberately (although rumours are that Tenshorn’s cruel nature is much disliked by the King and the Royal Magician).

Tenshorn was invited to join the Men of the Basilisk, who are eager to use Tenshorn’s access to Hawklin businesses, investments, and money. Tenshorn is considering using his Brothers of the Basilisk to assassinate Barandos so he can take his place at the Royal Court, but his fellow brothers have urged caution and suggested that Barandos could be a useful contact and source of information at the Royal Court.

Thaelrae Silverleaf (Neutral, Elf – Moon, Magic User 5): Thaelrae Silverleaf is a “sorcerer”; a magic user that has spent considerable time exploring her wild talents. She lives in Gladehap and makes a living putting minor enchantments on coffers and clothing to make them look new for a long time. She believes elves should remain isolated from humans and despises half-elves. Possibly a member of the Lalya Maurshanta or Eldreth Veluthra.

Sir Thalance Summerstar: This womanising fop is the bastard son of Dalestra Summerstar and a local forester (and commoner) Baelangar Harth, both his parents were eaten by wolves while travelling during a fierce winter storm several years previous.

Tystarn Dauntinghorn (Neutral, Human – Chondathan, Warrior 2): This dashing young nobleman is just coming into adulthood and is keen to explore the wider world. He has already taken to accompanying emissaries of House Dauntinghorn and is building up a number of contacts along the Dragon Coast (particularly among likeminded young noblemen and women).

Tystarn is fascinated by conspiracy theories and secret societies and is particularly interested in the Men of the Basilisk, he believes he has identified potential members among Westgate’s nobility and is attempting to ingratiate himself with them.

Tystarn Dauntinghorn has an unnatural likeness to Manshoon of the Zhentarim, although he is unaware of the similarity, he has been intrigued by the respectful treatment he receives because of his appearance.

Vandara Thulont: Vandara “the Vixen” is one of Women of the Woods and is a secret bastard of King Azoun IV

Vorn Nuskarm: A bungling War Wizard that caused much anger in Vangerdahast.

Zarele Illance: A dabbling necromancer that worships Loviatar and has established a secret temple to Loviatar in XXXXX where she tortures kidnapped waifs and strays from Sembia and experiments upon them with her sister Naobrae, trying to learn the secrets of necromancy and possibly how to augment and renew her own body.

Lady Zarova Summerstar: The second dowager widow of House Summerstar was formerly Zarova Battlestar before wedding Lord Pyramus Summerstar (following his swiftly and secretly annulled marriage to Princess Sulesta Obarskyr).

Important Organisations

Harnheer’s Coaches: This coach transportation service was founded recently by the entrepreneur Astigal Harnheer of Saerloon, and already has offices in Arabel, Daerlun, Marsember, Ordulin, Saerloon, Selgaunt, Suzail, and Yhaunn. Harnheer’s specialises in collecting people from any point within 20 miles of an office, and dropping them off at any destination within 20 miles of an office (most coaching services only offer office to office transport).

A fastcoach from Harnheer’s will hold 6 passengers and their belongings in relative comfort and sheltered from the weather (additional passengers and belongings can be accommodated in an emergency but the level of comfort decreases markedly). Discreet coach services can be provided for a vastly increased cost. Coach services cost 1 silver falcon plus 1 copper thumb per mile. Discreet or emergency coach services cost 1 golden thumb plus 1 silver falcon per mile.

The Cormyr offices are run by Rardolphus Harnheer (Astigal’s drunkard brother with a huge, long nose). The company blazon is a white circle with a red arrow lodged in its centre from the left. Firing out of the centre are three smaller red arrows pointing right in different directions. The company blazon is painted on all offices and fastcoaches (except discreet coaches where they are covered).

Ironshar Family Trading: The Ironshar Family are the major traders in ointments, medicines, drugs, and chemical weapons. They operate between Amn, Scornubel, Cormyr, and Sembia, but are attacked by groups with Zhentish interests (and on Zhent orders).

The Knights Royal: The King’s Blades are the former adventuring companions of Crown Prince Azoun Obarskyr. Upon his accession to the throne, the King’s Blades have become the personal bodyguards of King Azoun IV (with a few more recent additions); the Knights Royal.

