Арабэл [Arabel]



**Королевский Лорд:** Лорд Арвел Кралик

**Герольд:**

**Население:** 30000 (25800 Hu, 700 Elf, 1200 Dw, 2100 Hfl, 200 Gn)

**Гарнизон:**

**Основные продукты:** лошади, вино, сыр, уголь Horsebreeding, Woodworking, Farming, Livestock, Furniture, Locks, Jewellers; Fine Art-crafting, Armor and weapons, Tannery, Tailors 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.

**Импорт:**

**Экспорт**: уголь, лошади, вино, пиво,

**Торговые дома:** Baerlear, Bhela, Dragoneye, Gelzunduth, Hiloar, Iron House, Raliqh, Misrim, Nyaril, Six Coffers, Thond, Thousandheads, Trueshields

**Дворянские семейства:** Huntcrown, Marliir, Morler, Immerdusk

**Религия:** Тимора, Чонти,

Пограничный город Кормира, Арабел некогда был независимой крепостью. Позже он ненадолго стал столицей безымянного королевства под управлением Гондегала, Короля-Узурпатора. Он всегда был шумной стоянкой на караванной дороге, связывающей железные шахты Лунного Моря с портами Кормира и землями Побережья Мечей. Кроме того, он всегда был крепостью против угрозы из соседних Каменных Земель.

Сегодня Арабел – новый растущий и процветающий центр. В этих землях и вокруг них селятся новички в королевстве и молодые кормирцы, что делает Арабел, как единственное место, где можно найти товары и услуги, еще более деловым и богатым. Таким образом, Арабел – это город возможностей, которому пока еще не хватает изысканности Сузаила, но не аппетитов потребителей.

Часто называемый Городом Караванов или Сухопутной Столицей Кормира, Арабел доминирует в наземных перевозках. Это город торговых лавок, складов, караванных предприятий, изготовителей фургонов, торговцев лошадьми и волами и торговых инвесторов.

В 1486 ЛД Арабэл был осажден армией Незерила, состоящей из Шадоваров и гоблинов, но после того как штурмовая группа Военных Волшебников уничтожила портал, через который противнику поступали подкрепления, Армия Востока уничтожила осаждавшие город войска.

Тем не менее, эта осада оставила шрамы на лице города – новые постройки, восстанавливаемые стены и размещенный крупный гарнизон Пурпурных Драконов.

Город Караванов управляется лордом, и здесь расквартировано большое и деятельное подразделение Пурпурных Драконов. Но господствуют в нем не указы и деятельность Короны, а местные торговые организации, такие как **торговая компания Драконий Глаз[Dragoneye Dealing Coster]**, **Шесть Сундуков[Six Coffers Market Priakos]**, **Железный Трон [the Iron Throne], Тысяча Голов[Thousandheads Trading Coster]** и **компания Трушилд[Trueshield Trading Priakos]**. Эти обширные предприятия, часть которых оперирует вокруг Моря Упавших Звезд, а другие в Уотердипе и Амне, конкурируют с местными древними семьями торговцев: домами **Баерлер [Baerlear]**, **Бела [Bhela]**, **Гельзундут [Gelzunduth],** **Хилоар [Hiloar],** **Кралик [Kraliqh], Мисрим [Misrim], Ниарил[Nyaril]** и **Тонд[Thond].** Тысяча Голов – самая могущественная компания. Заметный в обществе клан **Мисрим** и тихий, почти затворнический дом **Тонд** – самые влиятельные из семей.

К счастью для гостей и горожан, все эти силы заинтересованы поддерживать Арабел как деловой, терпимый, открытый торговый город. Если Арабел окажется слишком опасным или неприветливым для торговцев, бизнес переберется на южные дороги, и Арабел станет убогим болотом.

## Арабэл зимой

Обычно зимой толщина снежного покрова в Арабэле составляет до 2х футов. Снегоуборочные работы в разгар зимы проводятся солдатами и преступниками, осужденными на каторгу [heavy labor] (прочие работы могут включать в себя каменоломни, осушение рек, а для тех, кому можно доверять – очистка канализации) и этого как правило хватает.

В бочки обычно собирается дождевая вода, но верхний – наиболее чистый слой снега сбрасывается в колодцы.

-Snows in Arabel aren't heavy enough to dump four or five feet of snow on the ground. A foot or two, though, is more than possible. Let's go with that assumption.

-Snow removal in heavy winter is performed by two primary groups: soldiers and convicts sentenced to heavy labor (other duties can include breaking rocks, dredging rivers, and--for those that can be trusted--clearing sewers). They are usually sufficient to the tasks.

-Barrels already exist for collecting rainwater, but pure (upper layer) snow is also dumped into wells and used for washing.

-The Dragons drill, patrol the walls and streets more heavily, clear snow (first from city streets, then from roofs and eaves, then again from the streets, and then roads out of the city, etc.), and basically work to do two things: make the city passable, and make it defensible.

-Many local Purple Dragons are truly local, rather than living in the Citadel, and their homes are spread out enough to accommodate for the need. But the Crown also keeps some locations spread out around the city, as well.

Some warehouses in Arabel get used as living quarters by merchant costers that own them, and others are rented out (room by room) to anyone wintering over in Arabel by their owners. Note that costers like to have live-in staffers throughout the winters so that these inhabitants deter thieves, vandals, and arsonists somewhat by their very presence.

There’s no buying rush, because Arabel has always been “the granary of the North” for the common folk of Cormyr (the Purple Dragons and other government arms use the fortified Dragon bases and local lords’ dwellings/compounds for granary purposes), so its cellars and attics (as opposed to mercantile warehouses) have always been used for constant storage, turning over the oldest wares to make room for the new.

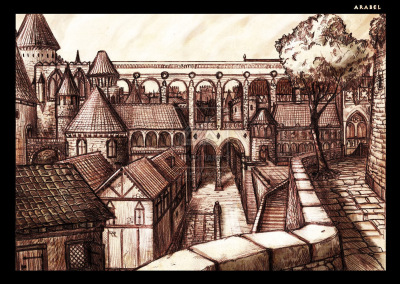
The only “rush” is to bring in and pile up aged (dried for a season to three) firewood inside the walls (literally, along the insides of the city walls) before the deepest snows accumulate; one way to keep warm in winter, when the wolves and blizzards aren’t bad, is to fell and split the “green” firewood for later winters).

So there are no local festivals, beyond the widely-observed **High Harvesttide** and every-tenday special prayers led by the clergy of Chauntea and Silvanus, which go by the collective title of “the Gathering In.”

Thanks to the effects of drunken carousing (i.e. brawls, lechery, and even the occasional fire) inns and taverns in Arabel prefer to host lone minstrels or bardic trios at most, and leave plays and pageants and what we might term “concerts” or “variety shows/vaudeville/music hall” night-long sequences of many acts (comedians, clowns, singers, actors, orators) to other venues, which are almost always repurposed warehouses (many of which are owned by inn and tavern owners).

Several local merchants, including (in the later 1400s DR) the ever-smiling, slender, neatly-bearded **Maerammus Arkithral**, serve as panderers in winter, acquiring bed-talented lads and lasses (or good singers, or artists skilled at limning portraits) during their fall runs and employing them in Arabel throughout the winter (this goes on in Suzail, too, but costs there are higher and therefore profits lower). The artists often, when not doing portraits, paint endless variations of striking landscapes, bold dragons, and what we might term “good girl art” ranging to outright porn, for sale elsewhere, after the winter, on merchant runs throughout the Heartlands.

