Arabel

Fortified city of Cormyr

**Who Rules:** Myrmeen Lhal, The King's Lord of Arabel (NG hf R12)

**Who Really Rules:** The trading organizations having bases here (the Dragoneye Dealing Coster, Six Coffers Market Priakos, The Iron Throne, Thousandheads Trading Coster, Trueshield Trading Priakos) and local merchant clans (the houses of Baerlear, Bhela, Gelzunduth, Hiloar, Kraliqh, Misrim, Nyaril, and Thond).

The status quo is maintained by a strong Purple Dragon garrison under able, shrewd commanders who know the city well, and are staunchly loyal to the crown and to Lord Myrmeen. They are headed by King Azoun's stout, bearded cousin, Baron Thomdor (LG hm F17), who as Warden of the Eastern Marches is based in Arabel. Under him is the Purple Dragon liaison officer to the watch (and in effect, chief of police), the veteran warrior Dutharr (LG hm F11).

The military is supported by the two most powerful clans (prominent Misrim and quiet Thond) and organizations (Dragoneye and Thousandheads), and by individual local merchants, all of whom want Arabel to remain a tolerant, busy, open trading city.

Their common (rightful) thinking is that if Arabel becomes difficult and restrictive, trade will pass to more southerly routes, and all Arabellans will go broke.

Population: 16,998 (current tax rolls), almost all human stock. When the garri¬son, outlying farmers, and unregistered persons are included, the estimated popu¬lation of Arabel is 23,400 to to 24,600. Ly¬ing on a major overland route and subsisting on trade, the city has a large transient, seasonal merchant population. Its average summertime strength (roughly the maximum capacity of Arabel's perma¬nent housing) is around 25,600.

Although no significant numbers of nonhumans live in Arabel, it is a tolerant city in which all races except goblinkin are found. Half-elves are most commonly seen, halflings and dwarves slightly less so.

**Major Products:** Coal (mined in the Gnoll Pass area), horses (bred and trained for riding, battle, and pack use), trained mercenaries (90% human, 7% half-elven, 3% other), dry red wine, strong bitter black beer, and cheese.

**Armed Forces:** There is a garrison of the Cormyrian Army (the Purple Dragons) of 2,020 men (including road patrols, palace guard, and wayposts).

In wartime, the soldiers are aided by the local militia. Its maximum muster is 2000, trained in riding, arms, and formation movement, but denied training in archery. Its standing strength (known as “the Watch”) is 220.

Arabel was once the eastern frontier of Cormyr, and remains the realm's defen¬sive base against recurring orc and Zhentilar raids from the Stonelands (see below). Azoun and his predecessors have repeatedly and unsuccessfully tried to establish a stronghold in the Stonelands. The continual strife, and fears of another attack from the Rebel Gondegal or his offspring (\*FR0, under “Arabel”) accounts for Arabel's large garrison.

Mercenaries can also be hired in Arabel. They tend to be well trained and equipped, but expensive and few in number. The largest group is the Red Raven Mercenary Company, 110 swords strong.

# Notable Mages

• Jestra (NG hf W(T)18)

• Mellomir (LN hm W27, S: history, prophecies and divination)

• Myschanta (CG hf W(A) 14)

• Theavos (LN hm W17)

# Notable Churches

The Lady's House, Temple of Tymora; High Hand of the Lady: Daramos Lauthyr (CG hm P11); 24 priests, 336 followers. Since the Godswar (during which Ty- mora herself appeared in Arabel), Dara- mos has become proud and ambitious. Against the counsel of more worldly clergy (such as Doust Sulwood), he has demanded a greater voice in local govern¬ment, with recognition from Azoun —a barony for himself would be nice, and moreover only fitting! Daramos has also called on the earthly priesthood of Ty- mora to recognize the primacy of Arabel and its clergy as the most sacred and su¬preme of Tymora's servants.

Angered by his reception in these mat¬ters so far, and determined to further his aims, Daramos has raised temple fees (for healing, training, and other services) to almost double the usual rate. He believes the citizenry, awed by the memory of Ty- mora, will pay—and considers the money necessary to accomplish what he sees as simple justice and the furtherance of Ty- mora's divine will. The city also holds shrines to Chauntea, Deneir, Helm (as “He Who Watches Over Travelers”), Lliira, Milil, Tempus, and Waukeen.

# Notable Rogues' and Thieves' Guilds

None known (resident Zhentarim agents).

# Equipment Shops

Full (partial in winter)

# Adventurers' Quarters

## Inns

## Taverns

# Important Characters

• Asgetrion the Learned (LN hm F1, S: monsters; the expert on gorgons, owner of many scrolls of protection against pet-rification).

• Blaskin “the Bold” (LN hm F1); “Bridges built, barns raised, fences and stockades erected”.

• Doust Sulwood, Knight of Myth Drannor (CG hm P(now)9 of Tymora: \*FR7).

• Elmdaerle, Guildmaster of the Guild of Naturalists (NG hm W2 S: zoology, botany).

• Islif Lurelake (NG hm F(now)9: \*FR7).

• Khelve (CN hm F2), merchant: deals in hardware goods.

• Peraphon of the House of Thond (CN hm F3), merchant: deals in gems.

• Thurbrand “of the Stonelands” (CN hm F8, \*FR0).

• Westar, King's Herald of Arabel (LG hm F5); registers births, deaths, deeds, and tax payments, and witnesses contracts, promissory notes, and sentencings.

# Important Features in Town

• The Dancing Dragon, a famous rowdy tavern and hiring-place.

• The World Serpent Inn, a shabby, derelict inn that displays the signboard of “The Wild Goose.” Sometimes it is not empty, but rather a roaring adventurers' watering-hole, frequented by many powerful beings. The inn actually shifts from plane to plane, and many a traveler has found adventure there (as described in OP1: Tales of the Outer Planes).

• Elhazir's Exotica, an expensive giftshop known for rare and unusual treasures, such as dragonscale shields and wyvernskull bathtubs (adventurers provide much of its stock). Elhazir (CN hm W15) is known to quietly sell genuine dragon eggs to discerning buyers.

• The Baths, a lushly-furnished bath house, wrestling gym, and beauty parlor, famous for sensuous splendor.

• The impressive crowned-knight- on- a-rearing-horse monument to Dhalmass, The Warrior King of Cormyr.

# Local Lore

Arabel has always been a bustling merchants' way-stop on the overland caravan route linking the mineral-rich Moonsea lands to Cormy- rean ports and the far west.

Briefly the capital of the rebel Gonde- gal's nameless realm, Arabel has always been a fortress against the dangers of the Stonelands. Named for its rugged, broken appearance, the Stonelands rises in a great plateau above the fertile woodlands of Cormyr —heights of rolling moorland broken by deep, treacherous ravines, and studded by rocky tors. Its limestone southern verges give way to bare granite to the north and west, rising into moun¬tains north of High Horn.

Such broken country aids bandits and monsters in ambushes and eluding pur¬suit. Arabel's troops have always pa¬trolled the Stonelands. A typical patrol is 40 to 60 F3s and F4s, commanded by an F6 or F7, afoot and well supplied with archers and magical aid in the form of items, priests, and war wizards.

These efforts have never succeeded in clearing the Stonelands. In recent years, the Zhentarim (see Zhentil Keep) have sent troops and orc allies into the area in an attempt to destroy Cormyr's influence, so Zhentish caravans can pass north of Cormyr unchallenged.