The membership of the Knights Royal includes; Jostlyn Huntsilver, Asbras Orrhwood, Baeryn Dauntinghorn, Albryn Emmarask, Ondyn Thundersword, and Ilbreth Truesilver.

Important Items

Ansrivarr the Blade of Memory: Carried by Mondar Bleth from Old Impiltur when he and his family arrived in what would later become Suzail, this ancient, battered blade is older than the realm. Taken up by Faerlthann First-King when Mondar was slain by the elves who then ruled Cormyr (though every tale told of the slaying blames the attack on orcs), Ansrivarr was the sword worn by Faerlthann and all his sons during their reigns.

It was later replaced by finer steel blades crafted to each monarch’s taste in successive generations, becoming little more than an object of ceremony. For generations, the only use for Ansrivarr has been in the coronation of Cormyr’s kings.

Unknown to the Obarskyr kings, Baerauble Etharr and the elves of Iliphar’s court (more specifically, Baerauble’s beloved, Alea Dahast) wove countless protective enchantments into the blade, making it nigh invulnerable. Due to it being the sword that represents the kingdom, tale upon tale connects the fate of the realm to that of the blade, and every precaution was taken in those earliest days to prevent dire fates from coming to pass for the sword and the kingdom. Ansrivarr is a +4 staggering greatsword.

Crown of Faerlthann: A thin elven circlet commemorating the origin of the realm of Cormyr, also known as the Diadem of Iliphar. Worn by all the kings up to Iltharl the Insufficient, then taken up again by King Keldroun during the Thronestrife period.

Deathsend: So named because it was used to finish off a foe defeated in combat, this is a dagger made of the finest steel, with a slightly golden glow to the blade. Aside from being a dagger +4, it can also determine, when pointed at an enemy, if the victim is a dishonourable, treacherous soul who deserves death, at least as determined by the rules of fair play as set up by beings of lawful good alignment. Deathsend will not allow itself to be used as a thrown weapon or in a backstab attempt; any such attack made with the dagger will automatically fail.

Fireblood: A brilliant, blood-red gem one inch in diameter, this appears to be an exquisitely carved ruby with what seems to be a bright crimson starburst in its centre. The gem is worth at least 10,000 gp. The gem confers upon its wearer a complete immunity to all forms of fire, magical or mundane.

Ilbratha the Mistress of Battles: Forged at the behest of Crown Prince (and later king) Azoun I, this bronze short sword retains a fine edge even after many battles. To Cormyreans, the Mistress of Battles is a symbol of Azoun’s victory over the armies of Shoon, and of the glory and bounty lost when his ship, Valashar’s Bane, sank into the Lake of Dragons in the Year of the Wooded Altar (389 DR).

For more than nine centuries, Ilbratha was called Haalorth, the Heir’s Blade. It was carried by the heir of the undersea elven kingdom of Eadraal, and known to the sea folk as the Warrior’s Fang. If found, Ilbratha would be considered the property of the heirs of both Cormyr and Eadraal, and part of the regalia of both nations. Ilbratha is a +2 leaping short sword.

Ilbratha, Mistress of Battles, received its epithet not only for its leaping ability, but because of its ability to create a mirror image (as the wizard spell) of the wielder. Some tales describe how the sword permits the wielder to blink between the Feywild and the material world.

Orbyn the Edge of Justice: Forged by Amedahast for King Duar soon after the death of Baerauble and her ascension as High Mage, Orbyn is an exceptionally powerful weapon. Commonly referred to as “Orblyn” thanks to the speech impediment of a former king and the unwillingness of a scribe to contradict his liege, the sword is used to swear oaths of evidence at the Royal Court and to execute nobles guilty of capital crimes. It is also widely accepted as the proper blade of kings.

Orbyn is a finely crafted longsword with intricate, barely visible runes trailing up and down its blade; those holding the sword have noted that the runes seem to move. It has defeated many threats to the Crown, including Magrath the Minotaur—the pirate captain that took Suzail from Duar—and the ancient Thauglor, from whom the Purple Dragons take their name. Orbyn is a +5 shearing longsword.