And yes, some merchants and other warehouse owners decamp for warmer climes, renting out their properties in Arabel until their return in spring.



1 Улицы арабэла

# ЭКОНОМИКА

## Основные торговые связи

На запад из Арабэла уходит Высокая Дорога, на восток – Восточный путь (идущий через Халлакский лес и Громовые Пики в Долины и Сембию), на юг – Калантарский путь, на север -

Город служит основным местом обитания для нескольких торговых семей Кормира и одним из основных городов для нескольких торговых компаний.

### Местные семейства

* Баерлер [Baerlear] - сыр
* Бела [Bhela] – оружие и доспехи
* Гельзундут [Gelzunduth] - вино
* Хилоар [Hiloar] - напитки
* Кралик [Kraliqh] - недвижимость
* **Мисрим [Misrim]** - лошади
* Ниарил[Nyaril] - зерно
* **Тонд[Thond]-** ювелирные изделия

### Торговые компании

* Торговая компания Драконий Глаз [dragoneye dealing coster]
* Шесть Сундуков [Six Coffers Market Priakos]
* Тысяча Голов [Thousandheads Trading Coster]
* Компания Трушилд [Trueshield Trading Priakos]
* Железный Трон [the Iron Throne]

Множество народа потребовало тех же товаров, что можно купить в Сузаиле, и прямо сейчас Арабел купается в деньгах, и суетятся предприимчивые торговцы. Настойчивый покупатель может найти почти любой товар, который доступен жителям сказочного Уотердипа. Каждый день приходит и уходит полдюжины караванов.

## Уголь

Торговцы Арабела продают или обменивают уголь, добываемый на **перевале Гноллов** и все больше в пещерах на севере от города. Угольные ямы до последнего времени стояли заброшенными десятилетия из-за угрозы монстров и разбойников. Сейчас шахтеров обычно охраняют за плату авантюристы и наемники.

## Кони, пиво, вино, сыр

Торговцы также продают коней, выращенных и обученных здесь, крепкое темное пиво Арабела, известное как горькое черное, рубиново-красное вино с привкусом ягод, известное как **арабельское сухое**, и сыры. Остававшиеся в безвестности почти столетие, все съедобные товары Арабела стали хорошо известны и обрели популярность за границей. Острый, твердый **арабельский чеддер** считается лучшим из таких сыров в Фаеруне и продается очень хорошо.

## Наемники

Арабел также хорошее место для найма живущих здесь наемников. Они обычно хорошо обучены и экипированы, но дорого стоят. Большинство отрядов состоят из дюжины членов или меньше, но **Красные Вороны** могут призвать на поле боя 150 мечей.

Новости Арабэла можно найти в свежем номере **Арабельского Дознавателя [Arabel Enquirer]** (выходит 1 раз в 10 дней, стоит 2 см).

# ВООРУЖЕННЫЕ СИЛЫ

## Пурпурные Драконы

### Армия Востока

### Прочее

Небольшие гарнизоны или подразделения, которые относятся к Арабэлскому гарнизону:

- Immersea - 1 company of infantry (40), commanded by

- Redspring - 1 squad of infantry (12), commanded by

- Goblin Mountain Outpost - 1 company of infantry (40), commanded by

- Thunder Gap border outpost - 1 company of infantry (40), commanded by

- Masoner's Bridge waypost: 1 squad from Masoner's Bridge Company led by the swordcaptain (13)

- East Way waypost - 1 squad from Masoner's Bridge Company led by the swordmajor (13)

- Yeoman Bridge

- Eveningstar:

- 2 company of medium infantry.

- HQ of 1st Kadrath of 2nd Battalion of 2nd Regiment of Medium Infantry, commanded by Lionar High Knight Kherick Neovok, 1 battlepriest, 1 Royal scout

- patrols into the Stonelands:

- 2 troops of light cavalry (210),

- 2 kadrathen of light infantry (258).

## Городская Стража

# ОСНОВНЫЕ ЛОКАЦИИ В АРАБЭЛЕ

**1. Citadel (and jail)**

**2. Palace (court, assembly hall)**

**3. House Marliir (noble family)**

4. The Weary Knight (inn)

**5. The Lady’s House**

6. The Dragon’s Rest

7. The Whistling Wheel (inn)

8. The Traveler’s Banner (inn)

9. The Lamps (hardware store)

10. The Bazaar (market area)

11. Eastgate

12. The Eastwatch Inn

**13. Iron Throne merchant company**

14. Milzar’s Yards (rental stockyards)

15. Thousandheads Trading Coster

16. Dragoneye Dealing Coster

17. Elfskull Inn

18. Calantar’s Gate

**19. Red Ravens Mercenary Company**

20. The King’s Trading Yards

21. Trueshield Trading Priakos

22. High Horn Gate

23. The Night Wolf Inn

24. Mother Lahamma’s House

25. Raspral’s Kiss

26. Six Coffers Market Priakos

27. Gelzunduth Warehouse

28. Gelzunduth Warehouse

29. House of Gelzunduth

30. Rhalseer’s boarding house

31. House of Kraliqh (local merchant)

32. House of Bhela (local merchant)

33. Well

**34. House of Misrim (local merchant)**

35. House Hiloar (local merchant)

36. Shassra’s (boarding house)

37. Falcon’s Rest (inn)

38. House of Nyaril (local merchant)

**39. The Watchful Shield Bodyguards**

40. Dulbiir’s Escort Service

41. Mulkaer Lomdath, fine tailor

42. The Silver Tankard (tavern)

43. Mhaer Tzintin, money changer

44. Eighlar’s Fine Wines

45. Jhamma’s Silks and Furs

46. Dhelthaen (butcher)

47. The Strongwatch

48. The Pride of Arabel (inn)

49. Orbul’s Fine Carving and Furniture

50. Khammath’s Crystal (shop)

51. The Black Mask (tavern)

**52. House of Thond (local merchant)**

53. Hawk’s Perch Trading House

54. Szantel’s Ropes, Cords, and Chains

55. The Wary Warrior (weapon shop)

56. The Two-Headed Lion (tavern)

57. The Striking Snake (tavern)

58. The Coiled Whip (tavern)

59. The Gentle Smile (festhall)

60. The House of Baerlear (merchant)

61. The Black Barrel (tavern)

62. Hundar’s Exotic Goods

**63. Iardon’s Hirelings**

**64. Monument to Dhalmass**

65. The Silver Stallion tack shop

66. Green Phial medicines shop

67. Mhaes’s (festhall)

68. Thond’s (jewelry)

69. Six Coffers warehouse

70. The Bent Bow (tavern)

71. Laeduth’s (boarding house)

**72. The Red Sword (tavern)**

73. Vaethym Olorar, rental falconer

74. Saerdar’s Silks and Flowers

**75. The Hungry Man (restaurant)**

76. The Chalice (fine brass)

77. The Net of Pearls (gowns, jewels)

78. Nelzara’s (boarding house)

79. Buldo Cravan (butcher)

80. The Eyes and Ears of Arabel

81. Kelsar’s Fowl (live game birds)

82. Ssarra’s (restaurant)

83. The High Moon Inn

84. The Orange Banner Inn

85. The Lady’s Tastes (fine clothing)

86. Soldiers Boots (tavern)

87. The Red Stirge (inn)

88. House Misrim warehouse

89. The Velvet Couch (festhall)

90. The Burning Blade (tavern)

91. Nathscal’s (rental) Warehouse

92. The Lavender Lion (festhall)

93. The Smoky Skull (tavern)

94. The Old Warrior (inn)

95. Zelond’s (rental) Warehouse

96. Zelzar’s (pawnshop)

97. Naneatha’s (festhall)

98. The Dancing Dracolisk (tavern)

99. Thael Diirim’s Scribery

100. The Roll Roast (inn)

101. Daglar Maermeet (armorer)

102. Ulbanath Map Consortium

103. The Moonlit Touch (nightclub)

104. Quezzo’s (rental) Warehouse

105. Dhaliima’s (boarding house)

106. The Three Sisters (pawnshop)

107. Nuirouve Domar, potter

108. Fillaro’s Overland Food (fish)

109. The Blue Mace (inn)

110. House of Baerlear warehouse

**111. House of Lheskar Bhaliir**

112. The Dancing Dancer (tavern)

113. The Open Casket (pawnshop)

114. Ghastar Ulvarinn, stonecutter

115. Baalimr Selmarr, carpenter

116. Dazniir Relharphin, wheelwright

117. Cheth Zalbar (cosmetics)

118. Brandin Thabbold, bedbuilders

119. Lamp, Lantern, and Candle Shop

120. Tamthiir’s Leather Shop

121. Psammas Durviir (tailor)

**122. Elhazir’s Exotica**

**123. The Baths**

124. Wayscross Inn

125. The Ivory Jack (tavern)

126. Phaesha’s (boarding house)

127. Vondor’s Shoes & Boots

128. The Feasting Board (eatery)

129. House Hiloar warehouse

130. The Lame Camel (tavern)

131. Blackhand Lhaol’s smithy

132. House Misrim warehouse

133. House of Kraliqh warehouse

134. The Scarlet Spear (inn)

135. The Lazy Lizard (tavern)

136. The Watchful Lynx (inn)

137. Nyaril warehouse

138. House Misrim warehouse

139. The Swinging Gate (inn)

140. The Nine Fires (inn)

141. The Three Bars (inn)

142. The Tired Traveler (inn)

143. The Wink and Kiss (tavern)

144. Thousandheads warehouse

145. The “Pork Market” (trade yard)

146. Dragoneye Coster warehouse

147. Ssantusas’s (rental) Warehouse

148. Dhalgim’s Yard (wood, charcoal)

149. Copper Cockatrice (hardware)

150. Irriphar’s Inn

151. The Murdered Manticore (inn)

152. World Serpent Inn (also called Wild Goose)

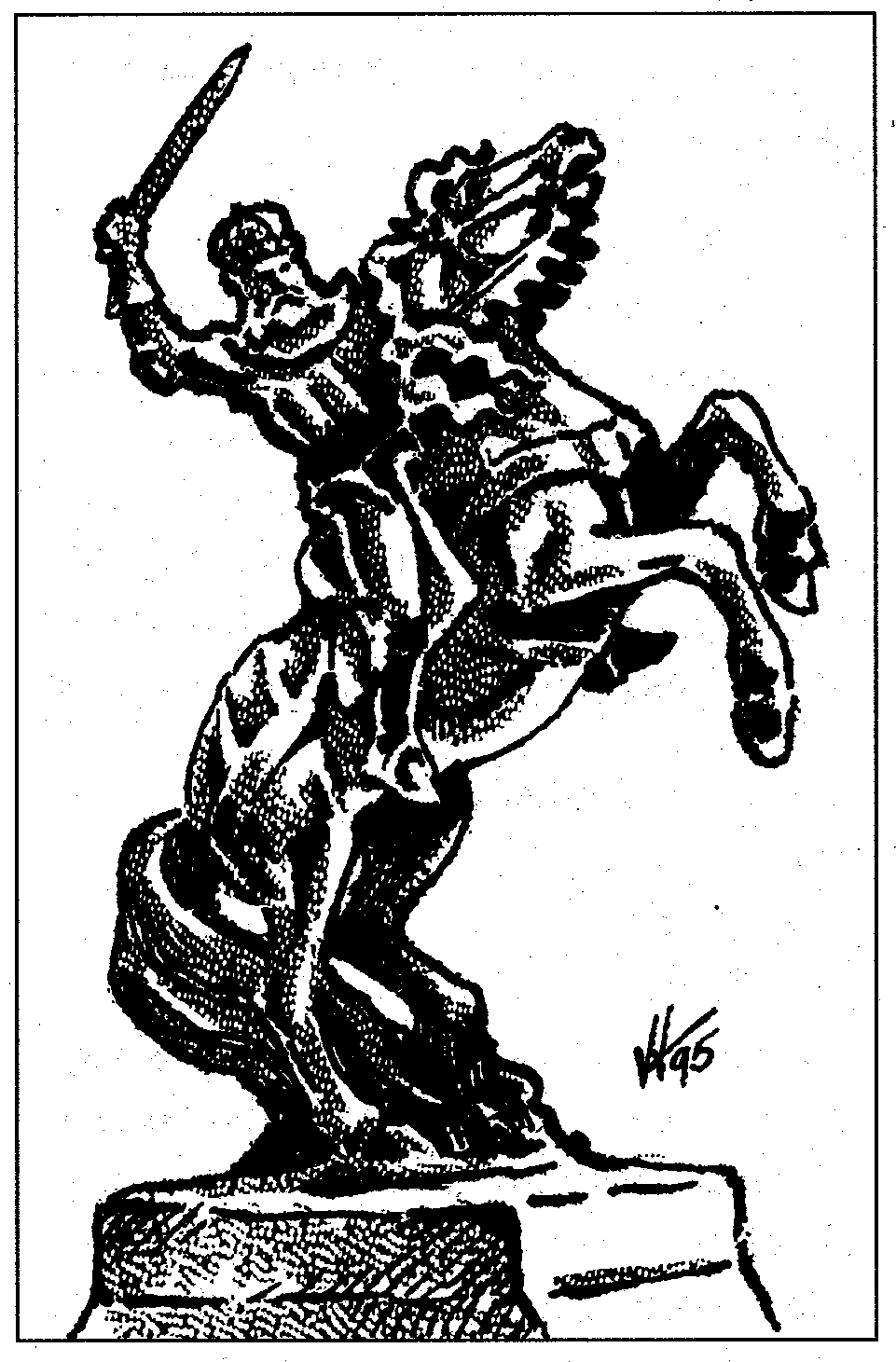
**153. Shrine to Chauntea**

154. Shrine to Deneir

**155. Shrine to Helm**

156. Shrine to Lliira

157. Shrine to Milil

158. Shrine to Tempus



# ТАВЕРНЫ

Арабел может похвастаться множеством таверн, но почти все они – варианты хорошо всем знакомого придорожного заведения. Они неплохи, но не содержат ничего удивительного или примечательного: просто еще один вульгарный бар с чересчур соленым и постным мясом, черствым хлебом и разбавленным элем, и после всего с еще одним тяжелым соломенным матрасом.