When held by a blood Obarskyr, Orbyn can detect any untruths spoken by someone who touches the bared blade of the sword, as if the person is affected by the Discern Lies ritual. A more dreadful rumour holds that one slain by Orbyn cannot be raised from the dead by any means short of the direct intervention of a deity.

Palreth: This sword is one of the few remaining examples of the skill and artistry of the legendary swordsmith Gorlan “Smokeknuckle” Rilintar. Gorlan’s thatched smithy stood on a rocky outcrop a day’s ride east of Suzail and welcomed a steady procession of clients eager to obtain one of his matchless blades. Gorlan was famous not only for his skill at the forge but also for the fact that he only took on the commissions that interested him. In fifty years toil, it is doubtful whether he produced more than twenty blades and was infamous in his day for refusing to craft a sword for King Keldroun of Cormyr, deeming the particular blade sought to be beneath his talents.

Rissar the Wedding Blade: Initially commissioned by crown prince Rhiigard (Rhiigard I, the Mourning King), Rissar is an exquisitely crafted short sword with a fortune’s worth of gemstones set into its pommel and hilt. Rhiigard intended for the blade to be a wedding gift to Princess Aliia of Impiltur—one of many gifts he purchased, crafted, or had made for his betrothed. Upon hearing the news of her death, and twice afterwards, Rhiigard briefly considered slaying himself on the sword’s point, until he finally locked the weapon away deep in a royal vault. He placed it far enough from his sight to prevent it from reminding him of his grief and thus the temptation to end his life.

The Wedding Blade did not again see the light of day until the Year of the Emptied Lair (973 DR), when the contents of the vault in which it had been hidden were emptied and transferred to another chamber in the palace due to a rat infestation. The royal exchequer responsible for the transfer of the vault in question brought the blade to the attention of Bryntarth, who appropriated it for use during his wedding ceremony later that season, not knowing of its significance to his father. Rhiigard was appalled by its appearance in his son’s hand, to say nothing of the most important of court ceremonies: the marriage of a crown prince. To save face, and to mask his renewed grief, the king feigned pleasure at his son’s discovery and proclaimed that from that moment forward all royal weddings would be sworn over the blade.

Rissar did not see use in swearing blood oaths until the reign of Pryntaler, who was notoriously fond of extracting blood oaths from his friends and vassals. It was Dhalmass who, in royal proclamation, decreed that the blood for any oaths sworn at court be drawn by Rissar’s point. Rissar is a +2 gleaming short sword.

After swearing a blood oath over Rissar, the person swearing such an oath pays a terrible price for violating a vow. Until the violation is remedied, the oathmaker suffers a grievous, bleeding wound with every strike from the Wedding Blade.

Royal Kiss: This beautiful and razor sharp longsword has a silvered blade that remains everbright. It has been specially commissioned by King Azoun IV as a gift for his daughter Alusair, and her name is inscribed upon the blade. The handle of the sword is carved to resemble a dragons tail, while the quillions look like wings, and the blade emerges from a dragons mouth. The pommel of the blade bears an enchanted rune that allows the Royal Magician to precisely locate the sword and is alerted whenever it is grasped by anyone not of the Royal House of Obarskyr.

The Seal of Iron: A bronze disk measuring two inches in diameter, engraved with the seal of the royal family of Cormyr. When worn somewhere on ones person; it confers complete immunity to all types of fear. The name of the item comes from the iron will it gives the wearer, not its metallic composition!

Shiningbite the Drake’s Tooth: This once-simple longsword was discovered in the royal armouries by a youthful Gantharla, who ordered it polished and its hilt replaced before she carried it into the western reaches of Cormyr against encroaching lizardfolk from the Tun and Farsea marshes. Its recrafting included the addition of two of the rear teeth of the dragon Eaerdynnansczyg, who is also called Eardynn (“ee-ar-din”), at the ends of the crossguard, lending the wyrm’s power and some of its legend to the blade.

Twice Shiningbite was used by the warrior-queen to fell young dragons in the Stormhorns, but its magic was not nearly so useful in her campaign against the hill giants in the west, who slew Gantharla and her entire band of ranger-knights, then stripped the bodies of anything that looked useful—including the Drake’s Tooth. Where the blade passed after the First-Queen’s death is a mystery. Shiningbite is a +3 true dragonslayer longsword.

Gantharla’s sword Shiningbite is said to have absorbed some power from Eaerdynnansczyg (pronounced “ee-air-din-ann-shig”), and it draws energy from the death of its victims, spouting draconic flame each time it takes a life.

Silveredge: This bastard sword is a sword of sharpness. Finely worked detailing adorns the blade and handle, showing scenes of kings fighting giants and dragons. The blades edges are trimmed with silver, hence the name, and the entire sword shines with a sky-blue glow. Silveredge is found in a leather scabbard. The scabbard has a smaller compartment where Deathsend is kept, plus a circular indentation where the Seal of Iron fits. The pommel contains an empty recess, where Fireblood is meant to be placed.

When all four items are brought together, assembled into one unit, and worn by one person, the following additional effects are realised:

The wielder gains a +2 bonus on attack, damage, and saving throw rolls.

The wielder may cast a heal spell once per day.

The wielders PC allies gain a +1 bonus to their attack rolls and saving throws.

The wielders NPC allies gain a +4 bonus to their morale scores.

Note that bringing together fewer than all four magic items yields no bonus magic effects. Also, possessing all four items but giving them to four different people to use will nullify the bonus powers.

These items are the legitimate inherited property of Azoun IV. While a good-aligned party of PCs will feel it necessary to return the Four once the items have suited their purpose, they can also anticipate a generous reward for their trouble.

Sword of Summer Winds: The ancestral blade of the House of Summerstar, used by the first Lord Glothgam Summerstar to drive away the great red dragon Arnfalamme “Redwing” and his brood from the Thunderpeaks, which had bedevilled Cormyr and its people for more than 5 centuries.

Symylazarr the Font of Honour: Symylazarr is a heavy hafted, broad-bladed war sword originally forged during the reign of Rhiiman the Glorious as a demonstration of the quality of weapon that the new steel works in Suzail could produce. Intended for display in one of the palace hallways, the sword bears an elaborate dragon’s head pommel. Though lovely to look at, the blade’s width and weight make it an unattractive weapon for actual fighting. Although it is not a comfortable weapon to wield, its blade is as sharp and deadly as when the sword was first forged.

The first time Symylazarr saw battle was nearly one hundred years after its forging, when Moriann (then prince) was attacked by an assassin while walking the halls of Faerlthann’s Keep. Moriann would have died were it not for the quick thinking of a servant named Varanth. The young man tore the sword from the wall and swung wildly at the would-be killer, which caused thunder to rumble. The strike he dealt tore the assassin’s belly open and caused a fatal wound. Moriann knighted Varanth on the spot, and the former servant went on to gain the title “Thundersword” among palace guards. In addition to his new title, Varanth was allowed to keep the blade, which hung awkwardly from his small frame.

Varanth became one of the prince’s fast friends, particularly when, a few months after the attempt on Moriann’s life, the prince had the throne thrust upon him. Although neither a capable warrior nor a tactician of any skill, young “Thundersword” was made a commander in the king’s army, always closely attached to any honour guard escorting the king.

When Cormyr came into conflict with the goblin kingdom of Hlundadim, Varanth was among the first to fall, and the king took up his friend’s sword, carrying it into battle on many occasions, and losing it in the fray almost as often. It was after the third battlefield knighting of warriors who had saved his life that Moriann forsook the use of the blade in combat.

Despite its unlucky tendencies in battle, Symylazarr is still an impressive ceremonial blade, and Moriann employed it in every knighting and investiture until his death. Each oath of fealty and allegiance was sworn over the blade, and in honour of those houses that took up his cause against Hlundadim, he had stylised runes of each family’s initial and seal engraved upon the blade.