В Арабеле мало предприятий, которые специализируются только на еде. Вместо этого здесь есть повозки с жаровнями, с которых продают горячую еду, и они громыхают туда-сюда по улицам. Обычно с этих повозок продают горячие булочки с начинкой из острого мяса или рыбы, чашки с тушеным мясом, ззар и чай из горьких трав. С повозок также продают сахар, соль, сушеную рыбу, сосиски и бисквиты. В городе также есть столовые во всех его многочисленных гостиницах, и легкая еда подается в домах удовольствий, тавернах и ночных клубах. Есть один большой, похожий на амбар бывший склад, где днем и ночью подают еду для Пурпурных Драконов, работников караванов и усталых стражников и грузчиков – заведение, весьма кстати именуемое **«Голодающий».**

## Таверны

* The Silver Tankard
* The Black Mask
* The Two-Headed Lion
* The Striking Snake
* The Coiled Whip
* The Black Barrel
* The Bent Bow
* The Red Sword
* The Hungry Man (restaurant)
* Ssarra’s (restaurant)
* Soldiers Boots
* The Burning Blade
* The Smoky Skull
* The Dancing Dracolisk
* Fillaro’s Overland Food (fish)
* The Dancing Dancer
* The Ivory Jack
* The Feasting Board (eatery)
* The Lame Camel
* The Lazy Lizard
* The Wink and Kiss

## Голодающий

В «Голодающий» не ходят ради атмосферы, изысканного обращения или обстановки. Это место с простыми столами, грубыми скамьями и самообслуживанием. Плата на входе: две серебряных монеты за все, что вы можете съесть плюс еще одна медная монета за кружку разбавленного эля или вина, любовно называемого воловье пойло.

Еда здесь не слишком привлекательна, но всегда доступна, независимо от времени и погоды. Вежливая прислуга всегда держит наполненными закрытые теплые котлы. Вот что вы можете здесь найти:

Нарезанный ломтями ростбиф

Жареная баранина

Дичь на вертеле[1]

Овсянка на молоке

Арабельский чеддер

Козий сыр

Горячий хлеб

Снежный хлеб[2]

Овсяные лепешки

Жареная репа

Вареная морковь, мята и зелень

Жареные ломтики картофеля в сырном соусе

Острые мучные клецки

Похлебка[3]

Горчица

Тертый хрен

Масло с чесноком и петрушкой

Ягодный джем (brackleberry jam)

## Прочие развлечения

* Mother Lahamma’s House
* Raspral’s Kiss
* Dulbiir’s Escort Service
* The Gentle Smile (festhall)
* Mhaes’s (festhall)
* The Velvet Couch (festhall)
* The Lavender Lion (festhall)
* Naneatha’s (festhall)
* The Moonlit Touch (nightclub)
* The Baths

# ПОСТОЯЛЫЕ ДВОРЫ И ГОСТИНИЦЫ

## Гостиницы и постоялые дворы

* The Weary Knight
* The Lady’s House
* The Dragon’s Rest
* The Whistling Wheel
* The Traveler’s Banner
* The Eastwatch Inn
* Elfskull Inn
* The Night Wolf Inn
* Falcon’s Rest
* The Pride of Arabel
* The High Moon Inn
* The Orange Banner Inn
* The Red Stirge
* The Old Warrior
* The Roll Roast
* The Blue Mace
* Wayscross Inn
* The Scarlet Spear
* The Watchful Lynx
* The Swinging Gate
* The Nine Fires
* The Three Bars
* The Tired Traveler
* Irriphar’s Inn
* The Murdered Manticore
* World Serpent Inn (also called Wild Goose)

Murdered manticore

The Manticore is a good place to go if you

want to hear salacious gossip or partici-

pate in dealings less than honest or forth-

right. It is frequented by forgers,

arrangers, procurers, and other folk

who dabble in or plunge head-over-heels

into the shadier aspects of business.

That doesnt make it a bad place to stay.

Such folk come here because the rates are

low and the privacy high. The privacy is so

high, in fact, because the Manticore is all

tapestries and heavy closed doors and

hanging silence, with nary a staff member

to break it by his or her arrival, even if you

ring the call gong in your room repeatedly.

The Manticore is a good place to be

alone and at peace. Its rating would be

higher if any food could be had. Drink is

plentiful and is sold across the front desk

only by the hand keg or wineskin.

Earthen cups not worth stealing are sup-

plied in every room, as is a stout bar that

can close each door from within. But this

only keeps out those who dont know

about the secret servants passages con-

necting with every room.

The Nine Fires

This establishment is a tranquil back-

water in the bustle of Arabel. It is real

valuea hidden treasure, one might

say. Richly decorated and kept warm in

winter by the large hearths for which it

is named, the Niner boasts warm meals

delivered to most rooms from the

kitchens via dumbwaiter. Its namesake

hearths are located at either end of its

gigantic common room and at the ends

of the halls on all floors above. They are

tended throughout the night by the

attentive staff. The Niner also staffs a

resident firewatcher wizard armed

with a decanter of endless water, a

wand of frost, and appropriate spells to

douse any blaze for the safety of its

guests.

Most wondrous of all, the Niner sports

a collection of well-used, battered books

that are available to all guests. These are

stirring but fanciful sagas of heroic

swordplay and spellhurlings of the sort

penned in Chessenta and hawked

throughout Faerûn by the thousands.

(The reader may well be familiar with

The Nymph Says No or The Moonlight

Morningstar Murders.) None of these

books are useful as sources of lore, nor

are they particularly valuable. Guests are

warned that the resident mage can read-

ily trace all of them by magical means.

Those that wander are hunted down and

recovered.

The Niner is owned by the famous

local adventurer and investor Thurbrand

76Elmdaerle is a NG hm M2; Sage fields: zoology, botany. He loves to talk about the plants and animals of the

wilderness of the Forest Kingdom, and he really knows his stuff. He can quickly and accurately prescribe (and

sometimes even provide) herbal antidotes for sickness and even poison.

65

of the Stonelands.77 He started it because

he couldnt find a place to stay that was to

his liking when he first made Arabel the

base for his lifes quest. His lifelong quest

is to scour the Stonelands of every mon-

ster and lay bare all its riches and secrets.

Though Thurbrand has one publicly

recognized house of his own in Arabel (and

several others, whisper some folk, used to

house various mistresses or shady visiting

business associates), he still maintains a

suite at the Niner for himself. Of late, the

normally bluff and jovial Thurbrand has

grown moody and begun acting strange

dabbling in weird rituals late at night, for

example, and eating live toads. Some folk

say his mind must have fallen under the

sway of some evil mage or other powerful

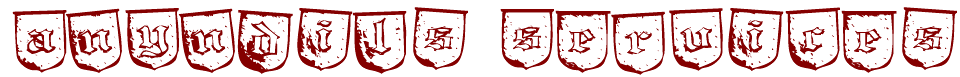
being. Hes been heard to mutter repeat-

edly: Those eyes! The phaerimm see all!