When Moriann died at the feast to celebrate Cormyr’s successes against Hlundadim, Symylazarr was still strapped to the flank of his horse, and the sword was nearly buried with him. Rayn, Varanth’s youngest son (the only one of six to survive the goblin wars), protested, saying that since the sword was given to his father, it was his right to do with it as he pleased.

Tharyann acquiesced, wary of such a popular young knight’s gaining support against him even before he had taken the throne. Rayn took the sword and left. He returned to the palace a tenday later, after Tharyann had ascended. Laying Symylazarr at the king’s feet, Rayn swore his fealty and service to the king and his line, and he was invested as Lord Thundersword for his loyalty.

Symylazarr officially entered the royal regalia after the crowning of Gantharla, who declared that from her reign onward it would be used for all knighting and oaths of fealty to the crown. Its use fell dormant during the Thronestrife, but was restored by Thargreve the Greater, who used it to reestablish the loyalty of all of Cormyr’s noble houses. Symylazarr is a +3 thundering bastard sword.

The runes of Symylazarr can relay a message to one who is carefully watching and who knows which symbol represents which ancient noble house. The runes glow faintly when a momentous occasion passes, emitting blue light for a noble birth, red for a noble death, and yellow for a betrayal of the Crown. The light persists for only a matter of seconds, and it often goes unmarked by onlookers.

Ulfindos “The Corsair Scourge”: The origins of this sword are unknown, for it first came to light in the Year of the Dark Venom (37 DR) when the mercenary Vaerom Obarskyr of Impiltur, brother to the reigning King Faerlthann of Cormyr, made a long sea voyage to the Forest Kingdom. Vaerom travelled to Cormyr to return the remains of Suzara, his and Faerlthann’s mother, to the land she had forsaken some twenty-five years before.

Tales speak of the love that Suzara always held for Ondeth, the Founding Father of Cormyr, and her wish to be buried near his remains upon her death. More cynical observers note that the sly Vaerom used the death of his mother to try and sway his brother into establishing a family base in Cormyr where his mercenary company would be subject only to laws favorable to them. Whatever the reason, Vaerom was given short shrift by Faerlthann, and returned to Impiltur after his mother’s internment a very disappointed man.

On the sea voyage back to Lyrabar, Vaerom and his men were waylaid by pirates near The Neck, the entrance to the Dragonmere. The confident pirates swarmed aboard Vaerom’s vessel only to be confronted by his battle-hardened crew of professional fighting men. In the fight that followed, Vaerom personally slew the pirate captain and claimed the blade Ulfindos from his corpse. Vaerom bore the blade throughout the years that followed and used it to grim effect when the Obarskyrs rallied behind the usurper Morlorn in the Year of the Climber’s Rest (72 DR).

Morlorn, uncle to the reigning King Varanth II of Impiltur, arranged the poisoning of his nephew and seized the throne, using the mercenary army of the Obarskyrs to crush all opposition to his rule. Vaerom and the Obarskyrs had long been frustrated in their attempts to achieve noble station in Impiltur. Galled by the royal status of their cousins in far off Cormyr, the Obarskyrs were persuaded by Morlorn that he alone was the family’s gateway to the noble status that they craved so greatly.

Foolishly, Morlorn failed to ensure the death of Varanth’s wife Queen Ilithra, and their son, the Crown Prince Baranth who fled into the depths of the Grey Forest on the western fringes of the kingdom. Well hidden, Baranth commenced a clever, guerrilla campaign against his uncle and took advantage of the fears of several important noble families that the Obarskyrs would be raised to a pre-eminent position in the realm.

Over the next handful of years, Baranth worked steadfastly to gather followers and rally nobles to his cause, all the while escaping the many assassination attempts and armed incursions organised by Morlorn to have him slain. In 77 DR, Baranth and his followers aided by the moon elves of Vedrymmell finally marched forth from the forest to remove the treasonous Morlorn from the throne.

The “Usurper King” met the prince’s army at the crossroads village of Ironrock, north of Hlammach, and was defeated in what came to be known as the Battle of Ilithra’s Smile. Crowned on the battlefield, King Baranth’s first decree was to proclaim Vaerom and his five sons outlaws but pardon their wives, children and erstwhile loyal followers. In doing so, King Baranth removed the threat of the Obarskyrs to the other noble families of the realm but showed his mercy and compassion as ruler. Vaerom, bereft of all support, fled the realm immediately with his sons and Ulfindos passed into the hands of the Mirandor dynasty.