## Сьемные апартаменты

* Rhalseer’s boarding house
* Shassra’s boarding house
* Laeduth’s boarding house
* Nelzara’s boarding house
* Dhaliima’s boarding house
* Phaesha’s boarding house

# МАГАЗИНЫ



## Основные торговые районы:

## Экзотические магазины:

This pricey gift shop is all elegant display

cases, carpets, and smiling well-dressed

sales staff. All of the sales clerks are daugh-

ters of the proprietor. They seem to be

able to smell thieves, and one of them is a

powerful sorceress who always has a time

stop spell ready to deal with those trying to

leave with things they havent paid for!

Elhazirs has a growing reputation

across the Dragonreach for providing

rare and unusual treasures such as drag-

onscale shields and wyvernskull bathtubs.

Adventurers provide much of its stock,

and rich Sembian merchants make up

most of its clientele. Word is also spread-

ing that the urbane, dapper Elhazir sells

potions and certain special items, such as

enspelled daggers and genuine dragon

eggs, to discerning buyers.64

# РЕЛИГИЯ

## Основная религия:

В Арабеле во Время Проблем появилась **Тимора**, поэтому неудивительно, что эта религия является одной из ведущих в городе.

Дом Госпожи – крупный храм **Тиморы** в Арабеле, который служит центром религии во всем Кормире.

За стенами города расположен храм **Чонтии** Зал Урожая – простое деревянное строение.

The city also holds shrines to **Chauntea**, **Deneir**, **Helm** (as “He Who Watches Over Travelers”), **Lliira**, **Milil**, **Tempus**, and **Waukeen**.

# ОСНОВНЫЕ ДОСТОПРИМЕЧАТЕЛЬНОСТИ

Укрепленный город Арабел внешне не поражает. Он окружен пыльными пропахшими паддоками и скотными дворами и обнесен простыми суровыми стенами, которые делают его похожим на гигантский замок. Вокруг стен выстроились маленькие магазинчики с жилыми комнатами наверху. Эти магазины теснятся вдоль улиц, которые бурлят днем и ночью и, похоже, всегда приводят к рядам мрачных складов.

По сторонам от этой странной соперничающей пары стоят большие дворянские дома. Эти более маленькие разукрашенные замки все окружены стенами, и кроме эффектного зрелища это еще и укрепленные дома. Среди этих миниатюрных замков стоит **храм Тиморы**, **Дом Леди**. В этих могущественных домах и вокруг них можно найти единственные деревья в городе.

Лучший дворянский дом – **дом Мизрим**, чьи стены сложены из блестящего камня мерцающего белого цвета. Его разноцветные дранки странно контрастируют с зубчатыми стенами Цитадели, на которых видны не шелковые знамена, как на амбразурах Мизрима, а эспрингали – большие новейшие баллисты, самые дальнобойные из всех, находящихся в использовании. Для тех, кто никогда не видел больших домов, возможно, стоит посмотреть на остальные аристократические здание, но кроме белых стен Мизрима в большинстве остальных нет ничего особенного.

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

• **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.

## Арабельский Дворец

## Цитадель

# ОРГАНИЗАЦИИ

## ДВОРЯНЕ

### Huntcrown

**Глава Дома:** Lord Turin Huntcrown, Head of the House

**Лидер дома в Арабэле:** Lord Baerlun Huntcrown, Head of the House in Arabel

**Enemies:** House Cormaeril (formerly), House Emmarask, House Illance, House Marliir

Huntcrown was a noble house of Cormyr whose seat was Huntcrown Estate in Suzail.[ The Huntcrowns were enobled during reign of King Duar in 429 DR. During the Abraxus affair, the family was apparently among those that favored a ruling council for Cormyr rather than any regency or rule by a female. The family had diverse holdings all over Cormyr and thus often was the best informed of the nation's goings-on. The family was known for spreading gossip and rumors and were at the center of the greatest number of scandals of any noble family.[1]

The family's greatest adversary was once the **Cormaeril** family, whose members jealously guarded their privacy. However, after the **Cormaerils** were exiled after the Abraxus affair, the Huntcrowns developed a rivalry with House **Emmarask**, House **Illance** and House **Marliir**.[1]

The **Huntcrowns** are a diverse family with interests all over Cormyr. They are active partici- pants in the functions and intrigues of the Royal Court, where they are known gossips and have a reputation for the most scandals of any noble family. The Cormaerils were their historical rivals, but since that family’s exile, the Huntcrowns’ competitive ire is split between Emmarask, Illance, and Marliir. The resulting lack of focus has weakened the family’s effectiveness in the Royal Court, especially with respect to the **Emmarasks** and the **Illances**, but the Huntcrowns have had great success in humbling the **Marliirs**—so much so that the present rumor-mongering campaign is in danger of becoming an open feud. The **Huntcrowns** have taken the precaution of hiring bodyguards for protection when they leave their estate.

In 1479DR, Lord Turin’s son Seszgar was assassinated in the Blue Flame Ghost incident.

#### Members of House Huntcrown

Lady Illiara Huntcrown

Lady Illiara Huntcrown was a debutante visiting Suzail in Nightal, 1462CR. Originally from Arabel, her father was Lord Baerlun Huntcrown. An attempt on her life was made on the eve of her presentation to the Crown. In 1488, Illiara was murdered by the Sembian Mage Andrazi.

• seat in Suzail [GTR,p.56]

• Huntcrown Estate in Suzail [C9410,p.9]

• diverse family with interests all over Cormyr, thus often the best informed of the nation's goings-on [C9410,p.48]

• spreads the most gossip and rumor, and are at the center of the greatest number of scandals of any noble family [C9410,p.48]

• greatest adversary is the Cormaeril family, whose members jealously guard their privacy [C9410,p.48]

• financial and political holdings are so diverse that no single calamity would bring about the fall of the family [C9410,p.48]

• mansion on their country estate destroyed by a fissure of molten rock [DotD,p.92]

• holdings in Arabel [C9410,cover]

• holdings in Espar [C9410,cover]

• holdings in Wheloon [C9410,cover]

• noble during reign of Duar, 429 DR [FRFAQ]

• in the event of Azoun IV's death during the Abraxus incident, the family favored a ruling council for Cormyr rather than any regency or rule by a female. [CaN,p.426]

### Marliir

• seat in Arabel [GTR,p.56]

• largest noble house in Arabel. [CaN,p.454]

• have always been outsiders at Royal Court. [C9410,p.48]

• holdings include extensive farmlands and related businesses in the Arabel area. [C9410,p.49]

• fought against Dhalmass at Marsember, part of the Redlance Rising, backed the Regent Salember, and have been in tax trouble since then. [CaN,p.220-221]

• led the Marsemban infantry fighting with King Galaghard against the Witch-Lords in 900 DR.

• remained loyal to Azoun when Gondegal made his claim to empire in 1352 DR. [CaN,p.454]

• Family Members Currently Alive

#### Historical Family Members

○ Rhodes Marliir, youngest cousin of minor relative of the noble house of Marsember when it fell to Cormyr in 1227 DR; became founder of the noble Marliir house of Arabel. [CaN,p.377-387]

○ Jolithan Marliir, head of the family in 1352 DR, who risked two daughters as messengers to get intelligence to Azoun. [CaN,p.457]

○ Raynaar Marliir (LN hm F6), current head of family who spends most of his time in Arabel rather then the Royal Court [C9410,p.20,49], has the title of duke [BtHR,p.34], head of family and husband of Lady Terese (conflict with BtHR) [FFC,p.52]

○ Lady Terese Marliir (hf), wife of Lord Raynaar (conflicts with BtHR) [FFC,p.52]

○ Dauneth Marliir (LG hm Ftr11)[DrA5,p.64], nobleman and warrior [CaN,p.219], loyal throughout Abraxus Affair, appointed to be Warden of the Eastern Marches by Azoun [CaN,p.483], five years younger than Princess Tanalasta [BtHR,p.11], a very slim 6 feet tall, but gawky and bony [DrA5,p.64]

○ Merelda Marliir, wife to Raynaar and mother to Dauneth, a stumpy little woman lacking in court etiquette [BtHR,p.32-34]

○ Dardreth Marliir (CE hm Ftr6/Rog6), Dauneth's older brother, an unscrupulous cold and calculating man who considers Dauneth a servile idiot, seeks true (if secret) rule of Arabel and cares not who sits on the Dragon Throne [DrA5,p.66]

### Misrim

### Thond

## ТОРГОВЫЕ КОМПАНИИ

### Костеры

### Приакосы

### Бела

## ПРОЧИЕ ГИЛЬДИИ И ОРГАНИЗАЦИИ

### Гильдии ремесленников и т.д.

## НАЕМНИКИ

### Красные вороны

Лидер: **Sartranna ("Tana") Ghalhunt**

Количество: 150

Штаб-квартира: (19)

## ПРОЧИЕ ОБЬЕДИНЕНИЯ

### Арфисты

### Зентарим

### Орден Перчатки

## ПРЕСТУПНЫЕ ОРГАНИЗАЦИИ

# (индекс) ПРИМЕЧАТЕЛЬНЫЕ ЛИЧНОСТИ

1. Sir Severin, the White Knight of Arabel
2. Lady Norah Jarrian
3. Darmos Lauthyr
4. Gustan Hald
5. [Lord Lheskar Bhaliir](onenote:FOLK.one#Lord%20Lheskar%20Bhaliir&section-id={F1805A13-BB26-4FFA-AA12-42B3F53CBFE8}&page-id={E0DC9FA8-8DD8-48DA-A816-CCD40B6F6EA8}&end&base-path=https://d.docs.live.net/4050d6280c872bd7/TRPG/ZZ_TOOLS/0_DEVELOPMENT/902_CORMYR/Новая%20папка/Cormyr)
6. [William Thond](onenote:FOLK.one#William%20Thond&section-id={F1805A13-BB26-4FFA-AA12-42B3F53CBFE8}&page-id={18BC57D6-0974-4DB0-AE98-89AD93838E3F}&end&base-path=https://d.docs.live.net/4050d6280c872bd7/TRPG/ZZ_TOOLS/0_DEVELOPMENT/902_CORMYR/Новая%20папка/Cormyr)
7. [Elaida de'roihan](onenote:FOLK.one#Elaida%20de'Roihan&section-id={F1805A13-BB26-4FFA-AA12-42B3F53CBFE8}&page-id={EE197FD0-E724-4B5B-885B-24C7044D4D8B}&end&base-path=https://d.docs.live.net/4050d6280c872bd7/TRPG/ZZ_TOOLS/0_DEVELOPMENT/902_CORMYR/Новая%20папка/Cormyr)
8. [Mazryth](onenote:FOLK.one#Mazryth&section-id={F1805A13-BB26-4FFA-AA12-42B3F53CBFE8}&page-id={B525F76C-AA8A-4691-BE84-A9B044EAC7AC}&end&base-path=https://d.docs.live.net/4050d6280c872bd7/TRPG/ZZ_TOOLS/0_DEVELOPMENT/902_CORMYR/Новая%20папка/Cormyr)
9. [Mordgrandgur](onenote:FOLK.one#Mordgrandgur&section-id={F1805A13-BB26-4FFA-AA12-42B3F53CBFE8}&page-id={B170E7FB-2500-4AC3-A54E-DF123411640E}&end&base-path=https://d.docs.live.net/4050d6280c872bd7/TRPG/ZZ_TOOLS/0_DEVELOPMENT/902_CORMYR/Новая%20папка/Cormyr)
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11. [Rasalra of the Many Daggers](onenote:FOLK.one#Rasalra%20of%20the%20Many%20Daggers&section-id={F1805A13-BB26-4FFA-AA12-42B3F53CBFE8}&page-id={76A08058-B427-4EBE-8B0C-19E72A2BB071}&end&base-path=https://d.docs.live.net/4050d6280c872bd7/TRPG/ZZ_TOOLS/0_DEVELOPMENT/902_CORMYR/Новая%20папка/Cormyr)
12. [Auntiver Dunshield](onenote:FOLK.one#Auntiver%20Dunshield&section-id={F1805A13-BB26-4FFA-AA12-42B3F53CBFE8}&page-id={C0CB39FF-9D59-4CBF-A170-25E99ABD9154}&end&base-path=https://d.docs.live.net/4050d6280c872bd7/TRPG/ZZ_TOOLS/0_DEVELOPMENT/902_CORMYR/Новая%20папка/Cormyr)
13. [Baalimr Selmarr](onenote:FOLK.one#Baalimr%20Selmarr&section-id={F1805A13-BB26-4FFA-AA12-42B3F53CBFE8}&page-id={F4CEF273-5CED-4ECF-B05D-28DBCBD6579E}&end&base-path=https://d.docs.live.net/4050d6280c872bd7/TRPG/ZZ_TOOLS/0_DEVELOPMENT/902_CORMYR/Новая%20папка/Cormyr)
14. Ceres Neregad
15. [Adolphus](onenote:FOLK.one#Adolphus&section-id={F1805A13-BB26-4FFA-AA12-42B3F53CBFE8}&page-id={EA7248EC-2087-43F3-ADA2-CC811867C9A6}&end&base-path=https://d.docs.live.net/4050d6280c872bd7/TRPG/ZZ_TOOLS/0_DEVELOPMENT/902_CORMYR/Новая%20папка/Cormyr)
16. [Asgetrion](onenote:FOLK.one#Asgetrion&section-id={F1805A13-BB26-4FFA-AA12-42B3F53CBFE8}&page-id={339001E4-FBCB-4D4B-BA18-1F3692BECAFA}&end&base-path=https://d.docs.live.net/4050d6280c872bd7/TRPG/ZZ_TOOLS/0_DEVELOPMENT/902_CORMYR/Новая%20папка/Cormyr)
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18. [Mellomir](onenote:FOLK.one#MELLOMIR&section-id={F1805A13-BB26-4FFA-AA12-42B3F53CBFE8}&page-id={E934B50F-C10A-44AF-9224-142C1D3E534B}&end&base-path=https://d.docs.live.net/4050d6280c872bd7/TRPG/ZZ_TOOLS/0_DEVELOPMENT/902_CORMYR/Новая%20папка/Cormyr)
19. [Myschanta Halarra](onenote:FOLK.one#MYSCHANTA%20HALARRA&section-id={F1805A13-BB26-4FFA-AA12-42B3F53CBFE8}&page-id={9DA5AB5B-5D15-4817-BAC0-5D6FD2179E15}&end&base-path=https://d.docs.live.net/4050d6280c872bd7/TRPG/ZZ_TOOLS/0_DEVELOPMENT/902_CORMYR/Новая%20папка/Cormyr)
20. [Peraphon Thond](onenote:FOLK.one#PERAPHON%20THOND&section-id={F1805A13-BB26-4FFA-AA12-42B3F53CBFE8}&page-id={CAA2F1E4-8505-4A7E-BF75-D8EC10197B9B}&end&base-path=https://d.docs.live.net/4050d6280c872bd7/TRPG/ZZ_TOOLS/0_DEVELOPMENT/902_CORMYR/Новая%20папка/Cormyr)
21. [Theavos Thontar](onenote:FOLK.one#THEAVOS%20THONTAR&section-id={F1805A13-BB26-4FFA-AA12-42B3F53CBFE8}&page-id={C4CB523A-17C5-43DE-B4D2-FCDDB95BD2B2}&end&base-path=https://d.docs.live.net/4050d6280c872bd7/TRPG/ZZ_TOOLS/0_DEVELOPMENT/902_CORMYR/Новая%20папка/Cormyr)
22. **Maerammus Arkithral**