Wartusk: This battered old longsword is a treasure claimed by King Azoun IV during his brief war with Gondegal, when he was forced to fight in the alleys of Arabel and used this sword to great effect to cleave many enemies at once. It has become a favourite of the teenage Princess Alusair, and she is rarely seen without the blade at her side.

Fauna

Grell: These creatures normally inhabit the Underdark and more isolated regions of Faerun but a hive appears to have established itself in the Vast Swamp and controls a significant proportion of that marshland.

The grell of the Vast Swamp are unusually large and powerful for their kind, they appear to be augmented and nourished by the evil of the swamp. The grell appear to follow the commands of a creature they call the Imperator, which according to hobgoblin tales lives in caverns beneath the Vast Swamp and is a grell of enormous size and power.

Karonis the Imperator lairs beneath the Vast Swamp, he is a unique pit fiend with an enlarged brain and unusual mind magic focused abilities (often called psionics)

Horse – Cormyte Riding Horse: This breed of horse originated in the Vilhon Reach ages ago (where it was known as the Chionthar) bred by the people of Jhaamdath, it has long since spread throughout the Heartlands (and Western Heartlands) but the Cormyreans claim to have perfected the breed.

This breed of horse is intelligent and easily trained, it stands 16 hands tall with a long neck. It comes in bay, dark bay, chestnut, grey, and black colours, with white markings on the face and legs. It is strong and swift and prized by travellers and messengers but is not much of a work horse. There are quality ranches that breed this horse in Arabel and Waymoot.

Hydra: Dwell in the Vast Swamp

Meazels: Dwell in the Vast Swamp

Lizardfolk: Savage versions of the lizardfolk dwell in the Vast Swamp.

Illithids: Dwell in the Vast Swamp, allied with two large beholder.

Local Lore

Guthtarl the Foul: Centuries ago, Guthtarl was a War Wizard who dabbled with dark magic and was exiled from the organisation and Cormyr when a spell he was experimenting with went awry. Guthtarl is said to still roam the wilderness of Cormyr in the shape of a fat bulbous man from the waist up, and a slimy white dew worm from the waist down. He is said to hunt children by “smell” (his face is eyeless and so is blind), and can cling to ceilings and walls to ambush his prey. His touch and indeed his mere presence can induce illness and disease in all around him.

The Haunted Helm: This ancient legend recounts tales an empty floating helm that roams the countryside and is often seen at mysterious or calamitous events, especially battlegrounds. The Haunted Helm is often a story told to children to scare them into obedience and discourage wandering off alone.

The Wildfangs Woman: This relatively recent myth revolves around a wild humanoid creature that stalks lone visitors to the Hullack Forest, attacking them when they are unprepared (usually as they flee in terror). This myth is believed to derive from the tale of Lady Harellae Mallowbridge (wife of Tonthur Mallowbridge) who was discovered as a secret practitioner of forbidden magics and exiled along with the rest of House Mallowbridge (except for Tonthur and his brother Naeryn), she fled into the Hullack Forest and the tale of the Wildfangs Woman began soon after.

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[Crownsilver](onenote:https://d.docs.live.net/4050d6280c872bd7/TRPG/ZZ_TOOLS/0_DEVELOPMENT/902_CORMYR/Новая%20папка%20(4)/Cormyr/NOBLES.one#Crownsilver&section-id={E60E52AD-4538-4F02-90EE-2E432B66F4AB}&page-id={414A1B7D-E900-4DA8-BE3D-679D34760B17}&end)  ([Веб-подання](https://1drv.ms/u/s!Atcrhwwo1lBAytQvyX-K-IyuSriSuw?wd=target%28NOBLES.one%7CE60E52AD-4538-4F02-90EE-2E432B66F4AB%2FCrownsilver%7C414A1B7D-E900-4DA8-BE3D-679D34760B17%2F%29))