### Lord Arvel Kraligh

**Personality:** scheming, ambitious, cunning

**Goals:** wealth and riches

The local lord of Arabel and second son of the former lord, Arvel is a scheming drunkard and not well liked by the people of Arabel. He is, however, quite cunning and has prevented any rivals from rising to challenge him. Unlike former lords of Arabel, Arvel has a combative relationship with the local adventuring companies, seeing them as an unlawful menace that needs to be reigned in. Whether he can succeed when no one else in the city shares this opinion has yet to be seen.

### Sven Vaylan

**Personality:** cheerful, adventurous, brave

**Goals:** adventure and excitement

Hailing from a long line of adventurers, many of whom have taken up arms in defense of Cormyr during times of need, Sven is a recently knighted, semi-retired adventurer who lives in a tallhouse in northern Arabel. Due to his newfound responsibilities, Sven no longer has time to set out on adventures, and is growing impatient sitting on some information about the Haunted Halls of Eveningstar that he wishes he had the time to look into.

### Sir Severin, the White Knight of Arabel

**Personality:** loyal, dedicated, honorable

**Goals:** faithful service to the crown and Lathander

Once a disgraced knight who after making himself an accidental rival of Erzoured, Severin spent several months in exile adopting the persona of the Black Knight of Arabel. His aid in rooting out and defeating one of the early Sharran incursions into Arabel led to both his knighthood being restored as well as his dedication to Lathander and service as a paladin.

# Стандарт описания персонажа

Имя персонажа

Раса / пол / класс /

Внешность: волосы/глаза/рост/вес / особенности внешности / одежда

Привычки:

Цели:

Ideals:

Bonds:

Flaws:

Traits:

Quote:

Отношения с другими НИП:

Краткая история:

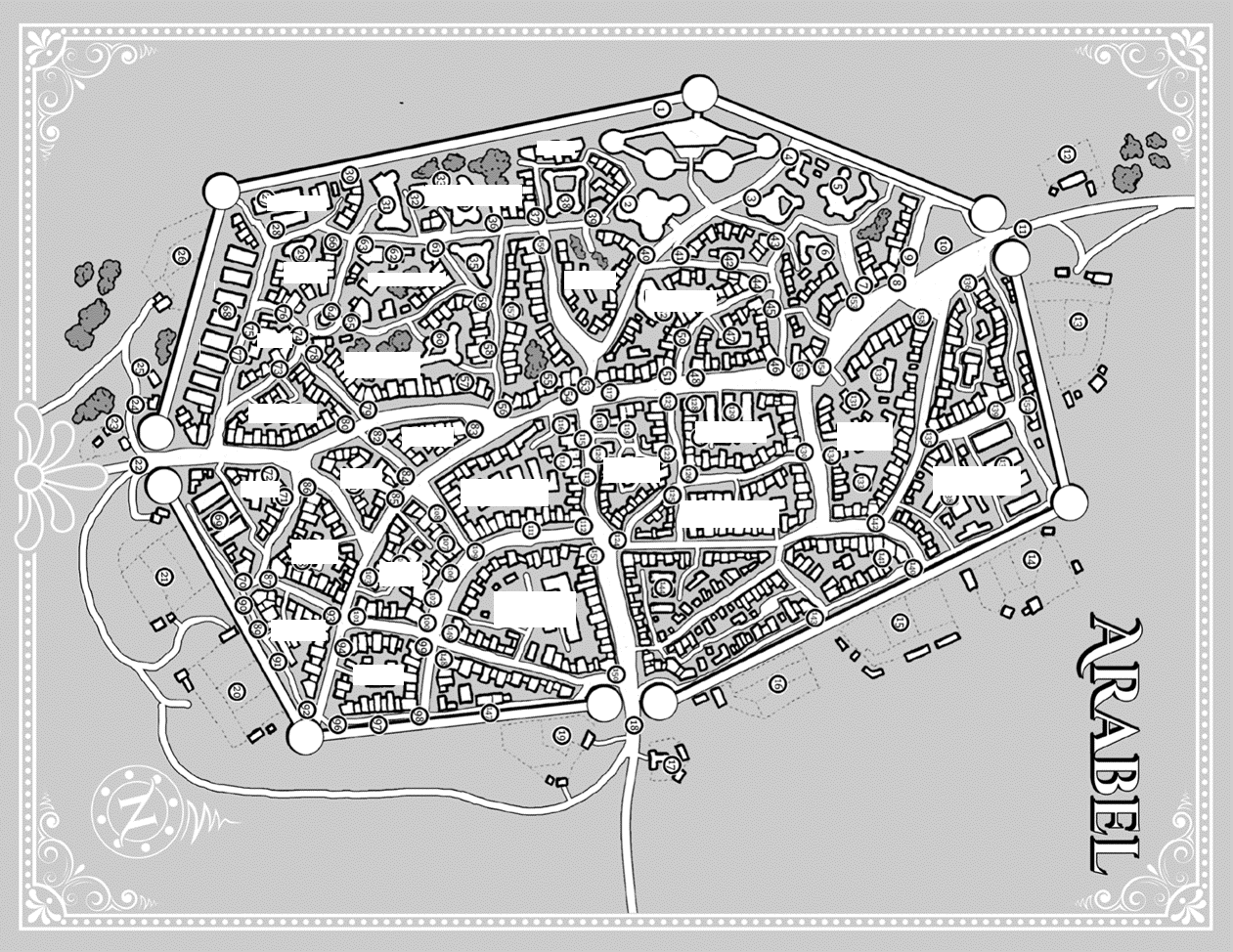
Взаимодействие с персонажами:

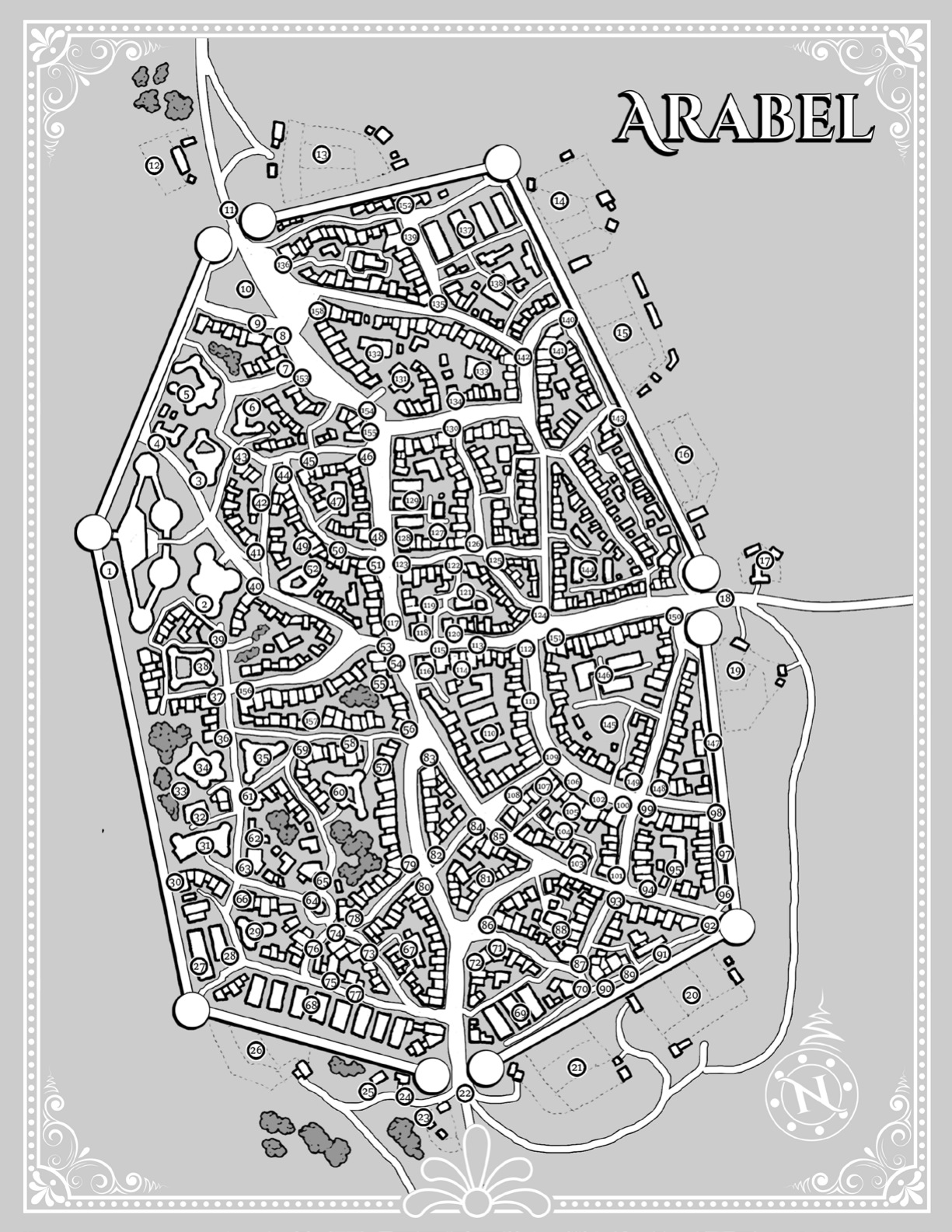
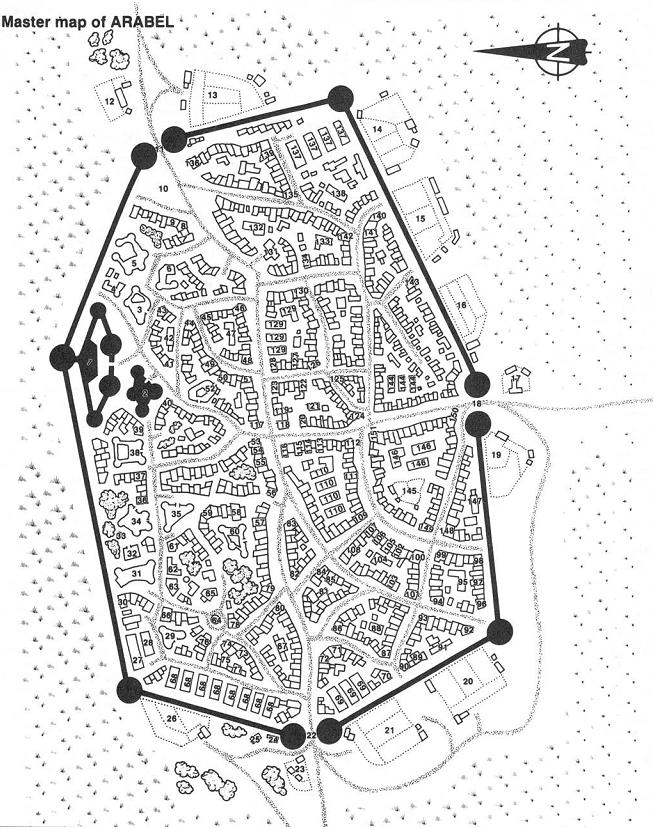
Секреты персонажа:

На картах не показана застройка Арабэла вокруг городских стен.

Зображення, що містить текст

Автоматично згенерований опис



Зображення, що містить карта

Автоматично згенерований опис

Зображення, що містить карта

Автоматично згенерований опис

Games of Chance

Many similar games of chance and

shady skill are played across Faerun.

Knowing subtle differences of eti-

quette and play from place to place is

an essential survival skill for travelers.

Here are three gambling games played

in Cormyr alongside chess and more

familiar card and dice games.

Toss the Dagger

Played in cruder ways elsewhere, this

game gets the full treatment at the

Lucky Dragon: Two daggers are

thrown upward simultaneously by A

blindfolded maiden, who then steps

back. She hurls them up into a hanging

forest of old scraps of armor, frag-

ments of blades, and the like that dan-

gles from the ceiling on cords and

chains. Both daggers must strike

something on their upward trip or both

must be thrown again. The floor of the

throwing area is made of damp sand.

Players bet on whether one, both, or

none of the daggers will strike point

downward when they reach the ground.

Bets are placed before the daggers are

thrown and continue until only one

player can afford to continue or (by

prior agreement) for six, seven, nine, or

twelve bets.

Traitor's Heads

Five dice are shaken inside a skull

and then dropped out of it onto a sec-

ond skull that has been placed on A

large dark cloak or velvet cloth. To

count, a die must strike the second

skull and come to rest on the cloth.

Dice that miss the skull or roll off

the cloth must be shaken and

dropped again.

Casting the dice alternately, play-

ers seek to reach an exact total.

Doubles, triples, and quartets can be

taken at face value or rerolled at the

casters choice. One die or both may be

rerolled in the case of duplicates, but if

the player chooses to reroll a triple or

quartet, all of the matching dice must

be rolled. Any casting where all five

dice land displaying the same number

wins the game instantly.

Bets are placed per game and some-

times modified by the number of rolls

required to achieve the target total.

Players who go over the needed total

(usually 36) get A free roll of all five

dice and drop from their over-total the

number of points the dice show. There-

after, they take their turn casting a sin-

gle die only. When they approach the

needed total, all rolls that take them

over the total again are ignored, and

they must continue to roll in their turn

until the exact total is met.

Swords and Shields

This card game is played with two

identical decks that may be of any sort,

so long as they have at least 20 cards.

One player chooses a single card from

his or her hand and puts it face down